

How to Use this eGuide

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The Table of Contents puts all of the eGuide sections for **Pokemon HeartGold & SoulSilver: Official Pokemon Johto Guide & Johto Pokedex** at your fingertips. You can select the To Contents button from any eGuide page to return to the Table of Contents at any time.

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For any other questions about your eGuide, check out the help button.





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Set a Course for the Johto Region!

Ahead of you is an epic journey through the Johto region. It is a land consumed by turmoil, a place where new and old collide. What Pokémon will you meet? What events await you? Let the grand adventure begin!

Prologue

In *Pokémon FireRed* and *Pokémon LeafGreen* versions...

One day, a youth from Pallet Town was called to meet Professor Oak, a renowned Pokémon researcher.

When the youth arrived at Professor Oak's Pokémon Lab, a wonderful proposal awaited.

"There are three Pokémon here... You can have one. Go on, choose!"



So, the youth chose between Bulbasaur, Charmander, and Squirtle, picking the Pokémon that seemed best.

Then along came a rival—Blue.

Blue immediately challenged the youth to a Pokémon Battle.
But the youth defeated Blue, showing great skill in doing so.



After seeing how well the youth and that Pokémon battled,
Professor Oak knew he had found a great talent.
The Professor then gave the youth an important mission.

That mission was to complete the Pokédex,
a task that would require traveling through the entire Kanto region
and catching all of the 150 kinds of Pokémon said to live there!
With a heart full of passion, the youth set out on the journey.

The youth had two goals in mind.
The first was, of course, to complete the Pokédex.
The other goal was to defeat Pokémon Gym Leaders
throughout the Kanto region, triumph over the Pokémon League,
and become the Pokémon League Champion!



The road ahead would be long indeed.
But the youth threw Poké Balls, caught Pokémon,
and—along with new friends—began to make this dream a reality.



At the first Gym, the youth defeated the Pewter City Gym Leader—Brock.



Then, at the second Gym, the youth defeated the Cerulean City Gym Leader—Misty.



And at the third Gym, the youth defeated the Vermilion City Gym Leader—Lt. Surge!

Trusting in the strength of the Pokémon,
the youth overcame each Gym Leader who stood in the way.

But before long, a dark presence cast its shadow across this journey...

That dark presence was Team Rocket—an evil organization that used Pokémon to do its dirty work as it plotted world domination.



Team Rocket had even done away with a Marowak in Lavender Town, leaving Trainers there heartbroken.

The youth, along with those Pokémon, decided to put a stop to Team Rocket's crimes.

Team Rocket had opened a Game Corner in Celadon City to raise money, and the youth discovered the Rocket Hideout concealed in its basement.

Gathering courage, the youth snuck into the hideout.

Team Rocket was no match for the youth,
whose bravery was fueled by good intentions,
and step by step the youth approached the heart of the hideout.



Deep inside the hideout, the youth faced off against Giovanni, the Team Rocket Boss. Giovanni's Pokémon were known for their overwhelming strength...but still the youth pushed the Pokémon's powers to the limit and defeated Team Rocket's wicked leader.



With Team Rocket defeated, the youth's glorious adventure resumed.

Now the youth could do things like play the Poké Flute to wake a sleeping Snorlax or travel the Cycling Road on a Bicycle!



At the fourth Gym, the youth defeated the Celadon City Gym Leader—Erika.



At the fifth Gym, the youth defeated the Fuchsia City Gym Leader—Koga!

But the youth's string of victories
was once again cut short by Team Rocket...

Team Rocket had taken over Saffron City
and occupied Silph Co. (the Silph Company) right at its center.

Once again, the youth battled Giovanni, the Team Rocket Boss.
By now, the youth had grown so much that Giovanni was no match for the youth's
team!

This time, Giovanni admitted defeat and declared Team Rocket disbanded!

Now the youth was unstoppable, defeating Gyms left and right!



At the sixth Gym, the youth defeated the Saffron City Gym Leader—Sabrina.



At the seventh Gym, the youth defeated the Cinnabar Island Gym Leader—Blaine!

But on reaching the
last Gym—the Viridian City Gym—the youth's heart skipped a beat.

The Gym Leader was none other than Giovanni,
who planned to revive Team Rocket.

The youth's victory was never in doubt
in the final showdown with Giovanni.

With a passion for justice and trust in Pokémon,
the youth crushed Giovanni's villainous ambitions.

Eventually, after emerging from the long and arduous Victory Road,
the youth reached the Pokémon League.

At long last, it was time to fulfill that early dream.



The battles with the Elite Four were far from easy, and at times,
the Pokémon League Champion nearly overwhelmed the youth.

But the youth believed in those Pokémon, and fought with determination.

And finally, victory was theirs!

**Now, three years later,
another youth sets out for adventure!**

Heroes and Allies



Hero (Boy or Girl)

A boy or girl who loves Pokémon. Upon becoming Professor Elm's helper, you set off on a quest to take on the Pokémon League and complete the Pokédex.

Rival

This hot-headed kid regards Pokémon as mere tools. He's always crossing your path and challenging you to battle.



Professor Elm

A Pokémon researcher from Johto. He's known throughout the world as an authority on Pokémon Evolution.

Professor Oak

A Pokémon researcher of great renown. After seeing your talent, he asks you to help him fulfill his long-held dream of completing the Pokédex.



Kurt

A Poké Ball craftsman who lives in Azalea Town. Bring him Apricorns, and each day he'll make you a high-quality Poké Ball.



Eusine

A Trainer roaming the Johto region in search of the Legendary Pokémon Suicune.



Johto Gym Leaders



Violet City Gym Leader
Falkner

Azalea Town Gym Leader
Bugsy



Goldenrod City Gym Leader
Whitney

Ecruteak City Gym Leader
Morty

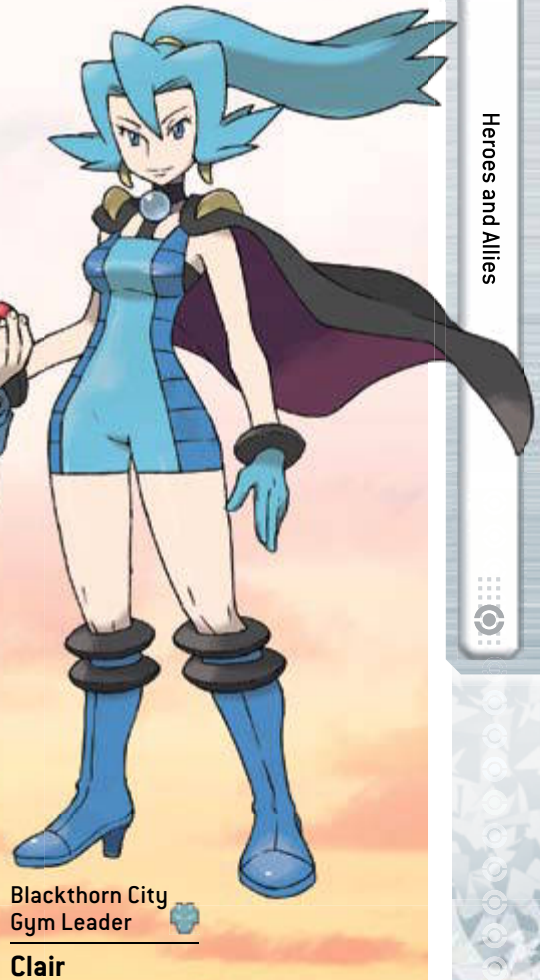


Olivine City Gym Leader
Jasmine



Cianwood City Gym Leader
Chuck

Mahogany Town Gym Leader
Pryce



Blackthorn City Gym Leader
Clair

The Johto Elite Four and League Champion

Elite Four
Koga

Elite Four
Bruno



Elite Four
Will

Elite Four
Karen

Champion
Lance

The Return of Team Rocket



Executive
Archer

Executive
Ariana



Executive
Proton

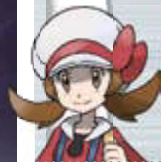
Executive
Petrel



Team Rocket
Grunts



KEY CHARACTERS



The Return of Team Rocket



Johto Region Map

POKÉMON

HEARTGOLD
VERSION

SOULSILVER
VERSION

Ecrueteak City

Ecrueteak Gym
Ecrueteak Dance Theater
Burned Tower
Bell Tower

Route 42

Mt. Mortar

Route 38

Route 39

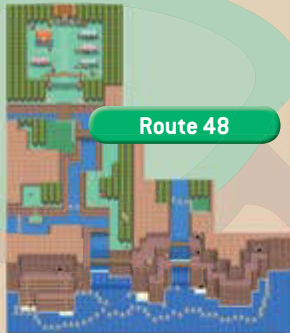
Moomoo Farm

Route 40

Battle Frontier

Safari Zone Gate

Safari Zone



Route 48

Route 47

Cliff Edge Gate
Cliff Cave

Cianwood City

Cianwood Gym
Photographer's House
Cianwood Pharmacy
Cliff Edge Gate

Olivine City

Olivine Gym
Lighthouse
Olivine Port

Goldenrod City

Goldenrod Gym
Game Corner
Goldenrod City Department Store
Bill's House
Goldenrod Tunnel
Bike Shop
Goldenrod City Station
Radio Tower
Global Terminal
Goldenrod Flower Shop
Name Rater's House

Route 41

Whirl Islands

Route 37

Route 35

National Park
Pokéathlon Dome

Violet City

Pokémon School
Violet Gym
Sprout Tower

Route 36

Ruins of Alph

Ruins Research Center
Union Cave

Route 32

Union Cave

Route 34

Pokémon Day Care

Ilex Forest

Azalea Town

Azalea Gym
SLOWPOKE Well
Kurt's House
Charcoal Kiln

Route 33

Union Cave



Lake of Rage

Fishing Guru's House

Route 43

Route 44

Ice Path

Blackthorn City

Blackthorn Gym
Ice Path
Dragon's Den
Move Deleter and Move Tutor House

Mahogany Town

Mahogany Gym
Souvenir Shop
Team Rocket HQ

Route 45

Dark Cave

* Indigo Plateau

Victory Road
Pokémon League HQ

Route 31

Dark Cave

Route 30

Mr. Pokémon's House

Route 46

Dark Cave

* Route 27

Tohjo Falls

* Route 26

Pokémon League Reception Gate

Cherrygrove City

Guide Gent's House

Route 29

New Bark Town

Your House
Lyra/Ethan's House
Professor Elm's Pokémon Lab

*This area is located in the Kanto region.

Recommended Route

Johto

Below is a recommended route for you to follow on your adventure. Use this guide to check your progress or figure out where to go next.

1 New Bark Town

Page 62

- Visit Professor Elm's Pokémon Lab
- Choose your Pokémon. Select from Chikorita, Cyndaquil, and Totodile
- Professor Elm sends you to Mr. Pokémon's house on an errand
- Meet Lyra/Ethan
- Get the Pokégear from your mom



2 Route 29

Page 66

3 Cherrygrove City

Page 67

- Get the Running Shoes from the Guide Gent
- Get the Map Card from the Guide Gent

4 Route 30

Page 70

- Get the Apricorn Box from a man in a house
- Mr. Pokémon entrusts you with the Mystery Egg
- Get the Pokédex from Professor Oak
- Professor Elm gives you a call

5 Cherrygrove City

Page 67

- First battle with your rival

6 New Bark Town

Page 62

- Learn that Professor Elm's Pokémon has been stolen
- Enter your rival's name
- Give the Mystery Egg to Professor Elm
- Your mom asks if you want to save your money

7 Route 29

Page 66

- Get five Poké Balls from Lyra/Ethan

8 Route 31

Page 70

- Get the Vs. Recorder from Lyra/Ethan

9 Violet City

Page 73

- Visit Sprout Tower

10 Sprout Tower

Page 76

- Battle the Elder on 3F
- Get TM70 Flash from the Elder

11 Dark Cave

Page 77

12 Violet City

Page 73

Gym Battle 1: Gym Leader Falkner

- Professor Elm gives you a call
- His assistant entrusts you with the Mystery Egg
- Meet the first Kimono Girl
- The Pokémon Wi-Fi Club and the Wi-Fi Plaza open in the basement of the Pokémon Center
- Receive the Pal Pad from Teala



13 Route 36

Page 80

- Get HM06 Rock Smash from a boy

14 Ruins of Alph

Page 82

- After you solve the stone-panel puzzle, a Researcher gives you the UNOWN Report

15 Route 32

Page 87

- Get the Old Rod from a Fisherman

16 Union Cave

Page 89

17 Route 33

Page 87

18 Azalea Town

Page 91

- Learn that Team Rocket hasn't disbanded after all
- Talk to Kurt, the Poké Ball creator

19 SLOWPOKE Well

Page 94

- Battle Team Rocket Executive Proton

20 Azalea Town

Page 91

- Kurt uses an Apricorn to make a Poké Ball for you

Gym Battle 2: Gym Leader Bugsy

- Talk to the Charcoal Man
- Second battle with your rival



21 Ilex Forest

Page 96

- Catch the first Farfetch'd
- Catch the second Farfetch'd
- Receive HM01 Cut from the Charcoal Man
- Meet the second Kimono Girl and your Pokémon shows her where the exit is

22 Route 34

Page 98

- Have Lyra/Ethan show you the Pokémon Day Care

23 Goldenrod City

Page 100

- Get the Fashion Case from Lyra/Ethan in the Goldenrod Tunnel
- Get the Coin Case from the Game Corner
- Rent a Bicycle at the Bike Shop
- Take the quiz at the Radio Tower to receive the Radio Card
- Get the Blue Card from Buena at the Radio Tower

Gym Battle 3: Gym Leader Whitney

- Receive the SquirrBottle at the Flower Shop



24 Route 35

Page 107

25 Pokéathlon Dome

Page 107

- Meet Magnus
- Have the Apriblender added to your Apricorn Box at the Aprijuice stand
- Get a jersey from Whitney

26 National Park

Page 107

27 Route 36

Page 80

- Use the SquirrBottle to water the odd tree
- Catch Sudowoodo
- Get the Berry Pots from Floria



28 Route 37

Page 80

29 Ecruteak City

Page 111

- Meet Bill at the Pokémon Center
- Get the Dowsing MCHN from a boy in a house
- Help the third Kimono Girl at the Ecruteak Dance Theater
- Get HM03 Surf from a man

30 Burned Tower

Page 114

- Third battle with your rival
- Once you go to the basement, Raikou, Entei, and Suicune will leave, and you can now catch Raikou and Entei



31 Ecruteak City

Page 111

Gym Battle 4: Gym Leader Morty



Crossroads

Olivine City Route

If you go to Olivine City after leaving Ecruteak City

Mahogany Town Route

If you go to Mahogany Town after leaving Ecruteak City
*This guide follows the Olivine City route

32 Route 38

Page 118

33 Route 39

Page 118

- Meet Baoba, the Safari Zone Warden
- Use seven Oran Berries to revive the sluggish Miltank at the Moomoo Farm, then get the Seal Case from a girl

34 Olivine City

Page 120

- Your rival tells you about the Gym Leader
- Get the Good Rod from a Fisherman in his house

35 Lighthouse (Olivine City)

Page 123

- Jasmine asks you to fetch medicine from Cianwood City

36 Route 40

Page 124

37 Route 41

Page 124

38 Cianwood City

Page 126

- Get the SecretPotion at the Cianwood Pharmacy
- Meet Suicune and Eusine
- Battle Eusine as he chases after Suicune

Gym Battle 5: Gym Leader Chuck

- Get HM02 Fly from Chuck's wife



39 Goldenrod City

Page 100

- Bill gives you an Eevee



40 Lighthouse (Olivine City)

Page 123

- Give the SecretPotion to Jasmine

41 Olivine City

Page 120

- The Safari Zone opens

Gym Battle 6: Gym Leader Jasmine



42 Cianwood City  Page 126

- Take the path to the Safari Zone

43 Route 47 • Cliff Cave  Page 130**44 Route 48**  Page 130**45 Safari Zone Gate**  Page 133**46 Ecruteak City**  Page 111

- Go through the gate on the east side of town

47 Route 42  Page 134

- Get HM04 Strength from a Hiker
- Meet Eusine and Suicune

48 Mt. Mortar  Page 135**49 Route 42**  Page 134**50 Mahogany Town**  Page 137

- Buy a RageCandyBar from a man

51 Route 43  Page 140**52 Lake of Rage**  Page 141

- Catch the red Gyarados in the middle of the lake
- Obtain the Red Scale
- Meet Lance

53 Route 30  Page 70

- Give the Red Scale to Mr. Pokémon and receive the Exp. Share

54 Mahogany Town  Page 137

- Lance finds the hidden stairs in the Souvenir Shop

55 Team Rocket HQ  Page 144

- Defeat the Team Rocket Grunts on B2F and get two passwords to the boss's room
- Meet your rival in front of the boss's room
- Battle Team Rocket Executive Petrel
- Follow Murkrow to open the door to the radio transmitter
- Team up with Lance for a Double Battle against Team Rocket Executive Ariana
- Catch or defeat three Electrode
- Get HM05 Whirlpool from Lance

56 Mahogany Town  Page 137**Gym Battle 7: Gym Leader Pryce** 

- After you win, Professor Elm gives you a call

57 Goldenrod City  Page 100

- Put on a Team Rocket uniform in the Memorial Photo Studio

58 Goldenrod City Radio Tower  Page 148

- Your rival shows up and blows your cover
- Battle Team Rocket Executive Petrel
- Get the Basement Key from Petrel

59 Goldenrod Tunnel  Page 152

- Meet the fourth Kimono Girl
- Use the Basement Key to open the door
- Fourth battle with your rival
- Get the Card Key from the Director

60 Goldenrod City Radio Tower  Page 148

- Use the Card Key to open the door on 3F
- Battle Team Rocket Executive Proton
- Battle Team Rocket Executive Ariana
- Battle Team Rocket Executive Archer
- Get the Rainbow Wing/Silver Wing from the Director *1

61 Mahogany Town  Page 132

- Proceed east from town

62 Route 44  Page 154**63 Ice Path**  Page 154

- Get HM07 Waterfall
- Help the fifth Kimono Girl

64 Blackthorn City  Page 156**Gym Battle 8: Gym Leader Clair** **65 Dragon's Den**  Page 159

- Answer the Master's questions inside the Shrine
- Get the Rising Badge and TM59 Dragon Pulse from Clair
- The Master gives you a Dratini

66 Blackthorn City  Page 156

- Professor Elm gives you a call

67 Route 45  Page 162**68 Route 46**  Page 162**69 New Bark Town**  Page 62

- Get a Master Ball from Professor Elm
- Professor Elm tells you that the Kimono Girls have been looking for you

70 Mt. Mortar  Page 135

- Battle the Karate King on B1F
- The Karate King gives you a Tyrogue

71 Ecruteak City  Page 111

- Battle the five Kimono Girls one after the other at the Dance Theater
- Get the Clear Bell/Tidal Bell from the Kimono Girls *2

Pokémon HeartGold Version**72 Bell Tower**  Page 165

- Catch Ho-Oh on the roof

Pokémon SoulSilver Version**72 Whirl Islands**  Page 167

- Catch Lugia in the waterfall basin

73 New Bark Town  Page 62

- Head east from town

74 Route 27  Page 170**75 Toho Falls**  Page 170**76 Route 27**  Page 170**77 Route 26**  Page 173**78 Victory Road**  Page 174

- Fifth battle with your rival

79 Indigo Plateau  Page 176

- Battle the Elite Four and Champion Lance

Hall of Fame

Your adventure continues
in the Kanto region!



*1 You'll get the Rainbow Wing in *Pokémon HeartGold Version*, and the Silver Wing in *Pokémon SoulSilver Version*.

*2 You'll get the Clear Bell in *Pokémon HeartGold Version*, and the Tidal Bell in *Pokémon SoulSilver Version*.

How to Use This Book

Choose the section you want to learn more about

Primer for Pokémon Training

Page 25

This primer has basic information on the game and the world of Pokémon. It also explains the games' new features.



Johto Adventure Walkthrough

Page 61

From New Bark Town all the way to the Pokémon League, this walkthrough will guide you through your adventure.



Safari Zone Guide

Page 181

Here's what you need to know about the Safari Zone, home to lots of wild Pokémon.



Pokéathlon Guide

Page 185

Learn how to compete in all the events of the Pokéathlon, a Pokémon sports festival.



Pokéwalker Guide

Page 201

Learn how to use the Pokéwalker, an accessory that lets you take Pokémon with you anywhere, anytime.



Nintendo Wi-Fi Connection Guide

Page 211

Using examples, this explains gameplay features available through Nintendo Wi-Fi Connection.



Link Play Guide

Page 221

See examples of the different play experiences you can access through Nintendo DS Wireless Communications.



Johto Pokédex

Page 229

A guide to Johto's 256 Pokémon species. It's a quick way to check where and how you can find each Pokémon.



Adventure Data

Page 317

Useful charts of everything from Pokémon moves and Abilities to items and their uses.





Primer for Pokémon Training



Raise Your Pokémon Right!



There are many different kinds of Pokémon



Pokémon are strange and wondrous creatures whose lives are still largely shrouded in mystery. Though many Pokémon live out in fields or under the waves, there are still others who live together in partnership with humans. Nobody knows how many Pokémon there are in all, and new kinds are being discovered all the time.



How to obtain Pokémon

In order to succeed on your adventure, you'll have to partner up with Pokémon and use their powers to help you. For that reason, you'd better

get acquainted with the various methods of obtaining Pokémon.

How to obtain Pokémon

Catch wild Pokémon

Most Pokémon inhabit places like fields, caves, and bodies of water. Go discover and catch them.



Evolve them through battle

As Pokémon build up their strength by battling, some of them will evolve. After Evolution, the Pokémon's name and appearance will change.



Get them through story events

You can get Pokémon or Pokémon Eggs as the story unfolds, so be sure to talk to townspeople.



Link trade with friends

Some Pokémon are especially hard to obtain. The easiest way to get them is by trading with a friend.



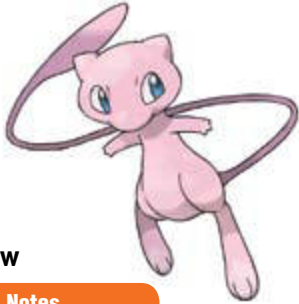
Adventure Info



Pokémon Distributed in Events

Not all Pokémon can be obtained through regular gameplay. To get certain rare Pokémon, you'll have to attend a Pokémon event or connect to Nintendo Wi-Fi Connection. The Legendary Pokémon below are only available through special events and not through regular gameplay—check the official Pokémon website at Pokémon.com for updates on how to obtain these Pokémon.

● Pokémon Distributed in Events So Far



Mew

Notes

If you fulfill certain conditions in the WiiWare game *My Pokémon Ranch*, Hayley will trade you a Mew. Note that *My Pokémon Ranch* is only compatible with *Pokémon Diamond or Pearl Version*, and can't be used with *Pokémon HeartGold or SoulSilver Version*.



Celebi

Notes

Celebi can be transferred from Pal Park once acquired in *Pokémon FireRed, LeafGreen, Ruby, Sapphire, or Emerald version*.



Jirachi

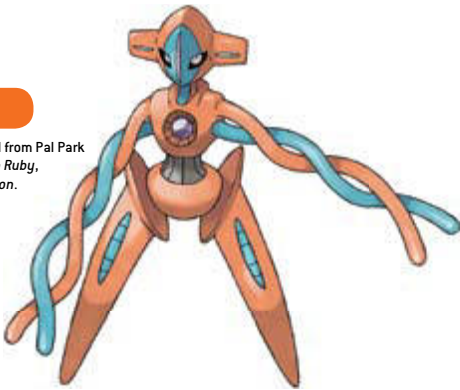
Notes

Jirachi can be transferred from Pal Park once acquired in *Pokémon FireRed, LeafGreen, Ruby, Sapphire, or Emerald version*.

Deoxys

Notes

Deoxys can be transferred from Pal Park once acquired in *Pokémon Ruby, Sapphire, or Emerald version*.



Manaphy

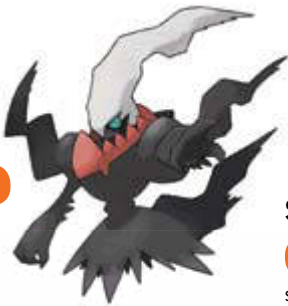
Notes

A Manaphy Egg can be obtained in *Pokémon Ranger or Pokémon Ranger: Shadows of Almia* by completing a Special Mission, then transferred to *Pokémon HeartGold or SoulSilver Version*.*

Darkrai

Notes

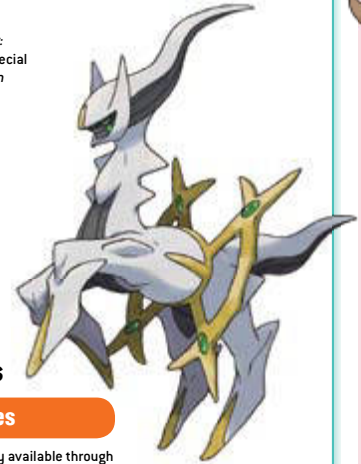
Darkrai can be obtained in *Pokémon Ranger: Shadows of Almia* by completing a Special Mission, then transferred to *Pokémon HeartGold or SoulSilver Version*.



Shaymin

Notes

Shaymin is only available through distribution at special events.



Arceus

Notes

Arceus is only available through distribution at special events.

*Since Phione can be obtained by hatching Eggs, it is not classified as a Legendary Pokémon.



Battling makes Pokémon stronger

A Pokémon grows and becomes stronger by battling. If it wins a battle, it gains Exp. Points (Experience Points). Once it accumulates enough Experience Points, it levels up and gets a stat increase. Take care in training your Pokémon to make it powerful.



Earn Exp. Points to level up.



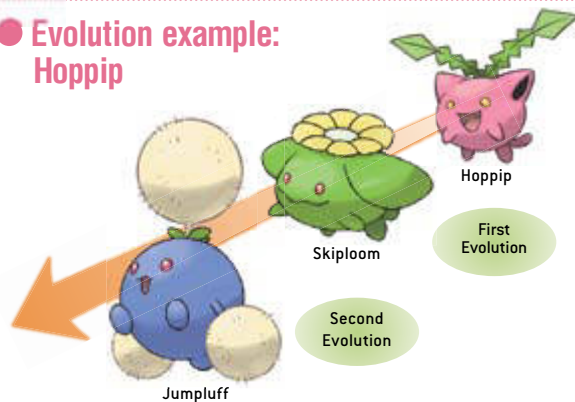
Pokémon evolve by leveling up

Some Pokémon can evolve into new Pokémon with different names, appearances, or moves. There are several ways to evolve Pokémon, but the most basic method is through battling and earning Experience Points to level up.



Don't blink, or you'll miss the magical moment when Evolution occurs.

Evolution example: Hoppip



Key Evolution methods

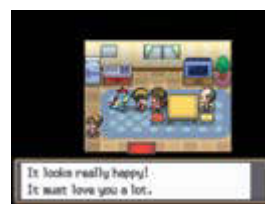
Use special stones

Special stones, such as the Moon Stone or Dusk Stone, have the power to instantly trigger a Pokémon Evolution.



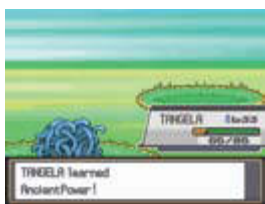
Strengthen your friendship

Take good care of a Pokémon and it'll return the favor. Some Pokémon evolve if they level up while they're on friendly terms with you.



Fulfill certain conditions

Some Pokémon can only evolve once you fulfill certain conditions. You may need to have them learn a particular move or set up your party in the right configuration, for example.



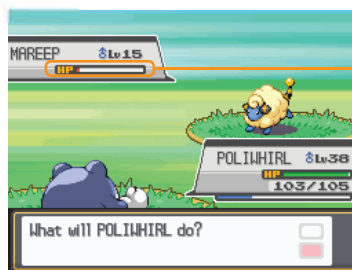
Link trade

Some Pokémon evolve when they're traded. Many of these Pokémon also need to be holding a certain item during the trade.



Learn how to catch wild Pokémon

You can't catch wild Pokémon without a Poké Ball. Even so, Pokémon won't just hop into a Poké Ball—they can be hard to catch unless you tire them out first. Increase your odds of success by knocking down their HP to the lowest possible amount.



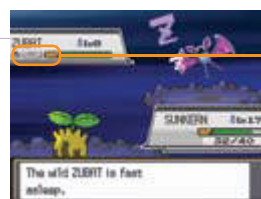
You want HP to be as low as possible.



How to make catching Pokémon easier

1 Inflict status conditions

Some Pokémon moves inflict status conditions on their targets (p. 37). A Pokémon saddled with a status condition is easier to catch. Out of the six status conditions, Sleep and Frozen are the most effective. Lower the target's HP and use status conditions to maximize your chances of success.



Sleep and Frozen are effective.

2 Use the right Poké Ball

There are many different kinds of Poké Balls, each specialized for a certain use (p. 30). For instance, the Net Ball excels at catching Water- and Bug-type Pokémon. Always use a Poké Ball that's effective for the type of Pokémon you want to catch—it's a basic Pokémon-catching principle.



Adventure Info



Teach your party useful Pokémon-catching moves

As explained above, lowering a wild Pokémon's HP and using status conditions makes it easier to catch Pokémon. To do this, use moves like False Swipe and Spore—these moves are more convenient for catching wild Pokémon than other moves. You'll want your team to include Pokémon capable of using these moves.

● Examples of moves good for catching Pokémon

False Swipe Always leaves the target with at least 1 HP, even if the move would have KO'd it

Spore 100% chance of inflicting Sleep status

● Example: a useful Pokémon that can learn both False Swipe and Spore



Parasect

Catch a Paras in Ilex Forest or the Safari Zone, and raise it to Lv. 17 to teach it Spore. Then raise it to Lv. 24 to evolve it into Parasect, and use TM54 to teach it False Swipe.

Adventure Info



Tricks to increase your Pokémon encounter rate

In fields, inside caves, or wherever Pokémon are found, there are tricks you can use to increase your chance of encountering wild Pokémon. If you're hoping to run into a particular Pokémon, try techniques from the list below. On the other hand, there are ways to lower your wild Pokémon encounter rate, too. Use those tricks if you'd rather avoid meeting any wild Pokémon, such as when your team is injured.

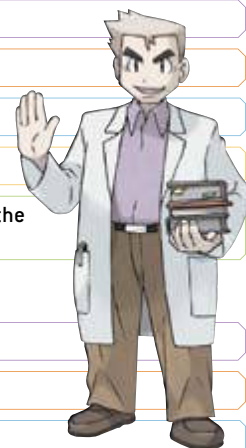


● How to increase your wild Pokémon encounter rate

- 1 Ride your Bicycle
- 2 Turn the radio dial to Pokémon Music and play the Pokémon march
- 3 Walk through the tall grass
- 4 Use the White Flute
- 5 Put a Pokémon with the Arena Trap, Suction Cups, Sticky Hold, No Guard, or Illuminate Ability at the head of your party

● How to lower your wild Pokémon encounter rate

- 1 Walk, don't run (avoid using the Running Shoes)
- 2 Turn the radio dial to Pokémon Music and play the Pokémon lullaby
- 3 Have your lead Pokémon hold the Cleanse Tag
- 4 Use the Black Flute
- 5 Put a Pokémon with the Stench, White Smoke, Sand Veil, Quick Feet, or Snow Cloak Ability at the head of your party





Use the right Poké Ball for each Pokémon


Pokémon HeartGold and *SoulSilver* Versions have a total of 24 different Poké Ball types, eight of which are exclusive to *Pokémon HeartGold* and *SoulSilver*. Each Poké Ball's special effects depend on factors such as Pokémon type or the location of the battle. Learn the best uses for each Poké Ball and use the right one for the Pokémon you're aiming to catch.



● Poké Balls available through Poké Marts, lotteries, etc.

Poké Ball


The most basic device you can use to catch Pokémon.



● **How to get one:**
On Route 29, have Lyra/Ethan explain how to catch Pokémon

Great Ball


Better at catching Pokémon than the Poké Ball.



● **How to get one:**
Sold in shops once you've earned three Gym Badges

Ultra Ball


Better at catching Pokémon than the Great Ball.



● **How to get one:**
Sold in shops once you have five Gym Badges

Heal Ball


Restores a captured Pokémon's HP and status.



● **How to get one:**
Sold in Violet City, Azalea Town, etc.

Net Ball


Good for catching Bug- and Water-type Pokémon.



● **How to get one:**
Sold in Violet City, etc., or Goldenrod City Department Store drawing's 2nd prize (Wednesday)

Dusk Ball


Good for catching Pokémon at night or in caves.



● **How to get one:**
Sold in Blackthorn City, etc., or Goldenrod City Department Store drawing's 2nd prize (Friday)

Nest Ball


The weaker the Pokémon, the more effective it is.



● **How to get one:**
Sold at the Safari Zone Gate, or Goldenrod City Department Store drawing's 2nd prize (Monday)

Quick Ball


Most effective when thrown right at the start of battle.



● **How to get one:**
Sold at the Safari Zone Gate, or Goldenrod City Department Store drawing's 2nd prize (Thursday)

Timer Ball


The more turns that have gone by in battle, the more effective it is.



● **How to get one:**
Goldenrod City Department Store drawing's 2nd prize (Saturday)

Repeat Ball

Good for catching Pokémon of a species you've caught before.



● **How to get one:**
Goldenrod City Department Store drawing's 2nd prize (Tuesday)

Dive Ball

Good for catching Pokémon who live underwater.



● **How to get one:**
Found on Beautiful Beach and similar Pokéwalker Routes

Luxury Ball

Makes it easier for you to befriend the captured Pokémon.




● **How to get one:**
Goldenrod City Department Store drawing's 2nd prize (Sunday)

● Poké Balls obtained through story events

Master Ball


The ultimate Poké Ball, capable of catching any Pokémon.



● **How to get one:**
Once you have eight Gym Badges, Professor Elm gives it to you in New Bark Town

Premier Ball

Same as a regular Poké Ball. Given away as a bonus.




● **How to get one:**
Buy 10 Poké Balls at one time

● Poké Balls that Kurt makes from Apricorns

Fast Ball


Good for catching Pokémon who have a high Speed stat.



● **How to get one:**
Give Kurt in Azalea Town a Wht Apricorn (after you've been to the SLOWPOKE Well)

Lure Ball


Good for catching Pokémon you've hooked on a fishing rod.



● **How to get one:**
Give Kurt in Azalea Town a Blu Apricorn (after you've been to the SLOWPOKE Well)

Level Ball

The more your Pokémon's level exceeds the target's level, the better it works.



● **How to get one:**
Give Kurt in Azalea Town a Red Apricorn (after you've been to the SLOWPOKE Well)

Heavy Ball

The heavier the Pokémon, the more effective it is.



● How to get one:

Give Kurt in Azalea Town a Blk Apricorn (after you've been to the SLOWPOKE Well)

Love Ball

Effective on Pokémon of the same species but opposite gender.



● How to get one:

Give Kurt in Azalea Town a Pnk Apricorn (after you've been to the SLOWPOKE Well)

Friend Ball

Gives a big boost to your friendship with the captured Pokémon.



● How to get one:

Give Kurt in Azalea Town a Grn Apricorn (after you've been to the SLOWPOKE Well)

Moon Ball

Good for catching Pokémon who evolve using the Moon Stone.



● How to get one:

Give Kurt in Azalea Town a Ylw Apricorn (after you've been to the SLOWPOKE Well)



Kurt

● Poké Balls used for events or at facilities

Sport Ball

Only used during the Bug-Catching Contest.



● How to get one:

Join the Bug-Catching Contest at the National Park (Thursday, Friday, Saturday)

Safari Ball

Only used in the Safari Zone.



● How to get one:

Enter the Safari Zone

Park Ball

Only used at Pal Park.



● How to get one:

Enter the Pal Park (post-Hall of Fame only)



Pokémon can learn various moves

Pokémon can learn all kinds of moves, which are useful both in battle and on your adventure in general. There are many different moves, each with its own unique effects. If you put some thought into developing move sets, your Pokémon will stand out as an individual.



A Pokémon can learn up to four moves.



Raise Your Pokémon Right!

● Three fundamental kinds of moves

Attack Moves

These moves do damage by attacking the enemy. There are many variations on the basic attack move. Some moves also inflict status conditions, while others let your Pokémon take the first attack.



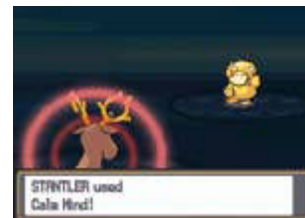
Defense Moves

When your opponent has you in a tight spot, defense moves are a good idea. These moves can restore HP or cure status conditions. There are also defense moves that do everything from leeching an opponent's HP to regenerating HP each turn.



Status Moves

These moves strengthen the user or weaken an opponent. They can do anything from raising a Pokémon's stats to inflicting status conditions that gradually drain an opponent's HP. There's even a move that forces the other Trainer to swap out Pokémon.



How to teach moves to Pokémon

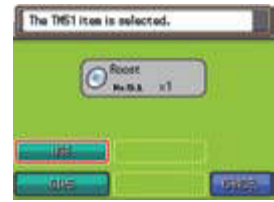
Level them up

Pokémon can learn various moves at predetermined levels. Once they reach a certain level, they can learn the appropriate move.



Use a TM

A TM (Technical Machine) is an item that teaches a move to a single Pokémon. There are 92 different TMs, and each TM is only good for one use.



Use an HM

Each HM (Hidden Machine) is programmed with a special move (p. 34). An HM can teach that move to an unlimited number of Pokémon.



Have an expert teach them

During your travels, you'll meet people who can teach moves to Pokémon. There are several different moves that can be learned this way.



Pokémon have different Abilities

Each Pokémon species has various Abilities. For instance, Mareep can have the Static Ability. Some Abilities' effects take effect during battle, while other Abilities come in handy for catching wild Pokémon.



Only one Ability per Pokémon

Some Pokémon species have two possible Abilities, but any given Pokémon will only have one of the two.

Examples of Abilities and their effects

Pickup

Picks up an item when entering battle. The Pokémon's level determines what items you're likely to find (p. 337).



● Pokémon with this Ability:

Teddiursa, Meowth, and others

Static

Has a 30% chance of inflicting Paralysis on foes that land a physical attack (such as Tackle or Horn Attack).



● Pokémon with this Ability:

Mareep, Electabuzz, and others

Swift Swim

Raises the user's Speed by 2 when the weather condition on the battlefield is Rain.



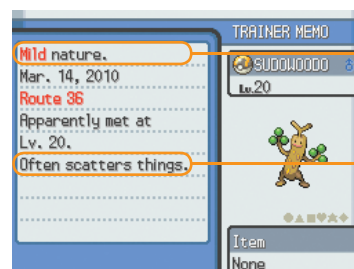
● Pokémon with this Ability:

Goldeen, Horsea, and others



Pokémon have a Nature and a Characteristic

Each individual Pokémon has its own Nature and Characteristic. Depending on the Pokémon, these qualities will affect how its stats increase. Before you start training a Pokémon, check its Nature and Characteristic so that you can make the most of its strongest stats.



Nature

Characteristic

See page 331 for more on Pokémon Natures and Characteristics.

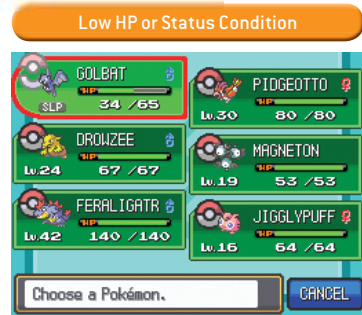


A Pokémon's condition makes its Poké Ball behave differently

When something unusual is going on with your Pokémon—if it's about to level up, for example, or maybe it has a status condition—it lets you know by its cry and the movement of its icon. If it's low on HP or suffering from a status condition, its cry will be much weaker than normal when you send it into battle.



When you're in battle, you'll see the Pokémon's Poké Ball rocking back and forth in your party lineup.



When you view your party, the Pokémon's icon moves more slowly.



Pokémon and Trainers become friends

Friendship is the bond of affection and trust that can grow between a Pokémon and its Trainer. Keep a Pokémon happy and it will grow to like you, but a mistreated Pokémon will take a real dislike to you.



● How to raise your friendship with your Pokémon

Go for a walk

Putting a Pokémon at the head of your party and walking around will strengthen the friendship between you.



Give it the Soothe Bell

A Pokémon who holds the Soothe Bell can be befriended more quickly than usual. You can get the Soothe Bell in the National Park.



Give it stat-boosting items

If you give a Pokémon items that boost its base stats, such as Zinc and Protein, your friendship will go up a bit.



Take it for a makeover at the Pokémon Salon

Give your Pokémon a makeover in Goldenrod Tunnel to increase both its beauty and your friendship.



Catch it in a special Poké Ball

Both the Luxury Ball and Friend Ball will help you in befriending the Pokémon you catch.



Take it for a Stroll in the Pokéwalker

You can raise your friendship with a Pokémon by taking it out for a Stroll in the Pokéwalker.



See page 201 for more on the Pokéwalker, the brand-new accessory introduced in this game.





Pokémon can take their Trainers everywhere



Hidden moves are a special kind of Pokémon move contained inside an HM (Hidden Machine). By using these moves in the field, your Pokémon can open up areas you couldn't reach before. But before you can use each hidden move in this way, you'll need a certain number of Gym Badges.

● HMs and their uses

HM

01 Cut



Cuts down thin trees that are blocking your path, opening up room for you to pass.



● How to get it:

Given to you by the Charcoal Man in Ilex Forest

HM

02 Fly



Whisks you through the air and back to any town you've already visited. You'll land in front of the town's Pokémon Center.



● How to get it:

Given to you by Chuck's wife in Cianwood City

HM

03 Surf



Lets you cross oceans, lakes, and other bodies of water.



● How to get it:

Given to you by a man in the Ecruteak Dance Theater

HM

04 Strength



Unleashes enormous strength, pushing aside stones that you normally couldn't budge.



● How to get it:

Given to you by a Hiker on Route 42

HM

05 Whirlpool



Lets you cross large whirlpools.



● How to get it:

Lance gives it to you at the Team Rocket HQ

HM

06 Rock Smash



Crushes rocks into pieces, allowing you to pass.



● How to get it:

Given to you by a large boy on Route 36

HM

07 Waterfall



Lets you scale waterfalls so you can see what's up at the top.



● How to get it:

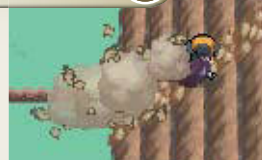
Found on the Ice Path 1F

HM

08 Rock Climb



Lets you climb up and down rough rock walls, both large and small.



● How to get it:

Given to you by Professor Oak (near the end of the game)

Regular moves can also have uses in the field

Some regular moves will help you get around in the field, much like hidden moves. For example, you can use Flash to light up pitch-black caves so you can see where you're going—see page 326 for other such moves.



Winning Strategies



Learn the different types

Pokémon can be classified into 17 types, such as Normal, Fire, Water, or Grass. These types are a key factor in determining a battle's outcome.

Examples of the 17 Pokémon types



Pokémon moves also have types

Both Pokémon and their moves have types. This Totodile is typical of most Pokémon. Although it belongs to the Water type, it learns moves from other types as well.

Example: Totodile

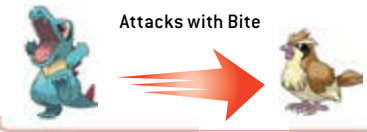


Type of the move
Bite: **Dark**

Pokémon's type:
Water

The move's type is used when attacking

When Totodile attacks Pidgey, look at Bite's type—the Dark type.



The Pokémon's type is used when defending

When Pidgey attacks, look at Totodile's type—the Water type.



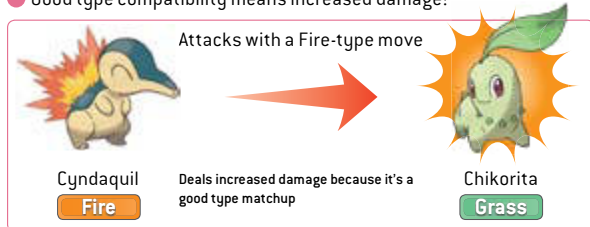
Turn the tables by targeting a foe's weakness

Types interact like a big game of "Rock-Paper-Scissors." For instance, Water is strong against Fire, but weak against Grass. If the attacking Pokémon's move type is strong against the defending Pokémon's type, the move does twice the damage.

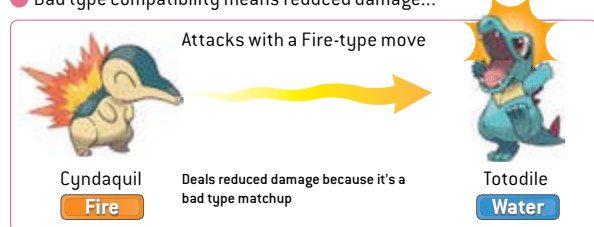
Types have compatibilities



Good type compatibility means increased damage!



Bad type compatibility means reduced damage...



See page 345 for a chart of type weaknesses by individual Pokémon.





Use types to increase attack damage

Under the right conditions, your moves will do at least 1.5 times more damage than usual. If you can keep dishing out that kind of damage, victory is sure to be within reach. There are several factors that

determine increases in attack damage, but the three major ones are listed below.

● Basic techniques to increase damage

1 Use moves of the same type as the user

When a Pokémon uses moves of its own type, those moves inflict 50% more damage.

Damage
150%

2 Use moves that the target is weak against

A move does double damage when used on a foe who's weak against that move's type.

Damage
200%

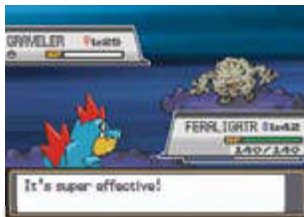
3 Critical hits

If the move scores a critical hit, it does double the damage.

Damage
200%

● Damage ranges as indicated by battle messages

Message	Matchup	Damage
It's super effective!	Good	2–4 times damage
It's not very effective... (No message)	Fair	Half damage or less
It doesn't affect...	Normal	Regular damage
A critical hit!	Bad	No damage
	—	2 times damage



Overall strength is the product of six stats

Each Pokémon's overall strength depends on individual statistics, such as Attack or Defense. Six different stats indicate a Pokémon's

proficiency in different areas. To raise a strong Pokémon, you'll need to understand how each stat works.

● The six stats

Stats affecting physical moves:

Attack

The higher this stat is, the more damage the Pokémon does with physical moves.

Defense

The higher this stat is, the less damage the Pokémon takes from physical moves.

HP

The Pokémon's health. If attacks reduce its HP to 0, the Pokémon faints.

Speed

The Pokémon's attack speed. The higher the number, the more likely it is that the Pokémon will strike first.

Stats affecting special moves:

Sp. Attack

The higher this stat is, the more damage the Pokémon does with special moves.

Sp. Defense

The higher this stat is, the less damage the Pokémon takes from special moves.



Stats also have an effect on the three kinds of moves

Moves belong to one of three kinds—physical, special, or status—and there's an important connection between these move categories and a Pokémon's stats. For instance, a Pokémon with high Attack will do the most damage if it uses physical moves.

● The three kinds of moves

Physical

Moves that make direct contact with the opponent, such as Iron Tail and Slam, are considered physical moves.



Special

Special moves are ones like Surf and Flamethrower, which don't bring the user into direct contact with the foe.



Status

Moves like the weather-changing Rain Dance or moves that alter a user's or foe's stats are considered status moves.





Use status conditions to gain an advantage

Pokémon can be affected by status conditions, which are special conditions such as Sleep, Poison, or Paralysis. These conditions can immobilize a Pokémon or eat away at its HP. Hit your foes with moves that inflict status conditions, and you'll turn the tide of battle.



Conditions have amazing effects

Try out status condition inflicting moves to see their effects for yourself.

● The six types of status conditions

Paralysis

Lowers Speed, and each turn there's a 25% chance that the Pokémon can't attack. This condition does not wear off on its own.

Effect Prevents foe from attacking, lets you strike first

Poison

Target's HP decreases each turn. This condition does not wear off on its own.*1

Effect Lowers foe's HP

Burned

Lowers Attack, and HP decreases each turn. This condition does not wear off on its own.

Effect Lowers foe's HP, slightly weakens its attacks

Sleep

Target is unable to attack.*2 This condition wears off after several turns.

Effect Prevents foe from attacking.*2 Lets you attack with impunity

Frozen

Target is unable to attack. This condition wears off after several turns.

Effect Prevents foe from attacking, lets you attack with impunity

Confused

Target will sometimes attack itself. This condition wears off after several turns.

Effect Can sometimes prevent foe from attacking, can lower foe's HP

*1 If you walk around with a poisoned Pokémon in your party, the condition wears off once the Pokémon's HP drops to 1.
*2 Moves like Sleep Talk and Snore are exceptions to this rule.



Other conditions, similar to status conditions

Certain moves inflict conditions that are similar to status conditions. These conditions can stack on top of status conditions—that is, a foe with Paralysis can have Infatuation at the same time.

Curse

With each passing turn, the target loses 1/4 of its HP.

Infatuation

Target finds it harder to attack a Pokémon of the opposite gender.

Flinch

Target cannot use moves during a turn when the flinch condition is in effect.

Leech Seed

Each turn, the target loses HP that are then absorbed by the user.

Wrap

Target acquires a wrapped status and cannot escape while it's in effect.

Perish Song

If the Pokémon stays in battle, it faints after three turns.

Rules for stacking status conditions

- 1 Status conditions cannot stack with each other (except for Confused)
- 2 Status conditions can stack with other conditions



Make good use of your Abilities

Abilities are special qualities that all Pokémon possess, and each Pokémon species has its own special Abilities. Some Abilities' effects are used in the field, but most Abilities are used to grant you an advantage in battle. Learn their effects and how to effectively combine them with moves.




Abilities can tip the odds in your favor



● Starter Pokémon Abilities


Overgrow



Increases the power of Chikorita's Grass-type moves by 50% when its HP is at 1/3 or below.

Chikorita

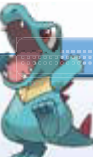
Blaze



Increases the power of Cyndaquil's Fire-type moves by 50% when its HP is at 1/3 or below.

Cyndaquil

Torrent



Increases the power of Totodile's Water-type moves by 50% when its HP is at 1/3 or below.


Totodile

● Examples of Abilities that are helpful in battle

Intimidate

When the user enters battle, the opponent's Attack decreases by 1.


- Pokémon with Intimidate: Stantler, Gyarados, and others



Levitate

User takes no damage when hit by Ground-type moves.


- Pokémon with Levitate: Koffing, Mismagius, and others



Keen Eye

Protects user from the effects of Accuracy-reducing moves.

- Pokémon with Keen Eye: Hoothoot, Pidgey, and others



Adventure Info



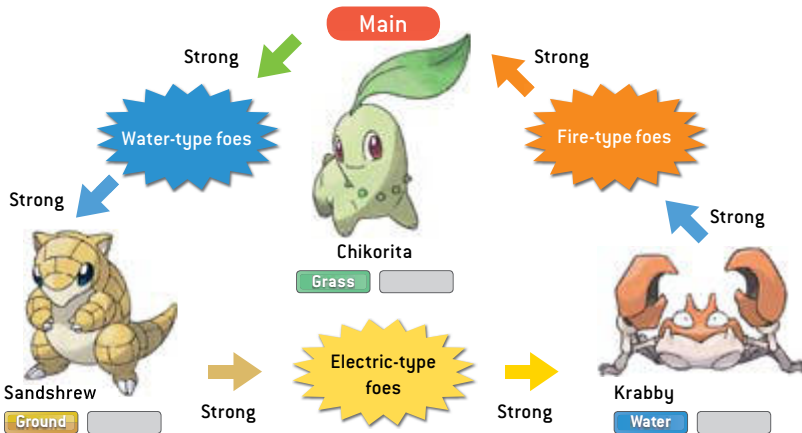
Build a strong team that covers its weak points

Every Pokémon type has its weaknesses. If you fill your team with just one type of Pokémon, then it only takes one supereffective move type to put your entire party at risk. Instead, try building a team with

..... Pokémon whose strengths and weaknesses cover for each other, allowing you to take on any Pokémon you encounter.

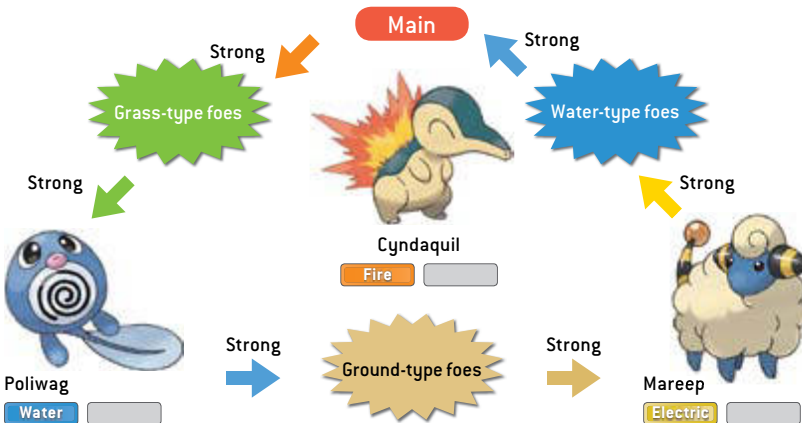
Example: Building a team around Chikorita!

Chikorita is weak against Fire-type moves. That's why you want Krabby, a Pokémon who's strong against Fire-type Pokémon. However, Krabby is weak against Electric types, so add Sandshrew for its advantage over Electric types. Water types that have the upper hand against Sandshrew are at a disadvantage against Chikorita.



Example: Building a team around Cyndaquil!

Since Cyndaquil is weak against Water-type attacks, put Mareep in your team. Mareep is weak against Ground-type moves, so use Poliwhirl—it learns moves that are super effective against Ground types. As for Poliwhirl's vulnerability to Grass types, that's now conveniently covered by Cyndaquil.





Give Pokémon items to hold

Each Pokémon can hold a single item. Some held items have an effect in battle, and you can make them a key part of your strategy. The Shell Bell, for instance, heals 1/8 of the damage received for the Pokémon holding it.

Examples of useful held items



Shell Bell

Heals 1/8 of damage received



Quick Claw

Allows user to strike first



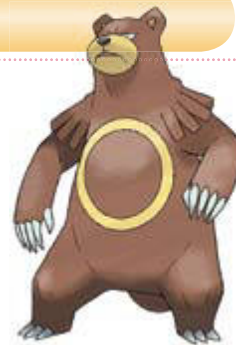
Bright Powder

Raises evasion



King's Rock

Foe may flinch when physical attack moves are used



Lum Berry

User can use it to heal a status condition



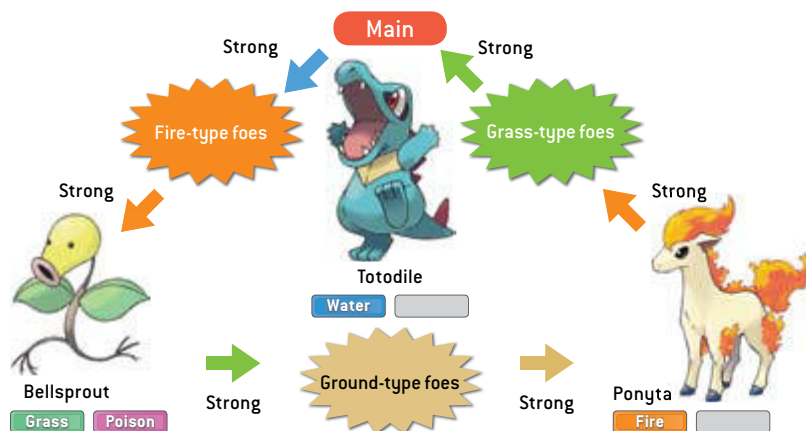
Amulet Coin

Doubles prize money earned if user enters battle, even for a turn



Example: Building a team around Totodile!

Totodile is weak against Grass-type moves. You can cover for that with Ponyta, which is strong against Grass-type Pokémon. Then again, Ponyta is weak against Ground-type moves. So use Bellsprout, which is strong against Ground types. Totodile's Water-type moves will put out any Fire types that threaten Bellsprout.



Power up your team with Pokémon from story events

Pokémon need to battle, earn Experience Points, and level up to become powerful. On the other hand, leveling up several Pokémon at once is time-consuming. An easy solution is to use Pokémon obtained from special events in the game. Ho-Oh, Lugia, and the Lake of Rage's red Gyarados all start off as high-level Pokémon, so you can use them to battle right away.



Gyarados Lv. 30

Water Flying

Location

Lake of Rage



Ho-Oh Lv. 45

Fire Flying

Location

Bell Tower (Pokémon HeartGold only, after you get the Clear Bell)



Lugia Lv. 45

Psychic Flying

Location

Whirl Islands (Pokémon SoulSilver only, after you get the Tidal Bell)



Using the Game Functions



How to use the game menus

Throughout the game, the main menu is shown on the Touch Screen. Select one of the menu options simply by touching it. Once you learn

what the different options are, what they do, and what information they contain, you'll have no problem finding your way.

Menu screen

1 Pokédex Ⓞ p. 40

A high-tech device that records Pokémon data, including how many you've seen and caught.

2 Pokémon Ⓞ p. 42

Displays the Pokémon currently in your party. You can also access detailed info.

3 Bag Ⓞ p. 43

Stores the items you've collected. Open it to use the items inside.

4 Pokégear Ⓞ p. 44

A high-tech, portable gadget that functions as a phone, radio, map, and more.

5 Trainer Card Ⓞ p. 48

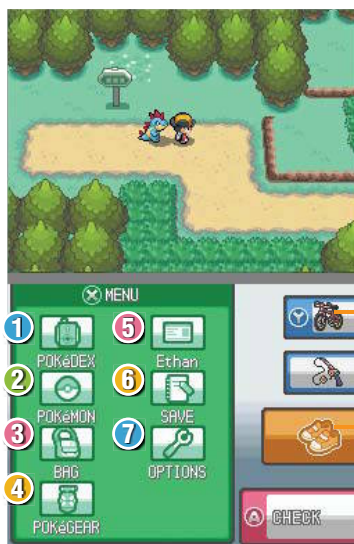
A card displaying your gameplay records and your Gym Badges.

6 Save

Tap here to save your game. Be sure to save often.

7 Options Ⓞ p. 50

Adjust the gameplay options to suit your preferences.



Registered items Ⓞ p. 43

When you register Key Items that you often use, they appear on the Touch Screen. Touch the icons to use them.

Running Shoes

Touch this to run without holding down the B Button. Touch again to cancel.



Pokédex

The Pokédex is a device that automatically records Pokémon data. Whenever you encounter a Pokémon in the field or in a Trainer battle, it's added to your tally of Pokémon seen. Once you catch it, it's added to your total of Pokémon obtained.

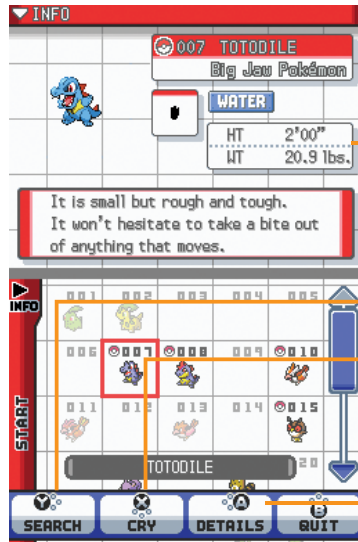


Boy

Girl

* As seen above, the Pokédex is depicted in different colors for the boy and girl, but this is only true in illustrations. In-game, the Pokédex is the same color for both.

● Pokédex screen



Pokédex screen

Once you catch a Pokémon, its name, species, size, weight, footprint, and description are listed here.

Search @ p. 41

Cry

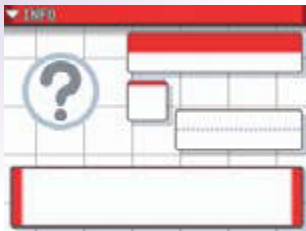
Move the cursor over a Pokémon and tap "CRY" to hear the Pokémon's cry.

Details @ p. 42

● How Pokédex entries are registered

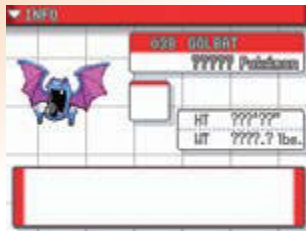
1 No Pokédex data

Before you encounter a Pokémon species, there's nothing but a blank space reserved for it. All you can see is its Pokédex number.



2 Name and habitat recorded

When you see a Pokémon, the Pokédex records its name and appearance. If the Pokémon appears in the wild, its habitat is also displayed.



3 Detailed Information added

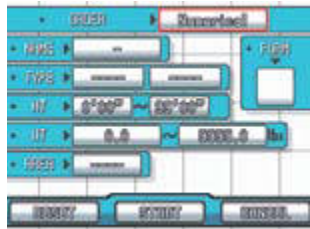
Once you catch a Pokémon, the Pokédex records its type, size, weight, footprint, and description. The Pokédex entry is now complete.



Use Search to find a particular Pokémon's data

As you record more Pokémon, it becomes increasingly time-consuming to find a particular one in the Pokédex. This is where the

Search function comes in handy, allowing you to locate a Pokémon's data right away.



● Order

Lets you sort the Pokémon by number, name, weight, or height.

● Type

Narrows down the list by type. You can choose up to two types.

● Weight

Lets you view only Pokémon of a certain weight range.



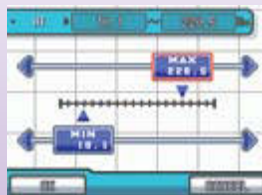
● Name

Select the first letter of the Pokémon's name to narrow down the list.



● Height

Lets you view only Pokémon of a certain height range.



● Form

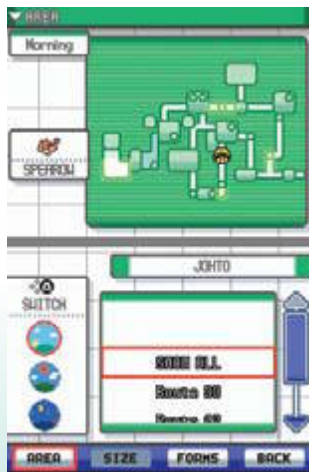
Searches by general shape, such as round or pear shaped.



Check info under Details

Tap "DETAILS" to view a Pokémon's details. Here you'll see a Pokémon's habitat range, its size relative to your hero, and its male and female forms.

Area



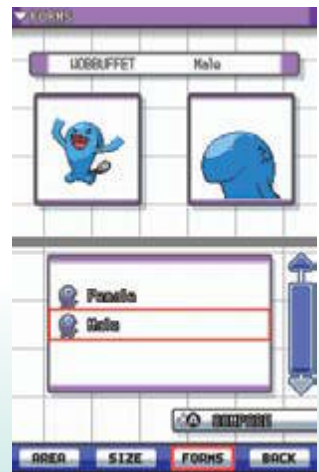
If a Pokémon appears in the wild, this will show the areas where it appears. Tap the lower-left icons to check its habitat during the morning, day, and night.

Size



The top screen shows the Pokémon's size relative to you. The lower screen shows its relative weight.

Forms



Shows a Pokémon's male and female forms. Check out how the female Wobbuffet has red lips, and the male does not!



Tap "POKÉMON" on the menu to see a list of your current party Pokémon. You can also view more info about your Pokémon or use field moves, such as Dig or the HM Fly. Just choose a Pokémon and then use the move.

How Pokédex entries are registered

Summary

Shows where you caught the Pokémon, its moves, its stats, and more.

Switch

Move a Pokémon around in your lineup. Tap "Switch" and then tap where you want the Pokémon to go.

Item

Lets you give a Pokémon an item to hold or take away its held item.



Check Pokémon data under Summary

From the party Pokémon screen, choose "Summary" to view a Pokémon's individual info. There are three separate pages of info, each split between the top and lower screens.

Trainer Memo and Info on the Pokémon



The Trainer Memo is on the top screen, with notes such as the Pokémon's Nature and where it was encountered. General information is on the lower screen.

Skills and Battle Moves



The top screen shows the Pokémon's stats and Ability, and the lower screen shows the moves it knows.

Performance and Ribbons



The top screen shows the Pokémon's Performance, which affects its Pokéathlon potential. The lower screen shows any Ribbons it's earned.



Bag

Your Bag is where you store the items you collect on your journey. For your convenience, items are automatically sorted into one of eight pockets.

Your Bag's eight pockets



Items Pocket

Stores items for Pokémon to hold, Evolution stones, colored Shards, etc.



TMs & HMs Pocket

Stores your TMs and HMs, sorted by number.



Battle Items Pocket

Stores items that you use on Pokémon during battle, such as X Accuracy or Dire Hit.



Medicine Pocket

Stores stat-raising items and items that restore HP or status.



Berries Pocket

Stores your Berries, in the same order as the list on page 340.



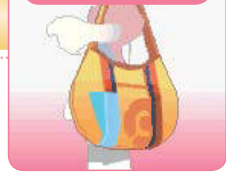
Key Items Pocket

Stores important items acquired on your journey, like the Bicycle and the Old Rod.

Boy's Bag



Girl's Bag



Poké Balls Pocket

Stores all of your Poké Balls.



Mail Pocket

Stores the Mail you've received, such as Air Mail and Tunnel Mail.

Register frequently used items

You'll probably find it useful to register Key Items you use several times in a row, such as fishing rods or the Bicycle. Once an item is registered, you can use it with just a press of the Y Button or by tapping the icon on the lower screen. Up to two items can be registered at a time to the lower screen.

How to register an item

1 Tap "REGISTER"



Select the item and tap "REGISTER."

2 Item is registered



Now the item is registered. You can register up to two Key Items.

Organize your items for ease of use

The more items you have, the more of a hassle it is to find the one you want. This is why you want to organize your Bag. For instance, if you open the Medicine Pocket and arrange your Potions, Super Potions, and Hyper Potions in order, you can easily find them when you need them.

How to rearrange items

1 Tap "Move"



Select the item you want to move, and tap "Move."

2 Tap the destination



Tap the spot you want the item to go in, and you're done!

Adventure Info



Get a handle on using these handy items

There are lots of items that are an especially big help on your journey. You can ride the Bicycle and zip from point A to point B, use the Dowsing MCHN (Dowsing Machine) to sniff out hidden items



Bicycle

The Bicycle lets you travel even faster than the Running Shoes allow. It also raises your wild Pokémon encounter rate if you ride it through tall grass or caves, so use it when there's a Pokémon you're trying to catch.



Even faster than running

The Bicycle's speed will shorten your travel time.

How to get the Bicycle:

Borrow it from the man at the Bike Shop in Goldenrod City



Dowsing MCHN

The Dowsing MCHN can detect items that are hidden among rocks in a cave or the sands of a beach. Tap the radar on the lower screen. The screen turns yellow if there's an item nearby. Use it in lots of different places to track down all the items.



Find hidden items

Items are located in the areas that turn orange when you tap them.

How to get the Dowsing MCHN:

Given to you by a young man in a house in Ecruteak City



Adventure
Info

Get a handle on using these handy items ②



Exp. Share

Using the Exp. Share, a Pokémon can get Experience Points without having to battle. Just put the Pokémon in your team and have it hold the Exp. Share. It will receive half of the Experience Points your team earns through battling. Use it to level up Pokémon that are still too weak to participate in battles.

Earn Experience
Points without
battling

Use it on low-level Pokémon you want to raise in a hurry.

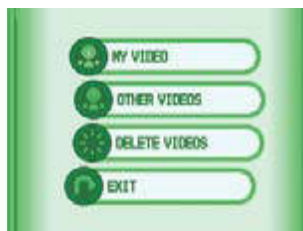
● How to get the Exp. Share:

Trade the Red Scale to Mr. Pokémon on Route 30



Vs. Recorder

The Vs. Recorder lets you record link battles you have with your friends. You can also record your Battle Frontier battles after you make it to the Hall of Fame. You can then show off your Battle Videos on the third floor of the Global Terminal in Goldenrod City.

Record your battle
memories

A Battle Video creates a record of intense battles between you and your friends.

● How to get the Vs. Recorder:

Get it from Lyra/Ethan at the gate on Route 31



Apricorn Box

The Apricorn Box is where you store Apricorns picked from Apricorn Trees, and the Apriblender is a device that makes Aprijuice from Apricorns. To have the Apriblender added to your Apricorn Box, talk to the clerk at the Aprijuice stand in the plaza west of the Pokéathlon Dome.

Store 99 of each
Apricorn

There are seven colors of Apricorn, and you can store up to 99 of each kind.



Pokégear

The Pokégear (short for Pokémon Gear) is a high-tech, multi-function tool. It's only used as a phone at first, but you can use cards to add functions like a map and a radio. Master all the Pokégear functions so you can use it to its full potential.



Boy version



Girl version

Pokégear
Function 1

Register phone numbers to send and receive calls

As you battle Pokémon Trainers during your journey, their phone numbers will be saved on your Pokégear. This lets you call them any time you want, and sometimes they'll even call you! Meet and battle all kinds of people to expand your contacts.

Collect phone
numbers on
your travels

Many Pokémon Trainers will ask you to exchange numbers after a match.



Berry Pots

Your set of Berry Pots lets you plant Berries so you can harvest more of them. You don't have to worry about losing track of your Berries. You can use the Berry Pots to check on them at any time after

planting. Berries are useful to have, so if you find some, plant them to grow some more.

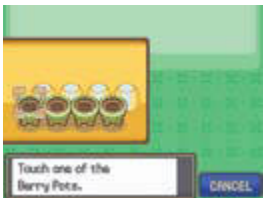
How to plant Berries

1 Tap "USE"



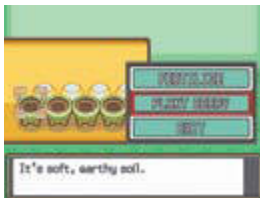
Select the Berry Pots and tap "USE."

2 Select the Berry Pots



Pick one of four pots to use for planting.

3 Tap "PLANT BERRY"



Next, tap "PLANT BERRY."

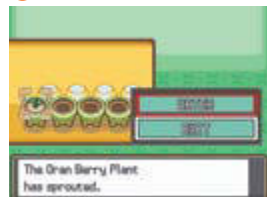
4 Select a Berry



Once you've decided on a Berry, tap to confirm.

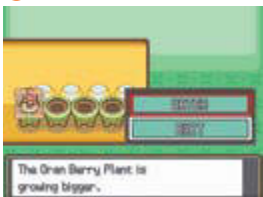
The four stages of Berry growth

1 The plant sprouts



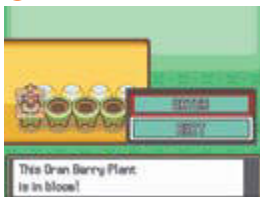
Some time after planting, leaves will sprout.

2 The stalk develops



After more time, the stalk grows taller.

3 The plant blooms



After some more time, flowers start to bloom.

4 Berries grow



Eventually, Berries will grow.



Water your plants with the SquirtBottle

For maximum yield, use the SquirtBottle to water your plants at each stage of growth. Check the sprouts, water them before the soil dries out, and you'll grow a bumper crop of Berries.



Make good use of Mulch from the Flower Shop in Goldenrod City

To adjust your Berries' growth rate, buy Mulch at the Flower Shop in Goldenrod City. Using Mulch will help you grow Berries at a pace that suits you.

Growth Mulch

Accelerates Berry growth and soil drying

Stable Mulch

Lengthens ripening time

Damp Mulch

Slows Berry growth and soil drying

Gooney Mulch

Increases the number of times fallen Berries will sprout

See page 340 for more on Berries.



Collect Trainers' numbers and you might get a rematch

If you have Trainers' phone numbers, there's a chance you could have a rematch. When a Trainer calls you asking for a rematch, go talk to that Trainer in person. Trainers call you for other reasons as well—maybe they want to give you an item, or maybe they just want to chat.

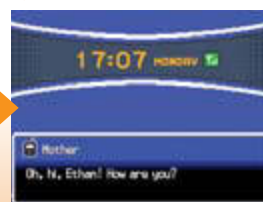
Receiving calls

1 The phone rings



When the phone rings, the icon vibrates and the caller's name is displayed.

2 Tap the phone icon



Tap the phone icon to answer the call.

Call lots of people

You can also use the Pokégear to make calls and gather all kinds of information. When you call your mom, she'll tell you how much money you've saved and give you the option to stop saving. You can also call Professor Oak to have him rate your Pokédex. It's convenient to not have to talk to people in person, so try chatting with people you haven't seen in a while—it's fun!

How to make calls

1 Tap the name



Pull up the Pokégear's phone screen and select a name.

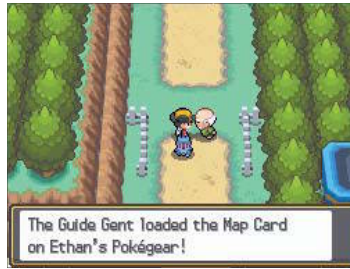
2 Tap "Call"



Tap "Call" to be connected.

Pokégear Function 2 View the Town Map

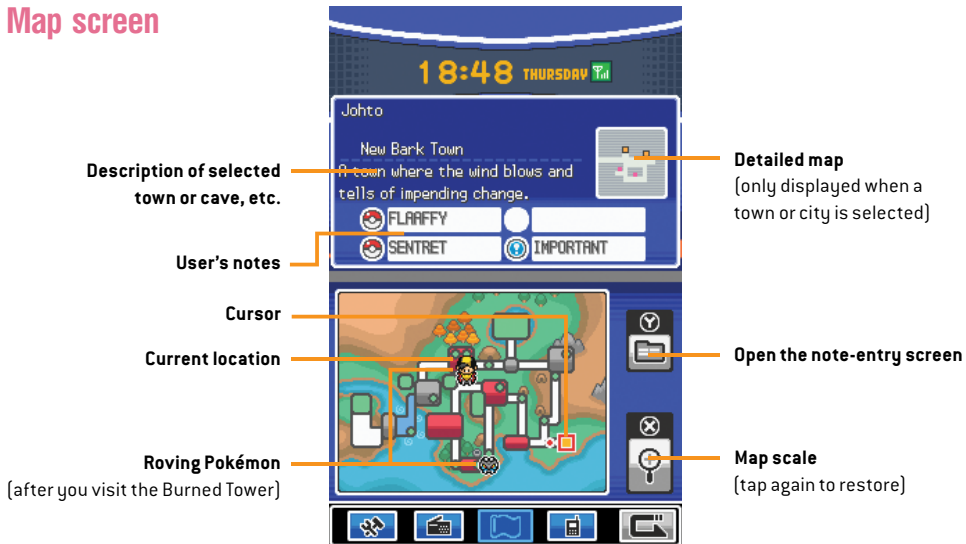
The Guide Gent in Cherrygrove City gives you a Map Card. Once it's inserted into your Pokégear, you can use the Town Map function. This useful map displays your current location, information on towns and routes, and simple maps of each town.



To view the map, get a Map Card

The Guide Gent gives you the Map Card when you leave Cherrygrove City for Route 30.

Town Map screen



Make notes on the Town Map

The Town Map lets you make notes by filling in conversational words and one of eight preset icons. Use it as a memo pad to jot down items you want to remember, or remind yourself of Pokémon you've spotted or items you've found.

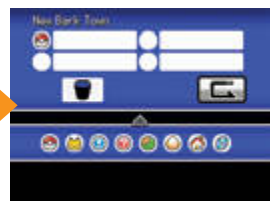
How to set icons

1 Touch the icon



Place the stylus over the icon you want.

2 Move it up



Drag the stylus to an empty circle.

How to input words

1 Touch a blank



Touch a blank space to bring up the input screen.

2 Choose the word



Choose the word from alphabetical or themed lists.



Erasing data

To delete data, select a note and drag it to the trash.

Pokégear Function 3 Listen to the radio

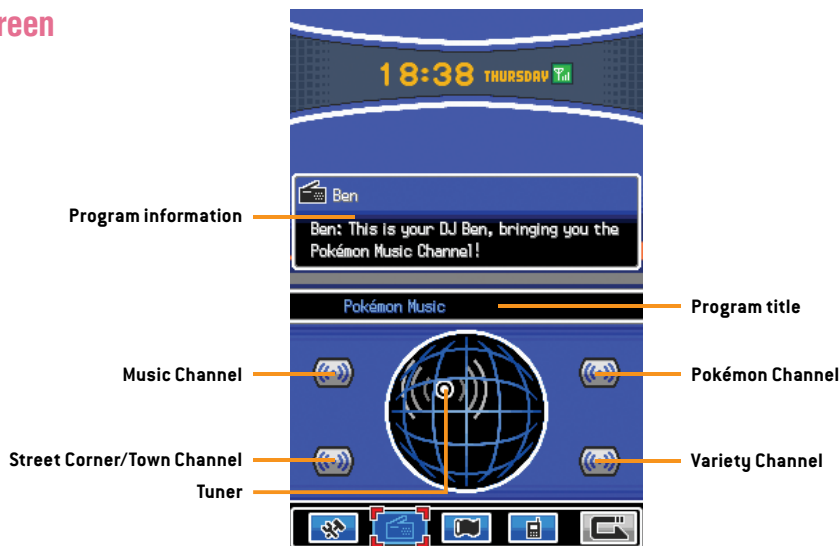
At the Radio Tower in Goldenrod City, you can insert a Radio Card into your Pokégear to add a radio function. The radio has four channels, and a variety of programs play at different times on different days. Tune in to the station you like best and enjoy.



To listen, get the Radio Card

Take the quiz on the Radio Tower 1F. Answer all five questions right to receive the Radio Card.

● Radio screen



See page 48 for more on radio programs.

Pokégear Function 4 Transform your Pokégear

You can transform your Pokégear with one of six preset background skins. Change the skin at any time by opening the Pokégear and tapping the lower-left icon. Changing the skin alters the colors, design, and font. If you want a change of atmosphere, pick out a new skin to give your adventure a new mood and look.

● Skins



Switch to a new skin

To apply a skin, just tap the one you want.



Adventure
Info

Johto Radio programming schedule

Pokémon Music Channel

● Schedule

Time	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.
12–1 A.M.	1	2	1	2	1	2	1
1–2 A.M.	1	2	1	2	1	2	1
2–3 A.M.	1	2	1	2	1	2	1
3–4 A.M.	1	2	1	2	1	2	1
4–5 A.M.	1	2	1	2	1	2	1
5–6 A.M.	1	2	1	2	1	2	1
6–7 A.M.	1	2	1	2	1	2	1
7–8 A.M.	1	2	1	2	1	2	1
8–9 A.M.	1	2	1	2	1	2	1
9–10 A.M.	1	2	1	2	1	2	1
10–11 A.M.	1	2	1	2	1	2	1
11 A.M.–12 P.M.	1	2	1	2	1	2	1
12–1 P.M.	1	2	1	2	1	2	1
1–2 P.M.	1	2	1	2	1	2	1
2–3 P.M.	1	2	1	2	1	2	1
3–4 P.M.	1	2	1	2	1	2	1
4–5 P.M.	1	2	1	2	1	2	1
5–6 P.M.	1	2	1	2	1	2	1
6–7 P.M.	1	2	1	2	1	2	1
7–8 P.M.	1	2	1	2	1	2	1
8–9 P.M.	1	2	1	2	1	2	1
9–10 P.M.	1	2	1	2	1	2	1
10–11 P.M.	1	2	1	2	1	2	1
11 P.M.–12 A.M.	1	2	1	2	1	2	1

● Program descriptions

1 Pokémon march

A lively marching tune. Play this when you're walking in tall grass or caves to raise your wild Pokémon encounter rate.

2 Pokémon lullaby

A gentle, sleep-inducing melody. Play this when you're walking in tall grass or caves to lower your wild Pokémon encounter rate.

Pokémon Channel

● Schedule

Time	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.
12–1 A.M.	3	3	3	3	3	3	3
1–2 A.M.	3	3	3	3	3	3	3
2–3 A.M.	3	3	3	3	3	3	3
3–4 A.M.	3	3	3	3	3	3	3
4–5 A.M.	3	3	3	3	3	3	3
5–6 A.M.	3	3	3	3	3	3	3
6–7 A.M.	3	3	3	3	3	3	3
7–8 A.M.	3	3	3	3	3	3	3
8–9 A.M.	3	3	3	3	3	3	3
9–10 A.M.	3	3	3	3	3	3	3
10–11 A.M.	3	3	3	3	3	3	3
11 A.M.–12 P.M.	3	3	3	3	3	3	3
12–1 P.M.	3	3	3	3	3	3	3
1–2 P.M.	3	3	3	3	3	3	3
2–3 P.M.	3	3	3	3	3	3	3
3–4 P.M.	3	3	3	3	3	3	3
4–5 P.M.	3	3	3	3	3	3	3
5–6 P.M.	3	3	3	3	3	3	3
6–7 P.M.	3	3	3	3	3	3	3
7–8 P.M.	3	3	3	3	3	3	3
8–9 P.M.	3	3	3	3	3	3	3
9–10 P.M.	3	3	3	3	3	3	3
10–11 P.M.	3	3	3	3	3	3	3
11 P.M.–12 A.M.	3	3	3	3	3	3	3

● Program descriptions

3 Pokémon Talk (with Professor Oak)

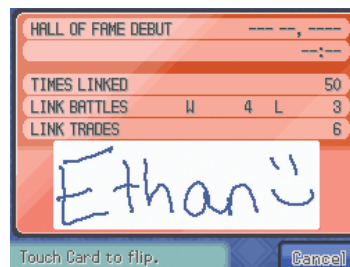
Professor Oak and Mary are your hosts for this program. Professor Oak tells you about tall grass, bodies of water, and other spots in the Johto region where Pokémon can be found. He also tips you off to the Pokémon that appear when you use a fishing rod or the HM Rock Smash.



Professor Oak

Trainer Card

Your Trainer Card shows your achievements as a Trainer and the Gym Badges you've earned. Your Trainer Card has lots of information recorded on it, so give it a look—just tap the icon labeled with your name to access it at any time.



Don't forget to check the back

The back of your Trainer Card displays your signature, link battle stats, and more.

Street Corner/Town Channel

● Schedule

Time	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.
12-1 A.M.	4	4	4	4	4	4	4
1-2 A.M.	5	5	5	5	5	5	5
2-3 A.M.	4	4	4	4	4	4	4
3-4 A.M.	5	5	5	5	5	5	5
4-5 A.M.	4	4	4	4	4	4	4
5-6 A.M.	5	5	5	5	5	5	5
6-7 A.M.	4	4	4	4	4	4	4
7-8 A.M.	5	5	5	5	5	5	5
8-9 A.M.	4	4	4	4	4	4	4
9-10 A.M.	5	5	5	5	5	5	5
10-11 A.M.	4	4	4	4	4	4	4
11 A.M.- 12 P.M.	5	5	5	5	5	5	5
12-1 P.M.	4	4	4	4	4	4	4
1-2 P.M.	5	5	5	5	5	5	5
2-3 P.M.	4	4	4	4	4	4	4
3-4 P.M.	5	5	5	5	5	5	5
4-5 P.M.	4	4	4	4	4	4	4
5-6 P.M.	5	5	5	5	5	5	5
6-7 P.M.	4	4	4	4	4	4	4
7-8 P.M.	5	5	5	5	5	5	5
8-9 P.M.	4	4	4	4	4	4	4
9-10 P.M.	5	5	5	5	5	5	5
10-11 P.M.	4	4	4	4	4	4	4
11 P.M.- 12 A.M.	5	5	5	5	5	5	5

● Program descriptions

4 Trainer Profiles

Hear information on the Pokémon Trainers you'll meet throughout Johto: Bug Catchers, Twins, Hikers, Swimmers, and others.

5 That Town, These People

Learn about each Johto town's top three sights. New Bark Town, Cherrygrove City, Violet City, Azalea Town, Goldenrod City, and Ecruteak City are all featured once you get the radio function. You can hear about Cianwood City, Mahogany Town, and Blackthorn City once you've visited them.

Variety Channel

● Schedule

Time	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.
12-1 A.M.	6	6	6	6	6	6	6
1-2 A.M.	7	7	7	7	7	7	7
2-3 A.M.	8	8	8	8	8	8	8
3-4 A.M.	6	6	6	6	6	6	6
4-5 A.M.	7	7	7	7	7	7	7
5-6 A.M.	8	8	8	8	8	8	8
6-7 A.M.	6	6	6	6	6	6	6
7-8 A.M.	7	7	7	7	7	7	7
8-9 A.M.	8	8	8	8	8	8	8
9-10 A.M.	6	6	6	6	6	6	6
10-11 A.M.	7	7	7	7	7	7	7
11 A.M.- 12 P.M.	8	8	8	8	8	8	8
12-1 P.M.	6	6	6	6	6	6	6
1-2 P.M.	7	7	7	7	7	7	7
2-3 P.M.	8	8	8	8	8	8	8
3-4 P.M.	6	6	6	6	6	6	6
4-5 P.M.	7	7	7	7	7	7	7
5-6 P.M.	8	8	8	8	8	8	8
6-7 P.M.	6	6	6	6	6	6	6
7-8 P.M.	7	7	7	7	7	7	7
8-9 P.M.	8	8	8	8	8	8	8
9-10 P.M.	6	6	6	6	6	6	6
10-11 P.M.	7	7	7	7	7	7	7
11 P.M.- 12 A.M.	8	8	8	8	8	8	8

● Program descriptions

6 Pokémon Search Party

A team of reporters go out exploring caves and ruins, and records what they encounter there. There are six episodes that will play as your adventure unfolds.

7 Serial Radio Drama

From cartoons to soap operas, you'll hear four different radio dramas here. There are eight episodes of "The Young Pokéathlete Maximo," five episodes of an on-the-road drama, five episodes of a love story, and four episodes of a travelogue that covers Kanto and Johto.

8 Buena's Password

Listen to Buena's Password, then earn points by using these passwords to answer Buena's questions at the Radio Tower in Goldenrod City. Earn enough points and you can trade them for a fabulous prize [p. 164]. Before you get the Blue Card, the program will be on the air, but it won't reveal any passwords.



● Trainer Card screen

Johto Gym Leaders
At first, this only shows the Gym Leaders' faces. As you earn Badges, they're displayed at the lower-right corner of the corresponding Gym Leader.

ID number — ID No. SS204 NIME Ethan — **Your name**

Money — MONEY 864929 — **Your picture**

Score — SCORE 1438 — **Play time**

Adventure start date — ADVENTURE STARTED Mar. 14, 2010

Touch Card to flip.

Raise your score

You can raise the score on your Trainer Card by taking on various challenges during your adventure. The score indicates how much you've accomplished in the game. Raise your score so you can show it off to your friends.

Main methods for raising your score

1 Hatch Pokémon Eggs

3 Link trade Pokémon

2 Gather Apricorns

4 Win at the Pokéathlon

Adventure Info



Entering the Hall of Fame upgrades your Trainer Card

After you've entered the Hall of Fame, your Trainer Card is upgraded to a lovely shade of blue. There are other ways to upgrade your Trainer Card, too. The card changes as you accomplish each one.



Options

The options menu lets you adjust game settings to suit your own preferences, making it easier to play. For instance, if the game text scrolls by too quickly, you can decrease the message speed. If there's a gameplay feature you want to change, open the options menu by selecting the options icon and tweak it to your liking.

1 Text Speed

Choose from slow, mid (middle), or fast text speeds.

2 Battle Scene

Choose whether or not you want to see battle animations when Pokémon enter battle and use their moves.

3 Battle Style

When you defeat one Pokémon out of a team of several, you'll be asked whether you want to switch your own Pokémon. If you want to automatically stay with your current Pokémon, select "SET" to turn off the messages.

Shift

Pros

After defeating a Pokémon, you can switch to one better suited to your next foe.

Cons

You'll be asked frequently if you want to switch Pokémon.

Set

Pros

Lets you keep battling with a single Pokémon (to focus on leveling it up).

Cons

In Set mode, you have to use up a turn to switch your Pokémon after beating a foe.



4 Sound

Choose between stereo and mono sound.

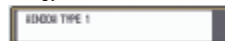
5 Button Mode

You can set Button mode to "L=A" so that the L Button serves as a confirmation button—useful if you want to play one-handed.

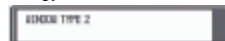
6 Frame

Choose from 20 different text-window designs.

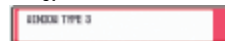
Type 1



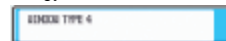
Type 2



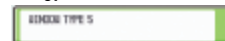
Type 3



Type 4



Type 5



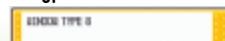
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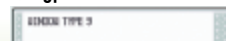
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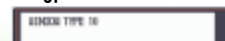
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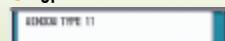
Type 9



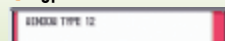
Type 10



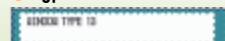
Type 11



Type 12



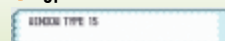
Type 13



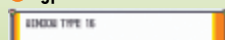
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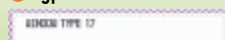
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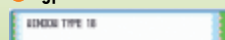
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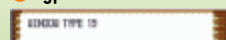
Type 17



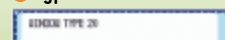
Type 18



Type 19



Type 20

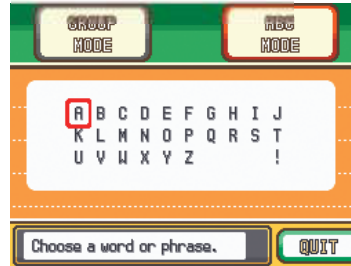


Communicate with the Easy Chat System



Build sentences out of words and phrases

The easy chat system lets you construct sentences by plugging in pre-set words and phrases. You'll use it in a variety of situations, such as composing Mail for a Pokémon to hold or talking to certain townspeople.



Find words by alphabetical mode

In alphabetical mode, you can choose words by their first letter.

● The 12 word categories

Pokémon	The names of all the Pokémon you've seen so far
Moves	Lists various Pokémon moves (added after you've entered the Hall of Fame)
Status	Covers Pokémon Abilities and the 17 types
People	Words that refer to yourself or other people, such as "EVERYONE" and "ADULT"
Lifestyle	Things from everyday life, such as "MAIL" and "RADIO"
Tough Words	Hard words to spell like "UBIQUITOUS" (added in the Kanto region)

● The five phrase categories

Green	Standard phrases to describe your feelings at the start of battle
Yellow	Standard phrases to describe your feelings when you lose a battle
Sky Blue	Standard phrases to use in the Union Room, like when you trade Pokémon or invite someone to draw

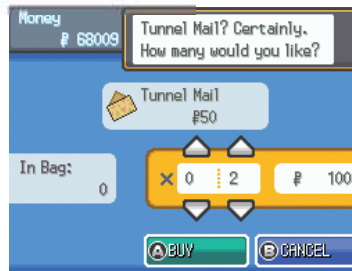
Pokémon 2	Continues the list of all the Pokémon you've seen so far
Moves 2	Continues the list of Pokémon moves (added after you've entered the Hall of Fame)
Trainer	Phrases that Trainers use in battle, like "WINS," "LOSS," and "COME ON"
Greetings	"THANK YOU," "WELCOME," and other formal sayings
Feelings	"HAPPY," "LIKES," "REGRET," and other words that express feelings
Union	Words related to link play, such as "COLOSSEUM" and "VOICE CHAT"
Blue	Standard phrases to describe your feelings when you win a battle
Red	Standard phrases used for greetings and simple questions





Write Mail to send to your friends

You can send Mail to your trading buddies by handing Mail to a Pokémon and trading the Pokémon. Give a Pokémon Mail to hold, then trade it through the Union Room or the Global Terminal so your friend can read the message. They're sure to get a kick out of it.



Buy Mail at Poké Marts

You can buy mail at local Poké Marts or Goldenrod City Department Store.

How to write Mail

- 1 Have a Pokémon hold the Mail



Give the Mail to the Pokémon you're going to trade.

- 2 Choose the appropriate phrases



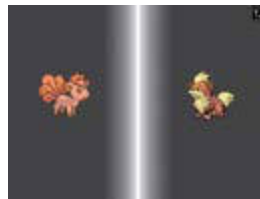
Select the right phrases for the message you want to convey.

- 3 Choose words from the themed categories



Choose words either alphabetically or by using themed lists.

- 4 Trade the Pokémon holding the Mail



Your friend receives the Mail once the trade is complete.



Enjoy easy chat in lots of places

Writing Mail isn't your only chance to use the easy chat system. You'll use it at several points during your adventure. It's a vital

communication tool when you're in the Union Room, for instance. Give it a try and get things going!

Main uses for easy chat

Primo in Violet City

In Violet City's Pokémon Center, Primo is the man next to the PC. He has lots of questions for you, so use the easy chat system to reply.



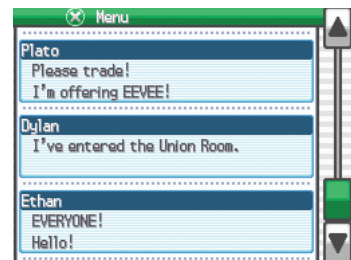
Town Map notes

To help you remember things, you can record notes for each town, city, and route on the Town Map. Once you select an icon, tap the blank space to choose a word.



Union Room chat

You also use easy chat to communicate with your friends in the Union Room. Make good use of it by striking up a lively conversation.





Town Shops and Services



Poké Marts



The Poké Mart is a market that sells all kinds of items you'll need during your adventure. As you earn more Gym Badges, the shop selection will expand. There are two employees behind the counter. One cashier sells items common to all Poké Marts in the region, and the other sells items unique to that store location. You can also chat with other customers to pick up useful information.



● Poké Mart merchandise and availability

Item	Price	Availability	Description
Antidote	100		Heals Poison
Awakening	250	●	Heals Sleep
Burn Heal	250	●	Heals Burned
Escape Rope	550	●	Instantly returns you to the entrance of caves, etc.
Full Heal	600	■	Heals all status conditions
Full Restore	3,000	★	Fully restores a Pokémon's HP and status
Great Ball	600	▲	More effective than the Poké Ball
Hyper Potion	1,200	■	Restores 200 HP to a Pokémon
Ice Heal	250	●	Heals Frozen
Max Potion	2,500	◆	Fully restores a Pokémon's HP
Max Repel	700	■	Prevents wild Pokémon encounters for 250 steps
Parlyz Heal	200		Heals Paralysis
Poké Ball	200	*	Used for catching wild Pokémon
Potion	300		Restores 20 HP to a Pokémon
Repel	350	●	Prevents wild Pokémon encounters for 100 steps
Revive	1,500	▲	Revives a fainted Pokémon and restores half its HP
Super Potion	700	●	Restores 50 HP to a Pokémon
Super Repel	500	▲	Prevents wild Pokémon encounters for 200 steps
Ultra Ball	1,200	■	More effective than the Great Ball

When Available

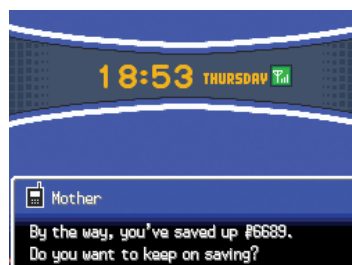
(No icon) Sold from the start

- * After Lyra/Ethan teaches you how to catch Pokémon on Route 29
- After earning one Gym Badge
- ▲ After earning three Gym Badges
- After earning five Gym Badges
- ◆ After earning seven Gym Badges
- ★ After earning eight Gym Badges



Save money with your mom's help

In these games, you have the option of having your mom save your money for you. She'll set aside 25% of your prize money from battling Pokémon Trainers. As your savings grow, she'll also buy you Berries and items. It's a good idea, so let her do this for you!



You can always opt out over the phone

Call or visit your mom at any time to stop your savings plan.



As your money grows, your mom sends you items

As your savings grow, your mom sends you Berries and items. When she calls you, you can pick up the items by talking to the deliveryman in the red hat at Poké Marts or the Goldenrod City Department Store. The deliveryman can hold up to five items for you.



● Items you receive only once, after your savings reaches a certain amount

Super Potion*
Restores 50 HP to a Pokémon

Repel
Prevents wild Pokémon encounters for 100 steps

Moon Stone
Used to evolve certain Pokémon

Silk Scarf
Strengthens Normal-type moves

Hyper Potion
Restores 200 HP to a Pokémon

Choice Scarf
Raises Speed by 50% (but user can only use one move)

Focus Sash
Leaves user with 1 HP when hit by a knock-out move

Muscle Band
Strengthens physical moves

* Super Potion is bought twice

● Items you can receive multiple times as your savings increases

Occa Berry x5

Passho Berry x5

Wacan Berry x5

Rindo Berry x5

Chople Berry x5

Yache Berry x5

Shuca Berry x5

Kebia Berry x5

Coba Berry x5

Payapa Berry x5

Tanga Berry x5

Charti Berry x5

Haban Berry x5

Kasib Berry x5

Babiri Berry x5

Colbur Berry x5

Chilan Berry x5

Pokémon Centers

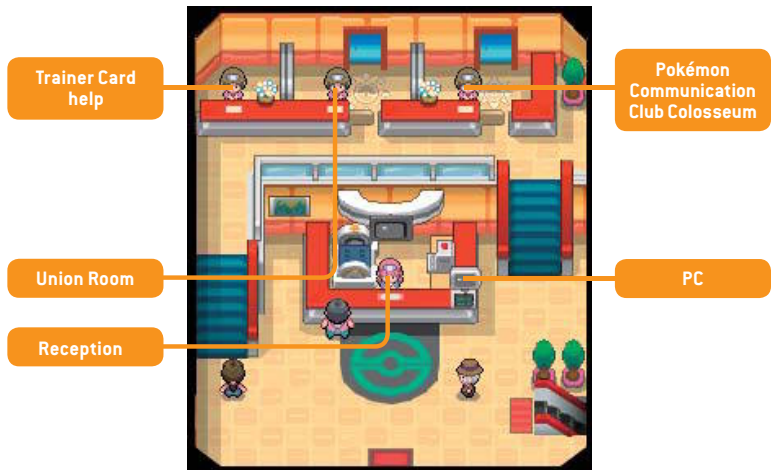


Pokémon Centers are facilities set up to assist Pokémon Trainers. Each Pokémon Center has three floors. On 1F is the main part of the Pokémon Center where you can heal your Pokémon. On 2F, you can trade and

battle over the DS Wireless Communications. To trade and battle with distant friends over Nintendo Wi-Fi Connection, head down to B1F.

2F Pokémon Wireless Club

In the Pokémon Wireless Club, you can use wireless communications to battle and trade Pokémon (p. 222). If it's Pokémon battles you want, use the Pokémon Communication Club Colosseum. For a variety of play experiences, like trading or sharing records with multiple friends at once, visit the Union Room. And if you're curious about your Trainer Card, visit the receptionist in the far-left corner.

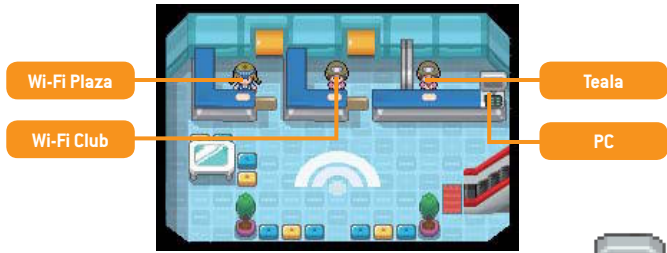


1F Pokémon Center

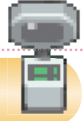
Hand your Pokémon over to the Pokémon Center to have their HP, PP, and status conditions healed on the spot. Use the PC on the right of the reception desk to store, retrieve, or organize your Pokémon and their held items. The Pokémon Center sees lots of visitors, so you can pick up useful information by talking to the other people there.

B1F Pokémon Wi-Fi Club

By using Nintendo Wi-Fi Connection, you can trade and battle Pokémon with distant friends from all over the world (p. 216). To use it, you'll need to get a Pal Pad and trade Friend Codes with your friends. You don't need Friend Codes to play in the Wi-Fi Plaza, however, so you can jump right into the games there (p. 218).



PCs



PCs are useful machines that let you store Pokémon and save your Mail. You'll find PCs in a variety of areas, including Pokémon Centers and the

National Park. Read on to learn about all the PC functions.

PC functions 1 Someone's PC

You'll use Someone's PC to deposit or withdraw your Pokémon and organize their held items. Once you meet Bill in Ecruteak City, Someone's PC becomes Bill's PC—Bill is the one who designed this PC system.



Use the stylus to operate the PC

All the PC operations—switching boxes, for instance—are easy to manage with the stylus.

What you can do with Someone's PC

Deposit Pokémon

Takes a Pokémon from your party and deposits it in a PC Box. You can also view the Pokémon's information, label it, or set it free.

1 Tap "DEPOSIT"



Select a Pokémon and tap "DEPOSIT."

2 Pick a PC Box



Select a PC Box to store it in and tap to confirm.

Withdraw Pokémon

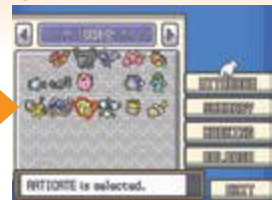
As long as there's space in your party, you can take a Pokémon out of the PC Box. If your party is full, however, the Pokémon transfer won't go through.

1 Select a Pokémon



Select the Pokémon you want to withdraw.

2 Tap "WITHDRAW"

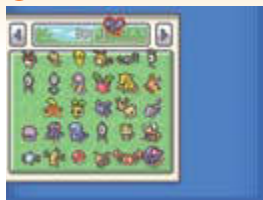


Tap "WITHDRAW" to have it added to your party.

Move Pokémon

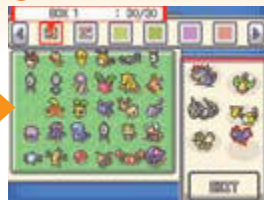
You can use the PC to do more than just deposit and withdraw Pokémon. You can also do things like move a stored Pokémon to another PC Box, or swap a stored Pokémon with one on your team.

1 Move Pokémon



Drag the Pokémon to another PC Box.

2 Swap with party Pokémon



Open the "PARTY PKMN" screen and drag a stored Pokémon into your party.

Move Items

This is where you can organize your Pokémon's held items. You can take an item from a stored Pokémon and transfer it directly to another Pokémon, or just return it to your Bag.

1 Give items to another



Tap "SORT ITEMS," then drag the item over to the Pokémon you want to hold it.

2 Return items to your Bag



Select the item, then tap "BAG."



PC functions 2 Your PC

The PC with your name on it is used to store your Mail, customize your Ball Capsules, and review the photos you've taken so far. The Photo Album browser is a brand-new feature introduced in *Pokémon*

HeartGold and *SoulSilver* Versions. Flip through the album every now and then to relive your adventures.

● What you can do on your PC

Mailbox

Your Mailbox can store up to 20 pieces of received Mail. You can reread letters, delete them, even give them to Pokémon. Exchange Mail with your friends to see how many letters you can collect!



Read the Mail you've received

The Mail is stamped with the Pokémon that carried it, reminding you of the trade.

Ball Capsules

Ball Capsules create a dazzling display when you send your Pokémon into battle. Stick Seals on a Ball Capsule, then put the Capsule on a Poké Ball that contains a Pokémon (p. 129). Collect lots of Seals and make a big impression with your Pokémon.



Decorate it with Seals

Your PC is used to decorate Ball Capsules. Give it a try once you get some Seals.

Photo Album

As you travel, you'll find many different towns, cities, and routes where you can have your photo taken. You can view those photos in your Photo Album for a fond reminder of all those different places and Pokémon.

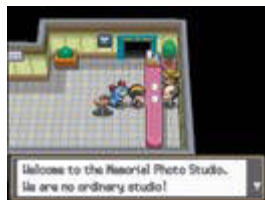
● People and places for photo ops

● Photographer Cameron



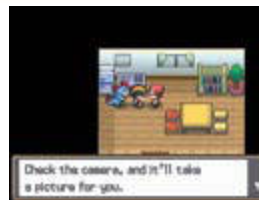
You'll find him in town or out on routes, at a different spot on each day of the week.

● Goldenrod City Memorial Photo Studio



Have your photo taken in a Team Rocket outfit.

● Photographer's House in Cianwood City



The camera outside the house automatically takes a picture if you examine it.



Walking with Pokémon



Enjoy your journey with a Pokémon at your side



Now your Pokémon are right beside you as you travel through *Pokémon HeartGold* and *SoulSilver* Versions. The lead Pokémon in your party is the one that accompanies you. With your Pokémon always at your side, your adventure is more real and vivid than ever before! To enjoy your adventure to its fullest, learn all there is to know about walking with your Pokémon.



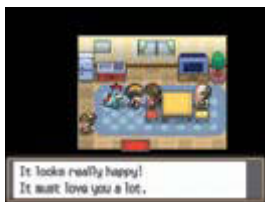
Learn the basics of walking your Pokémon

When your Pokémon walks with you, your friendship increases and you can talk to it at any time. Here are some of the different things that can happen as you walk.

● What you can do when your Pokémon accompanies you

🎯 Raise your friendship

Just putting a Pokémon in your party gives your friendship a boost, but making it your lead Pokémon is even more effective.



🗣️ Talk to your Pokémon

When you turn to your Pokémon and talk to it, you'll see a range of reactions.



🎯 Pick up Accessories

When a Pokémon walks through certain areas, there's a chance it will find an Accessory (page 339). Talk to the Pokémon to get the item.



❌ When your Pokémon can't follow you

Larger Pokémon can't follow you into caves or certain buildings. There are also times during the story when your Pokémon can't stay next to you. Whenever you reach a spot where your Pokémon can't go, it automatically returns to its Poké Ball.



The moods of your companion Pokémon

The Pokémon walking beside you has its own moods, both good and bad. When it does something it likes, it's in a good mood—but if it's something it hates to do...? Bad mood! If it's in a bad mood, it may react

angrily or refuse to hand over an Accessory it's picked up. To keep your Pokémon content, let it do things that it enjoys.

What creates a good mood?

- 1 Leveling it up
- 2 Using an item on it that raises base stats
- 3 Using an item on it from the Battle Items Pocket
- 4 Battling it against a strong opponent, like a Gym Leader
- 5 Teaching it a TM move
- 6 Giving it Aprijuice

What creates a bad mood?

- 1 Having it reach 0 HP in battle, causing it to faint
- 2 Using Energy Powder, Energy Root, Heal Powder, or Revival Herb on it



Different responses in different situations

You can talk to your Pokémon companion at any time. Its response to you will depend on a wide variety of factors, including its Nature, gender, friendship level, current HP, even the rocks and trees around it! Talk to it often to observe its responses.



Fun with Pokémon responses

You can change your Pokémon's responses by simply moving to another spot.

What are major factors affecting a Pokémon's reaction?

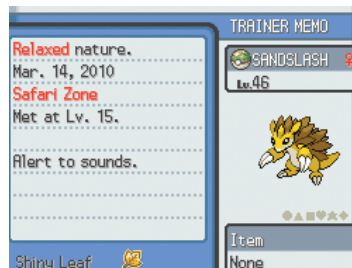
- Current HP
- Friendship
- Mood
- Status
- Gender
- Nature
- Species
- Held item
- Performance
- Type
- Current location
- Weather
- Time
- Nearby objects like rocks and trees





Put a Shiny Leaf on your Pokémon

If you stand in tall grass and talk to your Pokémon, you may find a Shiny Leaf. There are five kinds in all, but only two or three of them can be found pre-Hall of Fame.



Look for it on the stats screen

If a Shiny Leaf is found, it's indicated in the Trainer Memo.

Requirements for Finding Shiny Leaves

- The Pokémon is in a good mood (if it's in a bad mood, it won't find a Shiny Leaf)
- The Pokémon has high friendship
- The Pokémon's Nature determines the kind of Shiny Leaf and where it can be found
- The Pokémon cannot already be holding a Shiny Leaf of the same kind

Nature	Location	Leaf	Nature	Location	Leaf
Adamant	Route 42	A	Lonely	Route 43	A
	Route 37	B		Route 38	B
	Route 46	C		Route 27	C
Bashful	Route 43	A	Mild	Route 44	A
	Route 38	B		Route 39	B
Bold	Route 27	C		Route 26	C
	Route 42	A	Modest	Route 33	A* ¹
	Route 37	B		Route 36	B
Route 46	C	Route 45		C	
Brave	Route 42	A	Naive	Route 31	A
	Route 37	B		Route 34	B
	Route 46	C		Route 47	B* ²
Calm	Route 32	A	Naughty	Route 31	A
	Route 35	B		Route 34	B
	Route 48	B		Route 47	B* ²
Careful	Route 33	A* ¹	Quiet	Route 33	A* ¹
	Route 36	B		Route 36	B
	Route 45	C		Route 45	C
Docile	Route 33	A* ¹	Quirky	Route 44	A
	Route 36	B		Route 39	B
	Route 45	C		Route 26	C
Gentle	Route 32	A	Rash	Route 44	A
	Route 35	B		Route 39	B
	Route 48	B		Route 26	C
Hardy	Route 42	A	Relaxed	Route 32	A
	Route 37	B		Route 35	B
	Route 46	C		Route 48	B
Hasty	Route 44	A	Sassy	Route 31	A
	Route 39	B		Route 34	B
	Route 26	C		Route 47	B* ²
Impish	Route 31	A	Serious	Route 33	A* ¹
	Route 34	B		Route 36	B
	Route 47	B* ²		Route 45	C
Jolly	Route 31	B	Timid	Route 43	A
	Route 34	A		Route 38	B
	Route 47	B* ²		Route 27	C
Lax	Route 32	A			
	Route 35	B			
	Route 48	B			

*¹ Water-, Fire-, Ground-, and Rock-type Pokémon can't get this Leaf. Try using other Pokémon.

*² Flying-type Pokémon can't get this Leaf. Try using other Pokémon.



How to Use This Section

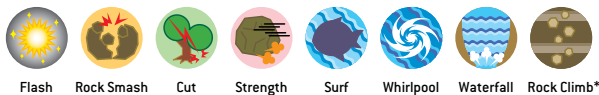


1 Story

A summary of the area's key features and story events that occur there.

2 Field Moves Needed

Check these icons to see what moves you need to access every area on the map and collect all the items.



3 Pokémon

Charts that list the wild Pokémon appearing in the area during different times of day.

Pokémon Encounter Rate

☉ Frequent	○ Average
△ Rare	▲ Almost never

Time of Day

M	4 A.M.—10 A.M.
A	10 A.M.—8 P.M.
N	8 P.M.—4 A.M.

Version Differences

- Only appears in *Pokémon HeartGold Version*
- ◆ Only appears in *Pokémon SoulSilver Version*

Fishing Rod Needed

Old	Old Rod	Good	Good Rod
------------	---------	-------------	----------

*The Rock Climb HM is only usable near the end of the game.

4 Items

All the items found in the area, plus any special requirements for finding them.

5 Poké Mart

All the items you can buy from one of two cashiers in the local Poké Mart.

6 Completion Guide

Step-by-step description of key events and what to do in order to complete all the events at that location. Use this in combination with the Recommended Route chart (p. 22).

7 Spotlight

Highlights other things you should know about the location.

8 Gym Battle

Information you'll want to know when taking on the local Gym: any special features, the Gym Leader's preferred Pokémon type, and other tips for victory.



This guide uses the boy hero, but everything here applies to the girl hero as well.



Johto Adventure Walkthrough

New Bark Town



Story

New Bark Town is home to Professor Elm, an authority on Pokémon Evolution. This is where you will receive your first Pokémon and begin your journey across Johto.

Field Moves Needed



Surf

Items	
<input checked="" type="checkbox"/> First visit	
<input type="checkbox"/> Pokégear	
<input type="checkbox"/> Potion ×5	
<input checked="" type="checkbox"/> After Togepi hatches	
<input type="checkbox"/> Everstone	
<input checked="" type="checkbox"/> After the Dragon's Den	
<input type="checkbox"/> Master Ball	

Headbutt	
Pokémon	
Exeggcute	<input type="checkbox"/>
Hoothoot	<input type="checkbox"/>
Ledyba	<input type="checkbox"/>
Pineco	<input type="checkbox"/>
Spinarak	<input type="checkbox"/>

Fishing				
Rod	Pokémon	M	A	N
Old	Magikarp	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Tentacool	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Good	Chinchou	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Magikarp	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Shellder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Tentacool	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



* Photographer Cameron appears after you beat the Goldenrod Gym.

Photographer Cameron (Tuesday)

Professor Elm



Water Surface	
Pokémon	
Tentacool	<input type="checkbox"/>
Tentacruel	<input type="checkbox"/>

Step 1 Go downstairs and talk to your mom

At the start of the game, come down from the second floor and talk to your mom. She says that Professor Elm has been asking for you. You can now use the menu to save the game and access your Bag and Trainer Card.



You've got Mail (on your PC)

Check the PC in your room to read Mail from Lyra/Ethan. You'll hear how exciting it is to go on an adventure and how awesome Pokémon are. The Mail even has a Marill stamp.

Step 2 Go to Lyra/Ethan's house

Stop by Lyra/Ethan's house before you visit Professor Elm's Pokémon Lab. You'll find Lyra/Ethan and Marill waiting on 2F. Lyra/Ethan is already a Pokémon Trainer and acts like a mentor to you, so say hello.



If you're a boy, your friend is a girl

If you choose the boy for your hero, the supporting role goes to Lyra, the girl. But if you pick the girl, then the supporting role goes to Ethan, the boy.

Step 3 Get your Pokémon from Professor Elm

When you get to Professor Elm's Pokémon Lab, Professor Elm explains the benefits of letting a Pokémon out of its Poké Ball so it can walk with you. Then he lets you choose a Pokémon from one of three Poké Balls. Choose with care!



The great Professor Elm

The townspeople say that Professor Elm discovered Pikachu's pre-evolved form, Pichu. The professor is known worldwide as an eminent authority on Pokémon Evolution.

● Get one of these Pokémon from Professor Elm



Step 4 Professor Elm's errand

Professor Elm received a message from Mr. Pokémon, who lives north of Cherrygrove City. It sounds like he needs something. Now that you have a Pokémon, Professor Elm asks you to go see what Mr. Pokémon wants.



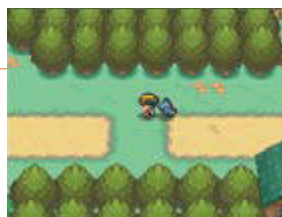
Step 5 Your mom gives you the Pokégear

Go home and talk to your mom before heading off to Mr. Pokémon's house. She'll give you the Pokégear, now back from being repaired. The Pokégear is a handy device that lets you call your stored contacts at any time. You're going to need it on your long journey.



Step 6 Head west to Route 29

Head west through town until you reach Route 29. Just before you get there, Professor Elm will dash out of his lab to make sure you have his number recorded on your Pokégear. With all your preparations complete, it's time to follow Route 29 (p. 66).



After visiting Mr. Pokémon

Professor Elm's Pokémon has been stolen!

There's been a Pokémon theft in Professor Elm's Pokémon Lab! According to Lyra/Ethan, a boy with bright red hair was seen peering into the lab. When you mention that you've battled the boy, the Policeman asks his name—so go ahead and say what it is.



After visiting Mr. Pokémon

Bring the Mystery Egg to Professor Elm

Give Professor Elm the Mystery Egg you received from Mr. Pokémon. After you tell Professor Elm that Professor Oak gave you the Pokédex, he suggests that you go challenge Pokémon Gyms. After gaining your first Badge, talk to the Professor's assistant at the Poké Mart to get the Egg back.



Any Pokémon can walk beside you

In *Pokémon HeartGold* and *SoulSilver* Versions, the Pokémon at the head of your party follows you around regardless of whether it's a giant Steelix or tiny Pichu. Try this out with lots of different Pokémon.

New Bark Town

After visiting Mr. Pokémon

Have your mom manage your savings

Talk to your mom on your way out of the house and she'll offer to create a savings account from part of your battle winnings. This is actually a great idea, because she can then buy you some very rare Berries (p. 340).



The Pokégear stores more info as time goes on

The Pokégear does more than store important phone numbers. You can also use it to store the numbers of regular Trainers you meet on your adventure. The more you travel, the more useful it becomes.

After visiting Mr. Pokémon

Head northwest toward Violet City

The nearest Pokémon Gym is in Violet City, but first you'll have to get there. You'll need to take Route 29 (p. 66), cross Cherrygrove City, and then take Routes 30 and 31.



Heal your Pokémon at the lab

Your Pokémon is sure to pick up some bumps and scrapes during your trip to Mr. Pokémon's house. Remember, you can use the PC at the Pokémon Lab to heal it back up.

After the Mystery Egg hatches

Show Togepi to Professor Elm

After the Mystery Egg hatches into Togepi, put Togepi at the head of your party and show it to Professor Elm. The professor is surprised—he's never seen anything like it in the Johto region. In return for the amazing sight, he gives you an Everstone.



Togepi

Normal

ABILITIES

● Hustle

● Serene Grace

After the Dragon's Den

Professor Elm gives you the Master Ball

After you're finished at the Dragon's Den, return to New Bark Town and visit Professor Elm. Now that you have eight Gym Badges, he gives you a Master Ball to commemorate the occasion. This is the ultimate Poké Ball, capable of catching any Pokémon. You only get one, so use it wisely!



Elm's last Pokémon is carefully guarded

Since one of Professor Elm's Pokémon was stolen by the red-headed boy, the police are on heightened alert. His remaining Pokémon is now protected by a glass case.

After getting the Master Ball

Go to Ecruteak City to meet the Kimono Girls

Professor Elm says that the Kimono Girls came to the lab looking for you. He says that they're waiting for you at the Ecruteak Dance Theater. Use Fly to zip over to Ecruteak City (p. 34).



After battling Ho-Oh/Lugia

From Route 27 to the Indigo Plateau

After you've settled your battle with Ho-Oh/Lugia, your last order of business in Johto is to head for the Pokémon League, located in the middle of the Indigo Plateau. From the east edge of New Bark Town, use Surf to take Route 27 toward the Indigo Plateau (p. 34).



Bayleef

Grass

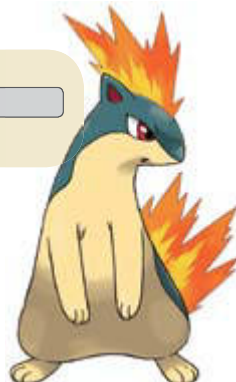
ABILITY ● Overgrow



Quilava

Fire

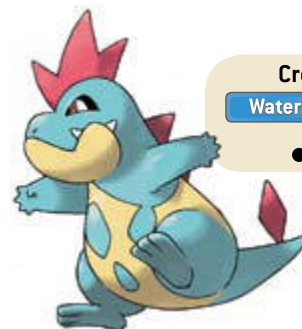
ABILITY ● Blaze



Croconaw

Water

ABILITY ● Torrent





Differences between *Pokémon HeartGold* and *SoulSilver*

Pokémon HeartGold and *SoulSilver* Versions have the same basic story, but it's the differences between them that keep things exciting. Check out some of the features unique to each game.

Difference 1 The title screen is different

Pokémon HeartGold Version's title screen shows Ho-Oh soaring through the sky. But start up *Pokémon SoulSilver* Version, and the title screen shows Lugia swimming through the ocean depths.



Difference 2 Different Pokémon species

Each game has a slightly different Pokémon selection. Some Pokémon are exclusive to one version or the other. You'll have to trade with friends to catch them all and complete your Pokédex.



Difference 3 Lugia and Ho-Oh differ by level and appearance order

Pokémon HeartGold



*In *Pokémon HeartGold* Version, Lugia appears post-Hall of Fame.

Pokémon SoulSilver



*In *Pokémon SoulSilver* Version, Ho-Oh appears post-Hall of Fame.

Route 29



Story

On a request from Professor Elm, you head for Mr. Pokémon's house, which lies north of Cherrygrove City. You'll encounter wild Pokémon if you walk through the tall grass, so start battling and level up your Pokémon.

Field Moves Needed



Cut

Items

- First visit
- Potion
- After visiting Mr. Pokémon
- Grn Apricorn
- After discovering the theft
- Poké Ball ×5

Headbutt

Pokémon	
Exeggcute	<input type="radio"/>
Hoothoot	<input type="radio"/>
Ledyba	<input type="radio"/>
Pineco	<input type="radio"/>
Spinarak	<input type="radio"/>



*Indicates an item you can pick up

Day-of-the-Week Sibling Tuscany (Tuesday)

Tall Grass

Pokémon	M	A	N
Hoothoot	×	×	○
Pidgey	○	○	×
Rattata	△	△	○
Sentret	○	○	×

Exeggcute

Grass Psychic

ABILITY
● Chlorophyll

Gather items as you go

You'll sometimes see an item just lying there on the ground. Examine it and it's yours. If you see something, don't hesitate to check it out.

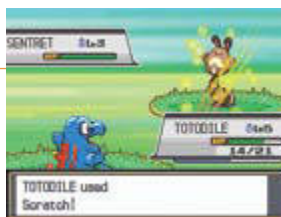
Sentret

Normal

ABILITIES
● Run Away
● Keen Eye

Step 1 Raise your Pokémon to be strong

As you walk through the tall grass, you'll rustle up Pidgey, Sentret, and other Pokémon. You don't have any Poké Balls at this point, so you can't catch them yet. Just battle them to level up your Pokémon. Their levels are rather low, so defeating them shouldn't be a problem.



Step 2 That's the entrance to Route 46, but...

In the middle of Route 29, you'll see a gate that leads north to Route 46. Unfortunately, you can't get past the ledge just beyond the gate, so leave it for now and continue on your errand for Professor Elm.



You can't pick from the Apricorn Trees yet

You'll see a Grn Apricorn Tree on Route 29, but you can't pick any Apricorns yet. Come back to the tree (p. 71) once you've obtained the Apricorn Box from the man who lives on Route 30.

Step 3 Head west to Cherrygrove City

To get to Mr. Pokémon's house and complete your errand for Professor Elm, take Route 29 all the way west, continuing through Cherrygrove City until you reach Route 30. Don't rush! Take time to battle Pokémon along Route 29 as you head west toward Cherrygrove City (p. 67).



After the Pokémon theft is discovered

Learn how to catch Pokémon

After you give the Mystery Egg to Professor Elm in New Bark Town, take Route 29 toward Violet City and you'll find Lyra/Ethan waiting for you, ready to teach you how to catch Pokémon.



Get a special item from Day-of-the-Week Sibling Tuscany

After you've beaten the Violet Gym, visit Route 29 on a Tuesday and you'll run into Tuscany. Talk to her to receive the TwistedSpoon. Once you've met all of her siblings, you can get the Shock Ribbon (p. 93).

Cherrygrove City



Story

This is the first city you visit after leaving New Bark Town. There's no Pokémon Gym here, so there's no Gym Leader to battle. But once you finish your errand for Professor Elm and prepare to head home, your rival issues you a challenge.

Field Moves Needed



Surf



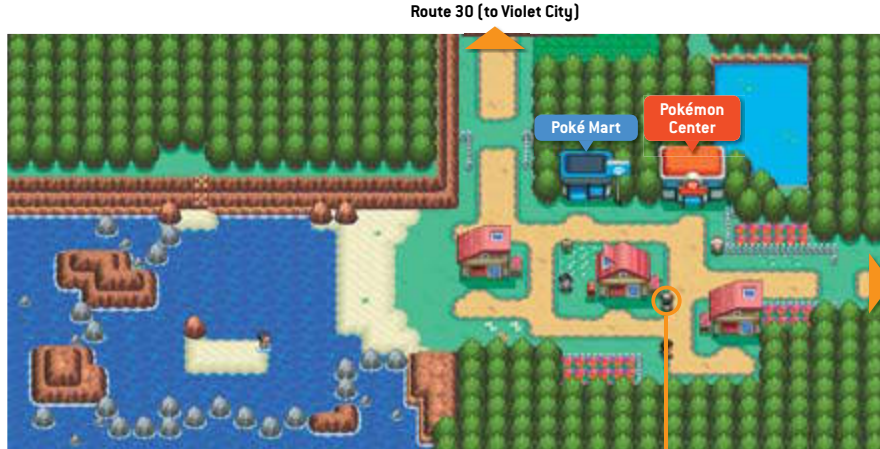
Rock Climb

Items

- First visit
- Map Card
- Running Shoes
- After beating the Ecruteak Gym
- Mystic Water

Poké Mart (far counter)

Air Mail 50
 Heal Ball 300



* Photographer Cameron appears after you beat the Goldenrod Gym.

Photographer Cameron (Monday, Wednesday, Friday)

Headbutt

Pokémon	Availability
Exeggcute	○
Hoothoot	◎
Ledyba	◎
Pineco	◎
Spinarak	◎

Fishing

Rod	Pokémon	M	A	N
Old	Krabby	○	○	○
	Magikarp	◎	◎	◎
Good	Corsola	○	○	×
	Krabby	◎	◎	◎
	Magikarp	◎	◎	◎
	Staryu	×	×	○

Water Surface

Pokémon	Availability
Tentacool	◎
Tentacruel	○

Headbutt

Pokémon	Availability
Exeggcute	◎
Swellow	◎

*On the ledge reached by using Rock Climb

Step 1 Have the Guide Gent show you around the city

As you enter the city, you'll see an old man standing there. He'll take you to see the Pokémon Center, the Poké Mart, and all of Cherrygrove's attractions. He also shows you the way to Route 30, telling you that's where Mr. Pokémon's house is located.



Step 2 The Guide Gent gives you the Running Shoes

The Guide Gent gives you the Running Shoes in gratitude for your keeping him company. The Running Shoes let you run by pressing the B Button or tapping the Running Shoes icon on the Touch Screen.



Walk a mile in my shoes

When he gives you the Running Shoes, the Guide Gent claims they're still warm—fresh off his own feet! He's kidding, of course, but it's still a mental image you just do not need.



Step 3 Visit the Pokémon Center

After battling its way across Route 29, your Pokémon is sure to be aching for some TLC. Heal it at the Pokémon Center. The Center's other features aren't open yet. But the people there have information that will come in useful during your adventure.

**Step 4** Sign the back of your Trainer Card

Learn more about your Trainer Card in the left corner of the Pokémon Center 2F. Take this chance to sign your name or nickname on the back of your card using the stylus. Then you can show off your signature to your friends in the Union Room (p. 223).

**Step 5** Equip yourself at the Poké Mart

Before you head north to Route 30, pick up supplies at the local Poké Mart. The Poké Mart stock expands as you earn more Gym Badges (p. 53). This one doesn't sell Poké Balls just yet, but you can load up on Potions.

**Step 6** Get the Map Card from the Guide Gent

Just as you step onto Route 30, the Guide Gent from your tour will give you a Map Card. With the card loaded, your Pokégear has a map function that shows the entire Johto region and your current position. Study the map whenever you've lost your way.

**Step 7** Make notes on the Town Map

You can record all kinds of info on the Town Map. Keep track of important info and goals by using the eight icons and the easy chat system to enter notes. See page 51 for more on the easy chat system.

**The Wi-Fi Club: coming soon!**

The Wi-Fi Club on B1F isn't open for business yet, so you can't go down there. You'll be able to check it out after you reach Violet City (p. 75).

Ride the waves!

Once you win the Fog Badge from the Ecruteak Gym (p. 113), you can use HM Surf to cross the water in search of items. One item you can get this way is the rare and valuable Mystic Water—be sure to grab it.

Step 8 Now head north on Route 30

Once you've settled your business in town, head north on Route 30. It won't be long before you spot Mr. Pokémon's house on the far side of the route. Talk to Mr. Pokémon in order to fulfill your promise to Professor Elm (p. 71).

**After visiting Mr. Pokémon****Your first rival battle challenge**

Before you continue east on Route 29, you'll run into the red-headed boy you met at Professor Elm's Pokémon Lab. First he taunts you, then he challenges you to a Pokémon battle. It's on!

**Read your rival's name**

Your rival announces that he's going to be the strongest Pokémon Trainer in the world, and then he leaves. But he'll hurry right back. He dropped his Trainer Card, and now he's flipping out because you picked up the card and saw his name.

Rival battle! 1

Your rival's Pokémon depends on the starter Pokémon you selected. He'll use the one that targets your starter's type weakness.

● If you chose Chikorita

Cyndaquil ♂ Lv. 5 Fire

● If you chose Cyndaquil

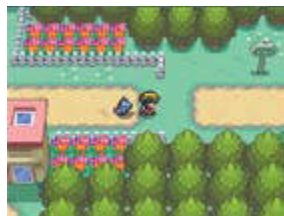
Totodile ♂ Lv. 5 Water

● If you chose Totodile

Chikorita ♂ Lv. 5 Grass

After visiting Mr. Pokémon**Follow Route 29 back to New Bark Town**

After winning the match with your rival, take Mr. Pokémon's Mystery Egg and return to Professor Elm's Pokémon Lab in New Bark Town. As you'll recall, New Bark Town is just east of Route 29 (p. 66).

