

Origin HeartGold – Quest Guide

起源心金 v4.0.3 · English · side quests, puzzles and easy-to-miss events

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Side quests, puzzles and easy-to-miss events in Origin HeartGold (起源心金 v4.0.3), region by region in rough play order.

Everything here was read from the game's own data, not from play-testing. The English patch doesn't change what happens in quests, so what's described is how the original Chinese hack behaves. Directions are approximate, and steps marked "not confirmed in game" have not been checked by playing. The game starts in Pallet Town in Kanto. Johto opens up after you become Kanto Champion and finish the story scenes that follow (see [Pokémon League, Mt. Silver and New Bark Town](#)).

Several quests depend on your **starter** (Charmander, Pikachu or Bulbasaur), gender, the weekday, or earlier choices. Each entry says so in its title or under **Who gets it**. "Post-game" in this guide means after your **final** Hall of Fame entry; things that open after your first one say so.

The full guide, with the Pokédex, every location, items, trainers and move tutors, is online at <https://originheartgold.github.io/origin-heart-gold-EN-translation/>. Report mistakes there.

Pallet Town to Pewter City

Pallet Town: send-off gifts (one per starter, before Viridian)

Where: Pallet Town and your house.

Who gets it / when: each starter gets one gift. The gifts open once you have done **both** of these, in either order: talk to Mom after getting your starter (she gives you the Running Shoes and offers to save your money), and get the Town Map from Daisy. The game won't let you leave Pallet Town northward before that anyway. (Bulbasaur players: Mom's talk alone is enough.) All gifts close for good once Blue's scene in Viridian City has played (Blue stops you just west of the Pokémon Center, gives you his number and leaves for Indigo Plateau). That scene comes soon after you reach Viridian, so collect your gift before you leave Pallet Town.

Starter	Who	Gift	Extra condition
Pikachu	Man with the Eevee at the north edge of town, a few steps north-west of the door to Blue's house	Light Ball	none
Charmander	Man by the south fence, south-west of Oak's Lab	Charcoal	none
Bulbasaur	The Poliwag in your house, 1F, by the kitchen sink in the top-left corner (next to Mr. Mime)	Poliwag, Lv. 5 ("Take Poliwag along on your journey?" → Yes)	party not full

Notes: Talking again after you get the gift, or after the Viridian scene, gives only flavour lines. The game also contains an unused Lv. 10 Poliwhirl gift for the same house that nobody in the house offers, so only the Poliwag can be obtained.

Viridian City: the would-be professor's quiz

Where: the house north-west of Viridian Gym. Use its upper (north) door, just west of the woman worried about the Meowth thief; the lower door leads to the nickname man's room. The mother says her son dreams of becoming a Pokémon Professor. Talk to the son and answer Yes to start the quiz.

How it works: he asks five questions and only tells you at the end whether one of your answers was wrong. He doesn't say which one. You can try again at once. Answer all five correctly to get his prize: an **Exp. Share** (one time).

#	Question	Answer	Position in the list
1	How many Pokémon types are there?	18	2nd
2	How much damage does a type with the advantage deal?	2x	4th
3	What are the three categories of Pokémon moves?	Physical, Special, Status	1st
4	What are the core elements of a move?	Type, Power, Accuracy, Effect	4th
5	How many Badges do you need to be ranked a Senior Trainer?	8	3rd

Question 4 is the usual trap: "Type, Power, Accuracy, PP" looks right, but the game only accepts "Effect".

Viridian City: the Meowth thief (Charmander starters only)

What it is: a small side quest. A resident says a Meowth keeps sneaking into people's homes all over Viridian City to steal things, and asks you to teach it a lesson.

Who gets it: only players who chose **Charmander** in Oak's lab. Viridian has one "thief" quest per starter, and all three pay out the same way:

Starter	Thief	Reward
Charmander	Meowth, stealing from homes	Lure Ball
Bulbasaur	Pikachu, stealing food from the Viridian Mart	Lure Ball
Pikachu	Mankey, breaking the street lights	Fast Ball

With any other starter, the Meowth resident only says a general line about living alongside Pokémon, and the Meowth never appears.

