DMG-APSU-AUS

Pokémon™

Trainer's Guide

Nintendo®

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This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the Pokémon™* Game Pak for your Nintendo® Game Boy™ system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

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This is the Yellow version of Pokémon. There are other versions, too. The differences between the versions are the type and probability of Pokémon appearances.

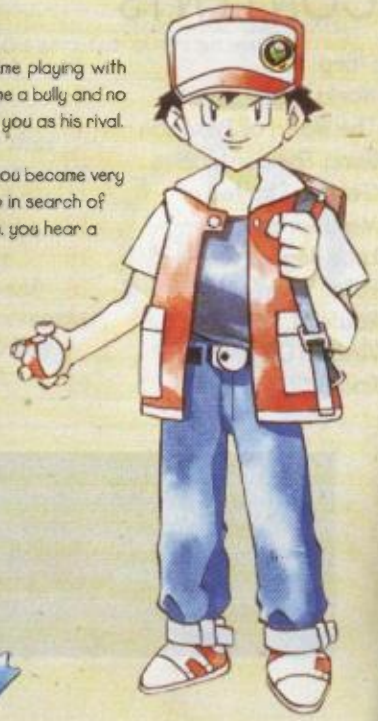
To complete your collection, you will need to trade with a friend who has another version.

STORY

Growing up in Pallet Town, you spent a lot a time playing with your next door neighbor. But lately he has become a bully and no longer wants to play with you. He even thinks of you as his rival.

After the two of you stopped playing together, you became very interested in Pokémon. One day you decide to go in search of Pokémon, but just as you are leaving Pallet Town, you hear a voice...

"Hey! Don't go into the grass!" It's Professor Oak, the famous Pokémon expert! "There are Wild Pokémon living in there," he says.





"They can be very dangerous. However, if you possess trained Pokémon, you can let them fight the wild ones. Come to my laboratory, and I'll tell you more."

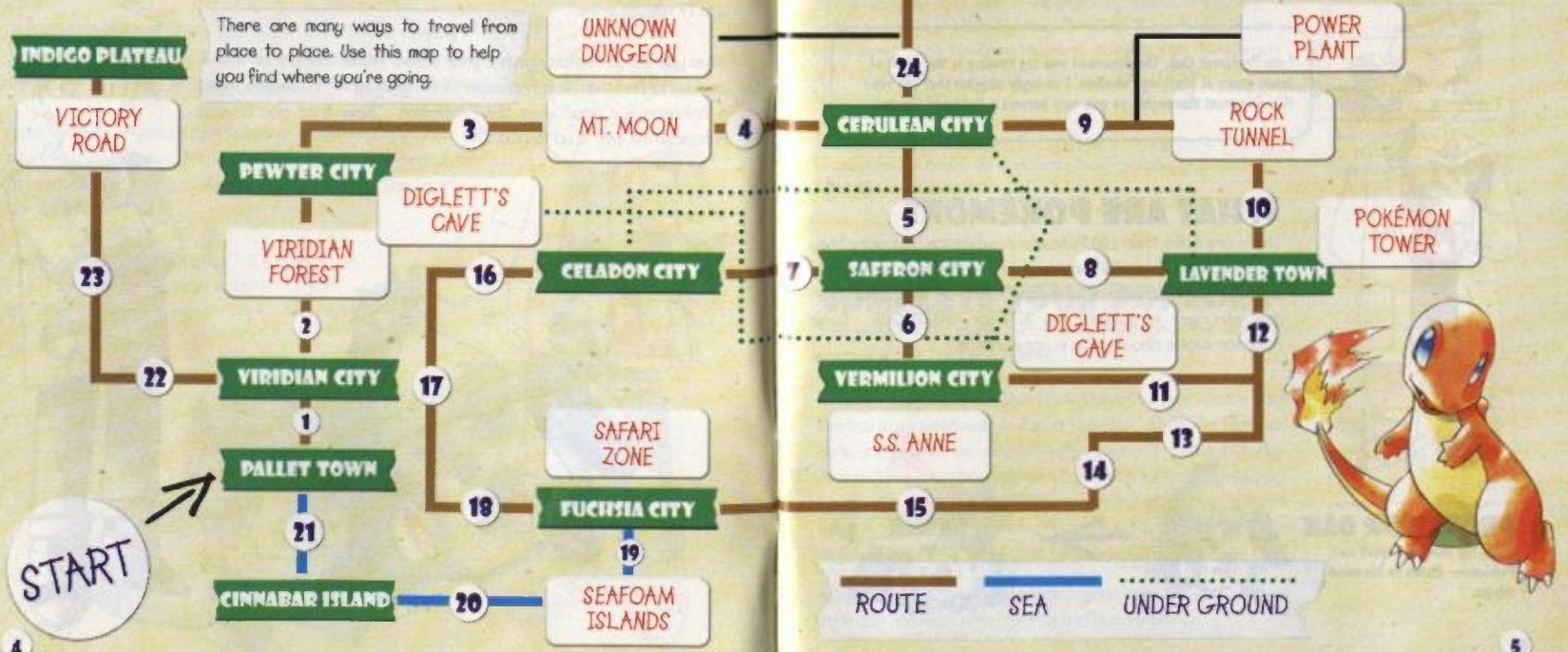
When you get to the lab, you find your former friend there, too. You're amazed to find that he is Professor Oak's grandson! "I have prepared a Pokémon for you," says the Professor. "Now that you have a Pokémon, the rest is up to you..."