**After the Pokémon theft is discovered****Visit the expanded town facilities**

Visit the Poké Mart again after you give Professor Elm the Mystery Egg. Now there are two cashiers, selling a wider range of goods. Savvy shopping tip: buy ten Poké Balls at once and they'll throw in a free Premier Ball.

**A steep hill ahead...**

Surf west of town and you'll find a hill that can be scaled using Rock Climb. That's great, but you can't get up there just yet. You'll have to come back later, once you're able to use Rock Climb.

Routes 30 and 31



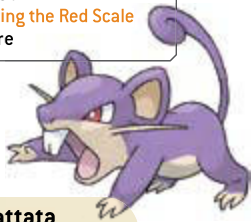
Story

Route 30 is where you'll find the home of Mr. Pokémon, the fellow who contacted Professor Elm. Mr. Pokémon gives you a Mystery Egg to carry. Route 31 continues on to Violet City.

Field Moves Needed



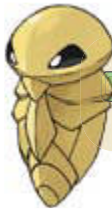
- ### Items
- First visit
 - Antidote
 - Apricorn Case
 - Blk Apricorn
 - Grn Apricorn
 - Mystery Egg
 - Pnk Apricorn
 - Poké Ball
 - Pokédex
 - Potion ×2
 - Vs. Recorder
 - After delivering the courier Spearow
 - TM44 Rest
 - After getting the Red Scale
 - Exp. Share



Rattata

Normal

- ABILITIES
- Run Away
 - Guts



Kakuna

Bug Poison

- ABILITY
- Shed Skin

Route 31

Tall Grass

Pokémon	M	A	N
Bellsprout	○	○	○
Caterpie ●	○	○	×
Hoothoot ●	×	×	○
Hoothoot ◆	×	×	○
Kakuna ◆	○	○	×
Ledyba ◆	○	×	×
Metapod ●	○	○	×
Pidgey ●	○	○	×
Pidgey ◆	○	○	×
Rattata	×	×	○
Spinarak ●	×	×	○
Weedle ◆	○	○	×

Headbutt

Pokémon	M	A	N
Exeggcute		○	
Hoothoot		○	
Ledyba ◆		○	
Pineco		○	
Spinarak ●		○	

Route 30

Tall Grass

Pokémon	M	A	N
Caterpie ●	○	○	×
Hoothoot	×	×	○
Kakuna ◆	○	○	×
Ledyba ◆	○	×	×
Metapod ●	○	○	×
Pidgey ●	○	○	×
Pidgey ◆	○	○	×
Rattata	×	×	○
Spinarak ●	×	×	○
Weedle ◆	○	○	×

Headbutt

Pokémon	M	A	N
Exeggcute		○	
Hoothoot		○	
Ledyba ◆		○	
Pineco		○	
Spinarak ●		○	

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	○	○	○
Good	Magikarp	○	○	○
	Poliwag	○	○	○

Water Surface

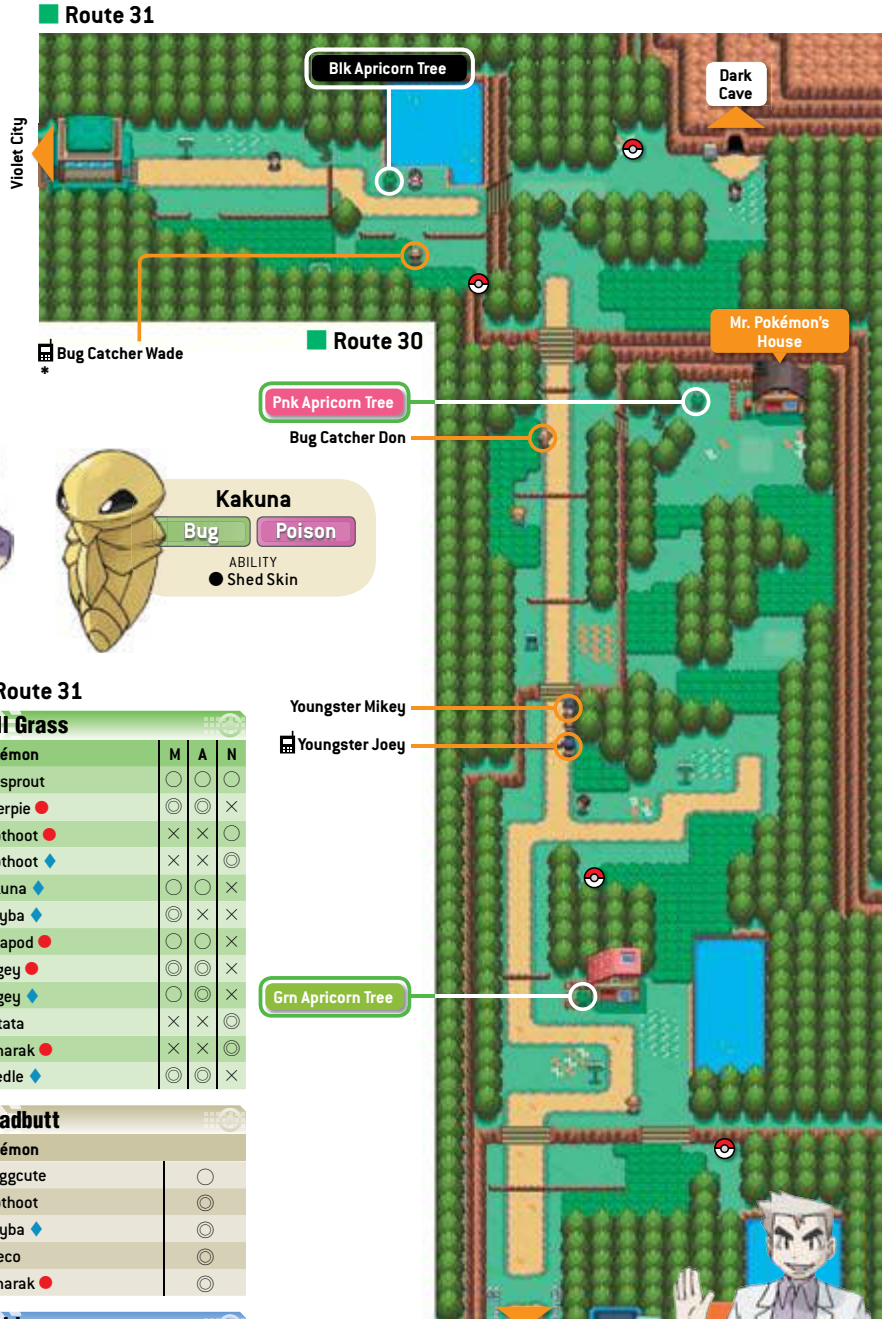
Pokémon	M	A	N
Poliwag		○	
Poliwhirl		○	

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	○	○	○
Good	Magikarp	○	○	○
	Poliwag	○	○	○

Water Surface

Pokémon	M	A	N
Poliwag		○	
Poliwhirl		○	



- Blk Apricorn Tree
- Dark Cave
- Mr. Pokémon's House
- Bug Catcher Wade
- Pnk Apricorn Tree
- Bug Catcher Don
- Youngster Mikey
- Youngster Joey
- Grn Apricorn Tree

Metapod

Bug

- ABILITY
- Shed Skin



Professor Oak



*Indicates Trainers whose phone numbers you can save on your Pokégear



Caterpie

Bug

ABILITY

● Shield Dust

Step 1 Get the Apricorn Box

Follow Route 30 north and you'll come across a house. Talk to the man inside and he'll give you an Apricorn Box. Once you have it, you can pick Apricorns from Apricorn Trees. Even if you pass his house without stopping inside, you can still get the Apricorn Box.



Apricorn Box

Step 2 Gather Apricorns from Apricorn Trees

You can pick Apricorns from the tree right next to the man's home, so try it right away. That tree has Grn Apricorns, and further north there's a Pnk Apricorn Tree in front of Mr. Pokémon's house. Pick that Apricorn as well.



Gather Apricorns every day

Each tree produces only one color of Apricorn. When you want a particular color of Apricorn, remember where its tree is and visit it every day.



Weedle

Bug

Poison

ABILITY

● Shield Dust

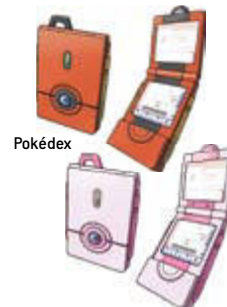
Step 3 Mr. Pokémon entrusts you with the Mystery Egg

As soon as you enter his house, Mr. Pokémon comes over and entrusts you with a Mystery Egg. He says that he's holding the Egg for a friend in Ecrupeak City, and Professor Elm should take a look at it.



Step 4 Professor Oak gives you the Pokédex

When you're done talking to Mr. Pokémon, it's Professor Oak's turn. He'll give you the Pokédex and ask you to complete it. Before you leave the house, he also records his phone number in your Pokégear.



Pokédex

Step 5 Hurry back to New Bark Town! It's a disaster!

As soon as you leave Mr. Pokémon's house, Professor Elm calls and tells you to return at once. It's an emergency! Go south on Route 30, back through Cherrygrove City, and east along Route 29 until you're back at New Bark Town (p. 69).



Professor Oak rates your Pokédex

Give Professor Oak a call and he'll rate your Pokédex. This will give you an idea of how complete your Pokédex is.

After the Pokémon theft is discovered

Battle Pokémon Trainers

Pokémon Trainers are lined up on the west side of Route 30, and they'll challenge you to battle if you make eye contact. Accept their challenges so you can level up your Pokémon. You'll earn prize money by winning battles, too.



Professor Oak has a radio program

Professor Oak hosts the Pokémon Talk radio show on the Pokémon Channel station. He'll give out lots of juicy tips on where to find wild Pokémon.



After the Pokémon theft is discovered
Use your Pokégear to store Trainers' phone numbers

Some Trainers want to trade phone numbers once the match is over. There's no reason to say no. Swapping contact info gives you a chance to have a rematch and maybe receive a nifty item.


After the Pokémon theft is discovered
Dark Cave lives up to its name

The entrance to Dark Cave is on Route 31. If you enter the cave, however, you'll just be stumbling around in pitch darkness. The only solution is to have a Pokémon light up the cave with Flash, so come back once you have a Pokémon that knows the move (p. 77).


After the Pokémon theft is discovered
Lyra/Ethan gives you the Vs. Recorder

Go north on Route 30, then west on Route 31 where a gate leads to Violet City. Enter the gate and Lyra/Ethan will give you the Vs. Recorder. See page 44 for instructions on how to use it.


Catch a bunch of Bellsprout

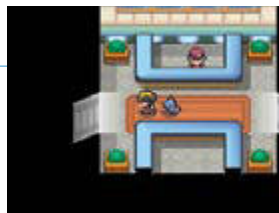
There are wild Bellsprout on Route 31 and you'll want to catch at least two of them. Use one to illuminate caves with Flash. The other one is needed for a Pokémon trade in Violet City.



Vs. Recorder

After the Pokémon theft is discovered
Pass through the gate to Violet City

Go through the gate on Route 31 to reach Violet City, site of your first Gym Battle challenge. The first thing to do is heal your Pokémon at the Pokémon Center, then stock up on recovery items at the Poké Mart (p. 53).


Read the signs

Be sure to read any signs you see posted along routes or in forests. They may contain important information—ignore them at your own risk!

After you receive Spearow
Bring the traded Pokémon to a young man

Put the Spearow named Kenya in your party and talk to the young man next to the Blk Apricorn Tree. Then open the Pokémon menu and select Spearow. The young man will give you TM44 Rest in exchange.


After getting the Red Scale
Get the Exp. Share from Mr. Pokémon

After you've been to the Lake of Rage and gotten the Red Scale (p. 141), talk to Mr. Pokémon on Route 30 to receive the Exp. Share. This useful item lets Pokémon rack up Exp. Points without even going into battle.


Receive items through phone calls from Trainers

Trainers usually call you to ask for a rematch, but some Trainers want to give you a gift. Always answer your calls! You might receive an Evolution item, such as a Water Stone, or valuables like a gold Nugget you can sell.

Violet City



Story

There's just something about this city that makes you feel all nostalgic inside. In the heart of Violet City is Sprout Tower, where Sages go to train. This is also the city where you'll have your first Gym Battle, so make sure you've done some training, too.

Field Moves Needed



Rock Smash



Surf

Items

- First visit
- Ylw Apricorn
- After beating the Violet Gym
- Pal Pad
- Pokémon Egg
- TM51 Roost
- Zephyr Badge
- After beating the Ecruteak Gym
- PP Up
- Rare Candy

Poké Mart (far counter)

Heal Ball	300
Net Ball	1,000
Tunnel Mail	50

Headbutt

Pokémon	
Exeggcute	○
Hoothoot	○
Pineco	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	○	○	○
Good	Magikarp	○	○	○
	Poliwag	○	○	○

Water Surface

Pokémon	
Poliwag	○
Poliwhirl	○



Route 36 (to Ruins of Alph)

Route 31 (to Cherrystone City)

Route 32 (to Azalea Town)

Trade Shards for Berries



Step 1 You can't take on the Pokémon Gym yet...

The Violet Gym is right there in the middle of the city. But when you enter, you're stopped by a man with dark glasses. You can't challenge the Gym unless you clear Sprout Tower first. Get ready and head over to Sprout Tower.



Challenging Falkner may be too difficult if you haven't gone through

A city with old-fashioned flair

Violet City is a city that treasures its past. That's why the local Pokémon Center and Poké Mart have roofs in traditional shades of red and purple.

Step 2 Study at Earl's Pokémon School

There's a Pokémon School on the east side of Violet City. The teacher, Earl, isn't around—you'll have to go get him. He's outside, between the Violet Gym and the Poké Mart. Talk to Earl, and he'll take you back to the School to start your studies.



Is that so? Then study shall you!

Step 3 Trade Shards for Berries

The blond-haired boy by the Pokémon Center will trade Shards for Berries. If you bring him a Shard, he'll give you a set of three Berries. To get these colored Shards, break rocks using HM Rock Smash.

**Shards you can trade for Berries**

Red Shard
(Berry set A)

● Cheri Berry

● Pecha Berry

● Leppa Berry

Blue Shard
(Berry set B)

● Oran Berry

● Chesto Berry

● Wiki Berry

Yellow Shard
(Berry set C)

● Aspear Berry

● Citrus Berry

● Iapapa Berry

Green Shard
(Berry set D)

● Rawst Berry

● Lum Berry

● Aguav Berry

Step 4 Form a group and pool records

Talk to the boy on the east side of the School and he'll invite you to join his group. After creating a group, you can go to the Union Room and pool your records. You can also form a group with your friends, which causes some cool things to happen in your game (p. 224).

**The boy who cried "odd tree"?**

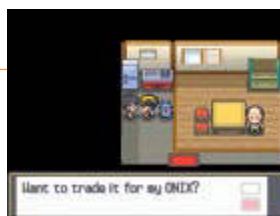
A boy near the Poké Mart is all worked up. He says he saw a tree that moves! The tree is on Route 36—and it's actually a Sudowoodo. Water it with the SquirBottle to reveal its true nature (p. 81).

Step 5 Choose how you'll appear online and with friends

Talk to the youth near the top of the west escalator in the Pokémon Center to choose how you appear to other players over Nintendo Wi-Fi Connection and wireless communications. The available forms are different for each player.

**Step 6 Trade Pokémon with one of the townspeople**

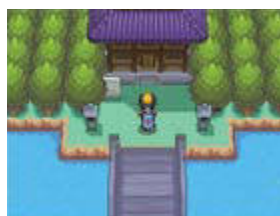
Talk to the bespectacled boy inside the house near the Pokémon Center to start a Pokémon trade. If you trade him Bellsprout, he'll trade you Onix. Think of it as practice for future trades (p. 200).

**Four people to trade with**

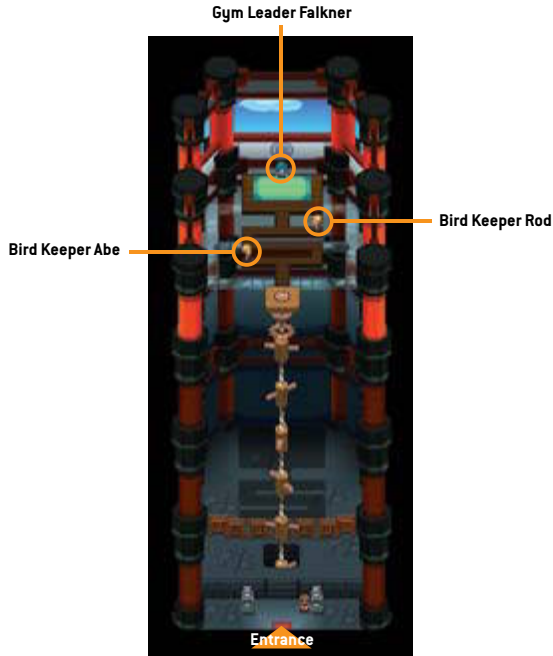
There are four people in Johto who will offer to trade you Pokémon. The Pokémon they're offering have valuable items, so try to take as many of them up on it as you can.

Step 7 Take on Sprout Tower first (p. 76)

Go north through town to reach Sprout Tower. There you'll find the TM Flash, which you need to light up Dark Cave. You'll also gain the right to challenge the Violet Gym. Make sure you're ready for battle before you go in.

**Dark Cave detour**

Dark Cave is full of Rock-type Pokémon. Conveniently, all the Violet Gym Pokémon are Flying types and therefore weak against Rock types. Explore the cave with an eye towards preparing for your Gym Battle (p. 77).



Gym Battle 1 Violet Gym



Violet Gym Leader
Falkner
 ● Flying-type Pokémon User

Falkner's Pokémon

	Pidgey ♂	Lv. 9	Normal	Flying
	Pidgeotto ♂	Lv. 13	Normal	Flying

Use Rock- or Electric-type moves

Violet Gym has a simple layout. Take the elevator up and follow the path to reach Gym Leader Falkner. His Pokémon are both Flying types. Look out for his Pidgeotto, which uses Roost to recover HP. Fight him with Rock- or Electric-type moves and you're sure to win, earning you the Zephyr Badge and TM51 Roost.



Zephyr Badge

- Lets you use Rock Smash in the field.
- Pokémon up to Lv. 20, even those received in trade, will obey you.



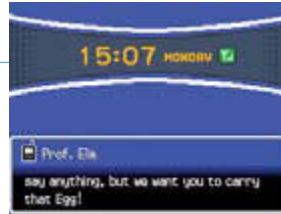
TM51 Roost

Restores half of user's HP, but user is no longer Flying type for that turn.

After winning at Violet Gym

A call from Professor Elm

You'll get a call from Professor Elm when you exit the Violet Gym after your victory. The professor has learned something about the Mystery Egg, and he wants you to ask his assistant about it. His assistant is at the Poké Mart, so head on over.



After winning at Violet Gym

Professor Elm's assistant gives you the Mystery Egg

Professor Elm's assistant is just inside the Poké Mart. He's the one with the glasses. Talk to him and he'll ask you to raise the Pokémon Egg. Put it in your party, walk around, and wait for it to hatch.



After winning at Violet Gym

The Pokémon Center's Wi-Fi Club opens

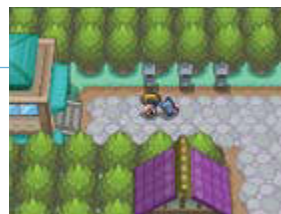
Now when you go to the Pokémon Center, the escalator to the bottom floor is open. Go downstairs to get the Pal Pad from Teala. The Pokémon Wi-Fi Club opens the door to Pokémon trades, battles, and all kinds of new gameplay (p. 212).



After winning at Violet Gym

Onward to Azalea Town

Violet Gym Leader Falkner told you that the next Gym is in Azalea Town. To get there, you'll be taking Route 36 (p. 80). Visit the Poké Mart first and prepare for the adventure ahead.



An encounter with a mysterious Kimono Girl

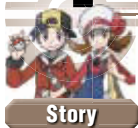
As you leave the Poké Mart with the Pokémon Egg, you'll meet a Kimono Girl. She wants you to take good care of the Egg because it's extremely precious. The girl leaves, but it sounds as if she already knows what's inside the Egg...

Use Surf to collect items

After you beat the Ecruteak Gym (p. 111), come back here and use HM Surf to collect the items on either side of the lake.



Sprout Tower



Story

Sprout Tower is a tower where Sages train. A pillar runs through the structure from 1F to 3F, and the whole tower resonates with a booming sound. The Elder is waiting on the top floor.



Items

- Escape Rope
- Parlyz Heal
- Potion
- TM70 Flash
- X Accuracy

Indoors

Pokémon	M	A	N
Gastly	×	×	○
Rattata	○	○	○

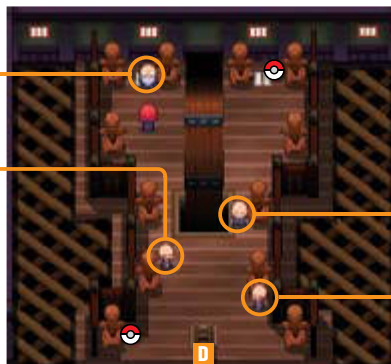
3F

Elder Li

Sage Neal

Sage Troy

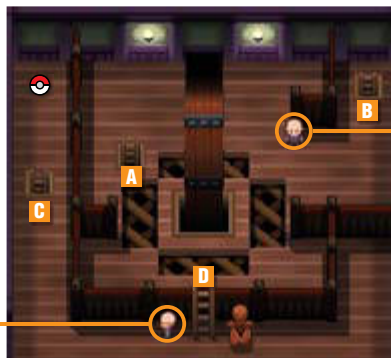
Sage Jin



2F

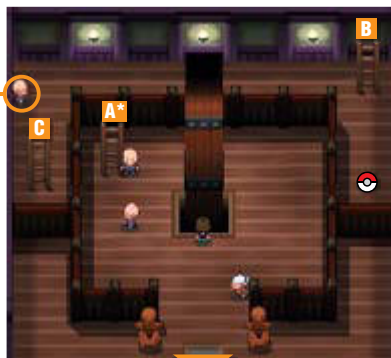
Sage Nico

Sage Edmond



1F

Sage Chow



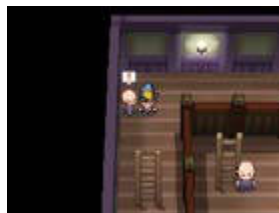
Violet City

Step



Battle the Sages on your way to the top

Sprout Tower is full of Sages who challenge visitors to battle. All the Sages use Bellsprout, so Flying- or Fire-type Pokémon should serve you well here.



The Gastly come out at night

When it gets dark, Gastly appear inside the tower. Since they're Ghost-type Pokémon, Normal-type moves won't do a thing against them. Don't go in at night unless you're ready for a tough fight!

*These letters indicate where each exit/entrance leads. The letter "A" on 1F leads to letter "A" on 2F.

Step 2 Your rival gets a lecture from the Elder

Your rival is on 3F getting what sounds like a lecture from Elder Li, but your rival isn't paying much attention. It's obvious that he's here for the same reason as you: to get a chance to challenge the Violet Gym.



Step 3 The Elder gives you the TM Flash

Talk to Elder Li on 3F, and he'll challenge you to battle. Defeat him to receive TM70 Flash. As Elder Li explains, you can teach a Bellsprout this move.



Who can use Flash?

Out of the Pokémon you've seen so far, you can teach Flash to Chikorita, Bellsprout, Mareep, and some others. Bellsprout appears on Route 31 and Mareep on Route 32.

Step 4 Violet Gym at last (p. 73)

Having defeated Elder Li, you can now head over to the Violet Gym. You're perfectly capable of walking out, or you could use the Escape Rope you found on 3F to instantly return to the tower entrance.



Go to Dark Cave

Head for Dark Cave once you can teach Flash to a Bellsprout (p. 77). You can't explore the entire cave without the HMs Surf and Strength, but it's a good place to train your Pokémon before your Violet Gym battle.

A long tunnel that forms an underground passage between Violet City and Blackthorn City

Dark Cave



Story

Now that you've cleared Sprout Tower and gotten the TM Flash, you can try your hand at Dark Cave. Go east from Violet City and return to Route 31, where Dark Cave's entrance is located.

Field Moves Needed



Violet City side



Items

- First visit
- Potion
- After beating the Ecruteak Gym
- Black Flute
- After getting HM Strength
- Dire Hit
- Full Heal
- Hyper Potion
- After visiting Blackthorn City
- BlackGlasses
- Revive
- TM54 False Swipe



Dark Cave

Violet City side

Cave			
Pokémon	M	A	N
Dunsparce	▲	▲	▲
Geodude	○	○	○
Zubat	○	○	○

Fishing				
Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	○	○	○
Good	Goldeen	○	○	○
	Magikarp	○	○	○

Rock Smash	
Pokémon	
Dunsparce	○
Geodude	△

Water Surface	
Pokémon	
Magikarp	○

Blackthorn City side



Dunsparce

Normal

ABILITIES

- Serene Grace
- Run Away

Blackthorn City side

Cave			
Pokémon	M	A	N
Geodude	○	○	○
Golbat	△	△	△
Graveler	○	○	○
Wobbuffet	○	○	○
Zubat	○	○	○

Fishing				
Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	○	○	○
Good	Goldeen	○	○	○
	Magikarp	○	○	○

Water Surface	
Pokémon	
Magikarp	○

Step 1 Light the way with Flash

At this point, a Bellsprout is your best choice for using the TM Flash you got at Sprout Tower. Go catch one on Route 31 if you haven't yet (p. 72). With Flash, you can light up the darkness.



Step 2 You don't have the HMs to go on

As you explore Dark Cave, you'll eventually reach a point where you can't go any further. To continue exploring, you need the HMs Surf and Strength. Finish up with the cave for now and return to Violet Gym for your challenge (p. 73).



Stock up on Rock-type Pokémon

If you explore Dark Cave prior to challenging the Violet Gym, catch yourself some Rock-type Pokémon. Violet Gym only uses Flying-type Pokémon, so Rock-type moves will be super effective.

Geodude

Rock Ground

ABILITIES

- Rock Head
- Sturdy

Wobbuffet

Psychic

ABILITY

- Shadow Tag

After getting HM Strength Explore the cave and gather items

Once you've won at the Goldenrod Gym and gained the ability to use HM Strength in the field, come back to pick up the items you missed. The cave exit leads to Route 46 (p. 162).



After visiting Dragon's Den Complete your exploration through Route 45

From Route 45, you can access part of Dark Cave that you can't reach from the Route 31 entrance. Be sure to come back, because there's an item here that isn't available anywhere else. The BlackGlasses raise the power of Dark-type moves—talk to the man in the back of the cave to get them.





Which Pokémon Are Good for Field Moves?

Some Pokémon can use a variety of HMs (such as Rock Smash and Surf) and other moves useful in the field, such as Flash and Sweet Scent. With these Pokémon on your team, you'll have no trouble getting where you need to go.

Use these Pokémon to make travel a snap

Furret



● Usable field moves

Cut

Surf

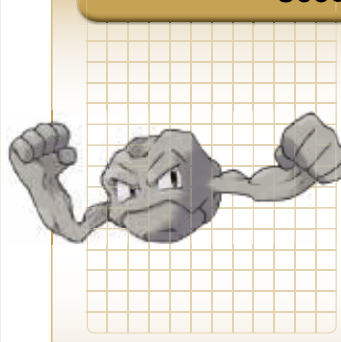
Strength

Whirlpool

Rock Smash

To get Furret, catch a Sentret on Route 29 and level it up to Lv. 15, when it evolves.

Geodude



● Usable field moves

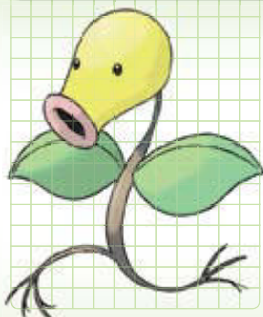
Strength

Rock Smash

Rock Climb

Catch Geodude in Dark Cave, near the start of your adventure. It's sure to come in handy.

Bellsprout



● Usable field moves

Cut

Flash

Sweet Scent

Bellsprout is another Pokémon you can catch early on in the game. Look for it on Route 31.

Togetic



● Usable field moves

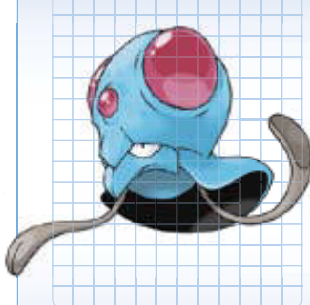
Fly

Rock Smash

Flash

Togepi hatches from the Mystery Egg and evolves into Togetic when it levels up with high friendship.

Tentacool



● Usable field moves

Cut

Surf

Whirlpool

Waterfall

You can catch Tentacool by fishing on Route 32 or using Surf in New Bark Town.

Lickitung



● Usable field moves

Cut

Surf

Strength

Whirlpool

Rock Smash

Rock Climb

Lickitung is found on Route 44, and you can also catch it in the Safari Zone's Mountain Area.

Routes 36 and 37



Story

On Route 36, a moving tree blocks the way from Violet City to Ecruteak City. From Goldenrod City, Route 37 runs north to Ecruteak City.

Route 37

Beauty Cassandra
Twins Tori & Til
Beauty Callie

Red Apricorn Tree

Blu Apricorn Tree

Blk Apricorn Tree

Psychic Greg

Day-of-the-Week Sibling Sunny (Sunday)

Ecruteak City

Items

- First visit
- HM06 Rock Smash
- After visiting National Park
- Berry Pots
- Blu Apricorn x2
- Blk Apricorn
- Hyper Potion
- Oran Berry x3
- Pecha Berry x3
- Red Apricorn

Route 36

Day-of-the-Week Sibling Arthur (Thursday)

Odd Tree

National Park

Route 35 [to Goldenrod City]

Psychic Mark

School Kid Alan

Ruins of Alph

Violet City

Route 37

Tall Grass	M	A	N
Growlithe ●	○	○	○
Hoothoot ●	×	×	○
Hoothoot ◆	×	×	○
Ledyba ◆	○	×	×
Pidgeotto	×	△	×
Pidgey ●	○	○	×
Pidgey ◆	○	○	×
Spinarak ●	×	×	○
Stantler ●	○	○	○
Stantler ◆	○	○	○
Vulpix ◆	○	○	○

Headbutt

Headbutt	M	A	N
Exeggcute			○
Hoothoot			○
Ledyba ◆			○
Pineco			○
Spinarak ●			○

Route 36

Tall Grass

Pokémon	M	A	N
Growlithe ●	○	○	○
Hoothoot	×	×	○
Nidoran ♂	○	○	○
Nidoran ♀	○	○	○
Pidgey	○	○	×
Stantler	△	△	△
Vulpix ◆	○	○	○

Headbutt

Pokémon	M	A	N
Exeggcute			○
Hoothoot			○
Ledyba ◆			○
Pineco			○
Spinarak ●			○

Growlithe

Fire

ABILITIES

- Intimidate
- Flash Fire

Stantler

Normal

ABILITIES

- Intimidate
- Frisk

Nidoran ♂

Poison

ABILITIES

- Poison Point
- Rivalry

Nidoran ♀

Poison

ABILITIES

- Poison Point
- Rivalry

Vulpix

Fire

ABILITY

- Flash Fire

Step 1 Get HM Rock Smash from a young man

On the western side of Route 36, talk to the young man near the sign. He'll give you HM Rock Smash. Since you've already beaten the Violet Gym, you've fulfilled the prerequisite for using Rock Smash and can now use it in the field.

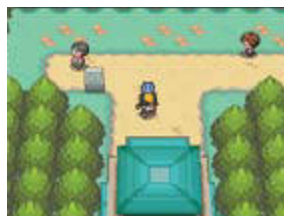


Step 2 An odd tree blocks your path

If you head west along Route 36, you'll find your path blocked by an odd tree. To clear the way, you'll need to get the SquirtBottle in Goldenrod City (p. 103). For now, take Route 36 south and visit the Ruins of Alph instead.

**Step 3** Visit the Ruins of Alph

South of Route 36, you'll have to pass through the Ruins of Alph to reach Azalea Town. At the Ruins of Alph, you can encounter the mysterious Unown, Pokémon resembling letters of the alphabet (p. 82).

**After visiting National Park****Catch the Sudowoodo blocking your way**

Water the odd tree with the SquirtBottle you got in Goldenrod City (p. 103), and the tree turns out to be a Sudowoodo! Use a Poké Ball to catch it! Once you've done that, you can continue to Route 37.

**Sudowoodo**

Rock

ABILITIES

- Sturdy
- Rock Head

After visiting National Park**Get the Berry Pots from Floria**

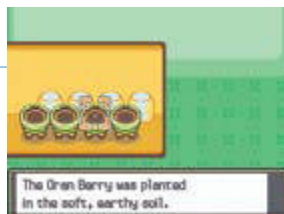
Once you've caught, defeated, or run from Sudowoodo, Floria from the Flower Shop will give you the Berry Pots as thanks for keeping her amused. You can use the Berry Pots to grow Berries. Along with the Berry Pots, you'll also receive three Oran Berries and three Pecha Berries.



Berry Pot

After visiting National Park**Grow more Oran Berries**

Put your new Berry Pots to work by growing more Oran Berries—you'll need them once you reach Route 39 (p. 119). Once the Oran Berries are planted, you'll have to wait 16 hours before you can harvest them. Be sure to keep them watered, too.

**Grow like a pro**

There are four stages of Berry growth, and the Berries should be watered at each stage for maximum yield. For Oran Berries, you'll want to water them every four hours.

After visiting National Park**Head north to Ecruteak City**

Your next destination is Ecruteak City (p. 111). Head north on Routes 36 and 37, battling Trainers as you go. You'll find three colors of Apricorn growing on trees along the way. You'll want to harvest them all.

**Meet Day-of-the-Week Sibling Sunny**

Visit Route 37 on Sundays to meet Day-of-the-Week Sibling Sunny. Talk to Sunny to receive the Magnet. If you've already met all of the other siblings, you'll receive the Smile Ribbon (p. 93).



Ruins of Alph



Story

The Ruins of Alph have existed since ancient times. The great age of the ruins means that they contain many mysteries that remain unsolved to this day. If you can unlock the riddles here, you'll meet 28 different kinds of Unown!

Field Moves Needed



Rock Smash



Surf

Route 36 (to Violet City)

Photographer Cameron
(Friday, Saturday, Sunday)

Psychic Nathan



Route 32 (to Azalea Town)

*Photographer Cameron appears after you beat the Goldenrod Gym.

Items

- First visit
- Hyper Potion
- After solving the first stone-panel puzzle
- UNOWN Report
- After solving the first Unown-letter puzzle
- Energy Powder
- Heal Powder
- Oran Berry
- Pecha Berry
- After solving the second Unown-letter puzzle
- Energy Root
- Heal Powder
- Moon Stone
- Citrus Berry
- After solving the third Unown-letter puzzle
- Charcoal
- Leppa Berry
- Life Orb
- Revival Herb
- After solving the fourth Unown-letter puzzle
- Leppa Berry
- Mystic Water
- Stardust
- Star Piece

Tail Grass

Pokémon	M	A	N
Natu	○	○	○
Smeargle	○	○	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	○	○	○
Good	Magikarp	○	○	○
	Poliwag	○	○	○

Water Surface

Pokémon	
Quagsire	○
Wooper	○

Rock Smash

Pokémon	
Geodude	○

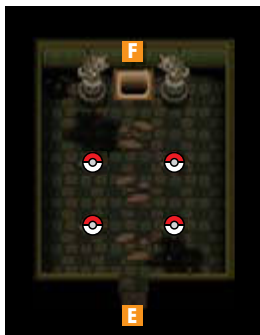
Upper-right entrance 3



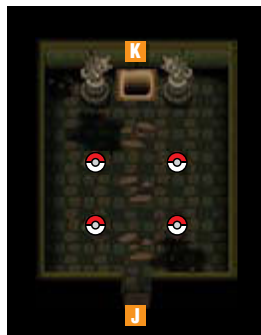
Lower-right entrance 3



Upper-right entrance 2



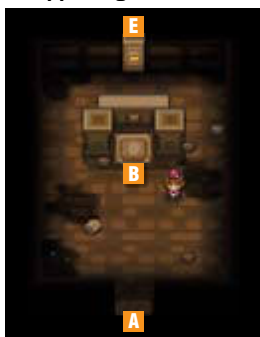
Lower-right entrance 2



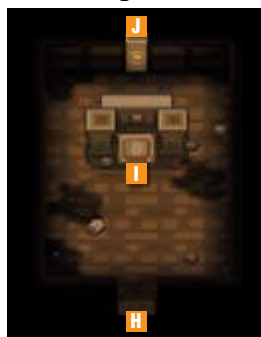
Upper-left entrance 3



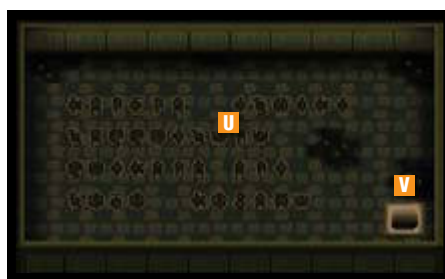
Upper-right entrance 1



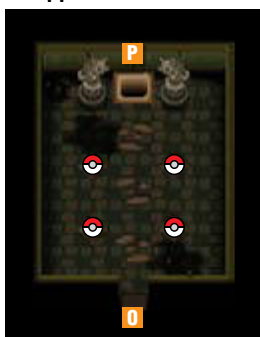
Lower-right entrance 1



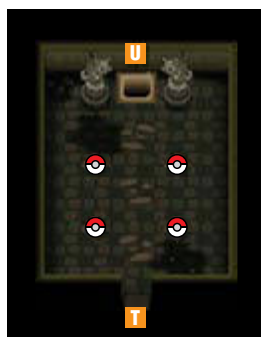
Lower-left entrance 3



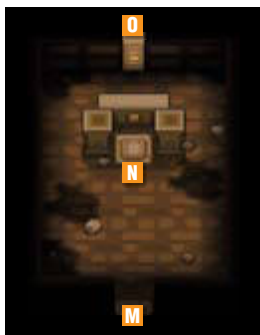
Upper-left entrance 2



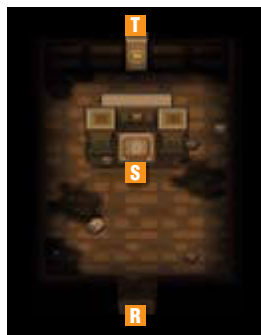
Lower-left entrance 2



Upper-left entrance 1



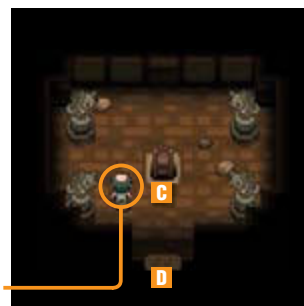
Lower-left entrance 1



Underground hall



Hall entrance



Photographer Cameron
(Monday, Tuesday, Thursday)



Ruins of Alph

■ After solving the first stone-panel puzzle

Cave (underground hall)			
Pokémon	M	A	N
Unown A	○	○	○
Unown B	○	○	○
Unown C	○	○	○
Unown D	○	○	○
Unown E	○	○	○
Unown F	○	○	○
Unown G	○	○	○
Unown H	○	○	○
Unown I	○	○	○
Unown J	○	○	○

■ After solving the second stone-panel puzzle

Cave (underground hall)			
Pokémon	M	A	N
Unown R	○	○	○
Unown S	○	○	○
Unown T	○	○	○
Unown U	○	○	○
Unown V	○	○	○

■ After solving the third stone-panel puzzle

Cave (underground hall)			
Pokémon	M	A	N
Unown W	○	○	○
Unown X	○	○	○
Unown Y	○	○	○
Unown Z	○	○	○

■ After solving the fourth stone-panel puzzle

Cave (underground hall)			
Pokémon	M	A	N
Unown K	○	○	○
Unown L	○	○	○
Unown M	○	○	○
Unown N	○	○	○
Unown O	○	○	○
Unown P	○	○	○
Unown Q	○	○	○

■ After catching 26 different Unown

Cave (underground hall)			
Pokémon	M	A	N
Unown !	○	○	○
Unown ?	○	○	○



Step 1 Explore a valuable link with the past

The Ruins of Alph are filled with unsolved mysteries, and its ancient Pokémon carvings are being restored. As luck would have it, there are lots of rocks here that you can destroy with Rock Smash. Take a lap around the ruins and be sure to get them all.



Use Rock Smash to find valuable items

When you use Rock Smash on rocks in the Ruins of Alph, you may find Fossils that can be restored into a Pokémon. These include the Helix Fossil [in *Pokémon HeartGold Version*], Dome Fossil [in *Pokémon SoulSilver Version*], and the Old Amber.

Step 2 Complete the first Pokémon carving

Solve the puzzle of the stone panel in the middle of the upper-right entrance 1. The top screen has a hint: it's a Pokémon that lived hidden in the depths of the sea and had eyes on its back to see its surroundings. Once you solve the puzzle, you'll be dropped into the underground hall and encounter the Unown (p. 83).

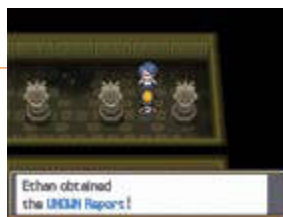


Pick up mysterious signals on your Pokégear

If you turn on the radio when there are Unown around, you won't hear any regular broadcasts. Instead, you'll hear a mysterious sound that seems to be Unown communication. What could this strange radio wave be?

Step 3 Receive the UNOWN Report

When you drop into the underground hall, you're greeted by a young man who's amazed that you solved the stone-panel puzzle. In recognition of your talents, he gives you the UNOWN Report, which automatically records any Unown you catch.



More kinds of Unown appear

More kinds of Unown will appear in the underground hall as you progress through the puzzles. At first Unown A–J will appear, then R–V, then W–Z, and finally K–Q.

Step 4 Now catch the Unown!

You'll encounter Unown as soon as you hit the underground hall. There are 28 kinds of Unown in the Ruins of Alph—give yourself the fun challenge of catching them all.



Unown

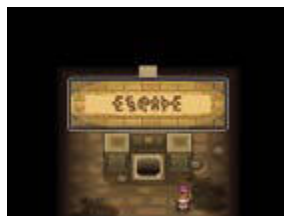
Psychic

ABILITY

- Levitate

Step 5 Solve the first Unown-letter puzzle

Inspect the stone panel at the back of the upper-right entrance 1 and you'll see a sequence of Unown letters. To get any further, you'll have to use a certain item in front of the back wall. The Unown letters provide a hint.

**Step 6** Take the east exit onto Route 32

Even if you want to keep catching all the different Unown, be satisfied with what you have for now—you'll need HM Surf before you can find more. Head east from the ruins to Route 32 and your next destination: Azalea Town [p. 87].

**Visit the Research Center**

As you solve the stone-panel puzzles and uncover the Unown letters' meaning, your work is recorded in the UNOWN Report. Take breaks to visit the Research Center and chat with the Researchers [p. 117].

After winning at Ecruteak Gym**Use Surf to reach the far side of the ruins**

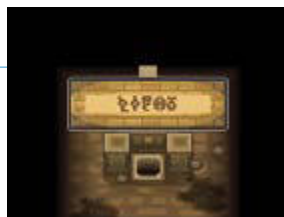
Come back after you've won at the Ecruteak Gym and gained the ability to use HM Surf. To get to the area you couldn't access before, use Surf as shown in the screen to the right and enter the shrine at point H. There you can access the lower-right entrance 1 to find the next puzzle.

**After winning at Ecruteak Gym****Complete the second Pokémon carving**

Stand in the middle of the lower-right entrance 1 and solve the stone-panel puzzle. There's a hint for this one, too: this Pokémon soared freely through the ancient skies and feared nothing. Solve the puzzle and you'll drop into the underground hall to find more of the Unown [p. 83].

**After winning at Ecruteak Gym****Solve the second Unown-letter puzzle**

Examine the stone panel at the back of the lower-right entrance 1 and you'll find a message carved in Unown letters. It's a hint about the move you need to use here in order to advance.

**After passing through Union Cave****Complete the third Pokémon carving**

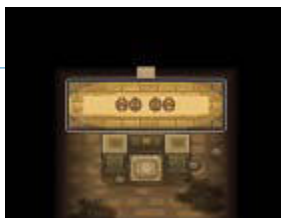
Solve the stone-panel puzzle in the middle of the upper-left entrance 1. The letters provide a hint: this Pokémon soars through the skies of the world on rainbow-colored wings. Once you solve the puzzle, you'll tumble into the underground hall and encounter Unown [p. 83].



After passing through Union Cave

Solve the third Unown-letter puzzle

Look at the stone panel in the back of the upper-left entrance 1 to find a message carved in Unown letters. The letters provide a hint about which Pokémon you should bring in order to proceed past the wall.



After getting HM Strength

Complete the fourth Pokémon carving

Solve the stone-panel puzzle in the middle of the lower-left entrance 1. The letters give you a hint: this ten-armed Pokémon swam through the ocean depths, eating plankton. Once you complete the puzzle, you'll fall into the underground hall full of Unown (page 83).



After getting HM Strength

Solve the fourth Unown-letter puzzle

When you examine the stone panel at the back of the lower-left entrance 1, you'll find a message carved in Unown letters. It provides a hint about which item to use in order to advance past the wall.



After getting HM Strength

Catch all the different Unown

Once you've caught all 26 Unown shapes from A to Z, two new kinds, ! and ?, can be found inside the hall entrance. Catch them to complete your collection of Unown.



The 28 currently known Unown



Routes 32 and 33



Story

Magnet Train tracks cut across the lush expanse of Route 32. Head south through Union Cave and you'll reach Route 33, where it's always raining.

Field Moves Needed

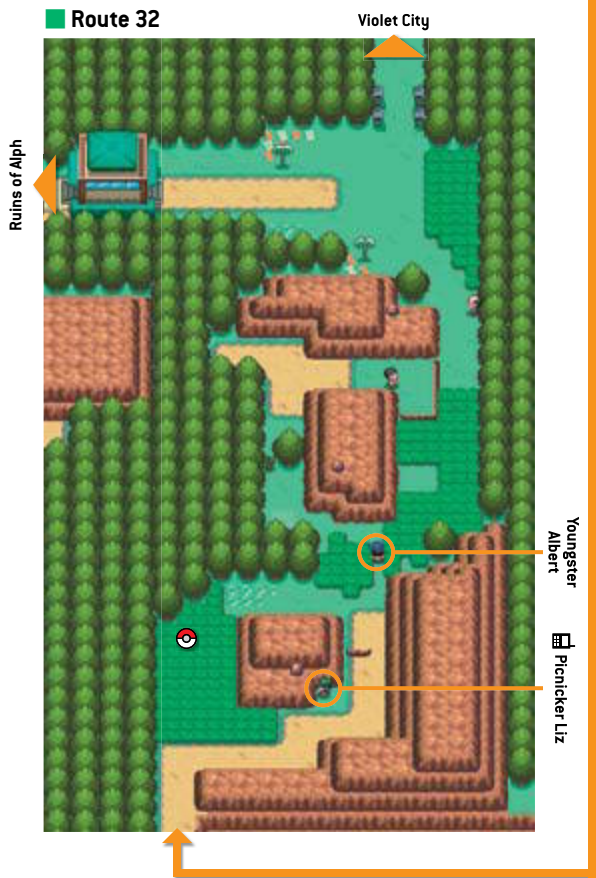


Cut

Surf

Rock Smash

Route 32



Items

- First visit
- ☐ Blk Apricorn
- ☐ Great Ball
- ☐ Lure Ball
- ☐ Miracle Seed
- ☐ Old Rod
- ☐ Pnk Apricorn
- ☐ Repel
- ☐ Shell Bell
- ☐ TM09 Bullet Seed
- After beating the Azalea Gym
- ☐ TM05 Roar

Route 32

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	⊙	⊙	⊙
	Tentacool	⊙	○	○
Good	Magikarp	⊙	⊙	⊙
	Qwilfish	△	△	△
	Tentacool	⊙	⊙	⊙

Tall Grass

Pokémon	M	A	N
Bellsprout	⊙	⊙	○
Ekans	⊙	⊙	⊙
Hoppip	⊙	○	×
Mareep	○	○	○
Rattata	⊙	⊙	⊙
Rattata	△	○	×
Wooper	×	×	⊙
Zubat	△	×	△

*Photographer Cameron appears after you beat the Goldenrod Gym.

Headbutt

Pokémon	⊙
Exeggcute	○
Hoothoot	⊙
Pineco	⊙

Water Surface

Pokémon	⊙
Quagsire	⊙
Tentacool	⊙
Tentacruel	○



Routes 32 and 33

Route 33

Tail Grass

Pokémon	M	A	N
Ekans	○	○	○
Hoppip	○	○	×
Rattata	○	○	○
Rattata	○	○	○
Spearow	○	○	×
Zubat	△	×	○

Headbutt

Pokémon	
Aipom	○
Heracross	○
Spearow	○

Step 1 Give your Pokémon something to hold

As you travel along Route 32, a man stops you and gives you a Miracle Seed. When held by a Pokémon, this Miracle Seed will power the user's Grass-type moves. If you get items like this, don't let them gather dust in your Bag! Give them to your Pokémon to hold.

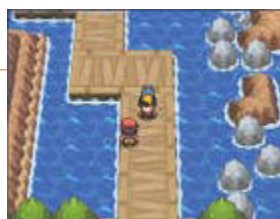


Savory Slowpoke Tail

The young man near the Pokémon Center offers to sell you some nutritious, delicious SlowpokeTail. The price? Just 1,000,000 in prize money! Tell him thanks, but definitely no thanks.

Step 2 Battle Trainers on your way south

There are over ten Pokémon Trainers on Routes 32 and 33. Challenge each of them to battle and your Pokémon will grow stronger. Some of the Trainers ask for your phone number, so give it to them.

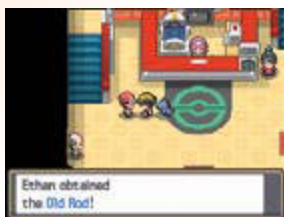


Meet Day-of-the-Week Sibling Frieda

Visit Route 32 on a Friday and you'll see Frieda on the narrow path behind the Pokémon Center. Talk to her to receive the Poison Barb. If you've already met all her siblings, you'll get the Relax Ribbon (p. 93).

Step 3 A Fisherman gives you the Old Rod

Talk to the Fisherman inside the Pokémon Center to receive the Old Rod. Time to go fishing! Sure, the Old Rod is only good for snagging a few Pokémon like Magikarp and Krabby, but every little bit helps to fill out your Pokédex.



Step 4 Register your frequently used items

You can register items you use frequently, from your Key Items Pocket—once registered, they can be used with just a tap of the stylus. You can register up to two items, so make one of them the Old Rod.



Step 5 Get the Lure Balls

When you talk to the man near the Fisherman, he asks you if you collect Apricorns. Say yes and he'll give you two Lure Balls, great for catching Pokémon you've hooked with a fishing rod. Try it out on some Pokémon in the water.



Come back once you're ready to make the cut

There's a spot on Route 32 where you can use Cut. Talk to the man just beyond it, and he'll give you the Roar TM.

Step 6 Enter Union Cave

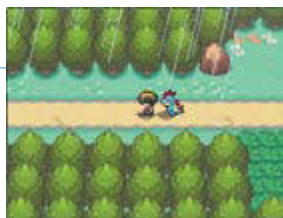
Once your Pokémon are all healed up at the Pokémon Center, it's time to explore Union Cave. This cave is a huge, challenging place. Budget your Pokémon's moves wisely, because it's a long way to the exit (p. 89).



After passing through Union Cave

Head west to Azalea Town

Once you've cleared Union Cave, follow the path to the west, and Azalea Town is just ahead. If you successfully challenge the Azalea Gym, you'll earn your next Badge. Get ready and go get 'em [p. 91]!

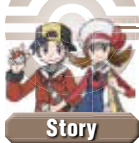


It's always raining on Route 33

Remember, Water-type moves are more powerful in the Rain weather condition, but Fire-type moves are weaker.

A massive cave with an underground connection to the Ruins of Alph

Union Cave



Story

On your first time through, you'll only have access to 1F and B1F. B2F will open up once you have Surf. An intriguing rumor says that Pokémon cries can be heard coming from somewhere inside the cave, but only on Fridays.

Field Moves Needed



Surf

Strength

Items

- First visit
- Awakening
- Great Ball
- Potion
- TM39 Rock Tomb
- X Attack
- X Defend
- After beating the Ecruteak Gym
- Elixir
- Hyper Potion

2F 1



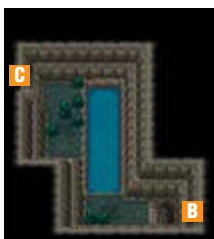
Ruins of Alph

2F 2



Ruins of Alph

1F 2



1F 3



B1F 1



Hiker Phillip

Hiker Leonard

Sandshrew

Ground

ABILITY
● Sand Veil



Onix

Rock Ground

ABILITIES
● Rock Head
● Sturdy

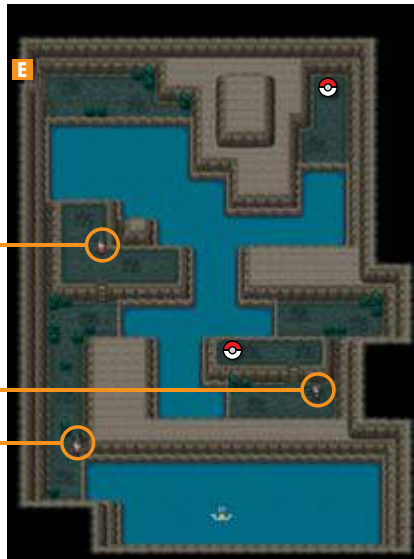
B1F 2



Poké Maniac Andrew

Poké Maniac Calvin

B2F



Ace Trainer Gwen

Ace Trainer Nick

Ace Trainer Emma

1F 1 • 2F 1 • 2

Cave			
Pokémon	M	A	N
Geodude	○	○	○
Onix	△	△	△
Rattata ●	○	○	○
Rattata ◆	○	○	○
Sandshrew ●	○	○	○
Zubat	○	○	○

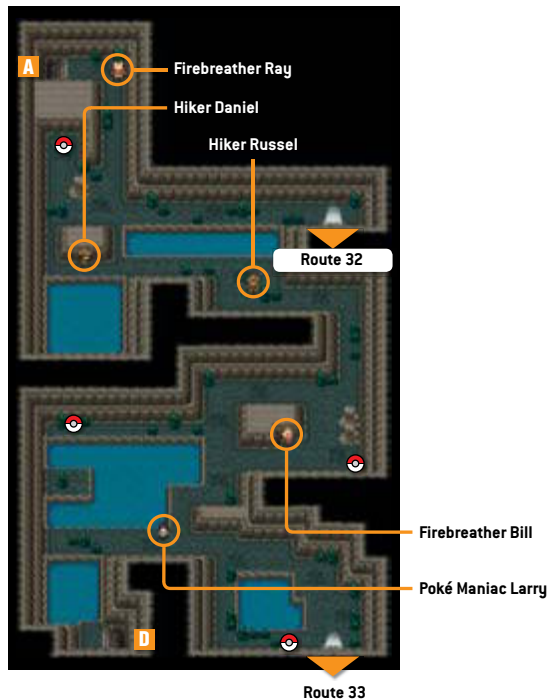
Fishing				
Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	○	○	○
Good	Goldeen	○	○	○
	Magikarp	○	○	○

Water Surface

Pokémon	
Quagsire	○
Wooper	○



1F 1



B1F 1 • 2

Cave			
Pokémon	M	A	N
Geodude	○	○	○
Onix	○	○	○
Rattata ●	△	△	△
Rattata ◆	○	○	○
Sandshrew ●	○	○	○
Zubat	○	○	○

Fishing				
Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	○	○	○
Good	Goldeen	○	○	○
	Magikarp	○	○	○

Water Surface	
Pokémon	
Quagsire	○
Wooper	○

1F 2 • 3 • B2F

Cave			
Pokémon	M	A	N
Geodude	○	○	○
Golbat	○	○	○
Onix	△	△	△
Rattata	△	△	△
Zubat	○	○	○

Fishing				
Rod	Pokémon	M	A	N
Old	Krabby	○	○	○
	Magikarp	○	○	○
Good	Corsola	○	○	×
	Krabby	○	○	○
	Magikarp	○	○	○
	Staryu	×	×	○

Water Surface	
Pokémon	
Quagsire	○
Tentacool	○
Tentacruel	○

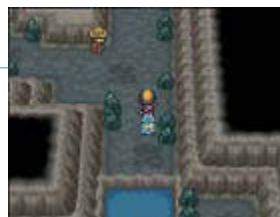
Step 1 In search of the exit

Inside Union Cave, you'll gather items and battle Trainers on your way to the exit. The exit emerges on Route 33 (p. 87), and Azalea Town lies just west of there.



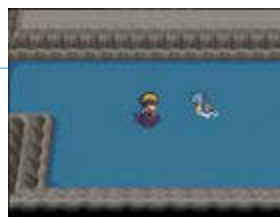
After winning at Ecruteak Gym Surf to the Ruins of Alph

Return to Union Cave after you've won at Ecruteak Gym and gained the ability to use HM Surf. You can now Surf across the water, leading you back to the Ruins of Alph (p. 85).



After winning at Ecruteak Gym Catch Lapras on a Friday

Visit B2F on Fridays to find Lapras, a rare and valuable Pokémon, floating on the water. Morning, day, or night—the precise time of day doesn't matter. Remember this spot, because you can come back every Friday to catch Lapras.



Two more puzzles to solve

Two paths connect B1F 1 to the second section of the Ruins of Alph. Surf lets you access one path, but you'll need Strength to take the other path.

Lapras
 Water Ice
 ABILITIES
 ● Water Absorb
 ● Shell Armor

After getting HM Strength Use Strength to get to the Ruins of Alph

Come back here once you have HM Strength, because you can use it on 2F 2 to access the Ruins of Alph. Union Cave is the only way to access the fourth puzzle in the ruins, so remember to return to them (p. 86).

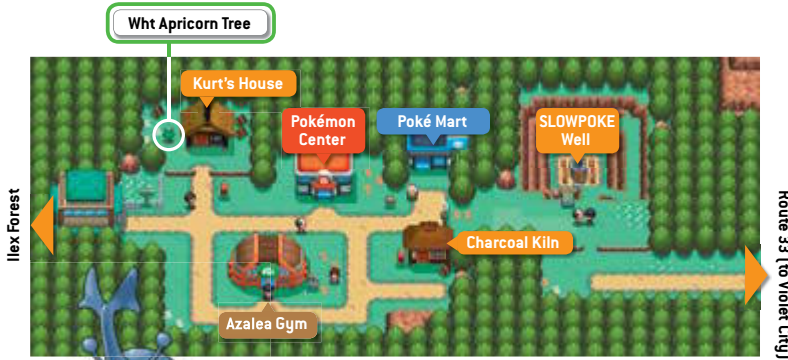


Azalea Town



Story

Humans and Pokémon used to peacefully coexist in this small town, but now the local Slowpoke have started to disappear. This situation has Team Rocket's fingerprints all over it! Talk to Kurt, then follow him to the SLOWPOKE Well.



Heracross
Bug Fighting
ABILITIES
● Swarm
● Guts

Step 1 The return of Team Rocket

As you enter Azalea Town, you see a man arguing with someone who claims to be from Team Rocket. The Team Rocket Grunt hurls the man aside and blocks the SLOWPOKE Well so that nobody else can enter.



Items

- First visit
- Wht Apricorn
- After SLOWPOKE Well
- Fast Ball
- After beating the Azalea Gym
- Hive Badge
- TM89 U-turn
- After Ilex Forest
- Charcoal

Poké Mart (far counter)

Bloom Mail	50
Heal Ball	300
Net Ball	1,000

You can't take on the Gym yet

When you first visit Azalea Town, you can't enter the Azalea Gym—there's a Team Rocket Grunt in the way. You'll be able to challenge the Gym after you defeat Team Rocket in the SLOWPOKE Well (p. 95).

Step 2 Talk to Kurt and head to the SLOWPOKE Well

Talk to Kurt, the town's hot-headed Poké Ball creator. Team Rocket disbanded three years ago, but Kurt says they're back in business, cutting off and selling the tails of Slowpoke from the SLOWPOKE Well! He'll rush out of the house, vowing to save the Slowpoke. Follow him (p. 94)!



Spearow
Normal Flying
ABILITY
● Keen Eye

After SLOWPOKE Well Kurt crafts you a Poké Ball

Kurt takes a liking to you and makes you a Fast Ball. From now on, you can give him Apricorns, and he'll make Poké Balls out of them for you. This process takes a day.



It was a boy named Red who originally broke up Team Rocket

Three years ago, Team Rocket was busy redefining evil when a boy named Red finally stood up to them. Together with his Pokémon, he fought Team Rocket and broke up the organization. So why has Team Rocket returned?

Kurt's Poké Ball making rules

You can only give Kurt one kind of Apricorn at a time. However, you can give him as many of that kind as you want.

● Poké Balls that Kurt can make for you

Fast Ball
Apricorn needed: Wht Apricorn
Good for catching fast Pokémon.

Lure Ball
Apricorn needed: Blu Apricorn
Good for catching Pokémon that you've hooked on a fishing rod.

Heavy Ball
Apricorn needed: Blk Apricorn
More effective on heavier Pokémon.

Level Ball
Apricorn needed: Red Apricorn
Good for catching Pokémon whose level is less than half your Pokémon's level. The greater the difference in levels, the more effective it is.

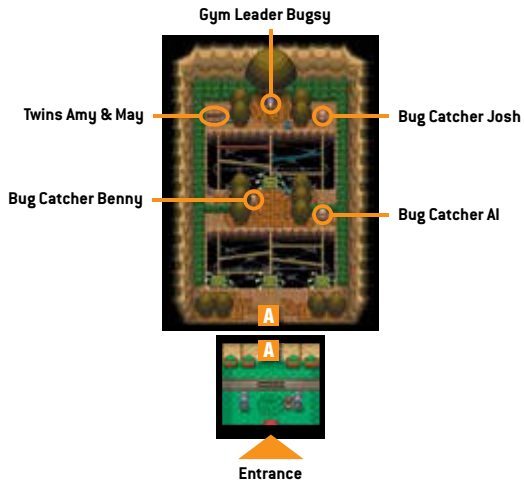
Love Ball
Apricorn needed: Pnk Apricorn
Good for catching Pokémon of the same species but opposite gender of your Pokémon.

Friend Ball
Apricorn needed: Grn Apricorn
Makes the captured Pokémon very fond of you.

Moon Ball
Apricorn needed: Ylw Apricorn
Good for catching Pokémon that evolve using the Moon Stone, and their pre-Evolutions.



Azalea Town



After winning at Azalea Gym

Visit the Charcoal Man's house

Visit the Charcoal Man's house and you'll learn that the Slowpoke are back, but the Charcoal Man's beloved Farfetch'd are gone! The unhappy Charcoal Man says his apprentice has gone to Ilex Forest to find them and won't be back for a while.



Gym Battle 2 Azalea Gym



Azalea Gym Leader **Bugsy**

● Bug-type Pokémon User

● Bugsy's Pokémon

	Kakuna ♀	Lv. 15	Bug	Poison
	Metapod ♀	Lv. 15	Bug	
	Scyther ♀	Lv. 17	Bug	Flying

Use Rock-, Fire-, or Flying-type moves

To reach Gym Leader Bugsy in the Azalea Gym, you'll have to cross a web of ropes and make it past five Pokémon Trainers. Bugsy uses Bug-type Pokémon. Look out for his Scyther's Quick Attack, which lets it attack first in a turn. Still, the battle shouldn't be too difficult if you use Rock-, Fire-, or Flying-type moves. Once you win, you'll receive the Hive Badge and TM89 U-turn.



Hive Badge

- Lets you use Cut in the field.
- Traded Pokémon up to Lv. 30 will obey you.



TM89 U-turn

After the user attacks, it immediately swaps out for another Pokémon on your team.

After winning at Azalea Gym

Run into your rival near the gate

Ilex Forest is your next destination. But as you approach Azalea Town's western gate, your rival appears and challenges you to battle. You'll need your Pokémon fully healed for this encounter, so make sure you've already visited the Pokémon Center—especially if you've just beaten the Azalea Gym.



You can battle your rival before your Gym battle

Your rival will challenge you the minute you get near the western gate. This can even happen before your Gym battle. If your Pokémon are in anything less than tip-top condition, be careful not to wander too near the gate!

Rival battle! 2

Your rival now has three Pokémon, and his starter Pokémon is tougher than last time. Don't let him exploit your team's weaknesses.

● If you chose Chikorita

	Quilava ♂	Lv. 18	Fire	
	Gastly ♂	Lv. 14	Ghost	Poison
	Zubat ♂	Lv. 16	Poison	Flying

● If you chose Cyndaquil

	Crocconaw ♂	Lv. 18	Water	
	Gastly ♂	Lv. 14	Ghost	Poison
	Zubat ♂	Lv. 16	Poison	Flying

● If you chose Totodile

	Bayleef ♂	Lv. 18	Grass	
	Gastly ♂	Lv. 14	Ghost	Poison
	Zubat ♂	Lv. 16	Poison	Flying

After winning at Azalea Gym

Head for Ilex Forest to find Farfetch'd

The Charcoal Man is all broken up over his missing Farfetch'd, so you'd better go find them. The Farfetch'd are in Ilex Forest, to the west of town (p. 96). Heal up your Pokémon after your rival battle, then head west.



Get Charcoal at the Charcoal Man's house

Once you've caught the stray Farfetch'd in Ilex Forest, go to the Charcoal Man's house to get Charcoal from his grateful apprentice.



Find the Day-of-the-week Siblings All Around Johto

The Johto region is home to seven siblings known as the Day-of-the-week Siblings. If you know where and on what days the siblings will appear, you can go get items and Ribbons from them.

Talk to them to receive items and Ribbons

Monica (Mon.) **Loc. Route 40** Page 124

Monica is on the beach near the entrance to Route 40, west of Olivine City. She's right next to the Battle Frontier.

Monica: Glad to meet you. I'm Monica of Monday.

Items

- First Sharp Beak
- After meeting all siblings Alert Ribbon

Tuscany (Tues.) **Loc. Route 29** Page 66

Tuscany is almost in the middle of Route 29, on the first ledge you reach after heading west from New Bark Town.

Tuscany: Please allow me to introduce myself. I am Tuscany of Tuesday.

Items

- First Twisted Spoon
- After meeting all siblings Shock Ribbon

Wesley (Wed.) **Loc. Lake of Rage** Page 141

North of Route 43 is the Lake of Rage, where you'll find Wesley in a dead end among the maze of trees.

Wesley: I'm Wesley of Wednesday.

Items

- First Black Belt
- After meeting all siblings Downcast Ribbon

Arthur (Thurs.) **Loc. Route 36** Page 80

Arthur is on Route 36, near the entrance as you're coming east from Violet City. He's just north of the Ruins of Alph.

I'm Arthur of Thursday.

Items

- First Hard Stone
- After meeting all siblings Careless Ribbon

Frieda (Fri.) **Loc. Route 32** Page 87

Frieda is on the south side of Route 32. She's at the end of a narrow path by the Pokémon Center.

I'm Frieda of Friday! Nice to meet you!

Items

- First Poison Barb
- After meeting all siblings Relax Ribbon

Santos (Sat.) **Loc. Blackthorn City** Page 156

Santos is in Blackthorn City. From the Blackthorn Gym, go east and then down the ledge. Santos is standing in the lee of the rock in front of you.

I'm Santos of Saturday...

Items

- First Soft Sand
- After meeting all siblings Snooze Ribbon

Sunny (Sun.) **Loc. Route 37** Page 80

Sunny is on Route 37. Go south from Ecruteak City and follow the ledge to the east. You'll see Sunny north of the three Apricorn Trees.

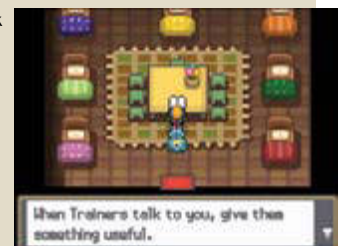
Sunny: Hi! I'm Sunny of Sunday, wearing it's Sunday today!

Items

- First Magnet
- After meeting all siblings Smile Ribbon

The siblings' house is on Route 26

Inside the Day-of-the-Week Siblings' house on Route 26, there's a note on the table that lists all of their locations [p. 173].



A well where thirsty Slowpoke come to drink

SLOWPOKE Well



Story

Thirsty Slowpoke gather at the SLOWPOKE Well to drink the water. It seems Team Rocket has also gathered here to cut the tails off Slowpoke and sell them on the market. Kurt arrives to rescue the Slowpoke, so follow him inside.

Field Moves Needed



Surf



Strength



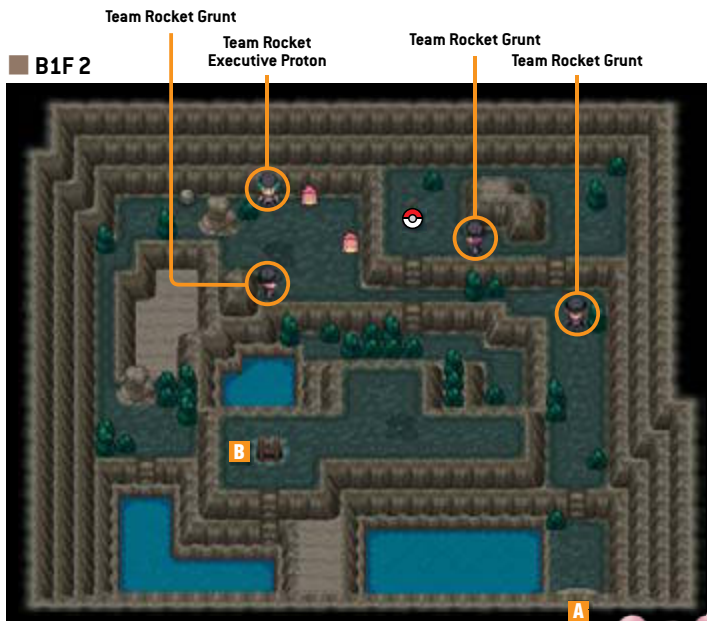
B1F 1

Azalea Town

Photographer Cameron
(Monday, Wednesday, Friday)

Items

- First visit
- Super Potion
- After getting HM Strength
- King's Rock
- TM18 Rain Dance



B1F 2

Team Rocket Grunt

Team Rocket Executive Proton

Team Rocket Grunt

Team Rocket Grunt

*Photographer Cameron appears after you beat the Goldenrod Gym.

B1F 2

Cave

Pokémon	M	A	N
Slowpoke	○	○	○
Zubat	○	○	○

Fishing

Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	○	○	○
Good	Goldeen	○	○	○
	Magikarp	○	○	○

Water Surface

Pokémon	○
Slowpoke	○



Slowbro

Water Psychic

ABILITIES
● Oblivious
● Own Tempo



Golbat

Poison Flying

ABILITY
● Inner Focus



Slowpoke

Water Psychic

ABILITIES
● Oblivious
● Own Tempo

B2F



B2F

Cave			
Pokémon	M	A	N
Golbat	△	△	△
Slowpoke	○	○	○
Zubat	◎	◎	◎

Fishing				
Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	◎	◎	◎
Good	Goldeen	○	○	○
	Magikarp	◎	◎	◎

Water Surface	
Pokémon	
Slowbro	○
Slowpoke	◎

Step 1 Carry out the rescue for Kurt

Follow Kurt as he dashes out of the house and into the Well to rescue the Slowpoke. You'll find him stuck at the bottom of the ladder, unable to move any further due to a back injury. Looks like you'll just have to take his place and enter the Well.



One of the Slowpoke has Mail

If you take a look at the Slowpoke at the back of the Well, you'll see that it's carrying Mail. It looks like a letter by Kurt's granddaughter—the message is from the girl's father, asking Kurt and Slowpoke to hold down the fort together.

Step 2 Challenge Team Rocket in the Well

You'll be confronted by Team Rocket Grunts as you make your through the Well. Fight them in the name of all the Slowpoke whose tails have been cut off. Once you teach the grunts a lesson, it's time to go after Executive Proton.



Did Team Rocket disband three years ago?

From what Proton and his minions say, it sounds like Team Rocket really did disband three years ago. But the organization went underground and is now trying to fulfill the plans of its original boss, Giovanni.

Battle with Team Rocket Executive Proton! 1

Team Rocket Executive Proton uses Zubat and Koffing. Both are Poison types, so the battle will be a snap if you attack with Psychic-type moves.

● Proton's Pokémon			
Zubat ♂	Lv. 8	Poison	Flying
Koffing ♂	Lv. 12	Poison	

Step 3 Return to the town with Kurt

With Executive Proton defeated in battle, the Team Rocket members scatter and leave the SLOWPOKE Well in peace. When Kurt comes to check on you, join him and return to Azalea Town (p. 91). Thanks to you, the Slowpoke should be safe now.



When you have the Strength to return...

Once you can use HMs Strength and Surf, you'll be able explore deeper inside the Well and find more items. Come back here when you have the opportunity.



Ilex Forest



Story

Charcoal makers know Ilex Forest well—they use the trees here to make their Charcoal. Search the forest to find the Charcoal Man's missing Farfetch'd.

Field Moves Needed

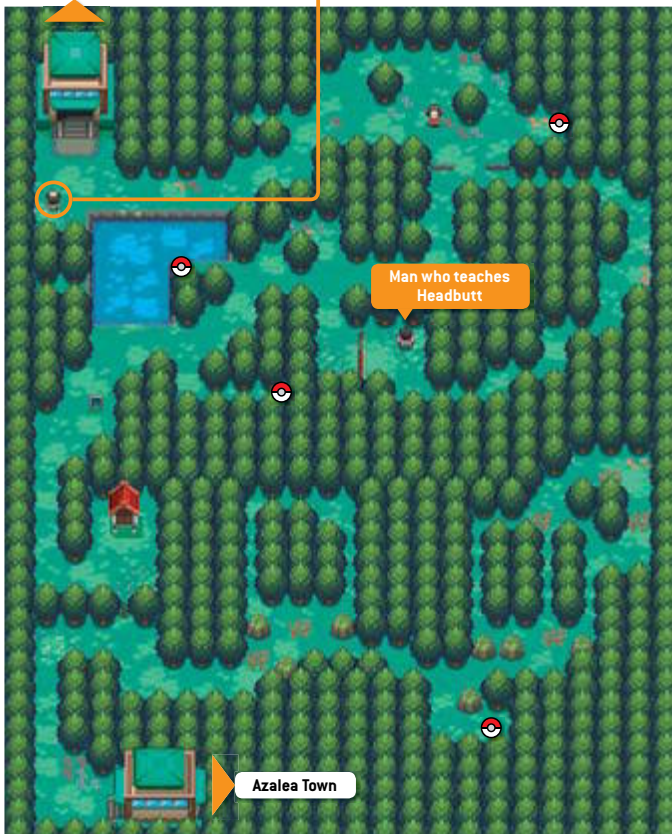


Cut



Surf

Route 34 (to Goldenrod City) Photographer Cameron (Tuesday, Saturday, Sunday)



*Photographer Cameron appears after you beat the Goldenrod Gym.

Tail Grass

Pokémon	M	A	N
Caterpie	○	○	×
Kakuna	○	○	×
Metapod	○	○	×
Oddish	×	×	○
Paras	○	△	○
Weedle	○	○	×
Zubat	△	△	○

- ### Items
- First visit
 - Antidote
 - Ether
 - HM01 Cut
 - Revive
 - TM12 Taunt
 - X Attack

Headbutt

Pokémon	
Beedrill	○
Butterfree	○
Caterpie	○
Hoothoot	○
Kakuna	○
Metapod	○
Noctowl	○
Pineco	○
Weedle	○



Paras

- Bug
- Grass

- ABILITIES
- Effect Spore
 - Dry Skin

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	○	○	○
Good	Magikarp	○	○	○
	Poliwag	○	○	○



Oddish

- Grass
- Poison

- ABILITY
- Chlorophyll

Step 1 Learn how to catch Farfetch'd

Farfetch'd help cut down the trees used to make Charcoal, and the Charcoal Man can't work without them. The apprentice at the forest entrance tells you how to catch Farfetch'd so you can nab the two runaways.



Items on the shadowy forest floor

It's so murky inside the forest, you can hardly see the sky. There are loose items on the ground, but you can't see those either—use the Dowsing MCHN to get them.

Step 2 Catch the first Farfetch'd

The first Farfetch'd is east of the apprentice's location. First, step on the branches to the south of the Farfetch'd. Alerted by the sound, Farfetch'd will turn to face south. Now, quickly follow the forest path north, then west, then south. This will let you surprise Farfetch'd from behind.



Step 3 Catch the second Farfetch'd

The second Farfetch'd is farther east of the first one. You'll approach from the south, but then turn east and step on a branch to make Farfetch'd turn in that direction. While it's facing east, circle around by going north, then west, then south, and grab it from behind.

**Step 4** Receive Cut from the Charcoal Maker

The Charcoal Man will give you HM Cut as thanks for rounding up his Farfetch'd. Cut is a handy HM that lets you chop down small trees in the field.

**Get the Charcoal in Azalea Town**

Once you've caught both Farfetch'd, return to the Charcoal Man's house in Azalea Town. Talk to the apprentice and he'll give you Charcoal in return for catching the Farfetch'd.

Step 5 Use Cut to proceed northward

Once you get Cut from the Charcoal Man, teach it to one of your Pokémon. Then cut down the small tree north of the Ilex Forest entrance and forge ahead through the forest.

**Cut down the tree on Route 32**

Return to Route 32 once you can use Cut. There's a small tree that can be cut down, and beyond it you'll find TM05 Roar.

Step 6 A man who teaches the Headbutt move

Head northeast from the tree you cut down and you'll see a young man on a ledge. Talk to him and he'll teach your Pokémon Headbutt. If you use Headbutt on a tree, there's a chance you'll stir up some wild Pokémon.

**A shrine dedicated to it's protector**

After you cut down the tree and continue into the forest, you'll see the Ilex Forest Shrine. It looks like a shrine built to honor the forest guardian.

Step 7 Tell the Kimono Girl how to find the exit

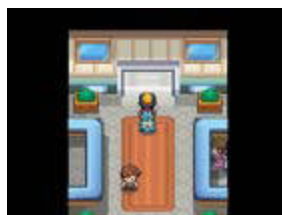
Further north into the forest, you'll meet a lost Kimono Girl. Agree to help her find the exit. Your lead Pokémon will show her the way.

**This is not the same Kimono Girl**

You met the first Kimono Girl back in Violet City, but the one you meet in the forest is a different Kimono Girl altogether.

Step 8 Go north through the gate to Route 34

The gate north of Ilex Forest leads to Route 34, the route to Goldenrod City. In the middle of Route 34 is the Pokémon Day Care, where you can leave Pokémon to be raised. That's a very useful service, so you'll want to stop and check the place out (p. 98).



Route 34



Story

Despite being so close to a major city, Route 34 remains lush and green. The Pokémon Day Care here makes this a popular destination for Trainers. Busy Goldenrod City lies to the north.

Field Moves Needed



Surf

Items

- First visit
- TM63 Embargo
- After beating the Ecruteak Gym
- Nugget
- After defeating Kate and her two sisters
- Power Herb



Ditto

Normal

 ABILITY
 ● Limber

Tall Grass

Pokémon	M	A	N
Abra	○	○	○
Ditto	△	△	△
Drowzee	◎	◎	◎
Rattata	◎	◎	◎

Headbutt

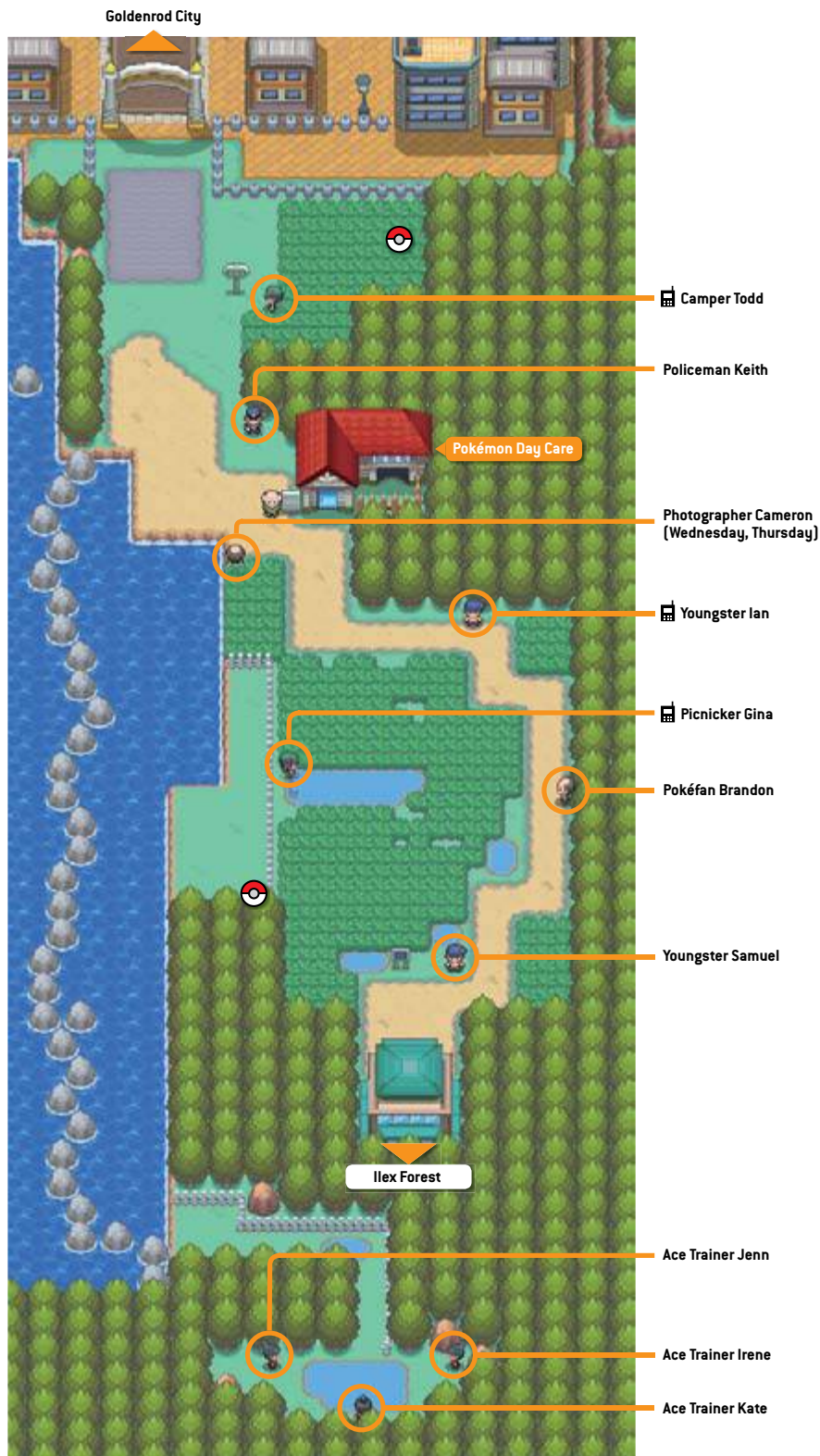
Pokémon	M	A	N
Exeggcute		○	
Hoothoot		◎	
Ledyba	◆	◎	
Pineco		◎	
Spinarak	●		◎

Fishing

Rod	Pokémon	M	A	N
Old	Krabby	○	○	○
	Magikarp	◎	◎	◎
Good	Corsola	○	○	×
	Krabby	◎	◎	◎
	Magikarp	◎	◎	◎
	Staryu	×	×	○

Water Surface

Pokémon	M	A	N
Tentacool		◎	
Tentacruel		○	



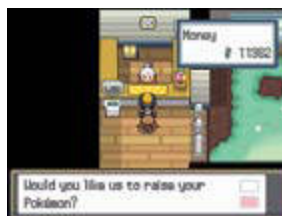
*Photographer Cameron appears after you beat the Goldenrod Gym.

Step 1 Battle your way north past Trainers

The path to Goldenrod City runs between fields of tall grass. Along that path are Trainers looking for a challenge. Battle them to level up your Pokémon, but don't get so distracted that you forget to pick up any items lying around.

**Step 2** Leave a Pokémon at the Day Care

When you first visit the Pokémon Day Care, Lyra/Ethan will come and introduce you to the couple in charge of it. You can leave a Pokémon (or two) here and have it raised for you, so make good use of this convenient service.

**Step 3** Goldenrod City is to the north

Goldenrod City is just to the north of the Day Care (p. 100). You can also travel south across the lake that's west of the Day Care, but you'll need Surf to do it. Come back once you can use that hidden move.



After winning at
Ecruteak Gym

Battle three Trainers to get an item

Use Surf to get onto the lake and head south. On the opposite shore, you'll be surprised by three Ace Trainers. Defeat them to receive the Power Herb.

**Catch Ditto**

You'll find Ditto in the tall grass on Route 34. This Pokémon is a must-have, since it's valuable in finding Pokémon Eggs at the Pokémon Day Care.

Lyra/Ethan is related to the Day-Care Couple

Lyra/Ethan calls the Day-Care Couple "Grandma" and "Grandpa." What a surprising relation revelation!

Call the Day-Care Couple for updates

When you call the Pokémon Day Care, the old man tells you the status of your Pokémon. He'll also let you know if an Egg has been found. His wife will tell you if your Pokémon's level has increased, and by how much.

Battle the Policeman

You can only battle the Policeman west of the Pokémon Day Care during the night (8 P.M. – 4 A.M.). If you're there during the morning or afternoon, remember to return after it gets dark.



Goldenrod City



Story

Goldenrod City is a city bustling with people and Pokémon, and packed with trendy shops and services. Some of those services can't be found anywhere else, such as the Goldenrod City Department Store, Radio Tower, Game Corner, and the Global Terminal.

Items

- **First visit**
- Bicycle
- Blue Card
- Coin Case
- Fashion Case
- Radio Card
- **After beating the Goldenrod Gym**
- Plain Badge
- SquirtBottle
- TM45 Attract
- **After delivering Spearow**
- HP Up

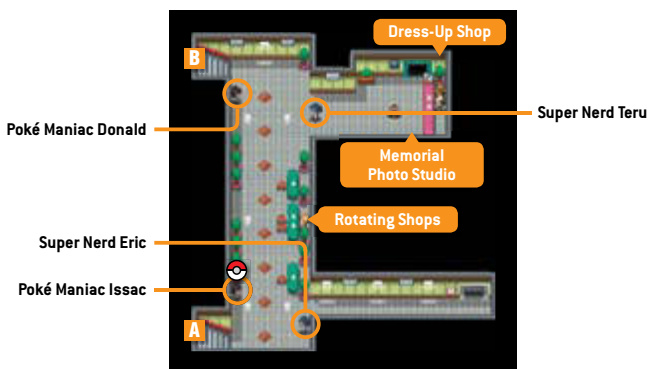
Flower Shop

Damp Mulch.....	200
Gooney Mulch.....	200
Growth Mulch.....	200
Stable Mulch.....	200

Goldenrod City

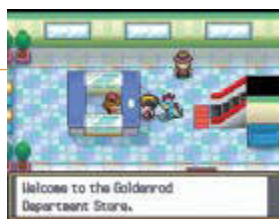


Goldenrod Tunnel



Step 1 Visit the Goldenrod City Department Store

Goldenrod City's Department Store is the largest store in Johto, essential for stocking up for your adventure (p. 105). On 6F, there's a Lottery Corner with prizes that rotate throughout the week. Keep playing for chances to win valuable TMs and Poké Balls!

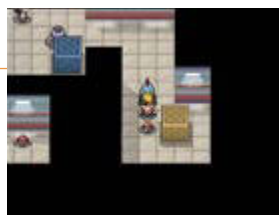


There are nearly 500 kinds of Pokémon

A man at the Pokémon Center says that new Pokémon are being discovered in different regions all over the world, bringing the total number of known Pokémon close to 500.

Step 2 Gather items on B1F of the Department Store

There's a storeroom on B1F of the Goldenrod Department Store that can only be accessed by elevator. There are items on the storeroom floor, but you can't get past the containers to pick them up. Talk to the Black Belt and he'll have his Machoke move the containers so you can get to the items (p. 105).



Go to the Department Store on Sundays

There's a girl who appears on 5F of the Department Store, but only on Sundays. If you have high friendship with the Pokémon at the head of your party, the girl will give you TM27 Return.

Step 3 Lyra/Ethan gives you the Fashion Case

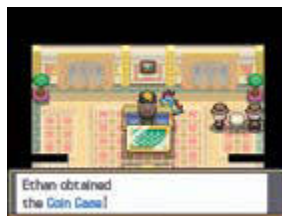
When you go through the entrance to the Goldenrod Tunnel, Lyra/Ethan will show up to give you the Fashion Case. Use it to dress up your Pokémon in places like the Goldenrod Tunnel's Dress-Up Shop.

**Visit Bill's house**

Bill's house is southwest of the Game Corner. But Bill's not home—he's been called away to the Pokémon Center in Ecruteak City.

Step 4 Find the Coin Case at the Game Corner

Mr. Game in the Goldenrod City Game Corner has the perfect gift for you—a Coin Case that will let you try out the VOLTORB Flip card game. Give it a try to win Coins!

**Step 5** Tunnel shops change throughout the week

During the week, the kiosks in the Goldenrod Tunnel rotate between a salon, herbalist, and discount item shop. Check their hours so you can show up at the right time for the shop you want.

**The Magnet Train is out of service for now**

Goldenrod Station, next to the Radio Tower, is currently closed. After you've entered the Hall of Fame, you can come back here and take the Magnet Train to the Kanto region.

Tunnel shop schedule

Day	Shop
Sun.	Pokémon Salon (junior stylist) Herbalist
Mon.	Discount Item Shop (4 A.M. – 10 A.M.)
Tues.	Pokémon Salon (senior stylist)
Wed.	Pokémon Salon (junior stylist)
Thu.	Pokémon Salon (senior stylist)
Fri.	Pokémon Salon (junior stylist)
Sat.	Pokémon Salon (senior stylist) Herbalist

Store goods and prices

Pokémon Salon (senior)	
1 session.....	500

Pokémon Salon (junior)	
1 session.....	300

Discount Item Shop	
Nugget.....	4,500
Pearl.....	650
Big Pearl.....	3,500
Stardust.....	900
Star Piece.....	4,600

Herbalist	
Heal Powder.....	450
Energy Powder.....	500
Energy Root.....	800
Revival Herb.....	2,800

Step 6 Take a souvenir photo at the Dress-Up Shop

There's a Dress-Up Shop and a Memorial Photo Studio at the north end of the Goldenrod Tunnel. At the Dress-Up Shop, you can put Accessories on your Pokémon and take their photo. Over at the photo studio, you can have your photo taken in a Team Rocket uniform.

**Accessory drawing, 100 in prize money per draw**

At the back of the Dress-Up Shop is a drawing. You can win wallpapers there as well as Accessories.



Step 7 Play VOLTORB Flip at the Game Corner

Now that you have the Coin Case, try your hand at the Game Corner's VOLTORB Flip card game (p. 105). If you win lots of Coins, you can trade them in for TMs, battle items, and even Pokémon.

**Step 8** Borrow a Bicycle from the Bike Shop

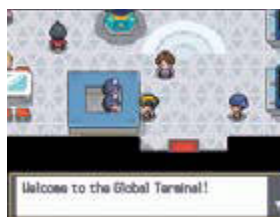
The Bike Shop is east of the Department Store. Talk to the manager and he'll lend you a Bicycle. He thinks it's good advertising for his shop if you're seen riding his bike around. Since you're doing him a favor, you might as well start pedaling!

**Step 9** Take a Quiz and get the Radio Card

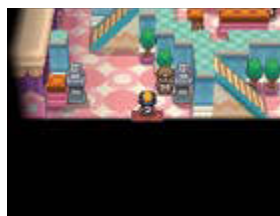
To play a promotional Quiz game, talk to the righthand receptionist at the Radio Tower. Answer all five questions correctly to win a Radio Card. Insert the Radio Card into your Pokégear to activate its radio function (p. 47).

**Step 10** Go to the Global Terminal

The Global Terminal is on the west side of Goldenrod City. Here, you can use the Nintendo Wi-Fi Connection to connect with Trainers all over the world and share Trainer Rankings, Box Data, Dress-Up Data Photos, and Battle Videos (p. 212).

**Step 11** Finally, a Gym battle!

Once you've seen the entire city, it's time to take on the Goldenrod Gym. The Gym is on the north end of the city, next to the Flower Shop. Don't forget to heal your Pokémon up at the Pokémon Center first (p. 100).

**How strong is your Pokémon friendship?**

Visit a house north of the Department Store to meet a girl who can check your friendship. Talk to her, and she'll rate your friendship with the Pokémon at the head of your party.

The original Bike Shop is in Kanto

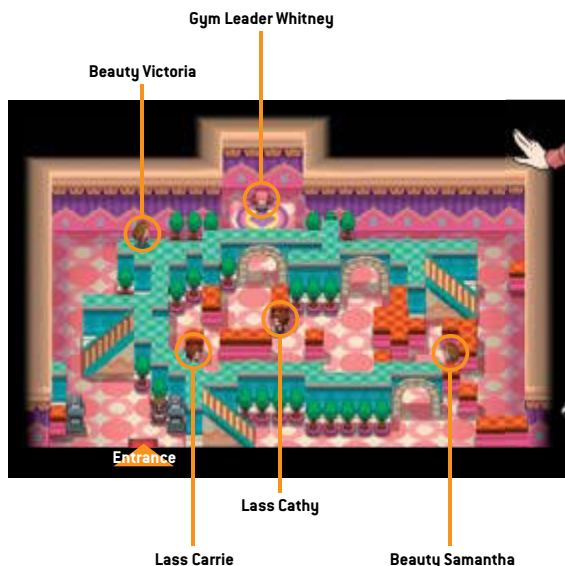
This Bike Shop is part of a chain. According to the Bike Shop manager, the original shop is in Cerulean City, over in the Kanto region. If you're ever in the area, be sure to wheel on in.

What's your lucky number?

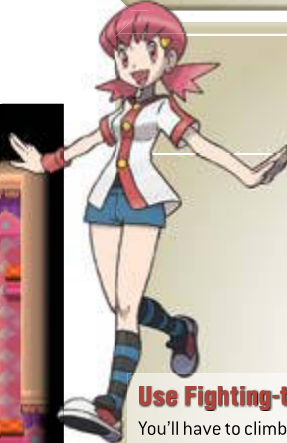
Every day, the Pokémon Lottery Corner on Radio Tower 1F draws a lucky number. If the number drawn matches the ID No. of any one of your Pokémon, you could win a fabulous gift! Grand prize is a Master Ball, 1st prize is a Max Revive, 2nd prize is an Exp. Share, 3rd prize is a PP Up, and 4th prize is an Ultra Ball.

Get the Blue Card from Buena

You can get the Blue Card from Buena, who's in the radio studio on Radio Tower 2F. Build up points on your card by answering Buena with the passwords she gives during her radio show (p. 164).



Gym Battle 3 Goldenrod Gym



Goldenrod City Gym Leader

Whitney

● Normal-type Pokémon User

● Whitney's Pokémon

☉ Clefairy ♀	Lv. 17	Normal
☉ Miltank ♀	Lv. 19	Normal
☉		
☉		
☉		

Use Fighting-type moves to do lots of damage

You'll have to climb up and down staircases to make your way through the Goldenrod Gym, where four Trainers await you. Whitney's Miltank uses Attract, which will trip up any male Pokémon on your team. What's more, Miltank can make your Pokémon flinch by using Stomp. Shift the balance in your favor by using Fighting-type moves, which are super effective against Normal-type Pokémon. Once you win, you'll receive the Plain Badge and TM45 Attract.



Plain Badge

- Lets you use Strength in the field.



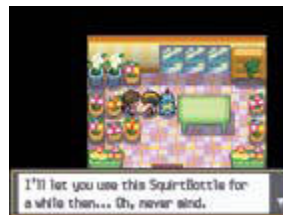
TM 45 Attract

Has a 50% chance of rendering the foe unable to attack. Only works on foes of the opposite gender.

After winning at Goldenrod Gym

Get the SquirtBottle at the Flower Shop

After your Goldenrod Gym victory, head over to the Flower Shop. Once the shopkeeper sees your Gym Badge, she'll give you the SquirtBottle. Use it to water the odd tree that's blocking the way on Route 36 (p. 81).



Change your Pokémon's nicknames

The Name Rater's house is on the north side of Goldenrod City. The Name Rater doesn't just rate your Pokémon's name, he'll also give you a chance to change it. Unfortunately, you can't change the name of a Pokémon you received through a trade.



After winning at Goldenrod Gym

Play messenger for a Spearow

Talk to the young man at the city's north gate, and he'll ask you to help him deliver Mail to a friend. The Mail is being held by a Spearow. Make room in your party to get the Spearow.



Deliver the Spearow to earn a reward

After you deliver Spearow to the man on Route 31, come back to Goldenrod City and talk to the man at the gate. He'll give you HP Up as his way of saying thanks (p. 72).

After winning at Goldenrod Gym

Head north for Ecruteak City

Your next destination is Ecruteak City. To get there, exit via Goldenrod's northern gate onto Route 35, and then follow Routes 36 and 37 until you arrive at Ecruteak City. But first, you'll have to concentrate on getting through Route 35 (p. 107).



Goldenrod City

After visiting Ecruteak City

Bill gives you an Eevee

After you meet Bill at the Pokémon Center in Ecruteak City, visit his house in Goldenrod City. Bill is back home now, and he'll give you a rare and valuable Pokémon: Eevee! You can also get his phone number by talking to his little sister.



Eevee

Normal

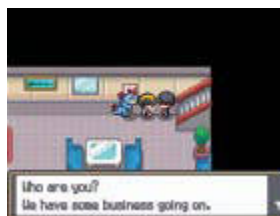
ABILITIES

- Run Away
- Adaptability

Once you have seven Gym Badges

Go check on the occupied Radio Tower

Enter the Radio Tower to find the staircase blocked by a Team Rocket Grunt. Only Team Rocket members are allowed through. To get your hands on a Team Rocket uniform of your own, head into the Goldenrod Tunnel entrance near the Name Rater's house.



Some locations are off-limits for now

As long as the city is under Team Rocket's control, you won't be able to enter the Bike Shop, Goldenrod Gym, Global Terminal, Flower Shop, or the house east of the Flower Shop.

Once you have seven Gym Badges

Change into a Team Rocket Grunt

You'll run into a Team Rocket Grunt as you head for the Photo Studio in the Goldenrod Tunnel. The Grunt mistakes you for a new recruit and makes you change into a Team Rocket uniform.



Once you have seven Gym Badges

Return to the Radio Tower in your new outfit

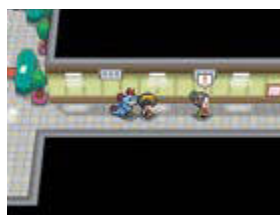
You can't leave the city or use Fly while you're wearing the uniform, but you can walk around without making Team Rocket suspicious. Head back to the Radio Tower (p. 148).

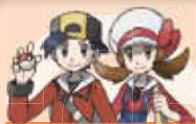


Once you have the Basement Key

Use the Basement Key in the Tunnel

With the Basement Key you got at the Radio Tower, you can now open the locked door inside the Goldenrod Tunnel. To get there, take the Tunnel entrance south of the Pokémon Center (p. 152).





Shop at the Goldenrod City Department Store, where you'll find the largest selection in Johto



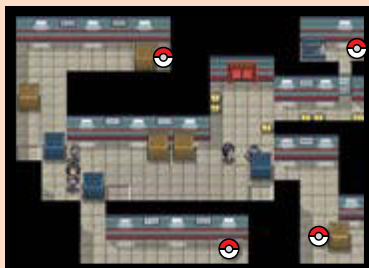
From B1F to 6F, every floor has items for you to buy and find

With six floors and a basement level, the Goldenrod City Department Store is a huge place. This is your one-stop shop for items, whether they're battle items, Pokémon-raising items, TMs, or Poké Balls. There's elevator access on all floors. The elevator is the only way to reach B1F and pick up the items there.

Items

- First visit
- Burn Heal
- Ether
- Ultra Ball
- After getting the Basement Key
- Amulet Coin

B1F (Warehouse)



Daily Drawing Corner

Day	1st Prize	2nd Prize	3rd Prize
Sun.	TM02 Dragon Claw	Luxury Ball	Oran Berry, Chesto Berry, Pecha Berry, Rawst Berry, Aspear Berry, Persim Berry, or Cheri Berry
Mon.	TM65 Shadow Claw	Nest Ball	
Tues.	TM91 Flash Cannon	Repeat Ball	
Wed.	TM57 Charge Beam	Net Ball	
Thu.	TM60 Drain Punch	Quick Ball	
Fri.	TM42 Facade	Dusk Ball	
Sat.	TM62 Silver Wind	Timer Ball	



Play VOLTORB Flip at the Goldenrod City Game Corner



Rack up Coins to earn rare items and Pokémon

At the Goldenrod City Game Corner, you can win Coins by playing the VOLTORB Flip card game. By figuring out which cards to turn over that will reveal numbers instead of Voltorb, you can win Coins that you can exchange for items and Pokémon.



Prizes available for Coin exchange

TMs	Items
Substitute.....2,000	Silk Scarf.....1,000
Swords Dance.....4,000	Wide Lens.....1,000
Rest.....6,000	Zoom Lens.....1,000
Flamethrower.....10,000	Metronome.....1,000
Ice Beam.....10,000	Pokémon
Thunderbolt.....10,000	Abra.....200
	Ekans
	[Pokémon HeartGold].....700
	Sandshrew
	[Pokémon SoulSilver].....700
	Dratini.....2,100

GOLDENROD

6F Rooftop Atrium	Vending machine	Drawing Corner
	Fresh Water.....200	Ticket, one play.....300
	Soda Pop.....300	
	Lemonade.....350	See below for prizes.
5F TM Corner	TM70 Flash.....1,000	
	TM17 Protect.....2,000	
	TM54 False Swipe.....2,000	
	TM83 Natural Gift.....2,000	
	TM16 Light Screen.....2,000	
	TM33 Reflect.....2,000	
	TM22 SolarBeam.....3,000	
	TM52 Focus Blast.....5,500	
	TM38 Fire Blast.....5,500	
	TM25 Thunder.....5,500	
	TM14 Blizzard.....5,500	
	TM15 Hyper Beam.....7,500	
4F Medicine Box	Protein.....9,800	Zinc.....9,800
	Iron.....9,800	Carbos.....9,800
	Calcium.....9,800	HP Up.....9,800
3F Battle Collection	X Speed.....350	Dire Hit.....650
	X Attack.....500	X Accuracy.....950
	X Defend.....550	X Special.....350
	Guard Spec.....700	X Sp. Def.....350
2F Trainer's Market	Top counter	Bottom counter
	Poké Ball.....200	Potion.....300
	Great Ball.....600	Super Potion.....700
	Ultra Ball.....1,200	Hyper Potion.....1,200
	Escape Rope.....550	Max Potion.....2,500
	Poké Doll.....1,000	Revive.....1,500
	Repel.....350	Antidote.....100
	Super Repel.....500	Parlyz Heal.....200
	Max Repel.....700	Burn Heal.....250
	Grass Mail.....50	Ice Heal.....250
	Flame Mail.....50	Awakening.....250
	Bubble Mail.....50	Full Heal.....600
	Space Mail.....50	
1F Service Counter	Entrance ● Information	



Rule 1 Flip cards to win Coins

Each card you flip by tapping it with the stylus will reveal a number— one, two, or three—or a Voltorb. The first number you reveal is added to your collected Coins and multiplied with the second number you reveal. Your total is multiplied by each subsequent number you reveal until you've flipped every two and three or until you reveal Voltorb.



Rule 2 Quit or flip?

After you've revealed a number, you can either tap "Quit" to end the game and keep your Coins or flip another card. If you reveal Voltorb instead of a number, you lose the Coins you've collected on this level so far.



Rule 3 Figuring out what's in a column or row

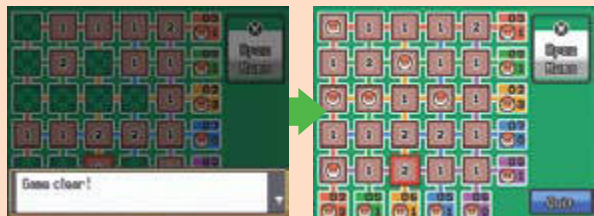
The box at the end of each column and row shows you two things: the number on top tells you the total value of numbers in the entire column or row and the number next to Voltorb below tells you how many cards hide Voltorb. You can use these boxes to help you guess what some unrevealed cards might be. You can then tap the "Open Memo" button and mark those cards as to what you think they might be. If you're uncertain, you can mark a card with multiple possibilities.

Three steps to guessing unrevealed cards

Step 1	Add them	Step 2	Guess them	Step 3	Mark them
<p>You can use the total value of the numbers to find rows and columns that have no Voltorb at all and then flip all those cards for easy Coins.</p>		<p>Once you've revealed the cards you know are numbers, you can use the total value of the numbers and the number of Voltorb to guess what's left in a row or column.</p>		<p>Tap "Open Memo" and mark those unrevealed cards you think might be ones or Voltorb so you can keep track of the next cards you want to reveal.</p>	

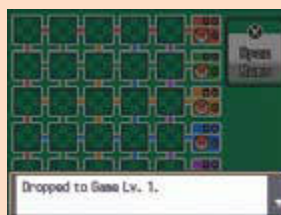
Rule 4 Ending the level: twos and threes

If you find all of the twos and threes on a level, you win! "Game clear!" means you get to keep all the Coins you've accumulated so far. You'll also get to see what was under all the unrevealed cards. You'll then have the chance to either play the next level or choose "Quit."



Rule 5 Ending the level: Voltorb

If you reveal Voltorb, the game immediately ends and you lose the Coins you've accumulated so far. After you see all the unrevealed cards, you can continue playing, but if you've revealed Voltorb too many times, you might have to start at an earlier level.



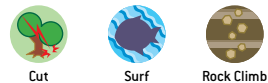
Route 35 • Pokéathlon Dome • National Park



Story

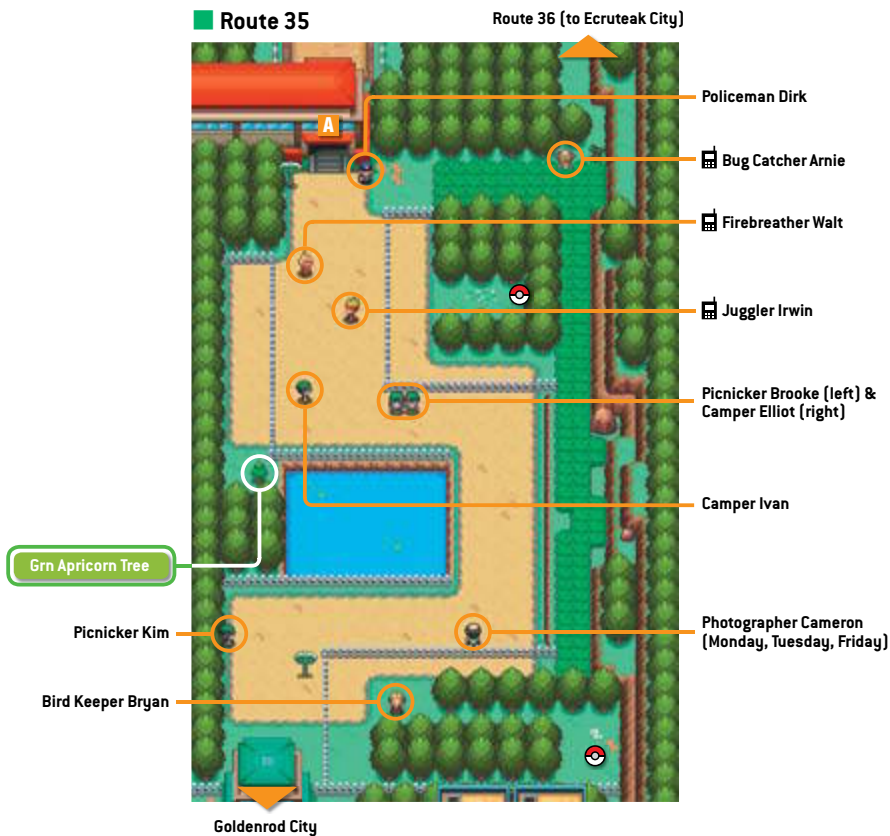
Route 35 is an easy path that runs north to south. Beyond it, you'll find the relaxing National Park and the up-tempo Pokéathlon Dome, where you and your Pokémon will work up a sweat. Whenever you want a break from battling, come here to have some fun.

Field Moves Needed



Items	
●	First visit
□	Apribler
□	Jersey
□	Parlyz Heal
□	Quick Claw
□	Soothe Bell
□	TM28 Dig
□	TM66 Payback
●	After beating the Ecruteak Gym
□	Grn Apricorn
●	After getting HM Rock Climb*
□	Shiny Stone

*Rock Climb can be used near the end of the game.



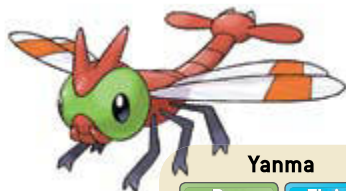
Route 35

Tall Grass	M	A	N
Abra	○	○	○
Ditto	△	△	△
Drowzee	○	○	○
Hoothoot	×	×	△
Nidoran ♂	◎	◎	◎
Nidoran ♀	◎	◎	◎
Pidgey	△	△	×
Yanma	▲	▲	▲

Headbutt	Pokémon
Exeggcute	○
Hoothoot	◎
Ledyba	◎
Pineco	◎
Spinarak	◎

Fishing	Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎	
	Poliwag	○	○	○	
Good	Magikarp	◎	◎	◎	
	Poliwag	◎	◎	◎	

Water Surface	Pokémon
Golduck	○
Psyduck	◎



Yanma

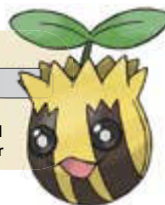
Bug Flying

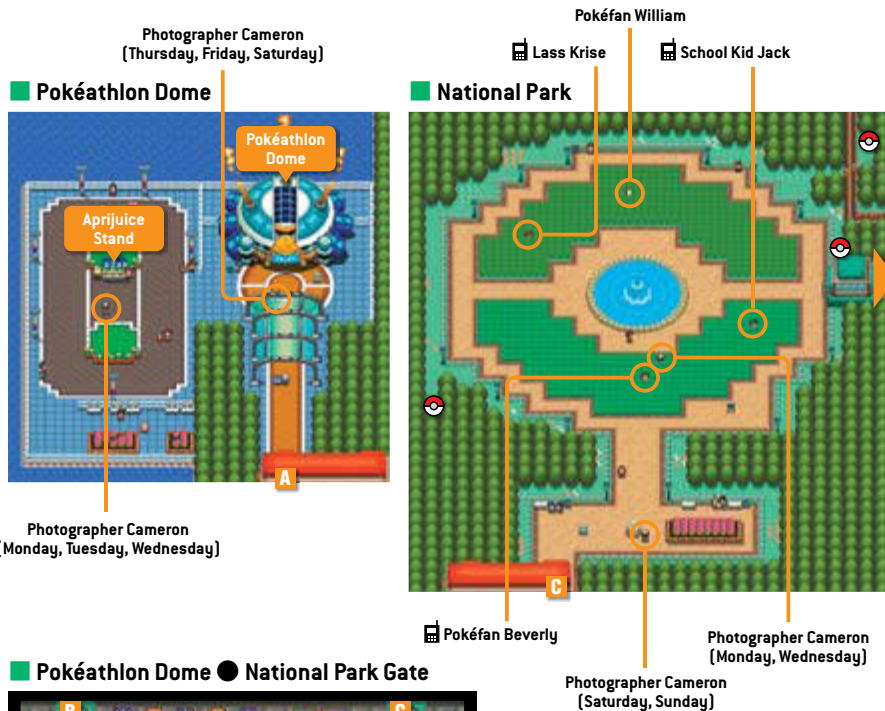
ABILITIES
● Speed Boost
● Compoundeyes

Sunkern

Grass

ABILITIES
● Chlorophyll
● Solar Power





Pokémon	M	A	N
Caterpie	⊙	⊙	×
Hoothoot	×	×	⊙
Kakuna	⊙	⊙	×
Metapod	⊙	⊙	×
Pidgey	○	○	×
Sunkern	×	○	×
Weedle	⊙	⊙	×

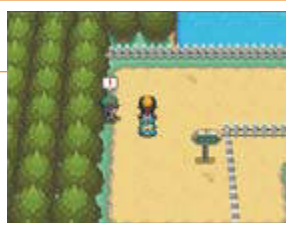
Pokémon	M	A	N
Exeggcute		○	
Hoothoot		⊙	
Ledyba		⊙	
Pineco		⊙	
Spinarak		⊙	

Pokémon	M	A	N
Cherubi		⊙	
Exeggcute		⊙	

*On the ledge reached by using Rock Climb.

Step 1 Battle Trainers as you head north

Make your way north, circling around the lake in the middle of the route. There are nine Trainers on Route 35 who will challenge you to battle. Don't neglect the area inside the fence to the east, where you'll find a TM and a useful travel item.



Who watches the Policeman at night?

There's a Policeman outside of the gate to the Pokéathlon and National Park. You can battle him, but only at night (8 P.M. – 4 A.M.). If you pass through the area during the daytime, remember to return after nightfall.

Step 2 Visit the Pokéathlon Dome

North of Route 35 is the gate that leads to the Pokéathlon Dome. On your first visit, a man named Magnus will show you around. The Pokéathlon is a fun sports festival for Pokémon and their Trainers, so give it a try (p. 186).



Magnus is the owner

Magnus, the man who comes up to you at the Pokéathlon, actually owns the entire thing. People say he beat a Machop at arm wrestling back in the day.

Step 3 Receive an Apriblender from the stand

Talk to the shopkeeper at the Aprijuce stand west of the Pokéathlon Dome, and have the Apriblender added to your Apricorn Box. You can also buy Aprijuce here at the stand. The selection varies by day, so check back often.



Can you beat the old man's record?

The old man on the east side of the Pokéathlon Dome retired after setting a record of 998 consecutive jumps. Talk to him and he'll ask you to set a new record: 1,000 jumps!

Step 4 Whitney gives you a jersey

As you step up to the Pokéathlon reception desk, Goldenrod Gym Leader Whitney rushes up and presents you with a jersey. You'll automatically wear the jersey whenever you enter a Pokéathlon event.

**Learn the history of the Pokéathlon**

In the basement of the Pokéathlon Dome is the museum of Pokéathlete Records which has displays on the history of the Pokéathlon. Only people who've won all the individual events are allowed into the secret area in the back of the museum (p. 187).

Step 5 Visit the National Park

East of Route 35's northern gate is the National Park. The fountain at its center is surrounded by fields of tall grass in the shape of a Poké Ball. You can encounter wild Pokémon there, so why not take a pleasant walk and a Pokémon search in one?

**You can also enjoy Trainer battles here**

There are four Trainers you can battle in the National Park. Some of them will swap phone numbers with you, so you can even have rematches in the park.

Step 6 Get the Quick Claw from the Teacher

You can get the Quick Claw from the Teacher sitting on a bench on the National Park's south side. This highly useful item enables Pokémon holding it to go first in battle. Give it to a Pokémon in your party that you plan to battle with a lot.

**Keep riding the Bicycle and it's yours**

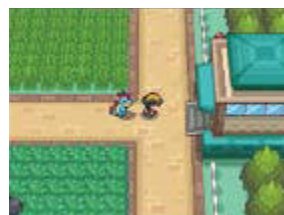
Spend enough time riding around on the Bicycle and you'll get a call from the Bike Shop manager. He wants you to keep the Bicycle as thanks for all the free advertising.

Step 7 Enter the Bug-Catching Contest on Tuesday, Thursday, and Saturday

Visit the National Park on a Tuesday, Thursday, or Saturday, and you can enter the Bug-Catching Contest. It's a competition to see who can catch the strongest Bug-type Pokémon. See page 110 for more details.

**Step 8 Head east to Route 36**

To get to Ecruteak City, continue east toward Routes 36 and 37 (p. 80). You can get there through the National Park's east gate, or take a shortcut by using Cut on a small tree in the northeastern section of Route 35.

**Use Surf to pick Apricorns**

Surf west on the lake in the middle of Route 35 and you'll discover a Grn Apricorn Tree. These versatile Apricorns can be turned into Aprijuce or Poké Balls.





Join the Bug-Catching Contest in the National Park

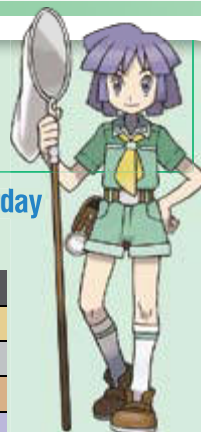
The catching contest is held almost every other day: Tuesday, Thursday, and Saturday

The National Park has a Bug-Catching Contest every Tuesday, Thursday, and Saturday. You can take part in the catching contest once on each of those days, competing for rare items and Bug-type Pokémon.



Prizes

Place	Prize
1st	Sun Stone
2nd	Everstone
3rd	Sitrus Berry
Consolation Prize	Shed Shell



Rule



You can only use the Pokémon at the head of your party

You can only use your lead Pokémon for the catching contest. The rest of your team is left at the reception desk. You'll only encounter Bug-type Pokémon, so bring a Pokémon that's good for catching them.



Use moves like False Swipe to whittle down HP

It's a good idea to bring a Pokémon with moves that inflict status conditions or drop a target's HP into the red, like False Swipe.

Rule



You only have 20 minutes to catch Pokémon

In the Bug-Catching Contest, you get 20 Sport Balls. You have a 20-minute time limit and a single goal: catch the best Bug-type Pokémon you can! Whenever you catch one, you have the option to swap it for the one you've already caught.



You can't use any items, only the new Sport Balls.



Swap Pokémon to keep the strongest-looking one.



Pinsir

Bug

ABILITIES

- Hyper Cutter
- Mold Breaker

Point values per Pokémon

Tall Grass

Pokémon	Rate	Points
Beedrill	○	Avg.
Butterfree	○	Avg.
Caterpie	◎	Low
Kakuna	○	Low
Metapod	○	Low
Paras	△	Avg.
Pinsir	△	High
Scyther	△	High
Venonat	△	Avg.
Weedle	◎	Low

Rule



Your final Pokémon determines the winner

The catching contest is over when time is up or you run out of Sport Balls. Final placements are determined by comparing the Pokémon that each Trainer has caught. To win, catch the Pokémon with the highest level and point value.



Good Contenders

High-point-value Pokémon

High-level Pokémon

Shiny Pokémon

Ecruteak City



Story

The best of the past is still preserved in Ecruteak City, birthplace of Legendary Pokémon that roam the Johto region. You'll find a wealth of attractions here, such as the Burned Tower, the Bell Tower, and the Ecruteak Dance Theater.

Field Moves Needed



Surf

Items

- First visit
- Dowsing MCHN
- HM03 Surf
- After beating the Ecruteak Gym
- Fog Badge
- TM30 Shadow Ball
- After defeating all five Kimono Girls in a row
- Clear Bell
(in *Pokémon HeartGold*)
- Tidal Bell
(in *Pokémon SoulSilver*)

Poké Mart (far counter#)

Air Mail.....	50
Heal Ball.....	300
Net Ball.....	1,000



Spinarak

Bug Poison

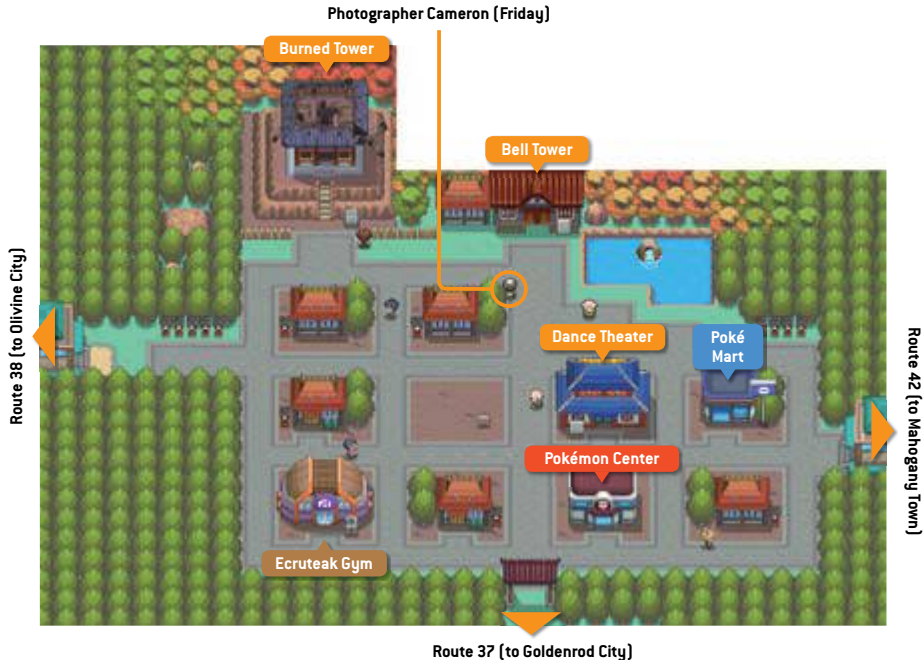
ABILITIES
● Swarm
● Insomnia



Ledyba

Bug Flying

ABILITIES
● Swarm
● Early Bird



Headbutt

Pokémon	
Exeggcute	○
Hoothoot	○
Ledyba ♦	○
Pineco	○
Spinarak ●	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	○	○	○
Good	Magikarp	○	○	○
	Poliwag	○	○	○

Water Surface

Pokémon	
Poliwag	○
Poliwhirl	○

Step 1 Meet Bill at the Pokémon Center

A young man named Bill approaches you when you enter the Pokémon Center. He's the prodigy who invented the Pokémon Storage System. After your conversation, he'll head back to Goldenrod City, citing family obligations.



"SOMEONE'S PC" becomes "Bill's PC"

After you speak to Bill, "SOMEONE'S PC" becomes "Bill's PC." The Pokémon Storage System looks like a real group effort—invented by Bill, refined by Lanette from the Hoenn region, and collaborated on by people from all over the world!

Step 2 Get the Dowsing MCHN from a man in a house

In a house west of the Pokémon Center, there's a man who wants to ask you a question. Answer it to receive the Dowsing MCHN. This useful device lets you find items that are hidden in the field, so test it out in lots of different places (p. 43).



Learn the story behind Ecruteak City's towers

In the same room as the Dowsing MCHN man, there's a book on Ecruteak City's history. It describes the ancient tale of three Legendary Pokémon and Ecruteak City's two towers.

Step 3 Defeat Team Rocket to rescue the Kimono Girl

There's a Dance Theater to the east of the Poké Mart. Inside the theater, a Team Rocket Grunt is harassing a Kimono Girl. Battle the Grunt and help the poor girl out!

**Your reputation precedes you**

The Kimono Girl in the Dance Theater is the third Kimono Girl you've met, after the ones in Violet City and Ilex Forest. When you talk to her, she says some person was right about you. Who could she be talking about?

Step 4 A Gentleman gives you Surf

There's a Gentleman in the audience who sees you rescue the Kimono Girl. He'll give you HM03 Surf, a valuable HM that lets you cross bodies of water. Before you can use it, however, you'll need to win a Badge at the Ecruteak Gym.

**Step 5** There's no access to Bell Tower yet

The Barrier Station on the north end of town leads to Bell Tower, but you'll be stopped if you try to go inside. You're told that you need the Badge from Ecruteak Gym to enter. But even if you do have the Badge, you still can't climb Bell Tower at this point in your adventure.

**Learn about Ho-Oh**

The men inside the Barrier Station will tell you the stories handed down in Ecruteak City about Ho-Oh. These stories hint at how you can find this Legendary Pokémon.

Step 6 Look for Morty in the Burned Tower

When you enter the Gym, an old man will chase you away, saying Morty is at the Burned Tower. Head to the Burned Tower on the north side of town to find this Morty fellow (p. 114).

**After visiting the Burned Tower****Listen to the old man's folk tales**

Exiting the Burned Tower, you'll run into the same old man from the Ecruteak Gym entrance. He has a tale to tell about three revived Pokémon and a rainbow-colored Pokémon. And did he hint at him being a Gym Leader here, long ago?

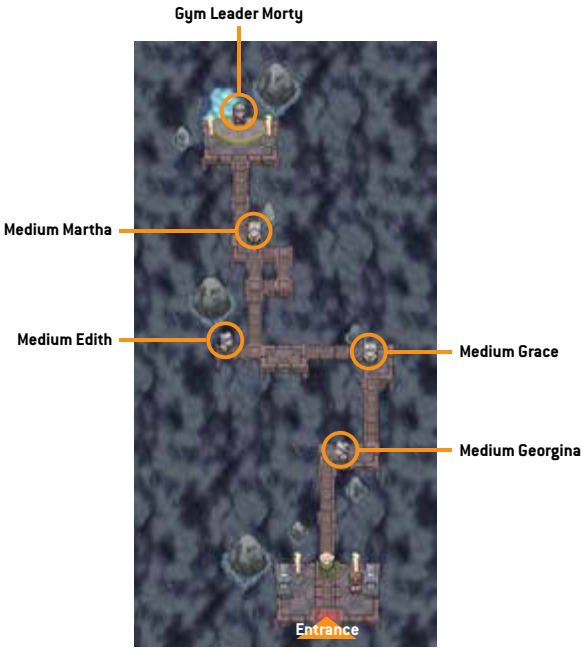
**Was Ho-Oh the one who revived the three Pokémon?**

According to the old man's story, a rainbow-colored Pokémon revived three Pokémon who perished in a fire. Could he be talking about Ho-Oh?

After visiting the Burned Tower**Finally, it's time for a Gym battle**

Morty has left the Burned Tower and returned to the Pokémon Gym. Before you follow him, go heal your party at the Pokémon Center. You'll also want to make sure you have Pokémon who can handle Morty's Ghost-type Pokémon.





Gym Battle 4 Ecruteak Gym



Ecruteak City Gym Leader

Morty

● Ghost-type Pokémon User

● Morty's Pokémon

Haunter ♂	Lv. 21	Ghost	Poison
Gengar ♂	Lv. 25	Ghost	Poison
Gastly ♂	Lv. 21	Ghost	Poison
Haunter ♂	Lv. 23	Ghost	Poison

Counter him with Dark-, Ghost-, and Psychic-type Pokémon

If you fall off a platform in this Gym, you'll be returned to the entrance. Gym Leader Morty uses Pokémon that are both Ghost and Poison types. Watch out for his Gengar's powerful Shadow Ball move. Watch who you send out, too. Normal-type moves won't do a thing against his team, but Psychic-, Ghost-, and Dark-type moves will work great. Win here to receive the Fog Badge and TM30 Shadow Ball.



Fog Badge

- Lets you use Surf in the field.
- Pokémon up to Lv. 50, even those received in trade, will obey you.



TM30 Shadow Ball

Has a 20% chance of lowering foe's Sp. Defense by 1.

After winning at Ecruteak Gym

Catch Pokémon who can learn Surf

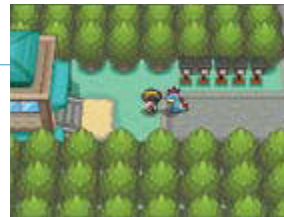
Winning the Fog Badge enables you to use Surf in the field, so use the Old Rod to catch a Pokémon that can use it. Krabby, Poliwhg, and Goldeen are just a few of the Pokémon that can Surf.



After winning at Ecruteak Gym

The road splits after Ecruteak City

Two roads lead onward from Ecruteak City. You can either go west to Olivine City or east to Mahogany Town. Whichever path you take, the gameplay is the same after you get your seventh Badge. That said, it's a good idea to visit Olivine City first (p. 120).