How it works:

1. Finish the catching tutorial on Route 1. That makes the quest available.
2. Talk to the resident in the north of town, standing just east of the upper door of the house north-west of the Gym. They ask you to deal with the Meowth, and the Meowth appears.
3. The Meowth sits on the west side of town, level with the Pokémon Center and next to the Super Fang tutor. Talk to it and answer **Yes** to "Teach Meowth a lesson?". It attacks first: a wild battle against a **Lv. 5 Meowth**. If you answer No, nothing happens and you can come back later.
4. Beat it, catch it or run away: the game only checks whether you lost. If you black out, the Meowth stays and you can try again.
5. Go back to the resident for the reward: one **Lure Ball**.

Why it matters: the Super Fang tutor on the west side of Viridian teaches Super Fang for one Lure Ball. This quest is an early way to get that ball.

Viridian City: the Pikachu thief (Bulbasaur starters only)

Where: the shop clerk standing a few steps east of the Viridian Mart door.

Who gets it / when: players who chose **Bulbasaur**, after the Route 1 catching tutorial. Before the quest opens, the clerk only advertises the Mart.

How it works:

1. Talk to the clerk. They say a Pikachu keeps stealing food from the Mart, and the Pikachu appears a few steps south-west of the house door just north of the Pokémon Academy.
2. Talk to the Pikachu and answer **Yes** to "Teach Pikachu a lesson?". It is "wary of you" and runs off to the **far northwest corner of town**.
3. Follow it and talk to it again (Yes). It runs to the **east edge of town, south-east of the Poké Mart** (next to a street light).
4. Talk to it there, from directly north or south. This time it lunges at you: a wild battle against a **Lv. 5 Pikachu**. Beat it, catch it or run away.
5. Go back to the clerk for the reward.

Reward: 1 **Lure Ball**, which is what the Super Fang tutor on the west side of Viridian charges.

Notes: Answering No does nothing, so you can try again. If you black out, Pikachu stays where it was. If you talk to it from the wrong side at a spot, it just runs back to the northwest spot. Its chase positions aren't saved: if you leave Viridian, it is probably back at its first spot (not confirmed in game).

Viridian City: the Mankey thief (Pikachu starters only)

Where: the street-light keeper on the west side of town, north-west of the Pokémon Center door.

Who gets it / when: players who chose **Pikachu**, after the Route 1 tutorial.

How it works:

1. Talk to the keeper. A naughty Mankey keeps breaking the street lights. The Mankey appears on the east side of town, south-east of the Gym door, beside a street light (a few steps south-east of the Trainer with the Politoed).
2. Talk to it and answer **Yes** to "Mankey is practicing its punches on a street light. Stop it?". It gets furious: a wild battle against a **Lv. 5 Mankey**. Beat it, catch it or run away.
3. Go back to the keeper.

Reward: 1 **Fast Ball**. The Quiver Dance tutor on Route 2 charges one Fast Ball.

Notes: Losing leaves Mankey in place, so you can try again. Blue's scene in Viridian (he stops you west of the Pokémon Center and gives you his number) hides the Mankey. If it played while the quest was running, the Fast Ball would be lost. In practice that scene always plays before you can reach the keeper (see [Known issues](#)), so this shouldn't happen.

Viridian City: Yellow's first Pokémon (the Gym's Virtue trial)

Where: Yellow, the girl standing with her uncle and his Doduo just south of the Viridian Mart.

Who gets it / when: anyone, once the Viridian Gym has reopened. Until then the man at the Gym door says Giovanni is away; the Gym reopens after Granny Mae's ultimate-move trial on Two Island, when Blue says he's heading to the Viridian Gym ([Two Island: Granny Mae's ultimate-move trial](#)). Then talk to the man just inside the Gym door again: he is now the **Virtue examiner**. Before that, Yellow only chats about her uncle's Doduo.