WORLD MAP

There are many ways to travel from place to place. Use this map to help you find where you're going.



THE WORLD OF POKÉMON



I am Professor Oak. The document you are reading is the result of many years of studying Pokémon. I strongly suggest that you read this document thoroughly so you may become a Pokémon Master.

WHAT ARE POKÉMON?

There are more than 100 Pokémon in existence. The more they fight, the more powerful they become. The Pokémon having only simple attack techniques, such as TACKLE or TAIL WHIP, gain new, stronger techniques, like BITE or WATER GUN. Some Pokémon evolve and change in appearance.

PROFESSOR OAK
He is the leading expert on Pokémon. Listen to his wise advice.



DEFEAT THE 8 POKÉMON LEADERS

In the world of Pokémon, there are many Pokémon Trainers who raise Pokémon for fighting. Only 8 of these trainers are considered to be Pokémon Leaders. You can find these leaders hanging out at local gyms, training their Pokémon to become stronger.



These leaders are waiting for anyone who wants to challenge them. In order to complete your Pokédex, you must fight these leaders.

COMPLETE YOUR POKÉDEX

Your goal is to capture one of every Pokémon in the world to become a true Pokémon Master.

To reach this goal, all of your findings must be recorded in your electronic encyclopedia called a Pokédex. All of the Pokémon data you find will be automatically recorded in your Pokédex. To catch Pokémon, you will need Poké Balls, which you may purchase from Poké Marts in most towns and cities. You will also need to trade Pokémon with friends who have a different version in order to complete your Pokédex.



- In order to record all Pokémon in your Pokédex, you will need to trade Pokémon with the Red and Blue versions.

YOUR COMPANION, PIKACHU™

Professor Oak is prepared to give you his Pokédex and a Pokémon. That Pokémon is none other than...Pikachu! The Pikachu Professor Oak has given you is a little different from other Pokémon. It doesn't seem to like to go inside Poké Balls. As your unexpected partner, Pikachu stays with you and joins you in your travels.

If Pikachu faints during battle, it is returned to the Poké Ball and will disappear from behind you. Pikachu also disappears when you deposit it in the computer. (When you withdraw it from the computer, Pikachu appears behind you again.)

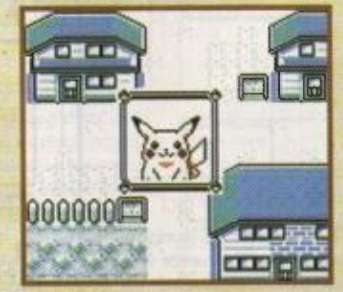




WHAT ABOUT PIKACHU'S MOOD...?

When you are walking with Pikachu, use the + Control Pad to turn towards Pikachu and press the A Button. A window will open in the center of the screen, and Pikachu's face will appear. You will know whether or not Pikachu is in a good mood by looking at its expression.

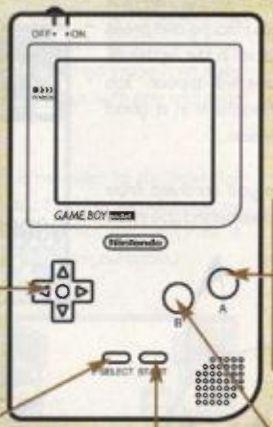
Pikachu other than the one you received from Professor Oak will not be shown behind you in the world.







USING THE CONTROLS



+ Control Pad

Move around the world map. Move the cursor when a command is selected.

SELECT

Arrange items.

START

Display the Menu screen.

A Button

Confirm a menu selection. Talk to people (keep pressing to reveal the entire message).

B Button

Cancel the menu screen. Cancel a command that was selected with the A Button.

GETTING STARTED

On the Title screen, press either the A Button or START, and an options screen will appear. Use the + Control Pad to select and the A Button to confirm.





New Game

This option lets you play the game from the beginning. Register the names of your character and rival. Choose from the available names, or choose the New Name option to create your own. Select letters using the + Control Pad and confirm with the A Button. If you make a mistake, you can erase the letters one by one using the B Button.



Continue

If you have saved a previous game, the Continue option will be added to the Menu screen, so you will be able to continue from the last time you saved. There is only one save slot available.



Option

See Page 15.

HOW TO ERASE A FILE

On the Title screen, press up on the + Control Pad while pressing SELECT and the B Button.

Do not insert your Game Pak into a Game Boy, Game Boy pocket, or Game Boy Color unit that is ON. You may lose all your saved data.

MENU SCREEN

While moving in the world, press START to display the Menu screen. On the Menu screen, you can select seven commands.



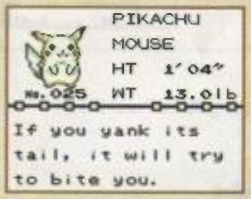
POKÉDEX

The Pokédex command lets you view information on any Pokémon you see or capture.



Data

Select Data to view information about a Pokémon you have captured.



Cry

Select Cry to hear a Pokémon crying.