A sick Pokémon in Olivine City

The man north of Ecruteak Gym says that the Pokémon that keeps the Lighthouse in Olivine lit has taken ill. What could be wrong with it?

After getting the Master Ball

A battle with all five Kimono Girls

Now, when you visit the Dance Theater, you'll find all five Kimono Girls waiting. They'll challenge you to a battle against all of them—a test to see if you've bonded with your Pokémon and treated them right. Win and you'll receive the Clear Bell or Tidal Bell.



Each Kimono Girl has one Pokémon

Don't panic when you hear you'll be fighting five Trainers in a row, because each Kimono Girl uses only one Pokémon. Their Pokémon have a variety of types, though, so be prepared for anything!

After getting the Master Ball

Follow the Kimono Girls to the Bell Tower or Whirl Islands

Once you get the Clear Bell or Tidal Bell, the Kimono Girls head to either the Bell Tower (*Pokémon HeartGold*, p. 165) or Whirl Islands (*Pokémon SoulSilver*, p. 167).



Wait until after the Hall of Fame to meet Ho-Oh in Pokémon SoulSilver

You can catch Ho-Oh after getting the Master Ball if you're playing *Pokémon HeartGold*. If you're playing *Pokémon SoulSilver*, you can meet Ho-Oh post-Hall of Fame.



A tower that was destroyed after a mysterious fire

Burned Tower



Story

The Burned Tower is one of the two towers enshrined in Ecruteak City legend. It was scorched by a mysterious fire, but its charred wreck still stands. Go inside to find Morty, the Ecruteak Gym Leader.

Field Moves Needed



Rock Smash



Strength

Items

- First visit
- Antidote
- HP Up
- After getting HM Strength
- TM12 Taunt

1F

Indoors

Pokémon	M	A	N
Koffing	○	○	○
Raticate	△	△	△
Rattata	○	○	○
Zubat	○	○	○

B1F

Indoors

Pokémon	M	A	N
Koffing	○	○	○
Magmar	△	○	△
Rattata	○	○	○
Zubat	△	△	△



Magmar

Fire

ABILITY

● Flame Body

1F

Firebreather Ned



Firebreather Richard

Ecruteak City

B1F



Step 1 See Raikou, Entei, and Suicune

Upon entering the Burned Tower, you'll spot Raikou, Entei, and Suicune through the hole in the floor. East of the entrance are Morty and a man who's here to find Suicune—Eusine. They've already looked around the tower, so listen to what they have to say.

**A blaze sparked by lightning**

According to Trainers inside the Burned Tower, the fire was caused by lightning. Could there be any connection to Raikou, the Thunder Pokémon?

Step 2 Your rival ambushes you at the top of the ladder

When you approach the ladder leading to B1F, your rival gets in your way. He challenges you to battle. After all, he's sworn to become the world's greatest Trainer, so the Legendary Pokémon must be meant for him!

**Rival battle! 3**

He's added another Pokémon to his team since Azalea Town. Now there are four Pokémon on his team, and they're 4–6 levels higher than before.

● If you chose Chikorita

Gastly ♂	Lv. 20	Ghost	Poison
Quilava ♂	Lv. 22	Fire	
Zubat ♂	Lv. 20	Poison	Flying
Magnemite	Lv. 18	Electric	Steel

● If you chose Cyndaquil

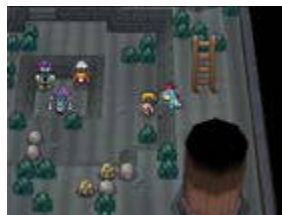
Gastly ♂	Lv. 20	Ghost	Poison
Croconaw ♂	Lv. 22	Water	
Zubat ♂	Lv. 20	Poison	Flying
Magnemite	Lv. 18	Electric	Steel

● If you chose Totodile

Gastly ♂	Lv. 20	Ghost	Poison
Bayleef ♂	Lv. 22	Grass	
Zubat ♂	Lv. 20	Poison	Flying
Magnemite	Lv. 18	Electric	Steel

Step 3 Check out the basement

Go down to B1F. When you approach Raikou, Entei, and Suicune, all three will run out of the tower. Now that Morty has hit a dead end in his investigation, he calls it off and returns to the Ecruteak Gym (p. 113).

**Use Strength to get an item**

There's an item on B1F of the Burned Tower, tucked behind a stone that won't budge unless you use the move Strength. Come back for it once you've gotten Strength on Route 42 (p. 134).





Catch the roaming Entei and Raikou

Use the Pokégear to track their location

Having left the Burned Tower, Entei and Raikou are now roaming all over Johto. If you try to catch up using Fly, they'll move even further away. You'll have to follow them on foot through various towns, cities, and routes, using your Pokégear map to track their location.



Entei and Raikou's faces are displayed on the map.



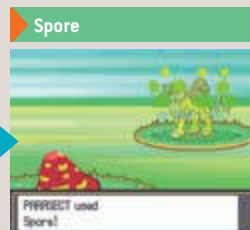
As you move around, so will the Pokémon.

Bring Pokémon that can help catch an unwilling target

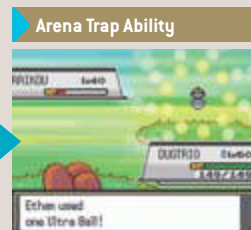
Entei and Raikou always run away as soon as you encounter them. Keep them from fleeing with the Arena Trap Ability or other tactics. If they use Roar, however, they might still escape. They won't heal any damage that you inflict each time you fight them, so keep up the chase.



Your best shot is to lower their HP.



It'll help if you can also make them sleep.



Arena Trap can prevent them from fleeing.



Catch Entei!

Entei Lv. 40

Fire

- ABILITY ● Pressure
 Moves ● Flamethrower
 Fire Spin
 Stomp
 Roar

Entei is a Fire-type Pokémon. If you don't have False Swipe, use moves that aren't very effective like Fire or Grass to steadily whittle away at its HP. You'll also want to use something more effective than a regular Poké Ball, such as a Great Ball or Ultra Ball.

Catch Raikou!

Raikou is an Electric-type Pokémon. If you don't have False Swipe, use Electric- or Flying-type moves to wear down its HP—those moves will only do half damage. Raikou has a high Speed, so a Fast Ball works well for catching it.

Raikou Lv. 40

Electric

- ABILITY ● Pressure
 Moves ● Spark
 Quick Attack
 Reflect
 Roar





Solve the Mysteries of the Ruins of Alph and Catch All the Different Unown

There are 28 kinds of Unown in the Ruins of Alph, but you'll have to solve four stone-panel puzzles if you want to see them all. As you solve each puzzle, more shapes of Unown will appear for you to catch.

Solve four stone-panel puzzles to make Unown appear

With each stone-panel puzzle you solve, a new set of Unown starts appearing in the underground hall. For each puzzle, put together stone pieces to make Unown A–J, K–O, R–V, and W–Z appear (p. 82).

1 Unown that appear after you solve the upper-right puzzle



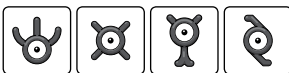
2 Unown that appear after you solve the lower-left puzzle



3 Unown that appear after you solve the lower-right puzzle



4 Unown that appear after you solve the upper-left puzzle



Ruins of Alph



Researchers at the Ruins Research Center will update the UNOWN Report

The Researchers in the ruins will add newly discovered data to the UNOWN Report as you progress through the stone-panel puzzles and catch Unown.

Catch Unown

Talk to a Researcher

The report is updated

Catch 26 Unown to make the last of them appear

Once you've caught all the Unown from A to Z and solved the fourth and final Unown-letter puzzle, the last two Unown shapes appear—not in the underground hall, but in the hall entrance (p. 86).



The last two Unown shapes



Routes 38 and 39



Story

Route 38 runs through thick forest. Take Route 38 westward onto Route 39, where you'll find the Moomoo Farm. The farmers there are troubled by their Miltank's recent lack of energy.

Field Moves Needed



Rock Climb

Items

- First visit
- Grn Apricorn
- Max Potion
- TM60 Drain Punch
- Wht Apricorn
- After you help Miltank
- Fashion Case
- Fire Seal A x3
- Flower Seal C x3
- Party Seal B x3
- TM83 Natural Gift
- After getting HM Rock Climb*
- Lax Incense

*Rock Climb can be used near the end of the game.

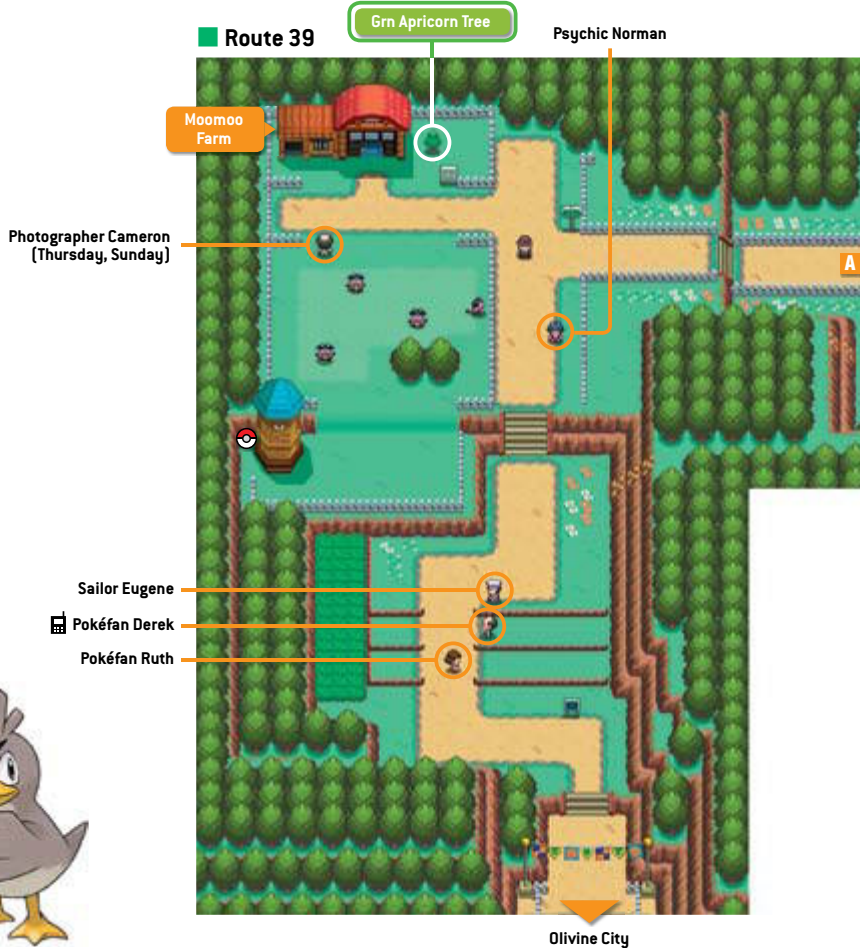
Moomoo Farm

Moomoo Milk.....500

Farfetch'd

Normal Flying

ABILITIES
 ● Keen Eye
 ● Inner Focus



Step 1 Battle Trainers on your way west

Take Route 38 west and you'll end up on Route 39, which runs all the way to Olivine City. There are five Trainers waiting to battle anyone who wanders by on Route 39. You can also pick up items and Apricorns along the way.



Step 2 Meet Safari Zone Warden Baoba

You can meet Safari Zone Warden Baoba on Route 39. He's opening his latest Safari Zone in Cianwood City. Swap phone numbers so he can call you when it's done.



The Safari Zone, formerly of Fuchsia City


Baoba's first Safari Zone venture was in the Kanto region's Fuchsia City. What will the new Safari Zone be like?

Meowth

Normal

ABILITIES

- Pickup
- Technician

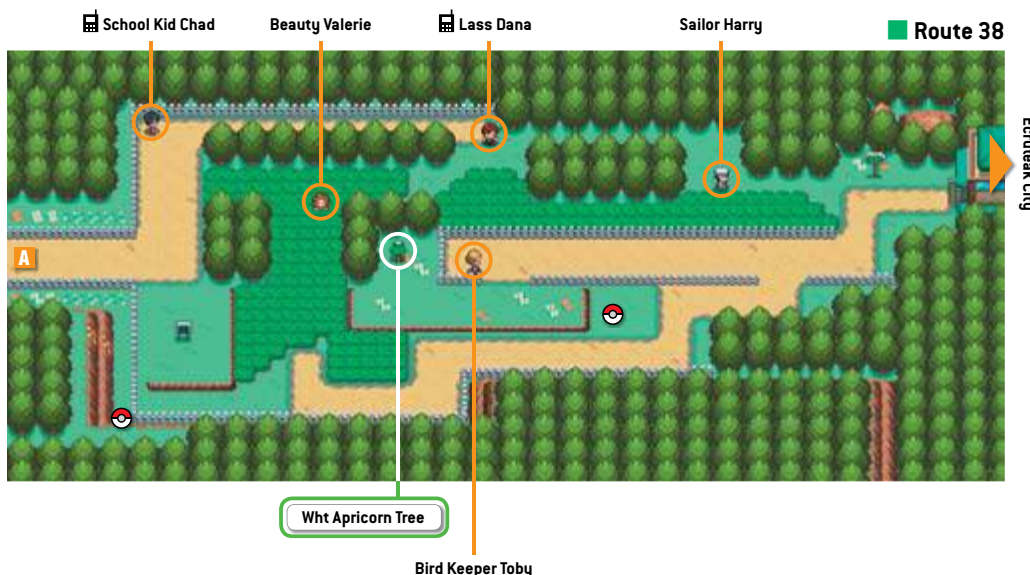


Snubbull

Normal

ABILITIES

- Intimidate
- Run Away

Route 39

Tall Grass

Pokémon	M	A	N
Farfetch'd	○	○	×
Magnemite	○	○	○
Meowth ♦	◎	◎	◎
Miltank	△	△	△
Raticate	◎	◎	◎
Rattata ●	◎	◎	◎
Tauros	△	△	△

Headbutt

Pokémon	○
Exeggcute	○
Hoothoot	◎
Ledyba ♦	◎
Pineco	◎
Spinarak ●	◎

Route 38

Tall Grass

Pokémon	M	A	N
Farfetch'd	○	○	×
Magnemite	○	○	○
Meowth ♦	◎	◎	◎
Miltank	△	△	△
Raticate	◎	◎	◎
Rattata ●	◎	◎	◎
Snubbull	▲	▲	▲
Tauros	△	△	△

Headbutt

Pokémon	○
Exeggcute	○
Hoothoot	◎
Ledyba ♦	◎
Pineco	◎
Spinarak ●	◎

Headbutt

Pokémon	○
Burmy	◎
Exeggcute	◎

*On the ledge reached by using Rock Climb.

Step 3 Give Oran Berries to the unhealthy Miltank

The Moomoo Farm is on the north side of Route 39. This farm has a big problem—its Miltank has stopped producing Moomoo Milk. Give it seven Oran Berries to restore it to health. You can take as many visits as you need to do the task.



Harvest Oran Berries from the Berry Pots

The Berry Pots you received on Route 36 can be put to good use. Miltank needs seven Oran Berries to get well, and you can grow them yourself in the Berry Pots (p. 45).

Step 4 Get the Seal Case from a girl

Once you've made the Miltank at Moomoo Farms all better, the girl on its left will give you the Seal Case. The Seal Case stores Seals used for decorating Ball Capsules (p. 132).



While you're at it, get Seals from the other girl

The girl on Miltank's right gives you Fire Seal A, Party Seal B, and Flora Seal C. These are just three of the 77 different Seals that can be used to decorate your Ball Capsules (p. 132).



Step 5 Get a TM from the farmer lady

Once you've helped Miltank, you can get TM83 Natural Gift from the farmer lady. Natural Gift's power and type change depending on the Berry held by the Pokémon using it.



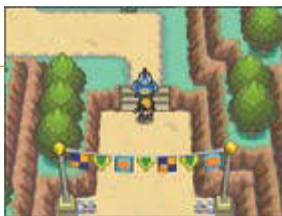
Step 6 Buy Moomoo Milk from the farmer

Now that Miltank is back to normal, the male farmer can sell you Moomoo Milk, an item that restores 100 HP to a Pokémon. Each bottle costs a cool 500 in prize money, and you can also buy them by the dozen.



Step 7 Go south to Olivine City

Your next destination after leaving the Moomoo Farm is Olivine City, south of Route 39. There are four Trainers along the way who challenge you to battle, so you can battle them and pick up items as you head for Olivine City (p. 120).



Still waiting to Rock!

There's a ledge along Route 39 that can be climbed using Rock Climb, and there's an item at the top. But you'll have to wait, since you can only use Rock Climb until near the end of the game.

Tauros
 Normal
 ABILITIES
 ● Intimidate
 ● Anger Point

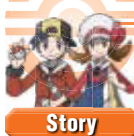


Miltank
 Normal
 ABILITIES
 ● Thick Fat
 ● Scraggy



The Port with Sea Breezes

Olivine City



Story

Olivine City is the Johto region's only port, and there's a lot to see here. Sailboats dock in the port, Sailors gather at the Olivine Café, and the Lighthouse keeps the waters safe for boat traffic.

Field Moves Needed



Route 39 (to Ecrutek City)



Items

- First visit
- Good Rod
- TM57 Charge Beam
- After winning at Olivine Gym
- Mineral Badge
- TM23 Iron Tail

Poké Mart (far counter)

- Heal Ball..... 300
- Heart Mail..... 50
- Net Ball 1,000

Fishing

Rod	Pokémon	M	A	N
Old	Krabby	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Magikarp	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Good	Corsola	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Krabby	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	Magikarp	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	Staryu	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Water Surface

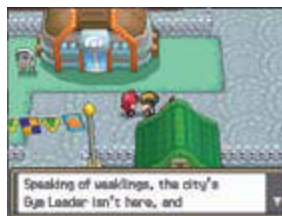
Pokémon	
Tentacool	<input checked="" type="checkbox"/>
Tentacruel	<input type="checkbox"/>

Photographer Cameron (Monday, Tuesday)

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Step 1 Talk to your rival outside the Gym

Your rival exits the Olivine Gym just as you arrive. He says that the Gym Leader has gone out to the Lighthouse, and advises that you do the same to get some practice.

**Gym Leader Jasmine is at the Lighthouse**

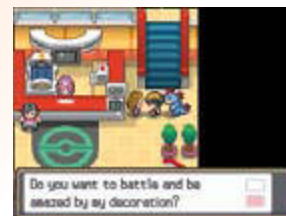
Gym Leader Jasmine has gone to the Lighthouse to check up on a sick Pokémon. You can't challenge her at the Gym until the Pokémon is well again.

Step 2 A Fisherman gives you the Good Rod

You can get the Good Rod from a Fisherman in a house north of the Pokémon Center. The Good Rod can catch a greater range of Pokémon than the Old Rod, so you'll want to try it out right away.

**Step 3** Let a girl show off her Ball Capsule

There's a girl in the Pokémon Center who asks for your opinion on her Ball Capsule, then challenges you to a battle. Accept her challenge, and note the special Ball Capsule effects when her Pokémon makes its entrance (p. 132).

**Step 4** Get Seals from a girl in a house

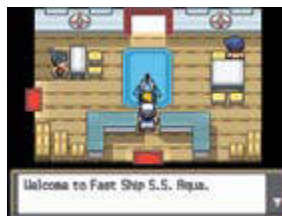
In the house north of the Poké Mart, there's a girl who gives away three random Seals once a day. Visit her every day until you get the Seals you want (p. 132).

**Customize your Ball Capsules**

Once you get a Seal, try customizing your Ball Capsule in different ways (p. 129). Battles are even more fun when you make a flashy entrance.

Step 5 The S.S. Aqua is docked at Olivine Port

On the south side of the city is Olivine Port, where the Fast Ship S.S. Aqua comes to dock. The S.S. Aqua can take you between the Johto and Kanto regions. Unfortunately, it's currently undergoing engine maintenance and its next departure is unknown.

**Use Surf to find an item**

You can find an item by using Surf to access the waters just north of the harbor. Head east from the dock, then look for a tiny beach to the north.

Step 6 Head for the Lighthouse on Olivine's east side

Once you've explored the entire city, head to the Lighthouse. That's where Jasmine went to check up on a sick Pokémon. But heal your Pokémon at the Pokémon Center before you go, because the Lighthouse is full of Trainers who are eager to battle (p. 123).

**No Gym battle until after Cianwood City**

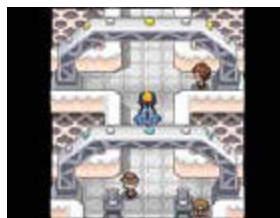
You can have your Olivine Gym battle after you've been to Cianwood City (p. 122).



Once Amphy is better

Go back and challenge Jasmine at the Gym

With Amphy the Ampharos back in good health, Jasmine returns to the Gym with her mind at ease. Now you can go and challenge her. The Gym is on the north side of the city. As always, heal your Pokémon at the Pokémon Center first.



Baoba's Safari Zone is now up and running

Once you deliver the SecretPotion to Jasmine in the light room and leave the Lighthouse, Baoba gives you a call. He says that the Safari Zone is now complete.

After beating the Olivine Gym

Head to Cianwood City on your way to the Safari Zone

Baoba calls to let you know that the Safari Zone is open. To get there, you need to head to Cianwood City. Since you've been there before, you can zoom right over by using Fly (p. 126).



If this is your seventh Badge, return to Goldenrod City

If you went to Mahogany Town after Goldenrod City, then the Badge you got at Olivine Gym will be your seventh. In that case, answer Professor Elm's phone call and return to Goldenrod City (p. 100).

Gym Leader Jasmine



Gym Battle 6 Olivine Gym



Olivine Gym Leader
Jasmine
● Steel-type Pokémon User

● Jasmine's Pokémon

● Magnemite	Lv. 30	Electric	Steel
● Steelix ♀	Lv. 35	Steel	Ground
● Magnemite	Lv. 30	Electric	Steel
○			
○			
○			

Target her weaknesses by using Fire-, Fighting-, and Ground-type moves

There are no special tricks at the Olivine Gym, where Gym Leader Jasmine specializes in Steel-type Pokémon. Her Magnemite is big on moves that confuse and paralyze your Pokémon, so bring along plenty of recovery items. To dish out heavy damage, fight her with Fire-, Fighting-, or Ground-type moves. Win and you'll get the Mineral Badge and TM23 Iron Tail.



Mineral Badge

• Pokémon up to Lv. 70, even those received in trade, will obey you.



TM23 Iron Tail

Has a 30% chance of lowering foe's Defense by 1.

The Lighthouse



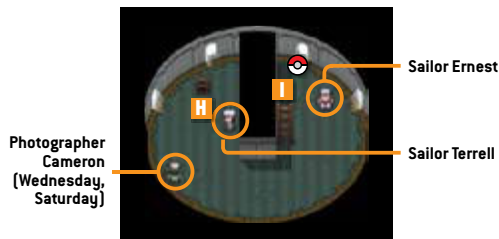
Story

The Lighthouse is a beacon that guides ships safely through the water. It's a true symbol of the harbor, but now its light has gone out. Head to the top of the Lighthouse to find out why.

Exterior



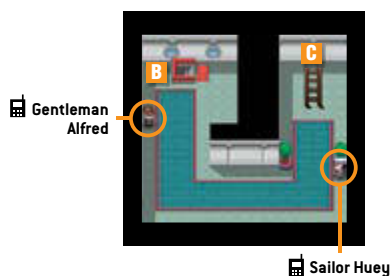
5F



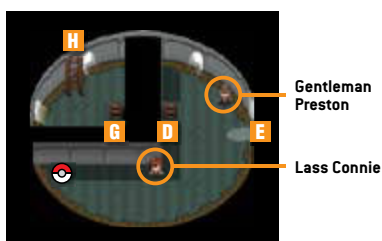
Light Room



2F



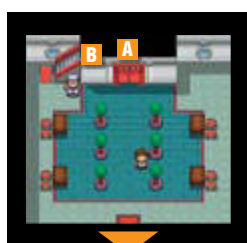
4F



Items

- Ether
- Rare Candy
- Super Potion
- Super Repel
- TM87 Swagger

1F



Olivine City

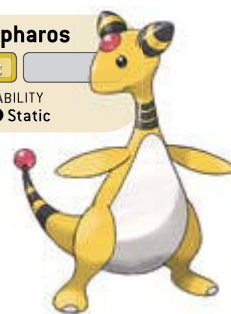
3F



Ampharos

Electric

ABILITY
● Static



The Lighthouse

Step 1 You can't get into the top floor of the Lighthouse

Amphy the Ampharos has gotten sick, and it's shuttered inside the top floor of the Lighthouse. You can take the elevator up there, but the door to Amphy's room is shut and won't open. Try taking the stairs up from the first floor instead.



Ampharos, the living lantern

It looks like Amphy used to light up the Lighthouse. But now that Amphy is sick, the light has gone out.

Step 2 Battle your way up to the top floor

The only way to reach Amphy on the top floor is to take the stairs from 1F. There are nine Trainers waiting along the way. Battle them and collect items on your way to the top.



A Gentleman worth his weight in gold

A Gentleman challenger gives you 4,400 in prize money if you defeat him in battle. Now there's a true gentleman!

Step 3 Go to Cianwood City on an errand for Jasmine

When you reach the top floor, Jasmine asks you to fetch the SecretPotion that will cure Amphy. To get it, you'll have to head west across the ocean to Cianwood City (p. 126).



Are these the Trainers from the Gym?

Jasmine's not the only one who's left the Olivine Gym. Her whole retinue of Trainers is missing, and they all seem to be at the Lighthouse.

After getting the SecretPotion

Give the SecretPotion to Jasmine

Jasmine is waiting for you to bring the SecretPotion from Cianwood City. Hand it over and Ampharos's illness will be cured, restoring it to perfect health. Relieved, Jasmine returns to the Gym (p. 122).



Now you can use the elevator to return to 1F

Once you've been inside the inner room, Jasmine opens the door for you. You had to take the stairs on your way in, but now you can take the elevator straight down to the first floor.

The aquatic path connecting Olivine City and Cianwood City

Routes 40 and 41



Story

Route 40 covers the wide ocean waters west of Olivine City. Beyond that is Route 41, which is broken up by giant whirlpools. Surf over these watery routes to reach Cianwood City.

Field Moves Needed



Route 40

Fishing				
Rod	Pokémon	M	A	N
Old	Krabby	○	○	○
	Magikarp	○	○	○
Good	Corsola	○	○	×
	Krabby	○	○	○
	Magikarp	○	○	○
	Staryu	×	×	○

Water Surface	
Pokémon	
Tentacool	○
Tentacruel	○

Route 41

Fishing				
Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Tentacool	○	○	○
Good	Chinchou	○	○	○
	Magikarp	○	○	○
	Shellder	○	○	○
	Tentacool	○	○	○

Water Surface	
Pokémon	
Mantine	○
Tentacool	○
Tentacruel	○
Tentacruel	○

Items	
<input type="checkbox"/> TM88 Pluck	

Tentacool

Water Poison

ABILITIES

- Clear Body
- Liquid Ooze

Tentacruel

Water Poison

ABILITIES

- Clear Body
- Liquid Ooze

Map details: Olivine City, Battle Frontier, Day-of-the-Week Sibling Monica (Monday), Swimmer Susie, Swimmer Wendy, Swimmer George, Swimmer Denise, Swimmer Ronald, Swimmer Kara, Swimmer Berke, Swimmer Charlie, Swimmer Matthew, Swimmer Kaylee, Swimmer Paula, Swimmer Randall, Swimmer Elaine, Swimmer Simon.

See page 167 for more on the Whirl Islands. Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Chinchou

Water Electric

 ABILITIES
 ● Volt Absorb
 ● Illuminate


Mantine

Water Flying

 ABILITIES
 ● Swift Swim
 ● Water Absorb

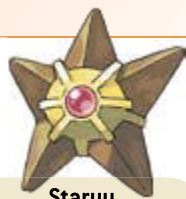

Corsola

Water Rock

 ABILITIES
 ● Hustle
 ● Natural Cure


Shellder

Water

 ABILITIES
 ● Shell Armor
 ● Skill Link


Staryu

Water

 ABILITIES
 ● Illuminate
 ● Natural Cure

Step 1 The Battle Frontier opens post-Hall of Fame

The entrance to the Battle Frontier is on the west side of Route 40, but a man stands in the way. The Battle Frontier won't open until after you defeat the Pokémon League Champion.



There will soon be a Battle Frontier past here.

Step 2 Battle your way south

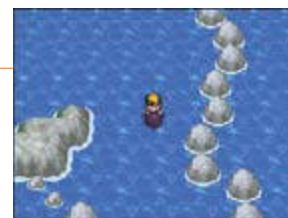
Step off the beach on the north end of Route 40 and Surf south. There are four Trainers along Route 40. Battle them as you make your way toward Route 41.


Meet Day-of-the-Week Sibling Monica

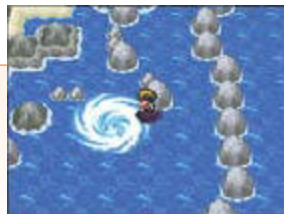
Visit Route 40 on a Monday and you'll see Day-of-the-Week Sibling Monica on the beach. Talk to her to get the Sharp Beak. If you've already met all of her siblings, you can get the Alert Ribbon (p. 93).

Step 3 Navigate waterways lined with rocks

It all gets confusing on Route 41, where rocks and whirlpools seem to block your progress at every turn. There are ten Trainers out here, too. Battle them all and explore every part of Route 41 as you head west.


Step 4 You can't cross the whirlpools yet

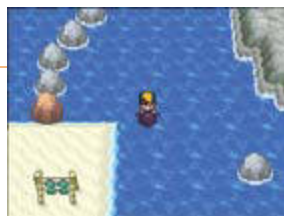
You can cross the whirlpools on Route 41 once you have HM Whirlpool, but that comes later. For now, ignore them and continue west toward Cianwood City.


You can use Whirlpool after you visit Mahogany Town

Later in your adventure, you'll travel from Ecruteak City to Mahogany Town, then gain the ability to use Whirlpool. But you'll still need more than that to reach the heart of the Whirl Islands.

Step 5 Cianwood City is to the west

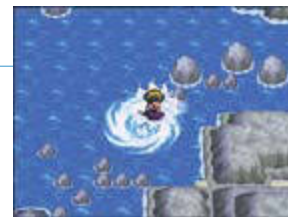
Once you've explored Route 41, continue west toward Cianwood City to get the SecretPotion that will heal Amphy the Ampharos. Once you finally make landfall, you'll be standing on the eastern shore of Cianwood City (p. 126).


Trainers share their Lugia stories

The Trainers on Route 41 have tons of tales to tell about Lugia who lives in the Whirl Islands. Listen to all the stories and you'll gather valuable information on this Legendary Pokémon.

After getting the Master Ball
Cross the whirlpools using Whirlpool

If you're playing *Pokémon SoulSilver*, you'll receive the Tidal Bell in Ecruteak City. Once you have the Tidal Bell and the Silver Wing, you'll find Lugia deep within the Whirl Islands. These islands are in the southwest section of Route 41 (p. 167).


After getting the Master Ball
Explore all four entrances to the Whirl Islands

To fully explore the Whirl Islands, you'll have to go back and forth between the cave entrances on Route 41. And to reach the deepest part of the islands, you'll need to use field moves like Whirlpool, Surf, and Flash (p. 167).


In Pokémon HeartGold, Lugia appears post-Hall of Fame

You can find Lugia in *Pokémon SoulSilver* as soon as you've gotten the Master Ball. In *Pokémon HeartGold*, you can only see Lugia post-Hall of Fame.



Cianwood City



Story

Cianwood City is comprised of a sandy beach situated between the ocean to the east and forbidding cliffs to the west. The city's main attractions are the house of the Photographer and the Pharmacy. There's also a road that leads to the entrance of the Safari Zone, where Baoba is still working on the finishing touches.

Field Moves Needed



Rock Smash



Surf



Rock Climb

Cliff Edge Gate



Route 47
(to Safari Zone Gate)

Cianwood City



Items

- First visit
- SecretPotion
- After beating the Cianwood Gym
- HM02 Fly
- Storm Badge
- TM01 Focus Punch

Pharmacy

Full Heal	600
Hyper Potion.....	1,200
Potion.....	300
Revive.....	1,500
Super Potion	700

Cianwood City

Fishing

Rod	Pokémon	M	A	N
Old	Krabby	○	○	○
	Magikarp	◎	◎	◎
Good	Corsola	○	○	×
	Krabby	◎	◎	◎
	Magikarp	◎	◎	◎
	Staryu	×	×	○

Water Surface

Pokémon	
Tentacool	◎
Tentacruel	○

Rock Smash

Pokémon	
Krabby	○
Shuckle	△

Cliff Edge Gate

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
Good	Magikarp	◎	◎	◎
	Poliwag	○	○	△

Water Surface

Pokémon	
Quagsire	○
Wooper	◎

*From the ledge reached by using Rock Climb.

Step 1 Capture the moment with a photo at the Photographer's house

The Photographer's house is on the north side of town. There's an automatic camera set up east of the house. Examine it to snap a photo with the ocean as a scenic backdrop. Pose together with your Pokémon and preserve the memories of your adventure.



Step 2 Get the SecretPotion at the Pharmacy

The Pharmacy is right next door to the Pokémon Center. Talk to the cashier to get the SecretPotion for Amphy, then talk to the cashier again if you want to browse the store's inventory.



The man in the house/ Photographer connection?

Talk to the man in the Photographer's house, and he'll let you in on something: the Photographer Cameron you've seen in Johto is a relative of his. And they have more relatives elsewhere!

The story of the four islands

In the house west of the Pokémon Center, you can learn about the four islands on Route 41. It's said that Lugia created the whirlpools that now surround the islands.

Step 3 A young man entrusts you with his Shuckle

Talk to the young man in the home south of the Pokémon Gym. He wants to leave his Shuckle with you for a while. Make room on your team and take care of it for him.

**Your rival's been here already**

The man who gives you Shuckle says that a mean-looking boy with long red hair came and took a valued Pokémon.

Step 4 Check out the Safari Zone entrance

North of town is the road that leads to the Safari Zone. Since the Safari Zone itself isn't ready to open yet, you won't be allowed inside. But the sign says it should open soon, so wait for Baoba to contact you.

**Shuckle**

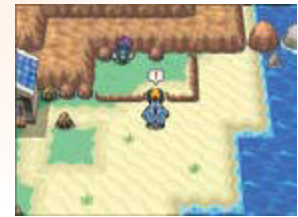
Bug Rock

 ABILITIES
 ● Sturdy
 ● Gluttony
Step 5 Smash rocks to get stuff

You can discover items and Pokémon by using Rock Smash to bash open the rocks north of town. The same trick works in places like the Ruins of Alph. Give it a try whenever you see a rock that looks breakable (p. 337).

**Step 6** Spot Suicune at the north edge of town

After it bolts from the Burned Tower, you'll glimpse Suicune on the north side of Cianwood City. Sadly for you, it takes off across the water as soon as you get close. The Trainer Eusine will then challenge you to a battle.

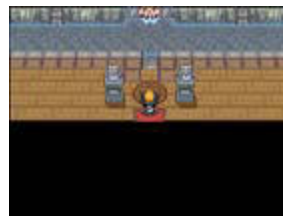
**A battle with Eusine!**

Eusine sends out several types of Pokémon. Counter his Drowzee with Bug-, Ghost-, or Dark-type Pokémon, and his Electrode with Ground-type Pokémon. Against his Haunter, your best bet will be Psychic-, Ghost-, or Dark-type Pokémon.

● Eusine's Pokémon

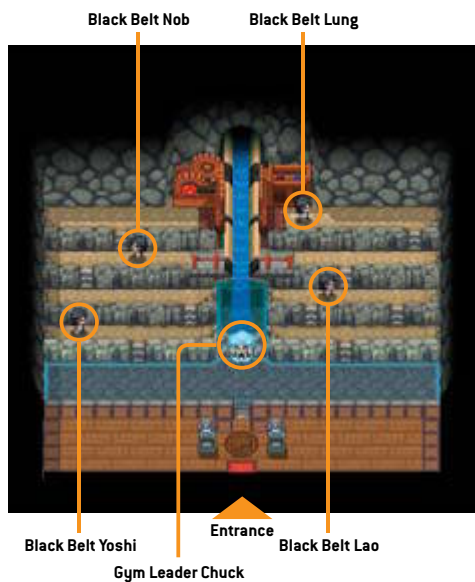
Drowzee ♂ Lv. 25 **Psychic**Electrode Lv. 27 **Electric**Haunter ♂ Lv. 25 **Ghost** **Poison****Step 7** Take on the Cianwood Gym

A man at the Pokémon Center says that when training under a waterfall, the Gym Leader Chuck is so focused that he won't even respond when spoken to. Head over to the Gym so you can break his concentration with a battle.

**Where's the man in the sunglasses?**

Remember the man with the sunglasses? The one you've seen at every Pokémon Gym? He's nowhere to be seen this time. Turns out he's avoiding all the roughnecks at the Cianwood Gym, but he'll advise you back at the Pokémon Center.





Gym Battle 5 **Cianwood Gym**



Cianwood City Gym Leader

Chuck

● Fighting-type Pokémon User

● Chuck's Pokémon

Primeape ♂	Lv. 29	Fighting
Poliwrath ♂	Lv. 31	Fighting Water

Fight to win with Flying- and Psychic- type moves

Battle four Trainers as you make your way to the top of Cianwood Gym. Once there, push the switch to shut off the waterfall, and Chuck will battle you. He's a Fighting-type Pokémon Trainer, so Flying- and Psychic-type moves are the keys to winning the battle. Just don't get overconfident, because Flying types are especially vulnerable to Primeape's Rock Slide. Beat Chuck and you'll get the Storm Badge and TM01 Focus Punch.



Storm Badge

• Lets you use Fly in the field.



TM01 Focus Punch

It doesn't land if the foe you're attacking hits you first, but it's very powerful if it manages to hit!

After winning at Cianwood Gym

A woman gives you the HM Fly

As you leave Cianwood Gym, talk to the woman outside to get HM Fly. This move will instantly transport you to any town you've already visited, which is incredibly convenient.



Chuck's wife gives you an HM

That lady in front of the Gym who gives you the HM is the wife of Gym Leader Chuck, and she's actually happy you defeated her husband. She thinks it was a good learning experience for him.



Quagsire

Water Ground

ABILITIES

- Damp
- Water Absorb

After winning at Cianwood Gym

Fly back to the Lighthouse

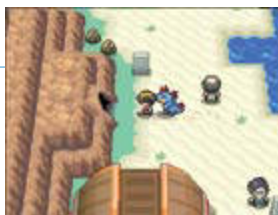
Teach Fly to a Pokémon as soon as you can. That way, you can fly back to Olivine City, then step over to the city's east side and deliver the SecretPotion to Jasmine at the Lighthouse (p. 123).



After the Lighthouse

Head for Route 47 to visit the Safari Zone

Once the Safari Zone is open, head north of Cianwood City and enter the Cliff Edge Gate. You can go all the way inside now, so follow the path and exit south onto Route 47 to reach the Safari Zone (p. 130).



You can't always climb what you want

You can use Rock Climb to scale the rocky hill south of the Cliff Edge Gate—once you're able to use Rock Climb, anyway. Come back once you've received it near the end of the game.



Wooper

Water Ground

ABILITIES

- Damp
- Water Absorb



Customizing Ball Capsules with Seals, Part 1

Ball Capsules are decorative cases for Poké Balls. When you put Seals on a Ball Capsule, the Seal design activates whenever the Pokémon inside goes into battle. Decorate your Ball Capsules to make a dramatic entrance that's as unique as you are!

Use the PC to edit your Ball Capsules



You edit Ball Capsules by accessing your PC. Pick a Capsule to edit, then stick your favorite Seals on it. Seals placed closer to the inside of the Capsule will pop up faster, while those closer to the outside will take longer. All letter Seals appear at the same time.

Create an effect by sticking your Seals on the Ball Capsule



You have 12 Ball Capsules in total. Don't forget to apply the changes you make.



You can stick up to eight Seals on a Capsule. Choose and arrange them with care.

Some things you can do with Ball Capsules

Display a message



Accentuate a Pokémon's type



Coordinate your Double Battles



You can get three Seals per day in Olivine City

In Olivine City, there's a house where a girl gives you Seals for your Ball Capsules. You can get three random Seals once a day, and you won't know what they are until you get them. Visit every day to build up the size and scope of your collection. The more Seals you can choose from, the more dramatic an entrance you can create.

How to get Seals

Get the Seal Case at the Moomoo Farm



Each day, get Seals from a girl in Olivine City



See page 132 for a list of Seals.

Routes 47 and 48 • Cliff Cave



Story

This is the path to Baoba's brand-new Safari Zone. Getting to the Safari Zone Gate takes you across sheer cliffs, on Route 47 and the Cliff Cave, then along the gentle mountain path that is Route 48.

Field Moves Needed



Surf



Waterfall



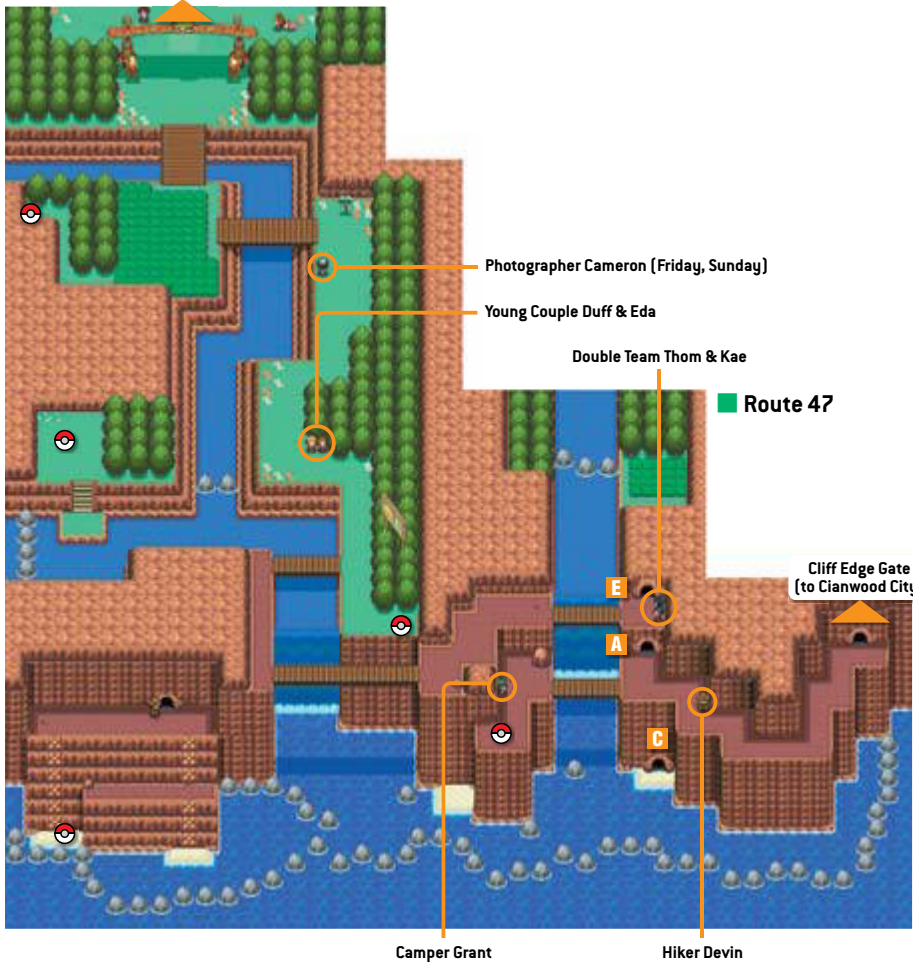
Rock Climb

Items

- First visit
- Lagging Tail
- Nugget
- Revive
- After beating the Blackthorn Gym
- White Flute
- After getting HM Rock Climb*
- Wave Incense

*Rock Climb can be used near the end of the game.

Route 48 Safari Zone Gate



Route 47

Tail Grass

Pokémon	M	A	N
Ditto	○	○	○
Farfetch'd	○	○	×
Fearow	△	△	△
Gloom	△	△	△
Miltank	○	○	○
Noctowl	×	×	○
Raticate	△	△	△
Spearow	△	△	△

Headbutt

Pokémon	M	A	N
Exeggcute			○
Hoothoot			○
Ledyba ♦			○
Pineco			○
Spinarak ●			○

*General access area

Headbutt

Pokémon	M	A	N
Beedrill ♦			○
Butterfree ●			○
Heracross			○
Kakuna ♦			○
Metapod ●			○

*Area reached by using Surf and Waterfall

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Tentacool	○	○	○
Good	Chinchou	○	○	○
	Magikarp	○	○	○
	Shellder	○	○	○
	Tentacool	○	○	○

Water Surface

Pokémon	M	A	N
Seel			○
Staryu			○
Tentacool			○

Route 48

Tail Grass

Pokémon	M	A	N
Diglett	△	△	△
Farfetch'd	○	○	×
Fearow	○	○	○
Girafarig	△	△	△
Gloom	○	○	○
Growlithe ●	△	△	○
Hoppip	○	○	○
Tauros	○	○	○
Vulpix ♦	△	△	○

Headbutt

Pokémon	M	A	N
Exeggcute			○
Hoothoot			○
Ledyba ♦			○
Pineco			○
Spinarak ●			○



Fearow

Normal Flying

ABILITY
● Keen Eye



Steelix

Steel Ground

- ABILITIES
- Rock Head
 - Sturdy



Misdreavus

Ghost

- ABILITY
- Levitate

Cliff Cave

Cave			
Pokémon	M	A	N
Geodude	○	○	○
Golbat	○	○	○
Graveler	△	△	×
Kingler	○	○	○
Krabby	○	○	○
Machoke	△	△	△
Machop	○	○	○
Misdreavus	×	×	△
Onix	○	○	○
Quagsire	△	△	×
Steelix	△	△	△
Wooper	△	△	×
Zubat	×	×	△

Cliff Cave 3F



Cliff Cave 2F



Cliff Cave 1F



Step 1 Battle Trainers on your way out west

Wind your way in and out of Cliff Cave as you cross mountainous Route 47. Be sure to pick up items and battle all six Trainers as you head west to Route 48.



Step 2 You won't be able to venture far from Cliff Cave

Inside Cliff Cave, ladders lead up and down. If you go all the way down to the bottom, you can use Surf to get onto the water and explore. However, you'll need both Waterfall and Rock Climb to get much farther. Since you don't have that option yet, go back up the ladders and onto Route 48.



Step 3 From Route 48 to the Safari Zone

Go north, cross the bridge over the river, and you'll arrive at the Safari Zone Gate, entrance to Baoba's newly opened Safari Zone. There are no Trainers to worry about in this area (p. 133).



After winning at Blackthorn Gym Acquire the valuable White Flute

Once you can use Waterfall, come back to get the White Flute. This precious instrument raises your wild Pokémon encounter rate, and you'll find it in the northern half of Route 47.



An inaccessible cliff

Beyond the water around Route 47, you can see a cliff that looks like it could be reached with Rock Climb. Come back and climb it after you know Rock Climb, and you'll find some surprising developments in store for you.

Play the flute to be the Pied Piper of Pokémon

The White Flute temporarily raises your wild Pokémon encounter rate. Use it in tall grass or caves when you want to encounter more Pokémon.





Customizing Ball Capsules with Seals, Part 2

There are 77 different kinds of Seals you can stick on your Ball Capsules, each with its own special effect. Use the chart below to help you pick which ones to use.

The 77 Kinds of Seals

Heart Seal A
Small pink hearts flutter around.

Heart Seal B
Large pink hearts flutter around.

Heart Seal C
Small black hearts flutter around.

Heart Seal D
Large black hearts flutter around.

Heart Seal E
Small pink hearts float upward.

Heart Seal F
Large pink hearts float upward.

Star Seal A
Scatters small yellow stars.

Star Seal B
Scatters large yellow stars.

Star Seal C
Scatters small blue stars.

Star Seal D
Scatters large blue stars.

Star Seal E
A small color-changing starburst.

Star Seal F
A large color-changing starburst.

Foamy Seal A
A few aqua-colored bubbles pop up.

Foamy Seal B
Many aqua-colored bubbles pop up.

Foamy Seal C
A few pink bubbles pop up.

Foamy Seal D
Many pink bubbles pop up.

Fire Seal A
Small orange flames dance around.

Fire Seal B
Large orange flames dance around.

Fire Seal C
Small blue flames dance around.

Fire Seal D
Large blue flames dance around.

Party Seal A
A swirl of red confetti.

Party Seal B
A swirl of blue confetti.

Party Seal C
A swirl of yellow confetti.

Party Seal D
A swirl of white confetti.

Flora Seal A
Pink petals flutter downward.

Flora Seal B
Pink petals flutter upward.

Flora Seal C
Purple petals flutter downward.

Flora Seal D
Purple petals flutter upward.

Flora Seal E
Orange petals flutter downward.

Flora Seal F
Orange petals flutter upward.

Line Seal A
Scatters white lines.

Line Seal B
Scatters yellow lines.

Line Seal C
Scatters black lines.

Line Seal D
Scatters blue lines.

Smoke Seal A
An upward puff of white smoke.

Smoke Seal B
An upward puff of black smoke.

Smoke Seal C
A downward puff of white smoke.

Smoke Seal D
A downward puff of black smoke.

Ele-Seal A
Yellow lightning arcs upward.

Ele-Seal C
Yellow lightning arcs downward.

Ele-Seal B
Green lightning arcs upward.

Ele-Seal D
Green lightning arcs downward.

Song Seal A
A green treble clef flies around the outside.

Song Seal B
A red quarter note flies around the outside.

Song Seal C
An orange quarter note flies around the outside.

Song Seal D
A yellow eighth note flies around the outside.

Song Seal E
A blue eighth note flies around the outside.

Song Seal F
A green half note flies around the outside.

Song Seal G
A blue double quarter note flies around the outside.

Letter Seals

The letters A–Z and the symbols ! and ? appear as they're placed.



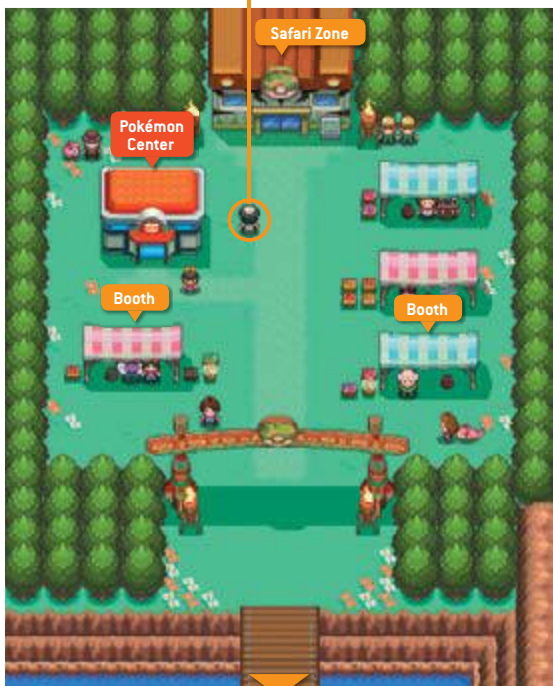
Safari Zone Gate



Story

You'll pass through the Safari Zone Gate on the way to Baoba's latest Safari Zone. A bazaar has sprung up inside the entrance, selling Pokémon supplements, Poké Balls, and other interesting goods.

Photographer Cameron (Tuesday, Thursday)



Route 48 (to Cianwood City)

Booth (left)	
Air Mail.....	50
Dusk Ball.....	1,000
Nest Ball.....	1,000
Quick Ball.....	1,000

Headbutt	
Pokémon	
Exeggcute	<input type="radio"/>
Hoothoot	<input checked="" type="radio"/>
Ledyba	<input type="radio"/>
Pineco	<input type="radio"/>
Spinarak	<input type="radio"/>



Pineco

Bug

ABILITY
● Sturdy

Booth (right)	
Calcium.....	9,800
Carbos.....	9,800
HP Up.....	9,800
Iron.....	9,800
Protein.....	9,800
Zinc.....	9,800



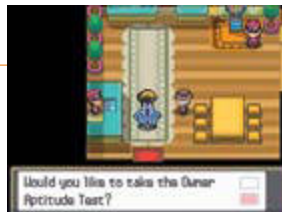
Hoothoot

Normal Flying

ABILITIES
● Insomnia
● Keen Eye

Step 1 Take Baoba's test

When you enter the Safari Zone, Baoba asks if you want to take the Owner Aptitude Test to become a Safari Zone Owner. Say yes and take the test. You'll pass the first part of the test by catching a Geodude and showing it to Baoba (p. 184).

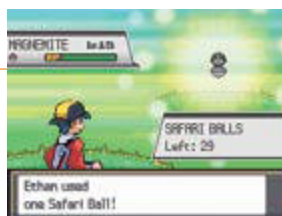


Wait for Baoba's call

Baoba's test has two parts. The second part requires that you catch a Sandshrew in the Safari Zone, but you'll have to wait for Baoba to give you the go-ahead to take this test.

Step 2 Embark on a Pokémon-catching safari

Trade in 500 in prize money for 30 Safari Balls to use in the Safari Zone challenge. Different Pokémon appear in different areas, so check the location chart if you're looking for a particular Pokémon (p. 183).



You'll own this test

Pass the second part of Baoba's test and you'll become a proper Safari Zone Owner. Even so, you still have to pay the entry fee whenever you want to visit the Safari Zone.

Step 3 A new machine is being set up in the Safari Zone

A new machine is being set up next to the Safari Zone reception desk, though you can't use it until it's ready. To the far right, the Safari Zone Link facility is under construction as well. Can't wait to try it!



Step 4 Head for Route 42 via Ecruteak City

Once you're done having fun at the Safari Zone, return to Ecruteak City and follow Route 42 (p. 134). Since you've already been to Ecruteak City, you can use Fly to go directly there.



Route 42



Story

Route 42 runs straight from Ecruteak City to Mahogany Town. Part of the route cuts through Mt. Mortar. Along the way, you'll see three entrances leading into the mountain.

Field Moves Needed



Cut

Surf

Rock Climb



Mankey

Fighting

- ABILITIES
- Vital Spirit
 - Anger Point



Aipom

Normal

- ABILITIES
- Run Away
 - Pickup

- Pnk Apricorn Tree
- Grn Apricorn Tree
- Ylw Apricorn Tree

Tall Grass

Pokémon	M	A	N
Flaaffy	○	○	○
Mankey ●	○	○	○
Mareep	○	○	○
Spearow	○	○	×
Zubat	×	×	○

Poké Maniac Shane

Headbutt

Pokémon	
Aipom	○
Heracross	○
Spearow	○

Water Surface

Pokémon	
Goldeen	○
Seaking	○

Items

- First visit
- Grn Apricorn
- HM04 Strength
- Pnk Apricorn
- Super Potion
- TM65 Shadow Claw
- Ylw Apricorn
- After getting HM Rock Climb*
- Dubious Disc

*Rock Climb can be used near the end of the game.

Fishing

Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	○	○	○
Good	Goldeen	○	○	○
	Magikarp	○	○	○

Teach Strength to a Pokémon

If you've already beaten the Goldenrod Gym, you can start using Strength right away. Teach it to a Pokémon and start rolling those stones.

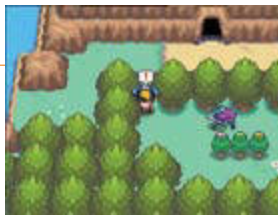
Step 1 Get HM Strength from a Hiker

On your way east along Route 42, you bump into a Hiker coming out of Mt. Mortar. As an apology, he'll give you HM04 Strength, which enables you to push aside heavy stones.



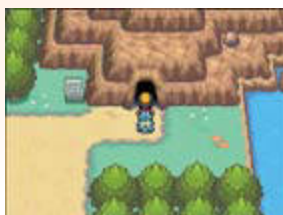
Step 2 It's Suicune and Eusine again!

Surf east along Route 42, then use Cut to clear a small tree. If you met Suicune in Cianwood City, you'll see it again here. Get used to frustration because, just like last time, it runs away when you approach. And Eusine arrives mere moments later.



Step 3 After you've covered Route 42, visit Mt. Mortar

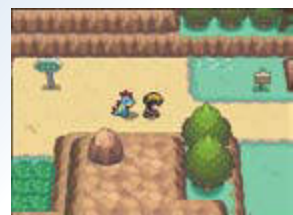
When you've done all you can do on Route 42, picking up items and battling all three Trainers, it's time to explore Mt. Mortar. There are three places where you can enter, but try the western entrance first (p. 135).



After visiting Mt. Mortar

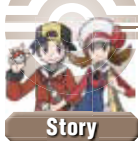
Head east to Mahogany Town

Once you've explored all of Mt. Mortar, follow Route 42 to your next destination, Mahogany Town (p. 137). There are items to find here, but you'll need Rock Climb to get them all, and that won't be possible until near the end of the game.



A huge natural cavern

Mt. Mortar



Story

This mountain looms over northern Johto. Inside the mountain is a vast network of natural caves. There's even a giant waterfall inside Mt. Mortar, and many Trainers seclude themselves behind it to focus on intense mental training.

Field Moves Needed



Surf



Strength



Waterfall



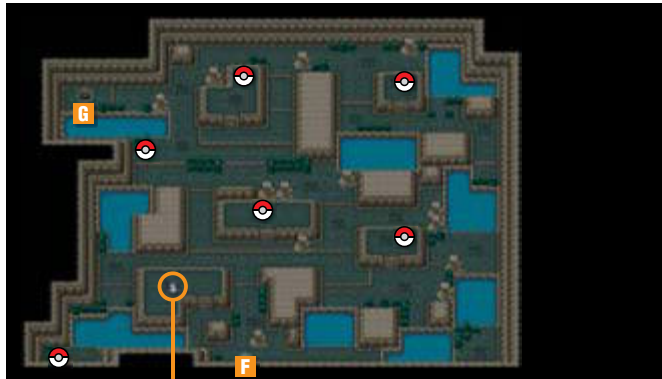
Rock Climb

2F

Indoors

Pokémon	M	A	N
Geodude	○	○	○
Golbat	△	△	△
Graveler	◎	◎	◎
Machoke	◎	◎	◎
Machop	△	△	△
Raticate	○	○	○

2F



Super Nerd Hugh



Marill

Water

ABILITIES

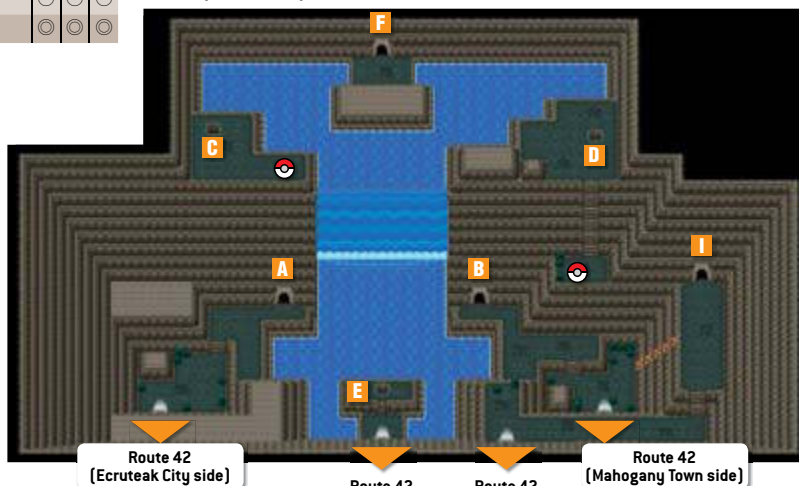
- Thick Fat
- Huge Power

1F (entrance)

Indoors

Pokémon	M	A	N
Geodude	△	△	△
Machop	○	○	○
Marill	▲	▲	▲
Rattata	○	○	○
Zubat	◎	◎	◎

1F (entrance)



Route 42 (Ecruteak City side)

Route 42

Route 42

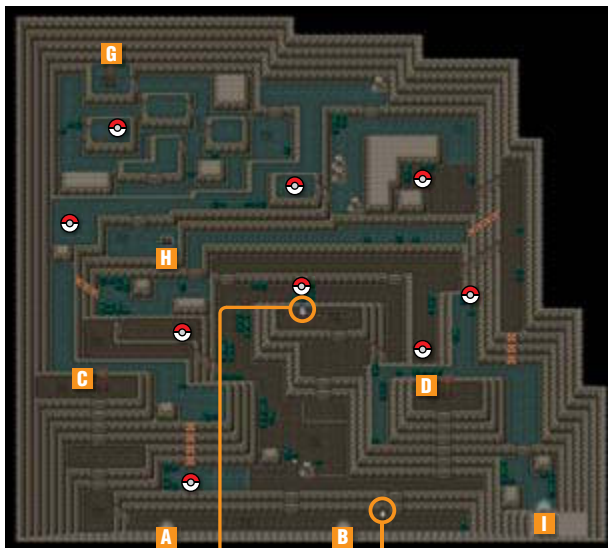
Route 42 (Mahogany Town side)

1F (back)

Indoors

Pokémon	M	A	N
Geodude	◎	◎	◎
Machop	◎	◎	◎
Rattata	○	○	○
Zubat	△	△	△

1F (back)



Super Nerd Marcus Poké Maniac Harrison

Items

- First visit
 - Carbos
 - Escape Rope
 - Ether
 - Full Restore
 - Hyper Potion
 - Max Ether
 - Max Potion
 - Nugget
 - PP Up
 - Revive
 - Ultra Ball
- After beating the Blackthorn Gym
 - Dragon Scale
 - Elixir
 - Escape Rope
 - Iron
 - Iron Sphere
 - Max Potion
 - Max Revive
 - Rare Candy
 - TM40 Aerial Ace
- After getting HM Rock Climb*
 - Full Incense
 - Protector

*Rock Climb can be used near the end of the game.



Machop

Fighting

- #### ABILITIES
- Guts
 - No Guard



Mt. Mortar

B1F

Indoors

Pokémon	M	A	N
Geodude	△	△	△
Machop	○	○	○
Rattata	○	○	○
Raticate	△	△	△
Zubat	○	○	○

Mt. Mortar (all areas)

Fishing

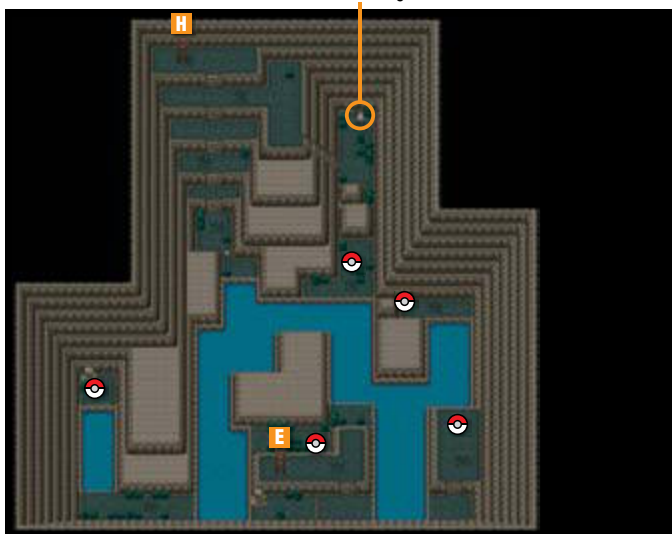
Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	○	○	○
Good	Goldeen	○	○	○
	Magikarp	○	○	○

Water Surface

Pokémon	
Goldeen	○
Seaking	○

B1F

Black Belt Kiyo



Step 1 Use Strength to push your way inside

Mt. Mortar is not the most welcoming place. You'll have to shove your way in, using Strength to push aside any heavy stones in your way. If you push a stone into the wrong spot, exit the floor and come back. That will reset the stones to their original positions.



When can you climb that cliff?

After you've gotten close to the end of the game, you can use Rock Climb to scale the cliff on Mt. Mortar 1F. Once you do, you'll find more items waiting for you.

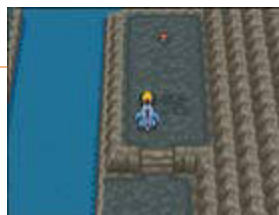
Step 2 Exit, then re-enter through the middle entrance

If you take Mt. Mortar's west entrance, you can dive deeper into the caves and exit onto the east side of Route 42. Then, when you come back in, re-enter Mt. Mortar through the entrance in the middle of Route 42.



Step 3 Gather items as you move along

Enter Mt. Mortar through the middle entrance and look for items as you get farther inside. You'll hit a point where you need HM Waterfall to continue. You won't have Waterfall till later, so explore what you can for now and return to Route 42 [p. 134].



Use Waterfall to reach more items

With Waterfall, you'll be able to get to lots of rare, valuable items. It's useful stuff, so be sure to come back for all of it.

After winning at Blackthorn Gym

The Karate King gives you Tyrogue

Use Waterfall to get up and over the huge waterfall. In the back of B1F is a meditating Black Belt. Talk to him to start a battle. If you win, he'll give you Tyrogue in recognition of your victory, so make space in your party before you challenge him.



Tyrogue

Fighting

ABILITIES

- Guts
- Steadfast

Mahogany Town



Story

There's something awfully suspicious about the ninja retreat of Mahogany Town. There's only one shop in town—and the man who runs it is the most suspicious one of all! Something is going on here...and it looks like a major cover-up.

Route 43 (to Lake of Rage)



*You can use Headbutt in Mahogany Town, but no Pokémon will appear.

Items

- After beating the Mahogany Gym
- Glacier Badge
- TM07 Hail

Man (first visit)

RageCandyBar300

Souvenir Shop (first visit)

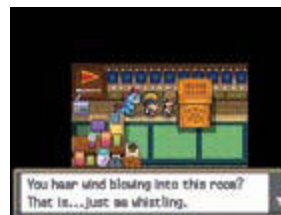
Poké Ball200
Potion300
TinyMushroom500

Souvenir Shop (after defeating Team Rocket)

Air Mail50
Antidote100
Great Ball600
Hyper Potion1,200
Parlyz Heal200
Revive1,500
Super Potion700
Super Repel500

Step 1 Visit the suspicious Souvenir Shop

The town's Souvenir Shop is run by a super shifty guy in sunglasses. He'll sell you things if you talk to him, but he still seems odd. And when you hear a weird sound, he tries to pretend that it's nothing. What in the world could he be hiding?



Step 2 Buy a RageCandyBar

When you try to leave the village to the east, you'll be stopped by a man near the Souvenir Shop. He's selling the RageCandyBar, a Mahogany Town specialty. Why not stop and try one? You can't go any further east until after you've beaten Team Rocket, anyway.



Step 3 A strange pulse is coming from the radio

If you flip open your Pokégear and turn on the radio, you won't hear any of your stations. Instead, a strange radio pulse is being broadcast on all channels. Where could the pulse be coming from? Hmm, how about that suspicious Souvenir Shop...



RageCandyBars—they're all the rage!

RageCandyBars are a popular Mahogany Town treat—even people in Kanto have heard of them. In fact, the man says that people come all the way from Kanto just to buy them.

No radio reception in the town

The strange pulse is jamming all radio stations in the area between Mahogany Town and the Lake of Rage. But outside that area, you can listen to the radio as usual. Just leave town whenever you want to hear your shows.



Step 4 You can't challenge the Gym yet

The Mahogany Gym is still off-limits, since there's a man in front of the entrance. Talk to him and he'll tell you that a man in a black cape has been poking around Mahogany Town and the Lake of Rage, investigating the strange radio pulse.

**Step 5** Next stop, the Lake of Rage (p. 141)

Head north to the Lake of Rage, where the man with the black cape was spotted. To get there, take the north gate out of town and onto Route 43.

**Seeker of the Red Scale**

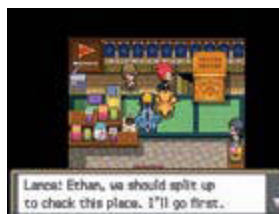
Inside the gateway to Route 43, you'll hear that there's someone who's looking for a Red Scale. That someone is none other than Mr. Pokémon from Route 30! Go see him once you have the Red Scale (p. 72).

After the Lake of Rage**Join up with Lance in checking out the Souvenir Shop**

Once you return from the Lake of Rage, visit the Souvenir Shop again. Lance is on the scene. He's discovered that the mysterious radio pulse is coming from the shop. He wastes no time in searching the place.

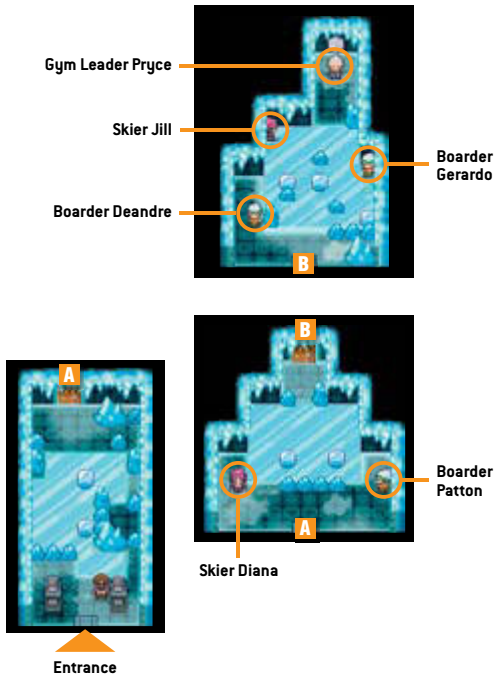
**After the Lake of Rage****There are hidden stairs in the Souvenir Shop**

Lance shoves aside the store clerk and uncovers stairs hidden beneath the wardrobe. After inviting you to join him, Lance heads down the stairs. Follow him once you're ready (p. 144).

**After the Team Rocket HQ****Heal up and head over to the Gym**

Once you're back from the Team Rocket hideout, you can finally challenge the Mahogany Gym. Be sure to swing by the Pokémon Center first to get your Pokémon back in fighting condition. The town Gym Leader is Pryce, a specialist in Ice-type Pokémon.





Gym Battle 7 Mahogany Gym



Mahogany Gym Leader
Pryce

● Ice-type Pokémon User

● Pryce's Pokémon

Seel ♂	Lv. 30	Water	
Piloswine ♂	Lv. 34	Ice	Ground
Dewgong ♂	Lv. 32	Water	Ice

Use Grass-type moves to get the type advantage

To reach Pryce, you'll need to manipulate the blocks that are sitting out on the slick ice. Pryce's Pokémon are weak against Grass-type moves, but there's a catch—if you send out Grass-type Pokémon, they're equally vulnerable to Ice-type moves. Seel and Dewgong have Snore and Sleep Talk, so don't let your guard down even if they're asleep. Beat Pryce to receive the Glacier Badge and TM07 Hail.



Glacier Badge

• Lets you use Whirlpool in the field.



TM07 Hail

Turns the weather condition to Hail for five turns. All Pokémon except Ice-type Pokémon take damage each turn.

After getting seven Gym Badges

Professor Elm gives you a call

Once you've won your seventh Gym Badge, Professor Elm calls as you leave the Gym. He's concerned about some strange radio broadcasts, but the radio-jamming pulse should have stopped by now—so what's going on this time?



If this is your fifth Badge, head to Olivine City (p. 118)

If you went straight to Mahogany Town after your Ecruteak Gym win, then this is just your fifth Badge. In that case, return to Ecruteak City and head for Olivine City.

After getting seven Gym Badges

This radio broadcast is pure bad news

Flip open your Pokégear and listen to the radio. Team Rocket is on the air, announcing their comeback! Now that the jamming pulse has stopped, this message has to be coming from the Radio Tower in Goldenrod City. Uh-oh...



After getting seven Gym Badges

Fly back to Goldenrod City

What evil scheme is Team Rocket up to in Goldenrod City? After healing your Pokémon at the Pokémon Center, use Fly to hurry over and check it out (p. 104).



After defeating Team Rocket

Head east for Blackthorn City

After you battle Team Rocket in Goldenrod City and win, the man who sells RageCandyBars will now let you take the east road out of town. Your eighth Gym Badge awaits, so get going for Route 44 (p. 154).



Visit the Souvenir Shop one more time

Now that you've beaten Team Rocket in Goldenrod City, the Mahogany Town Souvenir Shop is under new management. This time, it's just a friendly old lady. Be sure to visit!



Route 43



Story

Route 43 is a rural, tree-lined path. To the north, you'll find two places where you can access the Lake of Rage. Team Rocket has taken over the gate in the middle of the route, and anyone who tries to use the gate gets shaken down for a grand prize money.

Field Moves Needed



Cut



Surf

Items

- First visit
- Blk Apricorn
- Max Ether
- After defeating Team Rocket
- TM36 Sludge Bomb

Tall Grass

Pokémon	M	A	N
Flaaffy	○	○	○
Girafarig	○	○	○
Mareep	○	○	△
Noctowl	×	×	○
Pidgeotto	○	○	×
Venonat	△	×	○

Headbutt

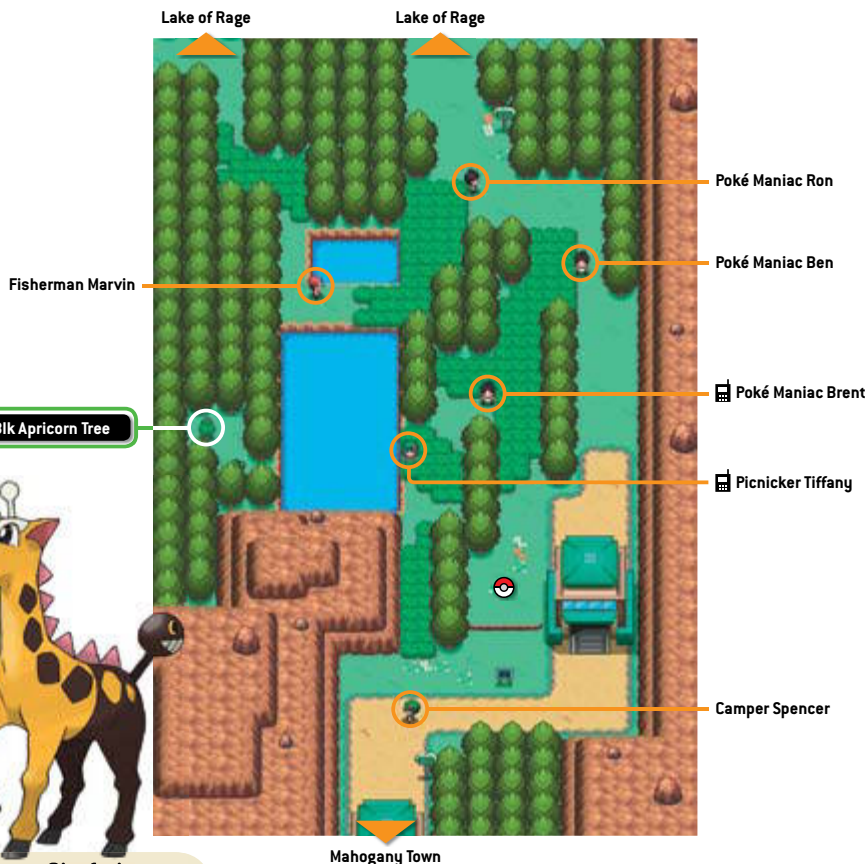
Pokémon	
Exeggcute	○
Hoothoot	○
Pineco	○
Venonat	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	○	○	○
Good	Magikarp	○	○	○
	Poliwag	○	○	○

Water Surface

Pokémon	
Magikarp	○



Girafarig

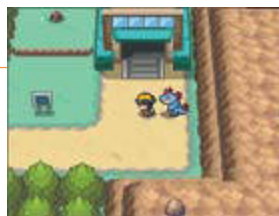
Normal Psychic

ABILITIES

- Inner Focus
- Early Bird

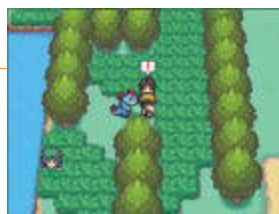
Step 1 Whatever you do, avoid the gate

East of the Mahogany Town entrance onto Route 43, there's a gate. It's under Team Rocket's control, and they'll demand a hefty bribe from you if you try to use it. If you like keeping your money, don't even step inside.



Step 2 Battle Trainers on your way north

Route 43 isn't that long, but there are plenty of Trainers to battle along the way. Battle them to build up your Pokémon as you head north toward the Lake of Rage.



Use Surf to go pick Apricorns

If you Surf over the lake in the middle of the route, you'll reach a spot with an Apricorn Tree. It's easy to miss, because you can't see the Tree from the shore. Now that you know, remember to go pick a Blk Apricorn.

Step 3 Keep going north to the Lake of Rage

As you continue north, the path diverges. Either fork in the road will get you to the Lake of Rage. If you're done battling all the Trainers, then just keep heading north (p. 141).

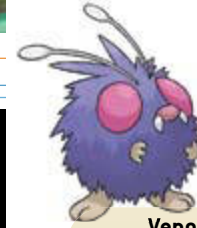


Try both ways on Wednesdays

After you've cleared the Team Rocket hideout, the water level in the Lake of Rage changes if you visit on a Wednesday. In that case, you can take both forks in the road to explore the revealed areas of the Lake of Rage.

After the Team Rocket HQ The gate is now safe (and free) to use

Once you've stopped the transmissions from the Team Rocket hideout, Team Rocket no longer occupies the gate on Route 43. The gate patrolman returns to duty, and he'll even give you TM36 Sludge Bomb if you talk to him.



Venonat

Bug Poison

ABILITIES

- Compoundeyes
- Tinted Lens



The Lake of Rage, also known as Gyarados Lake

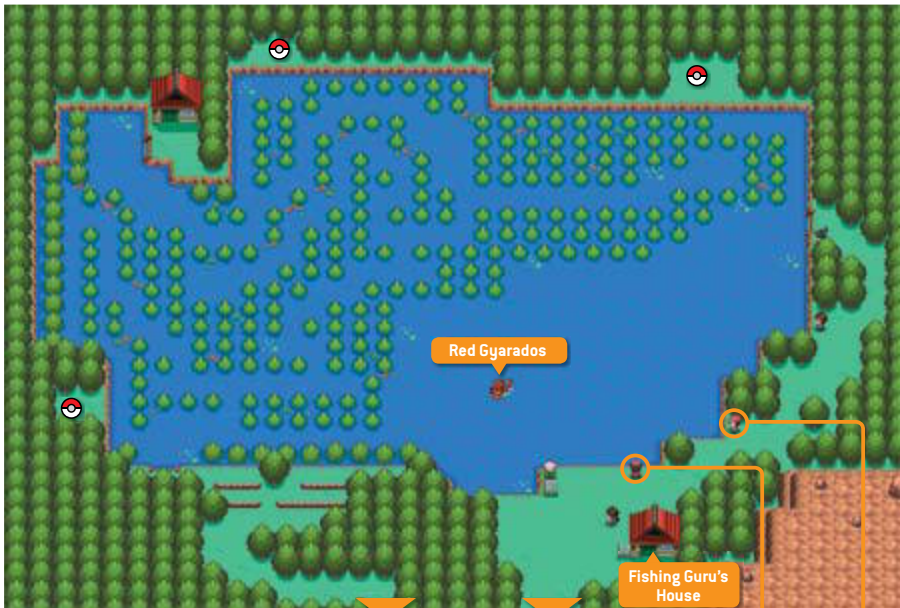
Lake of Rage



Story

This is a large lake, brimming with clear water. It used to be known as a fishing spot with the liveliest Magikarp around, but now a red Gyarados dominates the entire lake.

First visit



*Appears after your battle with the red Gyarados

Route 43 (to Mahogany Town)

Route 43 (to Mahogany Town)

Fisherman Andre*

Fisherman Raymond*

Field Moves Needed



Surf



Cut

Items

- Choice Specs
- Red Flute
- Red Scale
- TM10 Hidden Power
- TM43 Secret Power

Headbutt

Pokémon	
Exeggcute	○
Hoothoot	◎
Pineco	◎
Venonat	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
Good	Gyarados	◎	◎	◎
	Magikarp	◎	◎	◎

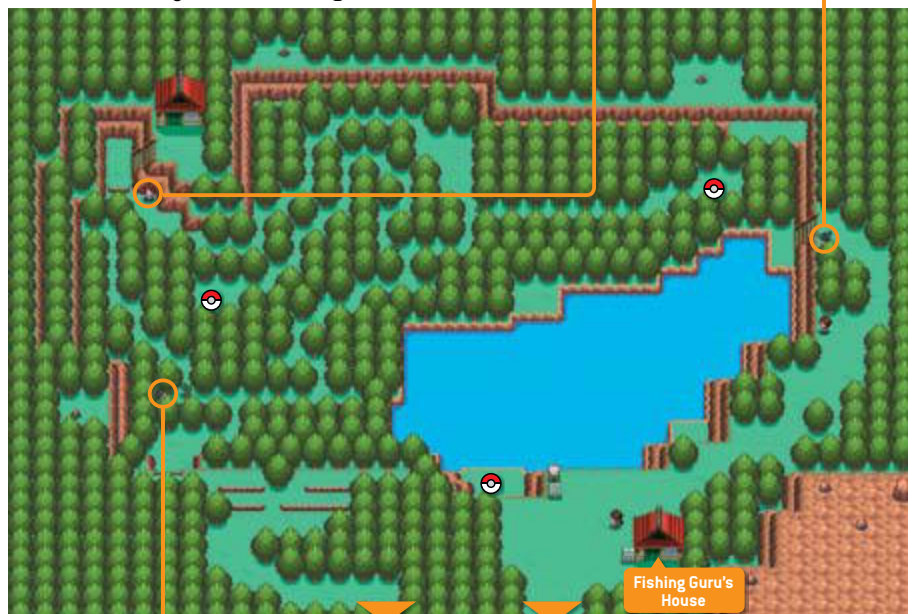
Water Surface

Pokémon	
Gyarados	○
Magikarp	◎



Day-of-the-Week Sibling Wesley (Wednesday)

On Wednesdays (after clearing Team Rocket HQ)



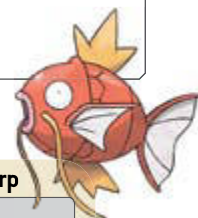
Ace Trainer Aaron

Route 43
(to Mahogany Town)Route 43
(to Mahogany Town)Fishing Guru's
House

Ace Trainer Lois

Items

- Full Heal
- Full Restore
- Max Revive



Magikarp

Water

ABILITY
● Swift Swim

Gyarados

Water Flying

ABILITY
● Intimidate

Step 1 Find items around the Lake of Rage

Once you arrive at the lake, use Surf to get out onto the water and pick up all the items in the area. To the west, treetops poking above the water have created a natural maze. At the other end of that maze is a house where you can get another item.



Rain on the lake

Save Wednesdays, it's always raining at the Lake of Rage. The weather will be Rain when you battle wild Pokémon here, too. That means Water-type moves are stronger, while Fire-type moves are weaker.

Step 2 Catch the red Gyarados!

A red Gyarados is swimming in the middle of the lake. If you talk to it, a battle begins! It's a Shiny Gyarados, too, so don't blow your chance to catch it. Whether or not you catch it, defeat it, or let it get away, you'll end up finding a Red Scale.



Mr. Pokémon is looking for the Red Scale

After you battle the red Gyarados and get the Red Scale, take it to Mr. Pokémon's house on Route 30 and exchange it for the Exp. Share (p. 70).

Step 3 Join Lance as he investigates Mahogany Town

After you've caught Gyarados and made it back to shore, you'll see a man in a black cape standing near the sign. He introduces himself as Lance and asks you to assist in his investigation. Say yes and follow him back to Mahogany Town (p. 137).



Wednesdays are different

Come back on a Wednesday after investigating the Team Rocket HQ and you'll find that the water level has dropped, altering the area's layout. This is the only time when you can meet certain Trainers and get particular items, so it's worth it to return in the middle of the week.

After the Team Rocket HQ

The challenge to find the biggest Magikarp

If you come back to the lake after the Team Rocket hideout, the Fishing Guru has a contest to find the biggest Magikarp. To enter, put a Magikarp in your party and go talk to the Fishing Guru at his house. You'll win an Ether if your Magikarp breaks the record (p. 161).



Meet Day-of-the-Week Sibling Wesley

After the Team Rocket HQ episode, visit the Lake of Rage on Wednesdays to find Wesley, a Day-of-the-Week Sibling. He'll give you a Black Belt if you talk to him. If you've met all his other siblings, you can get the Downcast Ribbon (p. 93).



Allies along the Way, Part 1

During your travels in Johto, you'll meet lots of people who help you by trading Shards and Berries, making special Poké Balls for you out of Apricorns, and more. But if you forget where to find one of these helpful people, check these pages.

These people will help you every day...

By trading Shards for Berries

Where: Blond-haired boy in Violet City

He'll trade you sets of three Berries in exchange for Shards like the Red Shard. There are four kinds of Shard in all.



Yah, yah!
I trade Berry for a Shard.

Page 174

By making special Poké Balls for you out of Apricorns

Where: Kurt in Azalea Town

Kurt will make you a special Poké Ball, depending on what type of Apricorn you give him. After you give him the Apricorn, come back the next day to pick up your Poké Ball.



Kurt: You have Apricorns for me?

Page 91

By teaching your Pokémon the move Headbutt

Where: Young man in Ilex Forest

This young man can teach your Pokémon the move Headbutt. There's no limit to the number of times he can teach the move.



Which Pokémon should learn it?

Page 96

By raising your Pokémon's friendship and beauty

Where: Pokémon Salon in the Goldenrod Tunnel

Give your Pokémon a makeover once per day. The senior stylist charges 500 in prize money and works Tuesdays, Thursdays, and Saturdays. The junior stylist works Wednesdays, Fridays, and Sundays, at a cut rate.



I can make your Pokémon beautiful for just #500.

Page 100

By taking photos of your dressed-up Pokémon

Where: Dress-Up Shop in the Goldenrod Tunnel

Talk to the Hiker at the counter and he'll snap a photo of your Pokémon after you deck it out in Accessories. Photos are displayed in the other room.



Then I will even hang a picture of one in the other room!

Page 100

By changing your Pokémon's nicknames

Where: Name Rater's house in Goldenrod City

You can change your Pokémon's nicknames here, but you can't rename any Pokémon you received in a trade.



Want me to rate the nicknames of your Pokémon?

Page 103

A hideout hidden below Mahogany Town

Team Rocket HQ

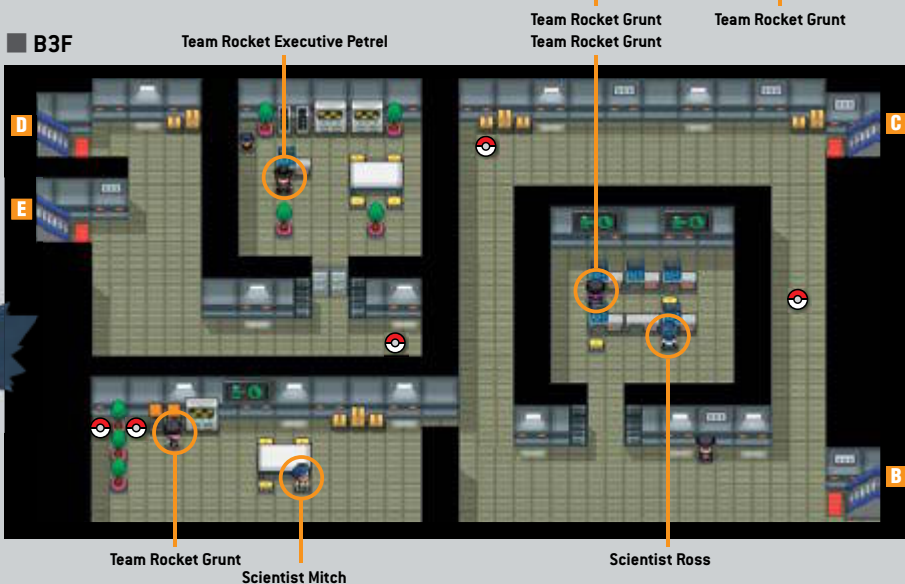


Story

The Team Rocket HQ is Team Rocket's hideout, hidden below the Mahogany Town Souvenir Shop. Inside this base is a huge transmission device, generating a strange radio pulse that covers the town area.

Items

- Full Heal
- Guard Spec.
- HM05 Whirlpool
- Hyper Potion
- Nugget
- Protein
- TM46 Thief
- TM49 Snatch
- Ultra Ball
- X Special



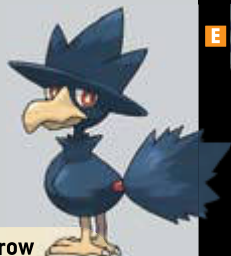
Mahogany Town (Souvenir Shop)



Persian

Normal

- ABILITIES
- Limber
 - Technician



Murkrow

Dark

Flying

- ABILITIES
- Insomnia
 - Super Luck

Step 1 Avoid the Persian security alarms

The hidden stairs descend into a narrow passage on B1F. In front of you is a security alarm disguised as a Persian statue. If you cross it, two Team Rocket Grunts will appear and battle you. There are more alarms just like it in the corridors ahead, so try to find a way around them.

**Grunts come running when the alarm sounds**

Walk in front of a Persian statue and you'll trip an alarm, causing a pair of Grunts to come running your way. But if you need more battles to train your Pokémon, you might want to walk in front of those statues after all.

Step 2 Examine the PC and shut off the control system

Step around the Persian security alarms and keep going until you find the PC behind Scientist Gregg. When you examine it, flip the switch to deactivate the security alarm control system. Now it should be perfectly safe to walk in front of the Persian statues.

**Step 3** Avoid the floor laid with Pokémon traps

There's a staircase to the west that leads to B2F, but the floor in front of it is a trap. When you step on a floor tile, Pokémon attack you. If you want, you can circle around from the east to reach the staircase without crossing the trap floor. It's your choice whether or not you want to keep it simple and take the long way around.

**Step 4** Lance heals your Pokémon

Lance is waiting for you near the bottom of the staircase on B2F, and he'll heal your Pokémon for you. The transmission device is on this floor, but you can't reach it. All the access doors are shut and won't budge. Just keep moving for now.

**Step 5** Get the passwords to the boss's room

When you reach B3F, Lance says you need a password to access the boss's room. Battle the Team Rocket Grunts on this floor to get the password out of them. You'll obtain two passwords this way.

**What? Lance beat your rival, too?**

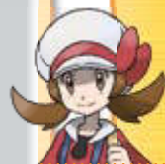
You'll bump into your rival while exploring B2F. He's obviously frustrated. Maybe because Lance already battled and defeated him. Adding insult to injury, Lance even said your rival didn't have enough affection for his Pokémon.

Step 6 Who's the mystery man in the boss's room?

Examine the doors once you have the passwords to enter the boss's room. At first, you think you've run across Team Rocket Boss Giovanni, but it's only Executive Petrel in disguise. Challenge him to a battle so you can find a way into the transmitter device room.

**Where is the elusive Giovanni?**

Giovanni is Team Rocket's boss—well, he was its boss, before it disbanded three years ago. He's disappeared since then, but his Executives are convinced he's merely waiting for an opportunity to return.



Battle with Team Rocket Executive Petrel! ①

Psychic-type moves are effective against Petrel's Zubat and Koffing, while Fighting-type moves are good against his Raticate. Just watch out for Zubat's Confuse Ray, which, as its name implies, can leave your Pokémon confused.

● Petrel's Pokémon

Zubat ♂	Lv. 22	Poison	Flying
Koffing ♂	Lv. 22	Poison	
Raticate ♂	Lv. 24	Normal	

**Step 7 Follow that Murkrow!**

Petrel takes off as soon as you defeat him. The Murkrow in the room will take off, too, imitating Petrel's voice as it squawks a password. Follow it to the locked transmitter room on B2F. Murkrow's voice deactivates the lock and opens the door.

**Step 8 Double Battle with Lance**

As you enter the room to stop the transmitter device, another Executive from Team Rocket stops you. Her name is Ariana. She'll try to double-team you with one of her Team Rocket Grunts, but Lance shows up to make it a 2-on-2 Double Battle.

**Double Battle with Team Rocket Executive Ariana and Team Rocket Grunt**

Ground- and Psychic-type moves are effective against Arbok and Grimer, while Ice-type moves are strong against Murkrow and Gloom. And for Drowzee, use Bug-, Ghost-, and Dark-type moves to do maximum damage!

● Ariana's Pokémon

Arbok ♀	Lv. 25	Poison	
Murkrow ♀	Lv. 27	Dark	Flying
Gloom ♀	Lv. 25	Grass	Poison

● Team Rocket Grunt's Pokémon

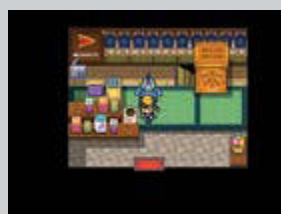
Drowzee ♂	Lv. 18	Psychic	
Grimer ♂	Lv. 20	Poison	

**Step 9 Lance gives you HM Whirlpool**

Once you defeat Ariana, Team Rocket abandons the base and retreats. Now, help Lance by catching or defeating three of the Electrode powering the transmitter. Once it's safely deactivated, Lance gives you HM05 Whirlpool.

**Step 10 Time for the Mahogany Gym battle (p. 137)**

To leave the hideout, step on the warp panel near the stairs to B1F. You'll warp to the hideout entrance. Go up the stairs and you're back in the Mahogany Town Souvenir Shop. Heal your Pokémon at the Pokémon Center, then go challenge the Mahogany Gym.





Allies along the Way, Part 2

Here are more Johto citizens who'll help you during your adventure. This page lists people who perform services like giving you Seals, helping you with Pokémon moves, and evaluating your friendship with your Pokémon. Use this page if you want to find one of them in a hurry.

Check here if you're looking for the person who...

Rates your friendship with your Pokémon

Where: Girl in a house in Goldenrod City

Does your lead Pokémon like you? Really, really like you? Talk to the girl who lives east of the Goldenrod City Department Store, and she'll tell you.



Page 100

Gives you three Seals a day

Where: Girl in a house in Olivine City

Each day, this girl gives you three random Seals if you talk to her. You'll find her in a house on the east side of the city, north of the Poké Mart.



Page 120

Teaches your fully evolved starter Pokémon its ultimate move

Where: The Pokémon move house in Blackthorn City

He teaches the fully evolved form of a starter Pokémon its ultimate move—so bring him Meganium, Feraligatr, Typhlosion, and any other starter Pokémon you may have.

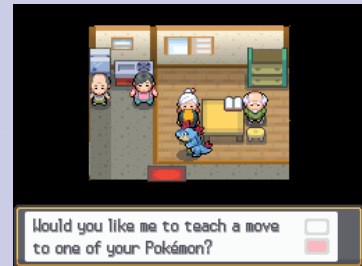


Page 156

Teaches the strongest Dragon-type move to your Dragon-type Pokémon

Where: The Pokémon move house in Blackthorn City

Bring her a Dragon-type Pokémon with high friendship and she'll teach it Draco Meteor, the strongest Dragon-type move.



Page 156

Helps Pokémon remember moves they've forgotten

Where: The Pokémon move house in Blackthorn City

Give him a Heart Scale and he'll let a Pokémon remember one of the level-up moves it's forgotten.



Page 156

Helps Pokémon forget the moves they know

Where: The Pokémon move house in Blackthorn City

He lets your Pokémon forget moves they've learned—even HM moves, which normally can't be forgotten.



Page 156

Radio Tower (Goldenrod City)

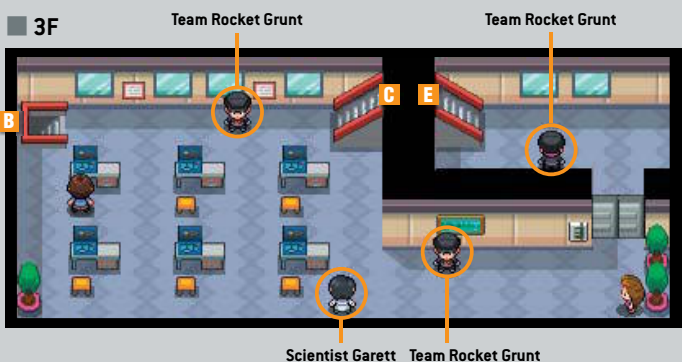
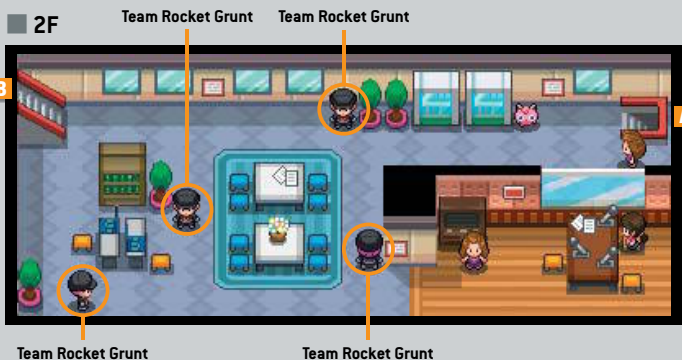


Story

Team Rocket has completely taken over the Radio Tower in Goldenrod City. Only Team Rocket members are allowed inside, so they'll turn you away if you try to enter. In that case, you'd better disguise yourself as the enemy in order to slip past their defenses.

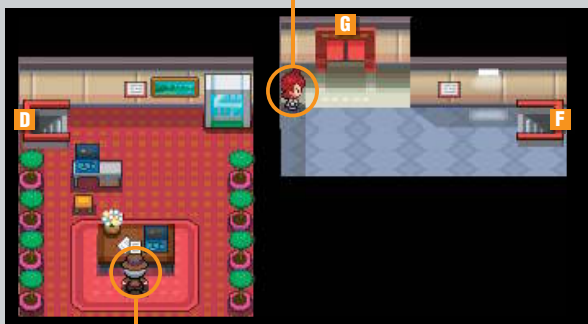
Items

- First visit
- Basement Key
- After getting the Card Key
- BrightPowder
- Rainbow Wing
(Pokémon HeartGold)
- Silver Wing
(Pokémon SoulSilver)
- TM11 Sunny Day
- Ultra Ball



5F

Team Rocket Executive Ariana



Team Rocket Executive Petrel

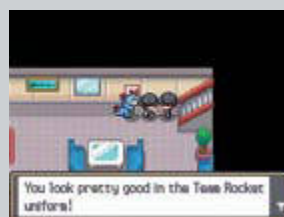
Observation Deck



Team Rocket Executive Archer

Step 1 Use your Team Rocket disguise to get in

Change into a Team Rocket uniform at the Memorial Photo Studio in the Goldenrod Tunnel. Then go back and talk to the Grunt on Radio Tower 1F. Convince him you're a new recruit and he'll let you through.

**Step 2** Your rival blows your cover

Just as you're headed to Radio Tower 2F, your rival shows up. He recognizes you, so there goes the disguise you went through so much trouble to get. You can still investigate the tower, but now you have to battle Grunts along the way.

**Your rival is looking for Lance**

Your rival came all the way out to the Radio Tower, but not because of Team Rocket. Just before he leaves, he'll tell you why he's really here—to crush Lance!

Step 3 The Director hasn't left, but something's not right

The Radio Tower Director is still on 5F, but he's saying some very odd things. Which makes sense, once it turns out he's just Team Rocket Executive Petrel in disguise. This time he's really serious about challenging you to battle...or so he says, anyway.

**The door on 3F can't be opened yet**

There's a locked door on 3F. You need the Card Key to open it, which you don't have on your first visit. Just move on for now, and look for the Director on 5F.



Battle with Team Rocket Executive Petrel! ②

In your second encounter, Petrel sends out nothing but Poison-type Pokémon. All of his Pokémon have the Levitate Ability, so Psychic-type moves are their only weakness. That's your key to dishing out heavy damage.

● Petrel's Pokémon

Koffing ♂	Lv. 30	Poison	<input type="checkbox"/>
Weezing ♂	Lv. 32	Poison	<input type="checkbox"/>
Koffing ♂	Lv. 30	Poison	<input type="checkbox"/>
Koffing ♂	Lv. 30	Poison	<input type="checkbox"/>
Koffing ♂	Lv. 30	Poison	<input type="checkbox"/>
Koffing ♂	Lv. 30	Poison	<input type="checkbox"/>



Step 4 Next stop: Goldenrod Tunnel!

Defeat Petrel and force him to tell you where the real Director is. Then you'll get the Basement Key, which you need to access the basement warehouse. Leave the Radio Tower and head straight for the Goldenrod Tunnel (p. 152).



After getting the Card Key

Open the door on 3F and go inside

With the Card Key, you can finally open the locked door on Radio Tower 3F. There are two Team Rocket Executives waiting inside, so battle them and then continue up the tower.



Take this chance to heal your Pokémon

Don't go right back to the Radio Tower after getting the Card Key from the Director in the Goldenrod Tunnel. Instead, visit the Pokémon Center first and heal your Pokémon.

Battle with Team Rocket Executive Proton! ②

Electric-, Ice-, Psychic-, and Rock-type moves are best against Golbat. Don't give Weezing a chance to lower your Pokémon's accuracy with SmokeScreen—hit it hard with Psychic-type moves.

● Proton's Pokémon

Golbat ♂	Lv. 28	Poison	Flying
Weezing ♂	Lv. 33	Poison	<input type="checkbox"/>



Battle with Team Rocket Executive Ariana!

Ariana's Arbok is weak against Ground- and Psychic-type moves. To seal your victory, use Electric-, Ice-, or Rock-type moves against Murkrow, and Fire-, Ice-, or Flying-type moves against Vileplume.

● Ariana's Pokémon

Arbok ♀	Lv. 32	Poison	
Murkrow ♀	Lv. 32	Dark	Flying
Vileplume ♀	Lv. 32	Grass	Poison



After you get the Card Key

Showdown with Team Rocket Executive Archer

Team Rocket Executive Archer is waiting for you on the Radio Tower Observation Deck. All of this was Team Rocket's attempt to broadcast a message to their missing boss, Giovanni, calling for him to reclaim his former glory. Battle against Archer and put an end to Team Rocket's wishful thinking!



Battle with Team Rocket Executive Archer!

Water-, Fighting-, Ground-, and Rock-type moves are effective against Houndour and Houndoom. Psychic-type moves are effective against Koffing, but you still need to watch out for SmokeScreen, which can lower your Pokémon's accuracy.

● Archer's Pokémon

Houndour ♂	Lv. 35	Dark	Fire
Houndoom ♂	Lv. 38	Dark	Fire
Koffing ♂	Lv. 35	Poison	



After the Radio Tower

The Director gives you a special item

Once you defeat Archer, Team Rocket disappears—but have they finally gone for good? As Archer escapes, the Director arrives and gives you either the Rainbow Wing/Silver Wing, an item deeply connected to a Legendary Pokémon.



Talk to Mary and the others

Now that Archer is gone, talk to the girl in front of the door on 3F. She'll give you TM11 Sunny Day. Then, talk to Mary on 4F to get the BrightPowder.

After the Radio Tower

From Mahogany Town to Blackthorn City

Now that you've managed to thwart Team Rocket's schemes, your next task is to get your eighth Gym Badge and challenge the Pokémon League. Use Fly to return to Mahogany Town. From there, you can head to Blackthorn City (p. 156).



Goldenrod Tunnel (Goldenrod City)



Story

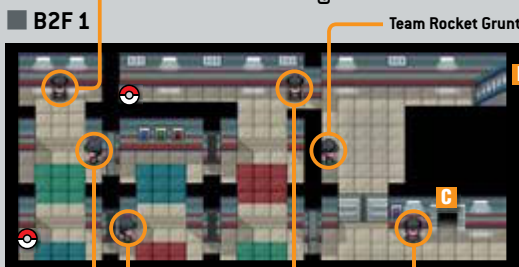
There's a door in the Tunnel that can't be opened without a special key. But now that you have Petrel's Basement Key, you can access a new section of the Tunnel in your search for the basement warehouse where the Radio Tower Director is being kept.

Items

- Card Key
- Full Heal
- Max Ether
- Smoke Ball
- TM82 Sleep Talk
- Ultra Ball



Team Rocket Grunt

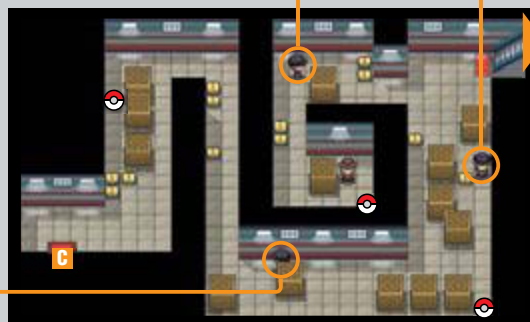


Burglar Orson
Burglar Duncan
Team Rocket Grunt
Team Rocket Grunt

Team Rocket Grunt

B2F 2

Team Rocket Grunt



Team Rocket Grunt

Team Rocket Grunt

Goldenrod Department Store B1F (p. 105)

Step 1 Encounter a Kimono Girl along the way

Inside the Tunnel, you'll encounter a Kimono Girl on your way to the locked door. She starts to talk about a Legendary Pokémon, but catches herself and leaves before she reveals too much. That makes four Kimono Girls you've met so far—just who are they, anyway (p. 172)?



Step 2 Open the door and go inside

Once you have the Basement Key, examine the locked Tunnel door to open it. Go inside and you'll see a staircase leading further down. Follow it to find the basement warehouse where the Director is being held.



Step 3 Run into your rival again on B2F

Go down to B2F and go west. You won't get far before your rival comes charging up to you. He's here because he's still looking for Lance, but he'll settle for beating you first. Guess you'll just have to disappoint him!



Go back to the Pokémon Center if you need a rest

If battling your rival has worn out your Pokémon, stop to give them a much-needed break. Go to the Pokémon Center, heal up, and then come back.



Rival battle! 4

● If you chose Chikorita

Golbat ♂	Lv. 32	Poison	Flying
Magnemite	Lv. 30	Electric	Steel
Haunter ♂	Lv. 32	Ghost	Poison
Sneasel ♂	Lv. 34	Dark	Ice
Quilava ♂	Lv. 34	Fire	

Your rival has added another Pokémon to his team since your Ecruteak battle, bringing his total to five. They're 10–12 levels higher than last time, too.

● If you chose Cyndaquil

Golbat ♂	Lv. 30	Poison	Flying
Magnemite	Lv. 28	Electric	Steel
Haunter ♂	Lv. 30	Ghost	Poison
Sneasel ♂	Lv. 32	Dark	Ice
Feraligatr ♂	Lv. 32	Water	

● If you chose Totodile

Golbat ♂	Lv. 32	Poison	Flying
Magnemite	Lv. 30	Electric	Steel
Haunter ♂	Lv. 32	Ghost	Poison
Sneasel ♂	Lv. 34	Dark	Ice
Meganium ♂	Lv. 34	Grass	

Step 4 Push the wall switches in the right order

There are doors everywhere you turn on B2F 1. To open up a path to the east exit, find the red, blue, and green switches, then flip them in the right order. Once that's done, head through the open doors.



A hint about the switches

After you defeat the Team Rocket Grunt near the stairs on B2F 1, he'll give you a hint: press the green switch last. Remember that hint as you're working the switches.

Step 5 The Director gives you the Card Key

You'll find the kidnapped Director as you search B2F 2. Talk to him to get the Card Key that unlocks the door on Radio Tower 3F. The Director begs you to please save the tower...and all the world's Pokémon!

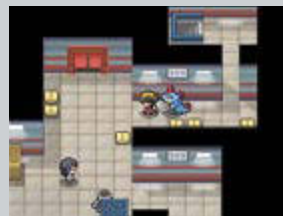


The purple switch is a shortcut to the exit

In the southeast section of B2F 1, you'll see a purple switch on the wall. Push this switch, and a door opens to a shortcut to B1F. If you have to make a temporary retreat, this shortcut will come in handy.

Step 6 Climb the stairs to the Department Store basement

Take the stairs on the east side of B2F and you'll emerge on Goldenrod City Department Store B1F. This is the area behind the warehouse door that used to be locked shut. Now the door is open, so you can exit into Goldenrod City.



Give the Amulet Coin to a Pokémon

You'll find the Amulet Coin just as you come up the stairs from B2F 2. This incredible item doubles your battle winnings, so give it to a Pokémon you use in matches and start raking in the dough.

Step 7 Head back to Radio Tower (p. 150)

Armed with the Director's Card Key, you can now open the locked door on Radio Tower 3F. But since Team Rocket Executives are waiting on the other side of the door, you'd be smart to go to the Pokémon Center and heal up first.



Route 44 • Ice Path



Story

Route 44 is a verdant, tree-lined path. Between its two lakes, you'll find a patch of tall grass. Make your way to the east end of Route 44 to reach the entrance to the frozen Ice Path.

Field Moves Needed



Rock Smash



Surf



Strength

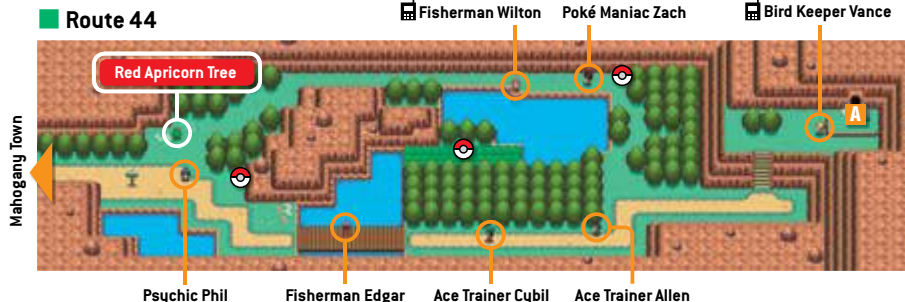
Items	
<input type="checkbox"/>	Full Heal
<input type="checkbox"/>	HM07 Waterfall
<input type="checkbox"/>	Iron
<input type="checkbox"/>	Max Potion
<input type="checkbox"/>	Max Repel
<input type="checkbox"/>	Max Revive
<input type="checkbox"/>	NeverMeltice
<input type="checkbox"/>	PP Up
<input type="checkbox"/>	Protein
<input type="checkbox"/>	Red Apricorn
<input type="checkbox"/>	TM72 Avalanche
<input type="checkbox"/>	Ultra Ball

Route 44			
Tall Grass			
Pokémon	M	A	N
Bellsprout	○	○	○
Lickitung	○	○	○
Tangela	○	○	○
Weepinbell	○	○	○

Headbutt			
Pokémon	M	A	N
Aipom		○	
Heracross		○	
Spearow		○	

Fishing				
Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	○	○	○
Good	Magikarp	○	○	○
	Poliwag	○	○	○
	Remoraid	△	△	△

Water Surface			
Pokémon	M	A	N
Poliwag		○	
Poliwhirl			○



Ice Path 1F

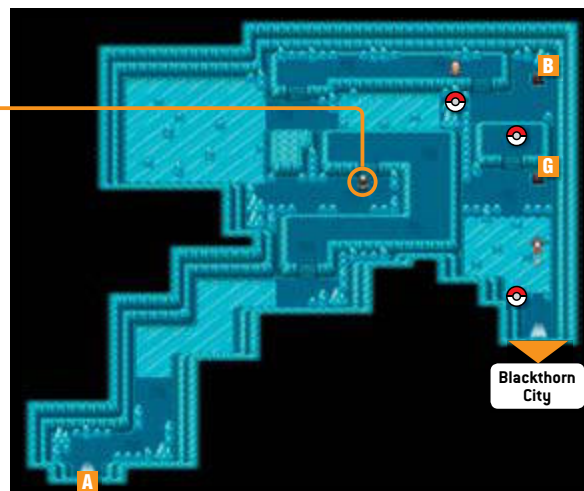
Photographer Cameron (Friday, Saturday)



Remoraid

Water

- ABILITIES
- Hustle
 - Sniper



Ice Path B1F 1



Ice Path B1F 2



Ice Path B2F 1



Ice Path B2F 2



Lickitung

Normal

- ABILITIES
- Own Tempo
 - Oblivious

Jynx

Ice

Psychic

 ABILITIES
 ● Oblivious
 ● Forwarn


Ice Path B3F

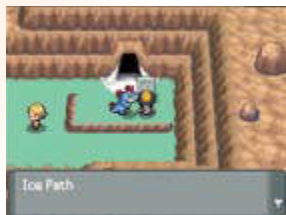


Ice Path (all areas)

Caves			
Pokémon	M	A	N
Delibird ♦	○	○	○
Golbat	○	○	○
Jynx	△	○	△
Swinub	○	○	○
Zubat ●	○	○	○
Zubat ♦	△	×	△

Step 1 From Route 44 to the Ice Path

Route 44 runs east from Mahogany Town and, as usual, there are Trainers to battle and items to collect on your way east. At the end of the road is the entrance to the Ice Path, so head inside.



Step 2 Slip and slide across the floor

Inside the Ice Path are patches of ground that have frozen over. If you step on one of these frozen patches, you'll keep sliding in that direction until you hit a wall or an obstacle. Look ahead to see where you want to go, then figure out a way to get there.



Step 3 Get HM Waterfall

Head north on 1F, crossing those icy patches, and you'll see an item lying in an area off to one side. That item is HM07 Waterfall, so it's too important to pass up. However, reaching it requires a few coordinated slides across the ice.



You'll have to wait until after your Blackthorn Gym victory

The Waterfall HM lets you swim up waterfalls, and you can use it on a Pokémon as soon as you get it. But before you can use Waterfall in the field, you'll have to beat the Blackthorn Gym.

Step 4 Use Strength to push stones into holes

On B1F, you'll see lots of stones near big holes in the floor. Use Strength to push the stones into the holes. The floor directly below you, B2F 1, is covered in a giant sheet of ice. Dropping stones down there will give you something to push off of as you slide your way around.



Step 5 Collect items as you explore

Drop three stones from B1F 1, then jump down yourself. Once you land on B2F 1, you can use the fallen stones to reach the staircase in the center of the chamber. Grab all the items on the floor before you take the stairs to B3F.



Step 6 Strength will help you reach the item

From B3F, you'll work your way up to B1F 2. There's a stone there that requires Strength to move. If you roll it into the right spot, you'll be able to slide over the ice and pick up the item to the south. Figure out where to move the stone before you start moving it.



Think before you slide

You'll need to plan out an exact sequence of steps to make it across the icy patches. It may be easier if you figure out your destination and then work your way backward.

Step 7 Help the stuck Kimono Girl

From B1F 2, it's only a short distance to the exit on 1F. Near the exit, a Kimono Girl is stuck on the ice. Slide over and talk to her, then help out by giving her a push from behind. She'll thank you and leave (p. 172).

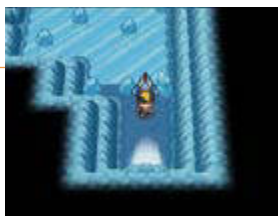


The unexpectedly funny Kimono Girl

The Kimono Girl trapped on the ice makes a pun and cracks herself up. It's a pleasant surprise to see some human warmth in this frigid place.

Step 8 From the Ice Path to Blackthorn City

After you've crossed the ice where the Kimono Girl got stuck, you're at the end of the Ice Path. Once you exit, you'll be in Blackthorn City, so what are you waiting for? Your eighth Gym Badge awaits (p. 156)!



A quiet mountain retreat

Blackthorn City



Story

Blackthorn City is a quiet town built into the side of the mountain. On the northern outskirts of town is the Dragon's Den, where you'll meet the town's most revered Elder. This is also the place where you'll win your eighth Gym Badge.

Field Moves Needed



Surf

Items

- If your lead Pokémon is strong
- Effort Ribbon

Poké Mart (far counter)

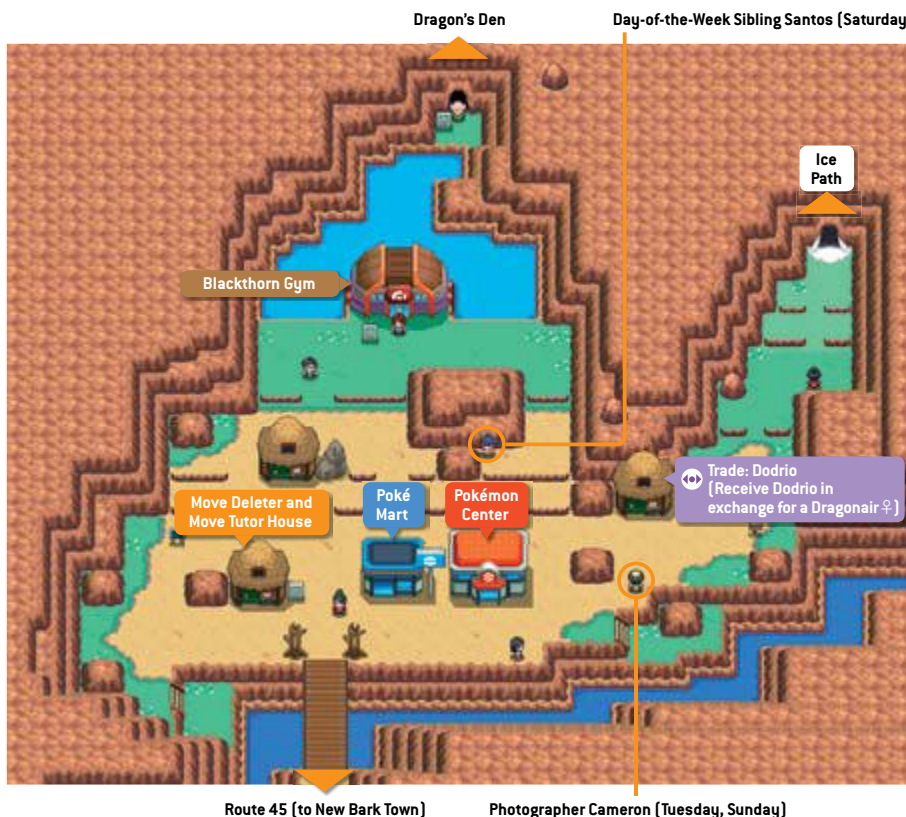
Air Mail	50
Dusk Ball	1,000
Net Ball	1,000

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	○	○	○
Good	Magikarp	○	○	○
	Poliwag	○	○	○

Water Surface

Pokémon	
Magikarp	○



Route 45 (to New Bark Town)

Photographer Cameron (Tuesday, Sunday)

Trade: Dodrio (Receive Dodrio in exchange for a Dragonair ♀)

Step 1 Reward your Pokémon with an Effort Ribbon

Put a strong Pokémon at the head of your party and talk the girl in the house on the north side of town. She'll give your Pokémon an Effort Ribbon. How do Pokémon become strong enough to get an Effort Ribbon? Have them fight in lots of battles!

**The Dragon Tamers of Blackthorn City**

According to a local boy, the Pokémon Trainers known as Dragon Tamers are all from Blackthorn City. So, it only makes sense that the Blackthorn Gym Leader uses Dragon-type Pokémon.

Step 2 Fine-tune your team at the Move Tutor and Move Deleter House

The Move Tutor and Move Deleter House is right next to the Poké Mart. There are four people there who can make Pokémon learn and forget moves: the Ultimate Move tutor, Grandma Wilma, the Move Maniac, and the Move Deleter.

**Who's who at the Move Tutor and Move Deleter House****Ultimate Move Tutor**

Teaches the ultimate move (Frenzy Plant, Blast Burn, or Hydro Cannon) to the fully evolved form of your starter Pokémon.

**Grandma Wilma**

Bring her a Dragon-type Pokémon with high friendship and she'll teach it Draco Meteor, the ultimate Dragon-type move.

**Move Maniac**

Give him a Heart Scale and he'll let a Pokémon remember one of the moves it has forgotten.

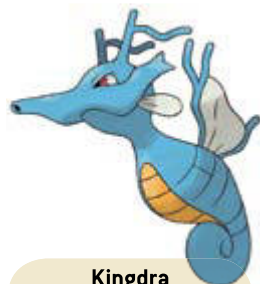
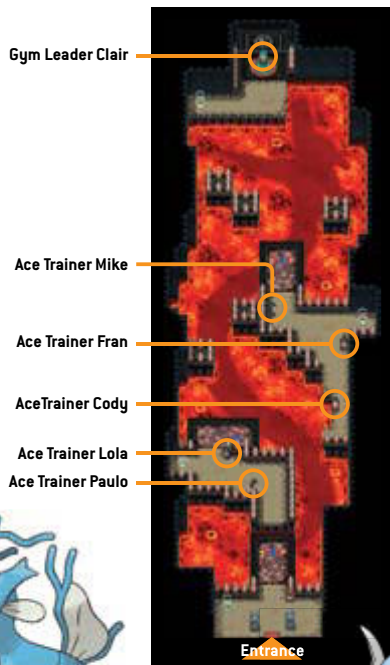
**Move Deleter**

He'll let a Pokémon forget a learned move—even a move that can't normally be forgotten, like an HM.

Step 3 Take on the Blackthorn Gym

Keep your eyes on the prize: that eighth Gym Badge is almost yours! Heal your Pokémon at the Pokémon Center and buy supplies at the Poké Mart. Then, once you're ready, step over to the Blackthorn Gym.

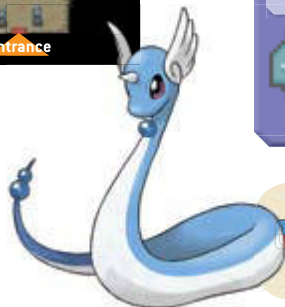




Kingdra

Water Dragon

- ABILITIES
- Swift Swim
 - Sniper



Dragonair

Dragon

- ABILITY
- Shed Skin

Gym Battle 8 Blackthorn Gym



Blackthorn Gym Leader

Clair

● Dragon-type Pokémon User

● Clair's Pokémon

● Gyarados ♀	Lv. 38	Water	Flying
● Kingdra ♀	Lv. 41	Water	Dragon
● Dragonair ♀	Lv. 38	Dragon	
● Dragonair ♀	Lv. 38	Dragon	

Rely on Electric-, Ice-, and Dragon-type moves

You'll have to move platforms around to get through this Gym. The round tile rotates a platform, and the arrow tiles move the platform in either direction. Once the battle begins, use Electric-type moves to do quadruple damage to Gyarados. Kingdra is weak only against Dragon-type moves, and you'll also want to use Dragon-type moves to beat Dragonair before it paralyzes your Pokémon with Thunder Wave. Even if you win, you can't get your Gym Badge or TM just yet (p. 160).



Rising Badge

- Lets you use Waterfall in the field.
- All Pokémon will obey you.



TM59 Dragon Pulse

Regular attack move [100% accuracy, 90 Power].

After winning at Blackthorn Gym

Go to Dragon's Den on Clair's advice

Even after you defeat her in the Gym, Clair won't acknowledge your skill. She won't even give you a Badge, not until you prove yourself in the Dragon's Den. You'd better hurry over there! The Dragon's Den is north of the Gym, and you'll need to Surf to the other side of the water (p. 159).



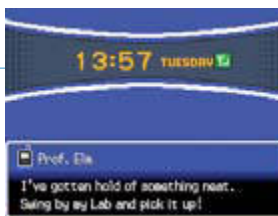
Dragon's Den is off-limits until after the Gym battle

Before your Gym battle, a man blocked the Dragon's Den entrance and refused to let you in. Go back after you've defeated Clair.

After the Dragon's Den

Get a call from Professor Elm

Once the Elder has recognized your skill and Clair hands over your Badge and TM, you can leave the Dragon's Den. When you do, Professor Elm will call you. He's found something and he wants you to have it, so go pick it up. What could it be? (p. 64).



After the Dragon's Den

Take the road less traveled

You could Fly straight to New Bark Town to meet Professor Elm, but south of Blackthorn City is a route you haven't explored yet. This route ends near New Bark Town, so you might as well head south on Route 45 (p. 62).



Meet Day-of-the-Week Sibling Santos

Visit Blackthorn City on a Saturday to meet Day-of-the-Week Sibling Santos. Talk to him to receive a Soft Sand. If you've already met all of his siblings, he'll give you the Snooze Ribbon (p. 93).

Dragon's Den



Story

Only select Trainers can enter the Dragon's Den, a place for training and meditation. The venerated Master lives inside the Shrine on the south side of the cave.

Field Moves Needed



Surf



Whirlpool

Items

- First visit
- Calcium
- Dragon Fang
- Max Elixir
- After the Master approves of you
- Rising Badge
- TM59 Dragon Pulse

1F



Blackthorn City

Ace Trainer Piper

B1F



Ace Trainer Kobe

Twins Clea & Gil

Shrine

Photographer Cameron
(Monday, Thursday)

Fishing

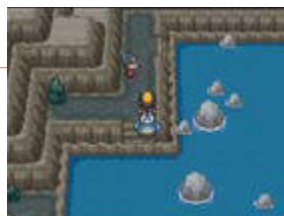
Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
Good	Dratini	○	○	○
	Magikarp	○	○	○

Water Surface

Pokémon	
Dratini	○
Magikarp	○

Step 1 Pick your battles, pick up your items

Enter the Dragon's Den and go down the ladder to B1F. There are several Trainers waiting for a challenge, so show them how to battle as you Surf around the cave and gather items.



Step 2 Use Whirlpool to reach the south side of the Shrine

You can't enter the Master's Shrine from the north. The entrance is on the other side. Use Whirlpool to cross the whirlpool west of the Shrine. Once you've done that, you can reach the south entrance and enter the Shrine.



It's a huge swirl of water. Would you like to use Whirlpool?

Step 3 Answer the Master's questions

The Master is waiting for you inside the Shrine, and he's aware of your situation. He'll size you up by asking five questions. Select your answers from the Touch Screen, and give the answers you feel are correct.



I am sorry, but I must test you.

What would a Pokémon say?

If you give the wrong answers to the Master's questions, the Dratini he gives you won't have the ExtremeSpeed move. So as you choose your answers, ask yourself: if I were a Pokémon, how would I feel about this?



Step 4 Clair gives you the Rising Badge

The Master approves of you after you answer his questions correctly, but Clair charges into the Shrine. She had no faith in your abilities. She didn't even expect you to pass the test! Once the Master sets her straight, she'll finally give you the Rising Badge.

**Step 5 Clair gives you a TM**

Clair runs out after giving you the Gym Badge, but you'll see her on your way out of the Dragon's Den. As an apology, she'll give you TM59 Dragon Pulse—and her best wishes on your adventure.

**Step 6 The Master gives you a Dratini**

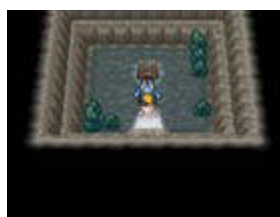
Talk to the Master after receiving the TM from Clair, and he'll give you a rare and valuable Dratini. It knows ExtremeSpeed—but only if you correctly answered every single one of the Master's questions.

**Step 7 You've got all eight Johto Badges!**

Clair's Rising Badge completes your collection of Johto League Badges. Touch your name on the menu to admire all eight Badges and the engraved symbol showing that you've conquered all of the Gyms in the Johto region!

**Step 8 But first, back to Blackthorn City**

When she gives you the TM, Clair tells you to return to New Bark Town before you head for the Pokémon League. But first, return to Blackthorn City and heal up at the Pokémon Center (p. 158).

**Clair and Lance are the Master's grandchildren**

According to the Master and the other old men at the Shrine, Lance—the same Lance you teamed up with in the Team Rocket HQ—is Clair's older brother. The two are siblings and are related to the Master.

**Dratini**

Dragon

ABILITY

● Shed Skin



Take the Magikarp Challenge!

After you've been to the Team Rocket HQ, you can enter the Magikarp challenge. This competition is held at the Fishing Guru's house by the Lake of Rage. If you can catch the biggest Magikarp yet and show it to the Fishing Guru, he'll award you an Ether. Grab your fishing rod and take up the challenge!

Can you break the record?

After dedicating an entire day in the office to Pokémon fishing, the biggest catch recorded was 47.4 inches and the smallest was 26.7 inches. That makes the largest Magikarp almost twice as big as the smallest! But there must be bigger Magikarp out there—see if you can catch a Magikarp that tops 47.4 inches!



Our Record
47.4 inches!

The Pokémon Company International's size records

Biggest!



47.4 inches



44.9 inches



44.2 inches



43.6 inches



41.5 inches



39.9 inches



39.3 inches



38.2 inches



37.6 inches



36.7 inches



36.1 inches



35.7 inches



35.3 inches



34.4 inches



34.1 inches



33.4 inches



31.7 inches



31.3 inches



30.0 inches

Smallest



26.7 inches

Routes 45 and 46



Story

Also known as the Mountain Road, Route 45 follows a river ravine. Beyond that, a series of ledges make up most of Route 46. Follow it all the way south to reach Route 29, the path between New Bark Town and Cherrygrove City.