Area

Select Area to view places where a Pokémon has been sighted.



Print

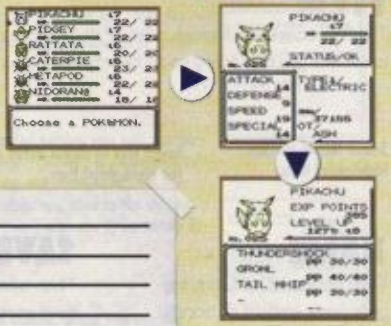
Use this when you print the data for the Pokémon selected in the Pokédex on the Game Boy™ Printer.

Quit

Select Quit to return to the Menu screen.

POKÉMON

The Pokémon command displays the status of the Pokémon you currently have in your possession. You may carry only 6 Pokémon at a time.



Stats

ATTACK	Pokémon's attack power.
DEFENSE	Pokémon's defense power.
SPEED	Pokémon's speed.
SPECIAL	Pokémon's special power.
TYPE	Genetic class of Pokémon.
HP	Pokémon's health. When it's 0, it can't fight.
PP	Power Points. When it's 0, technique might not work.
OT	Name of the Original Trainer.
ID NO.	ID number determined at the start.

Switch

Rearrange the order of your Pokémon. When you encounter enemy Pokémon, the one on the top of your list will fight first. You may want to rearrange the order so your strongest Pokémon, or the one you want to train, is on top of the list.



Cancel

Select Cancel when you want to return to the Menu screen.

ITEM

The Item command displays a list of items that you have collected. You may carry up to twenty items at a time.



Use

Select this to use the highlighted item.

Toss

Select this to throw away the highlighted item.

NAME

This command will display your name, amount of money, number of badges, and time spent playing the game.



SAVE

This command lets you save your progress. When you continue, you will resume playing from where you last saved your game.



NOTE: Please don't turn the game off while saving. You may lose your saved data.





OPTION

Select Option to view a list of game play options. You will be able to change to your liking the speed of the text, the battle animation and the style of battle.



Text Speed

This changes message text speed to three different levels.

Battle Animation

Turn the animation during a fight to ON or OFF.

Battle Style

Select the rules of the game as they relate to fighting Pokémon Trainers.

Sound

Select the sound setting you will use during game play. "Mono" is recommended if you will not use headphones. If you will use headphones, choose the setting you prefer from Earphone 1, Earphone 2, and Earphone 3.



Print

In Pokémon Yellow, when you use the Game Link™ cable to connect to the Game Boy Printer (each sold separately), you can print out your Pokédex. Select the print quality when you print.

SHIFT — **After defeating an opponent's Pokémon, you can switch to another Pokémon in your current group.**

SET — **In this mode, even if you defeat your opponent's Pokémon, you must use the same Pokémon to continue fighting.**



EXIT

This command returns you to the game.

LET'S BEGIN

PALLET TOWN

Your quest to become a Pokémon Master begins here. Explore the town before heading North. After leaving your house, go visit your rival and Professor Oak.



Talk to everyone you see. People will help you along the way, so don't miss anything.



1 Your Home

Where you live. You and your rival grew up playing together and had a great friendship until he became competitive and mean.



2 Your Rival's Home

Your rival lives here. Since you were once great friends, maybe there's a chance you two can work things out.



3 Professor Oak

You need to find Professor Oak, but he's not in his lab. As you try to leave town, Professor Oak stops you: "Hey! Wait! Don't go out!" Soon enough, you're standing in Professor Oak's Lab.



A Gift from Prof. Oak

Professor Oak has prepared a Pokémon for you, but not everything goes according to plan...



ROUTE #1

DANGER! WILD POKÉMON

You will travel North into the grassy area where you will run into many Wild Pokémon.



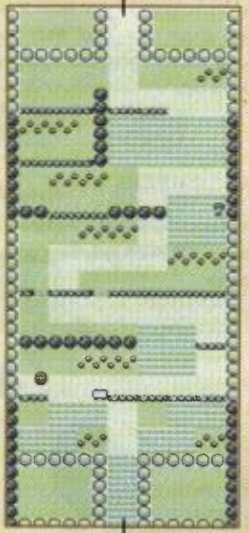
Walk around in the grassy areas. You will find Wild Pokémon.

RATTATA

Will chew on anything with its fangs. If you see one, it is certain that 40 more live in the area.



VIRIDIAN CITY



PALLET TOWN

POKÉMON™

YOUR FIRST BATTLE

When you encounter a Wild Pokémon, a sequence of events takes place. The information on this page will teach you the basic fighting technique.



First, the Wild Pokémon appears on the screen.



Next, you exchange attacks with the Wild Pokémon.



Finally, if your Pokémon wins, it will receive experience points.

PIDGEY

Very docile. If attacked, it will often kick up sand to protect itself rather than fight back.





OAK'S MEMO

At this point you will not be able to capture a Wild Pokémon. You can only fight for experience points. When you get to Viridian City, you may purchase Poké Balls at the Poké Mart.

VIRIDIAN CITY

TO ROUTE *2

1 Viridian GYM

You can't get in here yet because it's closed.

TO ROUTE *22

2 Poké Mart

ITEM LIST	
POKÉ BALL	200
ANTIDOTE	100
PARLYZ HEAL	200
BURN HEAL	250



TO ROUTE *1





OAK'S MEMO

The shopkeeper will have a package for me, which I am expecting back at the Lab.

3 Pokémon Center

Here, you may recover the HP and PP of your Pokémon for free. You can also deposit or withdraw your Pokémon and Items using the personal computer. When you deposit Pokémon, you can place twenty of them in a single box. (There are a total of twelve boxes.) Also, your PC is connected to Oak's Lab, so he can evaluate your Pokédex. Check out the Link Cable Club where you can trade Pokémon or battle your friends.
See page 38 for more details.





ACCESS COMPUTER

Someone's Computer

Access this computer to deposit or withdraw Pokémon. You may carry up to 6 at a time. You may organize your Pokémon in separate boxes. For example, you may want to store similar types in the same box. Note: Somone's PC will be known as Bill's PC later in the game.





Your Computer

Access your computer to deposit or withdraw Items. You may carry up to twenty at a time.



Prof. Oak's Computer

Access Oak's computer to receive Professor Oak's rating of your progress.

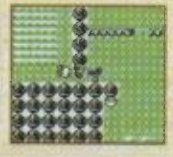


ROUTE #2

Route #2 is between Viridian City and Pewter City. Be careful, this road travels through the Viridian Forest which has powerful Pokémon lurking about. Make sure you've built your Pokémon levels up before traveling here.



Give the parcel to Professor Oak, and he will give you a Pokédex in return.



You can see items on the other side of these trees. How do you get them? You'll have to come back later.





CATERPIE

If you touch the feeler on top of its head, it will release a horrible stink to protect itself.

USE THE POKÉ BALL

You will need to use Poké Balls to capture Wild Pokémon. It will work best if you get its energy down as far as possible, but not all the way. Try a Pokémon who has the ability to put the Wild Pokémon to sleep. Once it's sleeping, throw a Poké Ball to capture it.



PIDGEOTTO

This Pokémon is full of vitality. It constantly flies around its large territory in search of prey.

NO





Wild Pokémon may escape if their energy is too high.

YES



Get the Wild Pokémon's energy down, then throw a Poké Ball at it. You can capture many Pokémon this way.







OAK'S MEMO

As you play, the Wild Pokémon you meet will get stronger. You may need to throw more than one Poké Ball to capture them.

VIRIDIAN FOREST

The Viridian Forest is full of danger as Wild Pokémon lurk in the grassy areas. You will also find plenty of other Pokémon Trainers here. This is a great area to practice your fighting skills.

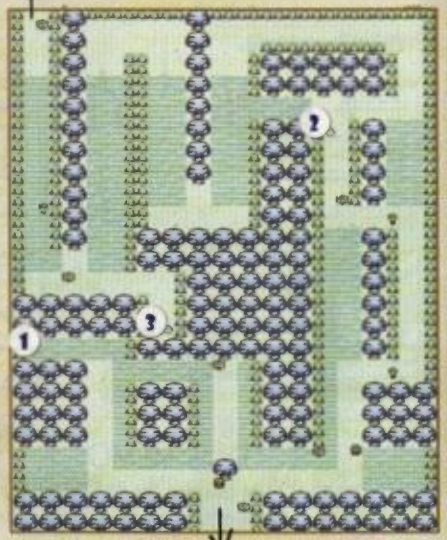




NIDORAN ♀

A mild-mannered Pokémon that does not like to fight. Beware, its small horns secrete venom.

1. POKÉ BALL
2. ANTIDOTE
3. POTION



Pokémon Trainer

When you battle other Pokémon Trainers, you earn money, and your Pokémon gain experience points. A Pokémon Trainer may have 1 to 6 trained Pokémon, so it's a good idea for you to have 6. You will not be able to capture Pokémon from other Pokémon Trainers.

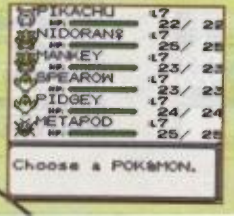






OAK'S MEMO

If you have collected 6 Pokémon, raise their levels evenly. Let each of your Pokémon have a turn in battle. Also, you may want to collect 6 different types of Pokémon.





METAPOD

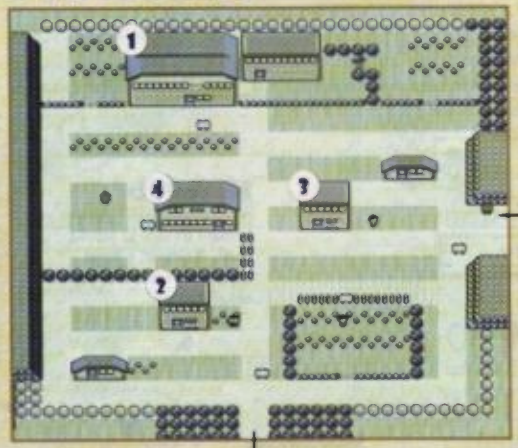
Hardens its shell to protect itself. However, a large impact may cause it to pop out of its shell.

PIKACHU

It keeps its tail raised to monitor its surroundings. If you yank its tail, it will try to bite you.