Field Moves Needed



Surf



Rock Climb

Items

- Elixir
- Full Heal
- Grn Apricorn x2
- Max Potion
- Nugget
- Revive
- X Speed
- Ylw Apricorn

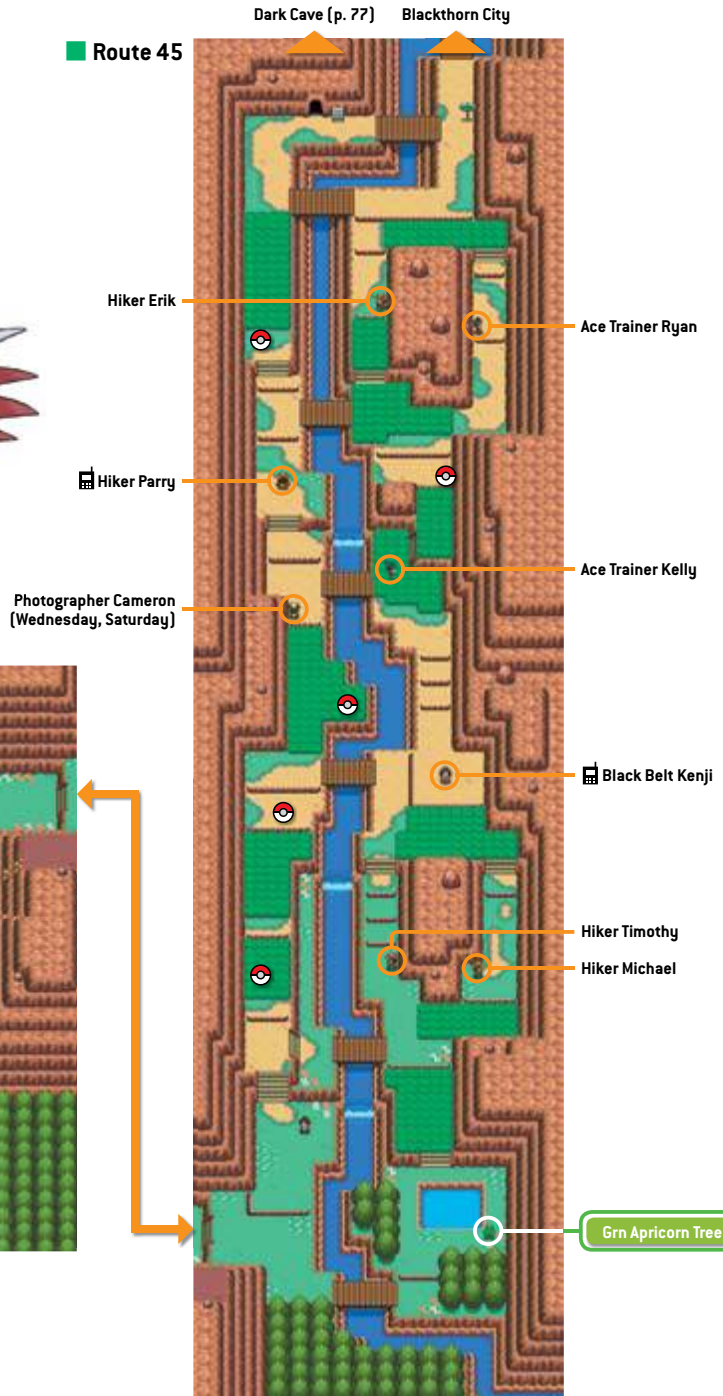


Skarmory

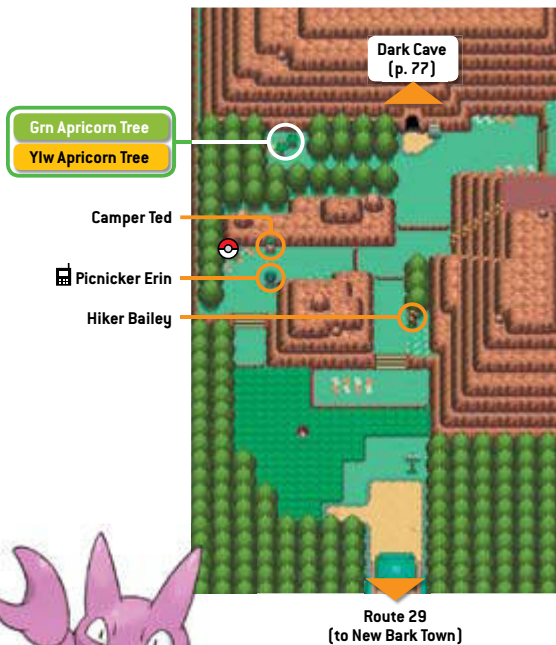
Steel Flying

- ABILITIES
- Keen Eye
 - Sturdy

Route 45



Route 46



Gligar

Ground Flying

- ABILITIES
- Hyper Cutter
 - Sand Veil

Route 45

Tall Grass

Pokémon	M	A	N
Geodude	○	○	○
Gligar ●	○	○	○
Graveler	○	○	○
Phanpy ●	○	○	○
Skarmory ◆	△	△	△
Teddiursa ◆	○	○	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	○	○	○
Good	Magikarp	○	○	○
	Poliwag	○	○	○

Water Surface

Pokémon	
Magikarp	○

Route 46

Tall Grass

Pokémon	M	A	N
Geodude	○	○	○
Rattata	○	○	○
Spearow	○	○	×

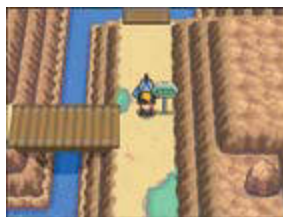
Route 45 and 46

Headbutt

Pokémon	
Aipom	○
Heracross	○
Spearow	○

Step 1 Route 45 splits into east and west paths

Route 45 splits into an east path and a west path, so you can't battle all the Trainers there in a single visit. To challenge them all, you'll have to cover one side of the route, return to Blackthorn City with Fly, then go south on the other side of Route 45.



No going back over the edge

Both Route 45 and Route 46 are one-way roads—once you cross the ledge on each route, you can't go back north. So whenever you're in Blackthorn City, head south and use these repeat visits to explore.

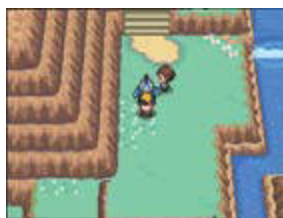
Step 2 From Route 45 to Dark Cave

From Route 45, you can enter Dark Cave and access areas you couldn't reach from the Route 31 entrance. Since you're here anyway, there's no harm in taking the time to look inside (p. 78).



Step 3 Head south through Route 46

Once you hit the south end of Route 45, Route 46 is to the west. Just like Route 45, it has a one-way ledge that prevents you from battling all of the route's Pokémon Trainers in one trip. You'll have to make a return visit to battle them all.

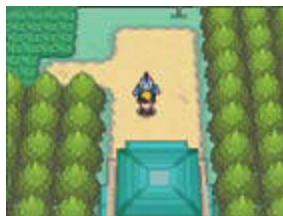


Route 46 was there from the beginning

The south end of Route 46 is accessible from the start of the game, but a one-way ledge prevents you from going north toward Route 45.

Step 4 From Route 46 to New Bark Town

Go through the gate and take Route 29 to New Bark Town for your meeting with Professor Elm (p. 64). Afterward, you'll be heading to either the Whirl Islands or Ecruteak City's Bell Tower.



A cliff too far

You can use HM Rock Climb to climb a cliff on Route 46, but not right now. Rock Climb can't be used until near the end of the game.





Listen to Buena's Password and Get Items

Every day, the Variety Channel broadcasts the Buena's Password show. The show is based on audience participation. You earn points for telling Buena the passwords featured on her show, and you'll get items based on your point total.

Tell Buena the passwords you heard on the show

Each day, the show announces a password. Remember it, then repeat it to Buena in person to earn a point on your Blue Card. Listen every day to accumulate lots of points.



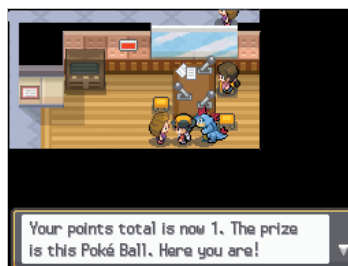
Get your Blue Card

You'll receive the Blue Card when you talk to Buena at the Radio Tower.



Receive items for the points you've earned

When your Blue Card has a certain number of points, you can get an item from the girl next to Buena. For example, if you earn a point each day for an entire month, you could score yourself an HP Up!



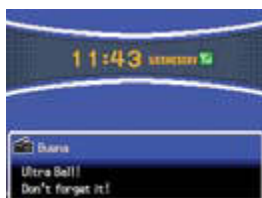
Items

Item	Point(s)
Poké Ball	1
Full Restore	3
Protein	5
Iron	10
Carbos	15
Nugget	20
Rare Candy	25
HP Up	30

How to get points

1 Listen to Buena's Password on the radio

Buena's Password airs on the Variety Channel. For airtimes, check the program listings on page 48.



2 Go to Radio Tower 2F in Goldenrod City

Remember the day's password and talk to Buena in the southeast corner of Radio Tower 2F.



3 Answer Buena's question

Buena asks you for the password. Choose the correct password from the choices displayed on the Touch Screen.



4 Earn a point!

If you answer correctly, you'll get a point. Come by every day so you can earn lots of items.



Legends say that this tower is where Ho-Oh comes to roost

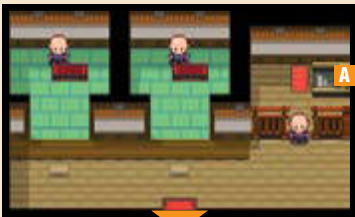
Bell Tower



Story

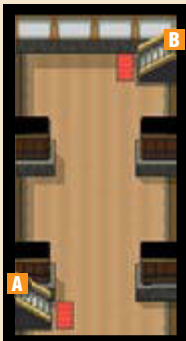
You can enter the Bell Tower now in *Pokémon HeartGold*. It's said that the Rainbow Wing can summon Ho-Oh to alight on the tower, which lies at the end of a narrow footpath dusted by falling leaves.

Barrier Station 1F



Ecruteak City

Barrier Station B1F



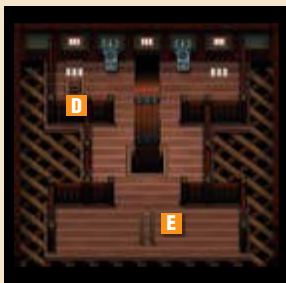
Bellchime Trail



1F



2F



3F



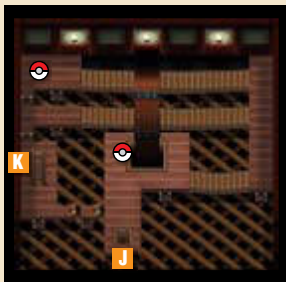
4F



5F



6F



7F



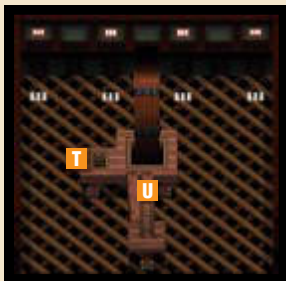
8F



9F



10F



Roof

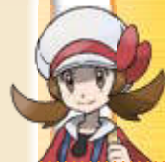


Step

1

Flash your Fog Badge to get in

The Bell Tower Barrier Station is on the north side of Ecruteak City, but a Sage blocks your path. If you have the Gym Badge from Ecruteak City, talk to him and he'll let you through.



Step 2 Follow the footpath to the Bell Tower

Once you're past the Barrier Station, follow Bellchime Trail east and you'll see the Bell Tower. Go in and talk to the Sage on 1F. Your Rainbow Wing will float in midair. Once he sees that, he'll let you through.

**You can't pass in Pokémon SoulSilver**

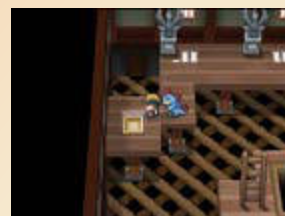
You still need the Rainbow Wing to pass the Sage in *Pokémon SoulSilver*, but it's not available until you're in Kanto. The Bell Tower will have to wait for that adventure.

Step 3 Jump your way to the top

There are lots of ladders to climb on your way from 1F to 6F. You'll also have to jump over ramps, but each of these ramps goes in only one direction. To make sure you're headed the right way, think before you leap.

**Step 4** Use warp panels to get around

On 7F through 9F, there are warp panels that teleport you when you step on them. You'll have to use all of them to collect the items in the tower. Once you reach 10F, climb the ladder up to the roof.

**Step 5** Watch the Kimono Girls' elaborate rooftop dance

The five Kimono Girls are waiting on the roof, where they perform a traditional dance to welcome Ho-Oh. Your Clear Bell and the tower's bell both resonate with their dance, creating a unique harmony.

**Ho-Oh's amazing entrance**

Summoned by the tolling bell and the Kimono Girls' dance, Ho-Oh descends from above and alights on the tower in a scene of wonder and beauty. It's a majestic moment that you won't want to miss.

Step 6 Ho-Oh appears at last

As if drawn by the dance and the peal of the bells, Ho-Oh descends to the tower roof. Finally, an encounter with the Legendary Pokémon! Talk to it, and a battle begins! Be very careful, or Ho-Oh will roast you with its superpowered Sacred Fire.

**Catch Ho-Oh!****Ho-Oh Lv. 45**

Fire Flying

ABILITY ● Pressure
 Moves ● Extrasensory
 Sacred Fire
 Sunny Day
 Fire Blast

Start by using a Water- or Electric-type move to do double damage, taking out a good portion of Ho-Oh's HP. Then whittle it down with Fire-, Grass-, Fighting-, Bug-, or Steel-type moves, which only do half or quarter damage.

Step 7 Return to New Bark Town using Fly

With your Ho-Oh battle over, all that's left to do is challenge the Pokémon League. That's over on the Indigo Plateau, which you can reach from New Bark Town. Use Fly to get back there [p. 64].

**You can get a post-Hall of Fame rematch**

Don't panic if you knock Ho-Oh out instead of catching it. You can challenge it again if you revisit Bell Tower post-Hall of Fame.

Whirl Islands



Story

You can now explore the deepest parts of the Whirl Islands if you're playing *Pokémon SoulSilver*. It's said that the Silver Wing can call forth the Legendary Pokémon Lugia from its slumber.

Field Moves Needed



Whirlpool



Flash



Surf



Strength

Route 41



Items

- Calcium
- Carbos
- Escape Rope
- Full Restore x2
- Max Elixir
- Max Revive
- Nugget
- Rare Candy
- Ultra Ball x2

1F 1•2

Water Surface

Pokémon	Availability
Horsea	○
Tentacool	○
Tentacruel	○

Whirl Islands (all areas)

Indoors

Pokémon	M	A	N
Golbat	△	△	△
Krabby	○	○	○
Seel	○	○	○
Zubat	○	○	○

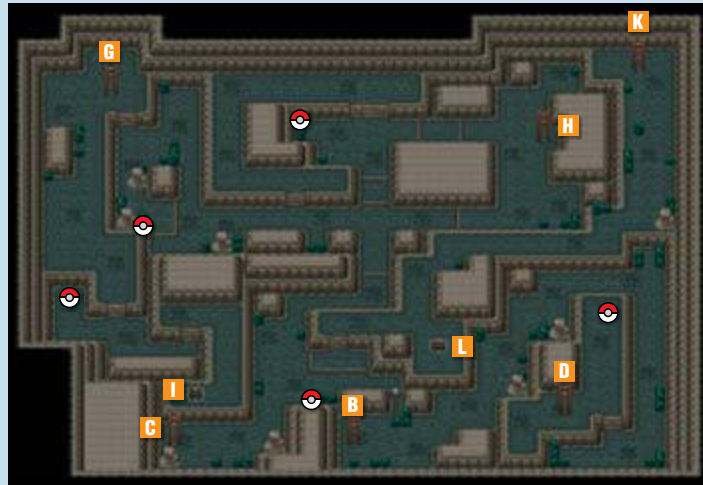
Fishing

Rod	Pokémon	M	A	N
Old	Krabby	○	○	○
	Magikarp	○	○	○
Good	Horsea	○	○	○
	Krabby	○	○	○
	Magikarp	○	○	○

1F 3



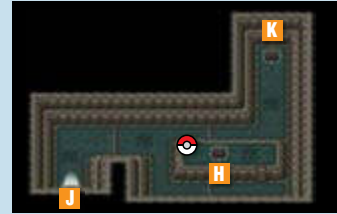
B1F



1F 1



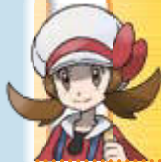
1F 4



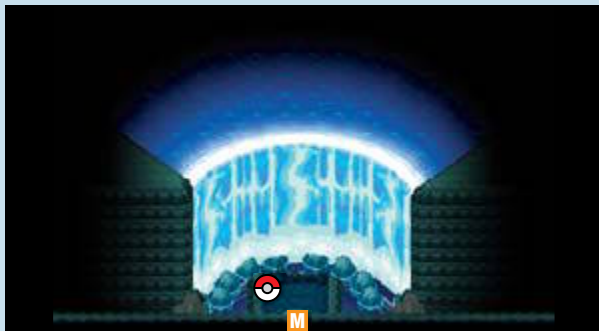
Entrance to Waterfall Basin



1F 2



Waterfall Basin 1



Waterfall Basin 2



Step 1 Start with the island east of Cianwood City

From Ecrutek City, Fly to Cianwood City and Surf east from the beach near the Pokémon Center. Use Whirlpool to cross the whirlpool and head into the nearby cave. You'll need Flash once you're inside the cave, so be prepared.



Step 2 Grab items as you work your way in

Once inside, gather items as you explore the cave. You can't reach the north side of B1F because there's a ledge in the way, so take the southeast ladder up to 1F 2 and exit the cave. You'll emerge on the southeast island on Route 41.

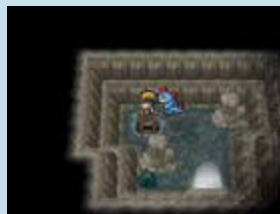


Don't jump until you know where you are

If you hop off a ledge by accident, you might not be able to return to that spot without re-entering from a different island. Before you take any one-way jumps, be sure you know where you're headed.

Step 3 Go back through the northwest island

From the southeast island, Surf to island in the northwest and enter the cave from there. Climb down the ladder to the north side of B1F and collect the items there, being careful not to jump off the ledge to the south. Once you're done, go up the ladder and out.



Step 4 Now enter from the northeastern island

Now Surf east from the northwestern island over to the northeastern island, and enter the cave. You'll eventually see a man blocking the path. Once you talk to him and he sees the Silver Wing floating before his eyes, he'll let you pass.

**This is it for now, in Pokémon HeartGold**

If you're playing *Pokémon HeartGold*, you'll be stopped here. Come back post-Hall of Fame—after getting the Silver Wing in Kanto—and you can continue on to the Waterfall Basin to meet Lugia.

Step 5 See the Kimono Girls' elaborate dance in front of the waterfall

The five Kimono Girls are waiting in the Waterfall Basin 2, where they perform a traditional dance to welcome Lugia. Your Tidal Bell begins to chime in reaction to their dance, harmonizing with the bell on a nearby rock.

**Lugia's amazing entrance**

Lured by the chiming bells and the Kimono Girls' dance, Lugia emerges from behind the waterfall. Don't miss this beautiful display of power and majesty.

Step 6 Lugia appears at last

As if summoned by the dance and the peal of the bells, an awakened Lugia appears from behind the waterfall. At last, it's the Legendary Pokémon Lugia! Talk to it to start a battle, and don't let yourself get blown away by its superpowered Aeroblast.

**Catch Lugia!**

Start off by using supereffective Electric-, Ice-, or Rock-type moves to drop Lugia's HP down to size. Then gradually lower its HP with Grass-, Fighting-, or Psychic-type moves, which only do half or quarter damage.

Lugia Lv. 45

Psychic Flying

ABILITY ● Pressure
 Moves ● Extrasensory
 Aeroblast
 Rain Dance
 Hydro Pump

**Step 7** Fly back to New Bark Town

Now that you've battled Lugia, there's just one thing left to do—challenge the Pokémon League. It's located on the Indigo Plateau, which you can reach from New Bark Town. Exit onto Route 41 and use Fly to return to New Bark Town [p. 64].

**No Lugia? No problem!**

Don't panic if you accidentally knock Lugia out instead of catching it. Post-Hall of Fame, you can return to the Whirl Islands and take another shot at catching Lugia.



Route 27 • Tohjo Falls



Story

Route 27 is your path to even more adventures in the Kanto region. The waterfall in the middle, Tohjo Falls, was named to reflect its location between the Johto and Kanto regions. Keep heading east toward the Indigo Plateau.

Field Moves Needed



Rock Smash



Surf



Whirlpool



Waterfall

Items

- First visit
- Destiny Knot
- Moon Stone
- Rare Candy
- TM02 Dragon Claw
- If your lead Pokémon has high friendship
- TM37 Sandstorm

Tohjo Falls 2



Tohjo Falls 1



Goldeen

Water

ABILITIES

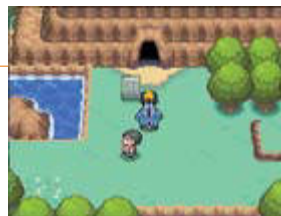
- Swift Swim
- Water Veil

Route 27



Step 1 Head east from New Bark Town

Surf east from New Bark Town and you'll soon spot land, coming ashore near the entrance to Tohjo Falls. You can't cross the ledge east of the entrance, so there's nowhere to go but into Tohjo Falls.

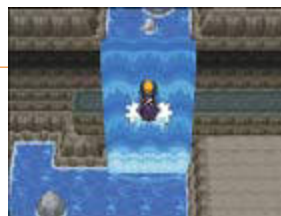


Your first step into the Kanto region

Route 27 is your gateway to the Kanto region. In fact, it is Kanto. Flip open your Pokégear and check the Town Map for yourself. Route 27 isn't part of the Johto region at all!

Step 2 Use Waterfall to climb the Tohjo Falls

Tohjo Falls is actually made up of two large waterfalls. Use Waterfall to get past them and make your way east to the exit, but don't forget to pick up the item behind the waterfalls.



What's inside that little cave?

Behind Tohjo Falls is a small cave where someone has left a broken radio. Go on, take a look—just imagine what secrets the cave could hold!

Route 27

Tall Grass

Pokémon	M	A	N
Arbok	○	○	○
Dodrio	△	△	×
Doduo	○	○	×
Ponyta	△	△	△
Quagsire	×	×	○
Raticate	○	○	○
Raticate	○	○	○
Sandslash	△	△	△

Headbutt

Pokémon	
Exeggcute	○
Hoothoot	○
Ledyba	○
Pineco	○
Spinarak	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Tentacool	○	○	○
Good	Chinchou	○	○	○
	Magikarp	○	○	○
	Shellder	○	○	○
	Tentacool	○	○	○

Water Surface

Pokémon	
Tentacool	○
Tentacruel	○

Tohjo Falls

Indoors

Pokémon	M	A	N
Golbat	○	○	○
Raticate	○	○	○
Rattata	△	△	△
Slowpoke	○	○	○
Zubat	○	○	○

Fishing

Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	○	○	○
Good	Goldeen	○	○	○
	Magikarp	○	○	○

Water Surface

Pokémon	
Goldeen	○
Seaking	○
Slowpoke	○



Seaking

Water

- ABILITIES
- Swift Swim
 - Water Veil



Sandslash

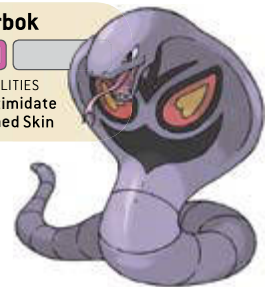
Ground

- ABILITY
- Sand Veil

Arbok

Poison

- ABILITIES
- Intimidate
 - Shed Skin



Step 3 Visit the old lady's house to get an item

There's a house next to the east exit of Tohjo Falls. Talk to the old lady inside and she'll give you TM37 Sandstorm if your lead Pokémon has high friendship with you.



Step 4 Battle Trainers on your way east

Route 27 resumes once you exit the falls. Battle Trainers and collect items as you continue east toward Route 26 [p. 173].





Kimono Girl Memories

The Kimono Girls are five mysterious girls, all possessing effortless manners and grace. You've seen them multiple times during your Johto adventures, and now you can reminisce about the moments you've spent together.

The five Kimono Girls you met in Johto

It was the Kimono Girls who gave Mr. Pokémon the Mystery Egg, hoping to find a Trainer whose pure heart would be able to bond with Ho-Oh or Lugia. You caught their attention when you took the Egg, and that's why you kept seeing them in various places around the Johto region. Here, you can revisit your encounters in Violet City, Ilex Forest, Ecruteak City, Goldenrod City, and the Ice Path.

1st Kimono Girl Zuki



First seen in Violet City

After you received the Mystery Egg in Violet City, you met this Kimono Girl outside the Poké Mart. She seemed concerned about the Egg.



Once you had the Egg, she came and talked to you.

2nd Kimono Girl Naoko



Helped her get out of Ilex Forest

After using Cut to take down a tree and venture deeper into the forest, you saw a lost Kimono Girl. Once your Pokémon showed her the way out, she departed.



This Kimono Girl had no sense of direction, and asked you the way out.

3rd Kimono Girl Miki



Saved from Team Rocket in Ecruteak City

You rescued this Kimono Girl from a pesky Team Rocket Grunt in the Ecruteak Dance Theater. She seemed to know about you already.



This girl was impressed by your defeating Team Rocket.

4th Kimono Girl Kuni



Met in the Goldenrod Tunnel

You met this Kimono Girl in the Goldenrod Tunnel after obtaining the Basement Key. She accidentally divulged something about a Legendary Pokémon.



She respected you for challenging Team Rocket.

5th Kimono Girl Sayo



Gave her a push on the Ice Path

On your way to Blackthorn City, you met this Kimono Girl near the Ice Path exit. Her sandals were stuck to the ice, so you helped her out.



You gave her a push from behind, and she skated away over the ice.

Route 26



Story

Route 26 is a steep mountainside path with the gate to the Pokémon League at its north end. From there, you'll continue farther north to Victory Road, a cave where aspiring Pokémon League challengers are put to the test.

Field Moves Needed



Surf

Items

- Blu Apricorn
- Max Elixir

Tail Grass

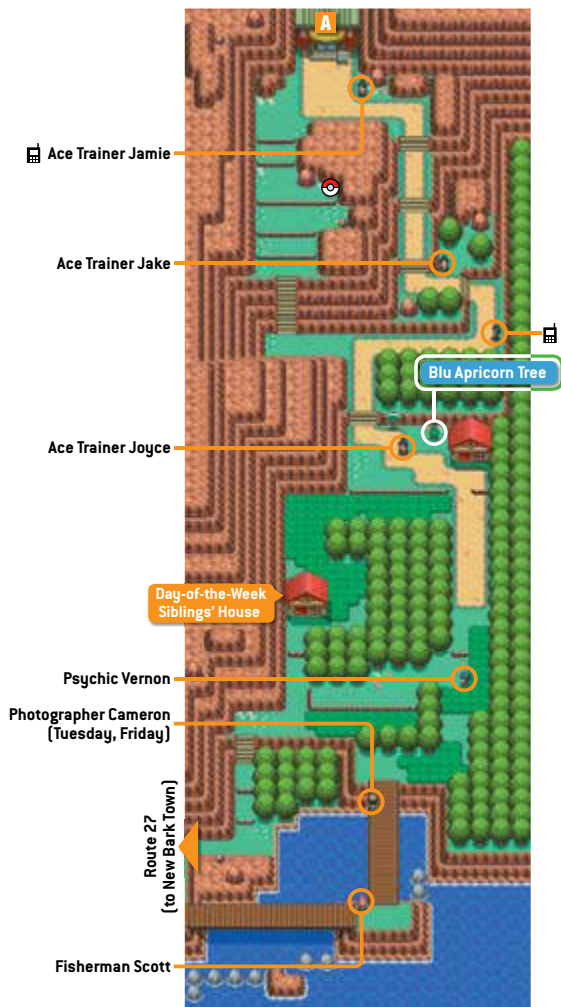
Pokémon	M	A	N
Arbok	△	△	△
Dodrio	△	△	×
Doduo	◎	◎	×
Doduo	◎	◎	○
Ponyta	○	○	○
Quagsire	×	×	○
Quagsire	×	×	△
Raticate	△	△	◎
Raticate	◎	◎	◎
Sandslash	◎	◎	◎

Headbutt

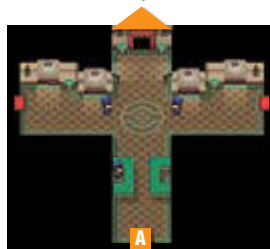
Pokémon	
Exeggcute	○
Hoothoot	◎
Ledyba	◎
Pineco	◎
Spinarak	◎

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Tentacool	○	○	○
Good	Chinchou	○	○	○
	Magikarp	◎	◎	◎
	Shellder	○	○	○
	Tentacool	◎	◎	◎



Pokémon League Reception Gate



Victory Road

Blu Apricorn Tree

Water Surface

Pokémon	
Tentacool	◎
Tentacruel	○

Step 1 Battle Trainers on your way north

As you enter Route 26 from Route 27, the road turns north. There are plenty of Pokémon Trainers for you to battle along this route. That's a good thing. Take this opportunity to level up your Pokémon in preparation for the Pokémon League.



Step 2 Visit the Day-of-the-Week Siblings' house

The Day-of-the-Week Siblings' house is near the middle of Route 26. The Siblings themselves can be found all around Johto, giving out items. The notebook on the table lists the Day-of-the-Week Siblings' locations and the days of the week on which they appear (p. 93).



Take a rest in a girl's house

You can heal your Pokémon by talking to the girl in the house north of the Day-of-the-Week Siblings' place. Your team is bound to need a break after battling all this way.



Step 3 Go north to reach the Reception Gate

Continue north from the Day-of-the-Week Siblings' house. There are still plenty of Trainers to get through, so you're not done battling yet. Once you reach the end of the road, the Pokémon League Reception Gate finally comes into view. Time to go inside!

**Step 4** At last, Victory Road lies before you

The Pokémon League Reception Gate is the intersection of three paths. The Kanto region is to the east, Mt. Silver to the west, and Victory Road to the north. Right now, north is the only direction you can go, so get going onto Victory Road (p. 174).



You can't go west or east yet

You can't go east until you've gotten the National Pokédex. And before you can go west, you'll have to earn all the Kanto Gym Badges first.

A cave where the ledges form a maze

Victory Road

Story

Victory Road is a rough and rocky place, a reminder that the challenges ahead of you won't be any picnic either. There are three floors in all, and in some places you'll have to jump down into pits to get where you need to go. Find the exit so you can get to the Indigo Plateau!

Field Moves Needed

Rock Smash



Strength

Items

- Full Heal
- Full Restore
- HP Up
- Max Revive
- Potion
- Rare Candy
- TM26 Earthquake
- TM79 Dark Pulse
- Ultra Ball

Victory Road (all areas)**Indoors**

Pokémon	M	A	N
Donphan ●	○	○	○
Golbat	○	○	○
Graveler	○	○	○
Onix	○	○	○
Rhyhorn	△	△	△
Ursaring ◆	○	○	○

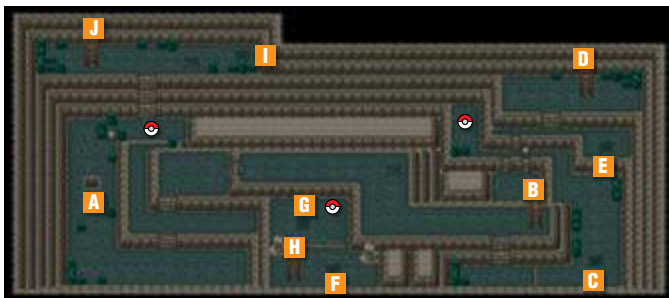
3F**Rock Smash**

Pokémon	
Geodude	○
Graveler	△

1F

Route 26
(New Bark Town)

2F



3F

Indigo Plateau



Donphan

Ground
ABILITY
● Sturdy



Ursaring

Normal
ABILITIES
● Guts
● Quick Feet

Step 1 Pick up items on your way

Once inside Victory Road, gather items as you advance deeper into the cave. To explore the entire cave, you'll have to drop down through pits in the ground. So if you see a giant hole in the ground, don't be afraid to jump in!



Use the Dowsing MCHN

Along Victory Road, there are items hidden in spots you can't see. Use the Dowsing MCHN to sniff them out and gather all the goodies.

Step 2 Your rival challenges you at the end

Your rival comes up to you as you approach the exit on 3F. He does acknowledge your skill in getting this far, but vows to crush you, then challenges you to battle. Accept his challenge and make sure he's the only one getting crushed.



Where did all the Trainers go?

There isn't a single Trainer on Victory Road. Your rival says it's because he defeated them all before you arrived.



Rival battle! 5

Your rival has added another Pokémon to his team since your battle in Goldenrod City, for a full party of six. They're also 2–6 levels higher now.

● If you chose Chikorita

Sneasel ♂	Lv. 36	Dark	Ice
Golbat ♂	Lv. 38	Poison	Flying
Magneton	Lv. 37	Electric	Steel
Haunter ♂	Lv. 37	Ghost	Poison
Kadabra ♂	Lv. 37	Psychic	
Typhlosion ♂	Lv. 40	Fire	

● If you chose Cyndaquil

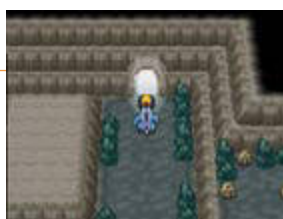
Sneasel ♂	Lv. 36	Dark	Ice
Golbat ♂	Lv. 38	Poison	Flying
Magneton	Lv. 37	Electric	Steel
Haunter ♂	Lv. 37	Ghost	Poison
Kadabra ♂	Lv. 37	Psychic	
Feraligatr ♂	Lv. 40	Water	

● If you chose Totodile

Sneasel ♂	Lv. 36	Dark	Ice
Golbat ♂	Lv. 38	Poison	Flying
Magneton	Lv. 37	Electric	Steel
Haunter ♂	Lv. 37	Ghost	Poison
Kadabra ♂	Lv. 37	Psychic	
Meganium ♂	Lv. 40	Grass	

Step 3 Ready for the Indigo Plateau now

Once you've defeated your rival, all that remains is for you to head for the Indigo Plateau. If you've collected all the items from Victory Road, exit the cave to reach Indigo Plateau and the Pokémon League HQ (p. 176).



Indigo Plateau



Story

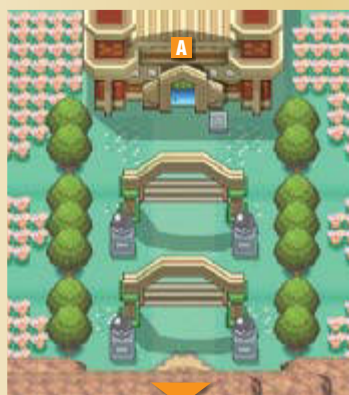
The Indigo Plateau is where Trainers come to challenge the Pokémon League and prove they have what it takes to be the best. Now that you've finally made it here, you'll take on the Elite Four and the Pokémon League Champion.

Poké Mart

Full Heal	600
Full Restore	3,000
Hyper Potion	1,200
Max Potion	2,500
Max Repel	700
Revive	1,500
Ultra Ball	1,200

Pokémon League HQ

Pokémon League



Victory Road

Pokémon League

Champion

Lance

#4 Elite Four

Karen

#3 Elite Four

Bruno

#2 Elite Four

Koga

#1 Elite Four

Will

Step

1

Get your Pokémon into perfect health

Check your Pokémon before starting your Pokémon League challenge. Make sure they have moves that can stand against the Elite Four and the Champion, then heal them at the Pokémon Center so they're at their best for the battles ahead.



Step 2 Know the Pokémon League rules

Once you enter the Pokémon League, you can't just walk out unless you've been defeated. And if you're defeated, you return to the entrance and must start your challenge all over again from the first Elite Four member. It's good to know all of the rules particular to the Pokémon League.

**Abra can't take you away**

On your way to the Pokémon League entrance, you'll see an old man and his Abra. He says that his Abra can't take you home if you get discouraged at the Pokémon League.

Step 3 Get everything in order for your battle with the Champion

Stock your inventory so you're ready to restore low HP and cure any status conditions. Try loading up on Full Restores at the Poké Mart, since they restore both HP and status.

**Leppa Berries are also a good idea**

Give a Pokémon a Leppa Berry to hold. It restores 10 PP to a move if its Power Points are depleted. You can't buy these Berries in stores, so use your Berry Pots to grow them.

Step 4 Your Pokémon League challenge begins!

Once you're fully prepared, head for the Pokémon League entrance at the back of the room. The man blocking the entrance will let you pass after you speak to him. This is it! You're about to challenge the Elite Four and the Pokémon League Champion, so gather your resolve and step inside!





Elite Four Battle 1


Will

● **Psychic-type Pokémon User**






Take him down with Ghost- and Dark-type moves

Will's Pokémon are all Psychic types, and all of them can do a lot of damage with Psychic. You also have to be prepared for Xatu's Confuse Ray. Ghost- and Dark-type moves—Shadow Ball and Crunch in particular—are your best bet against his team.

● Will's Pokémon

	● Xatu ♀	Lv. 40	Psychic	Flying
Effective move types: Electric, Ice, Rock, Ghost, Dark				
	● Jynx ♀	Lv. 41	Ice	Psychic
Effective move types: Fire, Bug, Rock, Ghost, Dark, Steel				
	● Xatu ♀	Lv. 42	Psychic	Flying
Effective move types: Electric, Ice, Rock, Ghost, Dark				
	● Slowbro ♀	Lv. 41	Water	Psychic
Effective move types: Grass, Electric, Bug, Ghost, Dark				
	● Exeggutor ♀	Lv. 41	Grass	Psychic
Effective move types: Bug, Fire, Ice, Poison, Flying, Ghost, Dark				

● Koga's Pokémon

	Ariados ♂	Lv. 40	Bug	Poison
Effective move types: Fire, Flying, Psychic, Rock				
	Forretress ♂	Lv. 43	Bug	Steel
Effective move types: Fire				
	Venomoth ♂	Lv. 41	Bug	Poison
Effective move types: Fire, Flying, Psychic, Rock				
	Muk ♂	Lv. 42	Poison	
Effective move types: Ground, Psychic				
	Crobat ♂	Lv. 44	Poison	Flying
Effective move types: Electric, Ice, Psychic, Rock				

Elite Four Battle 2

Koga

● Poison-type Pokémon User

Ensure a quick victory with Fire- and Psychic-type moves

Koga's Pokémon have plenty of Poison-inflicting moves. Forretress's Toxic Spikes move is a real pain, because it can Poison or Badly Poison your Pokémon when they're being switched in. Wrap up this battle in a hurry by hitting Forretress with Fire-type moves. Use Psychic-type moves to mop up the rest of Koga's team.

Elite Four Battle 3






Bruno

● Fighting-type Pokémon User






Flying- and Psychic-type moves are your way to victory

Apart from Onix, Bruno's Pokémon are all Fighting types. And with their high Attack, their physical moves are sure to do serious damage. But Flying- and Psychic-type moves are their weakness, so use those moves to cut their HP down to size. The move types Hitmonchan uses can change in reaction to the Pokémon you send out, so be careful.

● Bruno's Pokémon

	Hitmontop ♂	Lv. 42	Fighting	
Effective move types: Flying, Psychic				
	Hitmonlee ♂	Lv. 42	Fighting	
Effective move types: Flying, Psychic				
	Onix ♂	Lv. 43	Rock	Ground
Effective move types: Grass, Water, Ice, Fighting, Ground, Steel				
	Hitmonchan ♂	Lv. 42	Fighting	
Effective move types: Flying, Psychic				
	Machop ♂	Lv. 46	Fighting	
Effective move types: Flying, Psychic				

● Karen's Pokémon

	Umbreon ♂	Lv. 42	Dark	
Effective move types: Fighting, Bug				
	Gengar ♀	Lv. 45	Ghost	Poison
Effective move types: Psychic, Ghost, Dark				
	Houndoom ♀	Lv. 47	Dark	Fire
Effective move types: Water, Fighting, Ground, Rock				
	Murkrow ♀	Lv. 44	Dark	Flying
Effective move types: Electric, Ice, Rock				
	Vileplume ♀	Lv. 42	Grass	Poison
Effective move types: Fire, Ice, Flying, Psychic				

Elite Four Battle 4

Karen

● Dark-type Pokémon User

Attack her weaknesses with Psychic-, Fighting-, and Ice-type moves

Out of all of Karen's Pokémon, Gengar is the one you really want to watch out for—its Spite move can decimate your Pokémon's Power Points. Target its weaknesses to take it out before it becomes a problem. Houndoom is a tough foe, too. It likes to raise its Sp. Attack with Nasty Plot, then hit you with Dark Pulse. Hit back where it hurts by using Water- and Ground-type moves.

Champion Battle

Lance

● Dragon-type Pokémon User

If all else fails, pummel him hard with Ice-type moves

Lance has three Dragonite. His Lv. 50 Dragonite does major damage with Outrage, and its Thunder will cause you a lot of pain, too. If you're using Water-type Pokémon, you'll need to have countermeasures in place. Victory could depend on using Ice-type moves to do quadruple damage.



The Ice Beam move is a good idea here. You can teach it by using TM13, which you can get by exchanging 10,000 Coins at the Goldenrod City Game Corner.

● Lance's Pokémon

	Gyrados ♂	Lv. 46	Water	Flying	Effective move types: Electric, Rock
	Charizard ♂	Lv. 48	Fire	Flying	Effective move types: Rock, Water, Electric
	Dragonite ♂	Lv. 49	Dragon	Flying	Effective move types: Ice, Rock, Dragon
	Aerodactyl ♂	Lv. 48	Rock	Flying	Effective move types: Water, Electric, Ice, Rock, Steel
	Dragonite ♂	Lv. 49	Dragon	Flying	Effective move types: Ice, Rock, Dragon
	Dragonite ♂	Lv. 50	Dragon	Flying	Effective move types: Ice, Rock, Dragon

Defeat the Champion and enter the Hall of Fame!

When you defeat Lance and enter the Hall of Fame, the accomplishment of your Pokémon is recorded on the machine at the back of the Pokémon League. You'll see the game credits roll, but your adventure is far from over!



A whole new adventure begins in a new region!

You've defeated the Pokémon League Champion and achieved the title of Pokémon League Champion yourself. Congratulations!

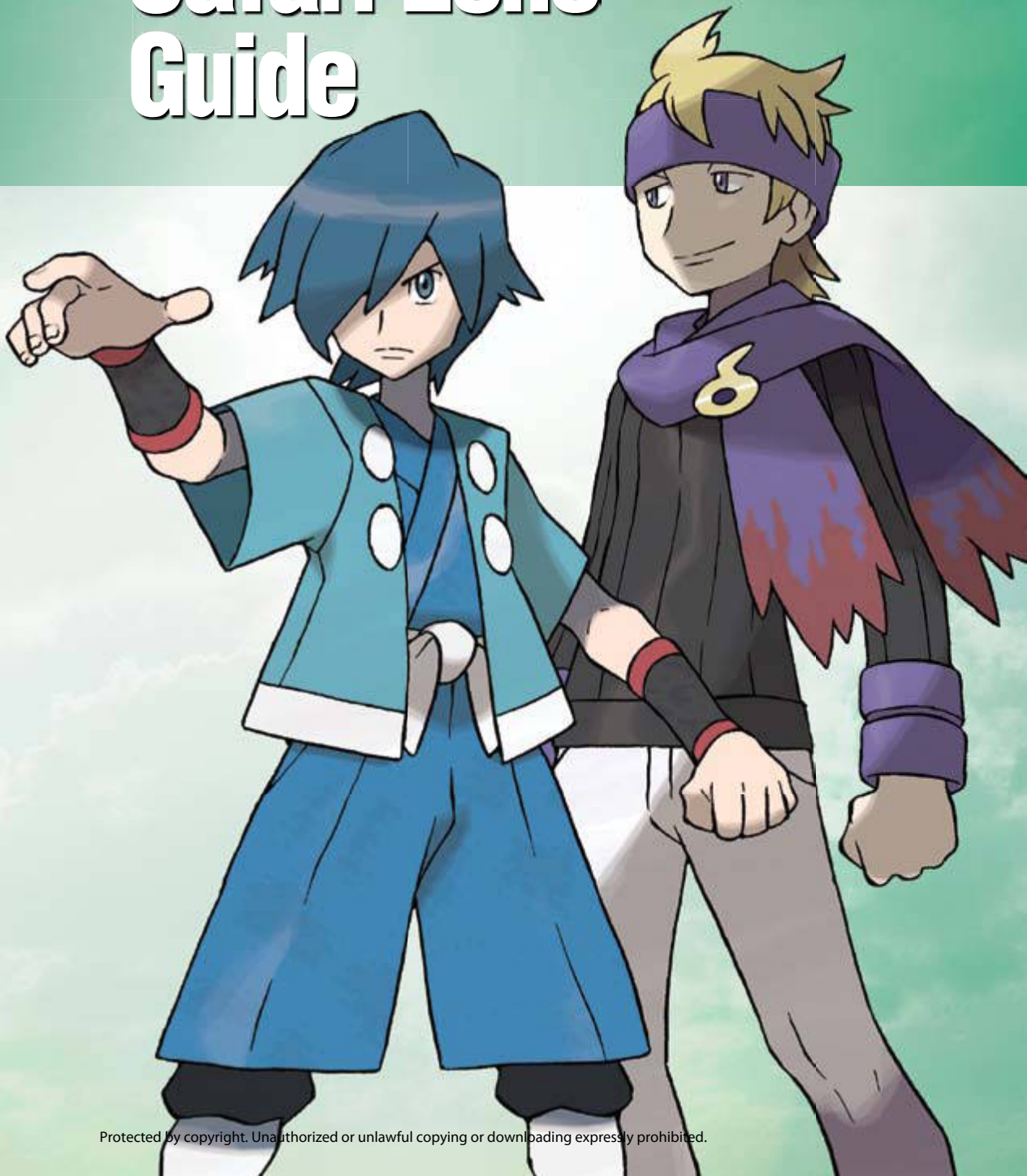
But even after all that, you've only seen one part of this world. Now that you and your Pokémon are stronger, set off to explore the Kanto region, where powerful Gym Leaders wait to challenge your skills. And at the end of your journey, you just might end up facing off against a Pokémon Trainer of legend...

Believe in your Pokémon and battle with all your might. If you do, victory is sure to be yours!





Safari Zone Guide





Pattern D



Forest	Mountain	Swamp
Marshland	Peak	Wasteland

Pattern E



Swamp	Savannah	Marshland
Wasteland	Peak	Mountain

Pattern F



Marshland	Plains	Wasteland
Mountain	Peak	Savannah

Pattern G



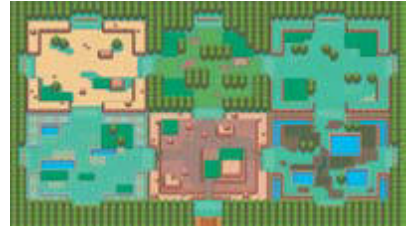
Wasteland	Meadow	Mountain
Savannah	Peak	Plains

Pattern H



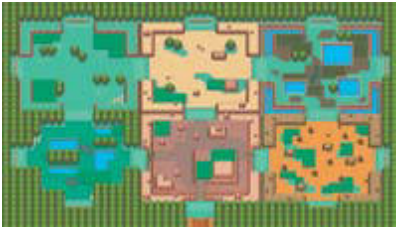
Mountain	Wetland	Savannah
Plains	Peak	Meadow

Pattern I



Savannah	Forest	Plains
Meadow	Peak	Wetland

Pattern J



Plains	Savannah	Wetland
Swamp	Peak	Wasteland



Safari Zone Pokémon by Area

Plains

Tall Grass

Pokémon	M	A	N
Abra	○	○	○
Girafarig	○	○	○
Raticate	×	×	○
Rattata	○	○	×
Smeargle	△	△	×
Stantler	×	×	○

Forest

Tall Grass

Pokémon	M	A	N
Bellsprout	○	○	○
Gastly	×	×	○
Haunter	×	×	○
Misdreavus	△	△	○
Mr. Mime	○	○	×
Pidgey	○	○	×

Wetland

Tall Grass

Pokémon	M	A	N
Ditto	△	△	×
Farfetch'd	○	○	×
Golduck	×	×	○
Psyduck	×	×	○
Quagsire	×	×	○
Sentret	○	○	×
Spearow	○	○	×
Wooper	×	×	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	○	○	○
Good	Poliwag	○	○	○
	Poliwhirl	○	○	○

Water Surface

Pokémon	M	A	N
Poliwag		○	
Psyduck		○	
Quagsire		○	
Wooper		○	

Marshland

Tall Grass

Pokémon	M	A	N
Arbok	△	△	×
Ekans	○	○	×
Gloom	×	×	○
Grimer	△	△	×
Koffing	○	○	○
Oddish	×	×	○
Weezing	○	○	×
Wooper	×	×	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	○	○	○
Good	Magikarp	○	○	○
	Poliwhirl	○	○	○

Water Surface

Pokémon	M	A	N
Grimer		○	
Poliwag		○	
Wooper		○	

Rocky Beach

Tall Grass

Pokémon	M	A	N
Doduo	○	○	×
Krabby	○	○	○
Slowbro	△	△	△
Slowpoke	△	△	△
Zubat	×	×	○

Fishing

Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Krabby	○	○	○
	Magikarp	○	○	○
Good	Goldeen	○	○	○
	Krabby	○	○	○
	Magikarp	○	○	○

Water Surface

Pokémon	M	A	N
Lapras			○
Magikarp			○
Poliwag			○
Poliwhirl			○

Peak

Tail Grass			
Pokémon	M	A	N
Geodude	○	○	○
Graveler		○	×
Magmar	△	△	×
Magnemite	○	○	○
Magneton	△	△	○
Wobbuffet	×	×	○

Desert

Tail Grass			
Pokémon	M	A	N
Cubone	○	○	×
Fearow	×	×	○
Marowak	△	△	×
Sandshrew	○	○	○
Sandslash	○	○	○

Wasteland

Tail Grass			
Pokémon	M	A	N
Fearow	×	×	○
Kangaskhan	○	○	×
Machoke	△	×	×
Machop	○	○	×
Magnemite	○	○	○
Onix	○	○	○

Meadow

Tail Grass			
Pokémon	M	A	N
Clefairy	×	×	△
Hoppip	○	○	×
Jigglypuff	○	○	○
Marill	×	×	○
Skiploom	△	△	×
Sunkern	×	○	×
Wooper	×	×	○

Fishing				
Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	○	○	○
Good	Magikarp	○	○	○
	Poliwag	○	○	○
	Poliwhirl	○	○	○

Water Surface			
Pokémon	M	A	N
Magikarp			○
Marill			○
Wooper			○

Savannah

Tail Grass			
Pokémon	M	A	N
Golbat	×	×	△
Nidoran ♀	○	○	×
Nidoran ♂	○	○	×
Nidorina	×	×	○
Nidorino	×	×	○
Rhyhorn	△	△	×
Taurus	○	○	×
Zubat	×	×	○

Mountain

Tail Grass			
Pokémon	M	A	N
Golbat	×	×	○
Larvitar	△	△	×
Lickitung	○	○	×
Magneton	○	△	△
Raticate	○	○	×
Rattata	○	○	○
Zubat	×	×	○

Swamp

Tail Grass			
Pokémon	M	A	N
Drowzee	×	×	○
Hypno	×	×	○
Jigglypuff	○	○	×
Murkrow	△	△	○
Paras	○	○	×
Sentret	○	○	○

Fishing				
Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Seaking	○	○	○
Good	Goleen	○	○	○
	Magikarp	○	○	○

Water Surface			
Pokémon	M	A	N
Goleen			○
Magikarp			○



Take the Owner Aptitude Test!

When you first visit the Safari Zone, the owner, Baoba, asks if you'd like to take a test. Accept his challenge to become a Safari Owner, and he'll

give you two separate tests to pass. Once you pass the first test, Baoba will call you when the second test becomes available.

First test Catch Geodude and show it to Baoba

The first test is to show Baoba a Geodude you caught—a Geodude you caught in the Safari Zone, that is. You'll find Geodude in the Peak Area, near the Safari Zone Gate. Walk through the tall grass until one appears, then fire some Safari Balls at it.

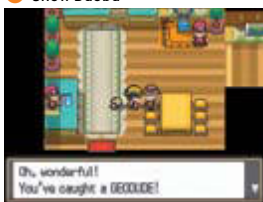
How to pass the test

1 Catch Geodude



Geodude is fairly common, so it shouldn't take long to spot one.

2 Show Baoba



Add the Geodude to your party and talk to Baoba.

Second test Catch Sandshrew and show it to Baoba

To pass the second test, catch a Sandshrew and show it to Baoba. Sandshrew appears in the Desert Area, but the Desert Area isn't initially available for the Safari Zone. Once you can access the Area Customizer, use it to rotate in the Desert Area.



Use the Area Customizer to change Areas

With the Area Customizer, you can arrange the 12 types of Area as you please.

How to pass the test

1 Use the Area Customizer



Choose an Area with the Area Customizer and tap "Switch."

2 Add the Desert Area



Select the Desert Area and swap it for one of the default Areas.

3 Catch Sandshrew



Sandshrew are common. If you see one, throw a Safari Ball.

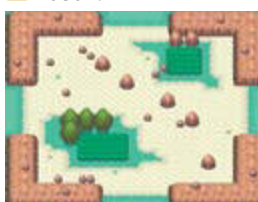
4 Show Baoba



Add Sandshrew to your party and talk to Baoba.

New Areas you can add

Desert



Rocky Beach





Pokéathlon Guide



Compete in Pokémon Events in the Pokéathlon



Enter ten different events with your Pokémon

The Pokéathlon is a new sports festival that you enter with your Pokémon. This is not a Pokémon battle. You don't have to level up Pokémon to succeed in the Pokéathlon, so anyone can participate. It's your

Pokémon's own Performance that has the biggest effect on the outcome. To enter the competition, visit the Pokéathlon Dome next to the National Park.

● What is the Pokéathlon

Point 1 It's a new sports festival that you and your Pokémon can enjoy

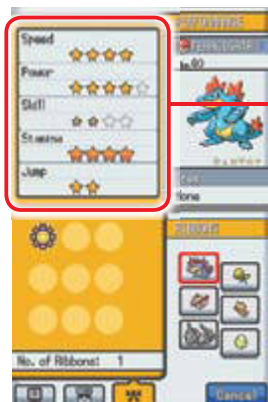
Point 2 Unlike Pokémon battles, your Pokémon can do well without being highly trained

Point 3 Compete in ten different events

Point 4 Test your Pokémon's Performance and your own skills

Point 5 Earn Athlete Points and exchange them for rare items

Your Pokémon's Performance determines events where it will shine



What's Performance?

The stats used in the Pokéathlon comprise your Pokémon's Performance rating, which indicates the events best suited to your Pokémon.

A five-star maximum

Orange stars indicate current Performance, whereas white stars indicate potential.

Give your Pokémon Aprijuce to improve its Performance

Drinking Aprijuce can improve a Pokémon's Performance. Be careful—some kinds of Aprijuce can lower a Pokémon's Performance, too.

Performance varies by day and by Pokémon Nature

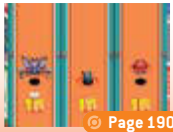
The Pokémon's Performance changes by day, and also varies depending on the Pokémon's Nature.



Ten events where Performance counts

Hurdle Dash

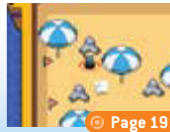
Compete for the best time as you dash for the goal while clearing Hurdles. You can enter three Pokémon at once.



Page 190

Pennant Capture

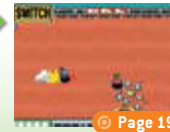
Grab Pennants and run them back to the finish line. You'll switch to the next Pokémon each time you score.



Page 191

Relay Run

Race through an obstacle course. Move your Pokémon along to keep them running as fast as they can.



Page 192

Block Smash

Compete to see who can break the most Blocks.



Page 193

Circle Push

Bump opponents out of the Circle! Pokémon earn points by staying inside the Circle.



Page 194

Goal Roll

A soccer-style game where you move Pokémon to knock the ball into the Goal.



Page 192

Ring Drop

Slide your Pokémon to knock opponents out of the Ring and earn points.



Page 196

Disc Catch

A competition where Pokémon jump in the air to catch flying Discs.



Page 197

Lamp Jump

Start bouncing and see who can touch the most lit Lamps.



Page 198

Snow Throw

Tap Snowballs to make them bigger, then throw them at your opponent.



Page 199

See how well you can build your team for different events

In the Pokéathlon, each course combines three different events. When you play with friends over the Wireless Communications, there

are four events in each course. Put together a dream team and test the friendship between you and your Pokémon!

Single-player Pokéathlon

Course	Event 1	Event 2	Event 3
Speed Course	Hurdle Dash	Pennant Capture	Relay Run
Power Course	Block Smash	Circle Push	Goal Roll
Skill Course	Snow Throw	Goal Roll	Pennant Capture
Stamina Course	Ring Drop	Relay Run	Block Smash
Jump Course	Lamp Jump	Disc Catch	Hurdle Dash
Supreme Cup	Choose one of the five courses above. Your opposition will be stronger.		

*You can enter the Supreme Cup after getting the National Pokédex and unlocking the museum's Friendship room.

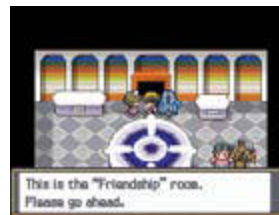
Link Pokéathlon

Course	Event 1	Event 2	Event 3	Event 4
Speed & Jump Course	Hurdle Dash	Lamp Jump	Disc Catch	Relay Run
Jump & Skill Course	Lamp Jump	Disc Catch	Pennant Capture	Snow Throw
Skill & Power Course	Goal Roll	Snow Throw	Pennant Capture	Block Smash
Power & Stamina Course	Block Smash	Circle Push	Goal Roll	Ring Drop
Stamina & Speed Course	Relay Run	Ring Drop	Hurdle Dash	Circle Push
Master Course	The four events in the course will randomly vary each day.			

*You can enter the Master Course after getting the National Pokédex and unlocking the museum's Friendship room.

Open all the rooms and become a true Pokéathlete!

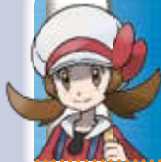
Inside the Pokéathlon, the Museum of Pokéathlete Records commemorates the players and Pokémon with the best records. Take a look at the records for each event and pick up tips to improve your standing. The final room is the Friendship room, where you and your Pokémon can be immortalized as statues.



This is the entrance to the Friendship room. Play your best and you'll earn the privilege of coming in here.

How to unlock the rooms of the museum

Room	Features	How to Unlock
Solidarity room	<ul style="list-style-type: none"> View the records for each course See a display illustrating the history of the Pokéathlon 	Available from the start
Trust room	<ul style="list-style-type: none"> View each Pokémon's individual record 	Medal in all the courses
Potential room	<ul style="list-style-type: none"> View the records for each event Get tips from experts on each event 	Medal in all the courses with one Pokémon
Friendship room	<ul style="list-style-type: none"> View Trainer records When you enter, Magnus hails you as a true Pokéathlete. A statue is put up to commemorate you and your Pokémon. 	Set a new record in every event



How to unlock the commemorative items

Name	Location	Condition
Shoes	Trust room	Run 5,000 laps in Hurdle Dash
Jersey	Trust room	Enter an event 50 times
Pennant	Trust room	Swap Pokémon 200 times
Pokégear	Potential room	Win the Pokéathlon 100 times
Ball	Potential room	Win first place in all events 50 times

Buy items with Athlete Points

A good Pokéathlon performance will net you Athlete Points, which you can use to buy items in the Athlete Shop. The shop selection changes each day and includes valuable Pokémon Evolution items such as the Moon Stone and Fire Stone.



You can only buy each item once per day, so keep coming back.

Athlete Shop

Day	Item	Points
Mon.	Red Apricorn	200
	Blu Apricorn	200
	Grn Apricorn	200
	Moomoo Milk	100
	Moon Stone	3,000
	Rare Candy	2,000
Tue.	Ylw Apricorn	200
	Pnk Apricorn	200
	Wht Apricorn	200
	Moomoo Milk	100
	Fire Stone	2,500
Wed.	PP Up	1,000
	Blu Apricorn	200
	Pnk Apricorn	200
	Blk Apricorn	200
	Moomoo Milk	100
	Water Stone	2,500
Thu.	Heart Scale	1,000
	Ylw Apricorn	200
	Pnk Apricorn	200
	Wht Apricorn	200
	Moomoo Milk	100
	Thunderstone	2,500
Fri.	PP Up	1,000
	Red Apricorn	200
	Ylw Apricorn	200
	Grn Apricorn	200
	Moomoo Milk	100
	Metal Coat	2,500
Sat.	Nugget	500
	Grn Apricorn	200
	Wht Apricorn	200
	Blk Apricorn	200
	Moomoo Milk	100
	Leaf Stone	2,500
Sun.	Rare Candy	2,000
	Red Apricorn	200
	Blu Apricorn	200
	Blk Apricorn	200
	Moomoo Milk	100
	King's Rock	3,000
Heart Scale	1,000	

Data Card Shop

Level	Card	Contents	Points
Level 1	Data Card 01	No. of wins	500
	Data Card 02	No. of last-place finishes	500
	Data Card 03	Pokémon's Dash count	1,000
	Data Card 04	Pokémon's jump count	1,000
	Data Card 05	No. of times placing 1st in Hurdle Dash	500
	Data Card 06	No. of times placing 1st in Relay Run	500
Level 2	Data Card 07	No. of times placing 1st in Pennant Capture	1,000
	Data Card 08	No. of times placing 1st in Block Smash	1,000
	Data Card 09	No. of times placing 1st in Disc Catch	1,000
	Data Card 10	No. of times placing 1st in Snow Throw	1,000
	Data Card 11	Pokémon acquired points	1,000
	Data Card 12	No. of times Pokémon failed	1,000
Level 3	Data Card 13	No. of times Pokémon self-impeded	1,500
	Data Card 14	No. of times Pokémon tackled	1,500
	Data Card 15	No. of times Pokémon fell down	1,500
	Data Card 16	No. of times placing 1st in Ring Drop	1,000
	Data Card 17	No. of times placing 1st in Lamp Jump	1,000
	Data Card 18	No. of times placing 1st in Circle Push	1,000
Level 4	Data Card 19	No. of wins in Link Pokéathlon	500
	Data Card 20	No. of last-place finishes in Link Pokéathlon	500
	Data Card 21	No. of 1st-place finishes in events	2,000
	Data Card 22	No. of last-place finishes in events	2,000
	Data Card 23	No. of Pokémon switches	1,000
	Data Card 24	No. of times placing 1st in Goal Roll	1,000
Level 5	Data Card 25	Individual prize count	2,000
	Data Card 26	No. of times you instructed a Pokémon	3,000
	Data Card 27	Total Pokéathlon playing time	9,999

*Each new level is available once you buy all the Data Cards in the previous level.

Player vending machine

Item	Price	Athlete Points
Fresh Water	200	50
Soda Pop	300	80
Lemonade	350	100

*The Athlete Shop selection changes after you get the National Pokédex.



Understanding Pokémon Performance

A Pokémon's Performance varies depending on its nature, the day of the week, and the kinds of Aprijuice you've given it. Check its Performance each day before entering an event, and give it Aprijuice to drink.



Before each event, make sure your Pokémon are at their best.

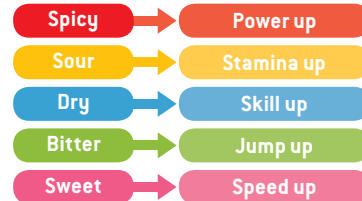
Nature's effect on Performance

Nature	Performance	Power	Stamina	Skill	Jump	Speed
Hardy		○				△
Lonely		○	▲			
Brave		○				▲
Adamant		○			▲	
Naughty		○		▲		
Bold		▲	○			
Docile			○		△	
Relaxed			○			▲
Impish			○		▲	
Lax			○	▲		
Timid		▲				○
Hasty			▲			○
Serious				△		○
Jolly					▲	○
Naive				▲		○
Modest		▲			○	
Mild			▲		○	
Quiet					○	▲
Bashful		△			○	
Rash				▲	○	
Calm		▲		○		
Gentle			▲	○		
Sassy				○		▲
Careful				○	▲	
Quirky			△	○		

○—Very good ○—Good △—Bad ▲—Very bad

How Aprijuice flavors boost Performance

Taste your Aprijuice first, then check the chart above before giving your Pokémon a drink. If the Aprijuice has two flavors, it can boost both of the relevant Performance areas.



How to buy ready-made Aprijuice

Aprijuice is sold in the plaza west of the Pokéathlon Dome, and the price depends on its flavor and the popularity of the Trainer who made it. When you're playing over Wireless Communications, you can buy your friends' Aprijuice at the Aprijuice stand.



The selection varies by day. Check the chart and buy the best one!

Aprijuice makers and flavors

Trainer	Spicy	Sour	Dry	Bitter	Sweet	Mildness
Holden	○					116
Elaine		○	○			120
Gilmore			○	○		125
Krise				○	○	136
Victor	○				○	104

Day	Juice 1	Juice 2	Juice 3
Sunday	Holden	Gilmore	Victor
Monday	Elaine	Krise	Holden
Tuesday	Gilmore	Victor	Elaine
Wednesday	Krise	Holden	Gilmore
Thursday	Victor	Elaine	Krise
Friday	Holden	Gilmore	Victor
Saturday	Elaine	Krise	Holden

*When you link with friends, your data is pooled, changing the stand's selection.



Blend Aprijuice like a pro and give it to your Pokémon

You make Aprijuice by putting Apricorns into your Apriblender and running around until they're blended. Up to five Apricorns can go in the Apriblender at a time, but you can add more once you finish blending the current batch. Flavor is determined by the Apricorns you use, while Mildness increases the longer you run the Apriblender.



Milder Aprijuice has fewer impurities and better quality.

Aprijuice types and flavors

Aprijuice	Apricorn Needed	Primary Flavor	Secondary Flavor
Power Juice	Red Apricorn	Spicy	Depends
Stamina Juice	Ylw Apricorn	Sour	Depends
Skill Juice	Blu Apricorn	Dry	Depends
Jump Juice	Grn Apricorn	Bitter	Depends
Speed Juice	Pnk Apricorn	Sweet	Depends

Apricorn flavor profile

Trainer	Spicy	Sour	Dry	Bitter	Sweet
Red Apricorn	Strong	Weak			
Ylw Apricorn		Strong	Weak		
Blu Apricorn			Strong	Weak	
Grn Apricorn				Strong	Weak
Pnk Apricorn	Weak				Strong
Wht Apricorn	Weak	Weak	Weak	Weak	Weak
Blk Apricorn	Strong	Strong	Strong	Strong	Strong





Hurdle Dash

Won by Point Total

Key Performance

Speed Movement speed
Skill Acceleration

Jump Length of jump

Vault the Hurdles to accelerate your Pokémon

As the name suggests, the Hurdle Dash is a race over Hurdles. Your team takes off running. As they approach the Hurdles, tap a Pokémon to make it jump. If the Pokémon clears the Hurdle, it accelerates.



Hurdle

Position

Time Elapsed

Recommended Hurdle Dash Pokémon

Golbat

● Performance

Speed	★★★★☆
Power	★★★☆☆
Skill	★★★☆☆
Stamina	★★★★☆
Jump	★★★★★

Crobat

● Performance

Speed	★★★★★
Power	★★★☆☆
Skill	★★★★☆
Stamina	★★☆☆☆
Jump	★★★★★

Jumpluff

● Performance

Speed	★★★★☆
Power	★★★☆☆
Skill	★★★☆☆
Stamina	★★☆☆☆
Jump	★★★★★

Voltorb

● Performance

Speed	★★★★★
Power	★★★☆☆
Skill	★★★☆☆
Stamina	★★☆☆☆
Jump	★★★★☆

Skarmory

● Performance

Speed	★★★★☆
Power	★★★☆☆
Skill	★★★☆☆
Stamina	★★★★☆
Jump	★★★★★

Aerodactyl

● Performance

Speed	★★★★★
Power	★★★☆☆
Skill	★★★☆☆
Stamina	★★★☆☆
Jump	★★★★★

● Hurdle Dash rules

1 Course

- The Hurdle positions change each time you play.

2 Speed Up

- If the Pokémon jumps the Hurdle just right, it accelerates.
- There are three possible speed levels.
- A Pokémon returns to its base speed if it hits a Hurdle.

3 Double Jumps

- If a Pokémon lands on a Hurdle, it can double jump off it.
- To double jump, tap the Pokémon just as it lands on the Hurdle.
- If it successfully double jumps, the Hurdle is destroyed and it jumps again, speeding up a level.

4 Full-Speed Dash

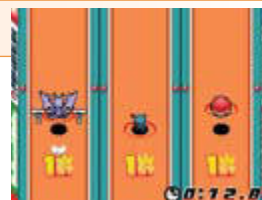
- If a Pokémon makes a well-timed jump while running at top speed (the third level), it enters a full-speed dash.
- If a Pokémon hits a Hurdle during a full-speed dash, it slows down to its base speed.

Hurdle Dash techniques

1

Watch the entire screen, monitoring all three tracks at once

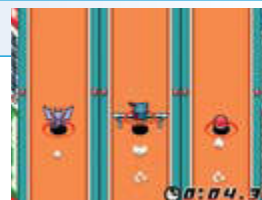
Three of your Pokémon run the track at the same time, so you'll have to keep your eye on all of them. Adjust your position and your Nintendo DS system, and you should be able to find a way to watch all three tracks comfortably.



2

Work on jumping without hitting the Hurdles

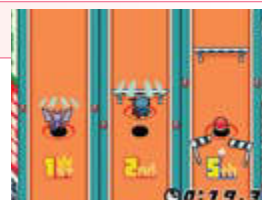
The main challenge is to pull off a clean jump by tapping a Pokémon as it approaches a Hurdle. On the other hand, it's pointless to have one Pokémon run a clean race but leave the other two on their own. You'll need to practice until you can manage to keep all three Pokémon jumping successfully.



3

Once you master the Hurdles, aim for the full-speed dash

There are three levels of speed, and running at full speed will bring you that much closer to Hurdle Dash victory! Your Pokémon speed up as they clear the Hurdles, and that's the key. Focus on avoiding Hurdles so your Pokémon can accelerate up to the third speed level.





Pennant Capture

Won by Highest number of captured Pennants

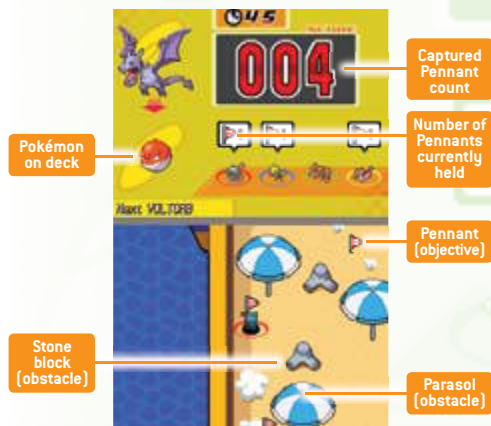
Key Performance

- Speed Movement speed
- Skill Turning ability

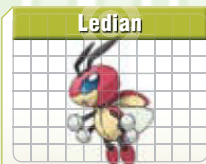
- Power Ease of being knocked out
- Stamina Resists being knocked out

Carry the Pennant over the field to the goal line

In Pennant Capture, you grab Pennants and carry them back to your goal. The other team is trying to do the same, so this quickly becomes a frenzied Pennant-stealing battle. When you successfully carry a Pennant back to the Goal, your score goes up and you'll switch off to the next Pokémon on your team.



Recommended Pennant Capture Pokémon



Ledian

● Performance

Speed ★★★★★
Power ★★
Skill ★★★★★
Stamina ★★★
Jump ★★★★★



Clefairy

● Performance

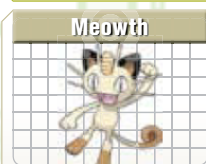
Speed ★★★★★
Power ★★
Skill ★★★★★
Stamina ★★★
Jump ★★



Alakazam

● Performance

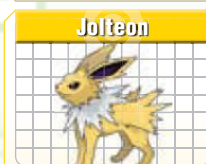
Speed ★★★
Power ★
Skill ★★★★★
Stamina ★
Jump ★★



Meowth

● Performance

Speed ★★★★★
Power ★★
Skill ★★★★★
Stamina ★
Jump ★★★★★



Jolteon

● Performance

Speed ★★★★★
Power ★★
Skill ★★★★★
Stamina ★★
Jump ★★★



Sneasel

● Performance

Speed ★★★★★
Power ★★
Skill ★★★★★
Stamina ★
Jump ★★

1 Pennant Capture rules

- Course**
 - The course is randomly chosen from one of 20 different layouts.
- Number of Pennants Held**
 - A Pokémon can hold up to nine Pennants at once.
 - Once it has nine Pennants, it can't grab any more.
- Stealing Pennants**
 - You can tackle an opponent from behind to steal its Pennant.
 - A Pokémon can steal up to two of an opponent's Pennants.

Pennant Capture techniques

1 Memorize obstacle locations so you can avoid them

A Pokémon will skid to a halt if it runs into obstacles like stone blocks and parasols. When the game starts, memorize the obstacles' positions on the field. It's best way to avoid slamming into them.



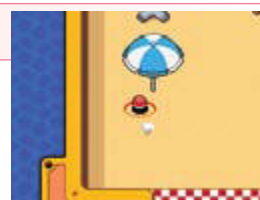
2 To avoid obstacles, practice fine stylus control

The other secret to avoiding obstacles like tetrapods and parasols is to slide your stylus carefully, making your Pokémon move in small steps. You'll be able to grab more Pennants if you stay focused on directing your Pokémon efficiently.



3 Switch out for your most skilled Pokémon

Each team sends one Pokémon to the field at a time, but not every Pokémon on your team will have Performance that's suited for the game. Switch those Pokémon out quickly so you can get to a good teammate as soon as possible.





Relay Run

Won by Most laps completed within the time limit

Key Performance
Speed Movement speed
Stamina Tires out less easily

Skill Acceleration while boosting
Power How much opponent's Stamina drops if attacked

Circle the track as fast as you can while avoiding obstacles

Relay Run is a relay race where Pokémon run along a dirt track while avoiding rocks and obstacles of various sizes. A Pokémon stops running if it runs out of Stamina, losing valuable time for your team. If you want to win, you'll have to learn when to switch Pokémon.



Recommended Relay Run Pokémon



● Performance

Speed	★★★★☆
Power	★★★☆☆
Skill	★★★★☆
Stamina	★★★★☆
Jump	★★★★☆



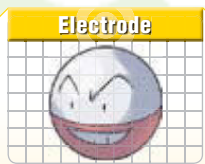
● Performance

Speed	★★★★☆
Power	★★★☆☆
Skill	★★★★☆
Stamina	★★★★☆
Jump	★★★☆☆



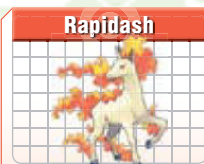
● Performance

Speed	★★★★☆
Power	★★★☆☆
Skill	★★★★☆
Stamina	★★★★☆
Jump	★★★☆☆



● Performance

Speed	★★★★★
Power	★★★★☆
Skill	★★★☆☆
Stamina	★★★★☆
Jump	★★★☆☆



● Performance

Speed	★★★★★
Power	★★★★☆
Skill	★★★☆☆
Stamina	★★★★☆
Jump	★★★★☆



● Performance

Speed	★★★★★
Power	★★★★☆
Skill	★★★☆☆
Stamina	★★★★☆
Jump	★★★☆☆

Relay Run rules

- Course**
 - The track is randomly selected from 20 different layouts.
- Switching**
 - Press the Switch button to switch in the next Pokémon.
 - You can also switch a Pokémon out by using the stylus to drag it to the left side of the Touch Screen.
- Speeding Up**
 - If a Pokémon hits another Pokémon from behind, the Pokémon in front gets a speed boost.
 - If two Pokémon collide, both of them lose Stamina.
- Losing Stamina**
 - When a Pokémon loses all Stamina, it becomes fatigued and can't move for a period of time.
 - The Pokémon will eventually recover and start running again.

Relay Run techniques

1 On the first lap, memorize the obstacle locations

Running into obstacles loses a lot of time, but you can avoid them if you memorize where they're all located. Remember them by sequence, such as "up, right, up, up," so you can breeze past them.



2 Switch out before exhausting all Stamina

A Pokémon slows down as it runs low on Stamina. And if it completely runs out of Stamina, it'll come to a halt, eating up your precious time. Don't let this happen to you! Keep switching your Pokémon so they don't get too tired.



3 Don't collide with the Pokémon in front of you

Watch out for the Pokémon ahead of you as well as any obstacles in your way. If you hit another Pokémon from behind, you'll give it a free speed boost *and* lose some of your own Stamina. So when you come up behind an opponent, use small, precise moves with the stylus to dodge it and keep going.





Block Smash

Won by Total Blocks smashed in 30 seconds

Key Performance
Power Blocks smashed per tap
Stamina Gets tired less easily

Skill Easier to smash the Blocks

Alternate with teammates to smash the most Blocks

In Block Smash, Pokémon compete to smash as many Blocks as they can. A Pokémon gets tired after smashing multiple Blocks in a row. If it runs out of Stamina, switch in the next teammate and get back to smashing Blocks. The difference between victory and defeat can depend on your ability to switch Pokémon at the right moment.



Recommended Block Smash Pokémon

Typhlosion	Steelix	Poliwrath
		
● Performance	● Performance	● Performance
Speed ★★★★★	Speed ★★	Speed ★★
Power ★★★★★	Power ★★★★★	Power ★★★★★
Skill ★★★★★	Skill ★★	Skill ★★★★★
Stamina ★★★★★	Stamina ★★★★★	Stamina ★★★★★
Jump ★★★★★	Jump ★★	Jump ★★
Nidoqueen	Muk	Snorlax
		
● Performance	● Performance	● Performance
Speed ★★	Speed ★★★★★	Speed ★★
Power ★★★★★	Power ★★★★★	Power ★★★★★
Skill ★★★★★	Skill ★★★★★	Skill ★★★★★
Stamina ★★★★★	Stamina ★★★★★	Stamina ★★★★★
Jump ★★	Jump ★★★★★	Jump ★★

Block Smash rules

- Switching**
 - You can switch Pokémon by pressing the Switch button.
 - You can also switch out a Pokémon by using the stylus to drag it upwards.
- Blocks**
 - As you finish smashing each set of ten Blocks, the next set appears.
 - Your score is determined by how many Blocks you smash.
- Cracked Blocks**
 - To perform critical hits, tap the center of the cracks that form inside a Block.
- High Tension**
 - The tension goes up a level each time you use a critical hit to smash a Block. Tension affects your entire team. Even weaker Pokémon can contribute. Have them raise the tension, then switch them out. When tension is maxed out, Pokémon enter high-tension mode and can smash several Blocks at once.
 - You lose high tension once you switch Pokémon, or if enough time passes. After high-tension mode ends, Stamina drops down to a low level.
- Raising Tension**
 - Score critical hits to raise tension. As time passes, or as you switch Pokémon, the level of tension decreases.
- Losing Stamina**
 - Stamina is drained as a Pokémon continues to smash Blocks.
 - When a Pokémon runs out of Stamina, it becomes fatigued.
 - A fatigued Pokémon can't move for a period of time.

Block Smash techniques

1 Use accurate hits to break Blocks

The Blocks are stacked in front of your Pokémon, and you can't smash a Block unless you tap it in the right spot. The stack gets lower as you smash more Blocks, so you'll have to move the stylus to keep tapping the right spot on the shrinking stack.



2 Switch out a Pokémon before it runs out of Stamina

Your Pokémon's Stamina decreases as it smashes Blocks. If its Stamina is entirely depleted, it'll be fatigued for a period of time. When a Pokémon starts to get tired, switch it out before it loses all its Stamina. You'll save time by planning your switch to coincide with the moment that a new set of Blocks drops down.



3 Use critical hits to increase tension

As you smash Blocks, look for cracks in the Blocks so you can raise your Pokémon's tension level. Aiming for the cracks in the Blocks can score critical hits and put a Pokémon into high-tension mode, allowing it to smash several Blocks at once.





Circle Push

Won by

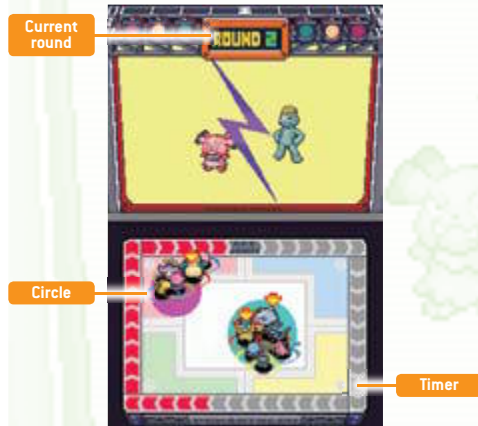
Total time remaining in the Circle after six rounds

Key Performance

Power Ability to push and stand one's ground
Stamina How long it can push**Speed** Movement speed

Push opponents out while you stay inside the Circle

In Circle Push, your Pokémon and your opponents push each other in a competition to remain inside the Circles. You earn points if your Pokémon are still inside the Circle when the timer runs down. The trick is in maneuvering your three Pokémon at once as the number, sizes, and locations of the Circles change with each round.



Recommended Circle Push Pokémon

Gyarados ● Performance Speed ★★☆☆ Power ★★★★★ Skill ★☆☆ Stamina ★★★★★ Jump ★★★★★	Nidoking ● Performance Speed ★★☆☆ Power ★★★★★ Skill ★★★★★ Stamina ★★★★★ Jump ★★☆☆	Azumarill ● Performance Speed ★★☆☆ Power ★★★★★ Skill ★★★★★ Stamina ★★★★★ Jump ★★☆☆
Machop ● Performance Speed ★☆☆ Power ★★★★★ Skill ★★★★★ Stamina ★★★★★ Jump ★★☆☆	Donphan ● Performance Speed ★★☆☆ Power ★★★★★ Skill ★★★★★ Stamina ★★★★★ Jump ★★☆☆	Dragonite ● Performance Speed ★★★★★ Power ★★★★★ Skill ★★★★★ Stamina ★★★★★ Jump ★★★★★

Circle Push rules

1 Ring Out

- A Ring Out is when a Pokémon is pushed outside the arena and falls over the edge.
- After a Ring Out, a Pokémon can't move for a period of time.
- Once that time is up, the Pokémon can move again.
- Any Pokémon that fall return to the arena at the start of each round.

2 Losing Stamina

- Pokémon lose Stamina as they push each other.
- If its Stamina runs out, a Pokémon becomes fatigued.
- Fatigued Pokémon can't push other Pokémon, and will simply stop moving if bumped by someone else.

Circle Push techniques

1 Check where the Circles are in each round

The Circles change position with every round, so it's crucial that you adapt to the changing circumstances. Not only do the Circles' positions change, so does the number and size of those Circles. As each round begins, note where the Circles are and be ready to move your Pokémon into position right as the clock starts.



2 Move inside a Circle before the timer runs out

If you spend all your time trying to clear some space by pushing other Pokémon around, you'll exhaust your Stamina early in the game. Save your Stamina and don't start the real shoving match until the clock has almost run out.



3 Take out the competition

The smaller the Circle, the more points you earn for staying inside it. Obviously there's a limit on how many Pokémon can cram inside a little Circle, but you can thin the crowds by pushing rivals right out of the arena. Use this tactic for Circles that are close to the edge.





Goal Roll

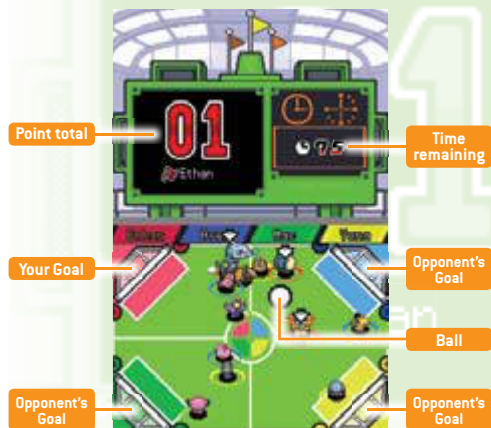
Won by Points scored

Key Performance **Skill** Ease of dribbling, shot range
Power Stronger ball kicks

Stamina Tires less easily when hit
Speed Movement speed

Score points by kicking your ball into an opponent's Goal

Goal Roll is similar to soccer, but with four teams competing at the same time. To earn points, maneuver your Pokémon to hit the ball and shoot it into an opponent's Goal. If the ball hits an opposing Pokémon instead, it can drain their Stamina and wear them out.



Recommended Goal Roll Pokémon

Pokémon	Speed	Power	Skill	Stamina	Jump
Meganium	★★	★★★★☆	★★★★☆	★★★★☆	★★
Raichu	★★☆	★★★★☆	★★★★☆	★★★★☆	★★☆
Granbull	★★	★★★★☆	★★★★☆	★★★	★★
Hitmontop	★★★★	★★★★	★★★★☆	★★★★	★★★
Tangrowth	★★☆	★★★★☆	★★★★☆	★★★★☆	★★
Tyranitar	★★	★★★★☆	★★★★☆	★★★★☆	★★

Goal Roll rules

- Dashing**
 - Quickly slide a Pokémon with the stylus to make it dash.
- Shooting**
 - A Pokémon makes a hyper shot if it runs into the ball while dashing.
- Number of Balls**
 - Once time starts running out, there are two balls on the field.
- Gold-Colored Ball**
 - Sometimes a gold-colored ball appears. Scoring a Goal with the gold-colored ball is worth extra points.
- Losing Stamina**
 - When a Pokémon runs out of Stamina, it's fatigued and can't move for a period of time.
 - A fatigued Pokémon will eventually recover and start moving again.

Goal Roll techniques

1 Take aim and shoot at your opponents' Goals

Your opponents' Goals are in the upper-right, lower-right, and lower-left corners. Run your Pokémon around the field to take shots on your opponents' Goals. To set up scoring opportunities, position your Pokémon near your opponents' Goals so you can pass them the ball.



2 Leave one Pokémon to act as Goalkeeper

If a ball goes into your Goal in the upper-left corner, you lose points. Position one of your Pokémon in front of it to prevent your opponent from getting free shots on Goal. And if the ball does come your way, your Pokémon can guard the Goal while passing the ball to a teammate.



3 Knock back opponents with powerful hyper shots

If you shoot the ball while dashing, it's a hyper shot. A hyper shot is more powerful than a regular shot and knocks back any opponents it hits, so try using the dash technique to make your shots.





Ring Drop

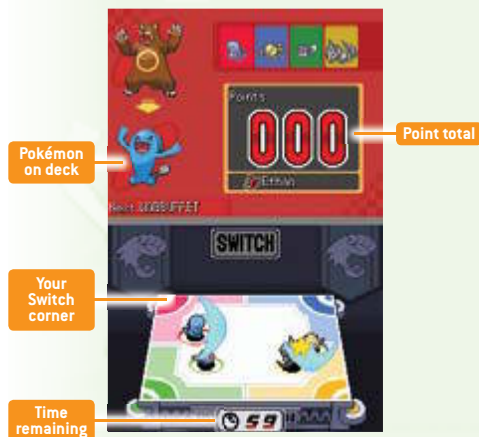
Won by Total points earned by dropping the opponents

Key Performance
Stamina Resistance to being pushed
Jump Jump range and press power

Power Tackle power
Speed Movement speed

Tackle your opponent to throw it from the Ring

The goal of Ring Drop is to tackle your opponents and knock them out of the Ring. To pull off tackles, use the stylus to quickly touch and flick your Pokémon in a direction. Tackle and stomp your opponents to earn points. Build up your score, but don't forget to switch out Pokémon.



Pokémon on deck

Point total

Your Switch corner

Time remaining

Recommended Ring Drop Pokémon

<p>Quagsire</p> <p>● Performance</p> <p>Speed ★★ Power ★★★★★ Skill ★★★★★ Stamina ★★★★★ Jump ★★</p>	<p>Slowbro</p> <p>● Performance</p> <p>Speed ★ Power ★★★★★ Skill ★★★★★ Stamina ★★★★★ Jump ★★</p>	<p>Vileplume</p> <p>● Performance</p> <p>Speed ★★ Power ★★★★★ Skill ★★★★★ Stamina ★★★★★ Jump ★★</p>
<p>Wobbuffet</p> <p>● Performance</p> <p>Speed ★★ Power ★★★★★ Skill ★★★★★ Stamina ★★★★★ Jump ★★</p>	<p>Shuckle</p> <p>● Performance</p> <p>Speed ★★ Power ★★★★★ Skill ★★ Stamina ★★★★★ Jump ★★</p>	<p>Ursaring</p> <p>● Performance</p> <p>Speed ★★★★★ Power ★★★★★ Skill ★★★★★ Stamina ★★★★★ Jump ★★</p>

Ring Drop rules

- 1 Body Attack**

 - A Body Attack is an attack executed during a jump. The Pokémon slams back down into the Ring, stomping the Pokémon below it.
- 2 Jump**

 - Jump while moving to jump in a particular direction.
- 3 Switch**

 - You can only switch Pokémon under certain conditions.
 - You can switch when your Pokémon is in your Switch corner.
- 4 Losing Stamina**

 - Pokémon lose Stamina when tackled.
 - When a Pokémon is out of Stamina, it becomes fatigued.
 - Fatigued Pokémon are unable to move for a period of time.
- 5 Falling**

 - You lose ten points if your Pokémon fall out of the Ring without being pushed.

Ring Drop techniques

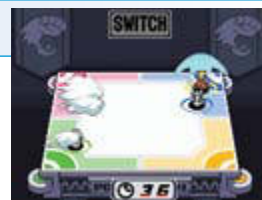
1 Tackle your opponent to knock it out of the Ring

The higher your Pokémon's Power, the stronger the tackle. Send out Pokémon with high Power to push opponents out of the Ring. Target Pokémon on the edge of the Ring, when it's easy to send them over the edge.



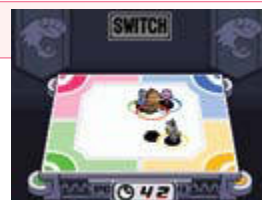
2 Return to your Switch corner to switch Pokémon before you run out of Stamina

Pokémon lose Stamina when they're attacked by an opponent. If your Pokémon is getting tired, send it to your Switch corner in the upper left and switch to the next Pokémon. But if it's your opponents who are running low on Stamina, they're vulnerable when they're running back to their Switch corner—go after them!



3 Attack multiple opponents at once with the Body Attack

With the Body Attack, you can stomp any Pokémon below when landing a jump. If you see several Pokémon clustered around one spot, use this skill to attack them all at once. You can also use this move to dodge your opponents' tackles.





Disc Catch

Won by Points earned within 60 seconds

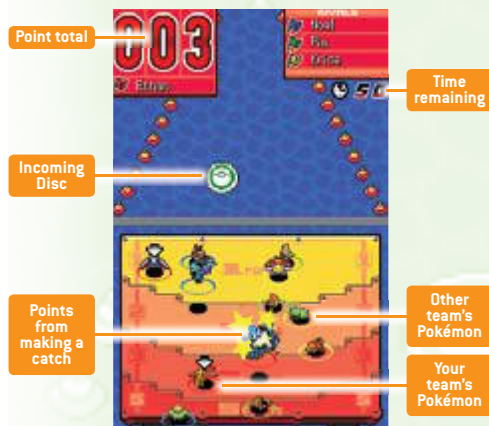
Key Performance

- Jump** Air time and height
- Power** Ability to push opponents

Speed Movement speed

Catch lots of flying Discs!

In Disc Catch, Pokémon compete to jump and catch a series of flying Discs. Fit your tactics to your Pokémon's Performance: Is your team more effective at grabbing Discs before opponents can steal them? Or is your team good at catching Discs in the end zone to earn more points?



Recommended Disc Catch Pokémon



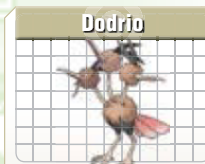
● Performance

- Speed ★★★★★
- Power ★★★★★
- Skill ★★☆☆
- Stamina ★★☆☆
- Jump ★★★★★



● Performance

- Speed ★★★★★☆
- Power ★★★☆☆
- Skill ★☆☆☆☆
- Stamina ★★☆☆☆
- Jump ★★★★★



● Performance

- Speed ★★★★★☆
- Power ★★★★★
- Skill ★★☆☆
- Stamina ★★☆☆
- Jump ★★★☆☆



● Performance

- Speed ★★☆☆
- Power ★★★★★
- Skill ★☆☆☆☆
- Stamina ★★☆☆☆
- Jump ★★★★★☆



● Performance

- Speed ★★★☆☆
- Power ★★★★★
- Skill ★★☆☆
- Stamina ★★☆☆
- Jump ★★★★★



● Performance

- Speed ★★☆☆☆
- Power ★★★★★
- Skill ★★☆☆
- Stamina ★★★★★
- Jump ★★★★★

Disc Catch rules

- 1 Ring Out**
 - If a Pokémon falls off the platform, it's a Ring Out.
 - After a Ring Out, a Pokémon can't move for a period of time.
 - Once that time is up, the Pokémon can move again.
- 2 Stamina**
 - Pokémon can push each other without depleting their Stamina.

Disc Catch techniques

1 Watch the top screen to predict where the Disc will go

Discs come flying down from the top screen to the Touch Screen. By watching a Disc's course on the top screen, you can anticipate where it will end up on the Touch Screen. Move to intercept it, but remember that each Disc flies at a different speed. You'll have to adjust the timing of your jumps, too.



2 Find the best spot for intercepting Discs

It may look chaotic with all those Pokémon pushing each other around, but empty spots will always open up on the field. Try to stay out of the melee and wait in those empty spots so you can grab the Disc with a minimum of fuss. Just don't get too close to the edge, or you could fall off.



3 Fit your strategy to your Pokémon's Performance

The order in which you pick your team will also determine each Pokémon's starting position on the platform. Select your Pokémon in an order that best takes advantage of their individual Performance. For instance, aim for a high score by putting your fastest Pokémon in the last slot.





Lamp Jump

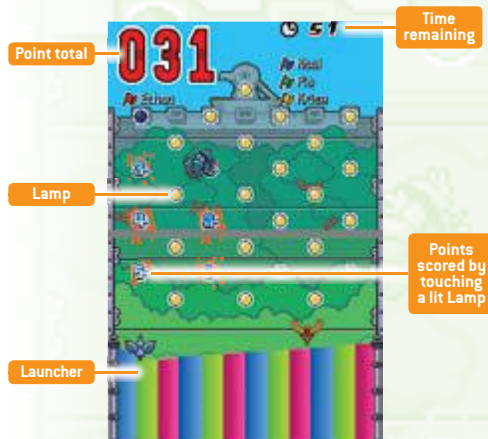
Won by Total points gained by touching Lamps

Key Performance
Jump Air time and height
Skill Ease of jumping

Power Jump style when struck from below
Stamina Length of time spent stunned

Jump high to touch lots of Lamps

The Lamp Jump challenges Pokémon to bounce on a trampoline and touch as many Lamps as they can. You can rack up lots of points by touching multiple Lamps in one jump. But after a Lamp has been touched, you can't get any points from it until it lights up again.



Recommended Lamp Jump Pokémon

Scyther	Pikachu	Ledian
		
● Performance	● Performance	● Performance
Speed ★★☆☆	Speed ★★☆☆	Speed ★★☆☆
Power ★★☆☆	Power ★★☆☆	Power ★★☆☆
Skill ★★☆☆	Skill ★★☆☆	Skill ★★☆☆
Stamina ★★☆☆	Stamina ★★☆☆	Stamina ★★☆☆
Jump ★★☆☆	Jump ★★☆☆	Jump ★★☆☆
Bellossom	Ambipom	Politoed
		
● Performance	● Performance	● Performance
Speed ★★☆☆	Speed ★★☆☆	Speed ★★☆☆
Power ★★☆☆	Power ★★☆☆	Power ★★☆☆
Skill ★★☆☆	Skill ★★☆☆	Skill ★★☆☆
Stamina ★★☆☆	Stamina ★★☆☆	Stamina ★★☆☆
Jump ★★☆☆	Jump ★★☆☆	Jump ★★☆☆

Lamp Jump Rules

- High Score**
 - Get high scores by touching multiple Lamps in a single jump.
 - The more Lamps you touch, the sooner the next Lamps will light up.
- Knockouts**
 - When Pokémon crash into each other, they're stunned and can't move for a period of time.
 - Each Pokémon's Stamina determines how long it remains stunned.
- Strikes from Below**
 - If a Pokémon is struck from below by another Pokémon, it can double-jump to touch more Lamps.
 - The Pokémon who caused the collision, however, will be stunned.

Lamp Jump techniques

1 Learn how to move the stylus and jump as high as you need to

Jumping diagonally is the key to touching the maximum number of Lamps in a single jump. If you jump straight up, the Lamps in your path will already be out when you fall back down. Practice until you can target your jumps to hit the Lamps that you want.



2 Keep jumping with Pokémon that haven't been knocked out

You can't move Pokémon that have been stunned. Until they recover, keep jumping by using the Pokémon that are still active. You'll have to watch the entire screen so that you can make your active Pokémon avoid where the stunned Pokémon have landed.



3 Get your bounce timing just right

If you get your jump timing just right, you can bounce two falling Pokémon back up into a jump at the same time. This eliminates any down time and maximizes your score.





Snow Throw

Won by Total Snowball hits

Key Performance **Skill** Throwing accuracy
Stamina Fatigues less easily

Power Better at draining foes' Stamina

Fling Snowballs at the other teams

Snow Throw is a four-way Snowball fight where you score points whenever you hit an opposing Pokémon. You can also make your Snowballs big enough to serve as shields, protecting your Pokémon from Snowballs thrown by other teams.



Recommended Snow Throw Pokémon

Performance	Speed	Power	Skill	Stamina	Jump
Raichu	☆☆☆	☆☆☆☆☆	☆☆☆☆☆	☆☆☆☆☆	☆☆☆
Machop	☆☆	☆☆☆☆☆	☆☆☆☆	☆☆☆	☆☆
Meganium	☆☆	☆☆☆☆☆	☆☆☆☆☆	☆☆☆☆☆	☆☆
Tangrowth	☆☆	☆☆☆☆☆	☆☆☆☆☆	☆☆☆☆☆	☆☆
Poliwrath	☆☆	☆☆☆☆☆	☆☆☆☆	☆☆☆☆☆	☆☆
Tyranitar	☆☆	☆☆☆☆☆	☆☆☆☆	☆☆☆☆☆	☆☆

Snow Throw Rules

- Snowballs**
 - Tap the Snowballs to make them bigger.
 - Snowballs can also act as shields to block opposing teams' attacks.
- Losing Stamina**
 - Pokémon lose Stamina when hit by an opponent's Snowball.
 - When a Pokémon is out of Stamina, it becomes fatigued.
 - Fatigued Pokémon are unable to move for a period of time.

Snow Throw techniques

1 Keep sliding the stylus to throw Snowballs and score lots of hits

Your points are determined by how many times you hit another team with a Snowball, so keep lobbing Snowballs until the clock runs down. Fatigued Pokémon can't throw Snowballs. If your current Pokémon is tired, switch over to a teammate who still has Stamina left.



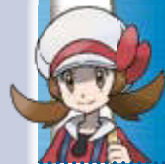
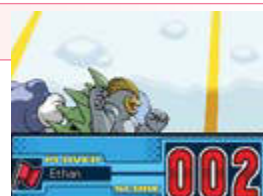
2 Change up your targets

The three opposing teams are located on the left, right, and top of the screen. You get the same amount of points no matter which team you hit. If one team is particularly hard to hit, change your focus to another one. Teams with fatigued Pokémon make easy targets.



3 Tap a Pokémon to make it put down the Snowball

Tap a Pokémon on your team to set down the Snowball it's holding, then tap the Snowball to make it bigger. Once you're satisfied, either drag the Snowball to throw it or leave it on the ground to shield your team against incoming Snowballs.



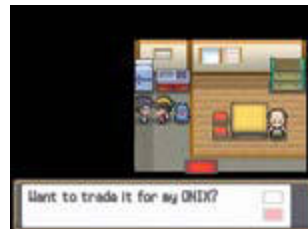


Trading Pokémon with Johto Townspeople

Most Pokémon trades are carried out with friends and Pokémon Trainers around the world. However, some of the people you meet during your adventure will want to swap Pokémon, too. Take them up on it and make a trade!

A chance to get hard-to-find Pokémon and items

As you travel through the Johto region, you'll encounter people who want to trade Pokémon with you. Make these trades so you can acquire uncommon Pokémon like Voltorb and Dodrio, as well as rare items like the Persim Berry and the Macho Brace.



● Pokémon trades you can make with Johto townspeople

Trade 1 Boy in Violet City



You can find Onix in Union Cave, Cliff Cave, and other locations, but this Onix comes with a hard-to-find Persim Berry. You can catch a Bellsprout for the trade by looking on Route 31.

Get



Onix
Nickname: Rocky

● Held item

Persim Berry

Give



Bellsprout

● Where to get one

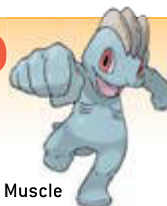
Route 31

Trade 2 Man in Goldenrod City



The Macho Brace that Machop is holding is a rare item, good for raising strong Pokémon. Furthermore, this trade is the only way to get it. You can catch a Drowzee on Route 34.

Get



Machop

Nickname: Muscle

● Held item

Macho Brace

Give



Drowzee

● Where to get one

Route 34

Trade 3 Man in Olivine City



You won't find Voltorb as a wild Pokémon in the Johto region. You have to use the Pokéwalker or find an Egg at the Day Care. To complete the trade, go fishing and catch a Krabby.

Get



Voltorb

Nickname: Billy

● Held item

Cheri Berry

Give



Krabby

● Where to get one

Olivine City (fishing)

Trade 4 Girl in Blackthorn City



This trade is for Dodrio, another Pokémon that doesn't appear in the wilds of Johto. Normally, you'd have to evolve a Doduo. To get a Dragonair to trade for it, catch a Dratini and level it up to Lv. 30 so it evolves.

Get



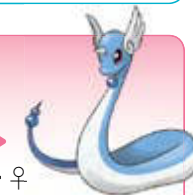
Dodrio

Nickname: Doris

● Held item

Smoke Ball

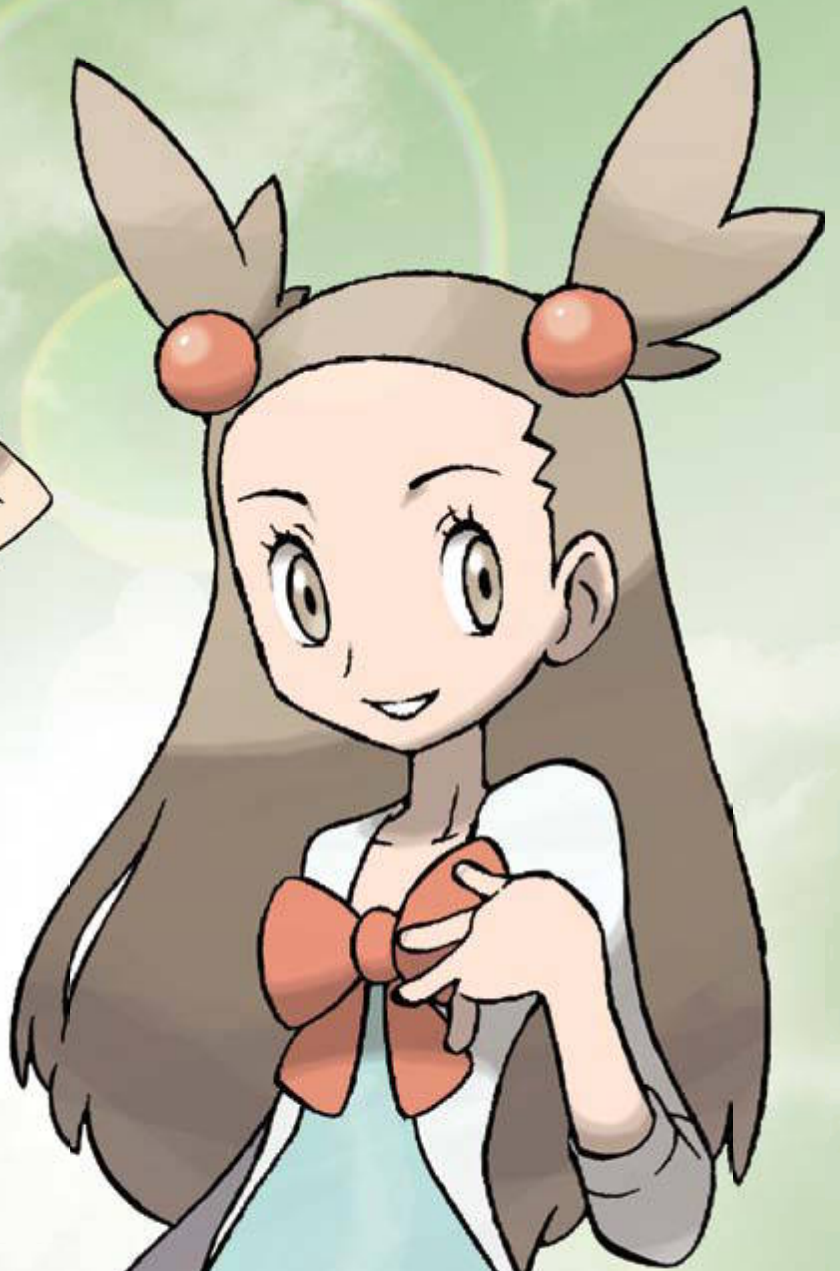
Give



Dragonair ♀

● Where to get one

Evolve a Dratini from Dragon's Den (Lv. 30)



Pokéwalker Guide



Take Your Pokémon for a Stroll with the Pokéwalker

You and your Pokémon can go on a Stroll whenever you like

Learn how to use the Pokéwalker, a special pedometer made just for use with *Pokémon HeartGold* and *SoulSilver* Versions. You can send a Pokémon to it and walk around to have all kinds of fun!

How to play with your Pokéwalker

The Pokéwalker has four play modes: Stroll, Poké Radar, Dowsing, and Connect. To start playing, send a Pokémon from your PC Box to the

Pokéwalker. Once that's done, you don't need the Nintendo DS itself to play. Now you can play with your Pokémon anytime and anywhere!

● The Pokéwalker's four play modes

1 Stroll

This is the basic gameplay mode, where your Pokémon walks in time with the steps you take and reacts to different things. The screen shuts off and goes to sleep if you don't press any buttons for a while, but the Pokéwalker still counts your steps.



2 Poké Radar

This fun gameplay mode lets you catch Pokémon! The Pokémon you catch here can be transferred to *Pokémon HeartGold* or *SoulSilver* Version. Some Pokémon appear only on the Pokéwalker. All the more reason to try and catch them!



3 Dowsing

Dowsing mode lets you search for items hidden in tall grass. There's a wide variety of items to find, including rare and valuable items like TMs, Rare Candy, and Max Elixir.



4 Connect

Not only does the Pokéwalker connect to your Nintendo DS system, it can also connect directly to other Pokéwalkers by using its infrared connection. When you connect to another Pokéwalker, your Pokémon can play together and you can even receive gifts.

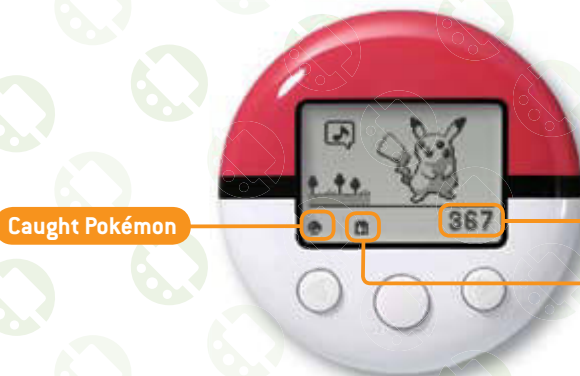


STEP 1 Learn how to use the Pokéwalker

The Pokéwalker is simple enough that you can figure it out without even looking at the Pokéwalker Operations Manual. But just in case, here's how to make sense of the information on the screen. The main

screen is where the Pokémon appears during Stroll mode. Press the round center button to switch to the menu screen.

● How to read the main screen



Today's steps

Found item



● How to read the menu screen



Poké Radar

Use the Poké Radar to catch Pokémon hiding in the tall grass. If you see a Pokémon you want, go for it!



Dowsing

Look for items hidden in the tall grass, including rare and valuable items.



Connect

Use the infrared connection to connect to the DS Game Card or another Pokewalker.



Trainer Card

Check information like the time and your current Route. Press the right button to view stats, like total steps so far.



Pokémon & Items

Check the Pokémon on a Stroll, your caught Pokémon, found items, and more.



Settings

Change the volume or adjust contrast settings to change the screen's brightness.

● How to read the Trainer Card screen



STEP 2 Connecting to a DS Game Card

You can exchange Pokémon and items between the DS Game Card and your Pokewalker as soon as Lyra or Ethan has explained how to catch Pokémon. You can send a Pokémon from your PC Box to take it with you in the Pokewalker. Moving Pokémon back and forth between the Pokewalker and the DS Game Card is an easy process.



Two-way transfers via infrared connection

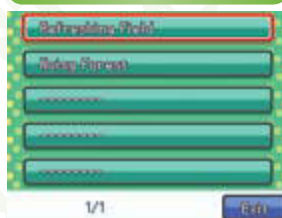
The Nintendo DS and the Pokewalker both have a front-mounted infrared sensor. When you want to transfer data, have the devices face each other as shown.

● Transferring data between the DS Game Card and the Pokewalker

Send Pokémon to the Pokewalker

From the main menu of *Pokémon HeartGold* and *SoulSilver* Versions, select "CONNECT TO POKÉWALKER." Then choose a Pokémon from your PC Box and the Route you want to take. Position the Nintendo DS and the Pokewalker so they face each other, then hold down the Pokewalker's center button for five seconds.

Choose a Route



The Pokémon is transferred



Return a Pokémon to the Nintendo DS system

From the main menu of *Pokémon HeartGold* and *SoulSilver* Versions, choose "CONNECT TO POKÉWALKER," then "RETURN FROM A STROLL." On the Pokewalker, choose "CONNECT." Position the Nintendo DS and the Pokewalker so they face each other, then hold down the Pokewalker's center button for five seconds.

Choose "CONNECT"



The Pokémon returns



STEP 3 Take a Pokémon for a Stroll

Collecting Watts: Get 1 W for every 20 steps

When you take a Pokémon for a Stroll, its friendship increases and it earns Exp. Points. You'll also unlock more Routes, depending on how many "Watts" (W) you've accumulated. Taking 20 steps gains you one Watt. Take the Pokéwalker everywhere you go so you and your Pokémon will have more Routes to visit.



● Pokémon Routes

▼ Initial Routes

Refreshing Field

W needed: None (default)



Noisy Forest

W needed: None (default)



Rugged Road

W needed: 50



Beautiful Beach

W needed: 200



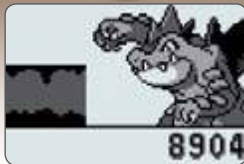
Suburban Area

W needed: 500



Dim Cave

W needed: 1,000



Blue Lake

W needed: 2,000



Town Outskirts

W needed: 3,000



Hoenn Field

W needed: 5,000



Warm Beach

W needed: 7,500



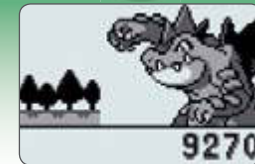
Volcano Path

W needed: 10,000



Treehouse

W needed: 15,000



Scary Cave

W needed: 20,000



Sinnoh Field

W needed: 25,000



Icy Mountain Rd.

W needed: 30,000



Big Forest

W needed: 40,000



White Lake

W needed: 50,000



Stormy Beach

W needed: 65,000



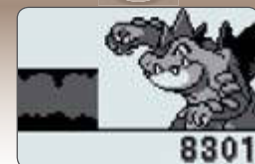
Resort

W needed: 80,000



Quiet Cave

W needed: 100,000



STEP 4 Catch Pokémon with the Poké Radar

Watts needed: 10



It costs ten Watts to use the Poké Radar. Look for Pokémon hiding in tall grass, battle them with the Pokémon you brought, and try to

catch them. You can send any caught Pokémon to your *Pokémon HeartGold* and *SoulSilver* Versions.

How to catch Pokémon

1 A rustling in the tall grass...



You'll see "!" popping up over one of four patches of tall grass.

2 Battle the Pokémon!



If a Pokémon emerges from the tall grass, choose one of the actions below.

3 Throw a Poké Ball!



If you're successful, you catch the Pokémon. You can have up to three caught Pokémon at a time.

Poké Radar battle actions

Your Action	Foe's Action	Effect
Attack	Attacks	Both sides take 1 damage.
	Evades	Your Pokémon takes 1 damage.
	Runs	Opponent Pokémon receives a critical hit and takes 2 damage.
Evade	Attacks	Opponent Pokémon takes 1 damage.
	Evades	The Pokémon stare at each other.
	Runs	Opponent Pokémon flees.
Catch	—	More effective as the opponent Pokémon gets weaker. If it fails, the opponent Pokémon flees.

Which rare Pokémon can you catch?

Lots of different Pokémon can appear on the Pokéwalker. In addition to ones that are rare in the *Pokémon HeartGold* and *SoulSilver* Versions, you might even see Pokémon that are hard to find in *Pokémon Diamond* or *Pearl* versions or *Pokémon Platinum Version*.

● Feebas



● Kecleon



● Spiritomb



● Munchlax



● Snover



● Magby



● Smoochum



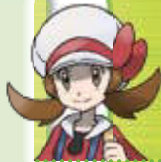
● Zigzagoon



● Shellos



● Carvanha



STEP 5 Find items with Dowsing

Watts needed: 3

Using Dowsing (the Dowsing Machine) costs 3 W. You search for an item hidden in the tall grass. These items include some great rare finds, such as the Evolution item Sun Stone or Max Elixir, which fully restores a Pokémon's Power Points. Items you find can be transferred to *Pokémon HeartGold* or *SoulSilver Version*.

**How to find items****1** Pick a patch of tall grass

Follow your hunch and pick the one patch of tall grass out of six that you think contains an item.

2 Receive a hint

If you guessed wrong, you'll get a hint about where to look.

3 Search for an item

If you locate the item, it's yours. You can carry up to three items at a time.

STEP 6 Connect to other Pokéwalkers over infrared connection

Watts needed: 0

You can use the infrared connection to connect to any other player with a Pokémon in his or her Pokéwalker. When you do, your Pokémon can play together, and you can even receive gifts. If you see someone with a Pokéwalker, go talk to him or her and have fun connecting!

**How to connect via infrared connection****1** Choose "CONNECT"

With your Pokéwalkers facing each other, select "CONNECT" from the menu screen.

2 Your Pokémon play together

Both of your Pokémon spend some time visiting with each other and playing together.

3 Receive a gift

When your Pokémon returns to your Pokéwalker, you'll receive a gift.



See the journal of your Pokémon's Stroll

When a Pokémon returns from a Stroll, you can see a journal of your Pokémon's Pokéwalker adventures. It's an interesting way to get an insight into your Pokémon's mood. Be sure to check out the journal and see how things went.

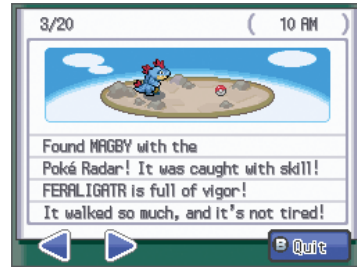
● When there are good memories of the Stroll and Poké Radar



If your Pokémon had a good Stroll, the entry will look like this when it returns to the Nintendo DS.



You can read the Pokémon's fond memories, like how it enjoyed a good long Stroll.



If you catch a Pokémon during a Stroll, that's also recorded in the journal.

● When there are bad memories



If you transfer a Pokémon to the Pokéwalker only to send it right back to your DS Game Card, the journal entry will look like this.



If you try but fail to catch a Pokémon, it will be noted in the journal.



This is what you'll see in the journal if you battled a Pokémon you found using the Poké Radar...and lost.

There are eight Johto Routes, and another 12 Routes can be unlocked once you've gotten the National Pokédex. Details on the step counts and appearance frequencies for post-National Pokédex routes are beyond the scope of this book—but you can still see their info on Pokémon and items here!



Pokéwalker Routes (initial unlockable Routes)

Refreshing Field

Pokémon	Steps to appear	Frequency
Doduo	A	○
Kangaskhan	A	○
Nidoran ♀	B	○
Nidoran ♂	B	○
Pidgey	C	○
Sentret	C	○

Watts needed to unlock Route None

Item	Steps to appear	Frequency
Awakening	○	○
Burn Heal	○	△
Cheri Berry	○	○
Chesto Berry	○	△
Full Heal	○	△

Useful Pokémon types Fire Bug Flying

Item	Steps to appear	Frequency
Ice Heal	○	△
Oran Berry	○	○
Parlyz Heal	○	○
Potion	○	○
Revive	○	△

Noisy Forest

Pokémon	Steps to appear	Frequency
Bellsprout	A	○
Wobbuffet	A	△
Paras	B	○
Venonat	B	○
Oddish	C	○
Spearow	C	○

Watts needed to unlock Route None

Item	Steps to appear	Frequency
Big Mushroom	○	▲
Cheri Berry	○	○
EnergyPowder	○	○
Energy Root	○	▲
Ether	○	▲

Useful Pokémon types Fire Ice Flying

Item	Steps to appear	Frequency
Green Shard	○	△
Net Ball	△	△
Pecha Berry	○	○
Revive	○	△
TinyMushroom	○	○

Steps to appear: ○ 0–2,000 ○ 2,001–4,999 △ 5,000–8,999 ▲ 9,000 or more
 Frequency: ○ Often ○ Average △ Rare ▲ Almost never

If you bring a Pokémon that is one of the useful types, the number of steps needed for a Pokémon to appear is slightly lower.

The Pokémon you transfer to the Pokéwalker and the Route you choose will affect which Pokémon appear in Poké Radar mode. There are three Pokémon that can possibly appear: one from group A, one from group B, and one from group C.



Rugged Road

Watts needed to unlock Route 50

Useful Pokémon types

Water

Fighting

Ground

Pokémon	Steps to appear	Frequency
Magby	A ○	○
Onix	○	○
Machop	B ○	○
Ponyta	○	○
Geodude	C ○	○
Hoothoot	○	○

Item	Steps to appear	Frequency
Antidote	○	○
Burn Heal	○	△
Escape Rope	○	○
Full Heal	○	△
Hard Stone	△	▲

Item	Steps to appear	Frequency
PP Up	△	▲
Red Shard	○	△
Repel	○	○
Star Piece	○	△
Super Repel	○	△

Beautiful Beach

Watts needed to unlock Route 200

Useful Pokémon types

Grass

Electric

Dragon

Pokémon	Steps to appear	Frequency
Psyduck	A ○	○
Staryu	△	○
Poliwag	B ○	○
Slowpoke	○	○
Sunkern	○	○
Wooper	C ○	○

Item	Steps to appear	Frequency
Aspear Berry	○	△
Big Pearl	○	△
Blue Shard	○	△
Dive Ball	△	△
Fresh Water	○	○

Item	Steps to appear	Frequency
Full Heal	○	△
Heart Scale	○	△
Leppa Berry	○	△
Rawst Berry	○	○
Soda Pop	○	○

Suburban Area

Watts needed to unlock Route 500

Useful Pokémon types

Fighting

Normal

Psychic

Pokémon	Steps to appear	Frequency
Elekid	A △	▲
Magnemite	○	○
Magnemite	B ○	○
Murkrow	○	○
Hoothoot	C ○	○
Rattata	○	○

Item	Steps to appear	Frequency
Dire Hit	○	△
Guard Spec.	○	△
Potion	○	○
PP Up	△	▲
X Accuracy	○	△

Item	Steps to appear	Frequency
X Attack	○	△
X Defend	○	△
X Sp. Def	○	△
X Special	○	△
X Speed	○	△

Dim Cave

Watts needed to unlock Route 1,000

Useful Pokémon types

Water

Dark

Rock

Pokémon	Steps to appear	Frequency
Gastly	A △	△
Smoochum	△	○
Gastly	B ○	○
Onix	○	○
Machop	C ○	○
Zubat	○	○

Item	Steps to appear	Frequency
Elixir	○	▲
Ether	○	△
Hyper Potion	○	△
Max Ether	○	▲
Max Potion	○	▲

Item	Steps to appear	Frequency
Persim Berry	○	△
Silver Powder	△	▲
Sitrus Berry	○	○
TM18	△	△
Yellow Shard	○	△

Blue Lake

Watts needed to unlock Route 2,000

Useful Pokémon types

Grass

Electric

Dragon

Pokémon	Steps to appear	Frequency
Dratini	A △	△
Poliwag	○	○
Krabby	B ○	○
Shellder	○	○
Goldeen	C ○	○
Tentacool	○	○

Item	Steps to appear	Frequency
Dive Ball	○	▲
Fresh Water	○	○
Leppa Berry	○	△
Lum Berry	○	▲
Net Ball	○	▲

Item	Steps to appear	Frequency
Pearl	○	▲
Sitrus Berry	○	△
Star Piece	○	▲
Stardust	○	△
TM11	△	△

Town Outskirts

Watts needed to unlock Route 3,000

Useful Pokémon types

Fighting

Ghost

Normal

Pokémon	Steps to appear	Frequency
Abra	A △	○
Voltorb	○	○
Grimer	B ○	○
Koffing	○	○
Furret	C ○	○
Rattata	○	○

Item	Steps to appear	Frequency
Dire Hit	○	△
Great Ball	○	▲
Guard Spec.	○	△
Lum Berry	○	△
Poké Ball	○	○

Item	Steps to appear	Frequency
TM37	△	△
Ultra Ball	○	△
X Accuracy	○	△
X Attack	○	△
X Sp. Def	○	▲

Steps to appear: ○ 0–2,000 ○ 2,001–4,999 △ 5,000–8,999 ▲ 9,000 or more

Frequency: ○ Often ○ Average △ Rare ▲ Almost never

If you bring a Pokémon that is one of the useful types, the number of steps needed for a Pokémon to appear is slightly lower.

The Pokémon you transfer to the Pokéwalker and the Route you choose will affect which Pokémon appear in Poké Radar mode. There are three Pokémon that can possibly appear: one from group A, one from group B, and one from group C.

Pokéwalker Routes (post-National Pokédex Routes)

Hoenn Field

Watts needed to unlock Route 5,000

Useful Pokémon types ??? ??? ???

Pokémon	Steps to appear	Frequency
Linoone	A ?	? ?
Skitty	A ?	? ?
Illumise	B ?	? ?
Volbeat	B ?	? ?
Wurmple	C ?	? ?
Zigzagoon	C ?	? ?

Item	Steps to appear	Frequency
Bluk Berry	? ?	? ?
Ganlon Berry	? ?	? ?
Kelpsy Berry	? ?	? ?
Nanab Berry	? ?	? ?
Occa Berry	? ?	? ?

Item	Steps to appear	Frequency
Passho Berry	? ?	? ?
Pomeg Berry	? ?	? ?
Qualot Berry	? ?	? ?
Razz Berry	? ?	? ?
Wacan Berry	? ?	? ?

Warm Beach

Watts needed to unlock Route 7,500

Useful Pokémon types ??? ??? ???

Pokémon	Steps to appear	Frequency
Azurill	A ?	? ?
Wailmer	A ?	? ?
Carvanha	B ?	? ?
Horsea	B ?	? ?
Goldiee	C ?	? ?
Magikarp	C ?	? ?

Item	Steps to appear	Frequency
Big Pearl	? ?	? ?
Blue Shard	? ?	? ?
Fire Stone	? ?	? ?
Fresh Water	? ?	? ?
Heart Scale	? ?	? ?

Item	Steps to appear	Frequency
Liechi Berry	? ?	? ?
Pearl	? ?	? ?
Revive	? ?	? ?
Wepear Berry	? ?	? ?
Yellow Shard	? ?	? ?

Volcano Path

Watts needed to unlock Route 10,000

Useful Pokémon types ??? ??? ???

Pokémon	Steps to appear	Frequency
Meditite	A ?	? ?
Slugma	A ?	? ?
Houndour	B ?	? ?
Rhyhorn	B ?	? ?
Geodude	C ?	? ?
Ponyta	C ?	? ?

Item	Steps to appear	Frequency
Apicot Berry	? ?	? ?
Flame Orb	? ?	? ?
Ice Heal	? ?	? ?
Lava Cookie	? ?	? ?
Moon Stone	? ?	? ?

Item	Steps to appear	Frequency
Pinap Berry	? ?	? ?
Potion	? ?	? ?
Red Shard	? ?	? ?
Revive	? ?	? ?
Sun Stone	? ?	? ?

Treehouse

Watts needed to unlock Route 15,000

Useful Pokémon types ??? ??? ???

Pokémon	Steps to appear	Frequency
Castform	A ?	? ?
Kecleon	A ?	? ?
Girafarig	B ?	? ?
Stantler	B ?	? ?
Gloom	C ?	? ?
Weepinbell	C ?	? ?

Item	Steps to appear	Frequency
Calcium	? ?	? ?
EnergyPowder	? ?	? ?
Energy Root	? ?	? ?
Ether	? ?	? ?
Heal Powder	? ?	? ?

Item	Steps to appear	Frequency
Max Elixir	? ?	? ?
Max Ether	? ?	? ?
Max Potion	? ?	? ?
Revival Herb	? ?	? ?
Salac Berry	? ?	? ?

Scary Cave

Watts needed to unlock Route 20,000

Useful Pokémon types ??? ??? ???

Pokémon	Steps to appear	Frequency
Marowak	A ?	? ?
Tauros	A ?	? ?
Golbat	B ?	? ?
Natu	B ?	? ?
Gastly	C ?	? ?
Machop	C ?	? ?

Item	Steps to appear	Frequency
Blue Shard	? ?	? ?
Dusk Ball	? ?	? ?
Green Shard	? ?	? ?
Iron	? ?	? ?
Old Gateau	? ?	? ?

Item	Steps to appear	Frequency
Petaya Berry	? ?	? ?
Red Shard	? ?	? ?
Repel	? ?	? ?
Thick Club	? ?	? ?
Yellow Shard	? ?	? ?

Sinnoh Field

Watts needed to unlock Route 25,000

Useful Pokémon types ??? ??? ???

Pokémon	Steps to appear	Frequency
Combee	A ?	? ?
Mime Jr.	A ?	? ?
Budew	B ?	? ?
Shinx	B ?	? ?
Bidoof	C ?	? ?
Kricketot	C ?	? ?

Item	Steps to appear	Frequency
Full Heal	? ?	? ?
Full Restore	? ?	? ?
Hyper Potion	? ?	? ?
Max Potion	? ?	? ?
Nest Ball	? ?	? ?

Item	Steps to appear	Frequency
Rare Candy	? ?	? ?
Repeat Ball	? ?	? ?
Revive	? ?	? ?
Super Potion	? ?	? ?
Timer Ball	? ?	? ?

Icy Mountain Rd.

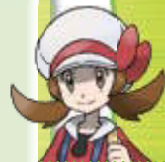
Watts needed to unlock Route 30,000

Useful Pokémon types ??? ??? ???

Pokémon	Steps to appear	Frequency
Snorunt	A ?	? ?
Snover	A ?	? ?
Bronzor	B ?	? ?
Sneasel	B ?	? ?
Mareep	C ?	? ?
Swinub	C ?	? ?

Item	Steps to appear	Frequency
Damp Rock	? ?	? ?
Full Heal	? ?	? ?
Heat Rock	? ?	? ?
Icy Rock	? ?	? ?
Max Repel	? ?	? ?

Item	Steps to appear	Frequency
Rindo Berry	? ?	? ?
Smooth Rock	? ?	? ?
TMO?	? ?	? ?
X Defend	? ?	? ?
Yache Berry	? ?	? ?



Pokéwalker Routes (post-National Pokédex Routes)

Big Forest

Watts needed to unlock Route 40,000

Useful Pokémon types ??? ??? ???

Pokémon	Steps to appear	Frequency
Bonsly	A ?	?
Tropius	A ?	?
Bibarel	B ?	?
Tangela	B ?	?
Exeggcute	C ?	?
Mareep	C ?	?

Item	Steps to appear	Frequency
Belue Berry	? ?	?
Big Mushroom	? ?	?
Bluk Berry	? ?	?
Durin Berry	? ?	?
Grepa Berry	? ?	?

Item	Steps to appear	Frequency
Hondew Berry	? ?	?
Honey	? ?	?
Qualot Berry	? ?	?
Tamato Berry	? ?	?
TinyMushroom	? ?	?

White Lake

Watts needed to unlock Route 50,000

Useful Pokémon types ??? ??? ???

Pokémon	Steps to appear	Frequency
Chingling	A ?	?
Misdreavus	A ?	?
Buizel	B ?	?
Haunter	B ?	?
Chinchou	C ?	?
Remoraid	C ?	?

Item	Steps to appear	Frequency
Chople Berry	? ?	?
Cornn Berry	? ?	?
Kebia Berry	? ?	?
Magost Berry	? ?	?
Nomel Berry	? ?	?

Item	Steps to appear	Frequency
Pamtre Berry	? ?	?
Rabuta Berry	? ?	?
Spelon Berry	? ?	?
TM68	? ?	?
Watmel Berry	? ?	?

Stormy Beach

Watts needed to unlock Route 65,000

Useful Pokémon types ??? ??? ???

Pokémon	Steps to appear	Frequency
Finneon	A ?	?
Shellos	A ?	?
Magikarp	B ?	?
Seel	B ?	?
Psyduck	C ?	?
Shellder	C ?	?

Item	Steps to appear	Frequency
Charti Berry	? ?	?
Coba Berry	? ?	?
Fresh Water	? ?	?
Heal Ball	? ?	?
Heart Scale	? ?	?

Item	Steps to appear	Frequency
Payapa Berry	? ?	?
PP Up	? ?	?
Quick Ball	? ?	?
Shuca Berry	? ?	?
Tanga Berry	? ?	?

Resort

Watts needed to unlock Route 80,000

Useful Pokémon types ??? ??? ???

Pokémon	Steps to appear	Frequency
Pachirisu	A ?	?
Pikachu	A ?	?
Clefairy	B ?	?
Jigglypuff	B ?	?
Hoppip	C ?	?
Marill	C ?	?

Item	Steps to appear	Frequency
Fluffy Tail	? ?	?
Fresh Water	? ?	?
Green Shard	? ?	?
Honey	? ?	?
Lemonade	? ?	?

Item	Steps to appear	Frequency
Luxury Ball	? ?	?
Max Repel	? ?	?
Moomoo Milk	? ?	?
Poké Doll	? ?	?
Soda Pop	? ?	?

Quiet Cave

Watts needed to unlock Route 100,000

Useful Pokémon types ??? ??? ???

Pokémon	Steps to appear	Frequency
Munchlax	A ?	?
Spiritomb	A ?	?
Chingling	B ?	?
Feebas	B ?	?
Golbat	C ?	?
Noctowl	C ?	?

Item	Steps to appear	Frequency
Big Pearl	? ?	?
Dusk Ball	? ?	?
Elixir	? ?	?
Heart Scale	? ?	?
Max Elixir	? ?	?

Item	Steps to appear	Frequency
Nugget	? ?	?
Pearl	? ?	?
Stardust	? ?	?
TM10	? ?	?
TM15	? ?	?





Nintendo Wi-Fi Connection Guide

Nintendo Wi-Fi Connection Gameplay Features

Share the fun with faraway friends and players

When you use Nintendo Wi-Fi Connection, you can play together with distant friends and Trainers from all around the world. Link up over Nintendo WFC for Pokémon trades, battles, and minigames.



Explore three different facilities for wireless play

There are three different facilities where you can use Nintendo Wi-Fi Connection to play: the Global Terminal in Goldenrod City and the Wi-Fi Club and Wi-Fi Plaza on B1F

of any Pokémon Center. Post-Hall of Fame, Nintendo Wi-Fi Connection play is also available at the Battle Frontier.

● The three Nintendo Wi-Fi Connection gameplay facilities

Global Terminal

A facility that lets you exchange data and Pokémon with Trainers from around the world. Trade Pokémon or view records, Trainer Rankings, and Box Data.



Page 213

Wi-Fi Club

You can use this feature once you start recording Friend Codes in your Pal Pad. Enjoy Pokémon battles, Pokémon trades, and minigames with your friends.



Page 216

Wi-Fi Plaza

A plaza where Pokémon Trainers from around the world gather to chat and play minigames. Up to 20 Trainers can play in the same Wi-Fi Plaza.

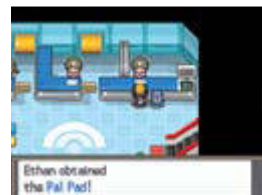


Page 218



Teala gives you the Pal Pad

After you win your first Gym Badge in Violet City, visit Pokémon Center B1F and Teala will give you the Pal Pad. You need this valuable item to play in the Wi-Fi Club, so don't forget to pick it up.



Pal Pad

Nintendo Wi-Fi
gameplay
facility

Global Terminal



The Global Terminal is a three-story building in Goldenrod City that offers lots of gameplay options using Nintendo Wi-Fi Connection. Step

on the green panel to go to 2F or the red panel to go to 3F. Wherever you go, you can enjoy exchanges with Trainers from around the world.

● Global Terminal

■ 1F



■ 2F



■ 3F



1 GTS (Global Trade Station) Page 213

Trade Pokémon worldwide by depositing and searching for Pokémon here.

2 Geonet Page 214

Set your country and region.

3 Favorite Pokémon Page 214

Talk to the girl and choose a favorite Pokémon to display in your Trainer Profile.

4 Battle Video Rankings Page 214

The most popular Battle Videos are ranked and available to view here.

5 Trainer Rankings Page 214

See Trainer Rankings in various categories.

6 Self-Introduction Page 215

Create an introduction for your profile.

7 Box Data Page 215

Upload a picture of your PC Box full of Pokémon and view other Trainers' PC Boxes.

8 Dress-Up Data Page 215

Upload your Pokémon photos from the Dress-Up Shop and view other Trainers' Dress-Up Data photos.

9 Battle Video Gallery Page 215

Upload your own Pokémon Battle Video and view other Trainers' videos.

Union
Room

1 GTS (Global Trade Station)

The GTS lets you trade Pokémon with other Pokémon Trainers from around the world. It's set up so that you can easily trade with other

Trainers who satisfy your trade conditions. There are two methods of trading, so use whichever you prefer and find the Pokémon you want.

Depositing Pokémon

Deposit the Pokémon you want to trade on the GTS, and specify which Pokémon you want in return. When a Trainer sees your offer and agrees to your conditions, the trade is automatically completed the next time you connect to Nintendo Wi-Fi Connection.

● How to deposit a Pokémon

1 Choose your Pokémon



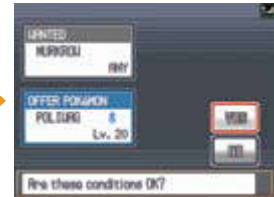
Pick the Pokémon you want to trade from your party or PC Boxes.

2 Choose the Pokémon you want



Select your desired Pokémon species and whether you want a specific gender and level.

3 Pick "YES"



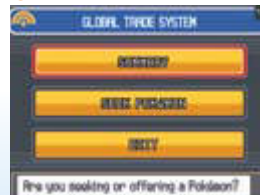
Confirm your trade Pokémon and the one you want in exchange. If you're satisfied, choose "YES."

Taking back a Pokémon

Once you deposit a Pokémon, you can't deposit another one until the trade is finalized. In the meantime, you can use the Summary menu to check on your Pokémon. Press the A Button if you want to take the Pokémon back.

● How to take back a Pokémon

1 Pick "SUMMARY"



When your Pokémon is on the GTS, choose "SUMMARY" from the options shown.

2 Select "TAKE BACK"



Press A and select "TAKE BACK," then "YES."



Seeking Pokémon

Pick the Pokémon you want, then choose a Trainer from among the ones who've registered that Pokémon for trade on the GTS. You'll see what Pokémon the Trainer wants in exchange. You can seal the deal right then and there by trading the Pokémon that the other Trainer wants.

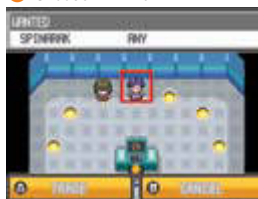
How to search for Pokémon

1 Search for a desired Pokémon



Pick a Pokémon species, then any gender, level, or location criteria you have.

2 Choose a Trainer



Tap the trade partners displayed. If one matches your conditions, press the A Button.

3 Tap "YES"



Select the other Trainer's desired Pokémon from your party or PC Box.



Enter your Wii number to receive a Wii message

Select "Wii MESSAGE SETTINGS" from the main menu and enter your Wii number. If you set up this handy feature, you'll receive a Wii message on your Wii console when a Pokémon trade goes through.

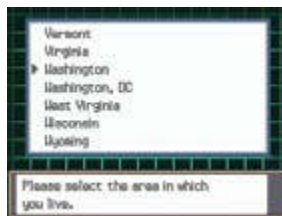


Global Terminal

2 Geonet

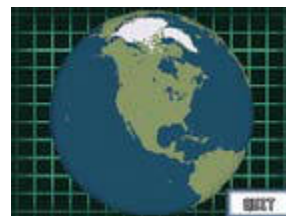
Geonet is a high-tech globe that registers your home country and region. Once you've registered your location, you can't change it. After registering, check Geonet at any time to see your location and symbols marking the locations of Trainers you've traded with over the GTS.

Register the place where you live



Choose your location from among the areas displayed.

See the locations of Trainers you've connected with

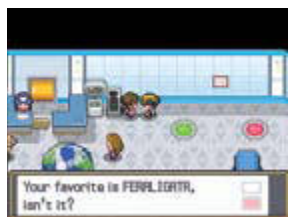


A symbol marks the locations of Trainers you've interacted with.

Global Terminal

3 Favorite Pokémon

On 1F, talk to the girl next to the GTS to register the Pokémon at the head of your party as your favorite Pokémon. Confirm your choice and you're all set to go.



Change your mind at any time

To change your favorite Pokémon, just switch your lead Pokémon and talk to her again.

Global Terminal

4 Battle Video Rankings

See how the top Trainers do it! Here you'll find Battle Videos uploaded from all around the world, ranked in order of popularity. You can even save your favorite Battle Video.



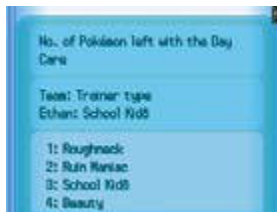
Browse through popular Battle Videos

Watch the top-ranked Battle Videos to see different battle strategies in action.

Global Terminal

5 Trainer Rankings

Pokémon Trainers from around the world are ranked in a variety of categories. See which Trainers catch the most Pokémon with a fishing rod, receive the most Premier Balls, and more! You can view two categories at a time, and the available categories change each week. You can view rankings from either the current week or the previous week.



Submit your own data

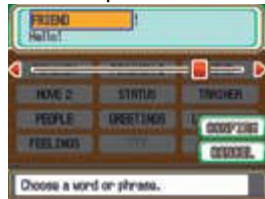
Log on to Trainer Rankings and your data is automatically uploaded.

Global Terminal 6 Introduction

To edit the introductory phrase in your profile, talk to the boy next to the reception desk on 1F. Use the easy chat system to make a dramatic introduction. Whenever you want to change it, just talk to the boy again.

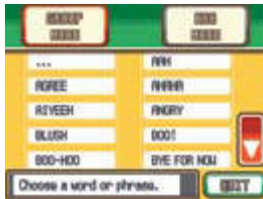
How to set up your introduction

1 Choose a phrase



Move the cursor to pick a phrase.

2 Choose a word



Make a sentence by selecting the words you want.

Global Terminal 7 Box Data

This terminal gives you a peek into PC Boxes belonging to Trainers from around the world. There are six different themes for you to peruse. You can also send your own Box Data to the network.



Themes

- Favorite
- Cool
- Cute
- Suggested
- Fun
- Select

Global Terminal 8 Dress-Up Data

Use this terminal to view Dress-Up Data—photos of Pokémon with decorative Accessories and backdrops. You'll see Dress-Up Data from all around the world here. If you've taken some Dress-Up Data photos of your own at the Dress-Up Data Shop in Goldenrod City, you can upload them, too.



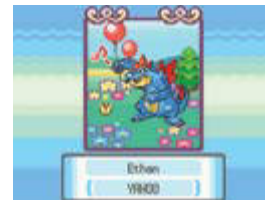
Who do you want to see?

You can search by Pokémon to easily find the photo you're looking for.



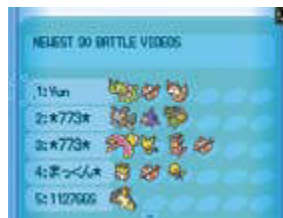
Take pictures in the Goldenrod Tunnel!

You can take Dress-Up Data photos of your own Pokémon at the Dress-Up Data Shop in the Goldenrod Tunnel. Use Accessories and backdrops to decorate your Pokémon with flair and impress other Trainers!



Global Terminal 9 Battle Video Gallery

Here you can view and upload Battle Videos from the Pokémon Communication Club Colosseum or Battle Frontier. Sample the selection to enjoy thrilling battles from all around the world—or, if you know what you want, use one of three methods to search the Battle Videos.



Watch different Trainers' battles

Check out various battles and save the ones you like.

How to search videos

Newest 30

Displays the 30 most recently uploaded Battle Videos.

Search

Narrow down videos by facility, Pokémon, or your user location.

Search by Video No.

If you know the number of the video, enter it here to call it up.



Take your own Battle Videos

You can take your own Battle Videos once you get the Vs. Recorder. After you've reached the Hall of Fame, you can record your own battles at the Battle Frontier.



Nintendo WFC
Gameplay Facility

Wi-Fi Club

The Wi-Fi Club is a facility where you can enjoy Pokémon battles and trades with friends around the globe. To get started, simply visit Pokémon Center B1F. Make sure you have at least one Friend Code recorded on your Pal Pad before you enter the Wi-Fi Club.

Wi-Fi Club features

1 Single Battle

Page 217

Have a single battle with a friend. Each Trainer sends out one Pokémon at a time.

2 Double Battle

Page 217

Challenge a friend to a Double Battle, where each Trainer sends out two Pokémon at a time.

3 Trade

Page 217

You and a friend can trade each other Pokémon from your parties.

4 Plaza Games

Page 217

Play any of the three games from the Wi-Fi Plaza. Up to four players can play at a time.

Pokémon Center B1F



Wi-Fi Club entrance

How to get started in the Wi-Fi Club

You can use the Wi-Fi Club once a Friend Code is recorded on your Pal Pad. The Pal Pad automatically records the Friend Codes of people you trade with in the Union Room. For friends who are out of

Union Room range, you must get their Friend Codes and manually enter them. You can record up to 32 codes in your Pal Pad.

How to manually enter Friend Codes

Use the Pal Pad

Choose the Pal Pad in the Key Items Pocket of your Bag, and pick "USE."



Enter a name

Enter your friend's name. Ask your friend for his or her character name and input it here.



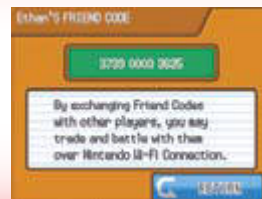
Enter the Friend Code

Enter the Friend Code you got from your friend. Input all 12 numbers carefully so you don't make any mistakes.



Give your friend your Friend Code

You can find your own Friend Code by checking your Pal Pad. Tell it to your friend so he or she can enter it.

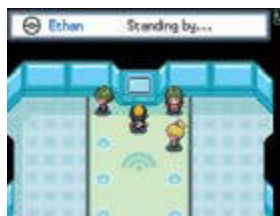


How to get started in the Wi-Fi Club

When you enter the Wi-Fi Club using Nintendo Wi-Fi Connection, you'll find yourself in the lobby. This is where your friends gather. You can recruit them into activities or join activities that they've started, such as battles, trades, and minigames.

Relax in the lobby with your friends

The lobby is where your friends gather after entering the Wi-Fi Club.



Two ways to join an activity

Recruit friends

At the back of the lobby, press the A Button in front of the PC to choose an activity and recruit your friends.



Join

If someone in the lobby is bouncing up and down, he or she is recruiting friends for an activity. Talk to him or her to join in the fun.





Have fun talking over voice chat

You can use voice chat to shoot the breeze with friends in the lobby—just use the mic to talk. Voice chat still works even when you're in the middle of Wi-Fi Club activities like battling or trading.



Wi-Fi Club

1

Single Battle

Two friends battle, each side sending out one Pokémon at a time. This is the standard battle mode, highlighting the stats and training differences between the two Pokémon. You and your friend need to agree on a level setting. Then the match can begin.

● The three level settings

Level 50

All your Pokémon are temporarily set to Lv. 50 for the duration of the battle. They'll return to their normal levels once the match is over.



Level 100

All your Pokémon are temporarily set to Lv. 100 for the duration of the battle. They'll return to their normal levels once the match is over.



Free

There are no level limits here, so Pokémon battle at their original levels. Match your friend's level and battle!

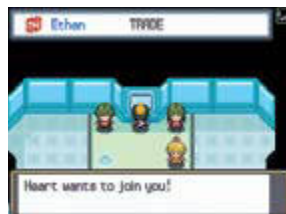


Wi-Fi Club

3

Trade

Trade Pokémon with your friends. The Pokémon has to already be in your party, so you can't trade Pokémon that are currently stored on your PC. Recruit a friend or answer a friend's call and get a Pokémon you want.



Come prepared to trade

Add a Pokémon you want to trade to your party before entering the Wi-Fi Club.



Wi-Fi Club

2

Double Battle

In this two-player battle, each side sends out two Pokémon at a time. The interplay between your two Pokémon expands the different strategies you can use, giving battles greater depth. As with single battles, you and your friend have to choose one of three different level settings for your battle.

● The three level settings

Level 50

All your Pokémon are temporarily set to Lv. 50 for the duration of the battle. They'll return to their normal levels once the match is over.



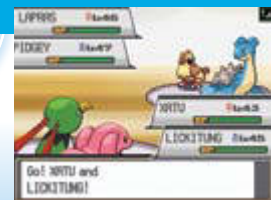
Level 100

All your Pokémon are temporarily set to Lv. 100 for the duration of the battle. They'll return to their normal levels once the match is over.



Free

There are no level limits here, so Pokémon battle at their original levels. Match your friend's level and battle!



Wi-Fi Club

4

Plaza Games

These multiplayer minigames are also found in the Wi-Fi Plaza. The games are SWALOT Plop, MIME JR. Top, and WOBUFFET Pop. Up to four players participate in a mad scramble to see who wins the most points!



Recruit friends to play games

It's a whole new world of fun at the Wi-Fi Plaza when you play with some Trainers you've never even met.

● The three games

- SWALOT Plop
- MIME JR. Top
- WOBUFFET Pop

Nintendo WFC
Gameplay Facility

Wi-Fi Plaza

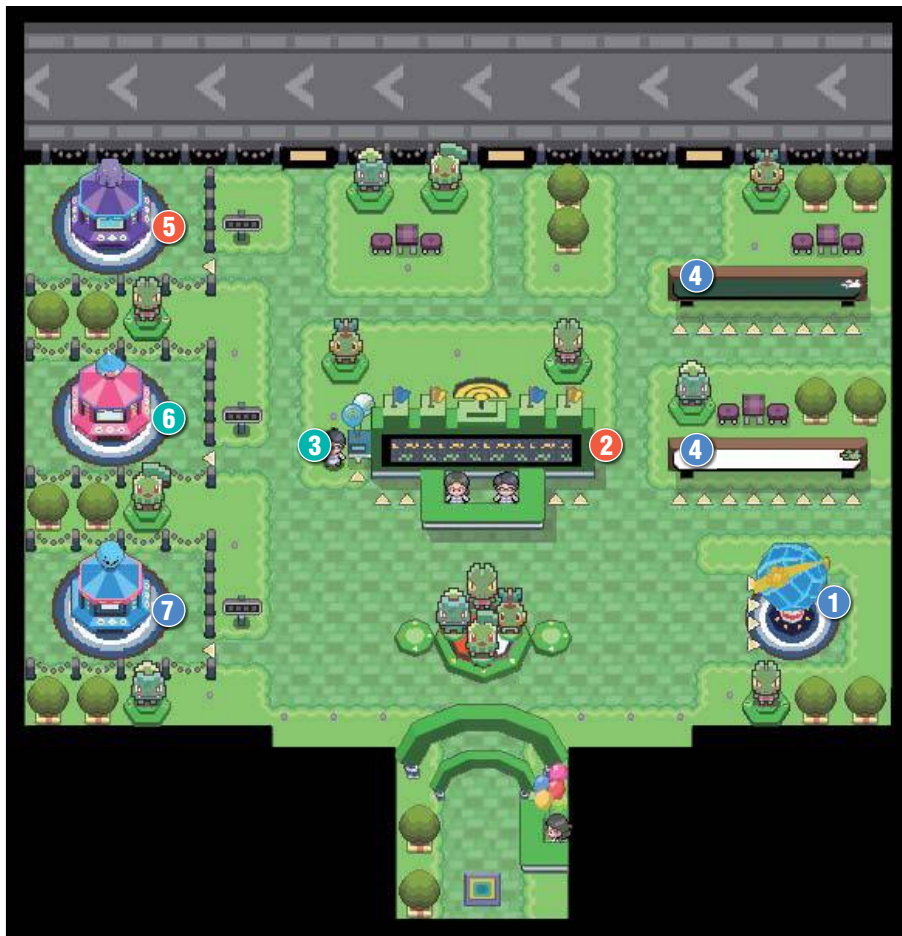


At the Wi-Fi Plaza, Pokémon Trainers from around the world gather to play a variety of games with one another. Each plaza can hold up to 20 players—no Friend Codes needed. You talk with other Trainers by using set phrases, so it's easy to communicate with Trainers from other countries.

● Pokémon Center B1F

Wi-Fi Plaza
entrance

● Wi-Fi Plaza



1 Visitor Profiles

[Page 219](#)

See what countries and regions the other Trainers in the plaza hail from.

4 Footprint Stamp

[Page 220](#)

Cover a board with stamps shaped like your party Pokémon's feet.

7 WOBUFFET Pop

[Page 220](#)

A minigame where you use a Wobuffet-shaped air pump to inflate and pop lots of balloons.

2 Plaza News

[Page 219](#)

Check facts like the number of Trainers in the plaza or the time until closing.

5 SWALOT Plop

[Page 220](#)

A minigame where you sit around a Swalot and throw Berries into its open mouth.

3 Plaza Survey

[Page 219](#)

Trainers in the plaza can take a survey, and the results are posted here before closing time.

6 MIME JR. Top

[Page 220](#)

A minigame where you control Mime Jr. as it tries to stay on top of a ball. Don't let it fall off!

How to use the Wi-Fi Plaza

When you enter the Wi-Fi Plaza, you get a Tap Toy. This is a toy used exclusively inside the plaza. You can also choose the Pokémon type you like best to have it listed on your profile. Once you're all set, go on inside.



Choose a type and get your Tap Toy

Your Tap Toy powers up if you do well at games, creating flashier effects.

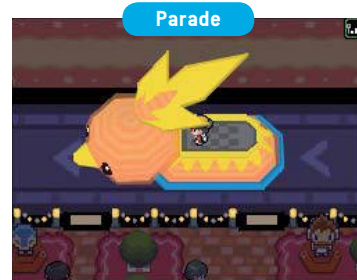
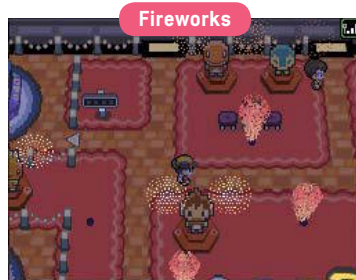
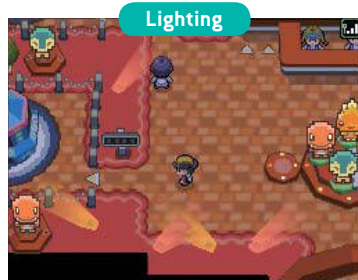
The nine Tap Toys



Enjoy the time events

There's a limit to how long you can stay in a Wi-Fi Plaza. Once the time runs out, everyone leaves. As closing time approaches, the area goes dark and fireworks go off. Stick around and watch until

the end to make the most of your time there. Once it's really time to go, head to the back of the plaza and ride a Parade Float on your way out.

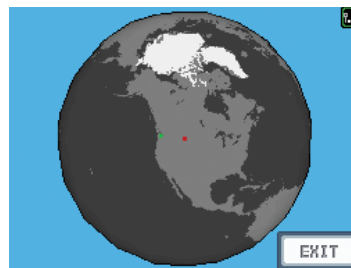


Wi-Fi Plaza

1

Visitor Profiles

Stand in front of the Visitor Profiles to see the home locations of the Trainers who are currently in the plaza. Move over a labeled location and press the X Button to check the local time. With just one glance, you'll see how the Trainers in the plaza have assembled here from countries and regions all around the world.



Coming together from near and far

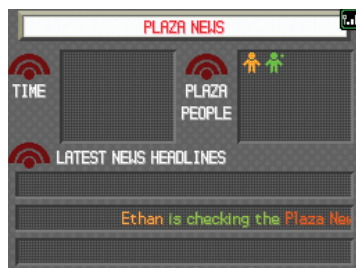
When there's a Trainer from another country, you can move the map to find their location.

Wi-Fi Plaza

2

Plaza News

The Plaza News displays what's going on in the plaza, the current number of attendees, and the time until closing.



Check the billboard

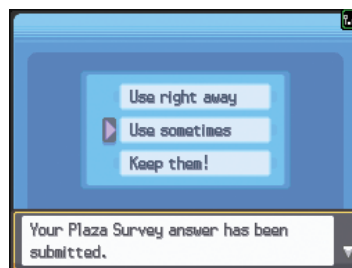
Stand in front of the electronic billboard to view the latest Plaza News updates.

Wi-Fi Plaza

3

Plaza Survey

Read the Plaza Survey question and choose one of the three answers provided. Stick around and the most popular answer will be revealed!



Survey results will be shown later

You can see the survey results as closing time draws near, once the light in the plaza dims.



Wi-Fi
Plaza**4** Footprint Stamp

At the Footprint Stamp board, you can decorate with stamps shaped like Pokémon footprints. Your selection of stamps is based on the Pokémon in your party, and the stamps you make on the board will eventually disappear with a special animation. Join other players in making a unique picture together!

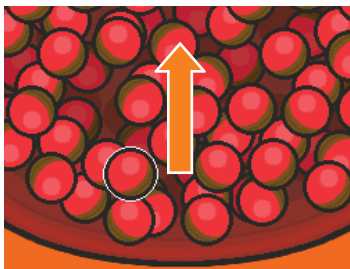


Up to eight Trainers can play at once

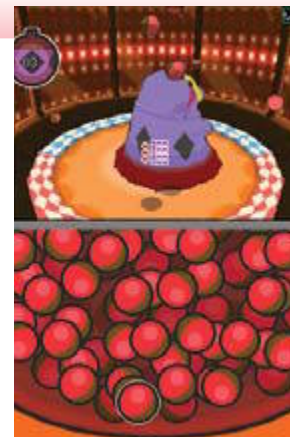
There's a white board and a black board in the plaza. Each one can have up to eight players at the same time.

Wi-Fi
Plaza**5** SWALOT Plop

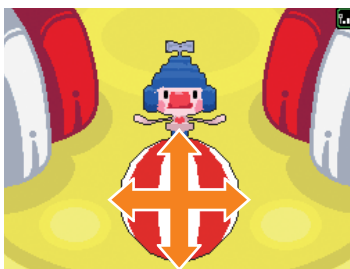
In SWALOT Plop, players try to score by throwing Berries into Swalot's open mouth. Tap the Berries on the Touch Screen and flick the stylus to launch them. You earn points for each one that makes it into Swalot's mouth. The Trainer with the most points at the end wins 1st place, powering up his or her Tap Toy.

Controls

Flick the stylus upwards for a long-range Berry launch.

Wi-Fi
Plaza**6** MIME JR. Top

In MIME JR. Top, players control a Mime Jr. riding on top of a ball. Who can keep it from falling the longest? Move the ball to match Mime Jr.'s wobbling movements. The Trainer who keeps it on the ball will win 1st place, powering up his or her Tap Toy.

Controls

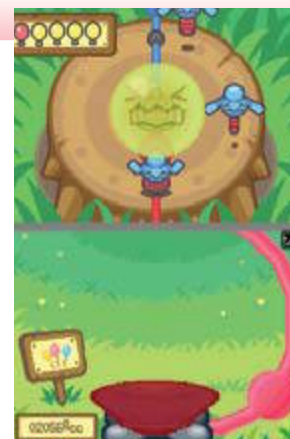
Move the ball down if Mime Jr. moves backward, up if it moves forward, right if it moves left, and left if it moves right.

Wi-Fi
Plaza**7** WOBUFFET Pop

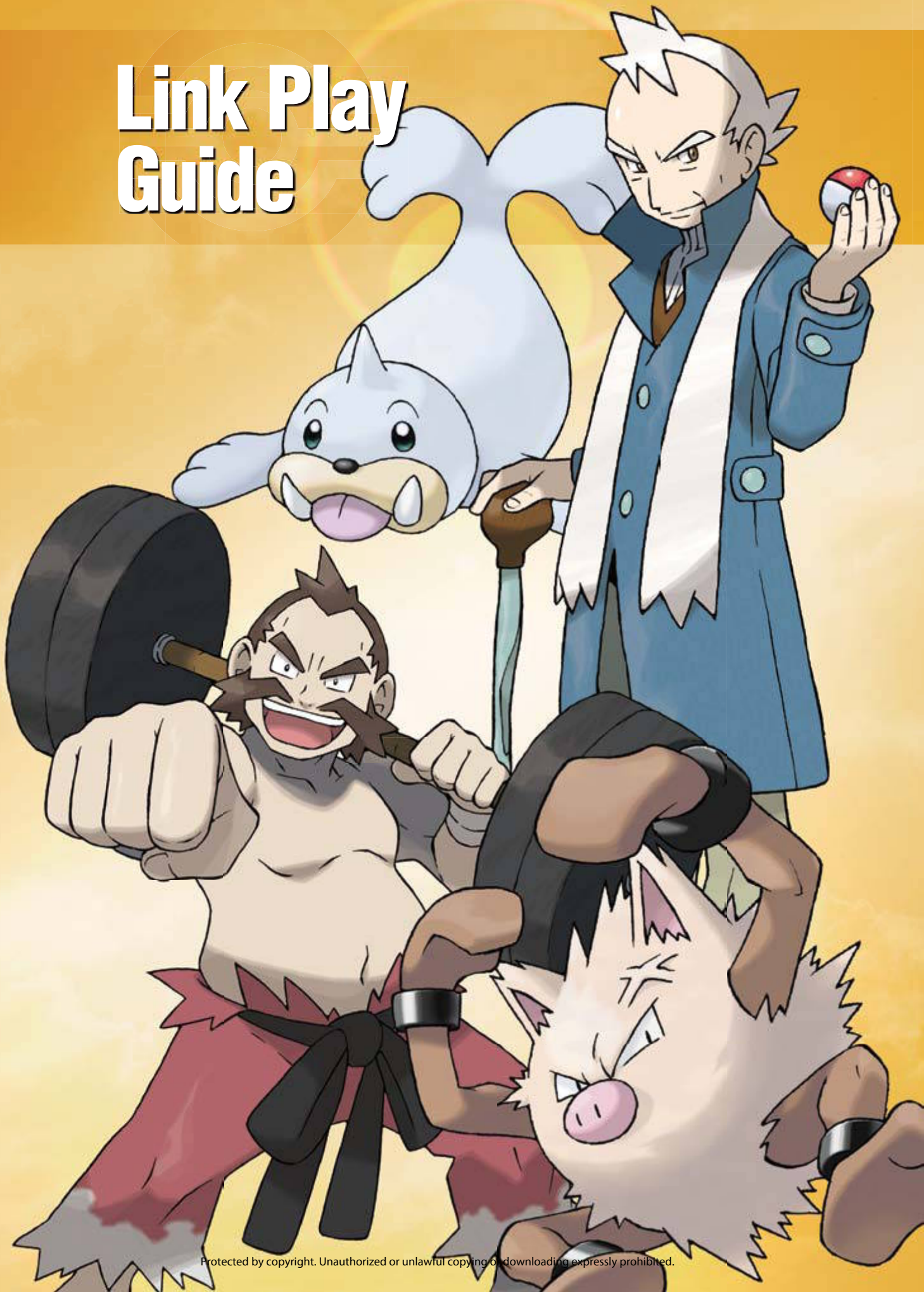
WOBUFFET Pop is a game where you use a Wobuffet-shaped air pump to inflate and pop balloons. Slide the stylus down the Wobuffet pump to inflate a balloon. If all the players working together can inflate ten or more balloons, everyone gets a power-up for their Tap Toy.

Controls

Slide the stylus down from the head in one smooth movement, and repeat once Wobuffet's head returns to normal.



Link Play Guide



Wireless Communications Gameplay Features

Link up with nearby friends and players

Get together with friends to enjoy different gameplay modes through DS Wireless Communications. No special hardware is needed. Thanks to wireless communications, you can link up and play anytime, anywhere, with just your game and your Nintendo DS! Team up with friends to experience the fun of Pokémon trades, battles, and the Pokéathlon.



Explore three different facilities for wireless play

There are three different facilities where you can play over the wireless communications: the Wireless Club Union Room and Pokémon Communication Club Colosseum on Pokémon Center 2F and the Link Pokéathlon at the Pokéathlon Dome. Post-Hall of Fame, link play is also available at the Battle Frontier and Safari Zone.



Wireless linking is a breeze

You can enjoy wireless linking anytime with your Game Card and Nintendo DS.

The three facilities for wireless gameplay

Pokémon Wireless Club Union Room

Trade, battle, and mix records with friends and other Trainers in the Union Room.



Page 223

Pokémon Communication Club Colosseum

Battle friends and Trainers in your immediate area. You can set rules for each match, such as Single Battle or Double Battle mode.



Page 226

Link Pokéathlon

Challenge nearby friends and Trainers to keep up with you on a Pokéathlon course. There are five special courses available for wireless play.



Page 228

Wireless Communications Play Facility

Pokémon Wireless Club Union Room

The Pokémon Wireless Club Union Room on Pokémon Center 2F is full of wireless play options. Speak to the receptionist near the entrance, then enter the Union Room. Here you can talk to your assembled friends and Pokémon Trainers to enjoy trades, battles, and chats.

● Pokémon Center 2F



Union Room entrance

● Union Room features

- 1 Greeting** Page 223
Trainers can show off their Trainer Cards. See your friends' total playing time, number of trades, and other info.
- 2 Drawing** Page 223
Up to five friends work together on the same drawing. Each player can choose their own pen thickness and color.
- 3 Battle** Page 224
Get together with a friend, then choose two Pokémon at Lv. 30 or less for a fun battle.
- 4 Trade** Page 224
Link up with a friend to trade Pokémon from your current party.
- 5 Records** Page 224
Form a group of up to five friends and mix your game information.
- 6 Spin Trade** Page 225
Everyone brings a Pokémon Egg to this trading activity, with room for up to five players.
- 7 Chat** Page 225
Use the easy chat system to talk to your friends in the Union Room.

How to use the Union Room

Once you're inside the Union Room, other friends using wireless communications will appear in the room as Trainers. Talk to a friend and choose from options like Trade, Battle, or Chat. Enjoy all kinds of wireless features with your friends!

1 Enter the Union Room



Talk to the receptionist and enter the Union Room.

2 Talk to a friend



Talk to other Trainers you see in the Union Room.



Go to Violet City and choose your look

To choose how your friends will see you in the Union Room, go to Violet City and talk to the boy on Pokémon Center 2F. There's a total of eight different looks—four for boys and four for girls. Take your pick from for what suits you best.



Union Room 1 Greeting

Talk to a friend and show each other your Trainer Cards. Now you can see your friend's total playing time, battle stats, and other info.



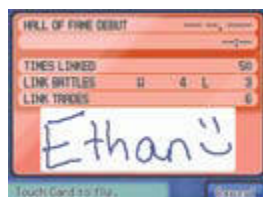
Show each other your Trainer Cards

The Trainer Card holds lots of information about your adventure so far.



Sign your Trainer Card

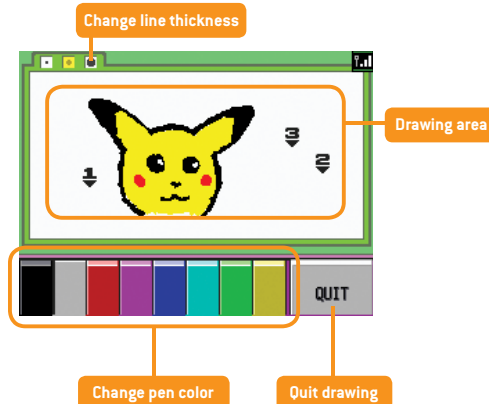
Your signature is on the back of your Trainer Card. You can always redo your signature whenever you want.



Union Room 2 Drawing

Using the stylus, up to five friends can work on a single canvas. Select your line thickness and color as you collaborate to make a fun picture.

● Drawing Screen



Union Room 3 Battle

Feel like a single battle against a friend? Use the Battle option and choose two Pokémon Lv. 30 or under from the selection screen. Then pick "Join Battle" to begin a match. By using low-level Pokémon, both players can enjoy a fun, casual battle.



Battle with Pokémon under Lv. 30

When both Pokémon are Lv. 30 or under, the fight is quick but enjoyable.

Union Room 4 Trade

Use this feature to trade party Pokémon with a friend. Each person picks a Pokémon to trade, then chooses "Trade" to start the swap. You can give Pokémon Mail to hold, and the link trade even causes certain Pokémon to evolve.



Bring the Pokémon you want to trade

You can't access your PC here, so put trade Pokémon in your party before entering the Union Room.

Friend Codes can be recorded when you trade

When you trade with a friend in the Union Room, you can record his or her Friend Code on your Pal Pad. Once you've done this, you can use Nintendo Wi-Fi Connection to battle and trade with that friend from anywhere in the world (p. 216).



Union Room 5 Records

By mixing records, up to five friends can pool their game data together. First, talk to friends with whom you want to share data. Then, once everyone is together, you can go ahead and mix records. When you mix records with your friends, you'll all start to see certain kinds of information in your game.



Up to five players can share game data

When you and your friends have the same data, you'll have more ways to play together.

What data is shared when you mix records?

After you mix records, you and your friends will share the same Dress-Up and group data. That means you'll see your friends' Dress-Up Data

photos decorating the Dress-Up Data Shop in Goldenrod City. And by pooling groups, you can enter groups that your friends are in as well.

● Data shared by mixing records

Group data

You can now enter the same groups as your friends. Members of a group will all experience the same events.



Dress-Up Data

Your stylishly accessorized Pokémon photos will now grace the walls of other friends' Dress Up Data Shops. Show off your pics!



What's shared within a group?

When you enter a group, your game settings will sync. Post-Hall of Fame, your info in the Battle Frontier's Battle Tower is shared, and

after you've gotten the National Pokédex, info on Pokémon mass outbreaks will also be synchronized.



Create a group in Violet City

To create a new group, go to Violet City and talk to the boy in the Pokémon School. If you've pooled records with a friend who's in a group, you can also enter that group here. Create groups, join groups, and have fun mixing records all around.



Union Room

6

Spin Trade

In a Spin Trade, up to five players each bring a Pokémon Egg to trade. During the trade, tap the button on the lower screen to bounce the Eggs and swap their locations. This changes who ends

up with what Egg, and which Egg lands in the bonus space. Tap the screen and see what you get!

Trading Eggs in a Spin Trade

1 Choose an Egg to trade



Pick a Pokémon Egg from your party. You can't trade an Egg that's currently stored on the PC.

2 Press the button to shuffle



Tap the button on the Touch Screen to shuffle all the Eggs. This makes the trade more fun!

3 Receive your friend's Egg



Once it stops, you'll receive the Egg in front of you. Don't worry, you won't get stuck with your own Egg.



Land in the bonus area to get a rare Berry

The size of the Spin Trade bonus area depends on how many players are playing. If there are five players, three of them will land on a bonus area. And if you land on a bonus area, you get a Berry to go with your new Egg! The Berries you receive will also depend on the number of players. The more players, the rarer the Berries, so try to Spin Trade with a large group of friends.



Bonus area

Bonus area Berries

2-3 players

Figy Berry, Wiki Berry, Mago Berry, Aguav Berry, or Iapapa Berry

4 players

Razz Berry, Bluk Berry, Nanab Berry, Wepear Berry, or Pinap Berry

5 players

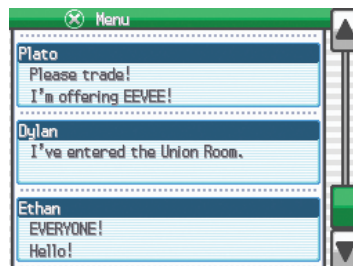
Cornn Berry, Magost Berry, Rabuta Berry, Nome! Berry, Spelon Berry, Watmel Berry, Durin Berry, or Belue Berry

Union Room

7

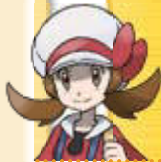
Chat

Have a conversation with all your friends in the Union Room! Choose the Chat option from the menu, then compose your message by entering words into the orange frame in the middle of the sentence. The Log option records your messages so you can view them whenever you want.



Talking is fun with easy chat

Search for words alphabetically or by theme.



Wireless
Communications
Play Facility

Pokémon Communication Club Colosseum

The Pokémon Communication Club Colosseum is a facility where you can battle with nearby friends and use a variety of rule options. Talk to the far-right receptionist on Pokémon Center 2F to set up a battle with two or four players. Two players can choose from Single Battle, Double Battle, Mix Battle, or Flat Battle modes. Four players will play in Multi Battle mode.

● Pokémon Center 2F

Communication Club
Colosseum

● Communication Club Colosseum features

1 Battles for two players

Page 226

You and a friend can have a Single Battle, Double Battle, Mix Battle, or Flat Battle.

2 Battles for four players

Page 227

This is all about Multi Battle mode: four players each send in one Pokémon at a time.

Communication
Club

1

Battles for two players

With two-player battles, you and a friend can choose from several fun battle modes. Your four options are Single Battle, where you each send out one Pokémon at a time; Double Battle, where you each send out two Pokémon at a time; Mix Battle, where you each pick three

Pokémon and exchange one of them with your opponent; and Flat Battle, where all Pokémon over Lv. 50 are temporarily reduced to Lv. 50. Once both players agree on a format that suits their Pokémon, let the battle begin!

Single Battle

In Single Battle mode, each player sends out one Pokémon at a time. Choose one of six rule options: the No Restrictions battle is a straightforward match, but the Standard Cup requires teams of three Pokémon at Lv. 50 or lower. If you try the Light Cup rules, only Pokémon under 218 lbs., are allowed. Mix things up by experimenting with all the different options.



Face off one-on-one

This classic Pokémon battle format is a test of strength.

● Single Battle rule options

Rule
1

No Restrictions

Use up to six Pokémon on your team. No restrictions apply.

Rule
2

Standard Cup

Use three Pokémon per team, Lv. 50 or lower.

Rule
3

Fancy Cup

Use only Pokémon shorter than 6'7", whose combined levels do not exceed 80.

Rule
4

Little Cup

Use three pre-evolved Pokémon each, Lv. 5 or lower.

Rule
5

Light Cup

Use three Pokémon each, Lv. 50 or lower, and no heavier than 218 lbs.

Rule
6

Double Cup

Use four Pokémon each, Lv. 50 or lower.

Double Battle

In Double Battle mode, each Trainer sends out two Pokémon at a time. There are multiple rule options here, too. For instance, the Fancy Cup rules also require teams of three unevolved Pokémon. In the Little Cup, you can only use Pokémon up to Lv. 5. And in the Double Cup, you'll use a four-Pokémon team. Use these rule options to give your battle experience a twist.



Double Battle challenge

Send out two Pokémon who play off each other's capabilities.

Double Battle rule options

Rule 1

No Restrictions

Use up to six Pokémon on your team. No restrictions apply.

Rule 3

Fancy Cup

Use only Pokémon shorter than 6'7", whose combined levels do not exceed 80.

Rule 5

Light Cup

Use three Pokémon each, Lv. 50 or lower, and no heavier than 218 lbs.

Rule 2

Standard Cup

Use three Pokémon per team, Lv. 50 or lower.

Rule 4

Little Cup

Use three pre-evolved Pokémon each, Lv. 5 or lower.

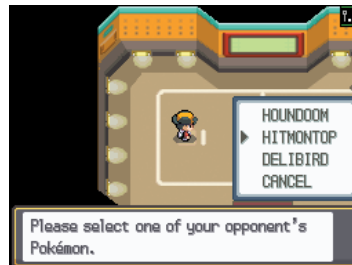
Rule 6

Double Cup

Use four Pokémon each, Lv. 50 or lower.

Mix Battle

In a Mix Battle, each player chooses three Pokémon—but one of those Pokémon is traded to your opponent for the duration of the match. Battling your own Pokémon creates a new avenue for surprises, so take on this unique battle mode and try out your friends' Pokémon for yourself.



Mix up your Pokémon

There's also an element of luck at play here. Which Pokémon will your opponent choose?

Flat Battle

For a Flat Battle, any Pokémon over Lv. 50 are temporarily set to Lv. 50. This unique battle mode lets you use Pokémon and moves you couldn't use in modes with a Lv. 50 cap. Flat Battle mode also has the GS Cup, a special rule option used in official tournaments.



All Pokémon are now Lv. 50

Moves and items stay the same, but stats revert to what they were at Lv. 50.

Flat Battle rule options

Rule 1

No Restrictions

Use up to six Pokémon on your team. No restrictions apply.

Rule 3

Light Cup

Use three Pokémon each, Lv. 50 or lower, and no heavier than 218 lbs.

Rule 5

Double No Restrictions

Each player sends out two Pokémon at once. No other restrictions apply.

Rule 2

Standard Cup

Use three Pokémon per team, Lv. 50 or lower.

Rule 4

Double Cup

Use four Pokémon from your party.

Rule 6

GS Cup

Use four Pokémon each, with up to two Special Pokémon per team.*

* Mewtwo, Lugia, Ho-Oh, Kyogre, Groudon, Rayquaza, Dialga, Palkia, Giratina

Communication Club

2 Battles for four players

Multi Battle

For a deeper battle challenge, grab a friend and form a tag-team for this four-player battle mode. Matches here are Multi Battles, a Double Battle variation where each player sends out one Pokémon at a time.



Use one Pokémon at a time, but...

You can't participate unless you have at least three Pokémon in your party.



Wireless
Communications
Play Facility

Link Pokéathlon

Challenge your friends to a sports competition! The Link Pokéathlon lets you take on nearby friends in a Pokéathlon meet. To get started, go to the Pokéathlon Dome and speak to the receptionist at the far-left counter. You and your friends can choose from five different courses that differ from those in the single-player Pokéathlon. Each Link Pokéathlon course has four events—it's two minicourses in one!

● Link Pokéathlon courses

1 Speed & Jump Course Page 228

Compete in four events where Speed and Jump Performance are best.

2 Jump & Skill Course Page 228

Compete in four events where Jump and Skill Performance put you above the competition.

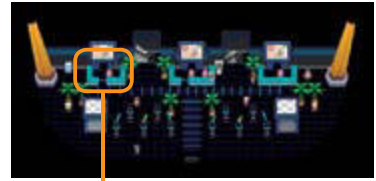
3 Skill & Power Course Page 228

Compete in four events where Skill and Power Performance pay off.

4 Power & Stamina Course Page 228

Compete in four events where Power and Stamina Performance power you through.

● Pokéathlon Dome



Link Pokéathlon entrance

5 Stamina & Speed Course Page 228

Compete in four events where Stamina and Speed Performance take you all the way.

How to start the Link Pokéathlon

Speak to the receptionist at the Link Pokéathlon counter in the Pokéathlon Dome and choose your course. Then decide whether to lead or join a group, and wait for your friends to join. Once two or more players have joined, the selected course can begin. Choose

three Pokémon for your team and take on your friends in the course's four events. Use Pokémon with the best Performance for each event and you'll keep your friends sweating all the way to the finish line.



You'll earn double the Medals if you win

In the Link Pokéathlon, you get two Medals each time you win a course. So if you win the Speed & Jump Course, you'll get a Speed Medal and a Jump Medal. Sure, the single-player Pokéathlon is fun, too, but this mode lets you load up on precious Medals.



Link Pokéathlon 1 Speed & Jump Course

Choose the Speed & Jump Course to play Hurdle Dash, Lamp Jump, Disc Catch, and Relay Run. Pokémon like Crobat, Yanmega, and Aerodactyl are good choices here.

● Speed & Jump Course events

Event 1 Hurdle Dash

Event 2 Lamp Jump

Event 3 Disc Catch

Event 4 Relay Run

Link Pokéathlon 2 Jump & Skill Course

Choose the Jump & Skill Course to play Lamp Jump, Disc Catch, Pennant Capture, and Snow Throw. Among the Pokémon best suited to this course are Ambipom, Smeargle, and Gligar.

● Jump & Skill Course events

Event 1 Lamp Jump

Event 2 Disc Catch

Event 3 Pennant Capture

Event 4 Snow Throw

Link Pokéathlon 4 Power & Stamina Course

Choose the Power & Stamina Course to play Block Smash, Circle Push, Goal Roll, and Ring Drop. Pokémon like Steelix, Ursaring, and Donphan should do the trick.

● Power & Stamina Course events

Event 1 Block Smash

Event 2 Circle Push

Event 3 Goal Roll

Event 4 Ring Drop



Compete head-to-head with your friends

This multiplayer sports festival is an experience that's nothing like a Pokémon battle.

Link Pokéathlon 3 Skill & Power Course

Choose the Skill & Power Course to play Goal Roll, Snow Throw, Pennant Capture, and Block Smash. Try using Pokémon like Raichu, Machop, and Tyranitar.

● Skill & Power Course events

Event 1 Goal Roll

Event 2 Snow Throw

Event 3 Pennant Capture

Event 4 Block Smash

Link Pokéathlon 5 Stamina & Speed Course

Choose the Stamina & Speed Course to play Relay Run, Ring Drop, Hurdle Dash, and Circle Push. Pokémon like Electrode, Mantine, and Rapidash are all good bets.

● Stamina & Speed Course events

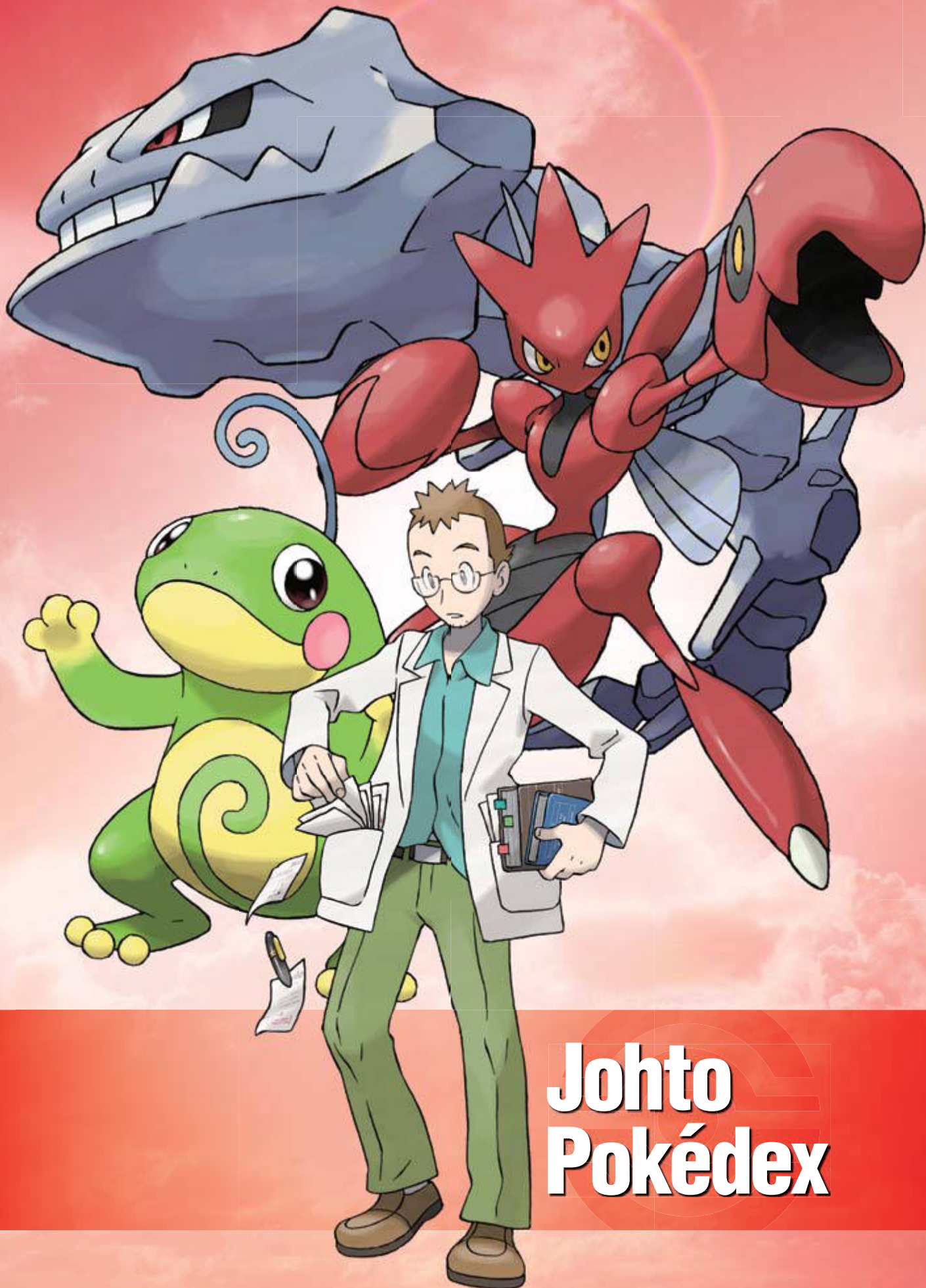
Event 1 Relay Run

Event 2 Ring Drop

Event 3 Hurdle Dash

Event 4 Circle Push

See page 187 for more on each event.



Johto Pokédex

How to Use the Johto Pokédex

Johto Pokédex



No. 001

Chikorita

Leaf Pokémon

1 Grass



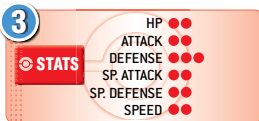
5 LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
6	Razor Leaf	Grass	Physical	55	95	25	All foes	—
9	Poison Powder	Poison	Status	—	75	35	Normal	—
12	Synthesis	Grass	Status	—	—	5	Self	—
17	Reflect	Psychic	Status	—	—	20	All allies	—
20	Magical Leaf	Grass	Special	60	—	20	Normal	—
23	Natural Gift	Normal	Physical	—	100	15	Normal	—
28	Sweet Scent	Normal	Status	—	100	20	All foes	—
31	Light Screen	Psychic	Status	—	—	30	All allies	—
34	Body Slam	Normal	Physical	85	100	15	Normal	○
39	Safeguard	Normal	Status	—	—	25	All allies	—
42	Aromatherapy	Grass	Status	—	—	5	All allies	—
45	SolarBeam	Grass	Special	120	100	10	Normal	—

2 ABILITY



3 STATS



6 PERFORMANCE



MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—

4 How to Obtain

<i>Pokémon HeartGold</i>	1	Receive from Professor Elm in New Bark Town at the beginning of the adventure	2	—
<i>Pokémon SoulSilver</i>	1	Receive from Professor Elm in New Bark Town at the beginning of the adventure	2	—

How to Read the Pokédex Data

1 Type

The Pokémon's type. Some Pokémon have two types.

2 Ability

The Pokémon's Ability. If two Abilities are listed, each individual Pokémon will have one of the two.

3 Stats

For each of the six key Pokémon stats, the number of dots (maximum of 6) indicates how readily that stat increases in comparison to other Pokémon.

4 How to Obtain

Two main methods you can use to obtain a Pokémon. Sometimes, there may only be one way to obtain a Pokémon.

5 Level-Up and Learned Moves

The moves that the Pokémon can learn either from a person or through leveling up.

Chart Key

- Lv. The level at which the move can be learned
- Type The move's type
- Kind Whether the move is a physical, special, or status move
- Pow. The move's attack power
- Acc. The move's accuracy
- PP How many times the move can be used
- Range The number and type of targets that the move affects
- DA Whether the move is a direct attack that makes physical contact with the target

6 Performance

These are stats that affect how well a Pokémon performs in the Pokéathlon sports competition. The number of orange stars indicates the base Performance level, and white stars indicate how much further each Performance stat can be raised (maximum is five stars). For example, ★★☆☆ means that the Pokémon's standard Performance is 2, but can go up to 3. Performance level varies depending on the day of the week, the Pokémon's nature, and what Apríjuices you use.



Johto Pokédex

No. 001

Chikorita

Leaf Pokémon

Grass



ABILITY

Overgrow

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
6	Razor Leaf	Grass	Physical	55	95	25	All foes	—
9	PoisonPowder	Poison	Status	—	75	35	Normal	—
12	Synthesis	Grass	Status	—	—	5	Self	—
17	Reflect	Psychic	Status	—	—	20	All allies	—
20	Magical Leaf	Grass	Special	60	—	20	Normal	—
23	Natural Gift	Normal	Physical	—	100	15	Normal	—
28	Sweet Scent	Normal	Status	—	100	20	All foes	—
31	Light Screen	Psychic	Status	—	—	30	All allies	—
34	Body Slam	Normal	Physical	85	100	15	Normal	○
39	Safeguard	Normal	Status	—	—	25	All allies	—
42	Aromatherapy	Grass	Status	—	—	5	All allies	—
45	SolarBeam	Grass	Special	120	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—

How to Obtain

Pokémon HeartGold

1 Receive from Professor Elm in New Bark Town at the beginning of the adventure

2

Pokémon SoulSilver

1 Receive from Professor Elm in New Bark Town at the beginning of the adventure

2

Johto Pokédex

No. 002

Bayleef

Leaf Pokémon

Grass



ABILITY

Overgrow

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Razor Leaf	Grass	Physical	55	95	25	All foes	—
1	PoisonPowder	Poison	Status	—	75	35	Normal	—
6	Razor Leaf	Grass	Physical	55	95	25	All foes	—
9	PoisonPowder	Poison	Status	—	75	35	Normal	—
12	Synthesis	Grass	Status	—	—	5	Self	—
18	Reflect	Psychic	Status	—	—	20	All allies	—
22	Magical Leaf	Grass	Special	60	—	20	Normal	—
26	Natural Gift	Normal	Physical	—	100	15	Normal	—
32	Sweet Scent	Normal	Status	—	100	20	All foes	—
36	Light Screen	Psychic	Status	—	—	30	All allies	—
40	Body Slam	Normal	Physical	85	100	15	Normal	○
46	Safeguard	Normal	Status	—	—	25	All allies	—
50	Aromatherapy	Grass	Status	—	—	5	All allies	—
54	SolarBeam	Grass	Special	120	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—

How to Obtain

Pokémon HeartGold

1 Level up Chikorita to Lv. 16

2

Pokémon SoulSilver

1 Level up Chikorita to Lv. 16

2

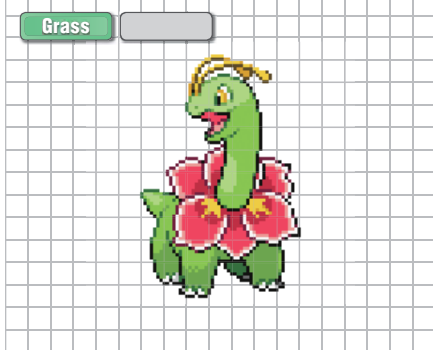
Johto Pokédex

No. 003

Meganium

Herb Pokémon

Grass



ABILITY

Overgrow

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Razor Leaf	Grass	Physical	55	95	25	All foes	—
1	PoisonPowder	Poison	Status	—	75	35	Normal	—
6	Razor Leaf	Grass	Physical	55	95	25	All foes	—
9	PoisonPowder	Poison	Status	—	75	35	Normal	—
12	Synthesis	Grass	Status	—	—	5	Self	—
18	Reflect	Psychic	Status	—	—	20	All allies	—
22	Magical Leaf	Grass	Special	60	—	20	Normal	—
26	Natural Gift	Normal	Physical	—	100	15	Normal	—
32	Petal Dance	Grass	Special	90	100	20	1 random	○
34	Sweet Scent	Normal	Status	—	100	20	All foes	—
40	Light Screen	Psychic	Status	—	—	30	All allies	—
46	Body Slam	Normal	Physical	85	100	15	Normal	○
54	Safeguard	Normal	Status	—	—	25	All allies	—
60	Aromatherapy	Grass	Status	—	—	5	All allies	—
66	SolarBeam	Grass	Special	120	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—
Frenzy Plant	Grass	Special	150	90	5	Normal	—

How to Obtain

Pokémon HeartGold

1 Level up Bayleef to Lv. 32

2

Pokémon SoulSilver

1 Level up Bayleef to Lv. 32

2

Johto Pokédex

No. 004

Cyndaquil

Fire Mouse Pokémon

Fire



ABILITY

Blaze

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
6	SmokeScreen	Normal	Status	—	100	20	Normal	—
10	Ember	Fire	Special	40	100	25	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
19	Flame Wheel	Fire	Physical	60	100	25	Normal	○
22	Defense Curl	Normal	Status	—	—	40	Self	—
28	Swift	Normal	Special	60	—	20	All foes	—
31	Lava Plume	Fire	Special	80	100	15	Ally + all foes	—
37	Flamethrower	Fire	Special	95	100	15	Normal	—
40	Rollout	Rock	Physical	30	90	20	Normal	○
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Eruption	Fire	Special	150	100	5	All foes	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—

How to Obtain

Pokémon HeartGold

1 Receive from Professor Elm in New Bark Town at the beginning of the adventure

2

Pokémon SoulSilver

1 Receive from Professor Elm in New Bark Town at the beginning of the adventure

2

Johto Pokédex

No. 005

Quilava

Volcano Pokémon

Fire



ABILITY

Blaze

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
6	SmokeScreen	Normal	Status	—	100	20	Normal	—
10	Ember	Fire	Special	40	100	25	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Flame Wheel	Fire	Physical	60	100	25	Normal	○
24	Defense Curl	Normal	Status	—	—	40	Self	—
31	Swift	Normal	Special	60	—	20	All foes	—
35	Lava Plume	Fire	Special	80	100	15	Ally + all foes	—
42	Flamethrower	Fire	Special	95	100	15	Normal	—
46	Rollout	Rock	Physical	30	90	20	Normal	○
53	Double-Edge	Normal	Physical	120	100	15	Normal	○
57	Eruption	Fire	Special	150	100	5	All foes	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—

How to Obtain

Pokémon HeartGold

1 Level up Cyndaquil to Lv. 14

2

Pokémon SoulSilver

1 Level up Cyndaquil to Lv. 14

2

Johto Pokédex

No. 006

Typhlosion

Volcano Pokémon

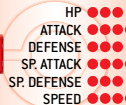
Fire



ABILITY

Blaze

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Gyro Ball	Steel	Physical	—	100	5	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
1	Ember	Fire	Special	40	100	25	Normal	—
6	SmokeScreen	Normal	Status	—	100	20	Normal	—
10	Ember	Fire	Special	40	100	25	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Flame Wheel	Fire	Physical	60	100	25	Normal	○
24	Defense Curl	Normal	Status	—	—	40	Self	—
31	Swift	Normal	Special	60	—	20	All foes	—
35	Lava Plume	Fire	Special	80	100	15	Ally + all foes	—
42	Flamethrower	Fire	Special	95	100	15	Normal	—
46	Rollout	Rock	Physical	30	90	20	Normal	○
53	Double-Edge	Normal	Physical	120	100	15	Normal	○
57	Eruption	Fire	Special	150	100	5	All foes	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—
Blast Burn	Fire	Special	150	90	5	Normal	—

How to Obtain

Pokémon HeartGold

1 Level up Quilava to Lv. 36

2

Pokémon SoulSilver

1 Level up Quilava to Lv. 36

2

004

CYDAQUIL

005

QUILAVA

006

TYPHLOSION

Johto Pokédex

No. 007

Totodile

Big Jaw Pokémon

Water



ABILITY

● Torrent

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
6	Water Gun	Water	Special	40	100	25	Normal	—
8	Rage	Normal	Physical	20	100	20	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
15	Scary Face	Normal	Status	—	90	10	Normal	—
20	Ice Fang	Ice	Physical	65	95	15	Normal	○
22	Flail	Normal	Physical	—	100	15	Normal	○
27	Crunch	Dark	Physical	80	100	15	Normal	○
29	Slash	Normal	Physical	70	100	20	Normal	○
34	Screech	Normal	Status	—	85	40	Normal	○
36	Thrash	Normal	Physical	90	100	20	1 random	○
41	Aqua Tail	Water	Physical	90	90	10	Normal	○
43	Superpower	Fighting	Physical	120	100	5	Normal	○
48	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—

How to Obtain

Pokémon HeartGold

1 Receive from Professor Elm in New Bark Town at the beginning of the adventure

2 —

Pokémon SoulSilver

1 Receive from Professor Elm in New Bark Town at the beginning of the adventure

2 —

Johto Pokédex

No. 008

Croconaw

Big Jaw Pokémon

Water



ABILITY

● Torrent

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
6	Water Gun	Water	Special	40	100	25	Normal	—
8	Rage	Normal	Physical	20	100	20	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
15	Scary Face	Normal	Status	—	90	10	Normal	—
21	Ice Fang	Ice	Physical	65	95	15	Normal	○
24	Flail	Normal	Physical	—	100	15	Normal	○
30	Crunch	Dark	Physical	80	100	15	Normal	○
33	Slash	Normal	Physical	70	100	20	Normal	○
39	Screech	Normal	Status	—	85	40	Normal	○
42	Thrash	Normal	Physical	90	100	20	1 random	○
48	Aqua Tail	Water	Physical	90	90	10	Normal	○
51	Superpower	Fighting	Physical	120	100	5	Normal	○
57	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—

How to Obtain

Pokémon HeartGold

1 Level up Totodile to Lv. 18

2 —

Pokémon SoulSilver

1 Level up Totodile to Lv. 18

2 —

Johto Pokédex

No. 009

Feraligatr

Big Jaw Pokémon

Water



ABILITY

● Torrent

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Rage	Normal	Physical	20	100	20	Normal	○
6	Water Gun	Water	Special	40	100	25	Normal	—
8	Rage	Normal	Physical	20	100	20	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
15	Scary Face	Normal	Status	—	90	10	Normal	—
21	Ice Fang	Ice	Physical	65	95	15	Normal	○
24	Flail	Normal	Physical	—	100	15	Normal	○
30	Agility	Psychic	Status	—	—	30	Self	—
32	Crunch	Dark	Physical	80	100	15	Normal	○
32	Slash	Normal	Physical	70	100	20	Normal	○
45	Screech	Normal	Status	—	85	40	Normal	○
50	Thrash	Normal	Physical	90	100	20	1 random	○
58	Aqua Tail	Water	Physical	90	90	10	Normal	○
63	Superpower	Fighting	Physical	120	100	5	Normal	○
71	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—
Hydro Cannon	Water	Special	150	90	5	Normal	—

How to Obtain

Pokémon HeartGold

1 Level up Croconaw to Lv. 30

2 —

Pokémon SoulSilver

1 Level up Croconaw to Lv. 30

2 —



007

TOTODILE



008

CROCONAW



009

FERALIGATR

Johto Pokédex

No. 010

Pidgey

Tiny Bird Pokémon

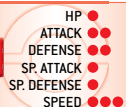
Normal Flying



ABILITIES

- Keen Eye
- Tangled Feet

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Whirlwind	Normal	Status	—	100	20	Normal	—
21	Twister	Dragon	Special	40	100	20	All foes	—
25	FeatherDance	Flying	Status	—	100	15	Normal	—
29	Agility	Psychic	Status	—	—	30	Self	—
33	Wing Attack	Flying	Physical	60	100	35	Normal	○
37	Roost	Flying	Status	—	—	10	Self	—
41	Tailwind	Flying	Status	—	—	30	All allies	—
45	Mirror Move	Flying	Status	—	—	20	Varies	—
49	Air Slash	Flying	Special	75	95	20	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Route 29 2 Route 30

Pokémon SoulSilver

1 Route 29 2 Route 30

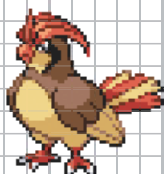
Johto Pokédex

No. 011

Pidgeotto

Bird Pokémon

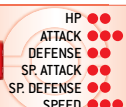
Normal Flying



ABILITIES

- Keen Eye
- Tangled Feet

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Gust	Flying	Special	40	100	35	Normal	—
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Whirlwind	Normal	Status	—	100	20	Normal	—
22	Twister	Dragon	Special	40	100	20	All foes	—
22	FeatherDance	Flying	Status	—	100	15	Normal	—
32	Agility	Psychic	Status	—	—	30	Self	—
37	Wing Attack	Flying	Physical	60	100	35	Normal	○
42	Roost	Flying	Status	—	—	10	Self	—
47	Tailwind	Flying	Status	—	—	30	All allies	—
52	Mirror Move	Flying	Status	—	—	20	Varies	—
57	Air Slash	Flying	Special	75	95	20	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Route 43 2 Level up Pidgey to Lv. 18

Pokémon SoulSilver

1 Route 43 2 Level up Pidgey to Lv. 18

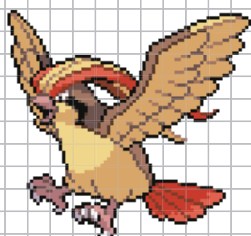
Johto Pokédex

No. 012

Pidgeot

Bird Pokémon

Normal Flying



ABILITIES

- Keen Eye
- Tangled Feet

STATS



PERFORMANCE



LEVEL UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Gust	Flying	Special	40	100	35	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Whirlwind	Normal	Status	—	100	20	Normal	—
22	Twister	Dragon	Special	40	100	20	All foes	—
27	FeatherDance	Flying	Status	—	100	15	Normal	—
32	Agility	Psychic	Status	—	—	30	Self	—
38	Wing Attack	Flying	Physical	60	100	35	Normal	○
44	Roost	Flying	Status	—	—	10	Self	—
50	Tailwind	Flying	Status	—	—	30	All allies	—
56	Mirror Move	Flying	Status	—	—	20	Varies	—
62	Air Slash	Flying	Special	75	95	20	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Level up Pidgeotto to Lv. 36 2 —

Pokémon SoulSilver

1 Level up Pidgeotto to Lv. 36 2 —

010

PIDGEY

011

PIDGEOTTO

012

PIDGEOT

Johto Pokédex

No. 013

Spearow

Tiny Bird Pokémon

Normal Flying



ABILITY

Keen Eye

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
5	Leer	Normal	Status	—	100	30	Normal	—
9	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Aerial Ace	Flying	Physical	60	—	20	Normal	○
21	Mirror Move	Flying	Status	—	—	20	Varies	—
25	Agility	Psychic	Status	—	—	30	Self	—
29	Assurance	Dark	Physical	50	100	10	Normal	○
33	Roost	Flying	Status	—	—	10	Self	—
37	Drill Peck	Flying	Physical	80	100	20	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Route 33

2 Route 42

Pokémon SoulSilver

1 Route 33

2 Route 42

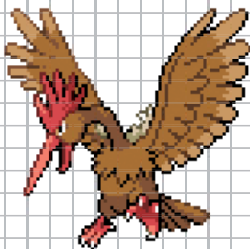
Johto Pokédex

No. 014

Fearow

Beak Pokémon

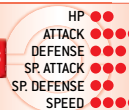
Normal Flying



ABILITY

Keen Eye

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pluck	Flying	Physical	60	100	20	Normal	○
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Leer	Normal	Status	—	100	30	All foes	—
1	Fury Attack	Normal	Physical	15	85	20	Normal	○
5	Leer	Normal	Status	—	100	30	All foes	—
9	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Aerial Ace	Flying	Physical	60	—	20	Normal	○
23	Mirror Move	Flying	Status	—	—	20	Varies	—
29	Agility	Psychic	Status	—	—	30	Self	—
35	Assurance	Dark	Physical	50	100	10	Normal	○
41	Roost	Flying	Status	—	—	10	Self	—
47	Drill Peck	Flying	Physical	80	100	20	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Route 47

2 Level up Spearow to Lv. 20

Pokémon SoulSilver

1 Route 47

2 Level up Spearow to Lv. 20

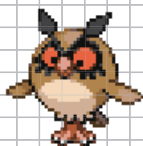
Johto Pokédex

No. 015

Hoothoot

Owl Pokémon

Normal Flying



ABILITIES

Insomnia
Keen Eye

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Foresight	Normal	Status	—	—	40	Normal	—
5	Hypnosis	Psychic	Status	—	60	20	Normal	—
9	Peck	Flying	Physical	35	100	35	Normal	○
13	Uproar	Normal	Special	50	100	10	1 random	—
17	Reflect	Psychic	Status	—	—	20	All allies	—
21	Confusion	Psychic	Special	50	100	25	Normal	—
25	Take Down	Normal	Physical	90	85	20	Normal	○
29	Air Slash	Flying	Special	75	95	20	Normal	○
33	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
37	Extrasensory	Psychic	Special	80	100	30	Normal	—
41	Psycho Shift	Psychic	Status	—	90	10	Normal	—
45	Roost	Flying	Status	—	—	10	Self	—
49	Dream Eater	Psychic	Special	100	100	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Route 29

2 Route 30

Pokémon SoulSilver

1 Route 29

2 Route 30



013

SPEAROW



014

FEAROW



015

HOOTHOOT

Johto Pokédex

No. 016

Noctowl

Owl Pokémon

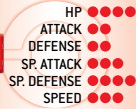
Normal Flying



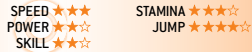
ABILITIES

- Insomnia
- Keen Eye

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sky Attack	Flying	Physical	140	90	5	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
5	Hypnosis	Psychic	Status	—	60	20	Normal	—
9	Peck	Flying	Physical	35	100	35	Normal	○
13	Uproar	Normal	Special	50	100	10	1 random	—
17	Reflect	Psychic	Status	—	—	20	All allies	—
22	Confusion	Psychic	Special	50	100	25	Normal	—
27	Take Down	Normal	Physical	90	85	20	Normal	○
32	Air Slash	Flying	Special	75	95	20	Normal	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
42	Extrasensory	Psychic	Special	80	100	30	Normal	—
47	Psycho Shift	Psychic	Status	—	90	10	Normal	—
52	Roost	Flying	Status	—	—	10	Self	—
57	Dream Eater	Psychic	Special	100	100	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Ilex Forest

2 Level up Hoothoot to Lv. 20

Pokémon SoulSilver

1 Ilex Forest

2 Level up Hoothoot to Lv. 20

Johto Pokédex

No. 017

Rattata

Mouse Pokémon

Normal



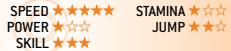
ABILITIES

- Run Away
- Guts

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	All foes	—
4	Quick Attack	Normal	Physical	40	100	30	Normal	○
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Bite	Dark	Physical	60	100	25	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
16	Hyper Fang	Normal	Physical	80	90	15	Normal	○
19	Sucker Punch	Dark	Physical	80	100	5	Normal	○
22	Crunch	Dark	Physical	80	100	15	Normal	○
25	Assurance	Dark	Physical	50	100	10	Normal	○
28	Super Fang	Normal	Physical	—	90	10	Normal	○
31	Double-Edge	Normal	Physical	120	100	15	Normal	○
34	Endeavor	Normal	Physical	—	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 29

2 Sprout Tower

Pokémon SoulSilver

1 Route 29

2 Sprout Tower

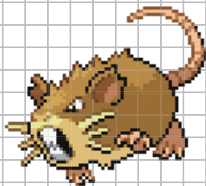
Johto Pokédex

No. 018

Raticate

Mouse Pokémon

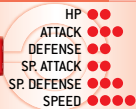
Normal



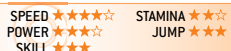
ABILITIES

- Run Away
- Guts

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Swords Dance	Normal	Status	—	—	30	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
4	Quick Attack	Normal	Physical	40	100	30	Normal	○
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Bite	Dark	Physical	60	100	25	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
16	Hyper Fang	Normal	Physical	80	90	15	Normal	○
19	Sucker Punch	Dark	Physical	80	100	5	Normal	○
20	Scary Face	Normal	Status	—	90	10	Normal	—
24	Crunch	Dark	Physical	80	100	15	Normal	○
29	Assurance	Dark	Physical	50	100	10	Normal	○
34	Super Fang	Normal	Physical	—	90	10	Normal	○
39	Double-Edge	Normal	Physical	120	100	15	Normal	○
44	Endeavor	Normal	Physical	—	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 38

2 Level up Rattata to Lv. 20

Pokémon SoulSilver

1 Route 38

2 Level up Rattata to Lv. 20

016

NOCTOWL

017

RATTATA

018

RATICATE

Johto Pokédex

No. 019

Sentret

Scout Pokémon

Normal



ABILITIES

- Run Away
- Keen Eye

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—
4	Defense Curl	Normal	Status	—	—	40	Self	—
7	Quick Attack	Normal	Physical	40	100	30	Normal	—
13	Fury Swipes	Normal	Physical	18	80	15	Normal	○
16	Helping Hand	Normal	Status	—	—	20	Ally	—
19	Follow Me	Normal	Status	—	—	20	Self	—
25	Slam	Normal	Physical	80	75	20	Normal	○
28	Rest	Psychic	Status	—	—	10	Self	—
31	Sucker Punch	Dark	Physical	80	100	5	Normal	○
36	Amnesia	Psychic	Status	—	—	20	Self	—
39	Baton Pass	Normal	Status	—	—	40	Self	—
42	Me First	Normal	Status	—	—	20	Varies	—
47	Hyper Voice	Normal	Special	90	100	10	All foes	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 29 (morning and afternoon only)

2 Refreshing Field Pokéwalker Route

Pokémon SoulSilver

1 Route 29 (morning and afternoon only)

2 Refreshing Field Pokéwalker Route

Johto Pokédex

No. 020

Furret

Long Body Pokémon

Normal



ABILITIES

- Run Away
- Keen Eye

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
4	Quick Attack	Normal	Physical	40	100	30	Normal	—
4	Defense Curl	Normal	Status	—	—	40	Self	—
7	Quick Attack	Normal	Physical	40	100	30	Normal	—
13	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Helping Hand	Normal	Status	—	—	20	Ally	—
21	Follow Me	Normal	Status	—	—	20	Self	—
28	Slam	Normal	Physical	80	75	20	Normal	○
32	Rest	Psychic	Status	—	—	10	Self	—
36	Sucker Punch	Dark	Physical	80	100	5	Normal	○
42	Amnesia	Psychic	Status	—	—	20	Self	—
46	Baton Pass	Normal	Status	—	—	40	Self	—
50	Me First	Normal	Status	—	—	20	Varies	—
56	Hyper Voice	Normal	Special	90	100	10	All foes	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Level up Sentret to Lv. 15

2 Town Outskirts Pokéwalker Route

Pokémon SoulSilver

1 Level up Sentret to Lv. 15

2 Town Outskirts Pokéwalker Route

Johto Pokédex

No. 021

Pichu

Tiny Mouse Pokémon

Electric



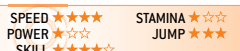
ABILITY

- Static

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Charm	Normal	Status	—	100	20	Normal	—
5	Tail Whip	Normal	Status	—	100	30	All foes	—
10	Thunder Wave	Electric	Status	—	100	20	Normal	—
13	Sweet Kiss	Normal	Status	—	75	10	Normal	—
18	Nasty Plot	Dark	Status	—	—	20	Self	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 Hatch from an Egg

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 Hatch from an Egg



019

SENTRET



020

FURRET



021

PICHU

Johto Pokédex



No. 022

Pikachu

Mouse Pokémon

Electric



ABILITY

Static

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Growl	Normal	Status	—	100	40	All foes	—
5	Tail Whip	Normal	Status	—	100	30	All foes	—
10	Thunder Wave	Electric	Status	—	100	20	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
18	Double Team	Normal	Status	—	—	15	Self	—
21	Slam	Normal	Physical	80	75	20	Normal	○
26	Thunderbolt	Electric	Special	95	100	15	Normal	—
29	Feint	Normal	Physical	50	100	10	Normal	—
34	Agility	Psychic	Status	—	—	30	Self	—
37	Discharge	Electric	Special	80	100	15	Ally + all foes	—
42	Light Screen	Psychic	Status	—	—	30	All allies	—
45	Thunder	Electric	Special	120	70	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- 1 Trade from Pokémon Diamond, Pearl, or Platinum Version
- 2 Level up Pichu with high enough friendship

Pokémon SoulSilver

- 1 Trade from Pokémon Diamond, Pearl, or Platinum Version
- 2 Level up Pichu with high enough friendship

JOHTO POKÉDEX

Johto Pokédex



No. 023

Raichu

Mouse Pokémon

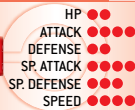
Electric



ABILITY

Static

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Thunderbolt	Electric	Special	95	100	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- 1 Trade from Pokémon Diamond, Pearl, or Platinum Version
- 2 Use Thunderstone on Pichu

Pokémon SoulSilver

- 1 Trade from Pokémon Diamond, Pearl, or Platinum Version
- 2 Use Thunderstone on Pichu

022

PIKACHU

023

RAICHU

Johto Pokédex



No. 024

Caterpie

Worm Pokémon

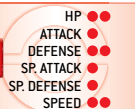
Bug



ABILITY

Shield Dust

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	String Shot	Bug	Status	—	95	40	All foes	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

- 1 Bug-Catching Contest at the National Park
- 2 Route 30

Pokémon SoulSilver

- 1 Bug-Catching Contest at the National Park
- 2 —

024

CATERPIE



025

METAPOD



026

BUTTERFREE




027

WEEDLE

Johto Pokédex No. 025 | **Metapod** | Cocoon Pokémon

Bug



ABILITY
● Shed Skin

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★☆☆☆ STAMINA ★★★★★
POWER ★★☆☆☆ JUMP ★★☆☆☆
SKILL ★☆☆☆☆

LEVEL-UP AND LEARNED MOVES

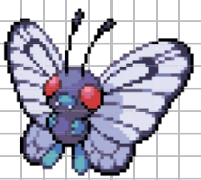
Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Harden	Normal	Status	—	—	30	Self	—
7	Harden	Normal	Status	—	—	30	Self	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
How to Obtain							
<i>Pokémon HeartGold</i>	1	Bug-Catching Contest at the National Park	2	Level up Caterpie to Lv. 7			
<i>Pokémon SoulSilver</i>	1	Bug-Catching Contest at the National Park	2	Level up Caterpie to Lv. 7			

Johto Pokédex No. 026 | **Butterfree** | Butterfly Pokémon

Bug Flying



ABILITY
● Compoundeyes

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★☆☆☆ STAMINA ★★★★★
POWER ★★☆☆☆ JUMP ★★☆☆☆
SKILL ★☆☆☆☆

LEVEL-UP AND LEARNED MOVES


Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Confusion	Psychic	Special	50	100	25	Normal	—
10	Confusion	Psychic	Special	50	100	25	Normal	—
12	Poison Powder	Poison	Status	—	75	35	Normal	—
12	Stun Spore	Grass	Status	—	75	30	Normal	—
12	Sleep Powder	Grass	Status	—	75	15	Normal	—
16	Gust	Flying	Special	40	100	35	Normal	—
18	Supersonic	Normal	Status	—	55	20	Normal	—
22	Whirlwind	Normal	Status	—	100	20	Normal	—
24	Psybeam	Psychic	Special	65	100	20	Normal	—
28	Silver Wind	Bug	Special	60	100	5	Normal	—
30	Tailwind	Flying	Status	—	—	30	All allies	—
34	Safeguard	Normal	Status	—	—	25	All allies	—
36	Captivate	Normal	Status	—	100	20	All foes	—
40	Bug Buzz	Bug	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
How to Obtain							
<i>Pokémon HeartGold</i>	1	Bug-Catching Contest at the National Park	2	Level up Metapod to Lv. 10			
<i>Pokémon SoulSilver</i>	1	Bug-Catching Contest at the National Park	2	Level up Metapod to Lv. 10			

Johto Pokédex No. 027 | **Weedle** | Hairy Bug Pokémon

Bug Poison



ABILITY
● Shield Dust

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★☆☆☆☆ STAMINA ★★★★★
POWER ★☆☆☆☆ JUMP ★★☆☆☆
SKILL ★☆☆☆☆

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	String Shot	Bug	Status	—	95	40	All foes	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
How to Obtain							
<i>Pokémon HeartGold</i>	1	Bug-Catching Contest at the National Park	2	—			
<i>Pokémon SoulSilver</i>	1	Bug-Catching Contest at the National Park	2	Route 30			

Johto Pokédex

No. 028

Kakuna

Cocoon Pokémon

Bug

Poison



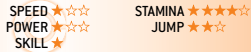
ABILITY

- Shed Skin

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Harden	Normal	Status	—	—	30	Self	—
7	Harden	Normal	Status	—	—	30	Self	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

- 1 Bug-Catching Contest at the National Park
- 2 Level up Weedle to Lv. 7

Pokémon SoulSilver

- 1 Bug-Catching Contest at the National Park
- 2 Level up Weedle to Lv. 7

JOHTO POKÉDEX

Johto Pokédex

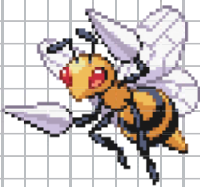
No. 029

Beedrill

Poison Bee Pokémon

Bug

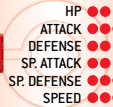
Poison



ABILITY

- Swarm

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fury Attack	Normal	Physical	15	85	20	Normal	○
10	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Focus Energy	Normal	Status	—	—	30	Self	—
16	Twineedle	Bug	Physical	25	100	20	Normal	—
19	Rage	Normal	Physical	20	100	20	Normal	○
22	Pursuit	Dark	Physical	40	100	20	Normal	○
25	Toxic Spikes	Poison	Status	—	—	20	All foes	—
28	Pin Missile	Bug	Physical	14	85	20	Normal	—
31	Agility	Psychic	Status	—	—	30	Self	—
34	Assurance	Dark	Physical	50	100	10	Normal	○
37	Poison Jab	Poison	Physical	80	100	20	Normal	○
40	Endeavor	Normal	Physical	—	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

- 1 Bug-Catching Contest at the National Park
- 2 Level up Kakuna to Lv. 10

Pokémon SoulSilver

- 1 Bug-Catching Contest at the National Park
- 2 Level up Kakuna to Lv. 10

028

KAKUNA

029

BEEDRILL

030

LEDYBA

Johto Pokédex

No. 030

Ledyba

Five Star Pokémon

Bug

Flying



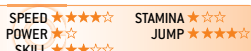
ABILITIES

- Swarm
- Early Bird

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	Supersonic	Normal	Status	—	55	20	Normal	—
9	Comet Punch	Normal	Physical	18	85	15	Normal	○
14	Light Screen	Psychic	Status	—	—	30	All allies	—
14	Reflect	Psychic	Status	—	—	20	All allies	—
14	Safeguard	Normal	Status	—	—	25	All allies	—
17	Mach Punch	Fighting	Physical	40	100	30	Normal	○
22	Baton Pass	Normal	Status	—	—	40	Self	—
25	Silver Wind	Bug	Special	60	100	5	Normal	—
30	Agility	Psychic	Status	—	—	30	Self	—
33	Swift	Normal	Special	60	—	20	All foes	—
38	Double-Edge	Normal	Physical	120	100	15	Normal	○
41	Bug Buzz	Bug	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- 1 —
- 2 —

Pokémon SoulSilver

- 1 Route 30 (morning only)
- 2 Route 31 (morning only)

Johto Pokédex

No. 031

Ledian

Five Star Pokémon

Bug

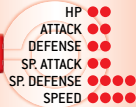
Flying



ABILITIES

- Swarm
- Early Bird

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Comet Punch	Normal	Physical	18	85	15	Normal	○
6	Supersonic	Normal	Status	—	55	20	Normal	—
9	Comet Punch	Normal	Physical	18	85	15	Normal	○
14	Light Screen	Psychic	Status	—	—	30	All allies	—
14	Reflect	Psychic	Status	—	—	20	All allies	—
14	Safeguard	Normal	Status	—	—	25	All allies	—
17	Mach Punch	Fighting	Physical	40	100	30	Normal	○
24	Baton Pass	Normal	Status	—	—	40	Self	—
29	Silver Wind	Bug	Special	60	100	5	Normal	—
36	Agility	Psychic	Status	—	—	30	Self	—
41	Swift	Normal	Special	60	—	20	All foes	—
48	Double-Edge	Normal	Physical	120	100	15	Normal	○
53	Bug Buzz	Bug	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1

2

Pokémon SoulSilver

1

Level up Ledyba to Lv. 18

2

Johto Pokédex

No. 032

Spinarak

String Spit Pokémon

Bug

Poison



ABILITIES

- Swarm
- Insomnia

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	String Shot	Bug	Status	—	95	40	All foes	—
5	Scary Face	Normal	Status	—	90	10	Normal	—
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Leech Life	Bug	Physical	20	100	15	Normal	○
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
22	Fury Swipes	Normal	Physical	18	80	15	Normal	○
26	Sucker Punch	Dark	Physical	80	100	5	Normal	○
29	Spider Web	Bug	Status	—	—	10	Normal	—
33	Agility	Psychic	Status	—	—	30	Self	—
36	Pin Missile	Bug	Physical	14	85	20	Normal	—
40	Psychic	Psychic	Special	90	100	10	Normal	—
43	Poison Jab	Poison	Physical	80	100	20	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
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How to Obtain

Pokémon HeartGold

1

Route 30 (night only)

2

Route 31 (night only)

Pokémon SoulSilver

1

2

Johto Pokédex

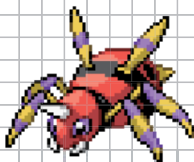
No. 033

Ariados

Long Leg Pokémon

Bug

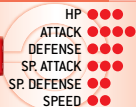
Poison



ABILITIES

- Swarm
- Insomnia

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bug Bite	Bug	Physical	60	100	20	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	String Shot	Bug	Status	—	95	40	All foes	—
1	Scary Face	Normal	Status	—	90	10	Normal	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
5	Scary Face	Normal	Status	—	90	10	Normal	—
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Leech Life	Bug	Physical	20	100	15	Normal	○
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
23	Fury Swipes	Normal	Physical	18	80	15	Normal	○
28	Sucker Punch	Dark	Physical	80	100	5	Normal	○
32	Spider Web	Bug	Status	—	—	10	Normal	—
37	Agility	Psychic	Status	—	—	30	Self	—
41	Pin Missile	Bug	Physical	14	85	20	Normal	—
46	Psychic	Psychic	Special	90	100	10	Normal	—
50	Poison Jab	Poison	Physical	80	100	20	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
------	------	------	------	------	----	-------	----

How to Obtain

Pokémon HeartGold

1

Level up Spinarak to Lv. 22

2

Pokémon SoulSilver

1

2

Johto Pokédex

No. 034

Geodude

Rock Pokémon

Rock Ground



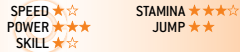
ABILITIES

- Rock Head
- Sturdy

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Rock Polish	Rock	Status	—	—	20	Self	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
15	Magnitude	Ground	Physical	—	100	30	Ally + all foes	—
18	Selfdestruct	Normal	Physical	200	100	5	Ally + all foes	—
22	Rollout	Rock	Physical	30	90	20	Normal	○
25	Rock Blast	Rock	Physical	25	80	10	Normal	—
29	Earthquake	Ground	Physical	100	100	10	Ally + all foes	—
32	Explosion	Normal	Physical	250	100	5	Ally + all foes	—
36	Double-Edge	Normal	Physical	120	100	15	Normal	○
39	Stone Edge	Rock	Physical	100	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold

1 Union Cave

2 Mt. Mortar

Pokémon SoulSilver

1 Union Cave

2 Mt. Mortar

Johto Pokédex

No. 035

Graveler

Rock Pokémon

Rock Ground



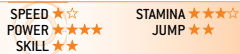
ABILITIES

- Rock Head
- Sturdy

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Rock Polish	Rock	Status	—	—	20	Self	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Rock Polish	Rock	Status	—	—	20	Self	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
15	Magnitude	Ground	Physical	—	100	30	Ally + all foes	—
18	Selfdestruct	Normal	Physical	200	100	5	Ally + all foes	—
22	Rollout	Rock	Physical	30	90	20	Normal	○
27	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Earthquake	Ground	Physical	100	100	10	Ally + all foes	—
38	Explosion	Normal	Physical	250	100	5	Ally + all foes	—
44	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Stone Edge	Rock	Physical	100	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—



Pokémon HeartGold

1 Route 45

2 Level up Geodude to Lv. 25

Pokémon SoulSilver

1 Route 45

2 Level up Geodude to Lv. 25

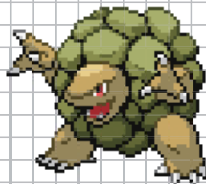
Johto Pokédex

No. 036

Golem

Megaton Pokémon

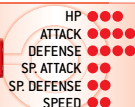
Rock Ground



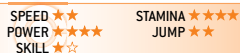
ABILITIES

- Rock Head
- Sturdy

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Rock Polish	Rock	Status	—	—	20	Self	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Rock Polish	Rock	Status	—	—	20	Self	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
15	Magnitude	Ground	Physical	—	100	30	Ally + all foes	—
18	Selfdestruct	Normal	Physical	200	100	5	Ally + all foes	—
22	Rollout	Rock	Physical	30	90	20	Normal	○
27	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Earthquake	Ground	Physical	100	100	10	Ally + all foes	—
38	Explosion	Normal	Physical	250	100	5	Ally + all foes	—
44	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Stone Edge	Rock	Physical	100	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—



Pokémon HeartGold

1 Link trade Graveler

2 —

Pokémon SoulSilver

1 Link trade Graveler

2 —

034

GEODUDE

035

GRAVELER

036

GOLEM

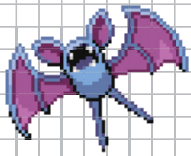
Johto Pokédex

No. 037

Zubat

Bat Pokémon

Poison Flying



ABILITY

Inner Focus

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leech Life	Bug	Physical	20	100	15	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Astonish	Ghost	Physical	30	100	15	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Confuse Ray	Ghost	Status	—	100	10	Normal	—
25	Air Cutter	Flying	Special	55	95	25	All foes	—
29	Mean Look	Normal	Status	—	—	5	Normal	—
33	Poison Fang	Poison	Physical	50	100	15	Normal	○
37	Haze	Ice	Status	—	—	30	All	—
41	Air Slash	Flying	Special	75	95	20	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Route 32

2 Union Cave

Pokémon SoulSilver

1 Route 32

2 Union Cave

Johto Pokédex

No. 038

Golbat

Bat Pokémon

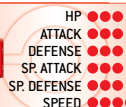
Poison Flying



ABILITY

Inner Focus

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Screech	Normal	Status	—	85	40	Normal	—
1	Leech Life	Bug	Physical	20	100	15	Normal	○
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Astonish	Ghost	Physical	30	100	15	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Confuse Ray	Ghost	Status	—	100	10	Normal	—
27	Air Cutter	Flying	Special	55	95	25	All foes	—
33	Mean Look	Normal	Status	—	—	5	Normal	—
39	Poison Fang	Poison	Physical	50	100	15	Normal	○
45	Haze	Ice	Status	—	—	30	All	—
51	Air Slash	Flying	Special	75	95	20	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Union Cave B2F

2 Level up Zubat to Lv. 22

Pokémon SoulSilver

1 Union Cave B2F

2 Level up Zubat to Lv. 22

Johto Pokédex

No. 039

Crobat

Bat Pokémon

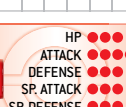
Poison Flying



ABILITY

Inner Focus

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Cross Poison	Poison	Physical	70	100	20	Normal	○
1	Screech	Normal	Status	—	85	40	Normal	—
1	Leech Life	Bug	Physical	20	100	15	Normal	○
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Astonish	Ghost	Physical	30	100	15	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Confuse Ray	Ghost	Status	—	100	10	Normal	—
27	Air Cutter	Flying	Special	55	95	25	All foes	—
33	Mean Look	Normal	Status	—	—	5	Normal	—
39	Poison Fang	Poison	Physical	50	100	15	Normal	○
45	Haze	Ice	Status	—	—	30	All	—
51	Air Slash	Flying	Special	75	95	20	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Level up Golbat with high enough friendship

2 —

Pokémon SoulSilver

1 Level up Golbat with high enough friendship

2 —



037

ZUBAT



038

GOLBAT



039

CROBAT

Johto Pokédex



No. 040

Cleffa

Star Shape Pokémon

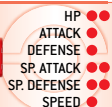
Normal



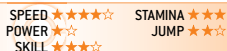
ABILITIES

- Cute Charm
- Magic Guard

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Charm	Normal	Status	—	100	20	Normal	—
4	Encore	Normal	Status	—	100	5	Normal	—
7	Sing	Normal	Status	—	55	15	Normal	—
10	Sweet Kiss	Normal	Status	—	75	10	Normal	—
13	Copycat	Normal	Status	—	—	20	Varies	—
16	Magical Leaf	Grass	Special	60	—	20	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- Hatch from an Egg
- Trade from Pokémon Diamond, Pearl, or Platinum Version

Pokémon SoulSilver

- Hatch from an Egg
- Trade from Pokémon Diamond, Pearl, or Platinum Version

Johto Pokédex



No. 041

Clefairy

Fairy Pokémon

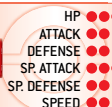
Normal



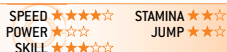
ABILITIES

- Cute Charm
- Magic Guard

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
4	Encore	Normal	Status	—	100	5	Normal	—
7	Sing	Normal	Status	—	55	15	Normal	—
10	DoubleSlap	Normal	Physical	15	85	10	Normal	○
13	Defense Curl	Normal	Status	—	—	40	Self	—
16	Follow Me	Normal	Status	—	—	20	Self	—
19	Minimize	Normal	Status	—	—	20	Self	—
22	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
25	Cosmic Power	Psychic	Status	—	—	20	Self	—
28	Lucky Chant	Normal	Status	—	—	30	All allies	—
31	Metronome	Normal	Status	—	—	10	Varies	—
34	Gravity	Psychic	Status	—	—	5	All	—
37	Moonlight	Normal	Status	—	—	5	Self	—
40	Light Screen	Psychic	Status	—	—	30	All allies	—
43	Meteor Mash	Steel	Physical	100	85	10	Normal	○
46	Healing Wish	Psychic	Status	—	—	10	Self	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- Safari Zone (Meadow Area)
- Level up Cleffa with high enough friendship

Pokémon SoulSilver

- Safari Zone (Meadow Area)
- Level up Cleffa with high enough friendship

Johto Pokédex



No. 042

Clefable

Fairy Pokémon

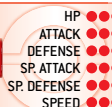
Normal



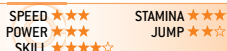
ABILITIES

- Cute Charm
- Magic Guard

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	○
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○
1	Minimize	Normal	Status	—	—	20	Self	○
1	Metronome	Normal	Status	—	—	10	Varies	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- Use Moon Stone on Clefairy
-

Pokémon SoulSilver

- Use Moon Stone on Clefairy
-

Johto Pokédex

No. 043

Igglybuff

Balloon Pokémon

Normal



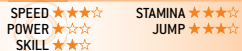
ABILITY

Cute Charm

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
1	Charm	Normal	Status	—	100	20	Normal	—
5	Defense Curl	Normal	Status	—	—	40	Self	—
9	Pound	Normal	Physical	40	100	35	Normal	○
13	Sweet Kiss	Normal	Status	—	75	10	Normal	○
17	Copycat	Normal	Status	—	—	20	Varies	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- 1 Hatch from an Egg
- 2 Trade from Pokémon Diamond, Pearl, or Platinum Version

Pokémon SoulSilver

- 1 Hatch from an Egg
- 2 Trade from Pokémon Diamond, Pearl, or Platinum Version

Johto Pokédex

No. 044

Jigglypuff

Balloon Pokémon

Normal



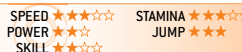
ABILITY

Cute Charm

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
5	Defense Curl	Normal	Status	—	—	40	Self	—
9	Pound	Normal	Physical	40	100	35	Normal	○
13	Disable	Normal	Status	—	80	20	Normal	○
17	Rollout	Rock	Physical	30	90	20	Normal	○
21	DoubleSlap	Normal	Physical	15	85	10	Normal	○
25	Rest	Psychic	Status	—	—	10	Self	—
29	Body Slam	Normal	Physical	85	100	15	Normal	○
33	Gyro Ball	Steel	Physical	—	100	5	Normal	○
37	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
41	Mimic	Normal	Status	—	—	10	Normal	—
45	Hyper Voice	Normal	Special	90	100	10	All foes	—
49	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- 1 Safari Zone (Meadow Area)
- 2 Level up Igglybuff with high enough friendship

Pokémon SoulSilver

- 1 Safari Zone (Meadow Area)
- 2 Level up Igglybuff with high enough friendship

Johto Pokédex

No. 045

Wigglytuff

Balloon Pokémon

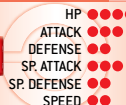
Normal



ABILITY

Cute Charm

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- 1 Use Moon Stone on Jigglypuff
- 2 —

Pokémon SoulSilver

- 1 Use Moon Stone on Jigglypuff
- 2 —



043

IGGLYBUFF



044

JIGGLYPUFF



045

WIGGLYTUFF

Johto Pokédex



No. 046

Togepi

Spike Ball Pokémon

Normal



ABILITIES

- Hustle
- Serene Grace

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	100	40	—	All foes	—
1	Charm	Normal	Status	100	20	—	Normal	—
6	Metronome	Normal	Status	—	10	—	Varies	—
10	Sweet Kiss	Normal	Status	75	10	—	Normal	—
15	Yawn	Normal	Status	—	10	—	Normal	—
19	Encore	Normal	Status	100	5	—	Normal	—
24	Follow Me	Normal	Status	—	20	—	Self	—
28	Wish	Normal	Status	—	10	—	Self	—
33	AncientPower	Rock	Special	60	100	5	Normal	—
37	Safeguard	Normal	Status	—	25	—	All allies	—
42	Baton Pass	Normal	Status	—	40	—	Self	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
51	Last Resort	Normal	Physical	130	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Hatch the Mystery Egg received from Mr. Pokémon on Route 30

2 —

Pokémon SoulSilver

1 Hatch the Mystery Egg received from Mr. Pokémon on Route 30

2 —

Johto Pokédex



No. 047

Togetic

Happiness Pokémon

Normal

Flying



ABILITIES

- Hustle
- Serene Grace

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Magical Leaf	Grass	Special	60	20	—	Normal	—
1	Growl	Normal	Status	—	100	40	All foes	—
1	Charm	Normal	Status	—	100	20	Normal	—
1	Metronome	Normal	Status	—	10	—	Varies	—
1	Sweet Kiss	Normal	Status	75	10	—	Normal	—
6	Metronome	Normal	Status	—	10	—	Varies	—
10	Sweet Kiss	Normal	Status	75	10	—	Normal	—
15	Yawn	Normal	Status	—	10	—	Normal	—
19	Encore	Normal	Status	100	5	—	Normal	—
24	Follow Me	Normal	Status	—	20	—	Self	—
28	Wish	Normal	Status	—	10	—	Self	—
33	AncientPower	Rock	Special	60	100	5	Normal	—
37	Safeguard	Normal	Status	—	25	—	All allies	—
42	Baton Pass	Normal	Status	—	40	—	Self	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
51	Last Resort	Normal	Physical	130	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Level up Togetic with high enough friendship

2 —

Pokémon SoulSilver

1 Level up Togetic with high enough friendship

2 —

Johto Pokédex



No. 048

Sandshrew

Mouse Pokémon

Ground



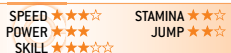
ABILITY

- Sand Veil

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
3	Defense Curl	Normal	Status	—	—	40	Self	—
7	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Poison Sting	Poison	Physical	15	100	35	Normal	—
13	Rapid Spin	Normal	Physical	20	100	40	Normal	○
15	Swift	Normal	Special	60	—	20	All foes	—
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Rollout	Rock	Physical	30	90	20	Normal	○
25	Fury Cutter	Bug	Physical	10	95	20	Normal	○
27	Sand Tomb	Ground	Physical	15	70	15	Normal	—
31	Slash	Normal	Physical	70	100	20	Normal	○
33	Gyro Ball	Physical	Steel	—	100	5	Normal	○
37	Sandstorm	Rock	Status	—	—	10	All	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Safari Zone (Desert Area)

2 Union Cave

Pokémon SoulSilver

1 Safari Zone (Desert Area)

2 —

046

TOGEPi

047

TOGETiC

048

SANDSHREW

Johto Pokédex

No. 049

Sandslash

Mouse Pokémon

Ground



ABILITY

- Sand Veil

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
3	Sand-Attack	Ground	Status	—	100	15	Normal	—
3	Defense Curl	Normal	Status	—	—	40	Self	—
7	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Poison Sting	Poison	Physical	15	100	35	Normal	—
13	Rapid Spin	Normal	Physical	20	100	40	Normal	○
15	Swift	Normal	Special	60	—	20	All foes	—
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Rollout	Rock	Physical	30	90	20	Normal	○
22	Crush Claw	Normal	Physical	75	95	10	Normal	○
28	Fury Cutter	Bug	Physical	10	95	20	Normal	○
33	Sand Tomb	Ground	Physical	15	70	15	Normal	○
40	Slash	Normal	Physical	70	100	20	Normal	○
45	Gyro Ball	Steel	Physical	—	100	5	Normal	○
52	Sandstorm	Rock	Status	—	—	10	All	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- Safari Zone (Desert Area)
- Level up Sandshrew to Lv. 22

Pokémon SoulSilver

- Safari Zone (Desert Area)
- Level up Sandshrew to Lv. 22

Johto Pokédex

No. 050

Ekans

Snake Pokémon

Poison



ABILITIES

- Intimidate
- Shed Skin

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
4	Poison Sting	Poison	Physical	15	100	35	Normal	—
9	Bite	Dark	Physical	60	100	25	Normal	○
12	Glare	Normal	Status	—	75	30	Normal	—
17	Screech	Normal	Status	—	85	40	Normal	—
20	Acid	Poison	Special	40	100	30	All foes	—
25	Stockpile	Normal	Status	—	—	20	Self	—
25	Swallow	Normal	Status	—	—	10	Self	—
25	Spit Up	Normal	Special	—	100	10	Normal	—
28	Mud Bomb	Ground	Special	65	85	10	Normal	—
33	Gastro Acid	Poison	Status	—	100	10	Normal	—
36	Haze	Ice	Status	—	—	30	All	—
41	Gunk Shot	Poison	Physical	120	70	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- Goldenrod Game Corner prize (700 Coins)
-

Pokémon SoulSilver

- Route 32
-

Johto Pokédex

No. 051

Arbok

Cobra Pokémon

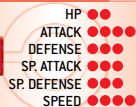
Poison



ABILITIES

- Intimidate
- Shed Skin

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Bite	Dark	Physical	60	100	25	Normal	○
4	Poison Sting	Poison	Physical	15	100	35	Normal	—
9	Bite	Dark	Physical	60	100	25	Normal	○
12	Glare	Normal	Status	—	75	30	Normal	—
17	Screech	Normal	Status	—	85	40	Normal	—
20	Acid	Poison	Special	40	100	30	All foes	—
22	Crunch	Dark	Physical	80	100	15	Normal	○
28	Stockpile	Normal	Status	—	—	20	Self	—
28	Swallow	Normal	Status	—	—	10	Self	—
28	Spit Up	Normal	Special	—	100	10	Normal	—
34	Mud Bomb	Ground	Special	65	85	10	Normal	—
42	Gastro Acid	Poison	Status	—	100	10	Normal	—
48	Haze	Ice	Status	—	—	30	All	—
56	Gunk Shot	Poison	Physical	120	70	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- Level up Ekans to Lv. 22
-

Pokémon SoulSilver

- Route 27
- Level up Ekans to Lv. 22



049

SANDSLASH



050

EKANS



051

ARBOK

Johto Pokédex

No. 052

Dunsparce

Land Snake Pokémon

Normal



ABILITIES

- Serene Grace
- Run Away

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Rage	Normal	Physical	20	100	20	Normal	○
5	Defense Curl	Normal	Status	—	—	40	Self	—
9	Yawn	Normal	Status	—	—	10	Normal	—
13	Glare	Normal	Status	—	75	30	Normal	—
17	Rollout	Rock	Physical	30	90	20	Normal	○
21	Spite	Ghost	Status	—	100	10	Normal	—
25	Pursuit	Dark	Physical	40	100	20	Normal	○
29	Screech	Normal	Status	—	85	40	Normal	—
33	Roost	Flying	Status	—	—	10	Self	—
37	Take Down	Normal	Physical	90	85	20	Normal	○
41	AncientPower	Rock	Special	60	100	5	Normal	—
45	Dig	Ground	Physical	80	100	10	Normal	○
49	Endeavor	Normal	Physical	—	100	5	Normal	○
53	Flail	Normal	Physical	—	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- 1 Dark Cave, Violet City side
- 2 Dark Cave, Violet City side (use Rock Smash)

Pokémon SoulSilver

- 1 Dark Cave, Violet City side
- 2 Dark Cave, Violet City side (use Rock Smash)

JOHTO POKÉDEX

Johto Pokédex

No. 053

Mareep

Wool Pokémon

Electric



ABILITY

- Static

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Growl	Normal	Status	—	100	40	All foes	—
10	ThunderShock	Electric	Special	40	100	30	Normal	—
14	Thunder Wave	Electric	Status	—	100	20	Normal	—
19	Cotton Spore	Grass	Status	—	85	40	Normal	—
23	Charge	Electric	Status	—	—	20	Self	—
28	Discharge	Electric	Special	80	100	15	Ally + all foes	—
32	Signal Beam	Bug	Special	75	100	15	Normal	—
37	Light Screen	Psychic	Status	—	—	30	All allies	—
41	Power Gem	Rock	Special	70	100	20	Normal	—
46	Thunder	Electric	Special	120	70	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- 1 Route 32
- 2 Route 42

Pokémon SoulSilver

- 1 Route 32
- 2 Route 42

052

DUNSPARCE

053

MAREEP

Johto Pokédex

No. 054

Flaaffy

Wool Pokémon

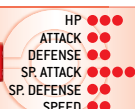
Electric



ABILITY

- Static

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	ThunderShock	Electric	Special	40	100	30	Normal	—
5	Growl	Normal	Status	—	100	40	All foes	—
10	ThunderShock	Electric	Special	40	100	30	Normal	—
14	Thunder Wave	Electric	Status	—	100	20	Normal	—
20	Cotton Spore	Grass	Status	—	85	40	Normal	—
25	Charge	Electric	Status	—	—	20	Self	—
31	Discharge	Electric	Special	80	100	15	Ally + all foes	—
36	Signal Beam	Bug	Special	75	100	15	Normal	—
42	Light Screen	Psychic	Status	—	—	30	All allies	—
47	Power Gem	Rock	Special	70	100	20	Normal	—
53	Thunder	Electric	Special	120	70	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- 1 Route 43
- 2 Level up Mareep to Lv. 15

Pokémon SoulSilver

- 1 Route 43
- 2 Level up Mareep to Lv. 15

054

FLAUFFY

Johto Pokédex



No. 055

Ampharos

Light Pokémon

Electric



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	ThunderShock	Electric	Special	40	100	40	All foes	—
1	ThunderWave	Electric	Status	—	100	20	Normal	—
5	Growl	Normal	Status	—	100	40	All foes	—
10	ThunderShock	Electric	Special	40	100	30	Normal	—
14	ThunderWave	Electric	Status	—	100	20	Normal	—
20	Cotton Spore	Grass	Status	—	85	40	Normal	—
25	Charge	Electric	Status	—	—	20	Self	—
30	ThunderPunch	Electric	Physical	75	100	15	Normal	○
34	Discharge	Electric	Special	80	100	15	Ally + all foes	—
42	Signal Beam	Bug	Special	75	100	15	Normal	—
51	Light Screen	Psychic	Status	—	—	30	All allies	—
59	Power Gem	Rock	Special	70	100	20	Normal	—
68	Thunder	Electric	Special	120	70	10	Normal	—

ABILITY

Static

STATS



PERFORMANCE



How to Obtain

Pokémon HeartGold 1 Level up Flaaffy to Lv. 30 2 —

Pokémon SoulSilver 1 Level up Flaaffy to Lv. 30 2 —

Johto Pokédex



No. 056

Wooper

Water Fish Pokémon

Water

Ground



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Tail Whip	Normal	Status	—	100	30	All foes	—
5	Mud Sport	Ground	Status	—	—	15	All	—
9	Mud Shot	Ground	Special	55	95	15	Normal	—
15	Slam	Normal	Physical	80	75	20	Normal	○
19	Mud Bomb	Ground	Special	65	85	10	Normal	—
23	Amnesia	Psychic	Status	—	—	20	Self	—
29	Yawn	Normal	Status	—	—	10	Normal	—
33	Earthquake	Ground	Physical	100	100	10	Ally + all foes	—
37	Rain Dance	Water	Status	—	—	5	All	—
43	Mist	Ice	Status	—	—	30	All allies	—
43	Haze	Ice	Status	—	—	30	All	—
47	Muddy Water	Water	Special	95	85	10	All foes	—

ABILITIES

Damp
Water Absorb

STATS



PERFORMANCE



How to Obtain

Pokémon HeartGold 1 Route 32 (night only) 2 Ruins of Alph (water surface)

Pokémon SoulSilver 1 Route 32 (night only) 2 Ruins of Alph (water surface)

Johto Pokédex



No. 057

Quagsire

Water Fish Pokémon

Water

Ground



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Mud Sport	Ground	Status	—	—	15	All	—
5	Mud Sport	Ground	Status	—	—	15	All	—
9	Mud Shot	Ground	Special	55	95	15	Normal	—
15	Slam	Normal	Physical	80	75	20	Normal	○
19	Mud Bomb	Ground	Special	65	85	10	Normal	—
24	Amnesia	Psychic	Status	—	—	20	Self	—
31	Yawn	Normal	Status	—	—	10	Normal	—
36	Earthquake	Ground	Physical	100	100	10	Ally + all foes	—
41	Rain Dance	Water	Status	—	—	5	All	—
48	Mist	Ice	Status	—	—	30	All allies	—
48	Haze	Ice	Status	—	—	30	All	—
53	Muddy Water	Water	Special	95	85	10	All foes	—

ABILITIES

Damp
Water Absorb

STATS



PERFORMANCE



How to Obtain

Pokémon HeartGold 1 Route 27 (night only) 2 Level up Wooper to Lv. 20

Pokémon SoulSilver 1 Route 27 (night only) 2 Level up Wooper to Lv. 20



055

AMPHAROS



056

WOOPER



057

QUAGSIRE

Johto Pokédex

No. 058

Gastly

Gas Pokémon

Ghost Poison



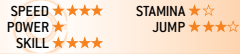
ABILITY

Levitate

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Lick	Ghost	Physical	20	100	30	Normal	○
5	Spite	Ghost	Status	—	100	10	Normal	—
8	Mean Look	Normal	Status	—	—	5	Normal	—
12	Curse	???	Status	—	—	10	Normal/Self	—
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Sucker Punch	Dark	Physical	80	100	5	Normal	○
26	Payback	Dark	Physical	50	100	10	Normal	○
29	Shadow Ball	Ghost	Special	80	100	15	Normal	—
33	Dream Eater	Psychic	Special	100	100	15	Normal	—
36	Dark Pulse	Dark	Special	80	100	15	Normal	—
40	Destiny Bond	Ghost	Status	—	—	5	Self	—
43	Nightmare	Ghost	Status	—	100	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Sprout Tower (night only)

2 Bell Tower

Pokémon SoulSilver

1 Sprout Tower (night only)

2 Bell Tower

Johto Pokédex

No. 059

Haunter

Gas Pokémon

Ghost Poison



ABILITY

Levitate

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Lick	Ghost	Physical	20	100	30	Normal	○
1	Spite	Ghost	Status	—	100	10	Normal	—
5	Spite	Ghost	Status	—	100	10	Normal	—
8	Mean Look	Normal	Status	—	—	5	Normal	—
12	Curse	???	Status	—	—	10	Normal/Self	—
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Sucker Punch	Dark	Physical	80	100	5	Normal	○
25	Shadow Punch	Ghost	Physical	60	—	20	Normal	○
28	Payback	Dark	Physical	50	100	10	Normal	○
33	Shadow Ball	Ghost	Special	80	100	15	Normal	—
39	Dream Eater	Psychic	Special	100	100	15	Normal	—
44	Dark Pulse	Dark	Special	80	100	15	Normal	—
50	Destiny Bond	Ghost	Status	—	—	5	Self	—
55	Nightmare	Ghost	Status	—	100	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Safari Zone (Forest Area)

2 Level up Gastly to Lv. 25

Pokémon SoulSilver

1 Safari Zone (Forest Area)

2 Level up Gastly to Lv. 25

Johto Pokédex

No. 060

Gengar

Shadow Pokémon

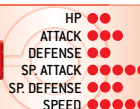
Ghost Poison



ABILITY

Levitate

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Lick	Ghost	Physical	20	100	30	Normal	○
1	Spite	Ghost	Status	—	100	10	Normal	—
5	Spite	Ghost	Status	—	100	10	Normal	—
8	Mean Look	Normal	Status	—	—	5	Normal	—
12	Curse	???	Status	—	—	10	Normal/Self	—
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Sucker Punch	Dark	Physical	80	100	5	Normal	○
25	Shadow Punch	Ghost	Physical	60	—	20	Normal	○
28	Payback	Dark	Physical	50	100	10	Normal	○
33	Shadow Ball	Ghost	Special	80	100	15	Normal	—
39	Dream Eater	Psychic	Special	100	100	15	Normal	—
44	Dark Pulse	Dark	Special	80	100	15	Normal	—
50	Destiny Bond	Ghost	Status	—	—	5	Self	—
55	Nightmare	Ghost	Status	—	100	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Link trade Haunter

2 —

Pokémon SoulSilver

1 Link trade Haunter

2 —

058

GASTLY

059

HAUNTER

060

GENGAR

Johto Pokédex

No. 061

Unown

Symbol Pokémon

Psychic



ABILITY

Levitate

STATS



PERFORMANCE*



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Hidden Power	Normal	Special	—	100	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Ruins of Alph

2 —

Pokémon SoulSilver

1 Ruins of Alph

2 —

*The maximum Skill Performance level for Unown ! and Unown ? is one star higher.