PEWTER CITY



ROUTE*3

You may only travel on Route *3 after you have defeated Brock in Pewter Gym.

TO ROUTE *3

TO ROUTE *2

1 Museum

When you visit the museum, you can learn about extinct Pokémon. The information is saved to your Pokédex so you will remember what you learned.



2 Pokémon Centre

3 Poké Mart

ITEM LIST

POKÉ BALL	200
POTION	300
ESCAPE ROPE	550
ANTIDOTE	100
BURN HEAL	250
AWAKENING	200
PARLYZ HEAL	200

4 Pewter Gym

You will have to fight against another trainer in this gym before you fight Brock. It will be helpful if you bring some Potions.



VS. 1st LEADER / BROCK

Brock uses Rock-type Pokémon. You will have an easier time defeating him with Grass- or Water-type Pokémon.



Defeat Brock to get the Boulder Badge.



BROCK'S POKÉMON



GEODUDE LV 10

ONIX LV 12





OAK'S MEMO

Fire-type Pokémon need higher experience levels than other types when battling Brock's Rock-type Pokémon.

THE ADVENTURE GOES ON...

There is so much more than what has been described in the previous pages. You must talk to all of the people that you find throughout your quest to become the world's greatest Pokémon Trainer.



Game Corner



They say that Team Rocket has something to do with this gaming area. Check it out.

Safari Zone



This is a great place to capture Pokémon. You definitely get what you pay for.



Fishing

There are three different rods that allow you to catch many different water Pokémon. Fish everywhere.



Day Care Center

The Pokémon Daycare Center will watch one of your Pokémon and raise its level while you're away.



POKÉMON LEADERS

Brock: Pewter City



BOULDER BADGE

The Power of all Pokémon increases a little. It lets you use FLASH any time.

Misty: Cerulean City



CASCADE BADGE

Pokémon up to level 30 obey you. Any higher, they are unruly! It lets you use CUT any time.

Lt. Surge: Vermilion City



THUNDER BADGE

The speed of all Pokémon increases a little. It lets you use FLY any time.

Erika: Celadon City



RAINBOW BADGE

Pokémon up to level 50 obey you. Any higher, they are unruly! It lets you use STRENGTH any time.

Sabrina: Saffron City



MARSH BADGE

Pokémon up to level 70 obey you. Any higher, they are unruly!

Koga: Fuchsia City



SOUL BADGE

The defense of all Pokémon increases a little. It lets you use SURF any time.

Blaine: Cinnabar Island



VOLCANO BADGE

Your Pokémon's special abilities increase a little.

?????????



EARTH BADGE

All Pokémon will obey you!

HINTS



OAK'S MEMO

You will find many interesting things during your quest. On the next couple of pages, I have recorded some things I believe will make your quest more enjoyable.

How to Use a Pokémon Box

There are twelve boxes in which you may store Pokémon. Newly-captured Pokémon will be stored in the currently-selected box. When a box is full, you must change boxes.



If Your Pokémon Box is Full

If your Pokémon Box is full, you will not be able to keep Pokémon that you capture. You need to access the computer in a Pokémon Centre and change to a box that is not full.





Hidden Machine

Sometimes, you will get a Hidden Machine instead of a Technical Machine. It works similar to a Technical Machine, but you can use a Hidden Machine as many times as you want. Also, the skills learned from this machine can be used while moving in the world. For instance, you can CUT a tree blocking the road by using an ability called CUT, or swim in the water by using an ability called SURF.

How to Arrange Items

First, open ITEM on the Menu screen. Move the cursor (using the + Control Pad) to the item you want to move, then press SELECT. Next, move the cursor to where you want the item to be moved using the + Control Pad, and press SELECT.





You can arrange the abilities during the fight the same way.



Change Pokémon Nicknames

There is only one place where you may change the nicknames of your Pokémon. When you find this place, make sure you remember where it is.

Stop Evolution!

When your Pokémon start to evolve, you may stop the process. Press the B Button when the screen shows the Pokémon changing form, like in the screen shot to the right





COLLECT POKÉMON

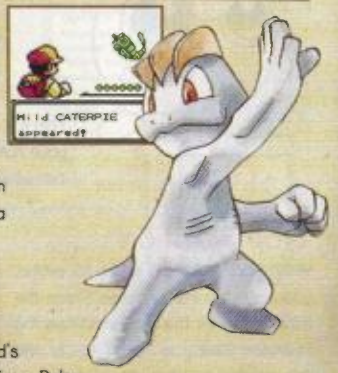


OAK'S MEMO

You may collect Pokémon in many different ways. Please study these pages to learn how you can collect Pokémon.

GET 1: WILD POKÉMON

Many of the Pokémon you'll collect can be found in wild places: in the grass, in caves, water, etc.



GET 2: EVENT

You can collect some Pokémon through special events: win one as a prize in the Game Corner, get one by helping a person in need, or capture them at the Safari Zone, etc.

GET 3: LINK

In a Pokémon Centre, you can use a Game Link cable (sold separately) to link your Game Boy system to a friend's Game Boy system and trade Pokémon between the two Game Paks. Some Pokémon will evolve when you trade them. Also, some Pokémon won't appear in your version of the game, so you must trade with a friend who has a different version in order to complete your collection.