Johto Pokédex

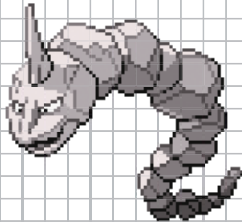
No. 062

Onix

Rock Snake Pokémon

Rock

Ground



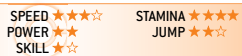
ABILITIES

Rock Head
Sturdy

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud Sport	Ground	Status	—	15	15	All	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Bind	Normal	Physical	15	75	20	Normal	○
6	Screech	Normal	Status	—	85	40	Normal	—
9	Rock Throw	Rock	Physical	50	90	15	Normal	—
14	Rage	Normal	Physical	20	100	20	Normal	○
17	Rock Tomb	Rock	Physical	50	80	10	Normal	—
22	Sandstorm	Rock	Status	—	—	10	All	—
25	Slam	Normal	Physical	80	75	20	Normal	○
30	Rock Polish	Rock	Status	—	—	20	Self	—
33	Dragon Breath	Dragon	Special	60	100	20	Normal	—
38	Curse	???	Status	—	—	10	Normal/Self	—
41	Iron Tail	Steel	Physical	100	75	15	Normal	○
46	Sand Tomb	Ground	Physical	15	70	15	Normal	—
49	Double-Edge	Normal	Physical	120	100	15	Normal	○
54	Stone Edge	Rock	Physical	100	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Union Cave

2 Victory Road

Pokémon SoulSilver

1 Union Cave

2 Victory Road

Johto Pokédex

No. 063

Steelix

Iron Snake Pokémon

Steel

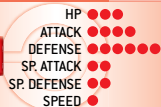
Ground



ABILITIES

Rock Head
Sturdy

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Bind	Normal	Physical	15	75	20	Normal	○
6	Screech	Normal	Status	—	85	40	Normal	—
9	Rock Throw	Rock	Physical	50	90	15	Normal	—
14	Rage	Normal	Physical	20	100	20	Normal	○
17	Rock Tomb	Rock	Physical	50	80	10	Normal	—
22	Sandstorm	Rock	Status	—	—	10	All	—
25	Slam	Normal	Physical	80	75	20	Normal	○
30	Rock Polish	Rock	Status	—	—	20	Self	—
33	Dragon Breath	Dragon	Special	60	100	20	Normal	—
38	Curse	???	Status	—	—	10	Normal/Self	—
41	Iron Tail	Steel	Physical	100	75	15	Normal	○
46	Crunch	Dark	Physical	80	100	15	Normal	○
49	Double-Edge	Normal	Physical	120	100	15	Normal	○
54	Stone Edge	Rock	Physical	100	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Cliff Cave

2 Link trade Onix while it holds the Metal Coat

Pokémon SoulSilver

1 Cliff Cave

2 Link trade Onix while it holds the Metal Coat

Johto Pokédex

No. 064

Bellsprout

Flower Pokémon

Grass Poison



ABILITY

Chlorophyll

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Vine Whip	Grass	Physical	35	100	15	Normal	○
7	Growth	Normal	Status	—	—	40	Self	—
11	Wrap	Normal	Physical	15	85	20	Normal	○
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	Poison Powder	Poison	Status	—	75	35	Normal	—
17	Stun Spore	Grass	Status	—	75	30	Normal	—
23	Acid	Poison	Special	40	100	30	All foes	—
27	Knock Off	Dark	Physical	20	100	20	Normal	○
29	Sweet Scent	Normal	Status	—	100	20	All foes	—
35	Gastro Acid	Poison	Status	—	100	10	Normal	—
39	Razor Leaf	Grass	Physical	55	95	25	All foes	—
41	Slam	Normal	Physical	80	75	20	Normal	○
47	Wring Out	Normal	Special	—	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Route 31

2 Route 32

Pokémon SoulSilver

1 Route 31

2 Route 32

Johto Pokédex

No. 065

Weepinbell

Flycatcher Pokémon

Grass Poison



ABILITY

Chlorophyll

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Vine Whip	Grass	Physical	35	100	15	Normal	○
1	Growth	Normal	Status	—	—	40	Self	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
7	Growth	Normal	Status	—	—	40	Self	—
11	Wrap	Normal	Physical	15	85	20	Normal	○
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	Poison Powder	Poison	Status	—	75	35	Normal	—
17	Stun Spore	Grass	Status	—	75	30	Normal	—
23	Acid	Poison	Special	40	100	30	All foes	—
27	Knock Off	Dark	Physical	20	100	20	Normal	○
29	Sweet Scent	Normal	Status	—	100	20	All foes	—
35	Gastro Acid	Poison	Status	—	100	10	Normal	—
39	Razor Leaf	Grass	Physical	55	95	25	All foes	—
41	Slam	Normal	Physical	80	75	20	Normal	○
47	Wring Out	Normal	Special	—	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Route 44

2 Level up Bellsprout to Lv. 21

Pokémon SoulSilver

1 Route 44

2 Level up Bellsprout to Lv. 21

Johto Pokédex

No. 066

Victreebel

Flycatcher Pokémon

Grass Poison



ABILITY

Chlorophyll

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Stockpile	Normal	Status	—	—	20	Self	—
1	Swallow	Normal	Status	—	—	10	Self	—
1	Spit Up	Normal	Special	—	100	10	Normal	—
1	Vine Whip	Grass	Physical	35	100	15	Normal	○
1	Sleep Powder	Grass	Status	—	75	15	Normal	—
1	Sweet Scent	Normal	Status	—	100	20	All foes	—
1	Razor Leaf	Grass	Physical	55	95	25	All foes	—
47	Leaf Storm	Grass	Special	140	90	5	Normal	—
47	Leaf Blade	Grass	Physical	90	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Use Leaf Stone on Weepinbell

2 —

Pokémon SoulSilver

1 Use Leaf Stone on Weepinbell

2 —

064

BELLSPROUT

065

WEEPINBELL

066

VICTREEBEL

Johto Pokédex

No. 067

Hoppip

Cottonweed Pokémon

Grass Flying



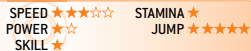
ABILITIES

- Chlorophyll
- Leaf Guard

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
4	Synthesis	Grass	Status	—	—	5	Self	—
7	Tail Whip	Normal	Status	—	100	30	All foes	—
10	Tackle	Normal	Physical	35	95	35	Normal	○
12	PoisonPowder	Poison	Status	—	75	35	Normal	—
14	Stun Spore	Grass	Status	—	75	30	Normal	—
16	Sleep Powder	Grass	Status	—	75	15	Normal	—
19	Bullet Seed	Grass	Physical	10	100	30	Normal	—
22	Leech Seed	Grass	Status	—	90	10	Normal	—
25	Mega Drain	Grass	Special	40	100	15	Normal	—
28	Cotton Spore	Grass	Status	—	85	40	Normal	—
31	U-turn	Bug	Physical	70	100	20	Normal	○
34	Worry Seed	Grass	Status	—	100	10	Normal	—
37	Giga Drain	Grass	Special	60	100	10	Normal	—
40	Bounce	Flying	Physical	85	85	5	Normal	○
43	Memento	Dark	Status	—	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 32

2 Route 33

Pokémon SoulSilver

1 Route 32

2 Route 33

Johto Pokédex

No. 068

Skiploom

Cottonweed Pokémon

Grass Flying



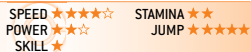
ABILITIES

- Chlorophyll
- Leaf Guard

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Synthesis	Grass	Status	—	—	5	Self	—
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Synthesis	Grass	Status	—	—	5	Self	—
7	Tail Whip	Normal	Status	—	100	30	All foes	—
10	Tackle	Normal	Physical	35	95	35	Normal	○
12	PoisonPowder	Poison	Status	—	75	35	Normal	—
14	Stun Spore	Grass	Status	—	75	30	Normal	—
16	Sleep Powder	Grass	Status	—	75	15	Normal	—
20	Bullet Seed	Grass	Physical	10	100	30	Normal	—
24	Leech Seed	Grass	Status	—	90	10	Normal	—
28	Mega Drain	Grass	Special	40	100	15	Normal	—
32	Cotton Spore	Grass	Status	—	85	40	Normal	—
36	U-turn	Bug	Physical	70	100	20	Normal	○
40	Worry Seed	Grass	Status	—	100	10	Normal	—
44	Giga Drain	Grass	Special	60	100	10	Normal	—
48	Bounce	Flying	Physical	85	85	5	Normal	○
52	Memento	Dark	Status	—	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Safari Zone (Meadow Area)

2 Level up Hoppip to Lv. 18

Pokémon SoulSilver

1 Safari Zone (Meadow Area)

2 Level up Hoppip to Lv. 18

Johto Pokédex

No. 069

Jumpluff

Cottonweed Pokémon

Grass Flying



ABILITIES

- Chlorophyll
- Leaf Guard

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Synthesis	Grass	Status	—	—	5	Self	—
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Synthesis	Grass	Status	—	—	5	Self	—
7	Tail Whip	Normal	Status	—	100	30	All foes	—
10	Tackle	Normal	Physical	35	95	35	Normal	○
12	PoisonPowder	Poison	Status	—	75	35	Normal	—
14	Stun Spore	Grass	Status	—	75	30	Normal	—
16	Sleep Powder	Grass	Status	—	75	15	Normal	—
20	Bullet Seed	Grass	Physical	10	100	30	Normal	—
24	Leech Seed	Grass	Status	—	90	10	Normal	—
28	Mega Drain	Grass	Special	40	100	15	Normal	—
32	Cotton Spore	Grass	Status	—	85	40	Normal	—
36	U-turn	Bug	Physical	70	100	20	Normal	○
40	Worry Seed	Grass	Status	—	100	10	Normal	—
44	Giga Drain	Grass	Special	60	100	10	Normal	—
48	Bounce	Flying	Physical	85	85	5	Normal	○
52	Memento	Dark	Status	—	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Level up Skiploom to Lv. 27

2 —

Pokémon SoulSilver

1 Level up Skiploom to Lv. 27

2 —



067

HOPPIP



068

SKIPLOOM



069

JUMPLUFF

Johto Pokédex



No. 070

Paras

Mushroom Pokémon

Bug

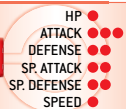
Grass



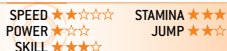
ABILITIES

- Effect Spore
- Dry Skin

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
6	Stun Spore	Grass	Status	—	75	30	Normal	—
6	PoisonPowder	Poison	Status	—	75	35	Normal	—
11	Leech Life	Bug	Physical	20	100	15	Normal	○
17	Spore	Grass	Status	—	100	15	Normal	—
22	Slash	Normal	Physical	70	100	20	Normal	○
27	Growth	Normal	Status	—	—	40	Self	—
33	Giga Drain	Grass	Special	60	100	10	Normal	—
38	Aromatherapy	Grass	Status	—	—	5	All allies	—
43	X-Scissor	Bug	Physical	80	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Ilex Forest

2 Bug-Catching Contest at the National Park

Pokémon SoulSilver

1 Ilex Forest

2 Bug-Catching Contest at the National Park

Johto Pokédex



No. 071

Parasect

Mushroom Pokémon

Bug

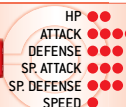
Grass



ABILITIES

- Effect Spore
- Dry Skin

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Cross Poison	Poison	Physical	70	100	20	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Stun Spore	Grass	Status	—	75	30	Normal	—
1	PoisonPowder	Poison	Status	—	75	35	Normal	—
1	Leech Life	Bug	Physical	20	100	15	Normal	○
6	Stun Spore	Grass	Status	—	75	30	Normal	—
6	PoisonPowder	Poison	Status	—	75	35	Normal	—
11	Leech Life	Bug	Physical	20	100	15	Normal	○
17	Spore	Grass	Status	—	100	15	Normal	—
22	Slash	Normal	Physical	70	100	20	Normal	○
30	Growth	Normal	Status	—	—	40	Self	—
39	Giga Drain	Grass	Special	60	100	10	Normal	—
47	Aromatherapy	Grass	Status	—	—	5	All allies	—
55	X-Scissor	Bug	Physical	80	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Level up Paras to Lv. 24

2 —

Pokémon SoulSilver

1 Level up Paras to Lv. 24

2 —

Johto Pokédex



No. 072

Poliwag

Tadpole Pokémon

Water



ABILITIES

- Water Absorb
- Damp

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Sport	Water	Status	—	—	15	All	—
5	Bubble	Water	Special	20	100	30	All foes	—
8	Hypnosis	Psychic	Status	—	60	20	Normal	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Rain Dance	Water	Status	—	—	5	All	—
21	Body Slam	Normal	Physical	85	100	15	Normal	○
25	BubbleBeam	Water	Special	65	100	20	Normal	—
28	Mud Shot	Ground	Special	55	95	15	Normal	—
31	Belly Drum	Normal	Status	—	—	10	Self	—
35	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
38	Hydro Pump	Water	Special	120	80	5	Normal	—
41	Mud Bomb	Ground	Special	65	85	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 30 (water surface)

2 Route 30 (fishing)

Pokémon SoulSilver

1 Route 30 (water surface)

2 Route 30 (fishing)

070

PARAS

071

PARASECT

072

POLIWAG

Johto Pokédex

No. 073

Poliwhirl

Tadpole Pokémon

Water



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Sport	Water	Status	—	—	15	All	—
1	Bubble	Water	Special	20	100	30	All foes	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
5	Bubble	Water	Special	20	100	30	All foes	—
8	Hypnosis	Psychic	Status	—	60	20	Normal	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Rain Dance	Water	Status	—	—	5	All	—
21	Body Slam	Normal	Physical	85	100	15	Normal	○
27	BubbleBeam	Water	Special	65	100	20	Normal	—
32	Mud Shot	Ground	Special	55	95	15	Normal	—
37	Belly Drum	Normal	Status	—	—	10	Self	—
43	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
48	Hydro Pump	Water	Special	120	80	5	Normal	—
53	Mud Bomb	Ground	Special	65	85	10	Normal	—

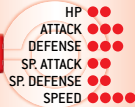
MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

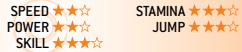
ABILITIES

- Water Absorb
- Damp

STATS



PERFORMANCE



How to Obtain

Pokémon HeartGold

- 1 Route 30 (water surface)
- 2 Level up Poliwhirl to Lv. 25

Pokémon SoulSilver

- 1 Route 30 (water surface)
- 2 Level up Poliwhirl to Lv. 25



073

POLIWHIRL



074

POLIWRATH



075

POLITOEDED

Johto Pokédex

No. 074

Poliwrath

Tadpole Pokémon

Water

Fighting



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	BubbleBeam	Water	Special	65	100	20	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○
1	Submission	Fighting	Physical	80	80	25	Normal	○
43	DynamicPunch	Fighting	Physical	100	50	5	Normal	○
53	Mind Reader	Normal	Status	—	—	5	Normal	—

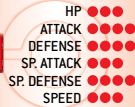
MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

ABILITIES

- Water Absorb
- Damp

STATS



PERFORMANCE



How to Obtain

Pokémon HeartGold

- 1 Use Water Stone on Poliwhirl
- 2 —

Pokémon SoulSilver

- 1 Use Water Stone on Poliwhirl
- 2 —

Johto Pokédex

No. 075

Politoed

Frog Pokémon

Water



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	BubbleBeam	Water	Special	65	100	20	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○
1	Perish Song	Normal	Status	—	—	5	All	—
27	Swagger	Normal	Status	—	90	15	Normal	—
37	Bounce	Flying	Physical	85	85	5	Normal	○
48	Hyper Voice	Normal	Special	90	100	10	All foes	—

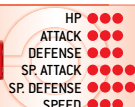
MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

ABILITIES

- Water Absorb
- Damp

STATS



PERFORMANCE



How to Obtain

Pokémon HeartGold

- 1 Link trade Poliwhirl while it holds the King's Rock
- 2 —

Pokémon SoulSilver

- 1 Link trade Poliwhirl while it holds the King's Rock
- 2 —

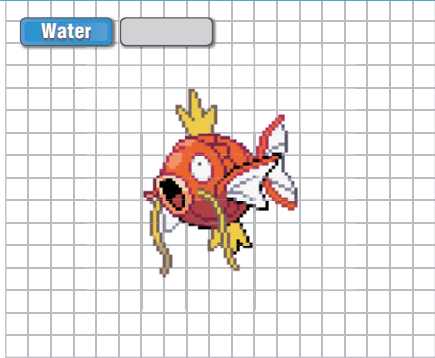
Johto Pokédex

No. 076

Magikarp

Fish Pokémon

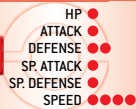
Water



ABILITY

Swift Swim

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
15	Tackle	Normal	Physical	35	95	35	Normal	○
30	Flail	Normal	Physical	—	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Route 43 (water surface)

2 Route 30 (fishing)

Pokémon SoulSilver

1 Route 43 (water surface)

2 Route 30 (fishing)

Johto Pokédex

No. 077

Gyarados

Atrocious Pokémon

Water

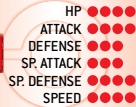
Flying



ABILITY

Intimidate

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thrash	Normal	Physical	90	100	20	1 random	○
20	Bite	Dark	Physical	60	100	25	Normal	○
23	Dragon Rage	Dragon	Special	—	100	10	Normal	—
26	Leer	Normal	Status	—	100	30	All foes	—
29	Twister	Dragon	Special	40	100	20	All foes	—
32	Ice Fang	Ice	Physical	65	95	15	Normal	○
35	Aqua Tail	Water	Physical	90	90	10	Normal	○
38	Rain Dance	Water	Status	—	—	5	All	—
41	Hydro Pump	Water	Special	120	80	5	Normal	—
44	Dragon Dance	Dragon	Status	—	—	20	Self	—
47	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Lake of Rage

2 Level up Magikarp to Lv. 20

Pokémon SoulSilver

1 Lake of Rage

2 Level up Magikarp to Lv. 20

Johto Pokédex

No. 078

Goldeen

Goldfish Pokémon

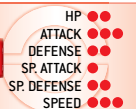
Water



ABILITIES

Swift Swim
Water Veil

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Water Sport	Water	Status	—	—	15	All	—
7	Supersonic	Normal	Status	—	55	20	Normal	—
11	Horn Attack	Normal	Physical	65	100	25	Normal	○
17	Water Pulse	Water	Special	60	100	20	Normal	—
21	Flail	Normal	Physical	—	100	15	Normal	○
27	Aqua Ring	Water	Status	—	—	20	Self	—
31	Fury Attack	Normal	Physical	15	85	20	Normal	○
37	Waterfall	Water	Physical	80	100	15	Normal	○
41	Horn Drill	Normal	Physical	—	30	5	Normal	○
47	Agility	Psychic	Status	—	—	30	Self	—
51	Megahorn	Bug	Physical	120	85	10	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 SLOWPOKE Well (fishing)

2 Route 42 (water surface)

Pokémon SoulSilver

1 SLOWPOKE Well (fishing)

2 Route 42 (water surface)

JOHTO POKÉDEX

076

MAGIKARP

077

GYARADOS

078

GOLDEEN

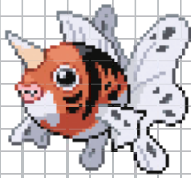
Jhoto Pokédex

No. 079

Seaking

Goldfish Pokémon

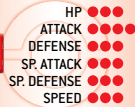
Water



ABILITIES

- Swift Swim
- Water Veil

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Jab	Poison	Physical	80	100	20	Normal	○
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Water Sport	Water	Status	—	—	15	All	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
7	Supersonic	Normal	Status	—	55	20	Normal	—
11	Horn Attack	Normal	Physical	65	100	25	Normal	○
17	Water Pulse	Water	Special	60	100	20	Normal	○
21	Flail	Normal	Physical	—	100	15	Normal	○
27	Aqua Ring	Water	Status	—	—	20	Self	—
31	Fury Attack	Normal	Physical	15	85	20	Normal	○
40	Waterfall	Water	Physical	80	100	15	Normal	○
47	Horn Drill	Normal	Physical	—	30	5	Normal	○
56	Agility	Psychic	Status	—	—	30	Self	—
63	Megahorn	Bug	Physical	120	85	10	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

- 1 Route 42 (water surface)
- 2 Level up Golden to Lv. 33

Pokémon SoulSilver

- 1 Route 42 (water surface)
- 2 Level up Golden to Lv. 33

Jhoto Pokédex

No. 080

Slowpoke

Dopey Pokémon

Water

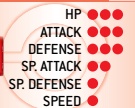
Psychic



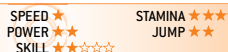
ABILITIES

- Oblivious
- Own Tempo

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Curse	???	Status	—	—	10	Normal/Self	—
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	Growl	Normal	Status	—	100	40	All foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
20	Disable	Normal	Status	—	80	20	Normal	—
25	Headbutt	Normal	Physical	70	100	15	Normal	○
29	Water Pulse	Water	Special	60	100	20	Normal	○
34	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
39	Slack Off	Normal	Status	—	—	10	Self	—
43	Amnesia	Psychic	Status	—	—	20	Self	—
48	Psychic	Psychic	Special	90	100	10	Normal	—
53	Rain Dance	Water	Status	—	—	5	All	—
57	Psych Up	Normal	Status	—	—	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- 1 SLOWPOKE Well
- 2 SLOWPOKE Well (water surface)

Pokémon SoulSilver

- 1 SLOWPOKE Well
- 2 SLOWPOKE Well (water surface)

Jhoto Pokédex

No. 081

Slowbro

Hermit Crab Pokémon

Water

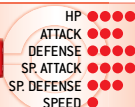
Psychic



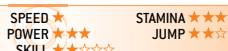
ABILITIES

- Oblivious
- Own Tempo

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Curse	???	Status	—	—	10	Normal/Self	—
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
6	Growl	Normal	Status	—	100	40	All foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
20	Disable	Normal	Status	—	80	20	Normal	—
25	Headbutt	Normal	Physical	70	100	15	Normal	○
29	Water Pulse	Water	Special	60	100	20	Normal	○
34	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
37	Withdraw	Water	Status	—	—	40	Self	—
41	Slack Off	Normal	Status	—	—	10	Self	—
47	Amnesia	Psychic	Status	—	—	20	Self	—
54	Psychic	Psychic	Special	90	100	10	Normal	—
61	Rain Dance	Water	Status	—	—	5	All	—
67	Psych Up	Normal	Status	—	—	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- 1 SLOWPOKE Well B2F (water surface)
- 2 Level up Slowpoke to Lv. 37

Pokémon SoulSilver

- 1 SLOWPOKE Well B2F (water surface)
- 2 Level up Slowpoke to Lv. 37



079

SEAKING



080

SLOWPOKE



081

SLOWBRO

Johto Pokédex

No. 082

Slowking

Royal Pokémon

Water Psychic



ABILITIES

- Oblivious
- Own Tempo

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Power Gem	Rock	Special	70	100	20	Normal	—
1	Hidden Power	Normal	Special	—	100	15	Normal	—
1	Curse	???	Status	—	—	10	Normal/Self	—
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	Growl	Normal	Status	—	100	40	All foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
20	Disable	Normal	Status	—	80	20	Normal	—
25	Headbutt	Normal	Physical	70	100	15	Normal	○
29	Water Pulse	Water	Special	60	100	20	Normal	—
34	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
39	Nasty Plot	Dark	Status	—	—	20	Self	—
43	Swagger	Normal	Status	—	90	15	Normal	—
48	Psychic	Psychic	Special	90	100	10	Normal	—
53	Trump Card	Normal	Special	—	—	5	Normal	○
57	Psych Up	Normal	Status	—	—	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Link trade Slowpoke while it holds the King's Rock

2 —

Pokémon SoulSilver

1 Link trade Slowpoke while it holds the King's Rock

2 —

Johto Pokédex

No. 083

Oddish

Weed Pokémon

Grass Poison



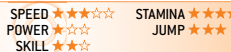
ABILITY

- Chlorophyll

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
5	Sweet Scent	Normal	Status	—	100	20	All foes	—
9	Acid	Poison	Special	40	100	30	All foes	—
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
15	Stun Spore	Grass	Status	—	75	30	Normal	—
17	Sleep Powder	Grass	Status	—	75	15	Normal	—
21	Mega Drain	Grass	Special	40	100	15	Normal	—
25	Lucky Chant	Normal	Status	—	—	30	All allies	—
29	Natural Gift	Normal	Physical	—	100	15	Normal	—
33	Moonlight	Normal	Status	—	—	5	Self	—
37	Giga Drain	Grass	Special	60	100	10	Normal	—
41	Petal Dance	Grass	Special	90	100	20	1 random	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
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How to Obtain

Pokémon HeartGold

1 Ilex Forest

2 Safari Zone (Marshland Area)

Pokémon SoulSilver

1 Ilex Forest

2 Safari Zone (Marshland Area)

Johto Pokédex

No. 084

Gloom

Weed Pokémon

Grass Poison



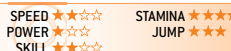
ABILITY

- Chlorophyll

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Sweet Scent	Normal	Status	—	100	20	All foes	—
1	Acid	Poison	Special	40	100	30	All foes	—
5	Sweet Scent	Normal	Status	—	100	20	All foes	—
9	Acid	Poison	Special	40	100	30	All foes	—
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
15	Stun Spore	Grass	Status	—	75	30	Normal	—
17	Sleep Powder	Grass	Status	—	75	15	Normal	—
23	Mega Drain	Grass	Special	40	100	15	Normal	—
29	Lucky Chant	Normal	Status	—	—	30	All allies	—
35	Natural Gift	Normal	Physical	—	100	15	Normal	—
41	Moonlight	Normal	Status	—	—	5	Self	—
47	Giga Drain	Grass	Special	60	100	10	Normal	—
53	Petal Dance	Grass	Special	90	100	20	1 random	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
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How to Obtain

Pokémon HeartGold

1 Route 48

2 Level up Oddish to Lv. 21

Pokémon SoulSilver

1 Route 48

2 Level up Oddish to Lv. 21

082

SLOWKING

083

ODDISH

084

GLOOM

Johto Pokédex

No. 085

Vileplume

Flower Pokémon

Grass

Poison



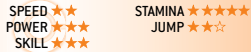
ABILITY

Chlorophyll

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mega Drain	Grass	Special	40	100	15	Normal	—
1	Aromatherapy	Grass	Status	—	—	5	All allies	—
1	Stun Spore	Grass	Status	—	75	30	Normal	—
1	PoisonPowder	Poison	Status	—	75	35	Normal	—
53	Petal Dance	Grass	Special	90	100	20	1 random	○
65	SolarBeam	Grass	Special	120	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Use Leaf Stone on Gloom

2

Pokémon SoulSilver

1 Use Leaf Stone on Gloom

2

Johto Pokédex

No. 086

Bellossom

Flower Pokémon

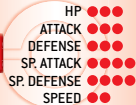
Grass



ABILITY

Chlorophyll

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leaf Blade	Grass	Physical	90	100	15	Normal	○
1	Mega Drain	Grass	Special	40	100	15	Normal	—
1	Sweet Scent	Normal	Status	—	100	20	All foes	—
1	Stun Spore	Grass	Status	—	75	30	Normal	—
1	Sunny Day	Fire	Status	—	—	5	All	—
23	Magical Leaf	Grass	Special	60	—	20	Normal	—
53	Leaf Storm	Grass	Special	140	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Use Sun Stone on Gloom

2 Ruins of Alph (water surface)

Pokémon SoulSilver

1 Use Sun Stone on Gloom

2 Ruins of Alph (water surface)

Johto Pokédex

No. 087

Drowzee

Hypnosis Pokémon

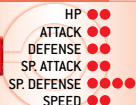
Psychic



ABILITIES

Insomnia
Forewarn

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
7	Disable	Normal	Status	—	80	20	Normal	—
9	Confusion	Psychic	Special	50	100	25	Normal	—
15	Headbutt	Normal	Physical	70	100	15	Normal	○
18	Poison Gas	Poison	Status	—	55	40	Normal	—
21	Meditate	Psychic	Status	—	—	40	Self	—
26	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Psych Up	Normal	Status	—	—	10	Normal	—
32	Headbutt	Normal	Physical	70	100	15	Normal	○
37	Swagger	Normal	Status	—	90	15	Normal	—
40	Psychic	Psychic	Special	90	100	10	Normal	—
43	Nasty Plot	Dark	Status	—	—	20	Self	—
50	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
53	Future Sight	Psychic	Special	80	90	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 34

2 Route 35

Pokémon SoulSilver

1 Route 34

2 Route 35



085

VILEPLUME



086

BELLOSSOM



087

DROWZEE

Johto Pokédex

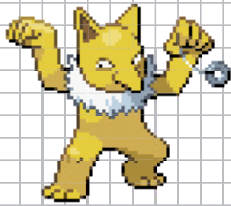


No. 088

Hypno

Hypnosis Pokémon

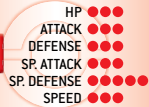
Psychic



ABILITIES

- Insomnia
- Forewarn

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Nightmare	Ghost	Status	—	100	15	Normal	—
1	Switcheroo	Dark	Status	—	100	10	Normal	—
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
7	Disable	Normal	Status	—	80	20	Normal	—
9	Confusion	Psychic	Special	50	100	25	Normal	—
15	Headbutt	Normal	Physical	70	100	15	Normal	○
18	Poison Gas	Poison	Status	—	55	40	Normal	—
21	Meditate	Psychic	Status	—	—	40	Self	—
28	Psybeam	Psychic	Special	65	100	20	Normal	—
33	Psych Up	Normal	Status	—	—	10	Normal	—
38	Headbutt	Normal	Physical	70	100	15	Normal	○
45	Swagger	Normal	Status	—	90	15	Normal	—
50	Psychic	Psychic	Special	90	100	10	Normal	—
55	Nasty Plot	Dark	Status	—	—	20	Self	—
64	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
69	Future Sight	Psychic	Special	80	90	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Safari Zone (Swamp Area) 2 Level up Drowzee to Lv. 26

Pokémon SoulSilver 1 Safari Zone (Swamp Area) 2 Level up Drowzee to Lv. 26

088

HYPNO

089

ABRA

090

KADABRA

Johto Pokédex



No. 089

Abra

Psi Pokémon

Psychic



ABILITIES

- Synchronize
- Inner Focus

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Teleport	Psychic	Status	—	—	20	Self	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Route 34 2 Route 35

Pokémon SoulSilver 1 Route 34 2 Route 35

Johto Pokédex



No. 090

Kadabra

Psi Pokémon

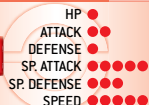
Psychic



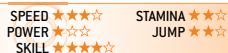
ABILITIES

- Synchronize
- Inner Focus

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Teleport	Psychic	Status	—	—	20	Self	—
1	Kinesis	Psychic	Status	—	80	15	Normal	—
16	Confusion	Psychic	Special	50	100	25	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
18	Disable	Normal	Status	—	80	20	Normal	—
22	Miracle Eye	Psychic	Status	—	—	40	Normal	—
24	Psybeam	Psychic	Special	65	100	20	Normal	—
28	Reflect	Psychic	Status	—	—	20	All allies	—
30	Recover	Normal	Status	—	—	10	Self	—
34	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
36	Role Play	Psychic	Status	—	—	10	Normal	—
40	Psychic	Psychic	Special	90	100	10	Normal	—
42	Future Sight	Psychic	Special	80	90	15	Normal	—
46	Trick	Psychic	Status	—	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Level up Abra to Lv. 16 2 —

Pokémon SoulSilver 1 Level up Abra to Lv. 16 2 —

Johto Pokédex

No. 091

Alakazam

Psi Pokémon

Psychic



ABILITIES

- Synchronize
- Inner Focus

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Teleport	Psychic	Status	—	—	20	Self	—
1	Kinesis	Psychic	Status	—	80	15	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
16	Confusion	Psychic	Special	50	100	25	Normal	—
18	Disable	Normal	Status	—	80	20	Normal	—
22	Miracle Eye	Psychic	Status	—	—	40	Normal	—
24	Psybeam	Psychic	Special	65	100	20	Normal	—
28	Reflect	Psychic	Status	—	—	20	All allies	—
30	Recover	Normal	Status	—	—	10	Self	—
34	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
36	Calm Mind	Psychic	Status	—	—	20	Self	—
40	Psychic	Psychic	Special	90	100	10	Normal	—
42	Future Sight	Psychic	Special	80	90	15	Normal	—
46	Trick	Psychic	Status	—	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Link trade Kadabra 2 —

Pokémon SoulSilver 1 Link trade Kadabra 2 —

Johto Pokédex

No. 092

Ditto

Transform Pokémon

Normal



ABILITY

- Limber

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Transform	Normal	Status	—	—	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
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How to Obtain

Pokémon HeartGold 1 Route 34 2 Route 47

Pokémon SoulSilver 1 Route 34 2 Route 47

Johto Pokédex

No. 093

Pineco

Bagworm Pokémon

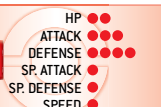
Bug



ABILITY

- Sturdy

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Protect	Normal	Status	—	—	10	Self	—
6	Selfdestruct	Normal	Physical	200	100	5	Ally + all foes	—
9	Bug Bite	Bug	Physical	60	100	20	Normal	○
12	Take Down	Normal	Physical	90	85	20	Normal	○
17	Rapid Spin	Normal	Physical	20	100	40	Normal	○
20	Bide	Normal	Physical	—	—	10	Self	○
23	Natural Gift	Normal	Physical	—	100	15	Normal	—
28	Spikes	Ground	Status	—	—	20	All foes	—
31	Payback	Dark	Physical	50	100	10	Normal	○
34	Explosion	Normal	Physical	250	100	5	Ally + all foes	—
39	Iron Defense	Steel	Status	—	—	15	Self	—
42	Gyro Ball	Steel	Physical	—	100	5	Normal	○
45	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 New Bark Town (use Headbutt) 2 Cherrygrove City (use Headbutt)

Pokémon SoulSilver 1 New Bark Town (use Headbutt) 2 Cherrygrove City (use Headbutt)



091

ALAKAZAM



092

DITTO



093

PINECO

Johto Pokédex

No. 094

Forretress

Bagworm Pokémon

Bug

Steel



ABILITY

Sturdy



PERFORMANCE

SPEED☆☆☆ STAMINA★★★★
POWER★★★★ SKILL★★★★ JUMP☆☆☆

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Toxic Spikes	Poison	Status	—	—	20	All foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Protect	Normal	Status	—	—	10	Self	—
1	Selfdestruct	Normal	Physical	200	100	5	Ally + all foes	—
1	Bug Bite	Bug	Physical	60	100	20	Normal	○
6	Selfdestruct	Normal	Physical	200	100	5	Ally + all foes	—
9	Bug Bite	Bug	Physical	60	100	20	Normal	○
12	Take Down	Normal	Physical	90	85	20	Normal	○
17	Rapid Spin	Normal	Physical	20	100	40	Normal	○
20	Bide	Normal	Physical	—	—	10	Self	○
23	Natural Gift	Normal	Physical	—	100	15	Normal	—
28	Spikes	Ground	Status	—	—	20	All foes	—
31	Mirror Shot	Steel	Special	65	85	10	Normal	—
33	Payback	Dark	Physical	50	100	10	Normal	○
38	Explosion	Normal	Physical	250	100	5	Ally + all foes	—
45	Iron Defense	Steel	Status	—	—	15	Self	—
50	Gyro Ball	Steel	Physical	—	100	5	Normal	○
55	Double-Edge	Normal	Physical	120	100	15	Normal	○
62	Magnet Rise	Electric	Status	—	—	10	Self	—
67	Zap Cannon	Electric	Special	120	50	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Level up Pineco to Lv. 31 2 —

Pokémon SoulSilver 1 Level up Pineco to Lv. 31 2 —

Johto Pokédex

No. 095

Nidoran ♀

Poison Pin Pokémon

Poison



ABILITIES

Poison Point
Rivalry



PERFORMANCE

SPEED★★★★ STAMINA★★★★
POWER★★★★ SKILL★★★ JUMP☆☆☆

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	All foes	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
7	Tail Whip	Normal	Status	—	100	30	All foes	—
9	Double Kick	Fighting	Physical	30	100	30	Normal	○
13	Poison Sting	Poison	Physical	15	100	35	Normal	—
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Bite	Dark	Physical	60	100	25	Normal	○
25	Helping Hand	Normal	Status	—	—	20	Ally	—
31	Toxic Spikes	Poison	Status	—	—	20	All foes	—
33	Flatter	Dark	Status	—	100	15	Normal	—
37	Crunch	Dark	Physical	80	100	15	Normal	○
43	Captivate	Normal	Status	—	100	20	All foes	—
45	Poison Fang	Poison	Physical	50	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Route 35 2 Route 36

Pokémon SoulSilver 1 Route 35 2 Route 36

Johto Pokédex

No. 096

Nidorina

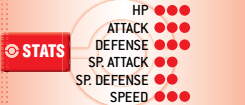
Poison Pin Pokémon

Poison



ABILITIES

Poison Point
Rivalry



PERFORMANCE

SPEED★★★★ STAMINA★★★★
POWER★★★★ SKILL★★★ JUMP☆☆☆

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	All foes	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
7	Tail Whip	Normal	Status	—	100	30	All foes	—
9	Double Kick	Fighting	Physical	30	100	30	Normal	○
13	Poison Sting	Poison	Physical	15	100	35	Normal	—
20	Fury Swipes	Normal	Physical	18	80	15	Normal	○
23	Bite	Dark	Physical	60	100	25	Normal	○
28	Helping Hand	Normal	Status	—	—	20	Ally	—
35	Toxic Spikes	Poison	Status	—	—	20	All foes	—
38	Flatter	Dark	Status	—	100	15	Normal	—
43	Crunch	Dark	Physical	80	100	15	Normal	○
50	Captivate	Normal	Status	—	100	20	All foes	—
58	Poison Fang	Poison	Physical	50	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Safari Zone (Savannah Area) 2 Level up Nidoran ♀ to Lv. 16

Pokémon SoulSilver 1 Safari Zone (Savannah Area) 2 Level up Nidoran ♀ to Lv. 16

JOHTO POKÉDEX

094

FORRETRESS

095

NIDORAN ♀

096

NIDORINA

Johto Pokédex

No. 097

Nidoqueen

Drill Pokémon

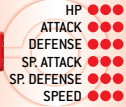
Poison Ground



ABILITIES

- Poison Point
- Rivalry

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Tail Whip	Status	Status	—	100	30	All foes	—
1	Double Kick	Fighting	Physical	30	100	30	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
23	Body Slam	Normal	Physical	95	100	15	Normal	—
43	Earth Power	Ground	Special	90	100	10	Normal	—
58	Superpower	Fighting	Physical	120	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Use Moon Stone on Nidorina

2 —

Pokémon SoulSilver

1 Use Moon Stone on Nidorina

2 —

Johto Pokédex

No. 098

Nidoran ♂

Poison Pin Pokémon

Poison



ABILITIES

- Poison Point
- Rivalry

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	All foes	—
1	Peck	Flying	Physical	35	100	35	Normal	○
7	Focus Energy	Normal	Status	—	—	30	Self	—
9	Double Kick	Fighting	Physical	30	100	30	Normal	—
13	Poison Sting	Poison	Physical	15	100	35	Normal	—
19	Fury Attack	Normal	Physical	15	85	20	Normal	—
21	Horn Attack	Normal	Physical	65	100	25	Normal	○
25	Helping Hand	Normal	Status	—	—	20	Ally	—
31	Toxic Spikes	Poison	Status	—	—	20	All foes	—
33	Flatter	Dark	Status	—	100	15	Normal	—
37	Poison Jab	Poison	Physical	80	100	20	Normal	○
43	Captivate	Normal	Status	—	100	20	All foes	—
45	Horn Drill	Normal	Physical	—	30	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 35

2 Route 36

Pokémon SoulSilver

1 Route 35

2 Route 36

Johto Pokédex

No. 099

Nidorino

Poison Pin Pokémon

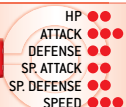
Poison



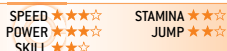
ABILITIES

- Poison Point
- Rivalry

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	All foes	—
1	Peck	Flying	Physical	35	100	35	Normal	○
7	Focus Energy	Normal	Status	—	—	30	Self	—
9	Double Kick	Fighting	Physical	30	100	30	Normal	—
13	Poison Sting	Poison	Physical	15	100	35	Normal	—
20	Fury Attack	Normal	Physical	15	85	20	Normal	—
23	Horn Attack	Normal	Physical	65	100	25	Normal	○
28	Helping Hand	Normal	Status	—	—	20	Ally	—
35	Toxic Spikes	Poison	Status	—	—	20	All foes	—
38	Flatter	Dark	Status	—	100	15	Normal	—
43	Poison Jab	Poison	Physical	80	100	20	Normal	○
50	Captivate	Normal	Status	—	100	20	All foes	—
58	Horn Drill	Normal	Physical	—	30	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Safari Zone (Savannah Area)

2 Level up Nidoran ♂ to Lv. 16

Pokémon SoulSilver

1 Safari Zone (Savannah Area)

2 Level up Nidoran ♂ to Lv. 16



097

NIDOQUEEN



098

NIDORAN ♂



099

NIDORINO

Johto Pokédex

No. 100

Nidoking

Drill Pokémon

Poison Ground



ABILITIES

- Poison Point
- Rivalry

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	○
1	Double Kick	Fighting	Physical	30	100	30	Normal	—
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
23	Thrash	Normal	Physical	90	100	20	1 random	○
43	Earth Power	Ground	Special	90	100	10	Normal	—
58	Megahorn	Bug	Physical	120	85	10	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Use Moon Stone on Nidorino 2 —

Pokémon SoulSilver 1 Use Moon Stone on Nidorino 2 —

Johto Pokédex

No. 101

Yanma

Clear Wing Pokémon

Bug Flying



ABILITIES

- Speed Boost
- Compoundeyes

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	○
6	Quick Attack	Normal	Physical	40	100	30	Normal	—
11	Double Team	Normal	Status	—	—	15	Self	○
14	SonicBoom	Normal	Special	—	90	20	Normal	—
17	Detect	Fighting	Status	—	—	5	Self	—
22	Supersonic	Normal	Status	—	55	20	Normal	—
27	Uproar	Normal	Special	50	100	10	1 random	—
30	Pursuit	Dark	Physical	40	100	20	Normal	○
33	AncientPower	Rock	Special	60	100	5	Normal	—
38	Hypnosis	Psychic	Status	—	60	20	Normal	—
43	Wing Attack	Flying	Physical	60	100	35	Normal	○
46	Screech	Normal	Status	—	85	40	Normal	—
49	U-turn	Bug	Physical	70	100	20	Normal	○
54	Air Slash	Flying	Special	75	95	20	Normal	—
57	Bug Buzz	Bug	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Route 35 2 —

Pokémon SoulSilver 1 Route 35 2 —

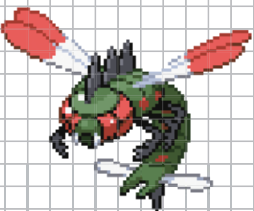
Johto Pokédex

No. 102

Yanmega

Ogre Darner Pokémon

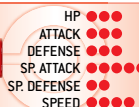
Bug Flying



ABILITIES

- Speed Boost
- Tinted Lens

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Night Slash	Dark	Physical	70	100	15	Normal	○
1	Bug Bite	Physical	Physical	60	100	20	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Double Team	Normal	Status	—	—	15	Self	○
6	Quick Attack	Normal	Physical	40	100	30	Normal	○
11	Double Team	Normal	Status	—	—	15	Self	—
14	SonicBoom	Normal	Special	—	90	20	Normal	—
17	Detect	Fighting	Status	—	—	5	Self	—
22	Supersonic	Normal	Status	—	55	20	Normal	—
27	Uproar	Normal	Special	50	100	10	1 random	—
30	Pursuit	Dark	Physical	40	100	20	Normal	○
33	AncientPower	Rock	Special	60	100	5	Normal	—
38	Faint	Normal	Physical	50	100	10	Normal	—
43	Slash	Normal	Physical	70	100	20	Normal	○
46	Screech	Normal	Status	—	85	40	Normal	—
49	U-turn	Bug	Physical	70	100	20	Normal	○
54	Air Slash	Flying	Special	75	95	20	Normal	—
57	Bug Buzz	Bug	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Level up Yanma to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower 2 —

Pokémon SoulSilver 1 Level up Yanma to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower 2 —

100

NIDOKING

101

YANMA

102

YANMEGA

Johto Pokédex

No. 103

Sunkern

Seed Pokémon

Grass



ABILITIES

- Chlorophyll
- Solar Power

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Growth	Normal	Status	—	—	40	Self	—
5	Mega Drain	Grass	Special	40	100	15	Normal	—
9	Ingrain	Grass	Status	—	—	20	Self	—
13	GrassWhistle	Grass	Status	—	55	15	Normal	—
17	Leech Seed	Grass	Status	—	90	10	Normal	—
21	Endeavor	Normal	Physical	—	100	5	Normal	○
25	Worry Seed	Grass	Status	—	100	10	Normal	—
29	Razor Leaf	Grass	Physical	55	95	25	All foes	—
33	Synthesis	Grass	Status	—	—	5	Self	—
37	Sunny Day	Fire	Status	—	—	5	All	—
41	Giga Drain	Grass	Special	60	100	10	Normal	—
45	Seed Bomb	Grass	Physical	80	100	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 National Park (afternoon only)

2 Beautiful Beach Pokéwalker Route

Pokémon SoulSilver

1 National Park (afternoon only)

2 Beautiful Beach Pokéwalker Route

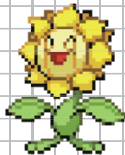
Johto Pokédex

No. 104

Sunflora

Sun Pokémon

Grass



ABILITIES

- Chlorophyll
- Solar Power

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Growth	Normal	Status	—	—	40	Self	—
5	Mega Drain	Grass	Special	40	100	15	Normal	—
9	Ingrain	Grass	Status	—	—	20	Self	—
13	GrassWhistle	Grass	Status	—	55	15	Normal	—
17	Leech Seed	Grass	Status	—	90	10	Normal	—
21	Bullet Seed	Grass	Physical	10	100	30	Normal	—
25	Worry Seed	Grass	Status	—	100	10	Normal	—
29	Razor Leaf	Grass	Physical	55	95	25	All foes	—
33	Petal Dance	Grass	Special	90	100	20	1 random	○
37	Sunny Day	Fire	Status	—	—	5	All	—
41	SolarBeam	Grass	Special	120	100	10	Normal	—
43	Leaf Storm	Grass	Special	140	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Use Sun Stone on Sunkern

2 —

Pokémon SoulSilver

1 Use Sun Stone on Sunkern

2 —

Johto Pokédex

No. 105

Exeggcute

Egg Pokémon

Grass

Psychic



ABILITY

- Chlorophyll

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Barrage	Normal	Physical	15	85	20	Normal	—
1	Uproar	Normal	Special	50	100	10	1 random	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
7	Reflect	Psychic	Status	—	—	20	All allies	—
11	Leech Seed	Grass	Status	—	90	10	Normal	—
17	Bullet Seed	Grass	Physical	10	100	30	Normal	—
19	Stun Spore	Grass	Status	—	75	30	Normal	—
21	PoisonPowder	Poison	Status	—	75	35	Normal	—
23	Sleep Powder	Grass	Status	—	75	15	Normal	—
27	Confusion	Psychic	Special	50	100	25	Normal	—
33	Worry Seed	Grass	Status	—	100	10	Normal	—
37	Natural Gift	Normal	Physical	—	100	15	Normal	—
43	SolarBeam	Grass	Special	120	100	10	Normal	—
47	Psychic	Psychic	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 New Bark Town (use Headbutt)

2 Cherrygrove City (use Headbutt)

Pokémon SoulSilver

1 New Bark Town (use Headbutt)

2 Cherrygrove City (use Headbutt)



103

SUNKERN

104

SUNFLORA

105

EXEGGCUTE

Johto Pokédex

No. 106

Exeggutor

Coconut Pokémon

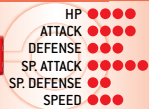
Grass Psychic



ABILITY

Chlorophyll

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Seed Bomb	Grass	Physical	80	100	15	Normal	—
1	Barrage	Normal	Physical	15	85	20	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Stomp	Normal	Physical	65	100	20	Normal	○
17	Stomp	Normal	Physical	65	100	20	Normal	○
27	Egg Bomb	Normal	Physical	100	75	10	Normal	○
37	Wood Hammer	Grass	Physical	120	100	15	Normal	○
47	Leaf Storm	Grass	Special	140	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Use Leaf Stone on Exeggcute

2 —

Pokémon SoulSilver

1 Use Leaf Stone on Exeggcute

2 —

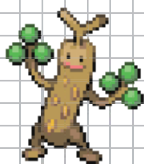
Johto Pokédex

No. 107

Sudowoodo

Imitation Pokémon

Rock



ABILITIES

Sturdy
Rock Head

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wood Hammer	Grass	Physical	120	100	15	Normal	○
1	Copycat	Normal	Status	—	—	20	Varies	—
1	Flail	Normal	Physical	—	—	15	Normal	○
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Rock Throw	Rock	Physical	50	90	15	Normal	—
6	Flail	Normal	Physical	—	100	15	Normal	○
9	Low Kick	Fighting	Physical	—	100	20	Normal	○
14	Rock Throw	Rock	Physical	50	90	15	Normal	—
17	Mimic	Normal	Status	—	—	10	Normal	—
22	Block	Normal	Status	—	—	5	Normal	—
25	Faint Attack	Dark	Physical	60	—	20	Normal	○
30	Rock Tomb	Rock	Physical	50	80	10	Normal	—
33	Rock Slide	Rock	Physical	75	90	10	All foes	—
38	Slam	Normal	Physical	80	75	20	Normal	○
41	Sucker Punch	Dark	Physical	80	100	5	Normal	○
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Hammer Arm	Fighting	Physical	100	90	10	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Use the SquirtBottle to water the odd tree on Route 36

2 Level up Bonsly to Lv. 17 and have it learn Mimic, or level it up once it knows Mimic

Pokémon SoulSilver

1 Use the SquirtBottle to water the odd tree on Route 36

2 Level up Bonsly to Lv. 17 and have it learn Mimic, or level it up once it knows Mimic

Johto Pokédex

No. 108

Wobbuffet

Patient Pokémon

Psychic



ABILITY

Shadow Tag

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Counter	Fighting	Physical	—	100	20	Self	○
1	Mirror Coat	Psychic	Special	—	100	20	Self	—
1	Safeguard	Normal	Status	—	—	25	All allies	—
1	Destiny Bond	Ghost	Status	—	—	5	Self	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
------	------	------	------	------	----	-------	----

How to Obtain

Pokémon HeartGold

1 Dark Cave, Blackthorn City side

2 Level up Wynaut to Lv. 15

Pokémon SoulSilver

1 Dark Cave, Blackthorn City side

2 Level up Wynaut to Lv. 15

106

EEXEGGUTOR

107

SUDOWOODO

108

WOBUFFET

Johto Pokédex

No. 109

Venonat

Insect Pokémon

Bug

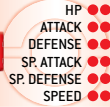
Poison



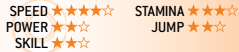
ABILITIES

- Compoundeyes
- Tinted Lens

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Disable	Normal	Status	—	80	20	Normal	—
1	Foresight	Normal	Status	—	—	40	Normal	—
5	Supersonic	Normal	Status	—	55	20	Normal	—
11	Confusion	Psychic	Special	50	100	25	Normal	—
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
17	Leech Life	Bug	Physical	20	100	15	Normal	○
23	Stun Spore	Grass	Status	—	75	30	Normal	—
25	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Sleep Powder	Grass	Status	—	75	15	Normal	—
35	Signal Beam	Bug	Special	75	100	15	Normal	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
41	Poison Fang	Poison	Physical	50	100	15	Normal	○
47	Psychic	Psychic	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Route 43

2 Bug-Catching Contest at the National Park

Pokémon SoulSilver

1 Route 43

2 Bug-Catching Contest at the National Park

Johto Pokédex

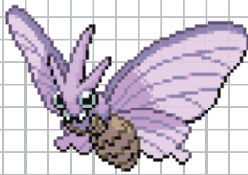
No. 110

Venomoth

Poison Moth Pokémon

Bug

Poison



ABILITIES

- Shield Dust
- Tinted Lens

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Silver Wind	Bug	Special	60	100	5	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Disable	Normal	Status	—	80	20	Normal	—
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
5	Supersonic	Normal	Status	—	55	20	Normal	—
11	Confusion	Psychic	Special	50	100	25	Normal	—
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
17	Leech Life	Bug	Physical	20	100	15	Normal	○
23	Stun Spore	Grass	Status	—	75	30	Normal	—
25	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Sleep Powder	Grass	Status	—	75	15	Normal	—
31	Gust	Flying	Special	40	100	35	Normal	—
37	Signal Beam	Bug	Special	75	100	15	Normal	—
41	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
47	Poison Fang	Poison	Physical	50	100	15	Normal	○
55	Psychic	Psychic	Special	90	100	10	Normal	—
59	Bug Buzz	Bug	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Level up Venonat to Lv. 31

2 —

Pokémon SoulSilver

1 Level up Venonat to Lv. 31

2 —

Johto Pokédex

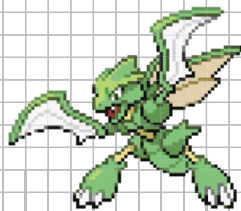
No. 111

Scyther

Mantis Pokémon

Bug

Flying



ABILITIES

- Swarm
- Technician

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Vacuum Wave	Fighting	Special	40	100	30	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
5	Focus Energy	Normal	Status	—	—	30	Self	—
9	Pursuit	Dark	Physical	40	100	20	Normal	○
13	False Swipe	Normal	Physical	40	100	40	Normal	○
17	Agility	Psychic	Status	—	—	30	Self	—
21	Wing Attack	Flying	Physical	60	100	35	Normal	○
25	Fury Cutter	Bug	Physical	10	95	20	Normal	○
29	Slash	Normal	Physical	70	100	20	Normal	○
33	Razor Wind	Normal	Special	80	100	10	All foes	—
37	Double Team	Normal	Status	—	—	15	Self	—
41	X-Scissor	Bug	Physical	90	100	15	Normal	○
45	Night Slash	Dark	Physical	70	100	15	Normal	○
49	Double Hit	Normal	Physical	35	90	10	Normal	○
53	Air Slash	Flying	Special	75	95	20	Normal	—
57	Swords Dance	Normal	Status	—	—	30	Self	—
61	Feint	Normal	Physical	50	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Bug-Catching Contest at the National Park

2 —

Pokémon SoulSilver

1 Bug-Catching Contest at the National Park

2 —



109

VENONAT

110

VENOMOTH

111

SCYTHYER

Johto Pokédex



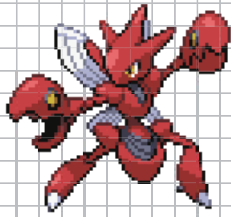
No. 112

Scizor

Pincer Pokémon

Bug

Steel



ABILITIES

- Swarm
- Technician

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bullet Punch	Steel	Physical	40	100	30	Normal	○
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
5	Focus Energy	Normal	Status	—	—	30	Self	—
9	Pursuit	Dark	Physical	40	100	20	Normal	○
13	False Swipe	Normal	Physical	40	100	40	Normal	○
17	Agility	Psychic	Status	—	—	30	Self	—
21	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Fury Cutter	Bug	Physical	10	95	20	Normal	○
29	Slash	Normal	Physical	70	100	20	Normal	○
33	Razor Wind	Normal	Special	80	100	10	All foes	—
37	Iron Defense	Steel	Status	—	—	15	Self	—
41	X-Scissor	Bug	Physical	80	100	15	Normal	○
45	Night Slash	Dark	Physical	70	100	15	Normal	○
49	Double Hit	Normal	Physical	35	90	10	Normal	○
53	Iron Head	Steel	Physical	80	100	15	Normal	○
57	Swords Dance	Normal	Status	—	—	30	Self	—
61	Feint	Normal	Physical	50	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Link trade Scyther while it holds the Metal Coat

2 —

Pokémon SoulSilver

1 Link trade Scyther while it holds the Metal Coat

2 —

Johto Pokédex

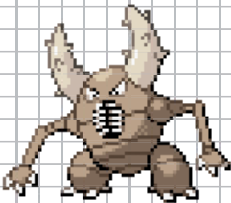


No. 113

Pinsir

Stag Beetle Pokémon

Bug



ABILITIES

- Hyper Cutter
- Mold Breaker

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ViceGrip	Normal	Physical	55	100	30	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
4	Bind	Normal	Physical	15	75	20	Normal	—
8	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
13	Harden	Normal	Status	—	—	30	Self	—
18	Revenge	Fighting	Physical	60	100	10	Normal	○
21	Brick Break	Fighting	Physical	75	100	15	Normal	○
25	Vital Throw	Fighting	Physical	70	—	10	Normal	○
30	X-Scissor	Bug	Physical	80	100	15	Normal	○
35	Thrash	Normal	Physical	90	100	20	1 random	○
38	Swords Dance	Normal	Status	—	—	30	Self	—
42	Submission	Fighting	Physical	80	80	25	Normal	○
47	Guillotine	Normal	Physical	—	30	5	Normal	○
52	Superpower	Fighting	Physical	120	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Bug-Catching Contest at the National Park

2 —

Pokémon SoulSilver

1 Bug-Catching Contest at the National Park

2 —

Johto Pokédex



No. 114

Heracross

Single Horn Pokémon

Bug

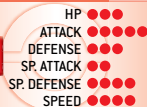
Fighting



ABILITIES

- Swarm
- Guts

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Night Slash	Dark	Physical	70	100	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Horn Attack	Normal	Physical	65	100	25	Normal	○
1	Endure	Normal	Status	—	—	10	Self	—
7	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Aerial Ace	Flying	Physical	60	—	20	Normal	○
19	Brick Break	Fighting	Physical	75	100	15	Normal	○
25	Counter	Fighting	Physical	—	100	20	Self	○
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	Close Combat	Fighting	Physical	120	100	5	Normal	○
43	Reversal	Fighting	Physical	—	100	15	Normal	○
49	Feint	Normal	Physical	50	100	10	Normal	○
55	Megahorn	Bug	Physical	120	85	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Azalea Town (use Headbutt)

2 Route 33 (use Headbutt)

Pokémon SoulSilver

1 Azalea Town (use Headbutt)

2 Route 33 (use Headbutt)

112

SCIZOR

113

PINSIR

114

HERACROSS

Johto Pokédex

No. 115

Koffing

Poison Gas Pokémon

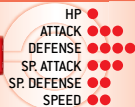
Poison



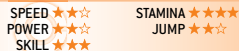
ABILITY

Levitate

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	Smog	Poison	Special	20	70	20	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
15	Assurance	Dark	Physical	50	100	10	Normal	○
19	Selfdestruct	Normal	Physical	200	100	5	Ally + all foes	—
24	Sludge	Poison	Special	65	100	20	Normal	—
28	Haze	Ice	Status	—	—	30	All	—
33	Gyro Ball	Steel	Physical	—	100	5	Normal	○
37	Explosion	Normal	Physical	250	100	5	Ally + all foes	—
42	Sludge Bomb	Poison	Special	90	100	10	Normal	—
46	Destiny Bond	Ghost	Status	—	—	5	Self	—
51	Memento	Dark	Status	—	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1

Burned Tower

2 Safari Zone (Marshland Area)

Pokémon SoulSilver

1

Burned Tower

2 Safari Zone (Marshland Area)

Johto Pokédex

No. 116

Weezing

Poison Gas Pokémon

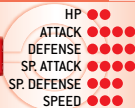
Poison



ABILITY

Levitate

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Smog	Poison	Special	20	70	20	Normal	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
6	Smog	Poison	Special	20	70	20	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
15	Assurance	Dark	Physical	50	100	10	Normal	○
19	Selfdestruct	Normal	Physical	200	100	5	Ally + all foes	—
24	Sludge	Poison	Special	65	100	20	Normal	—
28	Haze	Ice	Status	—	—	30	All	—
33	Double Hit	Normal	Physical	35	90	10	Normal	○
40	Explosion	Normal	Physical	250	100	5	Ally + all foes	—
48	Sludge Bomb	Poison	Special	90	100	10	Normal	—
55	Destiny Bond	Ghost	Status	—	—	5	Self	—
63	Memento	Dark	Status	—	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1

Safari Zone (Marshland Area)

2 Level up Koffing to Lv. 35

Pokémon SoulSilver

1

Safari Zone (Marshland Area)

2 Level up Koffing to Lv. 35

Johto Pokédex

No. 117

Grimer

Sludge Pokémon

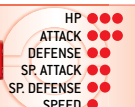
Poison



ABILITIES

Stench
Sticky Load

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Pound	Normal	Physical	40	100	35	Normal	○
4	Harden	Normal	Status	—	—	30	Self	—
7	Mud-Slap	Ground	Special	20	100	10	Normal	—
12	Disable	Normal	Status	—	80	20	Normal	—
17	Minimize	Normal	Status	—	—	20	Self	—
20	Sludge	Poison	Special	65	100	20	Normal	—
23	Mud Bomb	Ground	Special	65	85	10	Normal	—
28	Fling	Dark	Physical	—	100	10	Normal	—
33	Screech	Normal	Status	—	85	40	Normal	—
36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
39	Acid Armor	Poison	Status	—	—	40	Self	—
44	Gunk Shot	Poison	Physical	120	70	5	Normal	—
49	Memento	Dark	Status	—	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1

Safari Zone (Marshland Area)

2

—

Pokémon SoulSilver

1

Safari Zone (Marshland Area)

2

—



115

KOFFING



116

WEEZING



117

GRIMER

Johto Pokédex

No. 118

Muk

Sludge Pokémon

Poison



ABILITIES

- Stench
- Sticky Hold

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
4	Harden	Normal	Status	—	—	30	Self	—
7	Mud-Slap	Ground	Special	20	100	10	Normal	—
12	Disable	Normal	Status	—	80	20	Normal	—
17	Minimize	Normal	Status	—	—	20	Self	—
20	Sludge	Poison	Special	65	100	20	Normal	—
23	Mud Bomb	Ground	Special	65	85	10	Normal	—
28	Fling	Dark	Physical	—	100	10	Normal	—
33	Screech	Normal	Status	—	85	40	Normal	—
36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
44	Acid Armor	Poison	Status	—	—	40	Self	—
54	Gunk Shot	Poison	Physical	120	70	5	Normal	—
65	Memento	Dark	Status	—	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

- 1 Trade from Pokémon Diamond, Pearl, or Platinum Version
- 2 Level up Grimer to Lv. 38

Pokémon SoulSilver

- 1 Trade from Pokémon Diamond, Pearl, or Platinum Version
- 2 Level up Grimer to Lv. 38

Johto Pokédex

No. 119

Magnemite

Magnet Pokémon

Electric

Steel



ABILITIES

- Magnet Pull
- Sturdy

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Metal Sound	Steel	Status	—	85	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	ThunderShock	Electric	Special	40	100	30	Normal	—
11	Supersonic	Normal	Status	—	55	20	Normal	—
14	SonicBoom	Normal	Special	—	90	20	Normal	—
17	Thunder Wave	Electric	Status	—	100	20	Normal	—
22	Spark	Electric	Physical	65	100	20	Normal	○
27	Lock-On	Normal	Status	—	—	5	Normal	—
30	Magnet Bomb	Steel	Physical	60	—	20	Normal	—
33	Screech	Normal	Status	—	85	40	Normal	—
38	Discharge	Electric	Special	80	100	15	All + all foes	—
43	Mirror Shot	Steel	Special	65	85	10	Normal	—
46	Magnet Rise	Electric	Status	—	—	10	Self	—
49	Gyro Ball	Steel	Physical	—	100	5	Normal	○
54	Zap Cannon	Electric	Special	120	50	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

- 1 Route 38
- 2 Route 39

Pokémon SoulSilver

- 1 Route 38
- 2 Route 39

Johto Pokédex

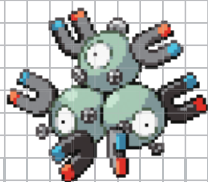
No. 120

Magneton

Magnet Pokémon

Electric

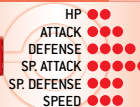
Steel



ABILITIES

- Magnet Pull
- Sturdy

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tri Attack	Normal	Special	80	100	10	Normal	—
1	Metal Sound	Steel	Status	—	85	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
6	ThunderShock	Electric	Special	40	100	30	Normal	—
11	Supersonic	Normal	Status	—	55	20	Normal	—
14	SonicBoom	Normal	Special	—	90	20	Normal	—
17	Thunder Wave	Electric	Status	—	100	20	Normal	—
22	Spark	Electric	Physical	65	100	20	Normal	○
27	Lock-On	Normal	Status	—	—	5	Normal	—
30	Magnet Bomb	Steel	Physical	60	—	20	Normal	—
34	Screech	Normal	Status	—	85	40	Normal	—
40	Discharge	Electric	Special	80	100	15	All + all foes	—
46	Mirror Shot	Steel	Special	65	85	10	Normal	—
50	Magnet Rise	Electric	Status	—	—	10	Self	—
54	Gyro Ball	Steel	Physical	—	100	5	Normal	○
60	Zap Cannon	Electric	Special	120	50	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

- 1 Safari Zone (Peak Area)
- 2 Level up Magnemite to Lv. 30

Pokémon SoulSilver

- 1 Safari Zone (Peak Area)
- 2 Level up Magnemite to Lv. 30

118

MUK

119

MAGNEMITE

120

MAGNETON

Johto Pokédex

No. 121

Voltorb

Ball Pokémon

Electric



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Charge	Electric	Status	—	—	20	Self	—
5	Tackle	Normal	Physical	35	95	35	Normal	○
8	SonicBoom	Normal	Special	—	90	20	Normal	—
12	Spark	Electric	Physical	65	100	20	Normal	—
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Screech	Normal	Status	—	85	40	Normal	—
22	Light Screen	Psychic	Status	—	—	30	All allies	—
26	Charge Beam	Electric	Special	50	90	10	Normal	—
29	Selfdestruct	Normal	Physical	200	100	5	Ally + all foes	—
33	Swift	Normal	Special	60	—	20	All foes	—
36	Magnet Rise	Electric	Status	—	—	10	Self	—
40	Gyro Ball	Steel	Physical	—	100	5	Normal	○
43	Explosion	Normal	Physical	250	100	5	Ally + all foes	—
47	Mirror Coat	Psychic	Special	—	100	20	Self	—

ABILITIES

- Soundproof
- Static

STATS



PERFORMANCE



How to Obtain

Pokémon HeartGold

- 1 Hatch from an Egg
- 2 Town Duskirts Pokéwalker Route

Pokémon SoulSilver

- 1 Hatch from an Egg
- 2 Town Duskirts Pokéwalker Route

Johto Pokédex

No. 122

Electrode

Ball Pokémon

Electric



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Charge	Electric	Status	—	—	20	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	SonicBoom	Normal	Special	—	90	20	Normal	—
1	Spark	Electric	Physical	65	100	20	Normal	—
5	Tackle	Normal	Physical	35	95	35	Normal	○
8	SonicBoom	Normal	Special	—	90	20	Normal	—
12	Spark	Electric	Physical	65	100	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Screech	Normal	Status	—	85	40	Normal	—
22	Light Screen	Psychic	Status	—	—	30	All allies	—
26	Charge Beam	Electric	Special	50	90	10	Normal	—
29	Selfdestruct	Normal	Physical	200	100	5	Ally + all foes	—
35	Swift	Normal	Special	60	—	20	All foes	—
40	Magnet Rise	Electric	Status	—	—	10	Self	—
46	Gyro Ball	Steel	Physical	—	100	5	Normal	○
51	Explosion	Normal	Physical	250	100	5	Ally + all foes	—
57	Mirror Coat	Psychic	Special	—	100	20	Self	—

ABILITIES

- Soundproof
- Static

STATS



PERFORMANCE



How to Obtain

Pokémon HeartGold

- 1 Team Rocket HQ (story event)
- 2 Level up Voltorb to Lv. 30

Pokémon SoulSilver

- 1 Team Rocket HQ (story event)
- 2 Level up Voltorb to Lv. 30

Johto Pokédex

No. 123

Aipom

Long Tail Pokémon

Normal



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	All foes	—
4	Sand-Attack	Ground	Status	—	100	15	Normal	—
8	Astonish	Ghost	Physical	30	100	15	Normal	○
11	Baton Pass	Normal	Status	—	—	40	Self	—
15	Tickle	Normal	Status	—	100	20	Normal	—
18	Fury Swipes	Normal	Physical	18	80	15	Normal	○
22	Swift	Normal	Special	60	—	20	All foes	—
25	Screech	Normal	Status	—	85	40	Normal	—
29	Agility	Psychic	Status	—	—	30	Self	—
32	Double Hit	Normal	Physical	35	90	10	Normal	○
36	Fling	Dark	Physical	—	100	10	Normal	—
39	Nasty Plot	Dark	Status	—	—	20	Self	—
43	Last Resort	Normal	Physical	130	100	5	Normal	○

ABILITIES

- Run Away
- Pickup

STATS



PERFORMANCE



How to Obtain

Pokémon HeartGold

- 1 Azalea Town (use Headbutt)
- 2 Route 33 (use Headbutt)

Pokémon SoulSilver

- 1 Azalea Town (use Headbutt)
- 2 Route 33 (use Headbutt)



121

VOLTORB



122

ELECTRODE



123

AIPOM

Johto Pokédex

No. 124

Ambipom

Long Tail Pokémon

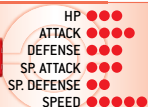
Normal



ABILITIES

- Technician
- Pickup

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
4	Sand-Attack	Ground	Status	—	100	15	Normal	—
8	Astonish	Ghost	Physical	30	100	15	Normal	○
11	Baton Pass	Normal	Status	—	—	40	Self	—
15	Tickle	Normal	Status	—	100	20	Normal	—
18	Fury Swipes	Normal	Physical	18	80	15	Normal	○
22	Swift	Normal	Special	60	—	20	All foes	—
25	Screech	Normal	Status	—	85	40	Normal	—
29	Agility	Psychic	Status	—	—	30	Self	—
32	Double Hit	Normal	Physical	35	90	10	Normal	○
36	Fling	Dark	Physical	—	100	10	Normal	—
39	Nasty Plot	Dark	Status	—	—	20	Self	—
43	Last Resort	Normal	Physical	130	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Level up Apom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit

2 —

Pokémon SoulSilver 1 Level up Apom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit

2 —

Johto Pokédex

No. 125

Snubbull

Fairy Pokémon

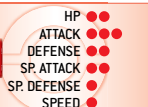
Normal



ABILITIES

- Intimidate
- Run Away

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Scary Face	Normal	Status	—	90	10	Normal	—
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Charm	Normal	Status	—	100	20	Normal	—
7	Bite	Dark	Physical	60	100	25	Normal	○
13	Lick	Ghost	Physical	20	100	30	Normal	○
19	Headbutt	Normal	Physical	70	100	15	Normal	○
25	Roar	Normal	Status	—	100	20	Normal	—
31	Rage	Normal	Physical	20	100	20	Normal	○
37	Take Down	Normal	Physical	90	85	20	Normal	○
43	Payback	Dark	Physical	50	100	10	Normal	○
49	Crunch	Dark	Physical	80	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Route 38

2 —

Pokémon SoulSilver 1 Route 38

2 —

Johto Pokédex

No. 126

Granbull

Fairy Pokémon

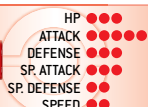
Normal



ABILITIES

- Intimidate
- Quick Feet

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Scary Face	Normal	Status	—	90	10	Normal	—
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Charm	Normal	Status	—	100	20	Normal	—
7	Bite	Dark	Physical	60	100	25	Normal	○
13	Lick	Ghost	Physical	20	100	30	Normal	○
19	Headbutt	Normal	Physical	70	100	15	Normal	○
27	Roar	Normal	Status	—	100	20	Normal	—
35	Rage	Normal	Physical	20	100	20	Normal	○
43	Take Down	Normal	Physical	90	85	20	Normal	○
51	Payback	Dark	Physical	50	100	10	Normal	○
59	Crunch	Dark	Physical	80	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Level up Snubbull to Lv. 23

2 —

Pokémon SoulSilver 1 Level up Snubbull to Lv. 23

2 —

124

AMBIPOM

125

SNUBBULL

126

GRANBULL

Johto Pokédex



No. 127

Vulpix

Fox Pokémon

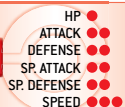
Fire



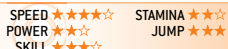
ABILITY

Flash Fire

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ember	Fire	Special	40	100	25	Normal	—
4	Tail Whip	Normal	Status	—	100	30	All foes	—
7	Roar	Normal	Status	—	100	20	Normal	—
11	Quick Attack	Normal	Physical	40	100	30	Normal	○
14	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
21	Imprison	Psychic	Status	—	—	10	Self	—
24	Flamethrower	Fire	Special	95	100	15	Normal	—
27	Safeguard	Normal	Status	—	—	25	All allies	—
31	Payback	Dark	Physical	50	100	10	Normal	○
34	Fire Spin	Fire	Special	15	70	15	Normal	—
37	Captivate	Normal	Status	—	100	20	All foes	—
41	Grudge	Ghost	Status	—	—	5	Self	—
44	Extrasensory	Psychic	Special	80	100	30	Normal	—
47	Fire Blast	Fire	Special	120	85	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon	1	2
HeartGold	—	—
SoulSilver	1 Route 36	2 Route 37

Johto Pokédex



No. 128

Ninetales

Fox Pokémon

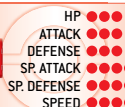
Fire



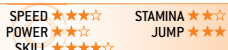
ABILITY

Flash Fire

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Nasty Plot	Dark	Status	—	—	20	Self	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Confuse Ray	Ghost	Status	—	100	10	Normal	—
1	Safeguard	Normal	Status	—	—	25	All allies	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon	1	2
HeartGold	—	—
SoulSilver	1 Use Fire Stone on Vulpix	2 —

Johto Pokédex



No. 129

Growlithe

Puppy Pokémon

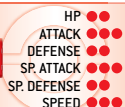
Fire



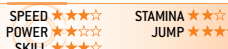
ABILITIES

Intimidate
Flash Fire

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Roar	Normal	Status	—	100	20	Normal	—
6	Ember	Fire	Special	40	100	25	Normal	—
9	Leer	Normal	Status	—	100	30	All foes	—
14	Odor Sleuth	Normal	Status	—	—	40	Normal	—
17	Helping Hand	Normal	Status	—	—	20	Ally	—
20	Flame Wheel	Fire	Physical	60	100	25	Normal	○
25	Reversal	Fighting	Physical	—	100	15	Normal	○
28	Fire Fang	Fire	Physical	65	95	15	Normal	○
31	Take Down	Normal	Physical	90	85	20	Normal	○
34	Flamethrower	Fire	Special	95	100	15	Normal	—
39	Agility	Psychic	Status	—	—	30	Self	—
42	Crunch	Dark	Physical	80	100	15	Normal	○
45	Heat Wave	Fire	Special	100	90	10	All foes	—
48	Flare Blitz	Fire	Physical	120	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon	1	2
HeartGold	1 Route 36	2 Route 37
SoulSilver	1 —	2 —



127

VULPIX



128

NINETALES



129

growlithe

Johto Pokédex



No. 130

Arcanine

Legendary Pokémon

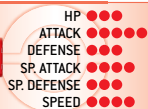
Fire



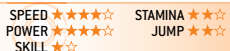
ABILITIES

- Intimidate
- Flash Fire

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Roar	Normal	Status	—	100	20	Normal	—
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
39	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Use Fire Stone on Growlithe

2 —

Pokémon SoulSilver

1 —

2 —

Johto Pokédex

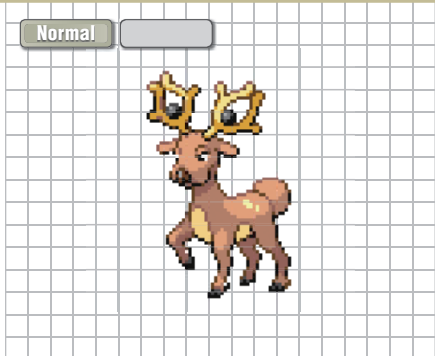


No. 131

Stantler

Big Horn Pokémon

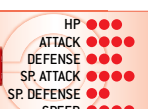
Normal



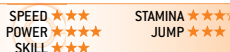
ABILITIES

- Intimidate
- Frisk

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
3	Leer	Normal	Status	—	100	30	All foes	○
7	Astonish	Ghost	Physical	30	100	15	Normal	○
10	Hypnosis	Psychic	Status	—	60	20	Normal	○
13	Stomp	Normal	Physical	65	100	20	Normal	○
16	Sand-Attack	Ground	Status	—	100	15	Normal	○
21	Take Down	Normal	Physical	90	85	20	Normal	○
23	Confuse Ray	Ghost	Status	—	100	10	Normal	—
27	Calm Mind	Psychic	Status	—	—	20	Self	—
33	Role Play	Psychic	Status	—	—	10	Normal	—
38	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
43	Imprison	Psychic	Status	—	—	10	Self	—
49	Captivate	Normal	Status	—	100	20	All foes	—
53	Me First	Normal	Status	—	—	20	Varies	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 36

2 Route 37

Pokémon SoulSilver

1 Route 36

2 Route 37

Johto Pokédex



No. 132

Marill

Aqua Mouse Pokémon

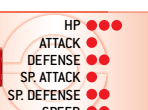
Water



ABILITIES

- Thick Fat
- Huge Power

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
2	Defense Curl	Normal	Status	—	—	40	Self	—
7	Tail Whip	Normal	Status	—	100	30	All foes	—
10	Water Gun	Water	Special	40	100	25	Normal	—
15	Rollout	Rock	Physical	30	90	20	Normal	○
18	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Aqua Ring	Water	Status	—	—	20	Self	—
27	Double-Edge	Normal	Physical	120	100	15	Normal	○
32	Rain Dance	Water	Status	—	—	5	All	—
37	Aqua Tail	Water	Physical	90	90	10	Normal	○
42	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Mt. Mortar 1F (entrance side)

2 —

Pokémon SoulSilver

1 Mt. Mortar 1F (entrance side)

2 —

130

ARCANINE

131

STANTLER

132

MARILL

Johto Pokédex

No. 133

Azumarill

Aqua Rabbit Pokémon

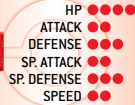
Water



ABILITIES

- Thick Fat
- Huge Power

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
2	Defense Curl	Normal	Status	—	—	40	Self	—
7	Tail Whip	Normal	Status	—	100	30	All foes	—
10	Water Gun	Water	Special	40	100	25	Normal	—
15	Rollout	Rock	Physical	30	90	20	Normal	○
20	BubbleBeam	Water	Special	65	100	20	Normal	—
27	Aqua Ring	Water	Status	—	—	20	Self	—
33	Double-Edge	Normal	Physical	120	100	15	Normal	○
40	Rain Dance	Water	Status	—	—	5	All	—
47	Aqua Tail	Water	Physical	90	90	10	Normal	○
54	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold 1 Level up Marill to Lv. 18

Pokémon SoulSilver 1 Level up Marill to Lv. 18

Johto Pokédex

No. 134

Diglett

Mole Pokémon

Ground



ABILITIES

- Sand Veil
- Arena Trap

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
4	Growl	Normal	Status	—	100	40	All foes	—
7	Astonish	Ghost	Physical	30	100	15	Normal	○
12	Magnitude	Ground	Physical	—	100	30	Ally + all foes	—
15	Mud-Slap	Ground	Special	20	100	10	Normal	○
18	Dig	Ground	Physical	80	100	10	Normal	—
23	Sucker Punch	Dark	Physical	80	100	5	Normal	○
26	Earth Power	Ground	Special	90	100	10	Normal	—
29	Mud Bomb	Ground	Special	65	85	10	Normal	—
34	Slash	Normal	Physical	70	100	20	Normal	○
37	Earthquake	Ground	Physical	100	100	10	Ally + all foes	—
40	Fissure	Ground	Physical	—	30	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA



Pokémon HeartGold 1 Route 48

Pokémon SoulSilver 1 Route 48

Johto Pokédex

No. 135

Dugtrio

Mole Pokémon

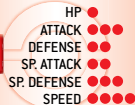
Ground



ABILITIES

- Sand Veil
- Arena Trap

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Night Slash	Dark	Physical	70	100	15	Normal	○
1	Tri Attack	Normal	Special	80	100	10	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
4	Growl	Normal	Status	—	100	40	All foes	—
4	Growl	Normal	Status	—	100	40	All foes	—
7	Astonish	Ghost	Physical	30	100	15	Normal	○
12	Magnitude	Ground	Physical	—	100	30	Ally + all foes	—
15	Mud-Slap	Ground	Special	20	100	10	Normal	○
18	Dig	Ground	Physical	80	100	10	Normal	—
23	Sucker Punch	Dark	Physical	80	100	5	Normal	○
26	Sand Tomb	Ground	Physical	15	70	15	Normal	—
28	Earth Power	Ground	Special	90	100	10	Normal	—
33	Mud Bomb	Ground	Special	65	85	10	Normal	—
40	Slash	Normal	Physical	70	100	20	Normal	○
45	Earthquake	Ground	Physical	100	100	10	Ally + all foes	—
50	Fissure	Ground	Physical	—	30	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA



Pokémon HeartGold 1 Level up Diglett to Lv. 26

Pokémon SoulSilver 1 Level up Diglett to Lv. 26



133

AZUMARILL



134

DIGLETT



135

DUGTRIO

Johto Pokédex

No. 136

Mankey

Pig Monkey Pokémon

Fighting



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Covet	Normal	Physical	40	100	40	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
9	Fury Swipes	Normal	Physical	18	80	15	Normal	○
13	Karate Chop	Fighting	Physical	50	100	25	Normal	○
17	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
21	Screech	Normal	Status	—	85	40	Normal	—
25	Assurance	Dark	Physical	50	100	10	Normal	○
33	Swagger	Normal	Status	—	90	15	Normal	—
37	Cross Poison	Fighting	Physical	100	80	5	Normal	○
41	Thrash	Normal	Physical	90	100	20	1 random	○
45	Punishment	Dark	Physical	—	100	5	Normal	○
49	Close Combat	Fighting	Physical	120	100	5	Normal	○

ABILITIES

- Vital Spirit
- Anger Point

STATS



PERFORMANCE



How to Obtain

Pokémon HeartGold 1 Route 42

2 —

Pokémon SoulSilver 1 —

2 —

Johto Pokédex

No. 137

Primeape

Pig Monkey Pokémon

Fighting



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fling	Dark	Physical	—	100	10	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
9	Fury Swipes	Normal	Physical	18	80	15	Normal	○
13	Karate Chop	Fighting	Physical	50	100	25	Normal	○
17	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
21	Screech	Normal	Status	—	85	40	Normal	—
25	Assurance	Dark	Physical	50	100	10	Normal	○
28	Rage	Normal	Physical	20	100	20	Normal	○
35	Swagger	Normal	Status	—	90	15	Normal	—
41	Cross Poison	Fighting	Physical	100	80	5	Normal	○
47	Thrash	Normal	Physical	90	100	20	1 random	○
53	Punishment	Dark	Physical	—	100	5	Normal	○
59	Close Combat	Fighting	Physical	120	100	5	Normal	○

ABILITIES

- Vital Spirit
- Anger Point

STATS



PERFORMANCE



How to Obtain

Pokémon HeartGold 1 Level up Mankey to Lv. 28

2 —

Pokémon SoulSilver 1 —

2 —

Johto Pokédex

No. 138

Meowth

Scratch Cat Pokémon

Normal



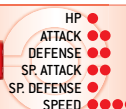
LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
6	Bite	Dark	Physical	60	100	25	Normal	○
9	Fake Out	Normal	Physical	40	100	10	Normal	○
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Screech	Normal	Status	—	85	40	Normal	—
22	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Taunt	Dark	Status	—	100	20	Normal	—
30	Pay Day	Normal	Physical	40	100	20	Normal	—
33	Slash	Normal	Physical	70	100	20	Normal	○
38	Nasty Plot	Dark	Status	—	—	20	Self	—
41	Assurance	Dark	Physical	50	100	10	Normal	○
46	Captivate	Normal	Status	—	100	20	All foes	—
49	Night Slash	Dark	Physical	70	100	15	Normal	○
54	Feint	Normal	Physical	50	100	10	Normal	—

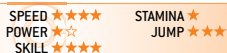
ABILITIES

- Pickup
- Technician

STATS



PERFORMANCE



How to Obtain

Pokémon HeartGold 1 —

2 —

Pokémon SoulSilver 1 Route 38

2 Route 39

136

MANKEY

137

PRIMEAPE

138

MEOWTH

Johto Pokédex

No. 139

Persian

Classy Cat Pokémon

Normal



ABILITIES

- Limber
- Technician

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Switcheroo	Dark	Status	—	100	10	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Bite	Dark	Physical	60	100	25	Normal	—
1	Fake Out	Normal	Physical	40	100	10	Normal	○
6	Bite	Dark	Physical	60	100	25	Normal	—
9	Fake Out	Normal	Physical	40	100	10	Normal	○
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Screech	Normal	Status	—	85	40	Normal	—
22	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Taunt	Dark	Status	—	100	20	Normal	—
32	Power Gem	Rock	Special	70	100	20	Normal	—
37	Slash	Normal	Physical	70	100	20	Normal	○
44	Nasty Plot	Dark	Status	—	—	20	Self	—
49	Assurance	Dark	Physical	50	100	10	Normal	○
56	Captivate	Normal	Status	—	100	20	All foes	—
61	Night Slash	Dark	Physical	70	100	15	Normal	○
68	Feint	Normal	Physical	50	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1

2

Pokémon SoulSilver

1 Level up Meowth to Lv. 28

2

Johto Pokédex

No. 140

Psyduck

Duck Pokémon

Water



ABILITIES

- Damp
- Cloud Nine

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Sport	Water	Status	—	15	15	All	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
5	Tail Whip	Normal	Status	—	100	30	All foes	—
9	Water Gun	Water	Special	40	100	25	Normal	—
14	Disable	Normal	Status	—	80	20	Normal	—
18	Confusion	Psychic	Special	50	100	25	Normal	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
27	Fury Swipes	Normal	Physical	18	80	15	Normal	○
31	Screech	Normal	Status	—	85	40	Normal	—
35	Psych Up	Normal	Status	—	—	10	Normal	—
40	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
44	Amnesia	Psychic	Status	—	—	20	Self	—
48	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Ilex Forest (water surface)

2 Route 35 (water surface)

Pokémon SoulSilver

1 Ilex Forest (water surface)

2 Route 35 (water surface)

Johto Pokédex

No. 141

Golduck

Duck Pokémon

Water



ABILITIES

- Damp
- Cloud Nine

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Aqua Jet	Water	Physical	40	100	20	Normal	○
1	Water Sport	Water	Status	—	—	15	All	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
5	Tail Whip	Normal	Status	—	100	30	All foes	—
9	Water Gun	Water	Special	40	100	25	Normal	—
14	Disable	Normal	Status	—	80	20	Normal	—
18	Confusion	Psychic	Special	50	100	25	Normal	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
27	Fury Swipes	Normal	Physical	18	80	15	Normal	○
31	Screech	Normal	Status	—	85	40	Normal	—
37	Psych Up	Normal	Status	—	—	10	Normal	—
44	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
50	Amnesia	Psychic	Status	—	—	20	Self	—
56	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Ilex Forest (water surface)

2 Level up Psyduck to Lv. 33

Pokémon SoulSilver

1 Ilex Forest (water surface)

2 Level up Psyduck to Lv. 33



139

PERSIAN



140

PSYDUCK



141

GOLDUCK

Johto Pokédex



No. 142

Machop

Superpower Pokémon

Fighting



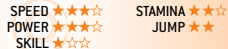
ABILITIES

- Guts
- No Guard

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
10	Focus Energy	Normal	Status	—	—	30	Self	—
7	Karate Chop	Fighting	Physical	50	100	25	Normal	○
13	Foresight	Normal	Status	—	—	40	Normal	—
19	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
25	Vital Throw	Fighting	Physical	70	—	10	Normal	○
31	Submission	Fighting	Physical	80	80	25	Normal	○
34	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
37	Cross Poison	Fighting	Physical	100	80	5	Normal	○
43	Scary Face	Normal	Status	—	90	10	Normal	—
46	DynamicPunch	Fighting	Physical	100	50	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Mt. Mortar

2 Cliff Cave

Pokémon SoulSilver

1 Mt. Mortar

2 Cliff Cave

Johto Pokédex

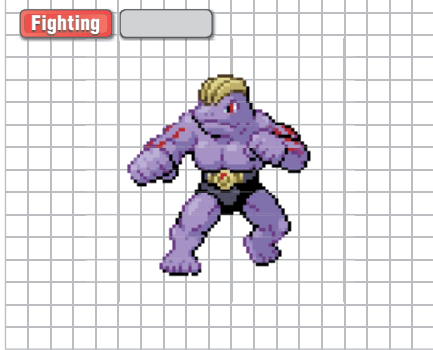


No. 143

Machoke

Superpower Pokémon

Fighting



ABILITIES

- Guts
- No Guard

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Karate Chop	Fighting	Physical	50	100	25	Normal	○
13	Foresight	Normal	Status	—	—	40	Normal	—
19	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
25	Vital Throw	Fighting	Physical	70	—	10	Normal	○
32	Submission	Fighting	Physical	80	80	25	Normal	○
36	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
40	Cross Poison	Fighting	Physical	100	80	5	Normal	○
44	Scary Face	Normal	Status	—	90	10	Normal	—
51	DynamicPunch	Fighting	Physical	100	50	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Cliff Cave

2 Level up Machop to Lv. 28

Pokémon SoulSilver

1 Cliff Cave

2 Level up Machop to Lv. 28

Johto Pokédex



No. 144

Machamp

Superpower Pokémon

Fighting



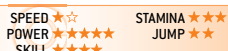
ABILITIES

- Guts
- No Guard

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Karate Chop	Fighting	Physical	50	100	25	Normal	○
13	Foresight	Normal	Status	—	—	40	Normal	—
19	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
25	Vital Throw	Fighting	Physical	70	—	10	Normal	○
32	Submission	Fighting	Physical	80	80	25	Normal	○
36	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
40	Cross Poison	Fighting	Physical	100	80	5	Normal	○
44	Scary Face	Normal	Status	—	90	10	Normal	—
51	DynamicPunch	Fighting	Physical	100	50	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Link trade Machoke

2 —

Pokémon SoulSilver

1 Link trade Machoke

2 —

142

MACHOP

143

MACHOKE

144

MACHAMP

Johto Pokédex



No. 145

Tyrogue

Scuffle Pokémon

Fighting



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	Ally	—
1	Fake Out	Normal	Physical	40	100	10	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

ABILITIES

- Guts
- Steadfast

STATS



PERFORMANCE



Pokémon HeartGold

1 Receive from the Karate King at Mt. Mortar

2

Pokémon SoulSilver

1 Receive from the Karate King at Mt. Mortar

2

Johto Pokédex



No. 146

Hitmonlee

Kicking Pokémon

Fighting



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Revenge	Fighting	Physical	60	100	10	Normal	○
1	Double Kick	Fighting	Physical	30	100	30	Normal	○
5	Meditate	Psychic	Status	—	—	40	Self	—
9	Rolling Kick	Fighting	Physical	60	85	15	Normal	○
13	Jump Kick	Fighting	Physical	85	95	25	Normal	○
17	Brick Break	Fighting	Physical	75	100	15	Normal	○
21	Focus Energy	Normal	Status	—	—	30	Self	—
25	Feint	Normal	Physical	50	100	10	Normal	○
29	Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
33	Mind Reader	Normal	Status	—	—	5	Normal	—
37	Foresight	Normal	Status	—	—	40	Normal	—
41	Blaze Kick	Fire	Physical	85	90	10	Normal	○
45	Endure	Normal	Status	—	—	10	Self	—
49	Mega Kick	Normal	Physical	120	75	5	Normal	○
53	Close Combat	Fighting	Physical	120	100	5	Normal	○
57	Reversal	Fighting	Physical	—	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

ABILITIES

- Limber
- Reckless

STATS



PERFORMANCE



Pokémon HeartGold

1 Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20

2

Pokémon SoulSilver

1 Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20

2

Johto Pokédex



No. 147

Hitmonchan

Punching Pokémon

Fighting



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Revenge	Fighting	Physical	60	100	10	Normal	○
1	Comet Punch	Normal	Physical	18	85	15	Normal	○
6	Agility	Psychic	Status	—	—	30	Self	—
11	Pursuit	Dark	Physical	40	100	20	Normal	○
16	Mach Punch	Fighting	Physical	40	100	30	Normal	○
16	Bullet Punch	Steel	Physical	40	100	30	Normal	○
21	Feint	Normal	Physical	50	100	10	Normal	○
26	Vacuum Wave	Fighting	Special	40	100	30	Normal	○
31	ThunderPunch	Electric	Physical	75	100	15	Normal	○
31	Ice Punch	Ice	Physical	75	100	15	Normal	○
31	Fire Punch	Fire	Physical	75	100	15	Normal	○
36	Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
41	Mega Punch	Normal	Physical	80	85	20	Normal	○
46	Detect	Status	Status	—	—	5	Self	—
46	Counter	Fighting	Physical	—	100	20	Self	—
56	Close Combat	Fighting	Physical	120	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

ABILITIES

- Keen Eye
- Iron Fist

STATS



PERFORMANCE



Pokémon HeartGold

1 Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20

2

Pokémon SoulSilver

1 Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20

2



145

TYROGUE



146

HITMONLEE



147

HITMONCHAN

Johto Pokédex

No. 148

Hitmontop

Handstand Pokémon

Fighting



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Revenge	Fighting	Physical	60	100	10	Normal	○
1	Rolling Kick	Fighting	Physical	60	85	15	Normal	○
6	Focus Energy	Normal	Status	—	—	30	Self	—
10	Pursuit	Dark	Physical	40	100	20	Normal	○
15	Quick Attack	Normal	Physical	40	100	30	Normal	○
19	Triple Kick	Fighting	Physical	10	90	10	Normal	○
24	Rapid Spin	Normal	Physical	20	100	40	Normal	○
28	Counter	Fighting	Physical	—	100	20	Self	○
33	Feint	Normal	Physical	50	100	10	Normal	—
37	Agility	Psychic	Status	—	—	30	Self	—
42	Gyro Ball	Steel	Physical	—	100	5	Normal	○
46	Detect	Fighting	Status	—	—	5	Self	—
51	Close Combat	Fighting	Physical	120	100	5	Normal	○
55	Endeavor	Normal	Physical	—	100	5	Normal	○

ABILITIES

- Intimidate
- Technician

STATS



PERFORMANCE



MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20

2 —

Pokémon SoulSilver

1 Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20

2 —

Johto Pokédex

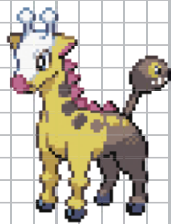
No. 149

Girafarig

Long Neck Pokémon

Normal

Psychic



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Power Swap	Psychic	Status	—	—	10	Normal	—
1	Guard Swap	Psychic	Status	—	—	10	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
5	Odor Sleuth	Normal	Status	—	—	40	Normal	—
10	Stomp	Normal	Physical	65	100	20	Normal	○
14	Agility	Psychic	Status	—	—	30	Self	—
19	Psybeam	Psychic	Special	65	100	20	Normal	—
23	Baton Pass	Normal	Status	—	—	40	Self	—
28	Assurance	Dark	Physical	50	100	10	Normal	○
32	Double Hit	Normal	Physical	35	90	10	Normal	○
37	Psychic	Psychic	Special	90	100	10	Normal	—
41	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
46	Crunch	Dark	Physical	80	100	15	Normal	○

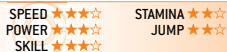
ABILITIES

- Inner Focus
- Early Bird

STATS



PERFORMANCE



MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 43

2 Route 48

Pokémon SoulSilver

1 Route 43

2 Route 48

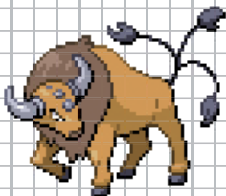
Johto Pokédex

No. 150

Tauros

Wild Bull Pokémon

Normal



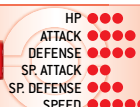
LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
3	Tail Whip	Normal	Status	—	100	30	All foes	—
5	Rage	Normal	Physical	20	100	20	Normal	○
8	Horn Attack	Normal	Physical	65	100	25	Normal	○
11	Scary Face	Normal	Status	—	90	10	Normal	—
15	Pursuit	Dark	Physical	40	100	20	Normal	○
19	Rest	Psychic	Status	—	—	10	Self	—
24	Payback	Dark	Physical	50	100	10	Normal	○
29	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
35	Take Down	Normal	Physical	90	85	20	Normal	○
41	Swagger	Normal	Status	—	90	15	Normal	—
48	Thrash	Normal	Physical	90	100	20	1 random	○
55	Giga Impact	Normal	Physical	150	90	5	Normal	○

ABILITIES

- Intimidate
- Anger Point

STATS



PERFORMANCE



MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 38

2 Safari Zone (Savannah Area)

Pokémon SoulSilver

1 Route 38

2 Safari Zone (Savannah Area)

148

HITMONTOP

149

GIRAFARIG

150

TAUROS

Johto Pokédex

No. 151

Miltank

Milk Cow Pokémon

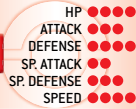
Normal



ABILITIES

- Thick Fat
- Scrappy

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
3	Growl	Normal	Status	—	100	40	All foes	—
5	Defense Curl	Normal	Status	—	—	40	Self	—
8	Stomp	Normal	Physical	65	100	20	Normal	○
11	Milk Drink	Normal	Status	—	—	10	Self	—
15	Bide	Normal	Physical	—	—	10	Self	○
19	Rollout	Rock	Physical	30	90	20	Normal	○
24	Body Slam	Normal	Physical	85	100	15	Normal	○
29	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
35	Captivate	Normal	Status	—	100	20	All foes	—
41	Gyro Ball	Steel	Physical	—	100	5	Normal	○
48	Heal Bell	Normal	Status	—	—	5	All allies	—
55	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 38

2 Route 39

Pokémon SoulSilver

1 Route 38

2 Route 39

Johto Pokédex

No. 152

Magby

Live Coal Pokémon

Fire



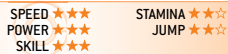
ABILITY

- Flame Body

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Smog	Poison	Special	20	70	20	Normal	—
1	Leer	Normal	Status	—	100	30	All foes	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
16	Faint Attack	Dark	Physical	60	—	20	Normal	○
19	Fire Spin	Fire	Special	15	70	15	Normal	—
25	Confuse Ray	Ghost	Status	—	100	10	Normal	—
28	Fire Punch	Fire	Physical	75	100	15	Normal	○
34	Lava Plume	Fire	Special	80	100	15	All + all foes	—
37	Flamethrower	Fire	Special	95	100	15	Normal	—
43	Sunny Day	Fire	Status	—	—	5	All	—
46	Fire Blast	Fire	Special	120	85	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Hatch from an Egg

2 Rugged Road Pokéwalker Route

Pokémon SoulSilver

1 Hatch from an Egg

2 Rugged Road Pokéwalker Route

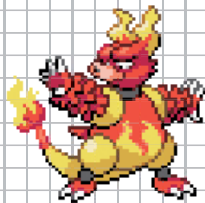
Johto Pokédex

No. 153

Magmar

Spitfire Pokémon

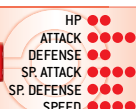
Fire



ABILITY

- Flame Body

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Smog	Poison	Special	20	70	20	Normal	—
1	Leer	Normal	Status	—	100	30	All foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
16	Faint Attack	Dark	Physical	60	—	20	Normal	○
19	Fire Spin	Fire	Special	15	70	15	Normal	—
25	Confuse Ray	Ghost	Status	—	100	10	Normal	—
28	Fire Punch	Fire	Physical	75	100	15	Normal	○
36	Lava Plume	Fire	Special	80	100	15	All + all foes	—
41	Flamethrower	Fire	Special	95	100	15	Normal	—
49	Sunny Day	Fire	Status	—	—	5	All	—
54	Fire Blast	Fire	Special	120	85	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Burned Tower B1F

2 Level up Magby to Lv. 30

Pokémon SoulSilver

1 Burned Tower B1F

2 Level up Magby to Lv. 30



151

MILTANK



152

MAGBY



153

MAGMAR

Johto Pokédex

No. 154

Smoochum

Kiss Pokémon

Ice

Psychic



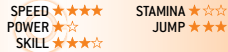
ABILITIES

- Oblivious
- Forewarn

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
5	Lick	Ghost	Physical	20	100	30	Normal	○
8	Sweet Kiss	Normal	Status	—	75	10	Normal	—
11	Powder Snow	Ice	Special	40	100	25	All foes	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
18	Sing	Normal	Status	—	55	15	Normal	—
21	Mean Look	Normal	Status	—	—	5	Normal	—
25	Fake Tears	Dark	Status	—	100	20	Normal	—
28	Lucky Chant	Normal	Status	—	—	30	All allies	—
31	Avalanche	Ice	Physical	60	100	10	Normal	○
35	Psychic	Psychic	Special	90	100	10	Normal	—
38	Copycat	Normal	Status	—	—	20	Varies	—
41	Perish Song	Normal	Status	—	—	5	All	—
45	Blizzard	Ice	Special	120	70	5	All foes	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA



Pokémon HeartGold

1 Hatch from an Egg

2 Dim Cave Pokéwalker Route

Pokémon SoulSilver

1 Hatch from an Egg

2 Dim Cave Pokéwalker Route

Johto Pokédex

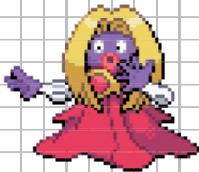
No. 155

Jynx

Human Shape Pokémon

Ice

Psychic



ABILITIES

- Oblivious
- Forewarn

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Lick	Ghost	Physical	20	100	30	Normal	○
1	Lovely Kiss	Normal	Status	—	75	10	Normal	—
1	Powder Snow	Ice	Special	40	100	25	All foes	—
5	Lick	Physical	Physical	20	100	30	Normal	○
8	Lovely Kiss	Normal	Status	—	75	10	Normal	—
11	Powder Snow	Ice	Special	40	100	25	All foes	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Ice Punch	Ice	Physical	75	100	15	Normal	○
21	Mean Look	Normal	Status	—	—	5	Normal	—
25	Fake Tears	Dark	Status	—	100	20	Normal	—
28	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
33	Avalanche	Ice	Physical	60	100	10	Normal	○
39	Body Slam	Normal	Physical	85	100	15	Normal	○
44	Wring Out	Normal	Special	—	100	5	Normal	○
49	Perish Song	Normal	Status	—	—	5	All	—
55	Blizzard	Ice	Special	120	70	5	All foes	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold

1 Ice Path

2 Level up Smoochum to Lv. 30

Pokémon SoulSilver

1 Ice Path

2 Level up Smoochum to Lv. 30

Johto Pokédex

No. 156

Elekid

Electric Pokémon

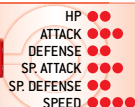
Electric



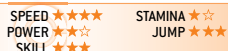
ABILITY

- Static

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
7	ThunderShock	Electric	Special	40	100	30	Normal	—
10	Low Kick	Fighting	Physical	—	100	20	Normal	○
16	Swift	Normal	Special	60	—	20	All foes	—
19	Shock Wave	Electric	Special	60	—	20	Normal	—
25	Light Screen	Psychic	Status	—	—	30	All allies	—
28	ThunderPunch	Electric	Physical	75	100	15	Normal	○
34	Discharge	Electric	Special	80	100	15	All + all foes	—
37	Thunderbolt	Electric	Special	95	100	15	Normal	—
43	Screech	Normal	Status	—	85	40	Normal	—
46	Thunder	Electric	Special	120	70	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 Suburban Area Pokéwalker Route

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 Suburban Area Pokéwalker Route

154

SMOOCHUM

155

JYNX

156

ELEKID

Johto Pokédex

No. 157

Electabuzz

Electric Pokémon

Electric



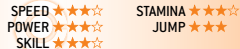
ABILITY

Static

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	ThunderShock	Electric	Special	40	100	30	Normal	—
7	ThunderShock	Electric	Special	40	100	30	Normal	—
10	Low Kick	Fighting	Physical	—	100	20	Normal	○
16	Swift	Normal	Special	60	—	20	All foes	—
19	Shock Wave	Electric	Special	60	—	20	Normal	—
25	Light Screen	Psychic	Status	—	—	30	All allies	—
28	ThunderPunch	Electric	Physical	75	100	15	Normal	○
37	Discharge	Electric	Special	80	100	15	Ally + all foes	—
43	Thunderbolt	Electric	Special	95	100	15	Normal	—
52	Screech	Normal	Status	—	85	40	Normal	—
58	Thunder	Electric	Special	120	70	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Level up Elekid to Lv. 30

2

Pokémon SoulSilver 1 Level up Elekid to Lv. 30

2

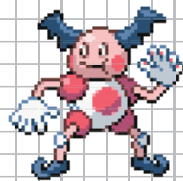
Johto Pokédex

No. 158

Mr. Mime

Barrier Pokémon

Psychic



ABILITIES

Soundproof
Filter

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Magical Leaf	Grass	Special	60	—	20	Normal	—
1	Power Swap	Psychic	Status	—	—	10	Normal	—
1	Guard Swap	Psychic	Status	—	—	10	Normal	—
1	Barrier	Psychic	Status	—	—	30	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
4	Copycat	Normal	Status	—	—	20	Varies	—
8	Meditate	Psychic	Status	—	—	40	Self	—
11	Encore	Normal	Status	—	100	5	Normal	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Mimic	Normal	Status	—	—	10	Normal	—
22	Light Screen	Psychic	Status	—	—	30	All allies	—
22	Reflect	Psychic	Status	—	—	20	All allies	—
25	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Substitute	Normal	Status	—	—	10	Self	—
32	Recycle	Normal	Status	—	—	10	Self	—
36	Trick	Psychic	Status	—	100	10	Normal	—
39	Psychic	Psychic	Special	90	100	10	Normal	—
43	Role Play	Psychic	Status	—	—	10	Normal	—
46	Baton Pass	Normal	Status	—	—	40	Self	—
50	Safeguard	Normal	Status	—	—	25	All allies	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Safari Zone (Forest Area)

2 Level up Mime Jr. to Lv. 18 and have it learn Mimic, or level it up once it knows Mimic

Pokémon SoulSilver 1 Safari Zone (Forest Area)

2 Level up Mime Jr. to Lv. 18 and have it learn Mimic, or level it up once it knows Mimic

Johto Pokédex

No. 159

Smeargle

Painter Pokémon

Normal



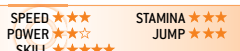
ABILITIES

Own Tempo
Technician

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sketch	Normal	Status	—	—	1	Normal	—
11	Sketch	Normal	Status	—	—	1	Normal	—
21	Sketch	Normal	Status	—	—	1	Normal	—
31	Sketch	Normal	Status	—	—	1	Normal	—
41	Sketch	Normal	Status	—	—	1	Normal	—
51	Sketch	Normal	Status	—	—	1	Normal	—
61	Sketch	Normal	Status	—	—	1	Normal	—
71	Sketch	Normal	Status	—	—	1	Normal	—
81	Sketch	Normal	Status	—	—	1	Normal	—
91	Sketch	Normal	Status	—	—	1	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Ruins of Alph (outside)

2 Safari Zone (Plains Area)

Pokémon SoulSilver 1 Ruins of Alph (outside)

2 Safari Zone (Plains Area)



157

ELECTABUZZ



158

MR. MIME



159

SMEARGLE

Johto Pokédex

No. 160

Farfetch'd

Wild Duck Pokémon

Normal Flying



ABILITIES

- Keen Eye
- Inner Focus

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Jab	Poison	Physical	80	100	20	Normal	○
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Leer	Normal	Status	—	100	30	All foes	—
1	Fury Cutter	Bug	Physical	10	95	20	Normal	○
7	Fury Attack	Normal	Physical	15	85	20	Normal	○
9	Knock Off	Dark	Physical	20	100	20	Normal	○
13	Aerial Ace	Flying	Physical	60	—	20	Normal	○
19	Slash	Normal	Physical	70	100	20	Normal	○
21	Air Cutter	Flying	Special	55	95	25	All foes	—
25	Swords Dance	Normal	Status	—	—	30	Self	—
31	Agility	Psychic	Status	—	—	30	Self	—
33	Night Slash	Dark	Physical	70	100	15	Normal	○
37	Air Slash	Flying	Special	75	95	20	Normal	—
43	Feint	Normal	Physical	50	100	10	Normal	—
45	False Swipe	Normal	Physical	40	100	40	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold

1 Route 38

2 Route 39

Pokémon SoulSilver

1 Route 38

2 Route 39

JOHTO POKÉDEX

Johto Pokédex

No. 161

Natu

Tiny Bird Pokémon

Psychic Flying



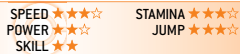
ABILITIES

- Synchronize
- Early Bird

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
6	Night Shade	Ghost	Special	—	100	15	Normal	—
9	Teleport	Psychic	Status	—	—	20	Self	—
12	Lucky Chant	Normal	Status	—	—	30	All allies	—
17	Miracle Eye	Psychic	Status	—	—	40	Normal	—
20	Me First	Normal	Status	—	—	20	Varies	—
23	Confuse Ray	Ghost	Status	—	100	10	Normal	—
28	Wish	Normal	Status	—	—	10	Self	—
33	Psycho Shift	Psychic	Status	—	90	10	Normal	—
36	Future Sight	Psychic	Special	80	90	15	Normal	—
39	Ominous Wind	Ghost	Special	60	100	5	Normal	—
44	Power Swap	Psychic	Status	—	—	10	Normal	—
44	Guard Swap	Psychic	Status	—	—	10	Normal	—
47	Psychic	Psychic	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA



Pokémon HeartGold

1 Ruins of Alph (outside)

2 —

Pokémon SoulSilver

1 Ruins of Alph (outside)

2 —

160

FARFETCH'D



161

NATU



162

XATU

Johto Pokédex

No. 162

Xatu

Mystic Pokémon

Psychic Flying



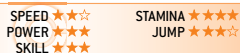
ABILITIES

- Synchronize
- Early Bird

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
6	Night Shade	Ghost	Special	—	100	15	Normal	—
9	Teleport	Psychic	Status	—	—	20	Self	—
12	Lucky Chant	Normal	Status	—	—	30	All allies	—
17	Miracle Eye	Psychic	Status	—	—	40	Normal	—
20	Me First	Normal	Status	—	—	20	Varies	—
23	Confuse Ray	Ghost	Status	—	100	10	Normal	—
27	Tailwind	Flying	Status	—	—	30	All allies	—
30	Wish	Normal	Status	—	—	10	Self	—
37	Psycho Shift	Psychic	Status	—	90	10	Normal	—
42	Future Sight	Psychic	Special	80	90	15	Normal	—
47	Ominous Wind	Ghost	Special	60	100	5	Normal	—
54	Power Swap	Psychic	Status	—	—	10	Normal	—
54	Guard Swap	Psychic	Status	—	—	10	Normal	—
59	Psychic	Psychic	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA



Pokémon HeartGold

1 Level up Natu to Lv. 25

2 —

Pokémon SoulSilver

1 Level up Natu to Lv. 25

2 —

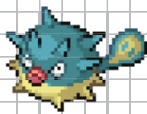
Johto Pokédex

No. 163

Qwilfish

Balloon Pokémon

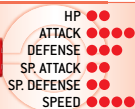
Water Poison



ABILITIES

- Poison Point
- Swift Swim

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Spikes	Ground	Status	—	—	20	All foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
9	Harden	Normal	Status	—	—	30	Self	—
9	Minimize	Normal	Status	—	—	20	Self	—
13	Water Gun	Water	Special	40	100	25	Normal	—
17	Rollout	Rock	Physical	30	90	20	Normal	○
21	Toxic Spikes	Poison	Status	—	—	20	All foes	—
25	Stockpile	Normal	Status	—	—	20	Self	—
25	Spit Up	Normal	Special	—	100	10	Normal	—
29	Revenge	Fighting	Physical	60	100	10	Normal	○
33	Brine	Water	Special	65	100	10	Normal	—
37	Pin Missile	Bug	Physical	14	85	20	Normal	—
41	Take Down	Normal	Physical	90	85	20	Normal	○
45	Aqua Tail	Water	Physical	90	90	10	Normal	○
49	Poison Jab	Poison	Physical	80	100	20	Normal	○
53	Destiny Bond	Ghost	Status	—	—	5	Self	—
57	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

<i>Pokémon HeartGold</i>	1	Route 32 (Good Rod)	2	—
<i>Pokémon SoulSilver</i>	1	Route 32 (Good Rod)	2	—

Johto Pokédex

No. 164

Tentacool

Jellyfish Pokémon

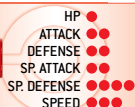
Water Poison



ABILITIES

- Clear Body
- Liquid Ooze

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
5	Supersonic	Normal	Status	—	55	20	Normal	—
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Acid	Poison	Special	40	100	30	All foes	—
15	Toxic Spikes	Poison	Status	—	—	20	All foes	—
19	BubbleBeam	Water	Special	65	100	20	Normal	—
22	Wrap	Normal	Physical	15	85	20	Normal	○
26	Barrier	Psychic	Status	—	—	30	Self	—
29	Water Pulse	Water	Special	60	100	20	Normal	—
33	Poison Jab	Poison	Physical	80	100	20	Normal	○
36	Screech	Normal	Status	—	85	40	Normal	—
40	Hydro Pump	Water	Special	120	80	5	Normal	—
43	Wring Out	Normal	Special	—	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

<i>Pokémon HeartGold</i>	1	New Bark Town [water surface]	2	Route 32 (Old Rod)
<i>Pokémon SoulSilver</i>	1	New Bark Town [water surface]	2	Route 32 (Old Rod)

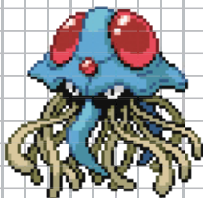
Johto Pokédex

No. 165

Tentacruel

Jellyfish Pokémon

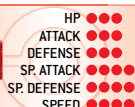
Water Poison



ABILITIES

- Clear Body
- Liquid Ooze

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Acid	Poison	Special	40	100	30	All foes	—
15	Toxic Spikes	Poison	Status	—	—	20	All foes	—
19	BubbleBeam	Water	Special	65	100	20	Normal	—
22	Wrap	Normal	Physical	15	85	20	Normal	○
26	Barrier	Psychic	Status	—	—	30	Self	—
29	Water Pulse	Water	Special	60	100	20	Normal	—
36	Poison Jab	Poison	Physical	80	100	20	Normal	○
42	Screech	Normal	Status	—	85	40	Normal	—
49	Hydro Pump	Water	Special	120	80	5	Normal	—
55	Wring Out	Normal	Special	—	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

<i>Pokémon HeartGold</i>	1	New Bark Town [water surface]	2	Level up Tentacool to Lv. 30
<i>Pokémon SoulSilver</i>	1	New Bark Town [water surface]	2	Level up Tentacool to Lv. 30



163

QWILFISH



164

TENTACOOL



165

TENTACRUEL

Johto Pokédex

No. 166

Krabby

River Crab Pokémon

Water



ABILITIES

- Hyper Cutter
- Shell Armor

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Bubble	Water	Special	20	100	30	All foes	—
5	ViceGrip	Normal	Physical	55	100	30	Normal	○
9	Leer	Normal	Status	—	100	30	All foes	—
11	Harden	Normal	Status	—	—	30	Self	—
15	BubbleBeam	Water	Special	65	100	20	Normal	—
19	Mud Shot	Ground	Special	55	95	15	Normal	—
21	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Stomp	Normal	Physical	65	100	20	Normal	○
29	Protect	Normal	Status	—	—	10	Self	—
31	Guillotine	Normal	Physical	—	30	5	Normal	○
35	Slam	Normal	Physical	80	75	20	Normal	○
39	Brine	Water	Special	65	100	10	Normal	—
41	Crabhammer	Water	Physical	90	85	10	Normal	○
45	Flail	Normal	Physical	—	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Whirl Islands

2 Cianwood City (use Rock Smash)

Pokémon SoulSilver

1 Whirl Islands

2 Cianwood City (use Rock Smash)

Johto Pokédex

No. 167

Kingler

Pincer Pokémon

Water



ABILITIES

- Hyper Cutter
- Shell Armor

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Bubble	Water	Special	20	100	30	All foes	—
1	ViceGrip	Normal	Physical	55	100	30	Normal	○
5	ViceGrip	Normal	Physical	55	100	30	Normal	○
9	Leer	Normal	Status	—	100	30	All foes	—
11	Harden	Normal	Status	—	—	30	Self	—
15	BubbleBeam	Water	Special	65	100	20	Normal	—
19	Mud Shot	Ground	Special	55	95	15	Normal	—
21	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Stomp	Normal	Physical	65	100	20	Normal	○
32	Protect	Normal	Status	—	—	10	Self	—
37	Guillotine	Normal	Physical	—	30	5	Normal	○
44	Slam	Normal	Physical	80	75	20	Normal	○
51	Brine	Water	Special	65	100	10	Normal	—
56	Crabhammer	Water	Physical	90	85	10	Normal	○
63	Flail	Normal	Physical	—	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Heart Gold

1 Cliff Cave

2 Level up Krabby to Lv. 28

Pokémon SoulSilver

1 Cliff Cave

2 Level up Krabby to Lv. 28

Johto Pokédex

No. 168

Shuckle

Mold Pokémon

Bug

Rock



ABILITIES

- Sturdy
- Gluttony

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Withdraw	Water	Status	—	—	40	Self	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Bide	Normal	Physical	—	—	10	Self	○
9	Encore	Normal	Status	—	100	5	Normal	—
14	Safeguard	Normal	Status	—	—	25	All allies	—
22	Wrap	Normal	Physical	15	85	20	Normal	○
27	Rest	Psychic	Status	—	—	10	Self	—
35	Gastro Acid	Poison	Status	—	100	10	Normal	—
40	Bug Bite	Bug	Physical	60	100	20	Normal	○
48	Power Trick	Psychic	Status	—	—	10	Self	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Cianwood City (use Rock Smash)

2 House in Cianwood City (if friendship is high enough with the borrowed Shuckle, it is given to you)

Pokémon SoulSilver

1 Cianwood City (use Rock Smash)

2 House in Cianwood City (if friendship is high enough with the borrowed Shuckle, it is given to you)

166

KRABBY

167

KINGLER

168

SHUCKLE

Johto Pokédex

No. 169

Staryu

Star Shape Pokémon

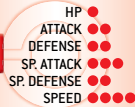
Water



ABILITIES

- Illuminate
- Natural Cure

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
6	Water Gun	Water	Special	40	100	25	Normal	—
10	Rapid Spin	Normal	Physical	20	100	40	Normal	○
15	Recover	Normal	Status	—	—	10	Self	—
19	Camouflage	Normal	Status	—	—	20	Self	—
24	Swift	Normal	Special	60	—	20	All foes	—
28	BubbleBeam	Water	Special	65	100	20	Normal	—
33	Minimize	Normal	Status	—	—	20	Self	—
37	Gyro Ball	Steel	Physical	—	100	5	Normal	○
42	Light Screen	Psychic	Status	—	—	30	All allies	—
46	Power Gem	Rock	Special	70	100	20	Normal	—
51	Cosmic Power	Psychic	Status	—	—	20	Self	—
55	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA



Pokémon HeartGold

1 Cherrygrove City (Good Rod, night only) 2 Route 47 (water surface)

Pokémon SoulSilver

1 Cherrygrove City (Good Rod, night only) 2 Route 47 (water surface)

Johto Pokédex

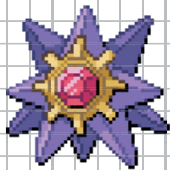
No. 170

Starmie

Mysterious Pokémon

Water

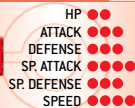
Psychic



ABILITIES

- Illuminate
- Natural Cure

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Rapid Spin	Normal	Physical	20	100	40	Normal	○
1	Recover	Normal	Status	—	—	10	Self	—
1	Swift	Normal	Special	60	—	20	All foes	—
28	Confuse Ray	Ghost	Status	—	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA



Pokémon HeartGold

1 Use Water Stone on Staryu 2 —

Pokémon SoulSilver

1 Use Water Stone on Staryu 2 —

Johto Pokédex

No. 171

Shellder

Bivalve Pokémon

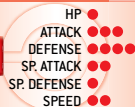
Water



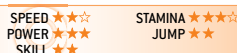
ABILITIES

- Shell Armor
- Skill Link

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Withdraw	Water	Status	—	—	40	Self	—
8	Supersonic	Normal	Status	—	55	20	Normal	—
13	Icicle Spear	Ice	Physical	10	100	30	Normal	—
16	Protect	Normal	Status	—	—	10	Self	—
20	Leer	Normal	Status	—	100	30	All foes	—
25	Clamp	Water	Physical	35	75	10	Normal	○
28	Ice Shard	Ice	Physical	40	100	30	Normal	—
32	Aurora Beam	Ice	Special	65	100	20	Normal	—
37	Whirlpool	Water	Special	15	70	15	Normal	—
40	Iron Defense	Steel	Status	—	—	15	Self	—
44	Brine	Water	Special	65	100	10	Normal	—
49	Ice Beam	Ice	Special	95	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA



Pokémon HeartGold

1 New Bark Town (Good Rod) 2 Route 41 (Good Rod)

Pokémon SoulSilver

1 New Bark Town (Good Rod) 2 Route 41 (Good Rod)



169

STARJU



170

STARMIE



171

SHELLDER

Johto Pokédex

No. 172

Cloyster

Bivalve Pokémon

Water Ice



ABILITIES

- Shell Armor
- Skill Link

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Toxic Spikes	Poison	Status	—	—	20	All foes	—
1	Withdraw	Water	Status	—	—	40	Self	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Aurora Beam	Ice	Special	65	100	20	Normal	—
1	Protect	Normal	Status	—	—	10	Self	—
28	Spikes	Ground	Status	—	—	20	All foes	—
40	Spike Cannon	Normal	Physical	20	100	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
------	------	------	------	------	----	-------	----

How to Obtain

Pokémon HeartGold

1 Use Water Stone on Shellder

2 —

Pokémon SoulSilver

1 Use Water Stone on Shellder

2 —

Johto Pokédex

No. 173

Corsola

Coral Pokémon

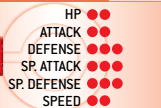
Water Rock



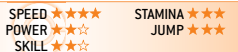
ABILITIES

- Hustle
- Natural Cure

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Harden	Normal	Status	—	—	30	Self	—
8	Bubble	Water	Special	20	100	30	All foes	—
13	Recover	Normal	Status	—	—	10	Self	—
16	Refresh	Normal	Status	—	—	20	Self	—
20	Rock Blast	Rock	Physical	25	80	10	Normal	—
25	BubbleBeam	Water	Special	65	100	20	Normal	—
28	Lucky Chant	Normal	Status	—	—	30	All allies	—
32	AncientPower	Rock	Special	60	100	5	Normal	—
37	Aqua Ring	Water	Status	—	—	20	Self	—
40	Spike Cannon	Normal	Physical	20	100	15	Normal	—
44	Power Gem	Rock	Special	70	100	20	Normal	—
48	Mirror Coat	Psychic	Special	—	100	20	Self	—
53	Earth Power	Ground	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 New Bark Town (Good Rod)

2 Cherrygrove City (Good Rod)

Pokémon SoulSilver

1 New Bark Town (Good Rod)

2 Cherrygrove City (Good Rod)

Johto Pokédex

No. 174

Remoraid

Jet Pokémon

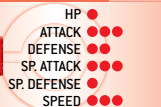
Water



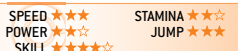
ABILITIES

- Hustle
- Sniper

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
6	Lock-On	Normal	Status	—	—	5	Normal	—
10	Psybeam	Psychic	Special	65	100	20	Normal	—
14	Aurora Beam	Ice	Special	65	100	20	Normal	—
19	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Focus Energy	Normal	Status	—	—	30	Self	—
27	Bullet Seed	Grass	Physical	10	100	30	Normal	—
32	Water Pulse	Water	Special	60	100	20	Normal	—
36	Signal Beam	Bug	Special	75	100	15	Normal	—
40	Ice Beam	Ice	Special	95	100	10	Normal	—
45	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
------	------	------	------	------	----	-------	----

How to Obtain

Pokémon HeartGold

1 Route 44 (Good Rod)

2 —

Pokémon SoulSilver

1 Route 44 (Good Rod)

2 —

172

CLOYSTER

173

CORSOLA

174

REMORAID

Johto Pokédex

No. 175

Octillery

Jet Pokémon

Water



ABILITIES

- Suction Cups
- Sniper

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Gunk Shot	Poison	Physical	120	70	5	Normal	—
1	Rock Blast	Rock	Physical	25	80	10	Normal	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Constrict	Normal	Physical	10	100	35	Normal	—
1	Psybeam	Psychic	Special	65	100	20	Normal	○
1	Aurora Beam	Ice	Special	65	100	20	Normal	—
6	Constrict	Normal	Physical	10	100	35	Normal	○
10	Psybeam	Psychic	Special	65	100	20	Normal	—
14	Aurora Beam	Ice	Special	65	100	20	Normal	—
19	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Focus Energy	Normal	Status	—	—	30	Self	—
25	Octazooka	Water	Special	65	85	10	Normal	—
29	Bullet Seed	Grass	Physical	10	100	30	Normal	—
36	Wring Out	Normal	Special	—	100	5	Normal	○
42	Signal Beam	Bug	Special	75	100	15	Normal	—
48	Ice Beam	Ice	Special	95	100	10	Normal	—
55	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA



Pokémon HeartGold 1 Level up Remoraid to Lv. 25 2 —

Pokémon SoulSilver 1 Level up Remoraid to Lv. 25 2 —

Johto Pokédex

No. 176

Chinchou

Angler Pokémon

Water

Electric



ABILITIES

- Volt Absorb
- Illuminate

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	All foes	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
6	Thunder Wave	Electric	Status	—	100	20	Normal	—
9	Flail	Normal	Physical	—	100	15	Normal	○
12	Water Gun	Water	Special	40	100	25	Normal	—
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
20	Spark	Electric	Physical	65	100	20	Normal	○
23	Take Down	Normal	Physical	90	85	20	Normal	○
28	BubbleBeam	Water	Special	65	100	20	Normal	—
31	Signal Beam	Bug	Special	75	100	15	Normal	—
34	Discharge	Electric	Special	80	100	15	All + all foes	—
39	Aqua Ring	Water	Status	—	—	20	Self	—
42	Hydro Pump	Water	Special	120	80	5	Normal	—
45	Charge	Electric	Status	—	—	20	Self	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA



Pokémon HeartGold 1 New Bark Town [Good Rod] 2 Route 41 [Good Rod]

Pokémon SoulSilver 1 New Bark Town [Good Rod] 2 Route 41 [Good Rod]

Johto Pokédex

No. 177

Lanturn

Light Pokémon

Water

Electric



ABILITIES

- Volt Absorb
- Illuminate

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	All foes	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
6	Thunder Wave	Electric	Status	—	100	20	Normal	—
9	Flail	Normal	Physical	—	100	15	Normal	○
12	Water Gun	Water	Special	40	100	25	Normal	—
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
20	Spark	Electric	Physical	65	100	20	Normal	○
23	Take Down	Normal	Physical	90	85	20	Normal	○
27	Stockpile	Normal	Status	—	—	20	Self	—
27	Swallow	Normal	Status	—	—	10	Self	—
27	Spirit Up	Normal	Special	—	100	10	Normal	—
30	BubbleBeam	Water	Special	65	100	20	Normal	—
35	Signal Beam	Bug	Special	75	100	15	Normal	—
40	Discharge	Electric	Special	80	100	15	All + all foes	—
47	Aqua Ring	Water	Status	—	—	20	Self	—
52	Hydro Pump	Water	Special	120	80	5	Normal	—
57	Charge	Electric	Status	—	—	20	Self	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA



Pokémon HeartGold 1 Level up Chinchou to Lv. 27 2 —

Pokémon SoulSilver 1 Level up Chinchou to Lv. 27 2 —



175



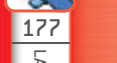
176



177



177



177



177



177



177



177



177



177

Johto Pokédex

No. 178

Seel

Sea Lion Pokémon

Water



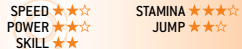
ABILITIES

- Thick Fat
- Hydration

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Headbutt	Normal	Physical	70	100	15	Normal	○
3	Growl	Normal	Status	—	100	40	All foes	—
7	Water Sport	Water	Status	—	—	15	All	—
11	Icy Wind	Ice	Special	55	95	15	All foes	—
13	Encore	Normal	Status	—	100	5	Normal	—
17	Ice Shard	Ice	Physical	40	100	30	Normal	—
21	Rest	Psychic	Status	—	—	10	Self	—
23	Aqua Ring	Water	Status	—	—	20	Self	—
27	Aurora Beam	Ice	Special	65	100	20	Normal	—
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
33	Brine	Water	Special	65	100	10	Normal	—
37	Take Down	Normal	Physical	90	85	20	Normal	○
41	Dive	Water	Physical	80	100	10	Normal	○
43	Aqua Tail	Water	Physical	90	90	10	Normal	○
47	Ice Beam	Ice	Special	95	100	10	Normal	○
51	Safeguard	Normal	Status	—	—	25	All allies	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Whirl Islands

2 Route 47 (water surface)

Pokémon SoulSilver

1 Whirl Islands

2 Route 47 (water surface)

Johto Pokédex

No. 179

Dewgong

Sea Lion Pokémon

Water

Ice



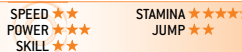
ABILITIES

- Thick Fat
- Hydration

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Headbutt	Normal	Physical	70	100	15	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Signal Beam	Bug	Special	75	100	15	Normal	—
1	Icy Wind	Ice	Special	55	95	15	All foes	—
3	Growl	Normal	Status	—	100	40	All foes	—
7	Signal Beam	Bug	Special	75	100	15	Normal	—
11	Icy Wind	Ice	Special	55	95	15	All foes	—
13	Encore	Normal	Status	—	100	5	Normal	—
17	Ice Shard	Ice	Physical	40	100	30	Normal	—
21	Rest	Psychic	Status	—	—	10	Self	—
23	Aqua Ring	Water	Status	—	—	20	Self	—
27	Aurora Beam	Ice	Special	65	100	20	Normal	—
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
33	Brine	Water	Special	65	100	10	Normal	—
34	Sheer Cold	Ice	Special	—	30	5	Normal	—
37	Take Down	Normal	Physical	90	85	20	Normal	○
41	Dive	Water	Physical	80	100	10	Normal	○
43	Aqua Tail	Water	Physical	90	90	10	Normal	○
47	Ice Beam	Ice	Special	95	100	10	Normal	○
51	Safeguard	Normal	Status	—	—	25	All allies	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Level up Seel to Lv. 34

2 —

Pokémon SoulSilver

1 Level up Seel to Lv. 34

2 —

Johto Pokédex

No. 180

Lickitung

Licking Pokémon

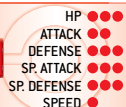
Normal



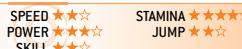
ABILITIES

- Own Tempo
- Oblivious

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Lick	Ghost	Physical	20	100	30	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Defense Curl	Normal	Status	—	—	40	Self	—
13	Knock Off	Dark	Physical	20	100	20	Normal	○
17	Wrap	Normal	Physical	15	85	20	Normal	○
21	Stomp	Normal	Physical	65	100	20	Normal	○
25	Disable	Normal	Status	—	80	20	Normal	—
29	Slam	Normal	Physical	80	75	20	Normal	○
33	Rollout	Rock	Physical	30	90	20	Normal	○
37	Me First	Normal	Status	—	—	20	Varies	—
41	Refresh	Normal	Status	—	—	20	Self	—
45	Screech	Normal	Status	—	85	40	Normal	—
49	Power Whip	Grass	Physical	120	85	10	Normal	○
53	Wring Out	Normal	Special	—	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 44

2 Safari Zone (Mountain Area)

Pokémon SoulSilver

1 Route 44

2 Safari Zone (Mountain Area)

178

SEEL

179

DEWGONG

180

LICKITUNG

Johto Pokédex

No. 181

Lickilicky

Licking Pokémon

Normal



ABILITIES

- Own Tempo
- Oblivious

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Lick	Ghost	Physical	20	100	30	Normal	○
13	Supersonic	Normal	Status	—	55	20	Normal	—
9	Defense Curl	Normal	Status	—	—	40	Self	—
17	Knock Off	Dark	Physical	20	100	20	Normal	○
17	Wrap	Normal	Physical	15	85	20	Normal	○
21	Stomp	Normal	Physical	65	100	20	Normal	○
25	Disable	Normal	Status	—	80	20	Normal	—
29	Slam	Normal	Physical	80	75	20	Normal	○
33	Rollout	Rock	Physical	30	90	20	Normal	○
37	Me First	Normal	Status	—	—	20	Varies	—
41	Refresh	Normal	Status	—	—	20	Self	—
45	Screech	Normal	Status	—	85	40	Normal	—
49	Power Whip	Grass	Physical	120	85	10	Normal	○
53	Wring Out	Normal	Special	—	100	5	Normal	○
57	Gyro Ball	Steel	Physical	—	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout

2

Pokémon SoulSilver

1 Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout

2

Johto Pokédex

No. 182

Tangela

Vine Pokémon

Grass



ABILITIES

- Chlorophyll
- Leaf Guard

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ingrain	Grass	Status	—	—	20	Self	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
5	Sleep Powder	Grass	Status	—	75	15	Normal	—
8	Absorb	Grass	Special	20	100	25	Normal	—
12	Growth	Normal	Status	—	—	40	Self	—
15	PoisonPowder	Poison	Status	—	75	35	Normal	—
19	Vine Whip	Grass	Physical	35	100	15	Normal	○
22	Bind	Normal	Physical	15	75	20	Normal	○
26	Mega Drain	Grass	Special	40	100	15	Normal	—
29	Stun Spore	Grass	Status	—	75	30	Normal	—
33	AncientPower	Rock	Special	60	100	5	Normal	—
36	Knock Off	Dark	Physical	20	100	20	Normal	○
40	Natural Gift	Normal	Physical	—	100	15	Normal	—
43	Slam	Normal	Physical	80	75	20	Normal	○
47	Tickle	Normal	Status	—	100	20	Normal	○
50	Wring Out	Normal	Special	—	100	5	Normal	○
54	Power Whip	Grass	Physical	120	85	10	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 44

2

Pokémon SoulSilver

1 Route 44

2

Johto Pokédex

No. 183

Tangrowth

Vine Pokémon

Grass



ABILITIES

- Chlorophyll
- Leaf Guard

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ingrain	Grass	Status	—	—	20	Self	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
5	Sleep Powder	Grass	Status	—	75	15	Normal	—
8	Absorb	Grass	Special	20	100	25	Normal	—
12	Growth	Normal	Status	—	—	40	Self	—
15	PoisonPowder	Poison	Status	—	75	35	Normal	—
19	Vine Whip	Grass	Physical	35	100	15	Normal	○
22	Bind	Normal	Physical	15	75	20	Normal	○
26	Mega Drain	Grass	Special	40	100	15	Normal	—
29	Stun Spore	Grass	Status	—	75	30	Normal	—
33	AncientPower	Rock	Special	60	100	5	Normal	—
36	Knock Off	Dark	Physical	20	100	20	Normal	○
40	Natural Gift	Normal	Physical	—	100	15	Normal	—
43	Slam	Normal	Physical	80	75	20	Normal	○
47	Tickle	Normal	Status	—	100	20	Normal	○
50	Wring Out	Normal	Special	—	100	5	Normal	○
54	Power Whip	Grass	Physical	120	85	10	Normal	○
57	Block	Normal	Status	—	—	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Level up Tangela to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower

2

Pokémon SoulSilver

1 Level up Tangela to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower

2

Johto Pokédex



No. 184

Eevee

Evolution Pokémon

Normal



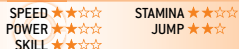
ABILITIES

- Run Away
- Adaptability

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Growl	Normal	Status	—	100	40	All foes	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Bite	Dark	Physical	60	100	25	Normal	○
36	Baton Pass	Normal	Status	—	—	40	Self	—
43	Take Down	Normal	Physical	90	85	20	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Trump Card	Normal	Special	—	—	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Receive from Bill in Goldenrod City

2 —

Pokémon SoulSilver

1 Receive from Bill in Goldenrod City

2 —

Johto Pokédex

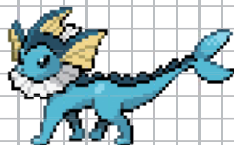


No. 185

Vaporeon

Bubble Jet Pokémon

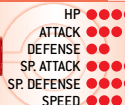
Water



ABILITY

- Water Absorb

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Water Gun	Water	Special	40	100	25	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Bite	Dark	Physical	60	100	25	Normal	○
36	Aurora Beam	Ice	Special	65	100	20	Normal	—
43	Aqua Ring	Water	Status	—	—	20	Self	—
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Haze	Ice	Status	—	—	30	All	—
64	Acid Armor	Poison	Status	—	—	40	Self	—
71	Hydro Pump	Water	Special	120	80	5	Normal	—
78	Muddy Water	Water	Special	95	85	10	All foes	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Use Water Stone on Eevee

2 —

Pokémon SoulSilver

1 Use Water Stone on Eevee

2 —

Johto Pokédex



No. 186

Jolteon

Lightning Pokémon

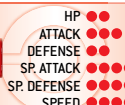
Electric



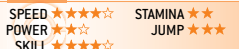
ABILITY

- Volt Absorb

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	ThunderShock	Electric	Special	40	100	30	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Double Kick	Fighting	Physical	30	100	30	Normal	○
36	Pin Missile	Bug	Physical	14	85	20	Normal	—
43	Thunder Fang	Electric	Physical	65	95	15	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Thunder Wave	Electric	Status	—	100	20	Normal	—
64	Agility	Psychic	Status	—	—	30	Self	—
71	Thunder	Electric	Special	120	70	10	Normal	—
78	Discharge	Electric	Special	80	100	15	All + all foes	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Use Thunderstone on Eevee

2 —

Pokémon SoulSilver

1 Use Thunderstone on Eevee

2 —

184

EVEE

185

VAPOREON

186

JOLTEON

Johto Pokédex

No. 187

Flareon

Flame Pokémon

Fire



ABILITY

Flash Fire

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Ember	Fire	Special	40	100	25	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Bite	Dark	Physical	60	100	25	Normal	○
36	Fire Spin	Fire	Special	15	70	15	Normal	—
43	Fire Fang	Fire	Physical	65	95	15	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Smog	Poison	Special	20	70	20	Normal	—
64	Scary Face	Normal	Status	—	90	10	Normal	—
71	Fire Blast	Fire	Special	120	85	5	Normal	—
78	Lava Plume	Fire	Special	80	100	15	Ally + all foes	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Use Fire Stone on Eevee

2

Pokémon SoulSilver

1 Use Fire Stone on Eevee

2

Johto Pokédex

No. 188

Espeon

Sun Pokémon

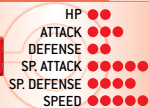
Psychic



ABILITY

Synchronize

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Swift	Normal	Special	60	—	20	All foes	—
36	Psybeam	Psychic	Special	65	100	20	Normal	—
43	Future Sight	Psychic	Special	80	90	15	Normal	—
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Psych Up	Normal	Status	—	—	10	Normal	—
64	Psychic	Psychic	Special	90	100	10	Normal	—
71	Morning Sun	Normal	Status	—	—	5	Self	—
78	Power Swap	Psychic	Status	—	—	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Level up Eevee with high enough friendship between 4:00 A.M. – 8:00 P.M.

2

Pokémon SoulSilver

1 Level up Eevee with high enough friendship between 4:00 A.M. – 8:00 P.M.

2

Johto Pokédex

No. 189

Umbreon

Moonlight Pokémon

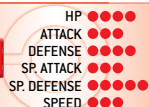
Dark



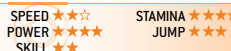
ABILITY

Synchronize

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Pursuit	Dark	Physical	40	100	20	Normal	○
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Confuse Ray	Ghost	Status	—	100	10	Normal	—
36	Faint Attack	Dark	Physical	60	—	20	Normal	○
43	Assurance	Dark	Physical	50	100	10	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Mean Look	Normal	Status	—	—	5	Normal	—
64	Screech	Normal	Status	—	85	40	Normal	—
71	Moonlight	Normal	Status	—	—	5	Self	—
78	Guard Swap	Psychic	Status	—	—	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Level up Eevee with high enough friendship between 8:00 P.M. – 4:00 A.M.

2

Pokémon SoulSilver

1 Level up Eevee with high enough friendship between 8:00 P.M. – 4:00 A.M.

2



187

FLAREON



188

ESPION



189

UMBREON

Johto Pokédex

No. 190

Horsea

Dragon Pokémon

Water



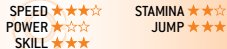
ABILITIES

- Swift Swim
- Sniper

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	All foes	—
4	SmokeScreen	Normal	Status	—	100	20	Normal	—
8	Leer	Normal	Status	—	100	30	All foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
14	Focus Energy	Normal	Status	—	—	30	Self	—
18	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Agility	Psychic	Status	—	—	30	Self	—
26	Twister	Dragon	Special	40	100	20	All foes	—
30	Brine	Water	Special	65	100	10	Normal	—
35	Hydro Pump	Water	Special	120	80	5	Normal	—
38	Dragon Dance	Dragon	Status	—	—	20	Self	—
42	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold

- 1 Whirl Islands (water surface)
- 2 Whirl Islands (Good Rod)

Pokémon SoulSilver

- 1 Whirl Islands (water surface)
- 2 Whirl Islands (Good Rod)

JOHTO POKÉDEX

Johto Pokédex

No. 191

Seadra

Dragon Pokémon

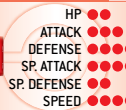
Water



ABILITIES

- Poison Point
- Sniper

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	All foes	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
1	Leer	Normal	Status	—	100	30	All foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
4	SmokeScreen	Normal	Status	—	100	20	Normal	—
8	Leer	Normal	Status	—	100	30	All foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
14	Focus Energy	Normal	Status	—	—	30	Self	—
18	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Agility	Psychic	Status	—	—	30	Self	—
26	Twister	Dragon	Special	40	100	20	All foes	—
30	Brine	Water	Special	65	100	10	Normal	—
40	Hydro Pump	Water	Special	120	80	5	Normal	—
48	Dragon Dance	Dragon	Status	—	—	20	Self	—
57	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold

- 1 Level up Horsea to Lv. 32
- 2 —

Pokémon SoulSilver

- 1 Whirl Islands, entrance to the waterfall basin (water surface)
- 2 Level up Horsea to Lv. 32

190

HORSEA

191

SEADRA

Johto Pokédex

No. 192

Kingdra

Dragon Pokémon

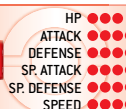
Water



ABILITIES

- Swift Swim
- Sniper

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Bubble	Water	Special	20	100	30	All foes	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
1	Leer	Normal	Status	—	100	30	All foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
4	SmokeScreen	Normal	Status	—	100	20	Normal	—
8	Leer	Normal	Status	—	100	30	All foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
14	Focus Energy	Normal	Status	—	—	30	Self	—
18	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Agility	Psychic	Status	—	—	30	Self	—
26	Twister	Dragon	Special	40	100	20	All foes	—
30	Brine	Water	Special	65	100	10	Normal	—
40	Hydro Pump	Water	Special	120	80	5	Normal	—
48	Dragon Dance	Dragon	Status	—	—	20	Self	—
57	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—



Pokémon HeartGold

- 1 Link trade Seadra while it holds the Dragon Scale
- 2 —

Pokémon SoulSilver

- 1 Link trade Seadra while it holds the Dragon Scale
- 2 —

192

KINGDRA

Johto Pokédex

No. 193

Gligar

Flyscorpion Pokémon

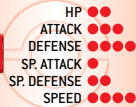
Ground Flying



ABILITIES

- Hyper Cutter
- Sand Veil

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Harden	Normal	Status	—	—	30	Self	—
12	Knock Off	Dark	Physical	20	100	20	Normal	—
16	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Fury Cutter	Bug	Physical	10	95	20	Normal	○
23	Faint Attack	Dark	Physical	60	—	20	Normal	○
27	Screech	Normal	Status	—	85	40	Normal	—
31	Slash	Normal	Physical	70	100	20	Normal	○
34	Swords Dance	Normal	Status	—	—	30	Self	—
38	U-turn	Bug	Physical	70	100	20	Normal	○
42	X-Scissor	Bug	Physical	80	100	15	Normal	○
45	Guillotine	Normal	Physical	—	30	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Route 45

Pokémon SoulSilver 1 —

Johto Pokédex

No. 194

Delibird

Delivery Pokémon

Ice Flying



ABILITIES

- Vital Spirit
- Hustle

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Present	Normal	Physical	—	90	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 —

Pokémon SoulSilver 1 Ice Path

Johto Pokédex

No. 195

Swinub

Pig Pokémon

Ice Ground



ABILITIES

- Oblivious
- Snow Cloak

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Powder Snow	Ice	Special	40	100	25	All foes	—
13	Mud-Slap	Ground	Special	20	100	10	Normal	—
16	Endure	Normal	Status	—	—	10	Self	—
20	Mud Bomb	Ground	Special	65	85	10	Normal	—
25	Icy Wind	Ice	Special	55	95	15	All foes	—
28	Ice Shard	Ice	Physical	40	100	30	Normal	—
32	Take Down	Normal	Physical	90	85	20	Normal	○
37	Earthquake	Ground	Physical	100	100	10	All + all foes	—
40	Mist	Ice	Status	—	—	30	All allies	—
44	Blizzard	Ice	Special	120	70	5	All foes	—
49	Amnesia	Psychic	Status	—	—	20	Self	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Ice Path

Pokémon SoulSilver 1 Ice Path



193

GILGAR



194

DELIBIRD



195

SWINUB

Johto Pokédex

No. 196

Piloswine

Swine Pokémon

Ice

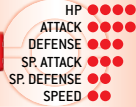
Ground



ABILITIES

- Oblivious
- Snow Cloak

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	AncientPower	Rock	Special	60	100	5	Normal	—
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Powder Snow	Ice	Special	40	100	25	All foes	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Powder Snow	Ice	Special	40	100	25	All foes	—
13	Mud-Slap	Ground	Special	20	100	10	Normal	—
16	Endure	Normal	Status	—	—	10	Self	—
20	Mud Bomb	Ground	Special	65	85	10	Normal	—
25	Icy Wind	Ice	Special	55	95	15	All foes	—
28	Ice Fang	Ice	Physical	65	95	15	Normal	○
32	Take Down	Normal	Physical	90	85	20	Normal	○
33	Fury Attack	Normal	Physical	15	85	20	Normal	○
40	Earthquake	Ground	Physical	100	100	10	Ally + all foes	—
48	Mist	Ice	Status	—	—	30	All allies	—
56	Blizzard	Ice	Special	120	70	5	All foes	—
65	Amnesia	Psychic	Status	—	—	20	Self	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Level up Swinub to Lv. 33 2 —

Pokémon SoulSilver 1 Level up Swinub to Lv. 33 2 —

Johto Pokédex

No. 197

Mamoswine

Twin Tusk Pokémon

Ice

Ground



ABILITIES

- Oblivious
- Snow Cloak

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	AncientPower	Rock	Special	60	100	5	Normal	—
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Powder Snow	Ice	Special	40	100	25	All foes	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Powder Snow	Ice	Special	40	100	25	All foes	—
13	Mud-Slap	Ground	Special	20	100	10	Normal	—
16	Endure	Normal	Status	—	—	10	Self	—
20	Mud Bomb	Ground	Special	65	85	10	Normal	—
25	Hail	Ice	Status	—	—	10	All	—
28	Ice Fang	Ice	Physical	65	95	15	Normal	○
32	Take Down	Normal	Physical	90	85	20	Normal	○
33	Double Hit	Normal	Physical	35	90	10	Normal	○
40	Earthquake	Ground	Physical	100	100	10	Ally + all foes	—
48	Mist	Ice	Status	—	—	30	All allies	—
56	Blizzard	Ice	Special	120	70	5	All foes	—
65	Scary Face	Normal	Status	—	90	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Teach AncientPower to Piloswine, then level it up* 2 —

Pokémon SoulSilver 1 Teach AncientPower to Piloswine, then level it up* 2 —

* To teach AncientPower to Piloswine, give a Heart Scale to the Move Maniac in Blackthorn City.

Johto Pokédex

No. 198

Teddiursa

Little Bear Pokémon

Normal



ABILITIES

- Pickup
- Quick Feet

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Covet	Normal	Physical	40	100	40	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Lick	Ghost	Physical	20	100	30	Normal	○
1	Fake Tears	Dark	Status	—	100	20	Normal	—
8	Fury Swipes	Normal	Physical	18	80	15	Normal	○
15	Faint Attack	Dark	Physical	60	—	20	Normal	○
22	Sweet Scent	Normal	Status	—	100	20	All foes	—
29	Slash	Normal	Physical	70	100	20	Normal	○
36	Charm	Normal	Status	—	100	20	Normal	—
43	Rest	Psychic	Status	—	—	10	Self	—
43	Snore	Normal	Special	40	100	15	Normal	—
50	Thrash	Normal	Physical	90	100	20	1 Random	○
57	Fling	Dark	Physical	—	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 — 2 —

Pokémon SoulSilver 1 Route 45 2 —

196

PILOSWINE

197

MAMOSWINE

198

TEDDIURSA

Johto Pokédex



No. 199

Ursaring

Hibernator Pokémon

Normal



ABILITIES

- Guts
- Quick Feet

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Covet	Normal	Physical	40	100	40	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Lick	Ghost	Physical	20	100	30	Normal	—
1	Fake Tears	Dark	Status	—	100	20	Normal	—
8	Fury Swipes	Normal	Physical	18	80	15	Normal	○
15	Faint Attack	Dark	Physical	60	—	20	Normal	○
22	Sweet Scent	Normal	Status	—	100	20	All foes	—
29	Slash	Normal	Physical	70	100	20	Normal	○
38	Scary Face	Normal	Status	—	90	10	Normal	—
47	Rest	Psychic	Status	—	—	10	Self	—
49	Snore	Normal	Special	40	100	15	Normal	—
58	Thrash	Normal	Physical	90	100	20	1 random	○
67	Hammer Arm	Fighting	Physical	100	90	10	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1

2

Pokémon SoulSilver

1 Victory Road

2 Level up Teddiursa to Lv. 30

Johto Pokédex



No. 200

Phanpy

Long Nose Pokémon

Ground



ABILITY

- Pickup

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
6	Flail	Normal	Physical	—	100	15	Normal	○
10	Take Down	Normal	Physical	90	85	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Natural Gift	Normal	Physical	—	100	15	Normal	○
24	Slam	Normal	Physical	80	75	20	Normal	○
28	Endure	Normal	Status	—	—	10	Self	—
33	Charm	Normal	Status	—	100	20	Normal	—
37	Last Resort	Normal	Physical	130	100	5	Normal	○
42	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 45

2

Pokémon SoulSilver

1

2

Johto Pokédex



No. 201

Donphan

Armor Pokémon

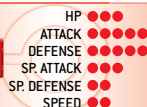
Ground



ABILITY

- Sturdy

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Horn Attack	Normal	Physical	65	100	25	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Flail	Normal	Physical	—	100	15	Normal	○
6	Rapid Spin	Normal	Physical	20	100	40	Normal	○
10	Knock Off	Dark	Physical	20	100	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Magnitude	Ground	Physical	—	100	30	All + all foes	—
24	Slam	Normal	Physical	80	75	20	Normal	○
25	Fury Attack	Normal	Physical	15	85	20	Normal	○
31	Assurance	Dark	Physical	50	100	10	Normal	○
39	Scary Face	Normal	Status	—	90	10	Normal	—
46	Earthquake	Ground	Physical	100	100	10	All + all foes	—
54	Giga Impact	Normal	Physical	150	90	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Victory Road

2 Level up Phanpy to Lv. 25

Pokémon SoulSilver

1

2



199

URSARING



200

PHANPY



201

DONPHAN

Johto Pokédex

No. 202

Mantine

Kite Pokémon

Water

Flying



ABILITIES

- Swift Swim
- Water Absorb

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Psybeam	Psychic	Special	65	100	20	Normal	—
1	Bullet Seed	Grass	Special	10	100	30	Normal	—
1	Signal Beam	Bug	Special	75	100	15	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Bubble	Water	Special	20	100	30	All foes	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	BubbleBeam	Water	Special	65	100	20	Normal	—
4	Supersonic	Normal	Status	—	55	20	Normal	—
10	BubbleBeam	Water	Special	65	100	20	Normal	—
13	Headbutt	Normal	Physical	70	100	15	Normal	○
19	Agility	Psychic	Status	—	—	30	Self	—
22	Wing Attack	Flying	Physical	60	100	35	Normal	○
28	Water Pulse	Water	Special	60	100	20	Normal	—
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	Confuse Ray	Ghost	Status	—	100	10	Normal	—
40	Bounce	Flying	Physical	85	85	5	Normal	○
46	Aqua Ring	Water	Status	—	—	20	Self	—
49	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Route 41 (water surface) 2 Level up Mantyke with Remoraid in your party

Pokémon SoulSilver

1 Level up Mantyke with Remoraid in your party 2 —

Johto Pokédex

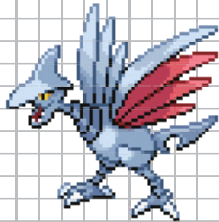
No. 203

Skarmory

Armor Bird Pokémon

Steel

Flying



ABILITIES

- Keen Eye
- Sturdy

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	All foes	—
1	Peck	Flying	Physical	35	100	35	Normal	○
6	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Swift	Normal	Special	60	—	20	All foes	—
12	Agility	Psychic	Status	—	—	30	Self	—
17	Fury Attack	Normal	Physical	15	85	20	Normal	○
20	Feint	Normal	Physical	50	100	10	Normal	—
23	Air Cutter	Flying	Special	55	95	25	All foes	—
28	Spikes	Ground	Status	—	—	20	All foes	—
31	Metal Sound	Steel	Status	—	85	40	Normal	—
34	Steel Wing	Steel	Physical	70	90	25	Normal	○
39	Air Slash	Flying	Special	75	95	20	Normal	○
42	Slash	Normal	Physical	70	100	20	Normal	○
45	Night Slash	Dark	Physical	70	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 — 2 —

Pokémon SoulSilver

1 Route 45 2 —

202

MANTINE

203

SKARMORY

204

DODUO

Johto Pokédex

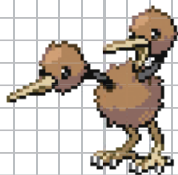
No. 204

Doduo

Twin Bird Pokémon

Normal

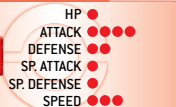
Flying



ABILITIES

- Run Away
- Early Bird

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Rage	Normal	Physical	20	100	20	Normal	○
14	Fury Attack	Normal	Physical	15	85	20	Normal	○
19	Pursuit	Dark	Physical	40	100	20	Normal	○
23	Uproar	Normal	Special	50	100	10	1 random	—
28	Acupressure	Normal	Status	—	—	30	Ally	—
32	Double Hit	Normal	Physical	35	90	10	Normal	○
37	Agility	Psychic	Status	—	—	30	Self	—
41	Drill Peck	Flying	Physical	80	100	20	Normal	○
46	Endeavor	Normal	Physical	—	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Route 26 2 Route 27

Pokémon SoulSilver

1 Route 26 2 Route 27

Johto Pokédex



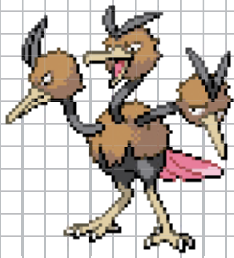
No. 205

Dodrio

Triple Bird Pokémon

Normal

Flying



ABILITIES

- Run Away
- Early Bird

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pluck	Flying	Physical	60	100	20	Normal	○
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Rage	Normal	Physical	20	100	20	Normal	○
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Rage	Normal	Physical	20	100	20	Normal	○
14	Fury Attack	Normal	Physical	15	85	20	Normal	○
19	Pursuit	Dark	Physical	40	100	20	Normal	○
23	Uproar	Normal	Special	50	100	10	1 random	—
28	Acupressure	Normal	Status	—	—	30	Ally	—
34	Tri Attack	Normal	Special	80	100	10	Normal	—
41	Agility	Psychic	Status	—	—	30	Self	—
47	Drill Peck	Flying	Physical	80	100	20	Normal	○
54	Endeavor	Normal	Physical	—	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA



Pokémon HeartGold

1 Level up Doduo to Lv. 31

2

Pokémon SoulSilver

1 Level up Doduo to Lv. 31

2

Johto Pokédex

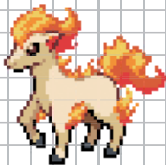


No. 206

Ponyta

Fire Horse Pokémon

Fire



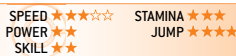
ABILITIES

- Run Away
- Flash Fire

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	All foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	Tail Whip	Normal	Status	—	100	30	All foes	—
10	Ember	Fire	Special	40	100	25	Normal	○
15	Flame Wheel	Fire	Physical	60	100	25	Normal	○
19	Stomp	Normal	Physical	65	100	20	Normal	○
24	Fire Spin	Fire	Special	15	70	15	Normal	○
28	Take Down	Normal	Physical	90	85	20	Normal	○
33	Agility	Psychic	Status	—	—	30	Self	—
37	Fire Blast	Fire	Special	120	85	5	Normal	○
42	Bounce	Flying	Physical	85	85	5	Normal	○
46	Flare Blitz	Fire	Physical	120	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold

1 Route 26

2 Route 27

Pokémon SoulSilver

1 Route 26

2 Route 27

Johto Pokédex

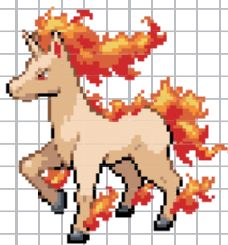


No. 207

Rapidash

Fire Horse Pokémon

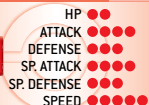
Fire



ABILITIES

- Run Away
- Flash Fire

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Jab	Poison	Physical	80	100	20	Normal	○
1	Megahorn	Bug	Physical	120	85	10	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Ember	Fire	Special	40	100	25	Normal	○
6	Tail Whip	Normal	Status	—	100	30	All foes	—
10	Ember	Fire	Special	40	100	25	Normal	○
15	Flame Wheel	Fire	Physical	60	100	25	Normal	○
19	Stomp	Normal	Physical	65	100	20	Normal	○
24	Fire Spin	Fire	Special	15	70	15	Normal	○
28	Take Down	Normal	Physical	90	85	20	Normal	○
33	Agility	Psychic	Status	—	—	30	Self	—
37	Fire Blast	Fire	Special	120	85	5	Normal	○
40	Fury Attack	Normal	Physical	15	85	20	Normal	○
47	Bounce	Flying	Physical	85	85	5	Normal	○
56	Flare Blitz	Fire	Physical	120	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold

1 Level up Ponyta to Lv. 40

2

Pokémon SoulSilver

1 Level up Ponyta to Lv. 40

2



205

DODRIO



206

PONYTA



207

RAPIDASH

Johto Pokédex



No. 208

Cubone

Lonely Pokémon

Ground



ABILITIES

- Rock Head
- Lightningrod

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	All foes	—
3	Tail Whip	Normal	Status	—	100	30	All foes	—
7	Bone Club	Ground	Physical	65	85	20	Normal	—
11	Headbutt	Normal	Physical	70	100	15	Normal	○
13	Leer	Normal	Status	—	100	30	All foes	—
17	Focus Energy	Normal	Status	—	—	30	Self	—
21	Bonemerang	Ground	Physical	50	90	10	Normal	—
23	Rage	Normal	Physical	20	100	20	Normal	○
27	False Swipe	Normal	Physical	40	100	40	Normal	○
31	Thrash	Normal	Physical	90	100	20	1 random	○
33	Fling	Dark	Physical	—	100	10	Normal	—
37	Bone Rush	Ground	Physical	25	80	10	Normal	—
41	Endeavor	Normal	Physical	—	100	5	Normal	○
43	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Safari Zone (Desert Area)

2 —

Pokémon SoulSilver

1 Safari Zone (Desert Area)

2 —

Johto Pokédex



No. 209

Marowak

Bonekeeper Pokémon

Ground



ABILITIES

- Rock Head
- Lightningrod

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	All foes	—
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Bone Club	Ground	Physical	65	85	20	Normal	—
1	Headbutt	Normal	Physical	70	100	15	Normal	○
3	Tail Whip	Normal	Status	—	100	30	All foes	—
7	Bone Club	Ground	Physical	65	85	20	Normal	—
11	Headbutt	Normal	Physical	70	100	15	Normal	○
13	Leer	Normal	Status	—	100	30	All foes	—
17	Focus Energy	Normal	Status	—	—	30	Self	—
21	Bonemerang	Ground	Physical	50	90	10	Normal	—
23	Rage	Normal	Physical	20	100	20	Normal	○
27	False Swipe	Normal	Physical	40	100	40	Normal	○
31	Thrash	Normal	Physical	90	100	20	1 random	○
37	Fling	Dark	Physical	—	100	10	Normal	—
43	Bone Rush	Ground	Physical	25	80	10	Normal	—
49	Endeavor	Normal	Physical	—	100	5	Normal	○
53	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Safari Zone (Desert Area)

2 Level up Cubone to Lv. 28

Pokémon SoulSilver

1 Safari Zone (Desert Area)

2 Level up Cubone to Lv. 28

Johto Pokédex



No. 210

Kangaskhan

Parent Pokémon

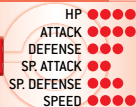
Normal



ABILITIES

- Early Bird
- Scrappy

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Comet Punch	Normal	Physical	18	85	15	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
7	Fake Out	Normal	Physical	40	100	10	Normal	—
10	Tail Whip	Normal	Status	—	100	30	All foes	—
13	Bite	Dark	Physical	60	100	25	Normal	○
19	Mega Punch	Normal	Physical	80	85	20	Normal	○
22	Rage	Normal	Physical	20	100	20	Normal	○
25	Dizzy Punch	Normal	Physical	70	100	10	Normal	○
31	Crunch	Dark	Physical	80	100	15	Normal	○
34	Endure	Normal	Status	—	—	10	Self	—
37	Outrage	Dragon	Physical	120	100	15	1 random	○
43	Double Hit	Normal	Physical	35	90	10	Normal	○
46	Sucker Punch	Dark	Physical	80	100	5	Normal	○
49	Reversal	Fighting	Physical	—	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Safari Zone (Wasteland Area)

2 Refreshing Field Pokéwalker Route

Pokémon SoulSilver

1 Safari Zone (Wasteland Area)

2 Refreshing Field Pokéwalker Route

208

CUBONE

209

MAROWAK

210

KANGASKHAN

Johto Pokédex

No. 211

Rhyhorn

Spikes Pokémon

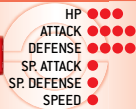
Ground Rock



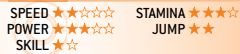
ABILITIES

- Lightningrod
- Rock Head

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Horn Attack	Normal	Physical	65	100	25	Normal	○
1	Tail Whip	Normal	Status	—	100	30	All foes	—
9	Stomp	Normal	Physical	65	100	20	Normal	○
13	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Scary Face	Normal	Status	—	90	10	Normal	—
25	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Take Down	Normal	Physical	90	85	20	Normal	○
37	Horn Drill	Normal	Physical	—	30	5	Normal	○
45	Stone Edge	Rock	Physical	100	80	5	Normal	—
49	Earthquake	Ground	Physical	100	100	10	Ally + all foes	—
57	Megahorn	Bug	Physical	120	85	10	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- 1 Victory Road
- 2 Safari Zone (Wasteland Area)

Pokémon SoulSilver

- 1 Victory Road
- 2 Safari Zone (Wasteland Area)

Johto Pokédex

No. 212

Rhydon

Drill Pokémon

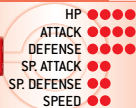
Ground Rock



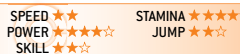
ABILITIES

- Lightningrod
- Rock Head

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Horn Attack	Normal	Physical	65	100	25	Normal	○
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Stomp	Normal	Physical	65	100	20	Normal	—
1	Fury Attack	Normal	Physical	15	85	20	Normal	○
9	Stomp	Normal	Physical	65	100	20	Normal	○
13	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Scary Face	Normal	Status	—	90	10	Normal	—
25	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Take Down	Normal	Physical	90	85	20	Normal	○
37	Horn Drill	Normal	Physical	—	30	5	Normal	○
42	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
45	Stone Edge	Rock	Physical	100	80	5	Normal	—
49	Earthquake	Ground	Physical	100	100	10	Ally + all foes	—
57	Megahorn	Bug	Physical	120	85	10	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- 1 Level up Rhyhorn to Lv. 42
- 2 —

Pokémon SoulSilver

- 1 Level up Rhyhorn to Lv. 42
- 2 —

Johto Pokédex

No. 213

Murkrow

Darkness Pokémon

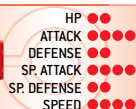
Dark Flying



ABILITIES

- Insomnia
- Super Luck

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Astonish	Ghost	Physical	30	100	15	Normal	○
5	Pursuit	Dark	Physical	40	100	20	Normal	○
11	Haze	Ice	Status	—	—	30	All	—
15	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Night Shade	Ghost	Special	—	100	15	Normal	—
25	Assurance	Dark	Physical	50	100	10	Normal	○
31	Taunt	Dark	Status	—	100	20	Normal	—
35	Faint Attack	Dark	Physical	60	—	20	Normal	○
41	Mean Look	Normal	Status	—	—	5	Normal	—
45	Sucker Punch	Dark	Physical	80	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
------	------	------	------	------	----	-------	----

How to Obtain

Pokémon HeartGold

- 1 Safari Zone (Swamp Area)
- 2 Suburban Area Pokéwalker Route

Pokémon SoulSilver

- 1 Safari Zone (Swamp Area)
- 2 Suburban Area Pokéwalker Route



211

RHYHORN



212

RHYDON



213

MURKROW

Johto Pokédex

No. 214

Houndour

Dark Pokémon

Dark

Fire



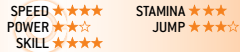
ABILITIES

- Early Bird
- Flash Fire

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	All foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
4	Howl	Normal	Status	—	—	40	Self	—
9	Smog	Poison	Special	20	70	20	Normal	—
14	Roar	Normal	Status	—	100	20	Normal	—
17	Bite	Dark	Physical	60	100	25	Normal	○
22	Odor Sleuth	Normal	Status	—	—	40	Normal	—
27	Beat Up	Dark	Physical	10	100	10	Normal	—
30	Fire Fang	Fire	Physical	65	95	15	Normal	○
35	Faint Attack	Dark	Physical	60	—	20	Normal	○
40	Embargo	Dark	Status	—	100	15	Normal	—
43	Flamethrower	Fire	Special	95	100	15	Normal	—
48	Crunch	Dark	Physical	80	100	15	Normal	○
53	Nasty Plot	Dark	Status	—	—	20	Self	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —

Johto Pokédex

No. 215

Houndoom

Dark Pokémon

Dark

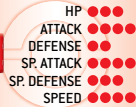
Fire



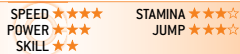
ABILITIES

- Early Bird
- Flash Fire

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	Howl	Normal	Status	—	—	40	Self	—
1	Smog	Poison	Special	20	70	20	Normal	—
4	Howl	Normal	Status	—	—	40	Self	—
9	Smog	Poison	Special	20	70	20	Normal	—
14	Roar	Normal	Status	—	100	20	Normal	—
17	Bite	Dark	Physical	60	100	25	Normal	○
22	Odor Sleuth	Normal	Status	—	—	40	Normal	—
28	Beat Up	Dark	Physical	10	100	10	Normal	—
32	Fire Fang	Fire	Physical	65	95	15	Normal	○
38	Faint Attack	Dark	Physical	60	—	20	Normal	○
44	Embargo	Dark	Status	—	100	15	Normal	—
48	Flamethrower	Fire	Special	95	100	15	Normal	—
54	Crunch	Dark	Physical	80	100	15	Normal	○
60	Nasty Plot	Dark	Status	—	—	20	Self	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 Level up Houndour to Lv. 24

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 Level up Houndour to Lv. 24

Johto Pokédex

No. 216

Slugma

Lava Pokémon

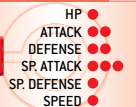
Fire



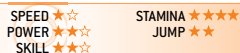
ABILITIES

- Magma Armor
- Flame Body

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Smog	Poison	Special	20	70	20	Normal	—
8	Ember	Fire	Special	40	100	25	Normal	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
16	Harden	Normal	Status	—	—	30	Self	—
23	Recover	Normal	Status	—	—	10	Self	—
26	AncientPower	Rock	Special	60	100	5	Normal	—
31	Amnesia	Psychic	Status	—	—	20	Self	—
38	Lava Plume	Fire	Special	80	100	15	All + all foes	—
41	Rock Slide	Rock	Physical	75	90	10	All foes	—
46	Body Slam	Normal	Physical	85	100	15	Normal	○
53	Flamethrower	Fire	Special	95	100	15	Normal	—
56	Earth Power	Ground	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —

214

HOUNDOUR

215

HOUNDOOM

216

SLUGMA

Johto Pokédex

No. 217

Magcargo

Lava Pokémon

Fire Rock



ABILITIES

- Chlorophyll
- Leaf Guard

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Smog	Poison	Special	20	70	20	Normal	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	Rock Throw	Rock	Physical	50	90	15	Normal	—
8	Ember	Fire	Special	40	100	25	Normal	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
16	Harden	Normal	Status	—	—	30	Self	—
23	Recover	Normal	Status	—	—	10	Self	—
26	AncientPower	Rock	Special	60	100	5	Normal	—
31	Amnesia	Psychic	Status	—	—	20	Self	—
40	Lava Plume	Fire	Special	80	100	15	All + all foes	—
45	Rock Slide	Rock	Physical	75	90	10	All foes	—
52	Body Slam	Normal	Physical	85	100	15	Normal	○
61	Flamethrower	Fire	Special	95	100	15	Normal	—
66	Earth Power	Ground	Special	90	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

- Trade from Pokémon Diamond, Pearl, or Platinum Version
- Level up Slugma to Lv. 38

Pokémon SoulSilver

- Trade from Pokémon Diamond, Pearl, or Platinum Version
- Level up Slugma to Lv. 38

Johto Pokédex

No. 218

Sneasel

Sharp Claw Pokémon

Dark Ice



ABILITIES

- Inner Focus
- Keen Eye

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Taunt	Dark	Status	—	100	20	Normal	—
8	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Screech	Normal	Status	—	85	40	Normal	—
14	Faint Attack	Dark	Physical	60	—	20	Normal	○
21	Fury Swipes	Normal	Physical	18	80	15	Normal	○
24	Agility	Psychic	Status	—	—	30	Self	—
28	Icy Wind	Ice	Special	55	95	15	All foes	—
35	Slash	Normal	Physical	70	100	20	Normal	○
38	Beat Up	Dark	Physical	10	100	10	Normal	○
42	Metal Claw	Steel	Physical	50	95	35	Normal	○
49	Ice Shard	Ice	Physical	40	100	30	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- Trade from Pokémon Diamond, Pearl, or Platinum Version
-

Pokémon SoulSilver

- Trade from Pokémon Diamond, Pearl, or Platinum Version
-

Johto Pokédex

No. 219

Misdreavus

Screech Pokémon

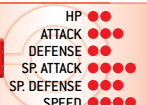
Ghost



ABILITY

- Levitate

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	All foes	—
1	Psywave	Psychic	Special	—	80	15	Normal	—
5	Spite	Ghost	Status	—	100	10	Normal	—
10	Astonish	Ghost	Physical	30	100	15	Normal	○
14	Confuse Ray	Ghost	Status	—	100	10	Normal	—
19	Mean Look	Normal	Status	—	—	5	Normal	—
23	Psybeam	Psychic	Special	65	100	20	Normal	—
28	Pain Split	Normal	Status	—	—	20	Normal	—
32	Payback	Dark	Physical	50	100	10	Normal	○
37	Shadow Ball	Ghost	Special	80	100	15	Normal	—
41	Perish Song	Normal	Status	—	—	5	All	—
46	Grudge	Ghost	Status	—	—	5	Self	—
50	Power Gem	Rock	Special	70	100	20	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- Cliff Cave
- Safari Zone (Forest Area)

Pokémon SoulSilver

- Cliff Cave
- Safari Zone (Forest Area)



217

MAGCARGO



218

SNEASEL



219

MISDREAVUS

Johto Pokédex



No. 220

Porygon

Virtual Pokémon

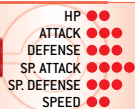
Normal



ABILITIES

- Trace
- Download

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Conversion 2	Normal	Status	—	—	30	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Conversion	Normal	Status	—	—	30	Self	—
1	Sharpen	Normal	Status	—	—	30	Self	—
7	Psybeam	Psychic	Special	65	100	20	Normal	—
12	Agility	Psychic	Status	—	—	30	Self	—
18	Recover	Normal	Status	—	—	10	Self	—
23	Magnet Rise	Electric	Status	—	—	10	Self	—
29	Signal Beam	Bug	Special	75	100	15	Normal	—
34	Recycle	Normal	Status	—	—	10	Self	—
40	Discharge	Electric	Special	80	100	15	Ally + all foes	—
45	Lock-On	Normal	Status	—	—	5	Normal	—
51	Tri Attack	Normal	Special	80	100	10	Normal	—
56	Magic Coat	Psychic	Status	—	—	15	Self	—
62	Zap Cannon	Electric	Special	120	50	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —

Johto Pokédex



No. 221

Porygon2

Virtual Pokémon

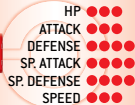
Normal



ABILITIES

- Trace
- Download

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Conversion 2	Normal	Status	—	—	30	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Conversion	Normal	Status	—	—	30	Self	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
7	Psybeam	Psychic	Special	65	100	20	Normal	—
12	Agility	Psychic	Status	—	—	30	Self	—
18	Recover	Normal	Status	—	—	10	Self	—
23	Magnet Rise	Electric	Status	—	—	10	Self	—
29	Signal Beam	Bug	Special	75	100	15	Normal	—
34	Recycle	Normal	Status	—	—	10	Self	—
40	Discharge	Electric	Special	80	100	15	Ally + all foes	—
45	Lock-On	Normal	Status	—	—	5	Normal	—
51	Tri Attack	Normal	Special	80	100	10	Normal	—
56	Magic Coat	Psychic	Status	—	—	15	Self	—
62	Zap Cannon	Electric	Special	120	50	5	Normal	—
67	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 Link trade Porygon while it holds the Up-Grade

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 Link trade Porygon while it holds the Up-Grade

Johto Pokédex



No. 222

Chansey

Egg Pokémon

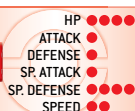
Normal



ABILITIES

- Natural Cure
- Serene Grace

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
5	Tail Whip	Normal	Status	—	100	30	All foes	—
9	Refresh	Normal	Status	—	—	20	Self	—
12	Softboiled	Normal	Status	—	—	10	Self	—
16	DoubleSlap	Normal	Physical	15	85	10	Normal	○
20	Minimize	Normal	Status	—	—	20	Self	—
23	Sing	Normal	Status	—	55	15	Normal	—
27	Fling	Dark	Physical	—	100	10	Normal	—
31	Defense Curl	Normal	Status	—	—	40	Self	—
34	Light Screen	Psychic	Status	—	—	30	All allies	—
38	Egg Bomb	Normal	Physical	100	75	10	Normal	—
42	Healing Wish	Psychic	Status	—	—	10	Self	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 Level up Happiny while it holds the Oval Stone between 4:00 A.M. - 8:00 P.M.

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 Level up Happiny while it holds the Oval Stone between 4:00 A.M. - 8:00 P.M.

220

PORYGON

221

PORYGON2

222

CHANSEY

Johto Pokédex

No. 223

Blissey

Happiness Pokémon

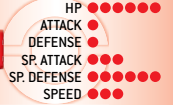
Normal



ABILITIES

- Natural Cure
- Serene Grace

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
5	Tail Whip	Normal	Status	—	100	30	All foes	—
9	Refresh	Normal	Status	—	—	20	Self	—
12	Softboiled	Normal	Status	—	—	10	Self	—
16	DoubleSlap	Normal	Physical	15	85	10	Normal	○
20	Minimize	Normal	Status	—	—	20	Self	—
23	Sing	Normal	Status	—	55	15	Normal	—
27	Fling	Dark	Physical	—	100	10	Normal	—
31	Defense Curl	Normal	Status	—	—	40	Self	—
34	Light Screen	Psychic	Status	—	—	30	All allies	—
38	Egg Bomb	Normal	Physical	100	75	10	Normal	—
42	Healing Wish	Psychic	Status	—	—	10	Self	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- Trade from Pokémon Diamond, Pearl, or Platinum Version
- Level up Chansey with high enough friendship

Pokémon SoulSilver

- Trade from Pokémon Diamond, Pearl, or Platinum Version
- Level up Chansey with high enough friendship

Johto Pokédex

No. 224

Lapras

Transport Pokémon

Water

Ice



ABILITIES

- Water Absorb
- Shell Armor

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
1	Growl	Normal	Status	—	100	40	All foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
4	Mist	Ice	Status	—	—	30	All allies	—
7	Confuse Ray	Ghost	Status	—	100	10	Normal	—
10	Ice Shard	Ice	Physical	40	100	30	Normal	—
14	Water Pulse	Water	Special	60	100	20	Normal	—
18	Body Slam	Normal	Physical	85	100	15	Normal	○
22	Rain Dance	Water	Status	—	—	5	All	—
27	Perish Song	Normal	Status	—	—	5	All	—
32	Ice Beam	Ice	Special	95	100	10	Normal	—
37	Brine	Water	Special	65	100	10	Normal	—
43	Safeguard	Normal	Status	—	—	25	All allies	—
49	Hydro Pump	Water	Special	120	80	5	Normal	—
55	Sheer Cold	Ice	Special	—	30	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- Safari Zone (Rocky Beach Area)
- Union Cave B2F (Friday)

Pokémon SoulSilver

- Safari Zone (Rocky Beach Area)
- Union Cave B2F (Friday)

Johto Pokédex

No. 225

Omanyte

Spiral Pokémon

Rock

Water



ABILITIES

- Swift Swim
- Shell Armor

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Withdraw	Water	Status	—	—	40	Self	—
7	Bite	Dark	Physical	60	100	25	Normal	—
10	Water Gun	Water	Special	40	100	25	Normal	—
16	Rollout	Rock	Physical	30	90	20	Normal	○
19	Leer	Normal	Status	—	100	30	All foes	—
25	Mud Shot	Ground	Special	55	95	15	Normal	—
28	Brine	Water	Special	65	100	10	Normal	—
34	Protect	Normal	Status	—	—	10	Self	—
37	AncientPower	Rock	Special	60	100	5	Normal	—
43	Tickle	Normal	Status	—	100	20	Normal	—
46	Rock Blast	Rock	Physical	25	80	10	Normal	—
52	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

- Trade from Pokémon Diamond, Pearl, or Platinum Version
-

Pokémon SoulSilver

- Trade from Pokémon Diamond, Pearl, or Platinum Version
-



223

BLISSEY



224

LAPRAS



225

OMYANTE

Johto Pokédex



No. 226

Omastar

Spiral Pokémon

Rock

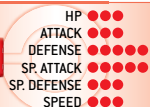
Water



ABILITIES

- Swift Swim
- Shell Armor

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Withdraw	Water	Status	—	—	40	Self	—
1	Bite	Dark	Physical	60	100	25	Normal	○
7	Bite	Dark	Physical	60	100	25	Normal	—
10	Water Gun	Water	Special	40	100	25	Normal	—
16	Rollout	Rock	Physical	30	90	20	Normal	○
19	Leer	Normal	Status	—	100	30	All foes	—
25	Mud Shot	Ground	Special	55	95	15	Normal	—
28	Brine	Water	Special	65	100	10	Normal	—
34	Protect	Normal	Status	—	—	10	Self	—
37	AncientPower	Rock	Special	60	100	5	Normal	—
40	Spike Cannon	Normal	Physical	20	100	15	Normal	—
48	Tickle	Normal	Status	—	100	20	Normal	—
56	Rock Blast	Rock	Physical	25	80	10	Normal	—
67	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold 1 Level up Omastar to Lv. 40 2 —

Pokémon SoulSilver 1 Level up Omastar to Lv. 40 2 —

Johto Pokédex



No. 227

Kabuto

Shellfish Pokémon

Rock

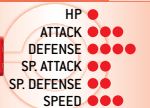
Water



ABILITIES

- Swift Swim
- Battle Armor

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
6	Absorb	Grass	Special	20	100	25	Normal	—
11	Leer	Normal	Status	—	100	30	All foes	—
16	Mud Shot	Ground	Special	55	95	15	Normal	—
21	Sand-Attack	Ground	Status	—	100	15	Normal	—
26	Endure	Normal	Status	—	—	10	Self	—
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
36	Mega Drain	Grass	Special	40	100	15	Normal	—
41	Metal Sound	Steel	Status	—	85	40	Normal	—
46	AncientPower	Rock	Special	60	100	5	Normal	—
51	Wring Out	Normal	Special	—	100	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold 1 Trade from Pokémon Diamond, Pearl, or Platinum Version 2 —

Pokémon SoulSilver 1 Trade from Pokémon Diamond, Pearl, or Platinum Version 2 —

Johto Pokédex



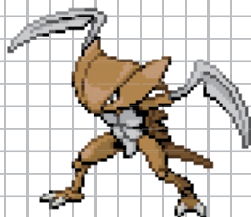
No. 228

Kabutops

Shellfish Pokémon

Rock

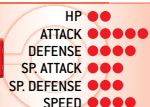
Water



ABILITIES

- Swift Swim
- Battle Armor

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Feint	Normal	Physical	50	100	10	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Leer	Normal	Status	—	100	30	All foes	—
6	Absorb	Grass	Special	20	100	25	Normal	—
11	Leer	Normal	Status	—	100	30	All foes	—
16	Mud Shot	Ground	Special	55	95	15	Normal	—
21	Sand-Attack	Ground	Status	—	100	15	Normal	—
26	Endure	Normal	Status	—	—	10	Self	—
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
36	Mega Drain	Grass	Special	40	100	15	Normal	—
40	Slash	Normal	Physical	70	100	20	Normal	○
45	Metal Sound	Steel	Status	—	85	40	Normal	—
54	AncientPower	Rock	Special	60	100	5	Normal	—
63	Wring Out	Normal	Special	—	100	5	Normal	○
72	Night Slash	Dark	Physical	70	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold 1 Level up Kabuto to Lv. 40 2 —

Pokémon SoulSilver 1 Level up Kabuto to Lv. 40 2 —

226

OMASTAR

227

KABUTO

228

KABUTOPS

Johto Pokédex

No. 229

Aerodactyl

Fossil Pokémon

Rock

Flying



ABILITIES

- Rock Head
- Pressure

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Wing Attack	Flying	Physical	60	100	35	Normal	○
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Scary Face	Normal	Status	—	90	10	Normal	—
9	Roar	Normal	Status	—	100	20	Normal	—
17	Agility	Psychic	Status	—	—	30	Self	—
25	AncientPower	Rock	Special	60	100	5	Normal	—
33	Crunch	Dark	Physical	80	100	15	Normal	○
41	Take Down	Normal	Physical	90	85	20	Normal	○
49	Iron Head	Steel	Physical	80	100	15	Normal	○
57	Hyper Beam	Normal	Special	150	90	5	Normal	—
65	Rock Slide	Rock	Physical	75	90	10	All foes	—
73	Giga Impact	Normal	Physical	150	90	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —

Johto Pokédex

No. 230

Snorlax

Sleeping Pokémon

Normal



ABILITIES

- Immunity
- Thick Fat

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Defense Curl	Normal	Status	—	—	40	Self	—
9	Amnesia	Psychic	Status	—	—	20	Self	—
12	Lick	Ghost	Physical	20	100	30	Normal	○
17	Belly Drum	Normal	Status	—	—	10	Self	—
20	Yawn	Normal	Status	—	—	10	Normal	—
25	Rest	Psychic	Status	—	—	10	Self	—
28	Snore	Normal	Special	40	100	15	Normal	—
28	Sleep Talk	Normal	Status	—	—	10	Varies	—
33	Body Slam	Normal	Physical	85	100	15	Normal	○
36	Block	Normal	Status	—	—	5	Normal	○
41	Rollout	Rock	Physical	30	90	20	Normal	○
44	Crunch	Dark	Physical	80	100	15	Normal	○
49	Giga Impact	Normal	Physical	150	90	5	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 Level up Munchlax with high enough friendship

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 Level up Munchlax with high enough friendship

Johto Pokédex

No. 231

Bulbasaur

Seed Pokémon

Grass

Poison



ABILITY

- Overgrow

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
3	Growl	Normal	Status	—	100	40	All foes	—
7	Leech Seed	Grass	Status	—	90	10	Normal	—
9	Vine Whip	Grass	Physical	35	100	15	Normal	○
13	Poison Powder	Poison	Status	—	75	35	Normal	—
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Razor Leaf	Grass	Physical	55	95	25	All foes	—
21	Sweet Scent	Normal	Status	—	100	20	All foes	—
25	Growth	Normal	Status	—	—	40	Self	—
27	Double-Edge	Normal	Physical	120	100	15	Normal	○
31	Worry Seed	Grass	Status	—	100	10	Normal	—
33	Synthesis	Grass	Status	—	—	5	Self	—
37	Seed Bomb	Grass	Physical	80	100	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —



221

AERODACTYL



230

SNORLAX



231

BULBASAU

Johto Pokédex

No. 232

Ivysaur

Seed Pokémon

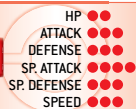
Grass Poison



ABILITY

Overgrow

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
3	Growl	Normal	Status	—	90	40	All foes	—
3	Leech Seed	Grass	Status	—	100	40	Normal	—
7	Leech Seed	Grass	Status	—	90	10	Normal	—
9	Vine Whip	Grass	Physical	35	100	15	Normal	○
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
20	Razor Leaf	Grass	Physical	55	95	25	All foes	—
23	Sweet Scent	Normal	Status	—	100	20	All foes	—
28	Growth	Normal	Status	—	—	40	Self	—
31	Double-Edge	Normal	Physical	120	100	15	Normal	○
36	Worry Seed	Grass	Status	—	100	10	Normal	—
39	Synthesis	Grass	Status	—	—	5	Self	—
44	SolarBeam	Grass	Special	120	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Level up Bulbasaur to Lv. 16 2 —

Pokémon SoulSilver 1 Level up Bulbasaur to Lv. 16 2 —

Johto Pokédex

No. 233

Venusaur

Seed Pokémon

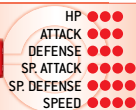
Grass Poison



ABILITY

Overgrow

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Leech Seed	Grass	Status	—	90	10	Normal	—
1	Vine Whip	Grass	Physical	35	100	15	Normal	○
3	Growl	Normal	Status	—	100	40	All foes	—
7	Leech Seed	Grass	Status	—	90	10	Normal	—
9	Vine Whip	Grass	Physical	35	100	15	Normal	○
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
20	Razor Leaf	Grass	Physical	55	95	25	All foes	—
23	Sweet Scent	Normal	Status	—	100	20	All foes	—
28	Growth	Normal	Status	—	—	40	Self	—
31	Double-Edge	Normal	Physical	120	100	15	Normal	○
32	Petal Dance	Grass	Special	90	100	20	1 random	○
39	Worry Seed	Grass	Status	—	100	10	Normal	—
45	Synthesis	Grass	Status	—	—	5	Self	—
53	SolarBeam	Grass	Special	120	100	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Frenzy Plant	Grass	Special	150	90	5	Normal	—

How to Obtain

Pokémon HeartGold 1 Level up Ivysaur to Lv. 32 2 —

Pokémon SoulSilver 1 Level up Ivysaur to Lv. 32 2 —

Johto Pokédex

No. 234

Charmander

Lizard Pokémon

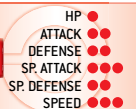
Fire



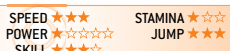
ABILITY

Blaze

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
16	Dragon Rage	Dragon	Special	—	100	10	Normal	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
25	Fire Fang	Fire	Physical	65	95	15	Normal	○
28	Slash	Normal	Physical	70	100	20	Normal	○
34	Flamethrower	Fire	Special	95	100	15	Normal	—
37	Fire Spin	Fire	Special	15	70	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Trade from Pokémon Diamond, Pearl, or Platinum Version 2 —

Pokémon SoulSilver 1 Trade from Pokémon Diamond, Pearl, or Platinum Version 2 —

232

IYVSAUR

233

VENUSAUR

234

CHARMANDER

Johto Pokédex

No. 235

Charmeleon

Flame Pokémon

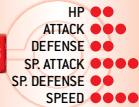
Fire



ABILITY

Blaze

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
17	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Scary Face	Normal	Status	—	90	10	Normal	—
28	Fire Fang	Fire	Physical	65	95	15	Normal	○
32	Slash	Normal	Physical	70	100	20	Normal	○
39	Flamethrower	Fire	Special	95	100	15	Normal	○
43	Fire Spin	Fire	Special	15	70	15	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Level up Charmander to Lv. 16 2 —

Pokémon SoulSilver 1 Level up Charmander to Lv. 16 2 —

Johto Pokédex

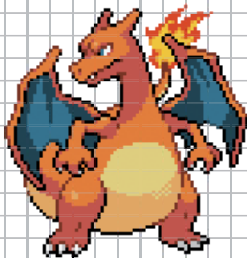
No. 236

Charizard

Flame Pokémon

Fire

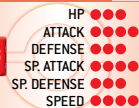
Flying



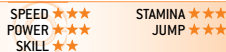
ABILITY

Blaze

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
1	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
1	Air Slash	Flying	Special	75	95	20	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	All foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
17	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Scary Face	Normal	Status	—	90	10	Normal	—
28	Fire Fang	Fire	Physical	65	95	15	Normal	○
32	Slash	Normal	Physical	70	100	20	Normal	○
36	Wing Attack	Flying	Physical	60	100	35	Normal	○
42	Flamethrower	Fire	Special	95	100	15	Normal	○
49	Fire Spin	Fire	Special	15	70	15	Normal	—
59	Heat Wave	Fire	Special	100	90	10	All foes	○
66	Flare Blitz	Fire	Physical	120	100	15	Normal	○

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Blast Burn	Fire	Special	150	90	5	Normal	—

How to Obtain

Pokémon HeartGold 1 Level up Charmeleon to Lv. 36 2 —

Pokémon SoulSilver 1 Level up Charmeleon to Lv. 36 2 —

Johto Pokédex

No. 237

Squirtle

Tiny Turtle Pokémon

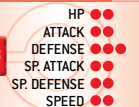
Water



ABILITY

Torrent

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Tail Whip	Normal	Status	—	100	30	All foes	—
7	Bubble	Water	Special	20	100	30	All foes	—
10	Withdraw	Water	Status	—	—	40	Self	—
13	Water Gun	Water	Special	40	100	25	Normal	—
16	Bite	Dark	Physical	60	100	25	Normal	○
19	Rapid Spin	Normal	Physical	20	100	40	Normal	○
22	Protect	Normal	Status	—	—	10	Self	—
25	Water Pulse	Water	Special	60	100	20	Normal	○
28	Aqua Tail	Water	Physical	90	90	10	Normal	○
31	Skull Bash	Normal	Physical	100	100	15	Normal	○
34	Iron Defense	Steel	Status	—	—	15	Self	—
37	Rain Dance	Water	Status	—	—	5	All	—
40	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Trade from Pokémon Diamond, Pearl, or Platinum Version 2 —

Pokémon SoulSilver 1 Trade from Pokémon Diamond, Pearl, or Platinum Version 2 —



235

CHARMELEON



236

CHARAZARD



237

SQUIRTLE

Johto Pokédex

No. 238

Wartortle

Turtle Pokémon

Water



ABILITY

● **Torrent**

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Bubble	Water	Special	20	100	30	All foes	—
4	Tail Whip	Normal	Status	—	100	30	All foes	—
7	Bubble	Water	Special	20	100	30	All foes	—
10	Withdraw	Water	Status	—	—	40	Self	—
13	Water Gun	Water	Special	40	100	25	Normal	—
16	Bite	Dark	Physical	60	100	25	Normal	○
20	Rapid Spin	Normal	Physical	20	100	40	Normal	○
24	Protect	Normal	Status	—	—	10	Self	—
28	Water Pulse	Water	Special	60	100	20	Normal	—
32	Aqua Tail	Water	Physical	90	90	10	Normal	○
36	Skull Bash	Normal	Physical	100	100	15	Normal	○
40	Iron Defense	Steel	Status	—	—	15	Self	—
44	Rain Dance	Water	Status	—	—	5	All	—
48	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Level up Squirtle to Lv. 16

Pokémon SoulSilver 1 Level up Squirtle to Lv. 16

Johto Pokédex

No. 239

Blastoise

Shellfish Pokémon

Water



ABILITY

● **Torrent**

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Flash Cannon	Steel	Special	80	100	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	All foes	—
1	Bubble	Water	Special	20	100	30	All foes	—
1	Withdraw	Water	Status	—	—	40	Self	—
4	Tail Whip	Normal	Status	—	100	30	All foes	—
7	Bubble	Water	Special	20	100	30	All foes	—
10	Withdraw	Water	Status	—	—	40	Self	—
13	Water Gun	Water	Special	40	100	25	Normal	—
16	Bite	Dark	Physical	60	100	25	Normal	○
20	Rapid Spin	Normal	Physical	20	100	40	Normal	○
24	Protect	Normal	Status	—	—	10	Self	—
28	Water Pulse	Water	Special	60	100	20	Normal	—
32	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Skull Bash	Normal	Physical	100	100	15	Normal	○
46	Iron Defense	Steel	Status	—	—	15	Self	—
53	Rain Dance	Water	Status	—	—	5	All	—
60	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Hydro Cannon	Water	Special	150	90	5	Normal	○

How to Obtain

Pokémon HeartGold 1 Level up Wartortle to Lv. 36

Pokémon SoulSilver 1 Level up Wartortle to Lv. 36

Johto Pokédex

No. 240

Articuno

Freeze Pokémon

Ice

Flying



ABILITY

● **Pressure**

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Gust	Flying	Special	40	100	35	Normal	—
1	Powder Snow	Ice	Special	40	100	25	All foes	—
8	Mist	Ice	Status	—	—	30	All allies	—
15	Ice Shard	Ice	Physical	40	100	30	Normal	—
22	Mind Reader	Normal	Status	—	—	5	Normal	—
29	AncientPower	Rock	Special	60	100	5	Normal	—
36	Agility	Psychic	Status	—	—	30	Self	—
43	Ice Beam	Ice	Special	95	100	10	Normal	—
50	Reflect	Psychic	Status	—	—	20	All allies	—
57	Roost	Flying	Status	—	—	10	Self	—
64	Tailwind	Flying	Status	—	—	30	All allies	—
71	Blizzard	Ice	Special	120	70	5	All foes	—
78	Sheer Cold	Ice	Special	—	30	5	Normal	—
85	Hail	Ice	Status	—	—	10	All	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
------	------	------	------	------	----	-------	----

How to Obtain

Pokémon HeartGold 1 Trade from Pokémon Diamond, Pearl, or Platinum Version

Pokémon SoulSilver 1 Trade from Pokémon Diamond, Pearl, or Platinum Version

JOHTO POKÉDEX

238

WARTORTLE

239

BLASTOISE

240

ARTICUNO

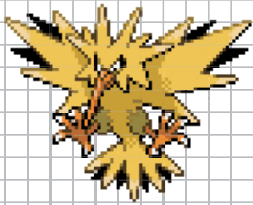
Johto Pokédex

No. 241

Zapdos

Electric Pokémon

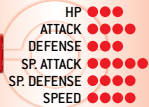
Electric Flying



ABILITY

Pressure

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	ThunderShock	Electric	Special	40	100	30	Normal	—
8	Thunder Wave	Electric	Status	—	100	20	Normal	—
15	Detect	Fighting	Status	—	—	5	Self	—
22	Pluck	Flying	Physical	60	100	20	Normal	○
29	AncientPower	Rock	Special	60	100	5	Normal	—
36	Charge	Electric	Status	—	—	20	Self	—
43	Agility	Psychic	Status	—	—	30	Self	—
50	Discharge	Electric	Special	80	100	15	Ally + all foes	—
57	Roost	Flying	Status	—	—	10	Self	—
64	Light Screen	Psychic	Status	—	—	30	All allies	—
71	Drill Peck	Flying	Physical	80	100	20	Normal	○
78	Thunder	Electric	Special	120	70	10	Normal	—
85	Rain Dance	Water	Status	—	—	5	All	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2

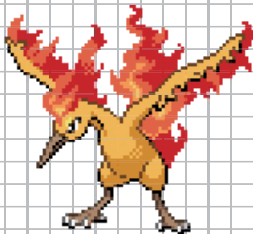
Johto Pokédex

No. 242

Moltres

Flame Pokémon

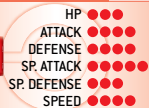
Fire Flying



ABILITY

Pressure

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wing Attack	Flying	Physical	60	100	35	Normal	○
1	Ember	Fire	Special	40	100	25	Normal	—
8	Fire Spin	Fire	Special	15	70	15	Normal	—
15	Agility	Psychic	Status	—	—	30	Self	—
22	Endure	Normal	Status	—	—	10	Self	—
29	AncientPower	Rock	Special	60	100	5	Normal	—
36	Flamethrower	Fire	Special	95	100	15	Normal	—
43	Safeguard	Normal	Status	—	—	25	All allies	—
50	Air Slash	Flying	Special	75	95	20	Normal	—
57	Roost	Flying	Status	—	—	10	Self	—
64	Heat Wave	Fire	Special	100	90	10	All foes	—
71	SolarBeam	Grass	Special	120	100	10	Normal	—
78	Sky Attack	Flying	Physical	140	90	5	Normal	—
85	Sunny Day	Fire	Status	—	—	5	All	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2

Johto Pokédex

No. 243

Raikou

Thunder Pokémon

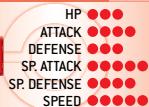
Electric



ABILITY

Pressure

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
8	ThunderShock	Electric	Special	40	100	30	Normal	—
15	Roar	Normal	Status	—	100	20	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Spark	Electric	Physical	65	100	20	Normal	○
36	Reflect	Psychic	Status	—	—	20	All allies	—
43	Crunch	Dark	Physical	80	100	15	Normal	○
50	Thunder Fang	Electric	Physical	65	95	15	Normal	○
57	Discharge	Electric	Special	80	100	15	Ally + all foes	—
64	Extrasensory	Psychic	Special	80	100	30	Normal	—
71	Rain Dance	Water	Status	—	—	5	All	—
78	Calm Mind	Psychic	Status	—	—	20	Self	—
85	Thunder	Electric	Special	120	70	10	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 After the encounter at the Burned Tower in Ecruteak City, track its route through the Johto region

2

Pokémon SoulSilver

1 After the encounter at the Burned Tower in Ecruteak City, track its route through the Johto region

2



241

ZAPDOS



242

MOLTRES



243

RAIKOU

Johto Pokédex

No. 244

Entei

Volcano Pokémon

Fire



ABILITY

Pressure

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
8	Ember	Fire	Special	40	100	25	Normal	—
15	Roar	Normal	Status	—	100	20	Normal	—
22	Fire Spin	Fire	Special	15	70	15	Normal	—
29	Stomp	Normal	Physical	65	100	20	Normal	○
36	Flamethrower	Fire	Special	95	100	15	Normal	—
43	Swagger	Normal	Status	—	90	15	Normal	—
50	Fire Fang	Fire	Physical	65	95	15	Normal	○
57	Lava Plume	Fire	Special	80	100	15	Ally + all foes	—
64	Extrasensory	Psychic	Special	80	100	30	Normal	—
71	Fire Blast	Fire	Special	120	85	5	Normal	—
78	Calm Mind	Psychic	Status	—	—	20	Self	—
85	Eruption	Fire	Special	150	100	5	All foes	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 After the encounter at the Burned Tower in Ecruteak City, track its route through the Johto region

2 —

Pokémon SoulSilver

1 After the encounter at the Burned Tower in Ecruteak City, track its route through the Johto region

2 —

Johto Pokédex

No. 245

Suicune

Aurora Pokémon

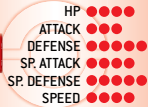
Water



ABILITY

Pressure

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
8	BubbleBeam	Water	Special	65	100	20	Normal	—
15	Rain Dance	Water	Status	—	—	5	All	—
22	Gust	Flying	Special	40	100	35	Normal	—
29	Aurora Beam	Ice	Special	65	100	20	Normal	—
36	Mist	Ice	Status	—	—	30	All allies	—
43	Mirror Coat	Psychic	Special	—	100	20	Self	—
50	Ice Fang	Ice	Physical	65	95	15	Normal	○
57	Tailwind	Flying	Status	—	—	30	All allies	—
64	Extrasensory	Psychic	Special	80	100	30	Normal	—
71	Hydro Pump	Water	Special	120	80	5	Normal	—
78	Calm Mind	Psychic	Status	—	—	20	Self	—
85	Blizzard	Ice	Special	120	70	5	All foes	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —

Johto Pokédex

No. 246

Dratini

Dragon Pokémon

Dragon



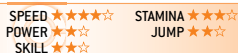
ABILITY

Shed Skin

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
5	Thunder Wave	Electric	Status	—	100	20	Normal	—
11	Twister	Dragon	Special	40	100	20	All foes	—
15	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Slam	Normal	Physical	80	75	20	Normal	○
25	Agility	Psychic	Status	—	—	30	Self	—
31	Aqua Tail	Water	Physical	90	90	10	Normal	○
35	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
41	Safeguard	Normal	Status	—	—	25	All allies	—
45	Dragon Dance	Dragon	Status	—	—	20	Self	—
51	Outrage	Dragon	Physical	120	100	15	1 random	○
55	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

How to Obtain

Pokémon HeartGold

1 Dragon's Den (water surface)

2 Blue Lake Pokéwalker Route

Pokémon SoulSilver

1 Dragon's Den (water surface)

2 Blue Lake Pokéwalker Route

244

ENTEI

245

SUICUNE

246

DRATINI

Johto Pokédex

No. 247

Dragonair

Dragon Pokémon

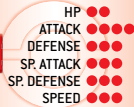
Dragon



ABILITY

Shed Skin

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
1	Twister	Dragon	Special	40	100	20	All foes	—
5	Thunder Wave	Electric	Status	—	100	20	Normal	—
11	Twister	Dragon	Special	40	100	20	All foes	—
15	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Slam	Normal	Physical	80	75	20	Normal	○
25	Agility	Psychic	Status	—	—	30	Self	—
33	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
47	Safeguard	Normal	Status	—	—	25	All allies	—
53	Dragon Dance	Dragon	Status	—	—	20	Self	—
61	Outrage	Dragon	Physical	120	100	15	1 random	○
67	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—



Pokémon HeartGold 1 Level up Dratini to Lv. 30 2 —

Pokémon SoulSilver 1 Level up Dratini to Lv. 30 2 —

Johto Pokédex

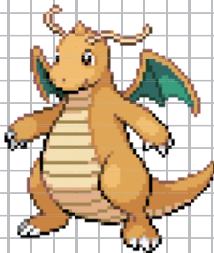
No. 248

Dragonite

Dragon Pokémon

Dragon

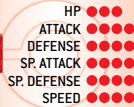
Flying



ABILITY

Inner Focus

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	ThunderPunch	Electric	Physical	75	100	15	Normal	○
1	Roost	Flying	Status	—	—	10	Self	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
1	Twister	Dragon	Special	40	100	20	All foes	—
5	Thunder Wave	Electric	Status	—	100	20	Normal	—
11	Twister	Dragon	Special	40	100	20	All foes	—
15	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Slam	Normal	Physical	80	75	20	Normal	○
25	Agility	Psychic	Status	—	—	30	Self	—
33	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
47	Safeguard	Normal	Status	—	—	25	All allies	—
53	Dragon Dance	Dragon	Status	—	—	20	Self	—
55	Wing Attack	Flying	Physical	60	100	35	Normal	○
64	Outrage	Dragon	Physical	120	100	15	1 random	○
73	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—



Pokémon HeartGold 1 Level up Dragonair to Lv. 55 2 —

Pokémon SoulSilver 1 Level up Dragonair to Lv. 55 2 —

Johto Pokédex

No. 249

Larvitar

Rock Skin Pokémon

Rock

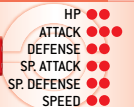
Ground



ABILITY

Guts

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
5	Sandstorm	Rock	Status	—	—	10	All	—
10	Screach	Normal	Status	—	85	40	Normal	—
14	Rock Slide	Rock	Physical	75	90	10	All foes	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
23	Thrash	Normal	Physical	90	100	20	1 random	○
28	Dark Pulse	Dark	Special	80	100	15	Normal	○
32	Payback	Dark	Physical	50	100	10	Normal	○
37	Crunch	Dark	Physical	80	100	15	Normal	○
41	Earthquake	Ground	Physical	100	100	10	All + all foes	—
46	Stone Edge	Rock	Physical	100	80	5	Normal	—
50	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold 1 Safari Zone (Mountain Area) 2 —

Pokémon SoulSilver 1 Safari Zone (Mountain Area) 2 —



247

DRAGONAIR



248

DRAGONITE



249

LARVITAR

Johto Pokédex

No. 250

Pupitar

Hard Shell Pokémon

Rock

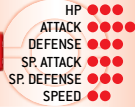
Ground



ABILITY

Shed Skin

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Sandstorm	Rock	Status	—	—	10	All	—
1	Screech	Normal	Status	—	85	40	Normal	—
5	Sandstorm	Rock	Status	—	—	10	All	—
10	Screech	Normal	Status	—	85	40	Normal	—
14	Rock Slide	Rock	Physical	75	90	10	All foes	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
23	Thrash	Normal	Physical	90	100	20	1 random	○
28	Dark Pulse	Dark	Special	80	100	15	Normal	—
34	Payback	Dark	Physical	50	100	10	Normal	○
41	Crunch	Dark	Physical	80	100	15	Normal	○
47	Earthquake	Ground	Physical	100	100	10	Ally + all foes	—
54	Stone Edge	Rock	Physical	100	80	5	Normal	—
60	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Level up Larvitar to Lv. 30 2 —

Pokémon SoulSilver 1 Level up Larvitar to Lv. 30 2 —

Johto Pokédex

No. 251

Tyranitar

Armor Pokémon

Rock

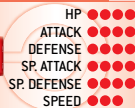
Dark



ABILITY

Sand Stream

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	All foes	—
1	Sandstorm	Rock	Status	—	—	10	All	—
1	Screech	Normal	Status	—	85	40	Normal	—
5	Sandstorm	Rock	Status	—	—	10	All	—
10	Screech	Normal	Status	—	85	40	Normal	—
14	Rock Slide	Rock	Physical	75	90	10	All foes	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
23	Thrash	Normal	Physical	90	100	20	1 random	○
28	Dark Pulse	Dark	Special	80	100	15	Normal	—
34	Payback	Dark	Physical	50	100	10	Normal	○
41	Crunch	Dark	Physical	80	100	15	Normal	○
47	Earthquake	Ground	Physical	100	100	10	Ally + all foes	—
54	Stone Edge	Rock	Physical	100	80	5	Normal	—
70	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 Level up Pupitar to Lv. 55 2 —

Pokémon SoulSilver 1 Level up Pupitar to Lv. 55 2 —

Johto Pokédex

No. 252

Lugia

Diving Pokémon

Psychic

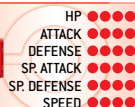
Flying



ABILITY

Pressure

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Whirlwind	Normal	Status	—	100	20	Normal	—
1	Weather Ball	Normal	Special	50	100	10	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
15	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
23	Extrasensory	Psychic	Special	80	100	30	Normal	—
29	Rain Dance	Water	Status	—	—	5	All	—
37	Hydro Pump	Water	Special	120	80	5	Normal	—
43	Aeroblast	Flying	Special	100	95	5	Normal	—
50	Punishment	Dark	Physical	—	100	5	Normal	○
57	AncientPower	Rock	Special	60	100	5	Normal	—
65	Safeguard	Normal	Status	—	—	25	All allies	—
71	Recover	Normal	Status	—	—	10	Self	—
79	Future Sight	Psychic	Special	80	90	15	Normal	—
85	Natural Gift	Normal	Physical	—	100	15	Normal	—
93	Calm Mind	Psychic	Status	—	—	20	Self	—
99	Sky Attack	Flying	Physical	140	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold 1 — 2 —

Pokémon SoulSilver 1 Encounter at the Whirl Islands 2 —

250

PUPITAR

251

TYRANITAR

252

LUGIA

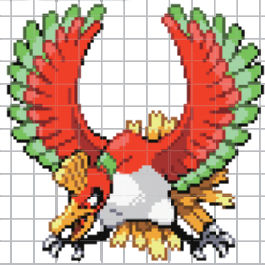
Johto Pokédex

No. 253

Ho-Oh

Rainbow Pokémon

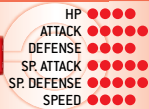
Fire Flying



ABILITY

Pressure

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Whirlwind	Normal	Status	—	100	20	Normal	—
1	Weather Ball	Normal	Special	50	100	10	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
15	Brave Bird	Physical	Physical	120	100	15	Normal	○
23	Extrasensory	Psychic	Special	80	100	30	Normal	—
29	Sunny Day	Fire	Status	—	—	5	All	—
37	Fire Blast	Fire	Special	120	85	5	Normal	—
43	Sacred Fire	Fire	Physical	100	95	5	Normal	—
50	Punishment	Dark	Physical	—	100	5	Normal	○
57	AncientPower	Rock	Special	60	100	5	Normal	—
65	Safeguard	Normal	Status	—	—	25	All allies	—
71	Recover	Normal	Status	—	—	10	Self	—
79	Future Sight	Psychic	Special	80	90	15	Normal	—
85	Natural Gift	Normal	Physical	—	100	15	Normal	—
93	Calm Mind	Psychic	Status	—	—	20	Self	—
99	Sky Attack	Flying	Physical	140	90	5	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Encounter at the Bell Tower

2 —

Pokémon SoulSilver

1 —

2 —

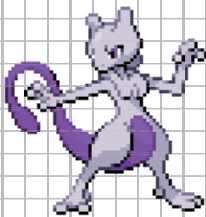
Johto Pokédex

No. 254

Mewtwo

Genetic Pokémon

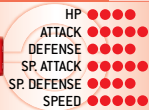
Psychic



ABILITY

Pressure

STATS



PERFORMANCE



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
8	Barrier	Psychic	Status	—	—	30	Self	—
15	Swift	Normal	Special	60	—	20	All foes	—
22	Future Sight	Psychic	Special	80	90	15	Normal	—
29	Psych Up	Normal	Status	—	—	10	Normal	—
36	Miracle Eye	Psychic	Status	—	—	40	Normal	—
43	Mist	Ice	Status	—	—	30	All allies	—
50	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
57	Amnesia	Psychic	Status	—	—	20	Self	—
64	Power Swap	Psychic	Status	—	—	10	Normal	—
64	Guard Swap	Psychic	Status	—	—	10	Normal	—
71	Psychic	Psychic	Special	90	100	10	Normal	—
79	Me First	Normal	Status	—	—	20	Varies	—
86	Recover	Normal	Status	—	—	10	Self	—
93	Safeguard	Normal	Status	—	—	25	All allies	—
100	Aura Sphere	Fighting	Special	90	—	20	Normal	—

MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

How to Obtain

Pokémon HeartGold

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —

Pokémon SoulSilver

1 Trade from Pokémon Diamond, Pearl, or Platinum Version

2 —



253

HO-OH



254

MEWTWO

Johto Pokédex



No. 255

Mew

New Species Pokémon

Psychic



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Transform	Normal	Status	—	—	10	Normal	—
10	Mega Punch	Normal	Physical	80	85	20	Normal	○
20	Metronome	Normal	Status	—	—	10	Varies	—
30	Psychic	Psychic	Special	90	100	10	Normal	—
40	Barrier	Psychic	Status	—	—	30	Self	—
50	AncientPower	Rock	Special	60	100	5	Normal	—
60	Amnesia	Psychic	Status	—	—	20	Self	—
70	Me First	Normal	Status	—	—	20	Varies	—
80	Baton Pass	Normal	Status	—	—	40	Self	—
90	Nasty Plot	Dark	Status	—	—	20	Self	—
100	Aura Sphere	Fighting	Special	90	—	20	Normal	—

ABILITY

Synchronize

STATS



PERFORMANCE



MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○



Pokémon HeartGold 1 Trade from Pokémon Diamond, Pearl, or Platinum Version* 2 —

Pokémon SoulSilver 1 Trade from Pokémon Diamond, Pearl, or Platinum Version* 2 —

*Not available through regular gameplay. Receive from Hayley when certain conditions are met in My Pokémon Ranch for the Nintendo Wii, then transfer to Pokémon Diamond, Pearl, or Platinum Version. Check Pokémon.com for more information on how to catch this Pokémon.

*My Pokémon Ranch for the Nintendo Wii is only compatible with Pokémon Diamond or Pearl Version.

Johto Pokédex



No. 256

Celebi

Time Travel Pokémon

Psychic



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leech Seed	Grass	Status	—	90	10	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Recover	Normal	Status	—	—	10	Self	—
1	Heal Bell	Normal	Status	—	—	5	All allies	—
10	Safeguard	Normal	Status	—	—	25	All allies	—
19	Magical Leaf	Grass	Special	60	—	20	Normal	—
28	AncientPower	Rock	Special	60	100	5	Normal	—
37	Baton Pass	Normal	Status	—	—	40	Self	—
46	Natural Gift	Normal	Physical	—	100	15	Normal	—
55	Heal Block	Psychic	Status	—	100	15	All foes	—
64	Future Sight	Psychic	Special	80	90	15	Normal	—
73	Healing Wish	Psychic	Status	—	—	10	Self	—
82	Leaf Storm	Grass	Special	140	90	5	Normal	—
91	Perish Song	Normal	Status	—	—	5	All	—

ABILITY

Natural Cure

STATS



PERFORMANCE



MOVES TAUGHT BY PEOPLE

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
------	------	------	------	------	----	-------	----



Pokémon HeartGold 1 Trade from Pokémon Diamond, Pearl, or Platinum Version* 2 —

Pokémon SoulSilver 1 Trade from Pokémon Diamond, Pearl, or Platinum Version* 2 —

*Transfer into Pal Park from the GBA-series Pokémon games. Only available through distribution at special events and not through regular gameplay. Check Pokémon.com for more information on how to catch this Pokémon.

255

MEW

256

CELEBI



Adventure Data



Pokémon Moves



A

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Absorb	Grass	Special	20	100	25	Regular	—	Restores HP equal to half of damage inflicted on the target.
Acid	Poison	Special	40	100	30	2 foes	—	There is a 10% chance of lowering the target's Sp. Defense by 1. The attack power decreases in Double Battles.
Acid Armor	Poison	Status	—	—	40	Self	—	Raises user's Defense by 2.
Acupressure	Normal	Status	—	—	30	1 ally	—	Raises a random stat by 2.
Aerial Ace	Flying	Physical	60	—	20	Regular	○	Always strikes the target.
Aeroblast	Flying	Special	100	95	5	Regular	—	High critical-hit rate.
Agility	Psychic	Status	—	—	30	Self	—	Raises user's Speed by 2.
Air Cutter	Flying	Special	55	95	25	2 foes	—	High critical-hit rate. The attack is weaker in Double Battles.
Air Slash	Flying	Special	75	95	20	Regular	—	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Amnesia	Psychic	Status	—	—	20	Self	—	Raises user's Sp. Defense by 2.
AncientPower	Rock	Special	60	100	5	Regular	—	Has a 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense, and Speed by 1.
Aqua Jet	Water	Physical	40	100	20	Regular	○	Move always attacks first (if both opponents use this move, the one with the higher Speed goes first).
Aqua Ring	Water	Status	—	—	20	Self	—	Gradually restores HP with every turn.
Aqua Tail	Water	Physical	90	90	10	Regular	○	Regular attack.
Arm Thrust	Fighting	Physical	15	100	20	Regular	○	Attacks 2–5 times in a row in a single turn.
Aromatherapy	Grass	Status	—	—	5	All allies	—	Heals status ailments of all ally Pokémon in your party.
Assist	Normal	Status	—	—	20	Depends	—	Uses a random move from one of the non-participating Pokémon in your party.
Assurance	Dark	Physical	50	100	10	Regular	○	Does twice the damage if the target has already taken damage that turn.
Astonish	Ghost	Physical	30	100	15	Regular	○	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Attack Order	Bug	Physical	90	100	15	Regular	—	High critical hit rate.
Attract	Normal	Status	—	100	15	Regular	—	This move has a 50% chance of making the target unable to attack. Only works if the user and target are different genders.
Aura Sphere	Fighting	Special	90	—	20	Regular	—	Always strikes the target.
Aurora Beam	Ice	Special	65	100	20	Regular	—	This move has a 10% chance of lowering the target's Attack by 1.
Avalanche	Ice	Physical	60	100	10	Regular	○	This move deals double the damage if the user has already received damage from the target that turn.

B

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Barrage	Normal	Physical	15	85	20	Regular	—	Attacks 2–5 times in a row in a single turn.
Barrier	Psychic	Status	—	—	30	Self	—	Raises user's Defense by 2.
Baton Pass	Normal	Status	—	—	40	Self	—	Swaps out with an ally Pokémon, passing along any stat changes.
Beat Up	Dark	Physical	10	100	10	Regular	—	Attacks according to the number of Pokémon in your party, including the user, but not Pokémon that have fainted.
Belly Drum	Normal	Status	—	—	10	Self	—	Halves the user's HP, but raises its Attack to the maximum.
Bide	Normal	Physical	—	—	10	Self	○	Counter-inflicts twice the damage received in the next 2 turns.
Bind	Normal	Physical	15	75	20	Regular	○	Inflicts damage over 2–5 turns. Target cannot escape during that time.
Bite	Dark	Physical	60	100	25	Regular	○	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Blast Burn	Fire	Special	150	90	5	Regular	—	Cannot move on the next turn. If the target is afflicted with the Frozen condition, this move melts the ice.
Blaze Kick	Fire	Physical	85	90	10	Regular	○	This move has a 10% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice.
Blizzard	Ice	Special	120	70	5	2 foes	—	This move has a 10% chance of inflicting the Frozen condition on the target. The attack power decreases in Double Battles.
Block	Normal	Status	—	—	5	Regular	—	This move prevents the target from escaping. If used in a Trainer battle, the Trainer cannot switch Pokémon.
Body Slam	Normal	Physical	85	100	15	Regular	○	This move has a 30% chance of inflicting the Paralysis condition on the target.
Bone Club	Ground	Physical	65	85	20	Regular	—	This move has a 10% chance of making the target flinch (target cannot use moves for that turn).
Bone Rush	Ground	Physical	25	80	10	Regular	—	Attacks 2–5 times in a row in a single turn.
Bonemerang	Ground	Physical	50	90	10	Regular	—	Attacks twice in a row in a single turn.
Bounce	Flying	Physical	85	85	5	Regular	○	Flies into the air on first turn, then attacks on the second. This move has a 30% chance of inflicting the Paralysis condition on the target.
Brave Bird	Flying	Physical	120	100	15	Regular	○	User takes 1/3 of the damage inflicted on the target.
Brick Break	Fighting	Physical	75	100	15	Regular	○	This move breaks through Reflect and Light Screen.
Brine	Water	Special	65	100	10	Regular	—	This move delivers twice the damage if the target has less than half its maximum HP.
Bubble	Water	Special	20	100	30	2 foes	—	This move has a 10% chance of lowering the target's Speed. The attack is weaker in Double Battles.
BubbleBeam	Water	Special	65	100	20	Regular	—	This move has a 10% chance of lowering the target's Speed by 1.
Bug Bite	Bug	Physical	60	100	20	Regular	○	Eats and uses the effects of opponent's Berry in battle.
Bug Buzz	Bug	Special	90	100	10	Regular	—	This move has a 10% chance of lowering the target's Sp. Defense by 1.
Bulk Up	Fighting	Status	—	—	20	Self	—	Raises the user's Attack and Defense by 1.
Bullet Punch	Steel	Physical	40	100	30	Regular	○	This move always attacks first. (If both opponents use this move, the one with the higher Speed goes first.)
BulletSeed	Grass	Physical	10	100	30	Regular	—	Attacks 2–5 times in a single turn.

C

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Calm Mind	Psychic	Status	—	—	20	Self	—	Raises the user's Sp. Attack and Sp. Defense by 1.
Camouflage	Normal	Status	—	—	20	Self	—	Changes user's type in accordance with the terrain. Tall grass/water puddle: Grass type. Sandy ground/marsh: Ground type. Rocky ground/cave: Rock type. Water surface: Water type. Snowy/icy ground: Ice type. Floor: Normal Type.
Captivate	Normal	Status	—	100	20	2 foes	—	Lowers Sp. Attack by 2. Only works if the user and target are opposite genders.
Charge	Electric	Status	—	—	20	Self	—	Doubles attack power of an Electric-type move used on following turn. Raises user's Sp. Defense by 1.
Charge Beam	Electric	Special	50	90	10	Regular	—	This move has a 70% chance of raising the user's Sp. Attack by 1.
Charm	Normal	Status	—	100	20	Regular	—	Lowers the target's Attack by 2.
Chatter	Flying	Special	60	100	20	Regular	—	May Confuse the target—likelihood depends on the volume of the sound you recorded [Chat only].
Clamp	Water	Physical	35	75	10	Regular	○	Inflicts damage for 2–5 turns. Target cannot escape during that time.
Close Combat	Fighting	Physical	120	100	5	Regular	○	Lowers user's Defense and Sp. Defense by 1.
Comet Punch	Normal	Physical	18	85	15	Regular	○	Attacks 2–5 times in a single turn.
Confuse Ray	Ghost	Status	—	100	10	Regular	—	Inflicts the Confused condition on the target.
Confusion	Psychic	Special	50	100	25	Regular	—	This move has a 10% chance of inflicting the Confused condition on the target.
Constrict	Normal	Physical	10	100	35	Regular	○	This move has a 10% chance of lowering the target's Speed by 1.
Conversion	Normal	Status	—	—	30	Self	—	Changes user's type to that of one of its moves.
Conversion 2	Normal	Status	—	—	30	Self	—	Changes user's type to type that is strong against foe's last-used move.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Copycat	Normal	Status	—	—	20	Depends	—	Uses the last move executed.
Cosmic Power	Psychic	Status	—	—	20	Self	—	Raises user's Defense and Sp. Defense by 1.
Cotton Spore	Grass	Status	—	85	40	Regular	—	Lowers the target's Speed by 2.
Counter	Fighting	Physical	—	100	20	Self	○	If user is attacked physically, this move counter-inflicts twice the damage. Always strikes last.
Covet	Normal	Physical	40	100	40	Regular	○	If the target has an item and user has none, the user steals the target's item.
Crabhammer	Water	Physical	90	85	10	Regular	○	High critical-hit rate.
Cross Chop	Fighting	Physical	100	80	5	Regular	○	High critical-hit rate.
Cross Poison	Poison	Physical	70	100	20	Regular	○	High critical-hit rate. This move has a 10% chance of inflicting the Poison condition on the target.
Crunch	Dark	Physical	80	100	15	Regular	○	This move has a 20% chance of lowering the target's Defense by 1.
Crush Claw	Normal	Physical	75	95	10	Regular	○	This move has a 50% chance of lowering the target's Defense by 1.
Crush Grip	Normal	Physical	—	100	5	Regular	○	If the target has high HP remaining, the damage of the move is increased (max attack power: 120).
Curse	???	Status	—	—	10	Regular / Self	—	Lowers user's Speed by 1 and raises its Attack and Defense by 1. If used by a Ghost-type Pokémon, it halves user's HP, but lowers the target's HP by 1/4 of maximum every turn.
Cut	Normal	Physical	50	95	30	Regular	○	Regular attack.

D

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Dark Pulse	Dark	Special	80	100	15	Regular	—	There is a 20% chance of making the target flinch [target cannot use moves for that turn].
Dark Void	Dark	Status	—	80	10	2 foes	—	Inflicts the Sleep condition on the target.
Defense Order	Bug	Status	—	—	10	Self	—	Raises the user's Defense and Sp. Defense by 1.
Defense Curl	Normal	Status	—	—	40	Self	—	Raises the user's Defense by 1.
Defog	Flying	Status	—	—	15	Regular	—	Lowers the target's evasion by 1. Nullifies the effects of the target's Light Screen, Reflect, Safeguard, Mist, Spikes, or Toxic Spikes, and nullifies the Fog weather condition.
Destiny Bond	Ghost	Status	—	—	5	Self	—	When executed, if the user faints due to damage from the target, the target faints as well.
Detect	Fighting	Status	—	—	5	Self	—	Protects against a move used by the target on that turn. Chance of failure increases with each successive use.
Dig	Ground	Physical	80	100	10	Regular	○	User burrows underground on the first turn, and then attacks on the second.
Disable	Normal	Status	—	80	20	Regular	—	Prevents the target from using the last move it used for several turns.
Discharge	Electric	Special	80	100	15	2 foes—1 ally	—	This move has a 30% chance of inflicting the Paralysis condition on the target. The attack power decreases in Double Battles.
Dive	Water	Physical	80	100	10	Regular	○	Dives underwater on the first turn, then attacks on the second.
Dizzy Punch	Normal	Physical	70	100	10	Regular	○	This move has a 20% chance of inflicting the Confused condition on the target.
Doom Desire	Steel	Special	120	85	5	Regular	—	Attacks the target after 2 turns. Inflicts damage regardless of the target's type.
Double Hit	Normal	Physical	35	90	10	Regular	○	Attacks twice in a row in a single turn.
Double Kick	Fighting	Physical	30	100	30	Regular	○	Attacks twice in a row in a single turn.
Double Team	Normal	Status	—	—	15	Self	—	Raises user's evasion by 1.
Double-Edge	Normal	Physical	120	100	15	Regular	○	User takes damage equal to 1/3 of damage inflicted on the target.
DoubleSlap	Normal	Physical	15	85	10	Regular	○	Attacks consecutively 2–5 times.
Draco Meteor	Dragon	Special	140	90	5	Regular	—	Lowers the user's Sp. Attack by 2.
Dragon Claw	Dragon	Physical	80	100	15	Regular	○	Regular attack.
Dragon Dance	Dragon	Status	—	—	20	Self	—	Raises the user's Attack and Speed by 1.
Dragon Pulse	Dragon	Special	90	100	10	Regular	—	Regular attack.
Dragon Rage	Dragon	Special	—	100	10	Regular	—	Deals a fixed 40 points of damage.
Dragon Rush	Dragon	Physical	100	75	10	Regular	○	This move has a 20% chance of making the target flinch [target cannot use moves for that turn].
DragonBreath	Dragon	Special	60	100	20	Regular	—	This move has a 30% chance of inflicting the Paralyzed condition on the target.
Drain Punch	Fighting	Physical	60	100	5	Regular	○	Restores HP equal to 1/2 the damage dealt to the target.
Dream Eater	Psychic	Special	100	100	15	Regular	—	Restores HP equal to 1/2 the damage inflicted on the target. Only works when the target is asleep.
Drill Peck	Flying	Physical	80	100	20	Regular	○	Regular attack.
DynamicPunch	Fighting	Physical	100	50	5	Regular	○	This move has a 100% chance of inflicting the Confused condition on the target.

E

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Earth Power	Ground	Special	90	100	10	Regular	—	Has a 10% chance of lowering the target's Sp. Defense by 1.
Earthquake	Ground	Physical	100	100	10	2 foes—1 ally	—	Regular attack. Does double damage to foes using Dig. Attack power is lower in Double Battles.
Egg Bomb	Normal	Physical	100	75	10	Regular	—	Regular attack.
Embargo	Dark	Status	—	100	15	Regular	—	The target is unable to use items for 5 turns. Trainer cannot use items on that Pokémon either.
Ember	Fire	Special	40	100	25	Regular	—	This move has a 10% chance of inflicting the Burned condition on the target. If the target is Frozen, this move melts the ice.
Encore	Normal	Status	—	100	5	Regular	—	Forces the target to use its last move again. Works for 2–6 turns.
Endeavor	Normal	Physical	—	100	5	Regular	○	Inflicts damage equal to the target's HP minus user's HP.
Endure	Normal	Status	—	—	10	Self	—	Leaves the user with 1 HP even after moves that deliver a KO hit. The chance of failure rises with each successive use.
Energy Ball	Grass	Special	80	100	10	Regular	—	This move has a 10% chance of lowering the target's Sp. Defense by 1.
Eruption	Fire	Special	150	100	5	2 foes	—	If the user's HP is low, this attack's power is decreased. If the target is afflicted with the Frozen condition, this move melts the ice. The attack power decreases in Double Battles.
Explosion	Normal	Physical	250	100	5	2 foes—1 ally	—	User faints after using. This move deals damage as if the target's Defense were halved and has lower attack power in Double Battles.
Extrasensory	Psychic	Special	80	100	30	Regular	—	This move has a 10% chance of making the target flinch [cannot use a move for this turn].
ExtremeSpeed	Normal	Physical	80	100	5	Regular	○	Move always attacks first [if both opponents use this move, the one with the higher Speed goes first].

F

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Facade	Normal	Physical	70	100	20	Regular	○	This move inflicts twice the damage if user has the Poison, Paralyzed, or Burned condition.
Faint Attack	Dark	Physical	60	—	20	Regular	○	Always strikes the target.
Fake Out	Normal	Physical	40	100	10	Regular	○	Always strikes first, with 100% chance of making the target flinch. Only works on the turn where user is sent out.
Fake Tears	Dark	Status	—	100	20	Regular	—	Lowers the target's Sp. Defense by 2.
False Swipe	Normal	Physical	40	100	40	Regular	○	Leaves the target with 1 HP remaining, even when hit with KO moves.

Pokémon Moves



F

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
FeatherDance	Flying	Status	—	100	15	Regular	—	Lowers the target's Attack by 2.
Feint	Normal	Physical	50	100	10	Regular	—	Only hits targets using Protect or Detect, and eliminates the effects from those moves.
Fire Blast	Fire	Special	120	85	5	Regular	—	This move has a 10% chance of inflicting the Burned condition on the target. If the target is Frozen, this move melts the ice.
Fire Fang	Fire	Physical	65	95	15	Regular	○	This move has a 10% chance of inflicting the Burned condition or making the target flinch. If the target is afflicted with the Frozen condition, this move melts the ice.
Fire Punch	Fire	Physical	75	100	15	Regular	○	This move has a 10% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice.
Fire Spin	Fire	Special	15	70	15	Regular	—	Inflicts damage and prevents the target from fleeing for 2–5 turns. If the target is afflicted with the Frozen condition, this move melts the ice.
Fissure	Ground	Physical	—	30	5	Regular	—	It KO's the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.
Flail	Normal	Physical	—	100	15	Regular	○	If the user's HP is low, this move does greater damage to the target.
Flame Wheel	Fire	Physical	60	100	25	Regular	○	This move has a 10% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts its ice. If the user is Frozen, this also melts its ice.
Flamethrower	Fire	Special	95	100	15	Regular	—	This move has a 10% chance of inflicting the Burned condition. If foe is Frozen, this move melts its ice.
Flare Blitz	Fire	Physical	120	100	15	Regular	○	User takes 1/3 of the damage inflicted. There is a 10% chance of inflicting the Burn condition on the target. If the target is afflicted with the Frozen condition, this move melts its ice. This move can also be used if the user is Frozen and will melt its ice.
Flash	Normal	Status	—	100	20	Regular	—	Lowers the target's accuracy by 1.
Flash Cannon	Steel	Special	80	100	10	Regular	—	This move has a 10% chance of lowering the target's Sp. Attack by 1.
Flatter	Dark	Status	—	100	15	Regular	—	Confuses the target but raises its Sp. Attack by 1.
Fling	Dark	Physical	—	100	10	Regular	—	Attacks by throwing user's held item at the target. Power and effect depend on item thrown.
Fly	Flying	Physical	90	95	15	Regular	○	User flies into the air on the first turn, then attacks on the second.
Focus Blast	Fighting	Special	120	70	5	Regular	—	This move has a 10% chance of lowering the target's Sp. Defense by 1.
Focus Energy	Normal	Status	—	—	30	Self	—	Raises critical-hit rate for next move.
Focus Punch	Fighting	Physical	150	100	20	Regular	○	Strikes last. If the target lands a hit before this move lands, then this move misses.
Follow Me	Normal	Status	—	—	20	Self	—	Draws all the target's attacks to the user.
Force Palm	Fighting	Physical	60	100	10	Regular	○	This move has a 30% chance of inflicting the Paralysis condition on the target.
Foresight	Normal	Status	—	—	40	Regular	—	Hits the target regardless of the target's evasion stat. Makes Ghost-type Pokémon vulnerable to Normal- and Fighting-type moves.
Frenzy Plant	Grass	Special	150	90	5	Regular	—	User cannot use a move on the next turn.
Frustration	Normal	Physical	—	100	20	Regular	○	If the user's friendship level is low, this move's attack power increases.
Fury Attack	Normal	Physical	15	85	20	Regular	○	Attacks 2–5 times in a row in a single turn.
Fury Cutter	Bug	Physical	10	95	20	Regular	○	This move doubles in power every time it strikes (up to 5 times). Power returns to normal once it misses.
Fury Swipes	Normal	Physical	18	80	15	Regular	○	Attacks 2–5 times in a row in a single turn.
Future Sight	Psychic	Special	80	90	15	Regular	—	Attacks the target after 2 turns. Inflicts damage regardless of the target's type.

G

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Gastro Acid	Poison	Status	—	100	10	Regular	—	Nullifies the target's Ability.
Giga Drain	Grass	Special	60	100	10	Regular	—	Restores HP equal to half the damage inflicted on the target.
Giga Impact	Normal	Physical	150	90	5	Regular	○	The user cannot move on the next turn.
Glare	Normal	Status	—	75	30	Regular	—	Inflicts the Paralysis condition on the target.
Grass Knot	Grass	Special	—	100	20	Regular	○	Has higher attack power against heavier targets.
GrassWhistle	Grass	Status	—	55	15	Regular	—	Inflicts the Sleep condition on the target.
Gravity	Psychic	Status	—	—	5	All	—	Raises the accuracy of all Pokémon in battle for 5 turns. Makes Flying-type Pokémon and Pokémon with the Ability Levitate vulnerable to Ground-type moves. Prevents use of Fly, Splash, Bounce, and Magnet Rise. Pulls any airborne Pokémon to the ground.
Growl	Normal	Status	—	100	40	2 foes	—	Lowers the target's Attack by 1.
Growth	Normal	Status	—	—	40	Self	—	Raises user's Sp. Attack by 1.
Grudge	Ghost	Status	—	—	5	Self	—	If the user faints because of an enemy's move, that move's PP drops to 0.
Guard Swap	Psychic	Status	—	—	10	Regular	—	Swaps Defense and Sp. Defense differences between user and the target.
Guillotine	Normal	Physical	—	30	5	Regular	○	It KO's the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.
Gunk Shot	Poison	Physical	120	70	5	Regular	—	This move has a 30% chance of inflicting the Poison condition on the target.
Gust	Flying	Special	40	100	35	Regular	—	Regular attack. This does twice the damage if the target is using Fly or Bounce when it hits.
Gyro Ball	Steel	Physical	—	100	5	Regular	○	If the target has a higher Speed stat than the user, the damage of the move is increased (max attack power 150).

H

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Hail	Ice	Status	—	—	10	All	—	Changes the weather condition to Hail for 5 turns, damaging all Pokémon except Ice types every turn.
Hammer Arm	Fighting	Physical	100	90	10	Regular	○	Lowers user's Speed by 1.
Harden	Normal	Status	—	—	30	Self	—	Raises user's Defense by 1.
Haze	Ice	Status	—	—	30	All	—	Restores user's and target's stats to their original state.
Head Smash	Rock	Physical	150	80	5	Regular	○	User takes 1/2 the damage inflicted on the target.
Headbutt	Normal	Physical	70	100	15	Regular	○	This move has a 30% chance of making the target flinch (cannot use a move for that turn).
Heal Bell	Normal	Status	—	—	5	All allies	—	Heals status ailments for all ally Pokémon in your party.
Heal Block	Psychic	Status	—	100	15	2 foes	—	Target cannot use moves to recover HP for 5 turns.
Heal Order	Bug	Status	—	—	10	Self	—	Restores half of maximum HP.
Healing Wish	Psychic	Status	—	—	10	Self	—	Makes user faint, but completely heals the HP and status of the next Pokémon you send out.
Heart Swap	Psychic	Status	—	—	10	Regular	—	Swaps all stat changes between user and the target.
Heat Wave	Fire	Special	100	90	10	2 foes	—	This move has a 10% chance of inflicting the Burned condition on the target. If the target is Frozen, it melts the ice. The attack power decreases in Double Battles.
Helping Hand	Normal	Status	—	—	20	1 ally	—	Strengthens ally's attack power by 1.5 times.
Hi Jump Kick	Fighting	Physical	100	90	20	Regular	○	If this attack misses, user takes 1/2 of the damage that would have been inflicted.
Hidden Power	Normal	Special	—	100	15	Regular	—	Type and power will change depending on the user.
Horn Attack	Normal	Physical	65	100	25	Regular	○	Regular attack.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Horn Drill	Normal	Physical	—	30	5	Regular	○	It KO's the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate as the difference between the target's level and user's level increases.
Howl	Normal	Status	—	—	40	Self	—	Raises user's Attack by 1.
Hydro Cannon	Water	Special	150	90	5	Regular	—	User cannot use a move on the next turn.
Hydro Pump	Water	Special	120	80	5	Regular	—	Regular attack.
Hyper Beam	Normal	Special	150	90	5	Regular	—	Cannot use a move on the next turn.
Hyper Fang	Normal	Physical	80	90	15	Regular	○	This move has a 10% chance of making the target flinch (target cannot use moves for that turn).
Hyper Voice	Normal	Special	90	100	10	2 foes	—	Regular attack. The attack power decreases in Double Battles.
Hypnosis	Psychic	Status	—	60	20	Regular	—	Inflicts the Sleep condition on the target.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Ice Ball	Ice	Physical	30	90	20	Regular	○	Attacks consecutively for 5 turns or until it misses. Damage rises with each strike. Use Defense Curl first to double the damage.
Ice Beam	Ice	Special	95	100	10	Regular	—	This move has a 10% chance of inflicting the Frozen condition on the target.
Ice Fang	Ice	Physical	65	95	15	Regular	○	This move has a 10% chance of inflicting the Frozen condition on the target or making it flinch.
Ice Punch	Ice	Physical	75	100	15	Regular	○	This move has a 10% chance of inflicting the Frozen condition on the target.
Ice Shard	Ice	Physical	40	100	30	Regular	—	Move always attacks first (if both opponents use this move, the one with higher Speed goes first).
Icicle Spear	Ice	Physical	10	100	30	Regular	—	Attacks 2–5 times in a row in a single turn.
Icy Wind	Ice	Special	55	95	15	2 foes	—	Has a 100% chance of lowering target's Speed by 1. The attack power decreases in Double Battles.
Imprison	Psychic	Status	—	—	10	Self	—	Makes target unable to use a move if the user knows it as well.
Ingrain	Grass	Status	—	—	20	Self	—	Restores a little HP each turn. User cannot be switched out after using this move. Flying-type Pokémon and Pokémon with the Levitate Ability become vulnerable to Ground-type moves.
Iron Defense	Steel	Status	—	—	15	Self	—	Raises user's Defense by 2.
Iron Head	Steel	Physical	80	100	15	Regular	○	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Iron Tail	Steel	Physical	100	75	15	Regular	○	This move has a 30% chance of lowering the target's Defense by 1.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Judgment	Normal	Special	100	100	10	Regular	—	Regular attack. Type changes according to the Plate Arceus is holding.
Jump Kick	Fighting	Physical	85	95	25	Regular	○	If this attack misses, user takes 1/2 of the damage that would have been inflicted.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Karate Chop	Fighting	Physical	50	100	25	Regular	○	High critical-hit rate.
Kinesis	Psychic	Status	—	80	15	Regular	—	Lowers the target's accuracy by 1.
Knock Off	Dark	Physical	20	100	20	Regular	○	Foe loses its held item for the duration of the battle.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Last Resort	Normal	Physical	130	100	5	Regular	○	Damage is inflicted only if user has executed each of its other moves at least once.
Lava Plume	Fire	Special	80	100	15	2 foes—1 ally	—	There is a 30% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice. The attack power decreases in Double Battles.
Leaf Blade	Grass	Physical	90	100	15	Regular	○	High critical-hit rate.
Leaf Storm	Grass	Special	140	90	5	Regular	—	Lowers the user's Sp. Attack by 2.
Leech Life	Bug	Physical	20	100	15	Regular	○	Restores HP equal to half the damage inflicted on the target.
Leech Seed	Grass	Status	—	90	10	Regular	—	Steals HP from the target every turn. Effect lasts even if the user switches out.
Leer	Normal	Status	—	100	30	2 foes	—	Lowers the target's Defense by 1.
Lick	Ghost	Physical	20	100	30	Regular	○	This move has a 30% chance of inflicting the Paralysis condition on the target.
Light Screen	Psychic	Status	—	—	30	2 allies	—	Halves damage from the target's special moves for 5 turns. Effect lasts for 5 turns even if user is switched out. Effect is weaker in Double Battles.
Lock-On	Normal	Status	—	—	5	Regular	—	Attack on the subsequent turn is a guaranteed hit.
Lovely Kiss	Normal	Status	—	75	10	Regular	—	Inflicts the Sleep condition on the target.
Low Kick	Fighting	Physical	—	100	20	Regular	○	Has higher attack power against heavier targets.
Lucky Chant	Normal	Status	—	—	30	2 allies	—	Target cannot land critical hits for 5 turns.
Lunar Dance	Psychic	Status	—	—	10	Self	—	Knocks out the user, but completely restores the PP and status of the next Pokémon you send out.
Luster Purge	Psychic	Special	70	100	5	Regular	—	This move has a 50% chance of lowering the target's Sp. Defense by 1.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Mach Punch	Fighting	Physical	40	100	30	Regular	○	Move always attacks first (if both opponents use this move, the one with higher Speed goes first).
Magic Coat	Psychic	Status	—	—	15	Self	—	Reflects moves with effects like Leech Seed or those that inflict the Sleep, Poison, Paralysis, or Confused conditions.
Magical Leaf	Grass	Special	60	—	20	Regular	—	Always strikes the target.
Magma Storm	Fire	Special	120	70	5	Regular	—	Inflicts damage and prevents the target from fleeing for 2–5 turns. If the target is afflicted with the Frozen condition, this move melts the ice.
Magnet Bomb	Steel	Physical	60	—	20	Regular	—	Always strikes the target.
Magnet Rise	Electric	Status	—	—	10	Self	—	Nullifies Ground-type moves for 5 turns.
Magnitude	Ground	Physical	—	100	30	2 foes—1 ally	—	Attack power shifts between 10, 30, 50, 70, 90, 110, and 150. This move deals double damage against targets using Dig and has lower power in Double Battles.
Me First	Normal	Status	—	—	20	Depends	—	Copies the foe's chosen move and uses it with increased power. Fails if it does not strike first.
Mean Look	Normal	Status	—	—	5	Regular	—	This move prevents the target from escaping. If used in a Trainer battle, the Trainer cannot switch Pokémon.
Meditate	Psychic	Status	—	—	40	Self	—	Raises the user's Attack by 1.
Mega Drain	Grass	Special	40	100	15	Regular	—	Recovers HP equal to 1/2 the damage inflicted on the target.
Mega Kick	Normal	Physical	120	75	5	Regular	○	Regular attack.
Mega Punch	Normal	Physical	80	85	20	Regular	○	Regular attack.
Megahorn	Bug	Physical	120	85	10	Regular	○	Regular attack.

Pokémon Moves



M

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Memento	Dark	Status	—	100	10	Regular	—	User faints, but the target's Attack and Sp. Attack are lowered by 2.
Metal Burst	Steel	Physical	—	100	10	Self	—	Inflicts damage on the target equal to 1.5 times the damage last received from the target in that same turn.
Metal Claw	Steel	Physical	50	95	35	Regular	○	This move has a 10% chance of raising the user's Attack stat by 1.
Metal Sound	Steel	Status	—	85	40	Regular	—	Lowers the target's Sp. Defense by 2.
Meteor Mash	Steel	Physical	100	85	10	Regular	○	This move has a 20% chance of raising user's Attack by 1.
Metronome	Normal	Status	—	—	10	Depends	—	Uses one move randomly chosen from all possible moves.
Milk Drink	Normal	Status	—	—	10	Self	—	Restores half of user's maximum HP.
Mimic	Normal	Status	—	—	10	Regular	—	Allows opponent's last-used move to be copied by user (copied move has a PP of 5).
Mind Reader	Normal	Status	—	—	5	Regular	—	The user's next attack will have perfect accuracy.
Minimize	Normal	Status	—	—	20	Self	—	Raises user's evasion by 1.
Miracle Eye	Psychic	Status	—	—	40	Regular	—	Hits the target regardless of the target's evasion stat. Makes Dark-type Pokémon vulnerable to Psychic-type attacks.
Mirror Coat	Psychic	Special	—	100	20	Self	—	Returns double the damage received from a special move delivered by the target.
Mirror Move	Flying	Status	—	—	20	Depends	—	Uses the last move that the target just used.
Mirror Shot	Steel	Special	65	85	10	Regular	—	This move has a 30% chance of lowering the target's accuracy by 1.
Mist	Ice	Status	—	—	30	2 allies	—	For 5 turns, this move protects against stat-lowering moves and side effects.
Mist Ball	Psychic	Special	70	100	5	Regular	—	There is a 50% chance of lowering the target's Sp. Attack by 1.
Moonlight	Normal	Status	—	—	5	Self	—	Restores HP, the amount of which is based on the weather. Sunny weather condition: recovers 2/3 of HP (normally recovers 1/2). Rain/Sandstorm/Hail/Fog weather condition: recovers 1/4 of HP.
Morning Sun	Normal	Status	—	—	5	Self	—	Restores HP by an amount determined by the weather. Sunny weather condition: recovers 2/3 of HP (normally recovers 1/2). Rainy/Sandstorm/Hail/Fog weather condition: recovers 1/4 of HP.
Mud Bomb	Ground	Special	65	85	10	Regular	—	This move has a 30% chance of lowering the target's accuracy by 1.
Mud Shot	Ground	Special	55	95	15	Regular	—	This move has a 100% chance of lowering the target's Speed by 1.
Mud Sport	Ground	Status	—	—	15	All	—	Halves the power of Electric-type moves as long as user is in play.
Muddy Water	Water	Special	95	85	10	2 foes	—	This move has a 30% chance of lowering the target's accuracy by 1. The attack power decreases in Double Battles.
Mud-Slap	Ground	Special	20	100	10	Regular	—	This move has a 100% chance of lowering the target's accuracy by 1.

N

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Nasty Plot	Dark	Status	—	—	20	Self	—	Raises the user's Sp. Attack by 2.
Natural Gift	Normal	Physical	—	100	15	Regular	—	Type and attack power change according to the Berry held by user.
Nature Power	Normal	Status	—	—	20	Depends	—	Move varies depending on terrain. Tall grass/puddle: Seed Bomb. Sand: Earthquake. Rocks/cave: Rockslide. Swamp: Mud Bomb. Water: Hydro Pump. Snow: Blizzard. Ice: Ice Beam. Floor: Tri Attack.
Needle Arm	Grass	Physical	60	100	15	Regular	○	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Night Shade	Ghost	Special	—	100	15	Regular	—	Deals fixed damage equal to user's level.
Night Slash	Dark	Physical	70	100	15	Regular	○	High critical-hit rate.
Nightmare	Ghost	Status	—	100	15	Regular	—	Lowers the target's HP by 1/4 of maximum every turn. Fails if the target is not asleep.

O

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Octazooka	Water	Special	65	85	10	Regular	—	This move has a 50% chance of lowering the target's accuracy by 1.
Odor Sleuth	Normal	Status	—	—	40	Regular	—	Always hits, regardless of the target's evasion stat. Makes Ghost-type Pokémon vulnerable to Normal- and Fighting-type moves.
Ominous Wind	Ghost	Special	60	100	5	Regular	—	This move has a 10% chance of raising all of the user's stats by 1. Weaker in Double Battles.
Outrage	Dragon	Physical	120	100	15	1 Random	○	Attacks consecutively for 2–3 turns. If attack is interrupted, the user becomes Confused.
Overheat	Fire	Special	140	90	5	Regular	—	Lowers user's Sp. Attack by 2. If foe is Frozen, this move also melts the ice.

P

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Pain Split	Normal	Status	—	—	20	Regular	—	Averages user's HP and the target's HP.
Payback	Dark	Physical	50	100	10	Regular	○	This move delivers twice the damage if the user strikes after the target strikes.
Payday	Normal	Physical	40	100	20	Regular	—	Increases the amount of prize money received after battle (level multiplied by number of attacks, multiplied by five).
Peck	Flying	Physical	35	100	35	Regular	○	Regular attack.
Perish Song	Normal	Status	—	—	5	All	—	All Pokémon in battle will faint after 3 turns, unless switched out.
Petal Dance	Grass	Special	90	100	20	1 Random	○	Attacks 2–3 turns in succession. If attack is interrupted, the user becomes Confused.
Pin Missile	Bug	Physical	14	85	20	Regular	—	Attacks 2–5 times in a row in a single turn.
Pluck	Flying	Physical	60	100	20	Regular	○	Eats and uses the effects of opponent's Berry in battle.
Poison Fang	Poison	Physical	50	100	15	Regular	○	This move has a 30% chance of inflicting the Badly Poisoned condition on the target. Damage from being Badly Poisoned increases with every turn.
Poison Gas	Poison	Status	—	55	40	Regular	—	Inflicts the Poison condition on the target.
Poison Jab	Poison	Physical	80	100	20	Regular	○	This move has a 30% chance of inflicting the Poison condition on the target.
Poison Sting	Poison	Physical	15	100	35	Regular	—	This move has a 30% chance of inflicting the Poison condition on the target.
Poison Tail	Poison	Physical	50	100	25	Regular	○	This move has a 10% chance of inflicting the Poison condition on the target. High critical-hit rate.
Poison Powder	Poison	Status	—	75	35	Regular	—	Inflicts the Poison condition on the target.
Pound	Normal	Physical	40	100	35	Regular	○	Regular attack.
Powder Snow	Ice	Special	40	100	25	2 foes	—	This move has a 10% chance of inflicting the Frozen condition on the target. The attack power decreases in Double Battles.
Power Gem	Rock	Special	70	100	20	Regular	—	Regular attack.
Power Swap	Psychic	Status	—	—	10	Regular	—	Swaps any changes to Attack and Sp. Attack between the user and the target.
Power Trick	Psychic	Status	—	—	10	Self	—	Swaps original Attack and Defense stats (does not swap changes made to the stats).
Power Whip	Grass	Physical	120	85	10	Regular	○	Regular attack.
Present	Normal	Physical	—	90	15	Regular	—	Attack power varies: 40 (40% chance), 80 (30%), 120 (10%). Has 20% of healing foe by 1/4 max HP.
Protect	Normal	Status	—	—	10	Self	—	Protects against moves used by the target on that turn. Chance of failure increases with each successive use.
Psybeam	Psychic	Special	65	100	20	Regular	—	This move has a 10% chance of inflicting the Confused condition.
Psych Up	Normal	Status	—	—	10	Regular	—	Gives the target's stat changes to user.
Psychic	Psychic	Special	90	100	10	Regular	—	This move has a 10% chance of lowering foe's Sp. Defense by 1.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Psycho Boost	Psychic	Special	140	90	5	Regular	—	Lowers user's Sp. Attack by 2.
Psycho Cut	Psychic	Physical	70	100	20	Regular	—	High critical-hit rate.
Psycho Shift	Psychic	Status	—	90	10	Regular	—	Transfers user's Poison, Badly Poisoned, Sleep, Paralysis, or Burned status to foe, healing the user.
Psywave	Psychic	Special	—	80	15	Regular	—	Inflicts damage equal to user's level multiplied by a random number between 0.5 and 1.5.
Punishment	Dark	Physical	—	100	5	Regular	○	Has higher attack power if the target has elevated stats.
Pursuit	Dark	Physical	40	100	20	Regular	○	Does twice the damage against a target Pokémon that's switching out.

Q

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Quick Attack	Normal	Physical	40	100	30	Regular	○	Move always attacks first (if both opponents use this move, the one with higher Speed goes first).

R

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Rage	Normal	Physical	20	100	20	Regular	○	Attack power rises as user takes hits from the target.
Rain Dance	Water	Status	—	—	5	All	—	Changes the weather condition to Rain for 5 turns, thus strengthening Water-type moves.
Rapid Spin	Normal	Physical	20	100	40	Regular	○	Releases user from Bind, Wrap, Leech Seed, or Spikes.
Razor Leaf	Grass	Physical	55	95	25	2 foes	—	High critical-hit rate. The attack power decreases in Double Battles.
Razor Wind	Normal	Special	80	100	10	2 foes	—	Builds power on the first turn and attacks on the second turn. High critical-hit rate. The attack power decreases in Double Battles.
Recover	Normal	Status	—	—	10	Self	—	Restores half of maximum HP.
Recycle	Normal	Status	—	—	10	Self	—	Makes a used held item useable again.
Reflect	Psychic	Status	—	—	20	2 allies	—	Halves damage from the target's physical moves for 5 turns. Effect lasts for 5 turns even if user is switched out. Effect is weaker in Double Battles.
Refresh	Normal	Status	—	—	20	Self	—	Heals the Poison, Paralysis, and Burned conditions.
Rest	Psychic	Status	—	—	10	Self	—	Completely restores HP, but user is asleep for 2 turns.
Return	Normal	Physical	—	100	20	Regular	○	If the user's friendship level is high, this move's attack power increases.
Revenge	Fighting	Physical	60	100	10	Regular	○	This move deals double the damage if the user has already received damage from the target that turn.
Reversal	Fighting	Physical	—	100	15	Regular	○	If user's HP is low, this move does more damage to the target.
Roar	Normal	Status	—	100	20	Regular	—	Ends wild Pokémon battles. In Trainer battles, this move forces the opponent to swap Pokémon.
Roar of Time	Dragon	Special	150	90	5	Regular	—	User cannot move on the next turn.
Rock Blast	Rock	Physical	25	80	10	Regular	—	Attacks 2–5 times in a single turn.
Rock Climb	Normal	Physical	90	85	20	Regular	○	This move has a 20% chance of inflicting the Confused condition on the target.
Rock Polish	Rock	Status	—	—	20	Self	—	Raises the user's Speed by 2.
Rock Slide	Rock	Physical	75	90	10	2 foes	—	This move has a 30% chance of making the target flinch [target cannot use moves for that turn]. The attack is weaker in Double Battles.
Rock Smash	Fighting	Physical	40	100	15	Regular	○	This move has a 50% chance of lowering the target's Defense by 1.
Rock Throw	Rock	Physical	50	90	15	Regular	—	Regular attack.
Rock Tomb	Rock	Physical	50	80	10	Regular	—	This move has a 100% chance of lowering the target's Speed by 1.
Rock Wrecker	Rock	Physical	150	90	5	Regular	—	The user cannot use a move on the next turn.
Role Play	Psychic	Status	—	—	10	Regular	—	Copies the target's Ability (cannot copy Wonder Guard).
Rolling Kick	Fighting	Physical	60	85	15	Regular	○	There is a 30% chance of making the target flinch [target cannot use moves for that turn].
Rollout	Rock	Physical	30	90	20	Regular	○	Attacks consecutively over 5 turns or until it misses. Inflicts greater damage with every successful hit, and inflicts twice the damage if used after Defense Curl.
Roost	Flying	Status	—	—	10	Self	—	Restores half of maximum HP, but pulls the Flying-type Pokémon to the ground.

S

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Sacred Fire	Fire	Physical	100	95	5	Regular	—	This move has a 50% chance of inflicting the Burned condition on the target. If the target is inflicted with the Frozen condition, this move melts the ice. If the user is Frozen, this also melts the ice.
Safeguard	Normal	Status	—	—	25	2 allies	—	Protects against status conditions for 5 turns. Effects last even if the user switches Pokémon.
Sand Tomb	Ground	Physical	15	70	15	Regular	—	Inflicts damage over 2–5 turns. Target cannot escape during that time.
Sand-Attack	Ground	Status	—	100	15	Regular	—	Lowers the target's accuracy by 1.
Sandstorm	Rock	Status	—	—	10	All	—	Changes the weather condition to Sandstorm for 5 turns. All Pokémon but Rock, Steel, and Ground types take damage every turn.
Scary Face	Normal	Status	—	90	10	Regular	—	Lowers the target's Speed by 2.
Scratch	Normal	Physical	40	100	35	Regular	○	Regular attack.
Screech	Normal	Status	—	85	40	Regular	—	Lowers the target's Defense by 2.
Secret Power	Normal	Physical	70	100	20	Regular	—	Regular attack with a 30% chance of one of the following side effects, depending on the terrain: Tall grass/water puddle: Sleep condition. Sandy ground: lowers accuracy by 1. Rocky ground/cave: target flinches. Marsh: lowers Speed by 1. Water surface: lowers Attack by 1. Snowy/icy ground: Frozen condition. Floor: Paralysis condition.
Seed Bomb	Grass	Physical	80	100	15	Regular	—	Regular attack.
Seed Flare	Grass	Special	120	85	5	Regular	—	This move has a 40% chance of lowering the target's Sp. Defense by 2.
Seismic Toss	Fighting	Physical	—	100	20	Regular	○	Deals fixed damage equal to user's level.
Selfdestruct	Normal	Physical	200	100	5	2 foes—1 ally	—	User faints after using. This move deals damage as if the target's Defense were halved and has lower attack power in Double Battles.
Shadow Ball	Ghost	Special	80	100	15	Regular	—	This move has a 20% chance of lowering the target's Sp. Defense by 1.
Shadow Claw	Ghost	Physical	70	100	15	Regular	○	High critical hit rate.
Shadow Force	Ghost	Physical	120	100	5	Regular	○	Makes user invisible on the first turn, then attacks on the second. Strikes the target even if it's using Protect or Detect.
Shadow Punch	Ghost	Physical	60	—	20	Regular	○	Always strikes the target.
Shadow Sneak	Ghost	Physical	40	100	30	Regular	○	This move always attacks first. (If both opponents use this move, the one with the higher Speed goes first.)
Sharpen	Normal	Status	—	—	30	Self	—	Raises user's Attack by 1.
Sheer Cold	Ice	Special	—	30	5	Regular	—	It KO's the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.
Shock Wave	Electric	Special	60	—	20	Regular	—	Always strikes the target.
Signal Beam	Bug	Special	75	100	15	Regular	—	This move has a 10% chance of inflicting the Confused condition on the target.
Silver Wind	Bug	Special	60	100	5	Regular	—	This move has a 10% chance of raising Attack, Defense, Speed, Sp. Attack, and Sp. Defense by 1.
Sing	Normal	Status	—	55	15	Regular	—	Inflicts the Sleep condition on the target.

Pokémon Moves



S

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Sketch	Normal	Status	—	—	1	Regular	—	Copies the last move used by the target. User then forgets the Sketch and learns the new move.
Skill Swap	Psychic	Status	—	—	10	Regular	—	Swaps Abilities between the user and target (except for Wonder Guard).
Skull Bash	Normal	Physical	100	100	15	Regular	○	Powers up on the first turn and attacks on the second turn. On the first turn, this move raises user's Defense by 1.
Sky Attack	Flying	Physical	140	90	5	Regular	—	Builds power on the first turn and attacks on the second turn and has a high critical-hit rate. This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Sky Uppercut	Fighting	Physical	85	90	15	Regular	○	Deals damage even to targets using Fly or Bounce.
Slack Off	Normal	Status	—	—	10	Self	—	Restores 1/2 of maximum HP.
Slam	Normal	Physical	80	75	20	Regular	○	Regular attack.
Slash	Normal	Physical	70	100	20	Regular	○	High critical-hit rate.
Sleep Powder	Grass	Status	—	75	15	Regular	—	Inflicts the Sleep condition on the target.
Sleep Talk	Normal	Status	—	—	10	Depends	—	Randomly executes one of user's moves. Only works when user is asleep.
Sludge	Poison	Special	65	100	20	Regular	—	There is a 30% chance of inflicting the Poison condition on the target.
Sludge Bomb	Poison	Special	90	100	10	Regular	—	There is a 30% chance of inflicting the Poison condition on the target.
SmellingSalt	Normal	Physical	60	100	10	Regular	○	This move does twice the damage against targets with Paralysis, but heals this condition.
Smog	Poison	Special	20	70	20	Regular	—	This move has a 40% chance of inflicting the Poison condition on the target.
SmokeScreen	Normal	Status	—	100	20	Regular	—	Lowers the target's accuracy by 1.
Snatch	Dark	Status	—	—	10	Depends	—	Steals the effects of recovery or stat-altering moves used by the target on that turn.
Snore	Normal	Special	40	100	15	Regular	—	Only works when user is asleep. Has a 30% chance of making the target flinch.
Softboiled	Normal	Status	—	—	10	Self	—	Restores half of maximum HP.
SolarBeam	Grass	Special	120	100	10	Regular	—	Powers up on the first move, then attacks on the second. Can attack without charging in a Sunny weather condition. Attack power is halved in Rain, Sandstorm, Hail, and Fog weather conditions.
SonicBoom	Normal	Special	—	90	20	Regular	—	This move deals a fixed 20 points of damage.
Spacial Rend	Dragon	Special	100	95	5	Regular	—	High critical-hit rate.
Spark	Electric	Physical	65	100	20	Regular	○	This move has a 30% chance of inflicting the Paralysis condition on the target.
Spider Web	Bug	Status	—	—	10	Regular	—	This move prevents the target from escaping. If used in a Trainer battle, the Trainer cannot switch Pokémon.
Spike Cannon	Normal	Physical	20	100	15	Regular	—	Attacks 2–5 times in a row in a single turn.
Spikes	Ground	Status	—	—	20	2 foes	—	Damages the target as it switches out. Power rises with each use, up to 3 times. Ineffective against Flying-type Pokémon and Pokémon with the Levitate Ability.
Spit Up	Normal	Special	—	100	10	Regular	—	Deals damage, the amount of which is determined by how many times the user performed Stockpile (does not work if user has not used Stockpile first). Nullifies Defense and Sp. Defense stat increases caused by Stockpile.
Spite	Ghost	Status	—	100	10	Regular	—	Takes 4 points from the PP of the target's last move used.
Splash	Normal	Status	—	—	40	Self	—	No effect.
Spore	Grass	Status	—	100	15	Regular	—	Inflicts the Sleep condition on the target.
Stealth Rock	Rock	Status	—	—	20	2 foes	—	Target takes damage when sending out Pokémon. Damage is subject to type matchups.
Steel Wing	Steel	Physical	70	90	25	Regular	○	This move has a 10% chance of raising the user's Defense by 1.
Stockpile	Normal	Status	—	—	20	Self	—	Raises user's Defense and Sp. Defense by 1. Can be used up to 3 times.
Stomp	Normal	Physical	65	100	20	Regular	○	This move has a 30% chance of making the target flinch (target cannot use moves for that turn). It deals twice the damage if the target is using Minimize.
Stone Edge	Rock	Physical	100	80	5	Regular	—	High critical-hit rate.
Strength	Normal	Physical	80	100	15	Regular	○	Regular attack.
String Shot	Bug	Status	—	95	40	2 foes	—	Lowers the target's Speed by 1.
Struggle	Normal	Physical	50	—	1	Regular	○	This move becomes available when all other moves are out of Power Points. User takes 1/4 of its maximum HP as damage. Inflicts damage regardless of type compatibility.
Stun Spore	Grass	Status	—	75	30	Regular	—	Inflicts the Paralysis condition on the target.
Submission	Fighting	Physical	80	80	25	Regular	○	User takes 1/4 of the damage inflicted on foe.
Substitute	Normal	Status	—	—	10	Self	—	Uses 1/4 of maximum HP to create a copy of the user.
Sucker Punch	Dark	Physical	80	100	5	Regular	○	This move attacks first and deals damage if the target's chosen move is an attack move.
Sunny Day	Fire	Status	—	—	5	All	—	Changes the weather condition to Sunny for 5 turns, strengthening Fire-type moves.
Super Fang	Normal	Physical	—	90	10	Regular	○	Halves the target's HP.
Super Power	Fighting	Physical	120	100	5	Regular	○	Lowers user's Attack and Defense by 1.
Supersonic	Normal	Status	—	55	20	Regular	—	Inflicts the Confused condition on the target.
Surf	Water	Special	95	100	15	2 foes—1 ally	—	Regular attack. Does double the damage to foes using Dive. The attack power decreases in Double Battles.
Swagger	Normal	Status	—	90	15	Regular	—	Confuses target but raises its Attack by 2.
Swallow	Normal	Status	—	—	10	Self	—	Restores HP, the amount of which is determined by how many times the user performed Stockpile (does not work if user has not used Stockpile first). Nullifies Defense and Sp. Defense stat increases caused by Stockpile.
Sweet Kiss	Normal	Status	—	75	10	Regular	—	Inflicts the Confused condition on the target.
Sweet Scent	Normal	Status	—	100	20	2 foes	—	Lowers the target's evasion by 1.
Swift	Normal	Special	60	—	20	2 foes	—	Always strikes the target. Has lower attack power in Double Battles.
Switcheroo	Dark	Status	—	100	10	Regular	—	Swaps items between the user and the target.
Swords Dance	Normal	Status	—	—	30	Self	—	Raises user's Attack by 2.
Synthesis	Grass	Status	—	—	5	Self	—	Restores HP by an amount determined by the weather. Sunny weather condition: recovers 2/3 of HP [normally recovers 1/2]. Rain/Sandstorm/Hail/Fog weather condition: recovers 1/4 of HP.