RARE POKÉMON

In each game, there is a Pokémon that appears only once. If you do not capture it the first time, you will never have the chance to capture it again.





EVOLUTION POKÉMON

Many Pokémon evolve when their experience level increases. In the screen shots below, we see Geodude evolving into Graveler. Train all your Pokémon to higher levels and discover the ones that evolve.







OAK'S MEMO

Think carefully about the types of Pokémon you are battling against. Carrying the appropriate type of Pokémon can make a big difference in your success.

TYPES OF POKÉMON

There are many different types of Pokémon. Each type of Pokémon has strengths and weaknesses against other types. It's like a large scale version of the game, Rock, Paper, Scissors. Rock is stronger than scissors, scissors are stronger than paper, and paper is stronger than rock.



Some Pokémon have two types.





POKÉMON TYPE CHART

ATTACK → ● GREAT! X POOR △ BAD

POKÉMON TYPE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1													X	△	
2		X	X		●	●						●	X		X
3		●	X		X				●				●		X
4			●	X	X				△	●					X
5		X	●		X			X	●	X		X	●		X
6			X		●	X			●	●					●
7	●					●		X		X	X	X	●	△	
8					●			X	X			●	X	X	
9		●		●	X			●		△		X	●		
10				X	●		●					●	X		
11							●	●			X				
12		X			●		X	●		X	●			X	
13		●				●	X		X	●		●			
14	△										△			●	
15															●

1: NORMAL
2: FIRE
3: WATER
4: ELECTRIC
5: GRASS
6: ICE
7: FIGHTING
8: POISON
9: GROUND
10: FLYING
11: PSYCHIC
12: BUG
13: ROCK
14: GHOST
15: DRAGON

BATTLE SCREEN



OAK'S MEMO

Many areas have the same types of Pokémon. You are wise to match your Pokémon according to their strengths against an opponent.

During battle, there are four menu options. You may select FIGHT, PKMN, ITEM or RUN.



FIGHT

This displays the abilities of the Pokémon. Select the one you want to use and attack.



PKMN "Pokémon"

Use this to select a different Pokémon. Choose the one you want and press the A Button. It takes one turn for the exchange to happen. If you want to only view the status of your Pokémon, you can use this without wasting a turn.

ITEM

Use an item from your inventory. Select the item you wish to use, then select the Pokémon you wish to use that Item on.

RUN

Use it to escape from a battle.

Enemy Pokémon



PP

Power Points tell you how many times you may use an ability.

POKÉMON™

WHO'S FIRST?

When the fight begins, the Pokémon on top of the list will go first. If you win the fight all of the Pokémon who participated will receive experience points.



LEVEL UP

Pokémon gain experience points by fighting. If they receive enough experience points, their level will increase. They may learn new abilities or even evolve when their levels increase.





TRADE

Pokémon that you get by trading with a friend will grow faster than those not traded. It is definitely worth your while to trade your Pokémon with others.

GAME OVER

When all your Pokémon have fainted, your game is over. Your Pokémon will be taken to the last Pokémon Center you visited, and half of your money will be gone.

GAME LINK™ CABLE



OAK'S MEMO

You can trade Pokémon or battle your friends by using the Game Link cable (sold separately). Connect the Game Link cable to two Game Boy systems. On the Mode Select screen, choose CONTINUE.

STEP 1

Heal all your Pokémon before linking with a friend. Then, both players need to talk to the receptionist in the Link Cable Club at the same time.



STEP 2

Both players need to Save before entering the Cable Club.



STEP 3

Select Trade Center to trade Pokémon with a friend, or select Colosseum to fight against a friend. Press the A Button to confirm.





TRADE CENTER
STEP 4

COLOSSEUM
STEP 9

TRADE CENTER

STEP 4

At the Trade Center, face the center of the table and press the A Button.



Review Pokémon Info

Press the A Button, and the screen to the right will appear. If you want to view your Pokémon data, select STATS and press the A Button. If you want to view your friend's Pokémon data, select the Pokémon and press the A Button.





STEP 5

Move the cursor to the Pokémon you want to trade away and press the A Button.



STEP 6

"Waiting..." will appear on your screen.

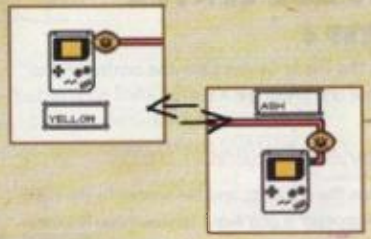




STEP 7

You will be asked if you want to trade your Pokémon for your friend's Pokémon. Select TRADE to confirm the deal. If you don't like the Pokémon your friend selected, you can cancel.



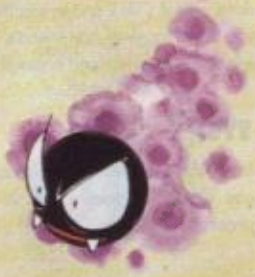


STEP 8

After the trade is done, you may return to the Trade Center. Press START and choose RESET; you will return to the Title Screen.



Do not turn your Game Boy unit OFF during a Pokémon trade.





OAK'S MEMO

A traded Pokémon may be one of the Pokémon you want to play with. However, if your badge doesn't match the level of the Pokémon, the Pokémon can't be controlled. Pokémon you receive via a Game Link cable will grow faster and may evolve differently. Try to trade often.

COLOSSEUM

STEP 9

When you select COLOSSEUM, you will be taken to a room with a table. Face the center of the table and press the A Button to start a fight.



STEP 10

Just before the battle, the number of Pokémon each player has is displayed. Battle results will also be displayed.







FIGHT: Select the ability and fight.
PKMN: You can change your Pokémon.
ITEM: You can not use Item.
RUN: Press RUN, and you will lose.

COLOSSEUM 2

When two players with the Yellow version select "Colosseum 2," they can compete in three different kinds of battle. The rules of the different Cups are listed below.

POKÈ CUP

A battle between teams of three different kinds of Pokémon. Pokémon level is between 50 and 55. The combined level of the three Pokémon is no more than 155. Mew may not enter.

PIKA CUP

A battle between teams of three different kinds of Pokémon. Pokémon level is between 15 and 20. The combined level of the three Pokémon is no more than 50. Mew may not enter.

PETIT CUP

A battle between teams of three different kinds of Pokémon. Pokémon level is between 25 and 30. The combined level of the three Pokémon is no more than 80. Only Pokémon that have not grown more than 6'8" in height and 44 pounds in weight can take part in the battle. Mew may not enter.

Colosseum 2 cannot be used in competition between the Yellow version and the Red or Blue version.

1. Players choose the three Pokémon they will use according to the rules of the Cup and go to the Link Cable Club.

2. Select COLOSSEUM 2 and press the A Button.

3. Select the Cup the two of you have chosen and press the A Button. Other rules are the same as for Colosseum.



- **In linked battle in Colosseum 2, BLIZZARD's probability of freezing changes by 10% and REST's number of turns is changed to between 1 and 3.**

	Yellow
Yellow	O
Red	X
Blue	X



- **Competition in Colosseum 2 is possible only with two Yellow versions!**

PRINTING POKÈDEX DATA

In the Yellow version of Pokémon, when you connect to the Game Boy Printer using the Game Link cable (each sold separately), you can print out your Pokédex.

HOW TO PRINT

1. First, connect your Game Boy unit to the Game Boy Printer using the Game Link Cable. Turn your Game Boy and Game Boy Printer ON.

2. Begin playing and press START to open the Menu Screen. Select POKÉDEX and confirm with the A Button.



3. Next, select the Pokémon whose data you want to print and confirm with the A Button.



4. Select PRINT and confirm with the A Button.



5. Even after selecting Print and pressing the A Button, you can cancel by pressing the B Button.

In the Pokémon Yellow version, you can print not only your Pokédex, but also the Box information in the PC. (Maybe there are other things you can print as well!) As you proceed through the game, perhaps you will meet other people who can print things for you.

Do not try to access Print options when two players are connected with the Game Link cable.





OAK'S MEMO

Lastly, I'll show you some of my Pokédex! I hope these will help your adventure...

TECHNIQUES

NAME	EFFECT
TACKLE	Causes normal damage to a Pokémon.
GROWL	Decreases the enemy's attack power.
TAIL WHIP	Decreases the enemy's defense.
SING	Causes the enemy to fall asleep.
WRAP	Attacks the enemy for multiple turns.
POISON STING	Causes damage and may poison an enemy.
FLY	Two-turn attack that causes normal damage. Ability to fly to other areas.
CUT	A more powerful attack. Ability to cut down trees.
FLASH	Decreases the enemy's accuracy. Ability to light up some dark places.

ITEMS

TYPES OF BALLS

ITEM	EFFECT
POKÉ BALL	This ball catches Pokémon. The cost is reasonable.
GREAT BALL	This ball performs better than a Poké Ball.
ULTRA BALL	This ball performs better than a Great Ball.
SAFARI BALL	This special ball is for capturing Pokémon in Safari Zone.
MASTER BALL	This ball can capture a Pokémon 100% of the time.

MYSTERY ITEMS

ITEM	EFFECT
FIRE STONE	This stone has a connection to Fire Pokémon.
THUNDER STONE	This stone has a connection to Electric Pokémon.
WATER STONE	This stone has a connection to Water Pokémon.
LEAF STONE	This stone has a connection to Grass Pokémon.
MOON STONE	This stone has a connection to ? Pokémon.
HELIX FOSSIL	You will need to find the secret of this item.
DOME FOSSIL	You will need to find the secret of this item.
OLD AMBER	You will need to find the secret of this item.

RECOVERY ITEMS



ITEM	EFFECT
ANTIDOTE	This removes poison from a Pokémon.
BURN HEAL	This heals a Pokémon that is burned.
ICE HEAL	This thaws a frozen Pokémon.
AWAKENING	This wakes up a sleeping Pokémon.
PARLYZ HEAL	This heals a paralyzed Pokémon.
FULL HEAL	This will heal all of the conditions stated above.
POTION	This will restore some HP.
SUPER POTION	This will restore more HP than a POTION.
HYPER POTION	This will restore more HP than a SUPER POTION.
MAX POTION	This will restore HP to its maximum.
FULL RESTORE	This will heal all conditions and fully restore HP.
REVIVE	This will revive a fainted Pokémon and restore 1/2 HP.
MAX REVIVE	This will revive a fainted Pokémon and fully restore HP.