T

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Tackle	Normal	Physical	35	95	35	Regular	○	Regular attack.
Tail Glow	Bug	Status	—	—	20	Self	—	Raises the user's Sp. Attack by 2.
Tail Whip	Normal	Status	—	100	30	2 foes	—	Lowers the target's Defense by 1.
Tailwind	Flying	Status	—	—	30	2 allies	—	Doubles user's and ally's Speed for 3 turns.
Take Down	Normal	Physical	90	85	20	Regular	○	User takes damage equal to 1/4 of the damage inflicted on the target.
Taunt	Dark	Status	—	100	20	Regular	—	Prevents the target from using anything other than attack moves for 2–4 turns.
Teeter Dance	Normal	Status	—	100	20	2 foes—1 ally	—	Inflicts the Confused condition on the target.
Teleport	Psychic	Status	—	—	20	Self	—	Ends wild Pokémon battles.
Thief	Dark	Physical	40	100	10	Regular	○	If the target has an item and the user has none, the user steals the target's item.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Thrash	Normal	Physical	90	100	20	1 Random	○	Attacks 2–3 times consecutively, then the user becomes Confused.
Thunder	Electric	Special	120	70	10	Regular	—	This move has a 30% chance of inflicting the Paralyzed condition on a target. It is 100% accurate in the Rain weather condition and 50% accurate in the Sunny weather condition. It can also hit foes using Fly or Bounce.
Thunder Fang	Electric	Physical	65	95	15	Regular	○	This move has a 10% chance of paralyzing a target or making it flinch (target cannot use moves for that turn).
Thunder Wave	Electric	Status	—	100	20	Regular	—	Inflicts the Paralyzed condition on the target.
Thunderbolt	Electric	Special	95	100	15	Regular	—	This move has a 10% chance of inflicting the Paralysis condition on the target.
ThunderPunch	Electric	Physical	75	100	15	Regular	○	This move has a 10% chance of inflicting the Paralysis condition on the target.
ThunderShock	Electric	Special	40	100	30	Regular	—	This move has a 10% chance of inflicting the Paralysis condition on the target.
Tickle	Normal	Status	—	100	20	Regular	—	Lowers the target's Attack and Defense by 1.
Torment	Dark	Status	—	100	15	Regular	—	Target cannot use same move twice in a row.
Toxic	Poison	Status	—	85	10	Regular	—	Badly poisons the target. Damage from being Badly Poisoned increases with every turn.
Toxic Spikes	Poison	Status	—	—	20	2 foes	—	Lays a trap of poison spikes that inflict the Poison condition on foes that switch into battle. Using Toxic Spikes twice will inflict the Badly Poisoned condition. Ineffective against Poison-type Pokémon. Ineffective against Flying-type Pokémon and Pokémon with the Levitate Ability.
Transform	Normal	Status	—	—	10	Regular	—	User transforms into the target. User has the same moves and Ability as the target (all moves have 5 PP).
Tri Attack	Normal	Special	80	100	10	Regular	—	This move has a 20% chance of inflicting the Paralysis, Burned, or Frozen condition on the target.
Trick	Psychic	Status	—	100	10	Regular	—	Swaps items between user and the target.
Trick Room	Psychic	Status	—	—	5	All	—	For 5 turns, the Pokémon with lower Speed strikes first. First-strike moves still go first. If performed again by user while still in play, it cancels the effect.
Triple Kick	Fighting	Physical	10	90	10	Regular	○	Attacks 3 times in a row in a single turn. Power rises from 10 to 20 to 30 as long as it continues to hit.
Trump Card	Normal	Special	—	—	5	Regular	○	If this move has low PP, its attack power is increased.
Twineedle	Bug	Physical	25	100	20	Regular	—	Attacks twice in a row in a single turn. There is also a 20% chance of inflicting the Poison condition on the target.
Twister	Dragon	Special	40	100	20	2 foes	—	This move has a 20% chance of making the target flinch (the target cannot use moves for that turn). Deals double the damage to targets using Fly or Bounce. The attack power decreases in Double Battles.

U

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Uproar	Normal	Special	50	100	10	1 Random	—	User is in an uproar for 2-5 turns. During that time, neither Pokémon can fall asleep.
U-turn	Bug	Physical	70	100	20	Regular	○	After attacking, user switches out with the next Pokémon in the party.

V

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Vacuum Wave	Fighting	Special	40	100	30	Regular	—	Move always attacks first (if both opponents use this move, the one with higher Speed goes first).
ViceGrip	Normal	Physical	55	100	30	Regular	○	Regular attack.
Vine Whip	Grass	Physical	35	100	15	Regular	○	Regular attack.
Vital Throw	Fighting	Physical	70	—	10	Regular	○	Strikes last, but always hits.
Volt Tackle	Electric	Physical	120	100	15	Regular	○	User takes 1/3 of the damage inflicted on the target. There is a 10% chance of inflicting the Paralysis condition on the target.

W

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Wake-Up Slap	Fighting	Physical	60	100	10	Regular	○	Deals twice the damage against sleeping targets, but awakes them from the Sleep condition.
Water Gun	Water	Special	40	100	25	Regular	—	Regular attack.
Water Pulse	Water	Special	60	100	20	Regular	—	There is a 20% chance of inflicting the Confused condition on the target.
Water Sport	Water	Status	—	—	15	All	—	Halves the power of Fire-type moves for as long as the user is in play.
Water Spout	Water	Special	150	100	5	2 foes	—	If the user's HP is low, this move has lower attack power. Attack power is also lower in Double Battles.
Waterfall	Water	Physical	80	100	15	Regular	○	This move has a 20% chance of making the target flinch (target cannot use moves for that turn).
Weather Ball	Normal	Special	50	100	10	Regular	—	Move type changes in special weather conditions. Sunny weather condition: Fire type. Rain weather condition: Water type. Hail weather condition: Ice type. Sandstorm weather condition: Rock type. Has double attack power in the above weather conditions.
Whirlpool	Water	Special	15	70	15	Regular	—	Inflicts damage over 2–5 turns. Target cannot flee during that time. Does double damage if the target is using Dive when attacked.
Whirlwind	Normal	Status	—	100	20	Regular	—	Ends wild Pokémon battles. In Trainer battles, this move forces the opponent to swap Pokémon.
Will-O-Wisp	Fire	Status	—	75	15	Regular	—	Burns the target.
Wing Attack	Flying	Physical	60	100	35	Regular	○	Regular attack.
Wish	Normal	Status	—	—	10	Self	—	Restores 1/2 of maximum HP at the end of the next turn. Works even if the user has switched out.
Withdraw	Water	Status	—	—	40	Self	—	Raises user's Defense by 1.
Wood Hammer	Grass	Physical	120	100	15	Regular	○	User takes 1/3 of the damage inflicted on the target.
Worry Seed	Grass	Status	—	100	10	Regular	—	Changes the target's Ability to Insomnia. Does not work against Pokémon with the Truant Ability.
Wrap	Normal	Physical	15	85	20	Regular	○	Inflicts damage and prevents the target from fleeing for 2-5 turns.
Wring Out	Normal	Special	—	100	5	Regular	○	If the target has high HP remaining, the damage of the move is increased (max attack power: 120).

X

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
X-Scissor	Bug	Physical	80	100	15	Regular	○	Regular attack.

Y

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Yawn	Normal	Status	—	—	10	Regular	—	Inflicts the Sleep condition on the target on the next turn. No effect if the target switches out before then.

Z

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Zap Cannon	Electric	Special	120	50	5	Regular	—	This move has a 100% chance of inflicting the Paralysis condition on the target.
Zen Headbutt	Psychic	Physical	80	90	15	Regular	○	This move has a 20% chance of making the target flinch (target cannot use moves for that turn).



Moves that can be used in the field

Move	Field effect
Cut	Cuts down small trees so your party may pass.
Defog	Dispels fog so you can see.
Dig	Pulls you out of spaces like caves, returning you to the last entrance you went through.
Flash	Illuminates dark caves.
Fly	Whisks you instantly to a town or city you've visited before.
Milk Drink	Distributes part of user's own HP among teammates.
Rock Climb	Lets you climb up and down craggy rock faces.
Rock Smash	Smashes cracked rocks so your party may pass.
Softboiled	Distributes part of user's own HP among teammates.
Strength	Moves large stones so your party may pass.
Surf	Lets you move across water.
Sweet Scent	Attracts wild Pokémon and makes them appear.
Teleport	Transports you to the last Pokémon Center you used (cannot be used in caves or similar places).
Waterfall	Lets you climb up waterfalls.
Whirlpool	Lets you pass over whirlpools in the water.

Moves taught by people

Move	Location
Blast Burn	Pokémon move house in Blackthorn City (Ultimate Move Tutor)
Draco Meteor	Pokémon move house in Blackthorn City (Grandma Wilma)
Frenzy Plant	Pokémon move house in Blackthorn City (Ultimate Move Tutor)
Headbutt	Large boy in Ilex Forest
Hydro Cannon	Pokémon move house in Blackthorn City (Ultimate Move Tutor)

TMs

No.	Move	Ways to obtain	Price
1	Focus Punch	Win at Cianwood Gym.	—
2	Dragon Claw	Route 27/Goldenrod City Department Store drawing 1st prize (Sunday)	—
3	Water Pulse	Obtain by trading or receiving a Pokémon that's holding this item	—
4	Calm Mind	Obtain by trading or receiving a Pokémon that's holding this item	—
5	Roar	Receive from young man on Route 32 (HM Cut required)	—
6	Toxic	Obtain by trading or receiving a Pokémon that's holding this item	—
7	Hail	Win at Mahogany Gym	—
8	Bulk Up	Obtain by trading or receiving a Pokémon that's holding this item	—
9	Bullet Seed	Route 32	—
10	Hidden Power	Receive from a man at the house northwest of the Lake of Rage	—
11	Sunny Day	Receive from a girl on Radio Tower 3F (after freeing the tower) or obtain on the Pokéwalker	—
12	Taunt	Burned Tower B1F (HM Strength required)	—
13	Ice Beam	Game Corner prize (10,000 Coins)	—
14	Blizzard	Goldenrod City Department Store 5F	5,500
15	Hyper Beam	Goldenrod City Department Store 5F	7,500
16	Light Screen	Goldenrod City Department Store 5F	2,000
17	Protect	Goldenrod City Department Store 5F	2,000
18	Rain Dance	SLOWPOKE Well B2F (HM Strength required) or obtain on the Pokéwalker	—
19	Giga Drain	Obtain by trading or receiving a Pokémon that's holding this item	—
20	Safeguard	Obtain by trading or receiving a Pokémon that's holding this item	—
21	Frustration	Receive from a girl on Goldenrod City Department Store 5F (if lead Pokémon has a low friendship level)	—
22	SolarBeam	Goldenrod City Department Store 5F	3,000
23	Iron Tail	Win at Olivine Gym	—
24	Thunderbolt	Game Corner prize (10,000 Coins)	—
25	Thunder	Goldenrod City Department Store 5F	5,500
26	Earthquake	Victory Road 2F or Pickup Ability	—
27	Return	Receive from a girl on Goldenrod City Department Store 5F (if lead Pokémon has a high friendship level)	—
28	Dig	National Park	—
29	Psychic	Obtain by trading or receiving a Pokémon that's holding this item	—
30	Shadow Ball	Win at Ecruteak Gym	—
31	Brick Break	Obtain by trading or receiving a Pokémon that's holding this item	—
32	Double Team	Obtain by trading or receiving a Pokémon that's holding this item	—
33	Reflect	Goldenrod City Department Store 5F	2,000
34	Shock Wave	Obtain by trading or receiving a Pokémon that's holding this item	—
35	Flamethrower	Game Corner prize (10,000 Coins)	—
36	Sludge Bomb	Receive from Route 43 gate attendant (after defeating Team Rocket)	—
37	Sandstorm	Receive from an old lady in house on Route 27 (if the lead Pokémon has a high friendship level) or obtain on the Pokéwalker	—
38	Fire Blast	Goldenrod City Department Store 5F	5,500
39	Rock Tomb	Union Cave B1F	—

No.	Move	Ways to obtain	Price
40	Aerial Ace	Obtain by trading or receiving a Pokémon that's holding this item	—
41	Torment	Obtain by trading or receiving a Pokémon that's holding this item	—
42	Facade	Goldenrod City Department Store drawing 1st prize (Friday)	—
43	Secret Power	Lake of Rage	—
44	Rest	Deliver Spearow to the large boy on Route 31 or Game Corner prize (6,000 Coins)	—
45	Attract	Win at Goldenrod City Gym	—
46	Thief	Team Rocket HQ B2F	—
47	Steel Wing	Obtain by trading or receiving a Pokémon that's holding this item	—
48	Skill Swap	Obtain by trading or receiving a Pokémon that's holding this item	—
49	Snatch	Team Rocket HQ B3F	—
50	Overheat	Obtain by trading or receiving a Pokémon that's holding this item	—
51	Roost	Win at Violet City Gym	—
52	Focus Blast	Goldenrod City Department Store 5F	5,500
53	Energy Ball	Obtain by trading or receiving a Pokémon that's holding this item	—
54	False Swipe	Goldenrod City Department Store 5F or Dark Cave (Blackthorn City side)	2,000
55	Brine	Obtain by trading or receiving a Pokémon that's holding this item	—
56	Fling	Pickup Ability	—
57	Charge Beam	Olivine City or Goldenrod City Department Store drawing 1st prize (Wednesday)	—
58	Endure	Obtain by trading or receiving a Pokémon that's holding this item	—
59	Dragon Pulse	Receive from Clair at Dragon's Den (after winning at Blackthorn Gym)	—
60	Drain Punch	Route 39 or Goldenrod City Department Store drawing 1st prize (Thursday)	—
61	Will-O-Wisp	Obtain by trading or receiving a Pokémon that's holding this item	—
62	Silver Wind	Goldenrod City Department Store drawing 1st prize (Saturday)	—
63	Embargo	Route 34	—
64	Explosion	Obtain by trading or receiving a Pokémon that's holding this item	—
65	Shadow Claw	Route 42/Goldenrod City Department Store drawing 1st prize (Monday)	—
66	Payback	Route 35	—
67	Recycle	Obtain by trading or receiving a Pokémon that's holding this item	—
68	Giga Impact	Obtain by trading or receiving a Pokémon that's holding this item	—
69	Rock Polish	Obtain by trading or receiving a Pokémon that's holding this item	—
70	Flash	Defeat the Elder on Bellsprout Tower 3F or Goldenrod City Department Store 5F	1,000
71	Stone Edge	Obtain by trading or receiving a Pokémon that's holding this item	—
72	Avalanche	Ice Path B2F	—
73	Thunder Wave	Obtain by trading or receiving a Pokémon that's holding this item	—
74	Gyro Ball	Obtain by trading or receiving a Pokémon that's holding this item	—
75	Swords Dance	Goldenrod City Game Corner prize (4,000 Coins)	—
76	Stealth Rock	Obtain by trading or receiving a Pokémon that's holding this item	—
77	Psych Up	Obtain by trading or receiving a Pokémon that's holding this item	—
78	Captivate	Obtain by trading or receiving a Pokémon that's holding this item	—
79	Dark Pulse	Victory Road 3F	—
80	Rock Slide	Obtain by trading or receiving a Pokémon that's holding this item	—
81	X-Scissor	Obtain by trading or receiving a Pokémon that's holding this item	—
82	Sleep Talk	Goldenrod Tunnel B2F	—
83	Natural Gift	Goldenrod City Department Store 5F or receive from the farmer lady at Moomoo Farm on Route 39 (after helping Miltank)	2,000
84	Poison Jab	Obtain by trading or receiving a Pokémon that's holding this item	—
85	Dream Eater	Obtain by trading or receiving a Pokémon that's holding this item	—
86	Grass Knot	Pickup Ability	—
87	Swagger	Lighthouse in Olivine City	—
88	Pluck	Route 40	—
89	U-turn	Win at Azalea Gym	—
90	Substitute	Goldenrod City Game Corner prize (2,000 Coins)	—
91	Flash Cannon	Goldenrod City Department Store drawing 1st prize (Tuesday)	—
92	Trick Room	Obtain by trading or receiving a Pokémon that's holding this item	—

HMs

No.	Move	Ways to obtain	Price
1	Cut	Receive from the Charcoal Man in Ilex Forest (after catching both Farfetch'd)	—
2	Fly	Receive from Chuck's wife in Cianwood City (after winning in Cianwood Gym)	—
3	Surf	Receive from the Gentleman in Ecruteak Dance Theater (after saving the Kimono Girl from a Team Rocket Grunt)	—
4	Strength	Receive from the Hiker who comes out of Mt. Mortar on Route 42	—
5	Whirlpool	Receive from Lance at Team Rocket HQ (after the Double Battle)	—
6	Rock Smash	Receive from the large boy on Route 36	—
7	Waterfall	Obtain on Ice Path 1F	—
8	Rock Climb	Obtain near the end of the game	—

Pokémon Abilities



A

Ability	Effect in battle	Effect when user is at the head of the party
Adaptability	Type match-up effects are more pronounced when the user's move is the same type as the user.	
Aftermath	Knocks off 1/4 of foe's HP if foe's physical attack causes user to faint.	
Air Lock	Makes all Pokémon in battle immune to weather effects.	
Anger Point	Raises the user's Attack to the maximum when hit by a critical hit.	
Anticipation	Reveals if your foe has supereffective moves or one-hit KO moves.	
Arena Trap	Prevents foe from fleeing or switching out. No effect against Flying-type Pokémon or Pokémon with the Levitate Ability.	

B

Ability	Effect in battle	Effect when user is at the head of the party
Bad Dreams	Slightly lowers the HP of sleeping Pokémon every turn.	
Battle Armor	Your foe cannot score a critical hit.	
Blaze	Raises the power of Fire-type moves by 50% when user's HP is below 1/3.	

C

Ability	Effect in battle	Effect when user is at the head of the party
Chlorophyll	Doubles Speed when in the Sunny weather condition.	
Clear Body	Protects against stat-lowering moves and Abilities.	
Cloud Nine	All Pokémon in battle become immune to weather effects.	
Color Change	User changes its type into the type of the move that just hit it.	
CompoundEyes	Raises accuracy by 30%.	Raises encounter rate with wild Pokémon holding items.
Cute Charm	There is a 30% chance of inflicting the Infatuated condition on a foe that hits user with a physical attack.	Raises encounter rate of wild Pokémon of the opposite gender.

D

Ability	Effect in battle	Effect when user is at the head of the party
Damp	Both foe and user cannot use Selfdestruct and Explosion. Nullifies the Aftermath Ability.	
Download	When user enters battle, this Ability raises user's Attack by 1 if the foe's Defense is lower than its Sp. Defense, and user's Sp. Attack by 1 if foe's Sp. Defense is lower than its Defense.	
Drizzle	Turns weather condition to Rain when user enters battle.	
Drought	Changes to the Sunny weather condition when the user enters the battle.	
Dry Skin	Restores HP when user is hit by a Water-type move, and restores HP every turn in the Rain weather condition. However, user receives increased damage from Fire-type moves, and takes damage every turn when in the Sunny weather condition.	

E

Ability	Effect in battle	Effect when user is at the head of the party
Early Bird	User wakes quickly from the Sleep condition.	
Effect Spore	There is a 30% chance of counter-inflicting the Poison, Paralysis, or Sleep condition when hit by a physical attack.	

F

Ability	Effect in battle	Effect when user is at the head of the party
Filter	Minimizes the damage received from supereffective moves.	
Flame Body	There is a 30% chance of inflicting the Burn condition on a foe that hits user with a physical attack.	Facilitates hatching Eggs in your party.
Flash Fire	When user is hit by a Fire-type move, its Fire-type move attack power increases by 50% instead of taking damage.	
Flower Gift	Raises Attack and Sp. Defense of user and ally when the Sunny weather condition is in effect.	
Forecast	Changes Castform's form and type according to the weather. Sunny weather condition: changes to Fire type. Rain weather condition: changes to Water type. Hail weather condition: changes to Ice type.	
Forewarn	Lets you know one of your foe's moves when you enter battle. Focuses on the move with the most power or damage.	
Frisk	Reveals the foe's held item.	

G

Ability	Effect in battle	Effect when user is at the head of the party
Gluttony	Allows you to use your held Berry sooner when you have low HP.	
Guts	Attack rises by 50% when user has a status condition.	

H

Ability	Effect in battle	Effect when user is at the head of the party
Heatproof	Halves damage from Fire-type moves and from the Burn condition.	
Honey Gather	If user isn't holding an item, it will sometimes be left holding Honey after the battle (even if it didn't participate). Its chance of finding Honey increases with its level.	
Huge Power	Gives user high Attack power, but if Huge Power is nullified, Attack power is halved.	
Hustle	Raises Attack by 50%, but lowers the accuracy of user's physical moves by 20%.	Raises encounter rate with high-level wild Pokémon.
Hydration	Cures user's status conditions at the end of the turn when in the Rain weather condition.	
Hyper Cutter	Attack cannot be lowered.	

I

Ability	Effect in battle	Effect when user is at the head of the party
Ice Body	Gradually restores HP in the Hail weather condition.	
Illuminate	No effect.	Raises wild Pokémon encounter rate.
Immunity	User cannot be afflicted with the Poison condition.	

Ability	Effect in battle	Effect when user is at the head of the party
Inner Focus	Foe's moves cannot make user flinch as a side effect.	
Insomnia	Pokémon cannot fall asleep.	
Intimidate	Lowers foe's Attack by 1 when user enters battle.	Lowers encounter rate of low-level wild Pokémon.
Iron Fist	Increases the power of Ice Punch, Fire Punch, ThunderPunch, Mach Punch, Mega Punch, Comet Punch, Bullet Punch, Focus Punch, Dizzy Punch, DynamicPunch, Hammer Arm, Meteor Mash, Shadow Punch, Drain Punch, and Sky Uppercut.	

K

Ability	Effect in battle	Effect when user is at the head of the party
Keen Eye	Accuracy cannot be lowered.	Lowers encounter rate with low-level wild Pokémon.
Klutz	User's held items have no effect.	

L

Ability	Effect in battle	Effect when user is at the head of the party
Leaf Guard	Protects user from status ailments when in the Sunny weather condition.	
Levitate	Makes user immune to Ground-type moves.	
LightningRod	Draws all Electric-type moves to the user.	
Limber	Protects against the Paralysis condition.	
Liquid Ooze	When foe uses an HP-draining move on the user, it damages the foe instead.	

M

Ability	Effect in battle	Effect when user is at the head of the party
Magic Guard	Except for direct attacks, user cannot take damage from the Liquid Ooze, Aftermath, or Rough Skin Abilities. There is also no effect from the Sunny or Hail weather conditions. Status conditions such as those from Poison, Toxic, Burn, Nightmare, Cursed, Leech Seed, Bind, Sand Tomb, Fire Spin, Wrap, Clamp, and Magma Storm will also not be applied, and the moves Stealth Rock and Spikes have no effect. In addition, user cannot be affected by the items Black Sludge, Sticky Barb, or Life Orb, and user receives no recoil damage or move failure damage from attacks.	
Magma Armor	User cannot become afflicted with the Frozen condition.	Facilitates hatching Eggs in your party.
Magnet Pull	Prevents Steel-type Pokémon from fleeing or switching out.	Raises encounter rate with wild Steel-type Pokémon.
Marvel Scale	Raises Defense by 50% when user has a status condition.	
Minus	Raises Sp. Defense by 50% when a Pokémon with the Plus Ability is in battle.	
Mold Breaker	User can attack without being affected by foe's Ability. Does not work against Abilities that have effects after an attack. [For example, the user can score a critical hit against a foe with Battle Armor, but will still take damage from Rough Skin].	
Motor Drive	When user is hit by an Electric-type move, its Speed goes up by 1 rather than it taking damage.	
Multitype	Arceus' type changes depending on which Plate it's holding.	

N

Ability	Effect in battle	Effect when user is at the head of the party
Natural Cure	Cures user's status conditions when user leaves the battle.	
No Guard	Both sides' moves always strikes their targets.	Raises wild Pokémon encounter rate.
Normalize	All of user's moves become Normal-type moves.	

O

Ability	Effect in battle	Effect when user is at the head of the party
Oblivious	User cannot be inflicted with the Charm or Attract condition.	
Overgrow	Raises the power of Grass-type moves by 50% when user's HP is below 1/3.	
Own Tempo	User cannot become afflicted with the Confused condition.	

P

Ability	Effect in battle	Effect when user is at the head of the party
Pickup	If user has no held item, it sometimes picks one up after battle (even if it didn't participate). It picks up different items depending on its level.	
Plus	Raises Sp. Attack by 50% if a Pokémon with the Minus Ability is in battle.	
Poison Heal	Restores HP every turn when user is inflicted with the Poison condition.	
Poison Point	There is a 30% chance of counter-inflicting the Poison condition on a foe that hits user with a physical attack.	
Pressure	When user is hit by a foe's move, it depletes 1 additional PP from that move.	Raises encounter rate with high-level wild Pokémon.
Pure Power	Gives user high Attack power. (Attack is halved if Pure Power is nullified.)	

Q

Ability	Effect in battle	Effect when user is at the head of the party
Quick Feet	Increases Speed by 50% when user has a status condition.	Lowers wild Pokémon encounter rate.

R

Ability	Effect in battle	Effect when user is at the head of the party
Rain Dish	Gradually restores HP in the Rain weather condition.	
Reckless	Raises the power of moves with recoil damage, like Jump Kick and Hi Jump Kick.	
Rivalry	Raises Attack when user and foe are same gender, lowers Attack when they're opposite genders.	
Rock Head	No recoil damage from moves like Takedown and Double-Edge.	
Rough Skin	Slightly damages a foe that physically attacks you.	
Run Away	User can always escape from a battle with a wild Pokémon.	

Pokémon Abilities



S

Ability	Effect in battle	Effect when user is at the head of the party
Sand Veil	Raises evasion stat when user encounters the Sandstorm weather condition.	Lowers encounter rate with wild Pokémon in the Sandstorm weather condition.
Scrappy	Lets user hit Ghost-type Pokémon with Normal-type moves.	
Serene Grace	Doubles chances of moves inflicting side effects.	
Shadow Tag	Prevents foe from fleeing or switching out. If both user and the opponent have Shadow Tag, the effect is canceled.	
Shed Skin	There is a 1/3 chance every turn of curing user's status conditions.	
Shell Armor	Foe cannot score a critical hit.	
Shield Dust	Protects user from the side effects of moves.	
Simple	The effects of stat changes becomes more powerful.	
Skill Link	Lets moves that strike successively strike the maximum number of times.	
Slow Start	Halves Attack and Speed for 5 turns after user enters battle.	
Sniper	Moves that deliver a critical hit deal a great amount of damage.	
Snow Cloak	Raises evasion when in the Hail weather condition.	Lowers wild Pokémon encounter rate when in the Hail weather condition.
Snow Warning	Turns the weather into the Hail weather condition when the user enters battle.	
Solar Power	Raises Attack by 50%, but lowers HP every turn in the Sunny weather condition.	
Solid Rock	Minimizes the damage received from supereffective moves.	
Soundproof	Protects user from sound-based moves: Snore, Heal Bell, Screech, Sing, Chat, Metal Sound, GrassWhistle, Uproar, SonicBoom, Growl, Hyper Voice, Roar, Perish Song, and Bug Buzz.	
Speed Boost	Raises Speed by 1 every turn.	
Stall	User's moves are performed last in the turn.	
Static	There is a 30% chance of counter-inflicting the Paralysis condition on a foe that physically attacks.	Raises encounter rate with wild Electric-type Pokémon.
Steadfast	Raises Speed by 1 every time the foe flinches.	
Stench	No effect.	Lowers wild Pokémon encounter rate.
Sticky Hold	User's held item cannot be stolen by foe.	Makes it easier to catch Pokémon when fishing.
Storm Drain	Draws all Water-type moves to the user.	
Sturdy	Protects user against one-hit KO moves like Horn Drill and Sheer Cold.	
Suction Cups	Nullifies moves like Whirlwind and Roar, which would allow the foe to switch out.	Makes Pokémon easier to catch when fishing.
Super Luck	Raises user's critical hit rate.	
Swarm	Raises the power of Bug-type moves by 50% when user's HP is below 1/3.	
Swift Swim	Doubles Speed in the Rain weather condition.	
Synchronize	When user has the Poison, Paralysis, or Burned condition, this inflicts the same condition on the foe.	Raises encounter rate with wild Pokémon with the same Nature.

T

Ability	Effect in battle	Effect when user is at the head of the party
Tangled Feet	Raises evasion stat when user is inflicted with the Confused condition.	
Technician	Moves with a power of less than 60 have their power increased by 50%. Also takes effect if a move's power is altered by another move.	
Thick Fat	Halves damage from Fire- and Ice-type moves.	
Tinted Lens	Nullifies the type disadvantage of user's "not very effective" moves: 1/2 damage turns into regular damage, 1/4 damage into 1/2 damage.	
Torrent	Strengthens Water-type moves by 50% when user's HP is below 1/3 of maximum.	
Trace	User obtains the same ability as that of foe, except for Forecast or Trace.	
Truant	User can only use a move once every other turn.	

U

Ability	Effect in battle	Effect when user is at the head of the party
Unaware	Protects against stat-changing moves by foe.	
Unburden	Doubles Speed if user loses or consumes its held item. Its Speed returns to normal if user takes another item. No effect if user starts out with no held item.	

V

Ability	Effect in battle	Effect when user is at the head of the party
Vital Spirit	User cannot be afflicted with the Sleep condition.	Raises encounter rate with high-level wild Pokémon.
Volt Absorb	When user is hit by an Electric-type move, it restores HP rather than taking damage.	

W

Ability	Effect in battle	Effect when user is at the head of the party
Water Absorb	When user is hit by a Water-type move, it restores HP rather than taking damage.	
Water Veil	User cannot be afflicted with the Burn condition.	
White Smoke	Protects against stat-lowering moves and Abilities.	Lowers wild Pokémon encounter rate.
Wonder Guard	Protects user against all moves except supereffective ones.	

Pokémon Natures and Characteristics



Pokémon Natures

Each individual Pokémon has a Nature, which affects how its stats grow when it levels up.

Pokémon's stats	Attack	Defense	Speed	Sp. Attack	Sp. Defense
Adamant	○			▲	
Bashful					
Bold	▲	○			
Brave	○		▲		
Calm	▲				○
Careful				▲	○
Docile					
Gentle		▲			○
Hardy					
Hasty		▲	○		
Impish		○		▲	
Jolly			○	▲	
Lax		○			▲
Lonely	○	▲			
Mild		▲		○	
Modest	▲			○	
Naive			○		▲
Naughty	○				▲
Quiet			▲	○	
Quirky					
Rash				○	▲
Relaxed		○	▲		
Sassy			▲		○
Serious					
Timid	▲		○		

○ Gains more upon leveling up

▲ Gains less upon leveling up

Pokémon Characteristics

On top of having a Nature, each individual Pokémon has a Characteristic.

This also affects how the Pokémon's stats grow when it levels up.

Stat that grows the most	Characteristic	Stat that grows the most	Characteristic	Stat that grows the most	Characteristic
HP	Loves to eat	Attack	Proud of its power	Defense	Sturdy body
	Often dozes off		Likes to thrash about		Capable of taking hits
	Often scatters things		A little quick tempered		Highly persistent
	Scatters things often		Likes to fight		Good endurance
	Likes to relax		Quick tempered		Good perseverance
Speed	Likes to run	Sp. Attack	Highly curious	Sp. Defense	Strong willed
	Alert to sounds		Mischievous		Somewhat vain
	Impetuous and silly		Thoroughly cunning		Strongly defiant
	Somewhat of a clown		Often lost in thought		Hates to lose
	Quick to flee		Very finicky		Somewhat stubborn

Items



A

Item	Description	Ways to obtain	Price
Air Mail	Mail with a colorful image printed on it.	Cherrygrove City or Blackthorn City Poké Mart	50
Amulet Coin	Doubles your winnings if the Pokémon holding it goes into battle even once.	Goldenrod City Department Store B1F.	—
Antidote	Cures the Poisoned condition.	Poké Mart (from beginning) or Goldenrod City Department Store 2F	100
Armor Fossil	A Pokémon Fossil that can be restored into a Shelldon.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Awakening	Cures the Sleep condition.	Poké Mart (after obtaining one Gym Badge) or Goldenrod City Department Store 2F	250

B

Item	Description	Ways to obtain	Price
Berry Juice	Restores 20 HP to a Pokémon.	Held by the Shuckle you take care of in Cianwood City or always held by wild Shuckle.	—
Big Mushroom	A big mushroom. Can be sold for 2,500 in prize money.	Obtain on the Pokéwalker.	—
Big Pearl	A large pearl. Can be sold for 3,750 in prize money.	Sometimes held by wild Shellder.	—
Big Root	Hold to increase the amount of HP restored by HP-draining moves.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Black Belt	Raises the power of Fighting-type moves when held.	Receive from Day-of-the-Week Sibling Wesley at the Lake of Rage (Wednesday).	—
Black Flute	A glass flute that lowers wild Pokémon encounter rate.	Dark Cave (Violet City side)	—
Black Sludge	Restores HP every turn when held by Poison-type Pokémon. Drains HP every turn when held by any other type of Pokémon.	Obtain by trading or receiving a Pokémon that's holding this item.	—
BlackGlasses	Raises the power of Dark-type moves when held.	Receive from man in sunglasses in Dark Cave (Blackthorn City side).	—
Bloom Mail	Mail printed with a pretty flower petal pattern.	Azalea Town Poké Mart	50
Blue Flute	A glass flute. Cures the Sleep condition.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Blue Scarf	Hold for greater value in Beauty Contests.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Blue Shard	Give to the Shards for Berries trader in Violet City.	Smash rocks using Rock Smash.	—
Bright Powder	Raises evasion when held.	Receive from Mary at the Radio Tower 4F (once the Radio Tower is freed).	—
Bubble Mail	Mail with a print of a blue, watery world.	Goldenrod City Department Store 2F	50
Burn Heal	Cures the Burn condition.	Poké Mart (after obtaining one Gym Badge) or Goldenrod City Department Store 2F	250

C

Item	Description	Ways to obtain	Price
Calcium	Raises Sp. Attack base stats.	Goldenrod City Department Store 4F	9,800
Carbos	Raises Speed base stats.	Goldenrod City Department Store 4F	9,800
Charcoal	Raises power of Fire-type moves when held.	Receive from the Charcoal Man's apprentice in Azalea Town (after catching both Farfetch'd) or Ruins of Alph upper-left entrance 2.	—
Choice Band	You can only use one move, but Attack is raised by 50%.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Choice Scarf	You can only use one move, but Speed is raised by 50%.	Bought by your mom with your savings.	—
Choice Specs	You can only use one move, but Sp. Attack is raised by 50%.	Lake of Rage	—
Claw Fossil	A Pokémon Fossil that can be restored into Anorith.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Cleanse Tag	Lowers wild Pokémon encounter rate when held by party leader.	Obtain by trading or receiving a Pokémon that's holding this item.	—

D

Item	Description	Ways to obtain	Price
Damp Mulch	Spread to make the soil stay damp longer, and make Berries mature more slowly.	Goldenrod City Flower Shop	200
Damp Rock	Lengthens the effective time of Rain Dance when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Dawn Stone	Evolves certain Pokémon.	Obtain by trading or receiving a Pokémon that's holding this item.	—
DeepSeaScale	Doubles Sp. Defense when held by Clamperl. Link trade Clamperl while it holds to evolve it into Gorebyss.	Obtain by trading or receiving a Pokémon that's holding this item.	—
DeepSeaTooth	Doubles Sp. Attack when held by Clamperl. Link trade Clamperl while it holds to evolve it into Huntail.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Destiny Knot	Can share the Infatuated condition with foe when held.	Route 27	—
Dire Hit	Raises a Pokémon's critical hit rate.	Goldenrod City Department Store 3F	650
Dome Fossil	A Pokémon Fossil that can be restored into a Kabuto.	Smash a rock at the Ruins of Alph using Rock Smash (Pokémon SoulSilver only).	—
Draco Plate	Raises power of Dragon-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Dragon Fang	Raises power of Dragon-type moves when held.	Dragon's Den B1F	—
Dragon Scale	Link trade Seadra while it holds the Dragon Scale to evolve it into Kingdra.	Back of Mt. Mortar 2F	—
Dread Plate	Raises the power of Dark-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Dubious Disc	Link trade Porygon2 while it holds Dubious Disc to evolve it into Porygon-Z.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Dusk Stone	Evolves certain Pokémon.	Obtain by trading or receiving a Pokémon that's holding this item.	—

E

Item	Description	Ways to obtain	Price
Earth Plate	Raises the power of Ground-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Electrizer	Link trade Electabuzz while it holds Electrizer to evolve it into Electivire.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Elixir	Restores 10 PP to all moves.	Union Cave B2F	—
Energy Root	Restores 200 HP to a Pokémon. It is very bitter.	Goldenrod Tunnel herbalist (Saturday, Sunday)	800
EnergyPowder	Restores 50 HP to a Pokémon. It is very bitter.	Goldenrod Tunnel herbalist (Saturday, Sunday)	500
Escape Rope	Returns you to the entrance of a cave or similar area.	Poké Mart (after obtaining one Gym Badge) or Goldenrod City Department Store 2F	550
Ether	Restores 10 PP to a single move.	Ilex Forest or the Lake of Rage, biggest Magikarp competition	—
Everstone	Prevents a Pokémon's Evolution when held.	The 2nd prize in the National Park's Bug-Catching Contest.	—
Exp. Share	The Pokémon holding it earns Experience Points without even going into battle.	Trade for Red Scale at Mr. Pokémon's house on Route 30 or 2nd prize in the lucky-number drawing at Radio Tower.	—
Expert Belt	Raises the power of supereffective moves.	Obtain by trading or receiving a Pokémon that's holding this item.	—

F

Fire Stone	Evolves certain Pokémon.	Pokéathlon prize (Friday)	—
Fist Plate	Raises the power of Fighting-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Flame Mail	Mail with a print of red-hot flames.	Goldenrod City Department Store 2F	50
Flame Orb	Inflicts the Burned status on the Pokémon holding it in battle.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Flame Plate	Raises the power of Fire-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—

Item	Description	Ways to obtain	Price
Fluffy Tail	Allows user to always run away from a wild Pokémon encounter.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Focus Band	When held, sometimes leaves user with 1 HP if hit by a KO move.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Focus Sash	When held, leaves user with 1 HP if hit by a KO move when its HP is full.	Bought by your mom with your savings.	—
Fresh Water	Restores 50 HP to a Pokémon.	Goldenrod City Department Store or Pokéathlon Dome vending machine.	200
Full Heal	Cures all status conditions.	Poké Mart (after obtaining five Gym Badges) or Goldenrod City Department Store 2F	600
Full Incense	When held, makes user strike last.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Full Restore	Completely heals a Pokémon's HP and status.	Poké Mart (after obtaining eight Gym Badges).	3,000

G

Item	Description	Ways to obtain	Price
Goey Mulch	Spread to increase how often fallen Berries grow into new sprouts.	Goldenrod City Flower Shop	200
Grass Mail	Mail with a print of fresh, green grass on it.	Goldenrod City Department Store 2F	50
Green Scarf	Hold to raise value in Intelligence Contests.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Green Shard	Give to the Shards for Berries trader in Violet City.	Smash rocks using Rock Smash.	—
Grip Claw	Lengthens the effective time of moves like Bind and Wrap.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Growth Mulch	Spread to hasten the soil drying out, but speed up Berry growth.	Goldenrod City Flower Shop	200
Guard Spec.	For 5 turns, allies' stats cannot be lowered.	Goldenrod City Department Store 3F	700

H

Item	Description	Ways to obtain	Price
Hard Stone	Raises the power of Rock-type moves when held.	Receive from Day-of-the-Week Sibling Arthur on Route 36 (Thursday) or obtain on the Pokéwalker.	—
Heal Powder	Cures all status conditions. It is very bitter.	Goldenrod Tunnel herbalist (Saturday, Sunday)	450
Heart Mail	Mail with a big heart pattern printed on it.	Olivine City Poké Mart	50
Heart Scale	Give to the Move Maniac in Blackthorn City, and he'll teach you a move.	Pokéathlon prize (Wednesday) or smash rocks using Rock Smash.	—
Heat Rock	Lengthens the effective time of the Sunny Day move when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Helix Fossil	A Pokémon Fossil that can be restored into Omanyte.	Crush a rock in the Ruins of Alph using Rock Smash (Pokémon HeartGold only).	—
Honey	Triggers a wild Pokémon encounter.	Obtain by trading or receiving a Pokémon that's holding this item.	—
HP Up	Raises HP base stats.	Goldenrod City Department Store 4F	9,800
Hyper Potion	Restores 200 HP to a Pokémon.	Poké Mart (after obtaining five Gym Badges) or Goldenrod City Department Store 2F	1,200

I

Item	Description	Ways to obtain	Price
Ice Heal	Heals the Frozen condition.	Poké Mart (after obtaining one Gym Badge) or Goldenrod City Department Store 2F	250
Icicle Plate	Raises the power of Ice-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Icy Rock	Lengthens the effective time of the Hail weather condition when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Insect Plate	Raises the power of Bug-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Iron	Raises Defense base stats.	Goldenrod City Department Store 4F	9,800
Iron Ball	When held, lowers user's Speed. Makes Flying-type Pokémon and Pokémon with the Levitate Ability vulnerable to Ground-type moves when held.	Back of Mt. Mortar 1F or Pickup Ability	—
Iron Plate	Raises the power of Steel-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—

K

Item	Description	Ways to obtain	Price
King's Rock	When held, it sometimes causes an attacking foe to flinch.	Receive from man with glasses at SLOWPOKE Well B1F or Pokéathlon prize (Sunday).	—

L

Item	Description	Ways to obtain	Price
Lagging Tail	When held, makes user strike last.	Route 47	—
Lava Cookie	The specialty of Lavaridge Town that cures all status conditions.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Lax Incense	Raises evasion stat when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Leaf Stone	Evolves certain Pokémon.	Pokéathlon prize (Saturday)	—
Leftovers	Restores a bit of HP each turn when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Lemonade	Restores 80 HP to a Pokémon.	Goldenrod City Department Store or Pokéathlon Dome vending machine	350
Life Orb	When held, lowers the user's HP with every attack, but raises Attack power.	Ruins of Alph, upper-left entrance 2	—
Light Ball	Doubles Attack and Sp. Attack when held by Pikachu.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Light Clay	Lengthens the duration of Reflect and Light Screen.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Luck Incense	Doubles prize money if Pokémon holding it enters battle even once.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Lucky Egg	Hold to receive slightly more Experience Points.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Lucky Punch	Raises critical hit rate when held by Chansey.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Lustrous Orb	Raises the power of Dragon- and Water-type moves when held by Palkia.	Obtain by trading or receiving a Pokémon that's holding this item.	—

M

Item	Description	Ways to obtain	Price
Macho Brace	Halves Speed, but significantly raises base stats.	Held by the Machop you get in trade for a Drowzee at the Goldenrod City Department Store 5F.	—
Magmarizer	Link trade Magmar while it holds the Magmarizer to evolve it into Magmortar.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Magnet	Raises the power of Electric-type moves when held.	Receive from Day-of-the-Week Sibling Sunny on Route 37 (Sunday).	—
Max Elixir	Restores full PP to all moves.	Bell Tower 8F	—
Max Ether	Restores full PP to a single move.	Goldenrod Tunnel B2F	—
Max Potion	Completely restores a Pokémon's HP.	Poké Mart (after obtaining seven Gym Badges) or Goldenrod City Department Store 2F	2,500
Max Repel	Prevents wild Pokémon encounters for 250 steps.	Poké Mart (after obtaining five Gym Badges) or Goldenrod City Department Store 2F	700
Max Revive	Revives a fainted Pokémon and restores all of its HP.	Bell Tower 7F	—
Meadow Plate	Raises the power of Grass-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Mental Herb	Lets a Pokémon recover naturally from attraction/infatuation once.	Obtain by trading or receiving a Pokémon that's holding this item.	—



M

Item	Description	Ways to obtain	Price
Metal Coat	Raises the power of Steel-type moves when held.	Pokéathlon prize (Friday)	—
Metal Powder	Doubles Defense when held by Ditto.	Sometimes held by wild Ditto.	—
Metronome	When held, strengthens moves used more than once in a row.	Game Corner prize (1,000 Coins)	—
Mind Plate	Raises power of Psychic-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Miracle Seed	Raises the power of Grass-type moves when held.	Receive from man on Route 32.	—
Moomoo Milk	Restores 100 HP to a Pokémon.	Moomoo Farm on Route 39 (after treating Miltank) or Pokéathlon prize.	500
Moon Stone	Evolves certain Pokémon.	Pokéathlon prize (Monday) or Ruins of Alph, lower-right entrance 2	—
Muscle Band	Raises the power of physical moves when held.	Bought by your mom with your savings.	—
Mystic Water	Raises the power of Water-type moves when held.	Receive from a large man in Cherrygrove City or Ruins of Alph lower-left entrance 2.	—

N

Item	Description	Ways to obtain	Price
NeverMeltIce	Strengthens Ice-type moves when held.	Ice Path B3F	—
Nugget	A nugget of pure gold. Can be sold for 5,000 in prize money.	Route 34 or Pokéathlon prize (Friday)	—

O

Item	Description	Ways to obtain	Price
Odd Incense	Raises the power of Psychic-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Odd Keystone	A stone that sometimes emits a voice.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Old Amber	An amber stone that can be restored into an Aerodactyl.	Smash a rock in Ruins of Alph by using Rock Smash.	—
Old Gateau	A hidden gem of the Old Chateau. It cures all status conditions.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Oval Stone	Evolves certain Pokémon.	Obtain by trading or receiving a Pokémon that's holding this item.	—

P

Item	Description	Ways to obtain	Price
Parlyz Heal	Cures the Paralysis condition.	Poké Mart (from beginning) or Goldenrod City Department Store 2F	200
Pearl	A beautiful pearl that can be sold for 700 in prize money.	Olivine City (using the Dowsing MCHN) or obtain on the Pokéwalker	—
Pink Scarf	Hold to raise value in Cuteness Contests.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Poison Barb	Strengthens Poison-type moves when held.	Receive from Frieda on Route 32 (Friday).	—
Poké Doll	Lets you escape from any wild Pokémon.	Goldenrod City Department Store 2F	1,000
Potion	Restores 20 HP to a Pokémon.	Poké Mart (from the beginning) or Goldenrod City Department Store 2F	300
Power Anklet	Lowers Speed but makes Speed base stats easier to raise.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Power Band	Lowers Speed but makes Sp. Defense base stats easier to raise.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Power Belt	Lowers Speed but makes Defense base stats easier to raise.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Power Bracer	Lowers Speed but makes Attack base stats easier to raise.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Power Herb	User can instantly perform a move that require a charge.	Receive when you defeat Kate, Jenn, and Irene on Route 34.	—
Power Lens	Lowers Speed but makes Sp. Attack base stats easier to raise.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Power Weight	Lowers Speed but makes HP base stats easier to raise.	Obtain by trading or receiving a Pokémon that's holding this item.	—
PP Max	Raises top PP to the max.	Obtain by trading or receiving a Pokémon that's holding this item.	—
PP Up	Raises top PP by 1.	Violet City or Pokéathlon prize (Tuesday, Thursday)	—
Protector	Trade Rhydon while it holds Protector to evolve it into Rhyperior.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Protein	Raises Attack base stats.	Goldenrod City Department Store 4F	9,800
Pure Incense	Lowers wild Pokémon encounter rate when held by party leader.	Obtain by trading or receiving a Pokémon that's holding this item.	—

Q

Item	Description	Ways to obtain	Price
Quick Claw	Hold to strike first occasionally.	Receive from a Teacher on the bench at the National Park.	—
Quick Powder	Raises Ditto's Speed when held.	Often held by wild Ditto.	—

R

Item	Description	Ways to obtain	Price
Rare Bone	A rare bone that can be sold for 5,000 in prize money.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Rare Candy	It raises a Pokémon's level by 1.	Violet City or Pokéathlon prize (Monday, Saturday)	—
Razor Claw	Raises critical hit rate when held. Also used to evolve certain Pokémon.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Razor Fang	When a Pokémon holds it, its attacks sometimes cause the foe to flinch. Also used to evolve certain Pokémon.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Reaper Cloth	Link trade Dusclops while it holds the Reaper Cloth to evolve it into Dusknor.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Red Flute	A glass flute that cures the Infatuated condition.	Lake of Rage	—
Red Scarf	Hold for greater value in Coolness Contests.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Red Shard	Give to the Shards for Berries trader in Violet City.	Smash rocks using Rock Smash.	—
Repel	Prevents wild Pokémon encounters for 100 steps.	Poké Mart (after obtaining one Gym Badge) or Goldenrod City Department Store 2F	350
Revival Herb	Revives a fainted Pokémon. It is very bitter.	Goldenrod Tunnel herbalist (Saturday, Sunday)	2,800
Revive	Revives a fainted Pokémon and restores half its HP.	Poké Mart (after obtaining three Gym Badges) or Goldenrod City Department Store 2F	1,500
Rock Incense	Raises the power of Rock-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Root Fossil	A Pokémon Fossil that can be restored into Lileep.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Rose Incense	Raises the power of Grass-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—

S

Item	Description	Ways to obtain	Price
Sacred Ash	Restores all HP to all fainted Pokémon.	Held by Ho-Oh (Pokémon HeartGold only)	—
Scope Lens	Increases critical hit rate when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Sea Incense	Raises the power of Water-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Sharp Beak	Raises the power of Flying-type moves when held.	Receive from Day-of-the-Week Sibling Monica on Route 40 (Monday).	—
Shed Shell	Hold to make sure the user can always switch out.	Door prize for the National Park's Bug-Catching Contest	—
Shell Bell	Restores 1/8 of damage inflicted on a foe when held.	Route 32	—

Item	Description	Ways to obtain	Price
Shiny Stone	Evolves certain Pokémon.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Shoal Salt	Salt found at the Shoal Cave.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Shoal Shell	Shell found at the Shoal Cave.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Silk Scarf	Strengthens Normal-type moves when held.	Game Corner prize (1,000 Coins)	—
SilverPowder	Raises the power of Bug-type moves when held.	Obtain on the Pokéwalker	—
Skull Fossil	A Pokémon Fossil that can be restored into a Cranidos.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Sky Plate	Raises the power of Flying-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Smoke Ball	When held, ensures user can always escape from a wild Pokémon.	Goldenrod Tunnel B1F or held by the Dodrio you get in trade for a Dragonair ♀ (in Blackthorn City).	—
Smooth Rock	Lengthens the effective time of the Sandstorm condition when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Snow Mail	Mail with a print of frigid snow.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Soda Pop	Restores 60 HP to a Pokémon.	Goldenrod City Department Store Pokéathlon Dome vending machine	300
Soft Sand	Raises power of Ground-type moves when held.	Receive from Day-of-the-Week Sibling Santos in Blackthorn (Saturday).	—
Soothe Bell	When held, makes user more inclined to like you.	National Park	—
Soul Dew	Raises Sp. Attack and Sp. Defense when held by Latios or Latias.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Space Mail	Mail with a print of outer space.	Goldenrod City Department Store 2F	50
Spell Tag	Raises the power of Ghost-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Splash Plate	Raises the power of Water-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Spooky Plate	Raises power of Ghost-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Stable Mulch	Spread to lengthen the time Berries stay on the plant.	Goldenrod City Flower Shop	200
Star Piece	A pretty red gem piece that can be sold for 4,900 in prize money.	Ruins of Alph, lower-left entrance 2 or smash rocks using Rock Smash.	—
Stardust	Pretty red powder that can be sold for 1,000 in prize money.	Ruins of Alph, lower-left entrance 2 or smash rocks using Rock Smash.	—
Steel Mail	Mail with a printed pattern of a cool machine.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Stick	Raises critical hit rate when held by Farfetch'd.	Sometimes held by wild Farfetch'd.	—
Sticky Barb	Inflicts damage on user every turn when held. Sometimes sticks to and damages foe if contact is made.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Stone Plate	Raises the power of Rock-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Sun Stone	Evolves certain Pokémon.	The 1st prize in the National Park Bug-Catching Contest	—
Super Potion	Restores 50 HP to a Pokémon.	Poké Mart (after obtaining one Gym Badge) or Goldenrod City Department Store 2F	700
Super Repel	Prevents wild Pokémon encounters for 200 steps.	Poké Mart (after obtaining three Gym Badges) or Goldenrod City Department Store 2F	500

T

Item	Description	Ways to obtain	Price
Thick Club	Doubles Attack when held by Cubone or Marowak.	Sometimes held by wild Cubone and Marowak.	—
Thunderstone	Evolves certain Pokémon.	Pokéathlon prize (Thursday)	—
TinyMushroom	A small mushroom that can be sold for 250 in cash.	Mahogany Souvenir Shop (while under Team Rocket control)	500
Toxic Orb	Inflicts the Badly Poisoned condition when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Toxic Plate	Raises power of Poison-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Tunnel Mail	Mail with a print of the dark world of mining.	Violet City Poké Mart	50
TwistedSpoon	Raises the power of Psychic-type moves when held.	Receive from Day-of-the-Week Sibling Tuscanly on Route 29 (Tuesday).	—

U

Item	Description	Ways to obtain	Price
Up-Grade	Give to Porygon during a link trade to evolve it to Porygon2.	Obtain by trading or receiving a Pokémon that's holding this item.	—

W

Item	Description	Ways to obtain	Price
Water Stone	Evolves certain Pokémon.	Pokéathlon prize (Wednesday)	—
Wave Incense	Raises the power of Water-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
White Flute	A glass flute that raises wild Pokémon encounter rate.	Route 47	—
White Herb	Restores lowered stats. Goes away when used.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Wide Lens	Raises move accuracy when held.	Game Corner prize (1,000 Coins)	—
Wise Glasses	Raises power of special moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—

X

Item	Description	Ways to obtain	Price
XAccuracy	Raises a Pokémon's accuracy by 1.	Goldenrod City Department Store 3F	950
XAttack	Raises a Pokémon's Attack by 1.	Goldenrod City Department Store 3F	500
XDefend	Raises a Pokémon's Defense by 1.	Goldenrod City Department Store 3F	550
XSp. Def	Raises a Pokémon's Sp. Defense by 1.	Goldenrod City Department Store 3F	350
XSpecial	Raises a Pokémon's Sp. Attack by 1.	Goldenrod City Department Store 3F	350
XSpeed	Raises the Speed of a Pokémon.	Goldenrod City Department Store 3F	350

Y

Item	Description	Ways to obtain	Price
Yellow Flute	A glass flute that cures the Confuse condition.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Yellow Scarf	Raises value in Toughness Contests when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Yellow Shard	Give to the Shards for Berries trader in Violet City.	Smash rocks using Rock Smash.	—

Z

Item	Description	Ways to obtain	Price
Zap Plate	Raises the power of Electric-type moves when held.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Zinc	Raises Sp. Defense base stats.	Goldenrod City Department Store 4F	9,800
Zoom Lens	It raises move accuracy if user's move strikes after foe's move.	Game Corner prize (1,000 Coins)	—



Key Items

Item	Description	Ways to obtain	Price
Apricorn Box	A handy container that can store 99 of each kind of Apricorn.	Receive from man on Route 30. [Talk to a Pokéathlon Dome employee at the Aprijuice stand to receive the Apriblender.]	—
Basement Key	Key that opens a door in the Goldenrod Tunnel.	Radio Tower 5F, after defeating Team Rocket Executive Petrel [disguised as the Director]	—
Berry Pots	Portable, easy-to-use planters for raising Berries.	Get from the Flower Shop's Floria on Route 36 [after battling Sudowoodo].	—
Bicycle	A speedy folding bike.	Borrow from the manager at Goldenrod City Bike Shop.	—
Blue Card	A card that collects points from the Buena's Password radio program.	Receive from Buena on Goldenrod City's Radio Tower 2F.	—
Card Key	A card key that opens a door in the Goldenrod City Radio Tower.	Receive from captured Director in Goldenrod Tunnel.	—
Clear Bell	An ancient bell with a soothing sound.	Receive after battling the five Kimono Girls at the Ecruatek Dance Theatre (<i>Pokémon HeartGold</i> only).	—
Coin Case	A case for Coins. Can hold 50,000 Coins.	Receive from Mr. Game at the Goldenrod Game Corner.	—
Dowsing MCHN	A cutting-edge device that alerts you to hidden items with sound and flashing lights.	Receive from man in an Ecruatek City house.	—
Fashion Case	A case for neatly storing your Accessories.	Receive from Lyra/Ethan at the Goldenrod Tunnel entrance.	—
Good Rod	A nice new fishing rod. Use near the water to catch Pokémon.	Receive from a Fisherman in a house in Olivine City.	—
Gracidea	Triggers a Forme Change when used on Shaymin.	Receive at the Goldenrod City Flower Shop while walking with Shaymin.	—
Mystery Egg	An Egg entrusted to you by Mr. Pokémon. It hatches into Togepi.	Entrusted to you by Mr. Pokémon at his house on Route 30.	—
Old Rod	A shabby old fishing rod. Use near water to catch Pokémon.	Receive from the Fisherman at the Pokémon Center on Route 32.	—
Pal Pad	A useful notepad that records friends and good times.	Receive on Pokémon Center B1F [after reaching Violet City].	—
RageCandyBar	A candy specialty of Blackthorn City. A well-known souvenir.	Buy from a man in Mahogany Town.	300
Rainbow Wing	A magical, mysterious glittering rainbow-colored wing.	Receive from the Director once the Radio Tower is freed (<i>Pokémon HeartGold</i> only).	—
Red Scale	A scale from the red Gyarados in the Lake of Rage.	Obtain after battling red Gyarados at the Lake of Rage.	—
Seal Case	A case for storing the Seals that go on Ball Capsules.	Receive from a girl at Moomoo Farm on Route 39 [after treating Miltank].	—
SecretPotion	An amazing medicine that heals a Pokémon completely and instantly.	Receive at the Cianwood City Pharmacy.	—
Silver Wing	A mysterious, magically glittering silver wing.	Receive from the Director at Radio Tower opening (<i>Pokémon SoulSilver</i> only).	—
SquirtBottle	A tool for sprinkling water, used for raising berries in the Berry Pots.	Receive at the Goldenrod City Flower Shop [after winning at Goldenrod City Gym].	—
Tidal Bell	An ancient bell with a soothing sound.	Obtain after battling five Kimono Girls in Ecruatek Dance Theater (<i>Pokémon SoulSilver</i> only).	—
UNOWN Report	A written report of the Unown you've discovered.	Get from a Researcher at the Ruins of Alph [after solving stone-panel puzzle].	—
Vs. Recorder	Records your battles with friends and at the Battle Frontier.	Receive from Lyra/Ethan at the Route 31 gate.	—

Poké Balls

Item	Description	Ways to obtain	Price
Poké Ball	A tool for catching wild Pokémon.	Poké Mart [after learning how to catch Pokémon from Lyra/Ethan on Route 29] or Goldenrod City Department Store 2F	200
Dive Ball	A Poké Ball that does better on Pokémon that live in the water.	Obtain on the Pokéwalker	—
Dusk Ball	A Poké Ball that does better at night and in caves.	Goldenrod City Department Store drawing 2nd prize (Friday) or Safari Zone Gate	1,000
Fast Ball	A Poké Ball with a good capture rate against Pokémon with high Speed.	Made by Kurt in exchange for a Wht Apricorn or receive from Kurt after defeating Team Rocket at the SLOWPOKE Well.	—
Friend Ball	A Poké Ball that endears you greatly to the Pokémon you've just caught with it.	Made by Kurt in exchange for a Grn Apricorn.	—
Great Ball	Has a better capture rate than the Poké Ball.	Poké Mart [after obtaining three Gym Badges] or Goldenrod City Department Store 2F	600
Heal Ball	A gentle Poké Ball that heals the captured Pokémon's HP and status.	Cherrygrove City Poké Mart	300
Heavy Ball	A Poké Ball with a good capture rate against heavy Pokémon.	Made by Kurt in exchange for a Blk Apricorn.	—
Level Ball	A Poké Ball with a better capture rate against Pokémon with a lower level than your own.	Made by Kurt in exchange for a Red Apricorn.	—
Love Ball	A Poké Ball that's good at catching Pokémon that are the same species as yours, but of the opposite gender.	Made by Kurt in exchange for a Pnk Apricorn.	—
Lure Ball	A Poké Ball that excels at catching Pokémon you've snagged with a fishing pole.	Made by Kurt in exchange for a Blu Apricorn or receive from man on Route 32.	—
Luxury Ball	A Poké Ball that endears you to the captured Pokémon.	Goldenrod City Department Store drawing 2nd prize (Sunday)	—
Master Ball	A Poké Ball that can successfully catch any wild Pokémon.	Receive from Professor Elm in New Bark Town [after obtaining eight Gym Badges].	—
Moon Ball	A Poké Ball with a good capture rate against Pokémon that evolve using the Moon Stone.	Made by Kurt in exchange for a Ylw Apricorn.	—
Nest Ball	A Poké Ball that does better against weaker Pokémon.	Safari Zone Gate	1,000
Net Ball	A Poké Ball with a high success rate against Bug- and Water-type Pokémon.	Violet City or Azalea Town Poké Mart	1,000
Premier Ball	A rare Poké Ball made in commemoration of an event.	Get when you buy 10 Poké Balls at once.	—
Quick Ball	A Poké Ball with a good capture rate when thrown right at the start of battle.	Goldenrod City Department Store drawing 2nd prize (Wednesday) or Safari Zone Gate	1,000
Repeat Ball	A Poké Ball that excels at catching Pokémon you've caught before.	Goldenrod City Department Store drawing 2nd prize (Friday)	—
Safari Ball	A Poké Ball used only in the Safari Zone.	Safari Zone [receive 30 of them after paying the 500 in prize money entry fee]	—
Sport Ball	A Poké Ball used only in the National Park's Bug-Catching Contest.	National Park Bug-Catching Contest (Tuesday, Thursday, Saturday)	—
Timer Ball	A Poké Ball that does better after more turns have elapsed in battle.	Goldenrod City Department Store drawing 2nd prize (Saturday)	—
Ultra Ball	A Poké Ball with a better capture rate than the Great Ball.	Poké Mart [after obtaining five Gym Badges] or Goldenrod City Department Store 2F	1,200

Items obtained with the Pickup Ability

Item	Level of Pokémon with Pickup Ability									
	Low	→	→	→	→	→	→	→	→	High
Potion	○									
Antidote	○	◎								
Super Potion	○	○	◎							
Great Ball	○	○	○	◎						
Repel	○	○	○	○	◎					
Escape Rope	○	○	○	○	○	◎				
Full Heal	○	○	○	○	○	○	◎			
Hyper Potion	△	○	○	○	○	○	○	◎		
Ultra Ball	△	△	○	○	○	○	○	○	◎	
Revive		△	△	○	○	○	○	○	○	◎
Rare Candy			△	△	○	○	○	○	○	○
Sun Stone				△	△	○	○	○	○	○
Moon Stone					△	△	○	○	○	○
Heart Scale						△	△	○	○	○
Full Restore							△	△	○	○
Max Revive								△	△	○
PP Up									△	△
Max Elixir										△
Nugget	▲	▲								
King's Rock		▲	▲							
Full Restore			▲	▲						
Ether				▲	▲					
Iron Ball					▲	▲				
TM56 Fling						▲	▲			
Elixir							▲	▲		
TM86 Grass Knot								▲	▲	
Leftovers									▲	▲
TM26 Earthquake										▲

○ Often found ○ Sometimes found △ Rarely found ▲ Almost never found

Items found using Rock Smash

■ Ruins of Alph (exterior)

Pokémon HeartGold	Pokémon SoulSilver	Frequency
Blue Shard	Red Shard	○
Green Shard	Yellow Shard	○
Helix Fossil	Dome Fossil	○
Max Ether	Max Ether	○
Max Revive	Max Revive	△
Old Amber	Old Amber	○
Red Shard	Blue Shard	◎
Yellow Shard	Green Shard	◎

■ Other Locations

Pokémon HeartGold	Pokémon SoulSilver	Frequency
Blue Shard	Blue Shard	○
Green Shard	Green Shard	○
Heart Scale	Heart Scale	○
Max Ether	Max Ether	◎
Red Shard	Red Shard	○
Revive	Revive	◎
Star Piece	Star Piece	△
Yellow Shard	Yellow Shard	○

◎ Frequent ○ Average △ Rare

■ Cliff Cave

Pokémon HeartGold	Pokémon SoulSilver	Frequency
Big Pearl	Big Pearl	○
Claw Fossil	Root Fossil	○
Max Ether	Max Ether	◎
Pearl	Pearl	◎
Rare Bone	Rare Bone	△
Red Shard	Blue Shard	○
Yellow Shard	Green Shard	○

* Rocks appear after you receive the National Pokédex.



Items held by wild Pokémon (Johto region)

Johto No.	Pokémon	Always holding	Sometimes holding	Occasionally holding
14	Fearow			Sharp Beak
17	Rattata			Chilan Berry
18	Raticate			Chilan Berry
19	Sentret			Oran Berry
20	Furret		Oran Berry	Sitrus Berry
22	Pikachu		Oran Berry	Light Ball
26	Butterfree			Silver Powder
29	Beedrill			Poison Barb
34	Geodude			Everstone
35	Graveler			Everstone
41	Clefairy		Leppa Berry	Moon Stone
48	Sandshrew			Quick Claw
49	Sandslash			Quick Claw
63	Steelix			Metal Coat
70	Paras		TinyMushroom	Big Mushroom
73	Poliwhirl			King's Rock
80	Slowpoke			Lagging Tail
81	Slowbro			King's Rock
89	Abra			TwistedSpoon
90	Kadabra			TwistedSpoon
92	Ditto		Quick Powder	Metal Powder
101	Yanma			Wide Lens
103	Sunkern			Coba Berry
110	Venomoth			Shed Shell
115	Koffing			Smoke Ball
116	Weezing			Smoke Ball
117	Grimer			Nugget
118	Muk			Nugget
119	Magnemite			Metal Coat
120	Magneton			Metal Coat
127	Vulpix	Rawst Berry		
129	Growlithe	Rawst Berry		
134	Diglett			Soft Sand
135	Dugtrio			Soft Sand
136	Mankey			Payapa Berry
137	Primeape			Payapa Berry
138	Meowth			Quick Claw
139	Persian			Quick Claw
149	Girafarig			Persim Berry
151	Miltank	Moomoo Milk		
155	Jynx	Aspear Berry		
158	Mr. Mime			Leppa Berry
160	Farfetch'd			Stick
163	Qwilfish			Poison Barb
164	Tentacool			Poison Barb
165	Tentacruel			Poison Barb
168	Shuckle	Berry Juice		
169	Staryu		Stardust	Star Piece
171	Shellder		Pearl	Big Pearl
173	Corsola			Hard Stone
176	Chinchou			DeepSeaScale
177	Lanturn			DeepSeaScale
180	Lickitung			Lagging Tail
190	Horsea			Dragon Scale
191	Seadra			Dragon Scale
200	Phanpy			Passho Berry
201	Donphan			Passho Berry
204	Doduo			Sharp Beak
205	Dodrio			Sharp Beak
206	Ponyta			Shuca Berry
207	Rapidash			Shuca Berry
208	Cubone			Thick Club
209	Marowak			Thick Club
218	Sneasel		Grip Claw	Quick Claw
222	Chansey		Oval Stone	Lucky Egg
246	Dratini			Dragon Scale
247	Dragonair			Dragon Scale

Accessories



Accessories

Item	How to obtain	Max No.	Item	How to obtain	Max No.
Award Podium	Accessory drawing in the Goldenrod Tunnel	1	Photo Board	Accessory drawing in the Goldenrod Tunnel	1
Big Leaf	Walking (Ilex Forest)	9	Pink Balloon	Accessory drawing in the Goldenrod Tunnel	1
Big Scale	Walking (Olivine City / Routes 27 and 48)	9	Pink Barrette	Accessory drawing in the Goldenrod Tunnel	1
Big Tree	Accessory drawing in the Goldenrod Tunnel	1	Pink Flower	Walking (Cherrygrove City / Route 30)	9
Black Beard	Walking (Sprout Tower / Dragon's Den / Bell Tower)	9	Pink Fluff	Walking (Route 33)	9
Black Fluff	Walking (Dark Cave / Route 42 and 46)	9	Pink Scale	Walking (Azalea Town / Route 40)	9
Black Moustache	Walking (Sprout Tower / Tohjo Falls)	9	Poison Extract	Walking (Ruins of Alph / Team Rocket HQ / Victory Road)	9
Black Pebble	Walking (Dark Cave / Union Cave)	9	Pretty Dewdrop	Walking (Ilex Forest / Blackthorn City)	9
Black Specs	Accessory drawing in the Goldenrod Tunnel	9	Professor Hat	Accessory drawing in the Goldenrod Tunnel	1
Blue Balloons	Accessory drawing in the Goldenrod Tunnel	1	Puffy Smoke	Walking (Burned Tower / Bell Tower)	9
Blue Barrette	Accessory drawing in the Goldenrod Tunnel	1	Purple Scale	Walking (Route 47 / Lake of Rage)	9
Blue Feather	Walking (Route 37)	9	Red Balloon	Accessory drawing in the Goldenrod Tunnel	1
Blue Flower	Walking (National Park)	9	Red Barrette	Accessory drawing in the Goldenrod Tunnel	1
Blue Scale	Walking (Route 41 / Mahogany Town / Lake of Rage)	9	Red Feather	Walking (Route 38)	9
Brown Fluff	Walking (Route 39)	9	Red Flower	Walking (Route 35 / Ecruteak City)	9
Cape	Accessory drawing in the Goldenrod Tunnel	1	Retro Pipe	Accessory drawing in the Goldenrod Tunnel	1
Carpet	Accessory drawing in the Goldenrod Tunnel	1	Round Pebble	Walking (Routes 44 and 45)	9
Colored Parasol	Accessory drawing in the Goldenrod Tunnel	1	Seashell Shard	Walking (Whirl Islands)	9
Confetti	Accessory drawing in the Goldenrod Tunnel	9	Shed Claw	Walking (Mt. Mortar / Whirl Islands)	9
Cube Stage	Accessory drawing in the Goldenrod Tunnel	1	Shed Horn	Walking (Mt. Mortar / Whirl Islands)	9
Determination	Walking (Ruins of Alph / Team Rocket HQ)	9	Shimmering Fire	Walking (Burned Tower / Lighthouse in Olivine City)	9
Eerie Thing	Walking (Ruins of Alph / Union Cave / Victory Road)	9	Shiny Powder	Walking (Radio Tower in Goldenrod City)	9
Flag	Accessory drawing in the Goldenrod Tunnel	1	Silk Veil	Accessory drawing in the Goldenrod Tunnel	1
Flower Stage	Accessory drawing in the Goldenrod Tunnel	1	Small Leaf	Walking (Cherrygrove City)	9
Fluffy Bed	Accessory drawing in the Goldenrod Tunnel	1	Snow Crystal	Walking (Ice Path)	9
Glass Stage	Accessory drawing in the Goldenrod Tunnel	1	Sparks	Walking (Lighthouse in Olivine City)	9
Gold Pedestal	Accessory drawing in the Goldenrod Tunnel	1	Spotlight	Accessory drawing in the Goldenrod Tunnel	1
Googly Specs	Accessory drawing in the Goldenrod Tunnel	9	Spring	Walking (Radio Tower in Goldenrod City)	9
Gorgeous Specs	Accessory drawing in the Goldenrod Tunnel	9	Standing Mike	Accessory drawing in the Goldenrod Tunnel	1
Green Balloon	Accessory drawing in the Goldenrod Tunnel	1	Stump	Walking (Ilex Forest)	9
Green Barrette	Accessory drawing in the Goldenrod Tunnel	1	Surfboard	Accessory drawing in the Goldenrod Tunnel	1
Green Scale	Walking (Routes 34)	9	Sweet Candy	Accessory drawing in the Goldenrod Tunnel	9
Heroic Headband	Accessory drawing in the Goldenrod Tunnel	1	Thick Mushroom	Walking (Ilex Forest)	9
Humming Note	Accessory drawing in the Goldenrod Tunnel	9	Thin Mushroom	Walking (Ilex Forest)	9
Lace Headdress	Accessory drawing in the Goldenrod Tunnel	1	Top Hat	Accessory drawing in the Goldenrod Tunnel	1
Mini Pebble	Walking (Route 26)	9	White Beard	Walking (Sprout Tower / Dragon's Den / Bell Tower)	9
Mirror Ball	Accessory drawing in the Goldenrod Tunnel	1	White Flower	Walking (Route 32 / National Park)	9
Mystic Fire	Walking (Burned Tower / Lighthouse in Olivine City)	9	White Fluff	Walking (Route 31)	9
Narrow Scale	Walking (Lake of Rage)	9	White Moustache	Walking (Sprout Tower / Tohjo Falls)	9
Old Umbrella	Accessory drawing in the Goldenrod Tunnel	1	Yellow Balloon	Accessory drawing in the Goldenrod Tunnel	1
Orange Flower	Walking (National Park / Ecruteak City / Route 43)	9	Yellow Barrette	Accessory drawing in the Goldenrod Tunnel	1
Orange Fluff	Walking (Route 36)	9	Yellow Flower	Walking (Violet City / Ecruteak City)	9
Peculiar Spoon	Walking (Radio Tower in Goldenrod City)	9			

Backdrops

Item	How to obtain	Max No.
City at Night	Included with the Fashion Case*	1
Cumulus Cloud	Included with the Fashion Case*	1
Desert	Included with the Fashion Case*	1
Dress Up	Included with the Fashion Case	1
Fiery	Included with the Fashion Case*	1
Flower Meadow	Included with the Fashion Case*	1
Future Room	Accessory in the Goldenrod Tunnel (win as prize)	1
Gingerbread Room	Accessory in the Goldenrod Tunnel (win as prize)	1
Open Sea	Accessory in the Goldenrod Tunnel (win as prize)	1
Outer Space	Included with the Fashion Case*	1
Ranch	Included with the Fashion Case*	1
Snowy Town	Included with the Fashion Case*	1
Tatami Room	Accessory in the Goldenrod Tunnel (win as prize)	1
Total Darkness	Accessory in the Goldenrod Tunnel (win as prize)	1

* You'll receive two out of these eight backdrops

Berries



	No.	Name	No. of Berries		Time until 1st growth stage	Time until ripe	Water absorbency	Effect
			Min	Max				
	1	Cheri	2	5	3 hr	12 hr	Moderately strong	When held, user can cure itself of the Paralysis condition if afflicted.
	2	Chesto	2	5	3 hr	12 hr	Moderately strong	When held, user can cure itself of the Sleep condition if afflicted.
	3	Pecha	2	5	3 hr	12 hr	Moderately strong	When held, user can cure itself of the Poison condition if afflicted.
	4	Rawst	2	5	3 hr	12 hr	Moderately strong	When held, user can cure itself of the Burned condition if afflicted.
	5	Aspear	2	5	3 hr	12 hr	Moderately strong	When held, user can cure itself of the Frozen condition if afflicted.
	6	Leppa	2	5	4 hr	16 hr	Moderately strong	When held, enables user to restore 10 of its own PP when PP reaches 0.
	7	Oran	2	5	4 hr	16 hr	Moderately strong	When held, enables user to restore 10 of its own HP when HP dips under half.
	8	Persim	2	5	4 hr	16 hr	Moderately strong	When held, user can cure itself of the Confused condition if afflicted.
	9	Lum	2	5	12 hr	48 hr	Moderately weak	When held, user can cure itself of all status conditions.
	10	Sitrus	2	5	8 hr	32 hr	Moderately weak	When held, enables user to restore 1/4 of its maximum HP when its HP dips below half.
	11	Figy	2	5	5 hr	20 hr	Average	When held, enables user to restore its own HP when HP dips under half. But, if user hates Spicy flavors, it can easily become afflicted with the Confused condition.
	12	Wiki	2	5	5 hr	20 hr	Average	When held, enables user to restore its own HP when HP dips under half. But, if user hates Dry flavors, it can easily become afflicted with the Confused condition.
	13	Mago	2	5	5 hr	20 hr	Average	When held, enables user to restore its own HP when HP dips under half. But, if user hates Sweet flavors, it can easily become afflicted with the Confused condition.
	14	Aguav	2	5	5 hr	20 hr	Average	When held, enables user to restore its own HP when HP dips under half. But, if user hates Bitter flavors, it can easily become afflicted with the Confused condition.
	15	Iapapa	2	5	5 hr	20 hr	Average	When held, enables user to restore its own HP when HP dips under half. But, if user hates Sour flavors, it can easily become afflicted with the Confused condition.
	16	Razz	2	10	2 hr	8 hr	Strong	—
	17	Bluk	2	10	2 hr	8 hr	Strong	—
	18	Nanab	2	10	2 hr	8 hr	Strong	—
	19	Wepear	2	10	2 hr	8 hr	Strong	—
	20	Pinap	2	10	2 hr	8 hr	Strong	—
	21	Pomeg	2	5	8 hr	32 hr	Moderately weak	Slightly raises a Pokémon's friendship, but lowers its HP base stats.
	22	Kelpsy	2	5	8 hr	32 hr	Moderately weak	Slightly raises a Pokémon's friendship, but lowers its Attack base stats.
	23	Qualot	2	5	8 hr	32 hr	Moderately weak	Slightly raises a Pokémon's friendship, but lowers its Defense base stats.
	24	Hondew	2	5	8 hr	32 hr	Moderately weak	Slightly raises a Pokémon's friendship, but lowers its Sp. Attack base stats.
	25	Grepa	2	5	8 hr	32 hr	Moderately weak	Slightly raises a Pokémon's friendship, but lowers its Sp. Defense base stats.
	26	Tamato	2	5	8 hr	32 hr	Moderately weak	Slightly raises a Pokémon's friendship, but lowers its Speed base stats.
	27	Cornn	2	10	6 hr	24 hr	Average	—
	28	Magost	2	10	6 hr	24 hr	Average	—
	29	Rabuta	2	10	6 hr	24 hr	Average	—
	30	Nomel	2	10	6 hr	24 hr	Average	—
	31	Spelon	2	15	15 hr	60 hr	Moderately weak	—
	32	Pamtre	2	15	15 hr	60 hr	Moderately weak	—

	Main locations	Name	No.	
	Give a Red Shard to the Shards and Berries trader in Violet City / 3rd prize at Goldenrod Department Store drawing / Held by Pokémon received in trade from certain Trainers / Obtain on the Pokéwalker	Cheri	1	
	Give a Blue Shard to the Shards and Berries trader in Violet City / 3rd prize at Goldenrod Department Store drawing / Obtain on the Pokéwalker	Chesto	2	
	Give a Red Shard to the Shards and Berries trader in Violet City / 3rd prize at Goldenrod Department Store drawing / Receive from Floria on Route 36 / Ruins of Alph, upper-right entryway 2 / Obtain on the Pokéwalker	Pecha	3	
	Give a Green Shard to the Shards and Berries trader in Violet City / 3rd prize at Goldenrod Department Store drawing / Obtain on the Pokéwalker	Rawst	4	
	Give a Yellow Shard to the Shards and Berries trader in Violet City / 3rd prize at Goldenrod Department Store drawing / Obtain on the Pokéwalker	Aspear	5	
	Give a Red Shard to the Shards and Berries trader in Violet City / Ruins of Alph, upper-left entryway 2 and lower-left entryway 2 / Obtain on the Pokéwalker	Leppa	6	
	Give a Blue Shard to the Shards and Berries trader in Violet City / 3rd prize at Goldenrod Department Store drawing / Receive from Floria on Route 36 / Ruins of Alph, upper-right entryway 2 / Obtain on the Pokéwalker	Oran	7	
	3rd prize at Goldenrod Department Store drawing / held by Pokémon received in trade from certain Trainers / Obtain on the Pokéwalker	Persim	8	
	Give a Green Shard to the Shards and Berries trader in Violet City / Obtain on the Pokéwalker	Lum	9	
	Give a Yellow Shard to the Shards and Berries trader in Violet City / 3rd prize in the National Park Bug-Catching Contest / Ruins of Alph, lower-right entryway 2 / Obtain on the Pokéwalker	Sitrus	10	
	Obtain in a Spin Trade	Figy	11	
	Give a Blue Shard to the Shards and Berries trader in Violet City / Obtain in a Spin Trade	Wiki	12	
	Obtain in a Spin Trade	Mago	13	
	Give a Green Shard to the Shards and Berries trader in Violet City / Obtain in a Spin Trade	Aguav	14	
	Give a Yellow Shard to the Shards and Berries trader in Violet City / Obtain in a Spin Trade	Iapapa	15	
	Obtain in a Spin Trade	Razz	16	
	Obtain in a Spin Trade	Bluk	17	
	Obtain in a Spin Trade	Nanab	18	
	Obtain in a Spin Trade	Wepear	19	
	Obtain in a Spin Trade	Pinap	20	
	Trade or receive a Pokémon that is holding this item	Pomeg	21	
	Trade or receive a Pokémon that is holding this item	Kelpsy	22	
	Trade or receive a Pokémon that is holding this item	Qualot	23	
	Trade or receive a Pokémon that is holding this item	Hondew	24	
	Trade or receive a Pokémon that is holding this item	Grepa	25	
	Trade or receive a Pokémon that is holding this item	Tamato	26	
	Obtain in a Spin Trade	Cornn	27	
	Obtain in a Spin Trade	Magost	28	
	Obtain in a Spin Trade	Rabuta	29	
	Obtain in a Spin Trade	Nomel	30	
	Obtain in a Spin Trade	Spelon	31	
	Trade or receive a Pokémon that is holding this item	Pamtre	32	

Berries



	No.	Name	No. of Berries		Time until 1st growth stage	Time until ripe	Water absorbency	Effect
			Min	Max				
	33	Watmel	2	15	15 hr	60 hr	Moderately weak	—
	34	Durin	2	15	15 hr	60 hr	Moderately weak	—
	35	Belue	2	15	15 hr	60 hr	Moderately weak	—
	36	Occa	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Fire-type moves when held.
	37	Passho	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Water-type moves when held.
	38	Wacan	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Electric-type moves when held.
	39	Rindo	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Grass-type moves when held.
	40	Yache	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Ice-type moves when held.
	41	Chople	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Fighting-type moves when held.
	42	Kebia	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Poison-type moves when held.
	43	Shuca	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Ground-type moves when held.
	44	Coba	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Flying-type moves when held.
	45	Payapa	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Psychic-type moves when held.
	46	Tanga	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Bug-type moves when held.
	47	Charti	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Rock-type moves when held.
	48	Kasib	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Ghost-type moves when held.
	49	Haban	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Dragon-type moves when held.
	50	Colbur	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Dark-type moves when held.
	51	Babiri	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Steel-type moves when held.
	52	Chilan	2	5	18 hr	72 hr	Moderately weak	Halves the damage from Normal-type moves when held.
	53	Liechi	2	5	24 hr	96 hr	Weak	When held, allows a user with low HP to raise its own Attack by 1.
	54	Ganlon	2	5	24 hr	96 hr	Weak	When held, allows a user with low HP to raise its own Defense by 1.
	55	Salac	2	5	24 hr	96 hr	Weak	When held, allows a user with low HP to raise its own Speed by 1.
	56	Petaya	2	5	24 hr	96 hr	Weak	When held, allows a user with low HP to raise its own Sp. Attack by 1.
	57	Apicot	2	5	24 hr	96 hr	Weak	When held, allows a user with low HP to raise its own Sp. Defense by 1.
	58	Lansat	2	5	24 hr	96 hr	Weak	When held, allows a user with low HP to raise its own critical hit rate.
	59	Starf	2	5	24 hr	96 hr	Weak	When held, allows user to raise any one of its own stats by 2.
	60	Enigma	2	5	24 hr	96 hr	Moderately weak	When held, allows a user damaged by a supereffective move to restore its own HP.
	61	Micle	2	5	24 hr	96 hr	Moderately weak	When held, raises move accuracy by 20% the turn after the user's HP becomes low.
	62	Custap	2	5	24 hr	96 hr	Moderately weak	When held, lets the user strike first on the turn after the user's HP becomes low.
	63	Jaboca	2	5	24 hr	96 hr	Moderately weak	When held, spreads the damage to a foe when the user is hit by a physical move.
	64	Rowap	2	5	24 hr	96 hr	Moderately weak	When held, spreads the damage to a foe when the user is hit by a special move.

	Main locations	Name	No.	
	Obtain in a Spin Trade	Watmel	33	
	Obtain in a Spin Trade	Durin	34	
	Obtain in a Spin Trade	Belue	35	
	Bought by your mom with money you saved	Occa	36	
	Bought by your mom with money you saved	Passho	37	
	Bought by your mom with money you saved	Wacan	38	
	Bought by your mom with money you saved	Rindo	39	
	Bought by your mom with money you saved	Yache	40	
	Bought by your mom with money you saved	Chople	41	
	Bought by your mom with money you saved	Kebia	42	
	Bought by your mom with money you saved	Shuca	43	
	Bought by your mom with money you saved	Coba	44	
	Bought by your mom with money you saved	Payapa	45	
	Bought by your mom with money you saved	Tanga	46	
	Bought by your mom with money you saved	Charti	47	
	Bought by your mom with money you saved	Kasib	48	
	Bought by your mom with money you saved	Haban	49	
	Bought by your mom with money you saved	Colbur	50	
	Bought by your mom with money you saved	Babiri	51	
	Bought by your mom with money you saved	Chilan	52	
	Trade or receive a Pokémon that is holding this item	Liechi	53	
	Trade or receive a Pokémon that is holding this item	Ganlon	54	
	Trade or receive a Pokémon that is holding this item	Salac	55	
	Trade or receive a Pokémon that is holding this item	Petaya	56	
	Trade or receive a Pokémon that is holding this item	Apicot	57	
	Trade or receive a Pokémon that is holding this item	Lansat	58	
	Trade or receive a Pokémon that is holding this item	Starf	59	
	Trade or receive a Pokémon that is holding this item	Enigma	60	
	Trade or receive a Pokémon that is holding this item	Micle	61	
	Trade or receive a Pokémon that is holding this item	Custap	62	
	Trade or receive a Pokémon that is holding this item	Jaboca	63	
	Trade or receive a Pokémon that is holding this item	Rowap	64	

Seals



Seals are items you apply to Ball Capsules to put your own unique stamp on your Poké Balls. Once you've healed Miltank at the Miltank

Farm on Route 39 and received the Seal Case, you can collect tons of Seals by talking each day to a girl in a house in Olivine City (p. 121).

Pattern Seals

Name	Design	Description	How to obtain
Bubble Seal A	Bubble	A few blue-colored bubbles pop upward.	Receive from a girl in an Olivine City house.
Bubble Seal B	Bubble	Many blue-colored bubbles pop upward.	Receive from a girl in an Olivine City house.
Bubble Seal C	Bubble	A few pink bubbles pop upward.	Receive from a girl in an Olivine City house.
Bubble Seal D	Bubble	Many pink bubbles pop upward.	Receive from a girl in an Olivine City house.
Elec Seal A	Lightning	Yellow lightning sparks upward.	Receive from a girl in an Olivine City house.
Elec Seal B	Lightning	Green lightning sparks upward.	Receive from a girl in an Olivine City house.
Elec Seal C	Lightning	Yellow lightning sparks downward.	Receive from a girl in an Olivine City house.
Elec Seal D	Lightning	Green lightning sparks downward.	Receive from a girl in an Olivine City house.
Fire Seal A	Fire	Small orange flames dance around.	Receive from a girl in an Olivine City house. / Receive from a girl at Moomoo Farm on Route 39 (after healing Miltank).
Fire Seal B	Fire	Large orange flames dance around.	Receive from a girl in an Olivine City house.
Fire Seal C	Fire	Small blue flames dance around.	Receive from a girl in an Olivine City house.
Fire Seal D	Fire	Large blue flames dance around.	Receive from a girl in an Olivine City house.
Flora Seal A	Petals	Pink flower petals flutter down.	Receive from a girl in an Olivine City house.
Flora Seal B	Petals	Pink flower petals flutter upward.	Receive from a girl in an Olivine City house.
Flora Seal C	Petals	Purple flower petals flutter down.	Receive from a girl in an Olivine City house. / Receive from a girl at Moomoo Farm on Route 39 (after healing Miltank).
Flora Seal D	Petals	Purple flower petals flutter upward.	Receive from a girl in an Olivine City house.
Flora Seal E	Petals	Orange flower petals flutter down.	Receive from a girl in an Olivine City house.
Flora Seal F	Petals	Orange flower petals flutter upward.	Receive from a girl in an Olivine City house.
Heart Seal A	Hearts	Little pink hearts flutter around.	Receive from a girl in an Olivine City house.
Heart Seal B	Hearts	Big pink hearts flutter around.	Receive from a girl in an Olivine City house.
Heart Seal C	Hearts	Little black hearts flutter around.	Receive from a girl in an Olivine City house.
Heart Seal D	Hearts	Big black hearts flutter around.	Receive from a girl in an Olivine City house.
Heart Seal E	Hearts	Little pink hearts float upward.	Receive from a girl in an Olivine City house.
Heart Seal F	Hearts	Big pink hearts float upward.	Receive from a girl in an Olivine City house.
Line Seal A	Lines	White lines scatter around.	Receive from a girl in an Olivine City house.
Line Seal B	Lines	Yellow lines scatter around.	Receive from a girl in an Olivine City house.

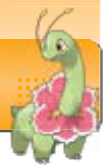
Name	Design	Description	How to obtain
Line Seal C	Lines	Black lines scatter around.	Receive from a girl in an Olivine City house.
Line Seal D	Lines	Blue lines scatter around.	Receive from a girl in an Olivine City house.
Party Seal A	Confetti	Red confetti swirls around.	Receive from a girl in an Olivine City house.
Party Seal B	Confetti	Blue confetti swirls around.	Receive from the girl in an Olivine City house. / Receive from a girl at Moomoo Farm on Route 39 (after healing Miltank).
Party Seal C	Confetti	Yellow confetti swirls around.	Receive from a girl in an Olivine City house.
Party Seal D	Confetti	White confetti swirls around.	Receive from a girl in an Olivine City house.
Smoke Seal A	Smoke	White smoke puffs upward.	Receive from a girl in an Olivine City house.
Smoke Seal B	Smoke	Black smoke puffs upward.	Receive from a girl in an Olivine City house.
Smoke Seal C	Smoke	White smoke puffs downward.	Receive from a girl in an Olivine City house.
Smoke Seal D	Smoke	Black smoke puffs downward.	Receive from a girl in an Olivine City house.
Song Seal A	Notes	A green treble clef flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.
Song Seal B	Notes	A red quarter note flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.
Song Seal C	Notes	An orange quarter note flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.
Song Seal D	Notes	A yellow eighth note flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.
Song Seal E	Notes	A blue eighth note flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.
Song Seal F	Notes	A green half note flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.
Song Seal G	Notes	A blue double quarter note flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.
Star Seal A	Stars	Little yellow stars scatter.	Receive from a girl in an Olivine City house.
Star Seal B	Stars	Big yellow stars scatter.	Receive from a girl in an Olivine City house.
Star Seal C	Stars	Little blue stars scatter.	Receive from a girl in an Olivine City house.
Star Seal D	Stars	Big blue stars scatter.	Receive from a girl in an Olivine City house.
Star Seal E	Stars	A small, color-changing starburst.	Receive from a girl in an Olivine City house.
Star Seal F	Stars	A large, color-changing starburst.	Receive from a girl in an Olivine City house.

Alphabet Seals

Name	Design	Description	How to obtain
A Seal	A	Shaped like the letter A	Receive from a girl in an Olivine City house.
B Seal	B	Shaped like the letter B	Receive from a girl in an Olivine City house.
C Seal	C	Shaped like the letter C	Receive from a girl in an Olivine City house.
D Seal	D	Shaped like the letter D	Receive from a girl in an Olivine City house.
E Seal	E	Shaped like the letter E	Receive from a girl in an Olivine City house.
F Seal	F	Shaped like the letter F	Receive from a girl in an Olivine City house.
G Seal	G	Shaped like the letter G	Receive from a girl in an Olivine City house.
H Seal	H	Shaped like the letter H	Receive from a girl in an Olivine City house.
I Seal	I	Shaped like the letter I	Receive from a girl in an Olivine City house.
J Seal	J	Shaped like the letter J	Receive from a girl in an Olivine City house.
K Seal	K	Shaped like the letter K	Receive from a girl in an Olivine City house.
L Seal	L	Shaped like the letter L	Receive from a girl in an Olivine City house.
M Seal	M	Shaped like the letter M	Receive from a girl in an Olivine City house.
N Seal	N	Shaped like the letter N	Receive from a girl in an Olivine City house.

Name	Design	Description	How to obtain
O Seal	O	Shaped like the letter O	Receive from a girl in an Olivine City house.
P Seal	P	Shaped like the letter P	Receive from a girl in an Olivine City house.
Q Seal	Q	Shaped like the letter Q	Receive from a girl in an Olivine City house.
R Seal	R	Shaped like the letter R	Receive from a girl in an Olivine City house.
S Seal	S	Shaped like the letter S	Receive from a girl in an Olivine City house.
T Seal	T	Shaped like the letter T	Receive from a girl in an Olivine City house.
U Seal	U	Shaped like the letter U	Receive from a girl in an Olivine City house.
V Seal	V	Shaped like the letter V	Receive from a girl in an Olivine City house.
W Seal	W	Shaped like the letter W	Receive from a girl in an Olivine City house.
X Seal	X	Shaped like the letter X	Receive from a girl in an Olivine City house.
Y Seal	Y	Shaped like the letter Y	Receive from a girl in an Olivine City house.
Z Seal	Z	Shaped like the letter Z	Receive from a girl in an Olivine City house.
! Seal	!	Shaped like an !	Receive from a girl in an Olivine City house.
? Seal	?	Shaped like a ?	Receive from a girl in an Olivine City house.

Pokémon Weaknesses Chart (Johto Region)



A

Pokémon	Type		Ability		○ Weak against these move types								× Immune to these move types				
					BUG	GHO	DRK										
Abra	Psychic		Synchronize	Inner Focus													
Aerodactyl	Rock	Flying	Rock Head	Pressure	WTR	ELC	ICE	RCK	STL					GRD			
Aipom	Normal		Run Away	Pickup	FGT									GHO			
Alakazam	Psychic		Synchronize	Inner Focus	BUG	GHO	DRK										
Ambipom	Normal		Technician	Pickup	FGT									GHO			
Ampharos	Electric		Static		GRD												
Arbok	Poison		Intimidate	Shed Skin	GRD	PSY											
Arcanine	Fire		Intimidate	Flash Fire	WTR	GRD	RCK							FIR *2			
Ariados	Bug	Poison	Swarm	Insomnia	FIR	FLY	PSY	RCK									
Articuno	Ice	Flying	Pressure		★RCK	FIR	ELC	STL						GRD			
Azurill	Water		Thick Fat	Huge Power	GRS	ELC											

B

Pokémon	Type		Ability		○ Weak against these move types								× Immune to these move types				
					FIR	ICE	PSN	FLY	BUG								
Bayleef	Grass		Overgrow		FIR	ICE	PSN	FLY	BUG								
Beedrill	Bug	Poison	Swarm		FIR	FLY	PSY	RCK									
Bellossom	Grass		Chlorophyll		FIR	ICE	PSN	FLY	BUG								
Bellsprout	Grass	Poison	Chlorophyll		FIR	ICE	FLY	PSY									
Blastoise	Water		Torrent		GRS	ELC											
Blissey	Normal		Natural Cure	Serene Grace	FGT									GHO			
Bulbasaur	Grass	Poison	Overgrow		FIR	ICE	FLY	PSY									
Butterfree	Bug	Flying	CompoundEyes		★RCK	FIR	ELC	ICE	FLY					GRD			

C

Pokémon	Type		Ability		○ Weak against these move types								× Immune to these move types				
					FIR	FLY	RCK										
Caterpie	Bug		Shield Dust		FIR	FLY	RCK										
Celebi	Psychic	Grass	Natural Cure		★BUG	FIR	ICE	PSN	FLY	GHO	DRK						
Chansey	Normal		Natural Cure	Serene Grace	FGT									GHO			
Charizard	Fire	Flying	Blaze		★RCK	WTR	ELC							GRD			
Charmander	Fire		Blaze		WTR	GRD	RCK										
Charmeleon	Fire		Blaze		WTR	GRD	RCK										
Chikorita	Grass		Overgrow		FIR	ICE	PSN	FLY	BUG								
Chinchou	Water	Electric	Volt Absorb	Illuminate	GRS	GRD								ELC *2			
Clefable	Normal		Cute Charm	Magic Guard	FGT									GHO			
Clefairy	Normal		Cute Charm	Magic Guard	FGT									GHO			
Cleffa	Normal		Cute Charm	Magic Guard	FGT									GHO			
Cloyster	Water	Ice	Shell Armor	Skill Link	GRS	ELC	FGT	RCK									
Coriola	Water	Rock	Hustle	Natural Cure	★GRS	ELC	FGT	GRD									
Crobat	Poison	Flying	Inner Focus		ELC	ICE	PSY	RCK						GRD			
Croconaw	Water		Torrent		GRS	ELC											
Cubone	Ground		Rock Head	LightningRod	GRS	WTR	ICE							ELC			
Cyndaquil	Fire		Blaze		WTR	GRD	RCK										

D

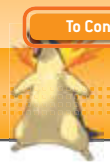
Pokémon	Type		Ability		○ Weak against these move types								× Immune to these move types				
					★RCK	FIR	ELC	STL									
Delibird	Ice	Flying	Vital Spirit	Hustle	★RCK	FIR	ELC	STL						GRD			
Dewgong	Water	Ice	Thick Fat	Hydration	GRS	ELC	FGT	RCK									
Diglett	Ground		Sand Veil	Arena Trap	GRS	WTR	ICE							ELC			
Ditto	Normal		Limber		FGT									GHO			
Dodrio	Normal	Flying	Run Away	Early Bird	ELC	ICE	RCK							GRD	GHO		
Doduo	Normal	Flying	Run Away	Early Bird	ELC	ICE	RCK							GRD	GHO		
Donphan	Ground		Sturdy		GRS	WTR	ICE							ELC			
Dragonair	Dragon		Shed Skin		ICE	DRG											
Dragonite	Dragon	Flying	Inner Focus		★ICE	RCK	DRG							GRD			
Dratini	Dragon		Shed Skin		ICE	DRG											
Drowzee	Psychic		Insomnia	Forewarn	BUG	GHO	DRK										
Dugtrio	Ground		Sand Veil	Arena Trap	GRS	WTR	ICE							ELC			
Dunsparce	Normal		Serene Grace	Run Away	FGT									GHO			

E

Pokémon	Type		Ability		○ Weak against these move types								× Immune to these move types				
					FGT												
Eevee	Normal		Run Away	Adaptability	FGT									GHO			
Ekans	Poison		Intimidate	Shed Skin	GRD	PSY											
Electabuzz	Electric		Static		GRD												
Electrode	Electric		Soundproof	Static	GRD												

★ Deals 4 times damage *1 May not deal damage, depending on the Pokémon's Ability *2 May deal damage, depending on the Pokémon's Ability

Pokémon Weaknesses Chart (Johto Region)



E

Pokémon	Type		Ability		○ Weak against these move types							× Immune to these move types					
					GRD	WTR	GRD	RCK	BUG	GHO	DRK	FIR	ICE	PSN	FLY	GHO	DRK
Elekid	Electric		Static		GRD												
Entei	Fire		Pressure		WTR	GRD	RCK										
Espeon	Psychic		Synchronize		BUG	GHO	DRK										
Exeggcute	Grass	Psychic	Chlorophyll		★BUG	FIR	ICE	PSN	FLY	GHO	DRK						
Exeggutor	Grass	Psychic	Chlorophyll		★BUG	FIR	ICE	PSN	FLY	GHO	DRK						

F

Pokémon	Type		Ability		○ Weak against these move types							× Immune to these move types					
					ELC	ICE	RCK	GRS	ELC	GRD	WTR	GRD	RCK	FIR *1	PSN	GHO	
Farfetch'd	Normal	Flying	Keen Eye	Inner Focus	ELC	ICE	RCK						GRD	GHO			
Fearow	Normal	Flying	Keen Eye		ELC	ICE	RCK						GRD	GHO			
Feraligatr	Water		Torrent		GRS	ELC											
Flaaffy	Electric		Static		GRD												
Flareon	Fire		Flash Fire		WTR	GRD	RCK						FIR *1				
Forretress	Bug	Steel	Sturdy		★FIR								PSN				
Furret	Normal		Run Away	Keen Eye	FGT								GHO				

G

Pokémon	Type		Ability		○ Weak against these move types							× Immune to these move types					
					PSY	GHO	DRK	GRS	★WTR	ICE	FGT	GRD	STL	NRM	FGT	GRD *1	
Gastly	Ghost	Poison	Levitate		PSY	GHO	DRK						NRM	FGT	GRD *1		
Gengar	Ghost	Poison	Levitate		PSY	GHO	DRK						NRM	FGT	GRD *1		
Geodude	Rock	Ground	Rock Head	Sturdy	★GRS	★WTR	ICE	FGT	GRD	STL			ELC				
Girafarig	Normal	Psychic	Inner Focus	Early Bird	BUG	DRK							GHO				
Gligar	Ground	Flying	Hyper Cutter	Sand Veil	★ICE	WTR							ELC	GRD			
Gloom	Grass	Poison	Chlorophyll		FIR	ICE	FLY	PSY									
Golbat	Poison	Flying	Inner Focus		ELC	ICE	PSY	RCK					GRD				
Golddeen	Water		Swift Swim	Water Veil	GRS	ELC											
Golduck	Water		Damp	Cloud Nine	GRS	ELC											
Golem	Rock	Ground	Rock Head	Sturdy	★GRS	★WTR	ICE	FGT	GRD	STL			ELC				
Granbull	Normal		Intimidate	Quick Feet	FGT								GHO				
Graveler	Rock	Ground	Rock Head	Sturdy	★GRS	★WTR	ICE	FGT	GRD	STL			ELC				
Grimer	Poison		Stench	Sticky Hold	GRD	PSY											
Growlithe	Fire		Intimidate	Flash Fire	WTR	GRD	RCK						FIR *1				
Gyarados	Water	Flying	Intimidate		★ELC	RCK							GRD				

H

Pokémon	Type		Ability		○ Weak against these move types							× Immune to these move types					
					PSY	GHO	DRK	★FLY	FIR	PSY	FLY	PSY	FLY	PSY	ELC	WTR	ELC
Haunter	Ghost	Poison	Levitate		PSY	GHO	DRK						NRM	FGT	GRD *1		
Heracross	Bug	Fighting	Swarm	Guts	★FLY	FIR	PSY										
Hitmonchan	Fighting		Keen Eye	Iron Fist	FLY	PSY											
Hitmonlee	Fighting		Limber	Reckless	FLY	PSY											
Hitmontop	Fighting		Intimidate	Technician	FLY	PSY											
Ho-Oh	Fire	Flying	Pressure		★RCK	WTR	ELC						GRD				
Hoothoot	Normal	Flying	Insomnia	Keen Eye	ELC	ICE	RCK						GRD	GHO			
Hoppip	Grass	Flying	Chlorophyll	Leaf Guard	★ICE	FIR	PSN	FLY	RCK				GRD				
Horsea	Water		Swift Swim	Sniper	GRS	ELC											
Houndoom	Dark	Fire	Early Bird	Flash Fire	WTR	FGT	GRD	RCK					PSY	FIR *2			
Houndour	Dark	Fire	Early Bird	Flash Fire	WTR	FGT	GRD	RCK					PSY	FIR *2			
Hypno	Psychic		Insomnia	Forewarn	BUG	GHO	DRK										

I

Pokémon	Type		Ability		○ Weak against these move types							× Immune to these move types					
					FGT	ICE	FLY	PSY					GHO				
Igglybuff	Normal		Cute Charm		FGT									GHO			
Ivysaur	Grass	Poison	Overgrow		FIR	ICE	FLY	PSY									

J

Pokémon	Type		Ability		○ Weak against these move types							× Immune to these move types					
					FGT	GRD	★ICE	FIR	PSN	FLY	RCK	FIR	BUG	RCK	GHO	DRK	STL
Jigglypuff	Normal		Cute Charm		FGT												GHO
Jolteon	Electric		Volt Absorb		GRD												ELC *1
Jumpluff	Grass	Flying	Chlorophyll	Leaf Guard	★ICE	FIR	PSN	FLY	RCK								GRD
Jynx	Ice	Psychic	Oblivious	Forewarn	FIR	BUG	RCK	GHO	DRK	STL							

K

Pokémon	Type		Ability		○ Weak against these move types							× Immune to these move types					
					★GRS	ELC	FGT	GRD	★GRS	ELC	FGT	GRD	BUG	GHO	DRK		
Kabuto	Rock	Water	Swift Swim	Battle Armor	★GRS	ELC	FGT	GRD									
Kabutops	Rock	Water	Swift Swim	Battle Armor	★GRS	ELC	FGT	GRD									
Kadabra	Psychic		Synchronize	Inner Focus	BUG	GHO	DRK										

★ Deals 4 times damage *1 May not deal damage, depending on the Pokémon's Ability *2 May deal damage, depending on the Pokémon's Ability

Pokémon	Type		Ability		○ Weak against these move types						× Immune to these move types				
					FIR	FLY	PSY	RCK							
Kakuna	Bug	Poison	Shed Skin												
Kangaskhan	Normal		Early Bird	Scrappy	FGT								GHO		
Kingdra	Water	Dragon	Swift Swim	Sniper	DRG										
Kingler	Water		Hyper Cutter	Shell Armor	GRS	ELC									
Koffing	Poison		Levitate		PSY								GRD *1		
Krabby	Water		Hyper Cutter	Shell Armor	GRS	ELC									

L

Pokémon	Type		Ability		○ Weak against these move types						× Immune to these move types				
					GRS	GRD									
Lanturn	Water	Electric	Volt Absorb	Illuminate	GRS	GRD							ELC *2		
Lapras	Water	Ice	Water Absorb	Shell Armor	GRS	ELC	FGT	RCK					WTR *2		
Larvitar	Rock	Ground	Guts		★GRS	★WTR	ICE	FGT	GRD	STL			ELC		
Ledian	Bug	Flying	Swarm	Early Bird	★RCK	FIR	ELC	ICE	FLY				GRD		
Ledyba	Bug	Flying	Swarm	Early Bird	★RCK	FIR	ELC	ICE	FLY				GRD		
Lickilicky	Normal		Own Tempo	Oblivious	FGT								GHO		
Lickitung	Normal		Own Tempo	Oblivious	FGT								GHO		
Lugia	Psychic	Flying	Pressure		ELC	ICE	RCK	GHO	DRK				GRD		

M

Pokémon	Type		Ability		○ Weak against these move types						× Immune to these move types				
					FLY	PSY									
Machop	Fighting		Guts	No Guard	FLY	PSY									
Machoke	Fighting		Guts	No Guard	FLY	PSY									
Machop	Fighting		Guts	No Guard	FLY	PSY									
Magby	Fire		Flame Body		WTR	GRD	RCK								
Magcargo	Fire	Rock	Magma Armor	Flame Body	★WTR	★GRD	FGT	RCK							
Magikarp	Water		Swift Swim		GRS	ELC									
Magmar	Fire		Flame Body		WTR	GRD	RCK								
Magnemite	Electric	Steel	Magnet Pull	Sturdy	★GRD	FIR	FGT						PSN		
Magneton	Electric	Steel	Magnet Pull	Sturdy	★GRD	FIR	FGT						PSN		
Mamoswine	Ice	Ground	Oblivious	Snow Cloak	GRS	FIR	WTR	FGT	STL				ELC		
Mankey	Fighting		Vital Spirit	Anger Point	FLY	PSY									
Mantine	Water	Flying	Swift Swim	Water Absorb	★ELC	RCK							GRD	WTR *2	
Mareep	Electric		Static		GRD										
Marill	Water		Thick Fat	Huge Power	GRS	ELC									
Marowak	Ground		Rock Head	LightningRod	GRS	WTR	ICE						ELC		
Meganium	Grass		Overgrow		FIR	ICE	PSN	FLY	BUG						
Meowth	Normal		Pickup	Technician	FGT								GHO		
Metapod	Bug		Shed Skin		FIR	FLY	RCK								
Mew	Psychic		Synchronize		BUG	GHO	DRK								
Mewtwo	Psychic		Pressure		BUG	GHO	DRK								
Miltank	Normal		Thick Fat	Scrappy	FGT								GHO		
Misdreavus	Ghost		Levitate		GHO	DRK							NRM	FGT	GRD *1
Moltres	Fire	Flying	Pressure		★RCK	WTR	ELC						GRD		
Mr. Mime	Psychic		Soundproof	Filter	BUG	GHO	DRK								
Muk	Poison		Stench	Sticky Hold	GRD	PSY									
Murkrow	Dark	Flying	Insomnia	Super Luck	ELC	ICE	RCK						GRD	PSY	

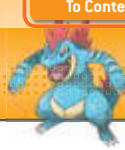
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Pokémon	Type		Ability		○ Weak against these move types						× Immune to these move types				
					ELC	ICE	RCK	GHO	DRK						
Natu	Psychic	Flying	Synchronize	Early Bird	ELC	ICE	RCK	GHO	DRK				GRD		
Nidoking	Poison	Ground	Poison Point	Rivalry	WTR	ICE	GRD	PSY					ELC		
Nidoqueen	Poison	Ground	Poison Point	Rivalry	WTR	ICE	GRD	PSY					ELC		
Nidoran ♀	Poison		Poison Point	Rivalry	GRD	PSY									
Nidoran ♂	Poison		Poison Point	Rivalry	GRD	PSY									
Nidorina	Poison		Poison Point	Rivalry	GRD	PSY									
Nidorino	Poison		Poison Point	Rivalry	GRD	PSY									
Ninetales	Fire		Flash Fire		WTR	GRD	RCK						FIR *1		
Noctowl	Normal	Flying	Insomnia	Keen Eye	ELC	ICE	RCK						GRD	GHO	

O

Pokémon	Type		Ability		○ Weak against these move types						× Immune to these move types				
					GRS	ELC									
Octillery	Water		Suction Cups	Sniper	GRS	ELC									
Oddish	Grass	Poison	Chlorophyll		FIR	ICE	FLY	PSY							
Omanyte	Rock	Water	Swift Swim	Shell Armor	★GRS	ELC	FGT	GRD							
Omastar	Rock	Water	Swift Swim	Shell Armor	★GRS	ELC	FGT	GRD							
Onix	Rock	Ground	Rock Head	Sturdy	★GRS	★WTR	ICE	FGT	GRD	STL			ELC		

Pokémon Weaknesses Chart (Johto Region)



P

Pokémon	Type	Ability		○ Weak against these move types								× Immune to these move types		
				FIR	FLY	ICE	PSN	BUG	RCK	WTR	GRD	GHO		
Paras	Bug	Grass	Effect Spore	Dry Skin	★FIR	★FLY	ICE	PSN	BUG	RCK		WTR ^{*2}		
Parasect	Bug	Grass	Effect Spore	Dry Skin	★FIR	★FLY	ICE	PSN	BUG	RCK		WTR ^{*2}		
Persian	Normal		Limber	Technician	FGT							GHO		
Phanpy	Ground		Pickup		GRS	WTR	ICE					ELC		
Pichu	Electric		Static		GRD									
Pidgeot	Normal	Flying	Keen Eye	Tangled Feet	ELC	ICE	RCK					GRD	GHO	
Pidgeotto	Normal	Flying	Keen Eye	Tangled Feet	ELC	ICE	RCK					GRD	GHO	
Pidgey	Normal	Flying	Keen Eye	Tangled Feet	ELC	ICE	RCK					GRD	GHO	
Pikachu	Electric		Static		GRD									
Piloswine	Ice	Ground	Oblivious	Snow Cloak	GRS	FIR	WTR	FGT	STL			ELC		
Pineco	Bug		Sturdy		FIR	FLY	RCK							
Pinsir	Bug		Hyper Cutter	Mold Breaker	FIR	FLY	RCK							
Politoed	Water		Water Absorb	Damp	GRS	ELC						WTR ^{*2}		
Poliwag	Water		Water Absorb	Damp	GRS	ELC						WTR ^{*2}		
Poliwhirl	Water		Water Absorb	Damp	GRS	ELC						WTR ^{*2}		
Poliwrath	Water	Fighting	Water Absorb	Damp	GRS	ELC	FLY	PSY				WTR ^{*2}		
Ponyta	Fire		Run Away	Flash Fire	WTR	GRD	RCK					FIR ^{*2}		
Porygon	Normal		Trace	Download	FGT							GHO		
Porygon2	Normal		Trace	Download	FGT							GHO		
Primeape	Fighting		Vital Spirit	Anger Point	FLY	PSY								
Psyduck	Water		Damp	Cloud Nine	GRS	ELC								
Pupitar	Rock	Ground	Shed Skin		★GRS	★WTR	ICE	FGT	GRD	STL		ELC		

Q

Pokémon	Type	Ability		○ Weak against these move types								× Immune to these move types		
				GRS	GRD	RCK	PSY	WTR	GRD	GHO				
Quagsire	Water	Ground	Damp	Water Absorb	★GRS							ELC	WTR ^{*2}	
Quilava	Fire		Blaze		WTR	GRD	RCK							
Qwilfish	Water	Poison	Poison Point	Swift Swim	ELC	GRD	PSY							

R

Pokémon	Type	Ability		○ Weak against these move types								× Immune to these move types		
				GRD	GRD	WTR	GRD	RCK	GRS	ELC	ICE	FGT	GRD	STL
Raichu	Electric		Static		GRD									
Raikou	Electric		Pressure		GRD									
Rapidash	Fire		Run Away	Flash Fire	WTR	GRD	RCK					FIR ^{*2}		
Raticate	Normal		Run Away	Guts	FGT							GHO		
Rattata	Normal		Run Away	Guts	FGT							GHO		
Remoraid	Water		Hustle	Sniper	GRS	ELC								
Rhydon	Ground	Rock	LightningRod	Rock Head	★GRS	★WTR	ICE	FGT	GRD	STL		ELC		
Rhyhorn	Ground	Rock	LightningRod	Rock Head	★GRS	★WTR	ICE	FGT	GRD	STL		ELC		

S

Pokémon	Type	Ability		○ Weak against these move types								× Immune to these move types		
				GRS	WTR	ICE	PSN	BUG	RCK	GRD	GHO	DRK		
Sandshrew	Ground		Sand Veil		GRS	WTR	ICE					ELC		
Sandslash	Ground		Sand Veil		GRS	WTR	ICE					ELC		
Scizor	Bug	Steel	Swarm	Technician	★FIR							PSN		
Scyther	Bug	Flying	Swarm	Technician	★RCK	FIR	ELC	ICE	FLY			GRD		
Seadra	Water		Poison Point	Sniper	GRS	ELC								
Seaking	Water		Swift Swim	Water Veil	GRS	ELC								
Seel	Water		Thick Fat	Hydration	GRS	ELC								
Sentret	Normal		Run Away	Keen Eye	FGT							GHO		
Shellder	Water		Shell Armor	Skill Link	GRS	ELC								
Shuckle	Bug	Rock	Sturdy	Gluttony	WTR	RCK	STL							
Skarmory	Steel	Flying	Keen Eye	Sturdy	FIR	ELC						PSN	GRD	
Skiploom	Grass	Flying	Chlorophyll	Leaf Guard	★ICE	FIR	PSN	FLY	RCK			GRD		
Slowbro	Water	Psychic	Oblivious	Own Tempo	GRS	ELC	BUG	GHO	DRK					
Slowking	Water	Psychic	Oblivious	Own Tempo	GRS	ELC	BUG	GHO	DRK					
Slowpoke	Water	Psychic	Oblivious	Own Tempo	GRS	ELC	BUG	GHO	DRK					
Slugma	Fire		Magma Armor	Flame Body	WTR	GRD	RCK							
Smeargle	Normal		Own Tempo	Technician	FGT							GHO		
Smoochum	Ice	Psychic	Oblivious	Forewarn	FIR	BUG	RCK	GHO	DRK	STL				
Sneasel	Dark	Ice	Inner Focus	Keen Eye	★FGT	FIR	BUG	RCK	STL			PSY		
Snorlax	Normal		Immunity	Thick Fat	FGT							GHO		
Snorlax	Normal		Intimidate	Run Away	FGT							GHO		
Spearow	Normal	Flying	Keen Eye		ELC	ICE	RCK					GRD	GHO	
Spinarak	Bug	Poison	Swarm	Insomnia	FIR	FLY	PSY	RCK						

★ Deals 4 times damage *1 May not deal damage, depending on the Pokémon's Ability *2 May deal damage, depending on the Pokémon's Ability

Pokémon	Type	Ability	○ Weak against these move types								× Immune to these move types					
			GRS	ELC	BUG	GHO	DRK	FLY	PSY	STL	GRD	PSN	WTR			
Squirtle	Water		Torrent		GRS	ELC										
Stantler	Normal		Intimidate	Frisk	FGT								GHO			
Starmie	Water	Psychic	Illuminate	Natural Cure	GRS	ELC	BUG	GHO	DRK							
Staryu	Water		Illuminate	Natural Cure	GRS	ELC										
Steelix	Steel	Ground	Rock Head	Sturdy	FIR	WTR	FGT	GRD					ELC	PSN		
Sudowoodo	Rock		Sturdy	Rock Head	GRS	WTR	FGT	GRD	STL							
Suicune	Water		Pressure		GRS	ELC										
Sunflora	Grass		Chlorophyll	Solar Power	FIR	ICE	PSN	FLY	BUG							
Sunkern	Grass		Chlorophyll	Solar Power	FIR	ICE	PSN	FLY	BUG							
Swinub	Ice	Ground	Oblivious	Snow Cloak	GRS	FIR	WTR	FGT	STL				ELC			

T

Pokémon	Type	Ability	○ Weak against these move types								× Immune to these move types					
			GRS	ELC	BUG	GHO	DRK	FLY	PSY	STL	GRD	PSN	WTR			
Tangela	Grass		Chlorophyll	Leaf Guard	FIR	ICE	PSN	FLY	BUG							
Tangrowth	Grass		Chlorophyll	Leaf Guard	FIR	ICE	PSN	FLY	BUG							
Tauros	Normal		Intimidate	Anger Point	FGT								GHO			
Teddiursa	Normal		Pickup	Quick Feet	FGT								GHO			
Tentacool	Water	Poison	Clear Body	Liquid Ooze	ELC	GRD	PSY									
Tentacruel	Water	Poison	Clear Body	Liquid Ooze	ELC	GRD	PSY									
Togepi	Normal		Hustle	Serene Grace	FGT								GHO			
Togetic	Normal	Flying	Hustle	Serene Grace	ELC	ICE	RCK						GRD	GHO		
Totodile	Water		Torrent		GRS	ELC										
Typhlosion	Fire		Blaze		WTR	GRD	RCK									
Tyranitar	Rock	Dark	Sand Stream		★FGT	GRS	WTR	GRD	BUG	STL			PSY			
Tyrogue	Fighting		Guts	Steadfast	FLY	PSY										

U

Pokémon	Type	Ability	○ Weak against these move types								× Immune to these move types					
			GRS	ELC	BUG	GHO	DRK	FLY	PSY	STL	GRD	PSN	WTR			
Umbreon	Dark		Synchronize		FGT	BUG							PSY			
Unown	Psychic		Levitate		BUG	GHO	DRK						GRD *1			
Ursaring	Normal		Guts	Quick Feet	FGT								GHO			

V

Pokémon	Type	Ability	○ Weak against these move types								× Immune to these move types					
			GRS	ELC	BUG	GHO	DRK	FLY	PSY	STL	GRD	PSN	WTR			
Vaporeon	Water		Water Absorb		GRS	ELC							WTR *1			
Venomoth	Bug	Poison	Shield Dust	Tinted Lens	FIR	FLY	PSY	RCK								
Venonat	Bug	Poison	CompoundEyes	Tinted Lens	FIR	FLY	PSY	RCK								
Venusaur	Grass	Poison	Overgrow		FIR	ICE	FLY	PSY								
Victreebel	Grass	Poison	Chlorophyll		FIR	ICE	FLY	PSY								
Vileplume	Grass	Poison	Chlorophyll		FIR	ICE	FLY	PSY								
Voltorb	Electric		Soundproof	Static	GRD											
Vulpix	Fire		Flash Fire		WTR	GRD	RCK						FIR *1			

W

Pokémon	Type	Ability	○ Weak against these move types								× Immune to these move types					
			GRS	ELC	BUG	GHO	DRK	FLY	PSY	STL	GRD	PSN	WTR			
Wartortle	Water		Torrent		GRS	ELC										
Weedle	Bug	Poison	Shield Dust		FIR	FLY	PSY	RCK								
Weepinbell	Grass	Poison	Chlorophyll		FIR	ICE	FLY	PSY								
Weezing	Poison		Levitate		PSY								GRD *1			
Wigglytuff	Normal		Cute Charm		FGT								GHO			
Wobbuffet	Psychic		Shadow Tag		BUG	GHO	DRK									
Wooper	Water	Ground	Damp	Water Absorb	★GRS								ELC	WTR *2		

X

Pokémon	Type	Ability	○ Weak against these move types								× Immune to these move types					
			GRS	ELC	BUG	GHO	DRK	FLY	PSY	STL	GRD	PSN	WTR			
Xatu	Psychic	Flying	Synchronize	Early Bird	ELC	ICE	RCK	GHO	DRK				GRD			

Y

Pokémon	Type	Ability	○ Weak against these move types								× Immune to these move types					
			GRS	ELC	BUG	GHO	DRK	FLY	PSY	STL	GRD	PSN	WTR			
Yanma	Bug	Flying	Speed Boost	CompoundEyes	★RCK	FIR	ELC	ICE	FLY				GRD			
Yanmega	Bug	Flying	Speed Boost	Tinted Lens	★RCK	FIR	ELC	ICE	FLY				GRD			

Z

Pokémon	Type	Ability	○ Weak against these move types								× Immune to these move types					
			GRS	ELC	BUG	GHO	DRK	FLY	PSY	STL	GRD	PSN	WTR			
Zapdos	Electric	Flying	Pressure		ICE	RCK							GRD			
Zubat	Poison	Flying	Inner Focus		ELC	ICE	PSY	RCK					GRD			

Type Matchup Chart



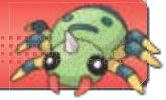
Types are assigned both to moves and to the Pokémon receiving them. These types can greatly affect the amount of damage dealt or

received in battle, so learn how they stand up against one another and give yourself an advantage in battle.

		Defending Pokémon's Type																
		Normal	Fire	Water	Grass	Electric	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel
Attacking Pokémon's Move Type	Normal												△	×				△
	Fire		△	△	○		○						○	△		△		○
	Water		○	△	△				○				○		△			
	Grass		△	○	△			△	○	△		△	○		△			△
	Electric			○	△	△				×	○				△			
	Ice		△	△	○		△			○	○					○		△
	Fighting	○					○		△		△	△	△	○	×		○	○
	Poison				○			△	△					△	△			×
	Ground		○		△	○			○		×		△	○				○
	Flying				○	△		○					○	△				△
	Psychic							○	○			△					×	△
	Bug		△		○			△	△		△	○			△		○	△
	Rock		○				○	△		△	○		○					△
	Ghost	×										○			○		△	△
	Dragon															○		△
	Dark							△				○			○		△	△
Steel		△	△		△	○							○				△	
Legend	○ Very effective "It's super effective!"	x2										△ Not too effective "It's not very effective..."	x0.5					
	×	x0										(No Icon) Normal damage	x1					

- Fire-type Pokémon cannot be afflicted with the Burned condition.
- Grass-type Pokémon are immune to Leech Seed.
- Ice-type Pokémon cannot be afflicted with the Frozen condition, and take no damage from the Hail weather condition.
- Poison-type Pokémon cannot be afflicted with a Poison or a Badly Poisoned condition, even when switching in with Toxic Spikes in play. Poison-type Pokémon nullify Toxic Spikes (unless these Pokémon are also Flying type or have the Levitate Ability).
- Ground-type Pokémon are immune to Thunder Wave and to damage from the Sandstorm weather condition.
- Flying-type Pokémon cannot be damaged by spikes when switching in, or become afflicted with a Poison or Badly Poisoned condition due to switching in with Toxic Spikes in play.
- Rock-type Pokémon are immune to damage from the Sandstorm weather condition.
- Steel-type Pokémon are immune to damage from the Sandstorm weather condition.

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Defending Pokémon's Type

Attacking Pokémon's Move Type

	Normal	Fire	Water	Grass	Electric	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel
Normal													▲	×			▲
Fire		▲	▲	⊙		⊙						⊙	▲		▲		⊙
Water		⊙	▲	▲					⊙				⊙		▲		
Grass		▲	⊙	▲				▲	⊙	▲		▲	⊙		▲		▲
Electric			⊙	▲	▲				×	⊙					▲		
Ice		▲	▲	⊙		▲			⊙	⊙					⊙		▲
Fighting	⊙					⊙		▲		▲	▲	▲	⊙	×		⊙	⊙
Poison				⊙				▲	▲				▲	▲			×
Ground		⊙		▲	⊙			⊙		×		▲	⊙				⊙
Flying				⊙	▲		⊙					⊙	▲				▲
Psychic							⊙	⊙			▲					×	▲
Bug		▲		⊙			▲	▲		▲	⊙			▲		⊙	▲
Rock		⊙				⊙	▲		▲	⊙		⊙					▲
Ghost	×										⊙			⊙		▲	▲
Dragon															⊙		▲
Dark							▲				⊙			⊙		▲	▲
Steel		▲	▲		▲	⊙							⊙				▲

Pokémon

HEARTGOLD VERSION

SOULSILVER VERSION

Legend

- ⊙ Very effective "It's super effective!" **x2**
- ▲ Not too effective "It's not very effective..." **x0.5**
- ×
- No effect "It doesn't affect..." **x0**
- (No Icon) Normal damage **x1**

• Fire-type Pokémon cannot be afflicted with the Burn condition. • Grass-type Pokémon are immune to Leech Seed. • Ice-type Pokémon cannot be afflicted with the Frozen condition, and take no damage from the Hail weather condition. • Poison-type Pokémon cannot be afflicted with a Poison or a Badly Poisoned condition, even when switching in with Toxic Spikes in play. Poison-type Pokémon nullify Toxic Spikes (unless these Pokémon are also Flying type or have the Levitate Ability). • Ground-type Pokémon are immune to Thunder Wave and to damage from the Sandstorm weather condition. • Flying-type Pokémon cannot be damaged by spikes when switching in, or become afflicted with a Poison or Badly Poisoned condition due to switching in with Toxic Spikes in play. • Rock-type Pokémon are immune to damage from the Sandstorm weather condition. • Steel-type Pokémon are immune to damage from the Sandstorm weather condition.

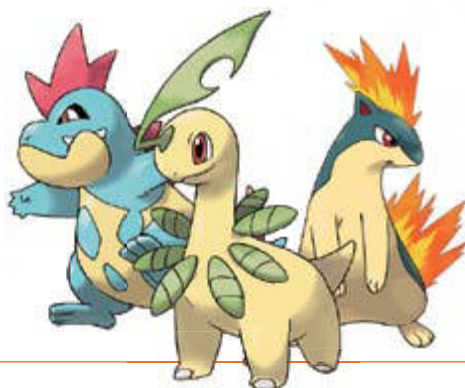


POKÉMON™

HEARTGOLD
VERSION

SOULSILVER
VERSION

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