POKÉMON POWER-UPS



ITEM	EFFECT
RARE CANDY	Increases a Pokémon's level by 1.
HP UP	HP level will increase.
PROTEIN	Attack power points will increase.
IRON	Defense power points will increase.
CARBOS	Speed points will increase.
CALCIUM	Special ability points will increase.
X ATTACK	Available only in battle, attack power will increase.
X DEFEND	Available only in battle, defense power will increase.
X SPEED	Available only in battle, speed will increase.
X SPECIAL	In battle, special ability will increase.
GUARD SPEC.	In battle, enemy Pokémon can't use special attack.
DIRE HIT	In battle, your attacks will be more effective.
X ACCURACY	In battle, your chance of hitting will increase.
PP UP	PP level will increase.

FIELD MOVING

ITEM	EFFECT
BICYCLE	This is too expensive for a child to buy.
ESCAPE ROPE	This rope can pull you out of a cave instantly.
REPEL	Spray on and weak Pokémon will avoid you for a while.
SUPER REPEL	This spray lasts longer than REPEL.
MAX REPEL	This spray lasts longer than SUPER REPEL.

SPECIAL ITEMS

ITEM	EFFECT
POKÉDEX	Record Pokémon data in this high-tech index.
TOWN MAP	This map will help you navigate the world of Pokémon.
TM	Get Technical Machines from many people.
HM	Get Hidden Machines from many people. See page 30.

MISCELLANEOUS

ITEM	EFFECT
NUGGET	This item is not very effective unless you're after gold.
GOLD TEETH	These belong to the warden of Safari Zone.
S.S. TICKET	A boarding ticket for the S.S. Anne.
POKE DOLL	A popular doll. Try using it during battle.
SILPH SCOPE	This allows you to identify a ghostly Pokémon.
POKE FLUTE	It wakes up sleeping Pokémon. It's handy during battle.
OLD ROD	Use this rod to fish for water Pokémon.
GOOD ROD	This rod can catch Pokémon that the OLD ROD can't.
SUPER ROD	The best rod. It catches Pokemon that the other rods can't.
ITEMFINDER	This handy machine helps you find items.
EXP. ALL	Share experience points with Pokémon who didn't fight.
COIN	Use these at the Game Corner.
COIN CASE	Save a maximum of 9,999 coins in this.
FRESH WATER	During battle, it will restore HP a little.
SODA POP	During battle, it will restore HP a lot.
LEMONADE	During battle, it will restore HP a lot more.

POKEMON LIST

No.001
BULBASAUR



No.002
IVYSAUR



No.003
VENUSAUR



No.004
CHARMANDER



No.005
CHARMELEON



No.006
CHARIZARD



No.007
SQUIRTLE



No.008
WARTORTLE



No.009
BLASTOISE



No.010
CATERPIE



No.011
METAPOD



No.012

No.013

No.014

No.015

No.016
PIDGEY



No.017
PIDGEOTTO



No.018

No.019
RATTATA



No.020

No.021
SPEAROW



No.022

No.023

No.024

POKEMON LIST

No.025
PIKACHU™



No.026

No.027
SANDSHREW



No.028

No.029
NIDORAN♀



No.030

No.031

No.032
NIDORAN♂



No.033

No.034

No.035
CLEFAIRY



No.036

No.037

No.038

No.039
JIGGLYPUFF



No.040

No.041
ZUBAT



No.042

No.043

No.044

No.045

No.046
PARAS



No.047

No.048

POKEMON LIST

No.049

No.050
DIGLETT



No.051

No.052

No.053

No.054
PSYDUCK



No.055

No.056

No.057

No.058

No.059

No.060
POLIWAG



No.061

No.062

No.063
ABRA



No.064

No.065

No.066
MACHOP



No.067

No.068

No.069

No.070

No.071

No.072
TENTACOOL



POKEMON LIST

No.073

No.074
GEODUDE



No.075

No.076

No.077
PONYTA



No.078

No.079
SLOWPOKE



No.080

No.081
MAGNEMITE



No.082

No.083

No.084
DODUO



No.085

No.086
SEEL



No.087

No.088
GRIMER



No.089

No.090
SHELLDER



No.091

No.092
GASTLY



No.093

No.094

No.095

No.096
DROWZEE



POKEMON LIST

No.097

No.098
KRABBY



No.099

No.100
VOLTORB



No.101

No.102
EXEGGCUTE



No.103

No.104
CUBONE



No.105

No.106

No.107

No.108

No.109

No.110

No.111
RHYHORN



No.112

No.113

No.114

No.115

No.116
HORSEA



No.117

No.118
GOLDEEN



No.119

No.120
STARYU



POKEMON LIST

No.121	No.122	No.123	No.124
No.125	No.126	No.127	No.128
No.129 MAGIKARP 	No.130	No.131	No.132

No.133 EEVEE 	No.134	No.135	No.136
No.137	No.138	No.139	No.140
No.141	No.142	No.143	No.144



NOTES

Pokémon™

NOTES

REV-K

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