How it works:

1. The examiner says you must help someone in Viridian City.
2. Talk to Yellow and answer **Yes** to "This little girl wants a Pokémon. Help her out?".
3. You need a plain **Poké Ball** in your Bag. It is taken and handed to Yellow. Without one, your character goes off to buy one; come back and ask again.
4. You're taken to Route 2 and battle a **Lv. 5 Rattata** (a scripted battle, so you have to win). Yellow throws the ball and catches it.
5. Back in Viridian, Yellow gives you her thanks gift.

Reward: 1 **Big Pearl**, and the examiner now lets you through ("That's proof enough of your virtue").

Notes: This is the Gym's first trial. The Wisdom quiz and the Skill trainers come next (next entry). Yellow's story continues later (Viridian Forest rescue, [romance route](#)).

Viridian Gym: the Wisdom quiz (two ways to pass)

Where: the second examiner inside the Viridian Gym, after the Virtue trial.

How it works: five questions. Any wrong answer and he still asks the rest, then turns you away at the end without saying which one was wrong. You can retry at once. There are **two** valid answer sets. The honest one:

#	Question	Answer	Position
1	Why do you want to be a Pokémon Trainer?	It's my childhood dream	2nd
2	What do you think catching Pokémon depends on?	Mutual trust	4th
3	As a Pokémon Trainer, what's the key to beating your opponent?	Bonds with Pokémon	3rd
4	How do you see Pokémon?	Partners in battle or Family I live with	1st or 2nd
5	What matters most in holding together an organization as big as the Pokémon League?	Shared ideals	4th

The Team Rocket set ("You ignored the empty slogans and told the truth... worthy of meeting Lord Giovanni!"): **To make money** (4th), **Force and conquest** (2nd), **Powerful Pokémon** (1st), **Tools for my goals** (3rd), **Big cash rewards** (3rd). **Reward:** passage to the Skill trial and Giovanni. Both answer sets count as a pass.

Viridian City: Pokémon Academy exchange students (missable early)

Where: the Pokémon Academy (the school building south of the northeast house).

Who gets it / when: anyone, but only in the early game. Steven and Cynthia leave, and the teacher changes to Earl's lessons, once you have **both delivered Oak's Parcel and beaten Blue on Route 22**.

How it works:

1. Talk to the teacher at the front of the classroom. The Academy has two exchange students, and you're asked to beat them for Kanto's honour.
2. Battle both, in either order: **Cynthia** (Gible Lv. 5, Riolu Lv. 5, Amaura Lv. 5) and **Steven** (Beldum Lv. 5, Aron Lv. 5, Tinkatink Lv. 5). If you haven't talked to the teacher, they just chat.
3. Go back to the teacher.

Reward: 2 Ultra Balls, 1 Level Ball, 1 Lure Ball.

Follow-up: Cynthia also waits in **Viridian Forest**, about a dozen steps east of the north exit, whether or not you met her at the Academy. Only her greeting changes. She offers a battle (Gible Lv. 9, Riolu Lv. 8, Budew Lv. 6); beat her for 5 × **TM54 False Swipe**. She leaves afterwards.

Route 2: the Rocket warehouse Poké Ball (starter-dependent gift)

Where: the small house on Route 2 East that Team Rocket uses as a warehouse (the fake police block the road next to it).

How it works: the room is full of Poké Balls. All but one only say "A Poké Ball with a Pokémon inside." The live one is in the second row, just right of where the grunt first stands. Take it (Yes).

Reward: Charmander starters get Doduo, Lv. 20; everyone else gets Barboach, Lv. 20.

Notes: one-time. If your party is full it says so and you can come back. The ball can be taken before or after the battle. The battle starts only when you talk to the grunt: he asks who you are, and "I came to take down Team Rocket" starts it (the grunt, then Ariana). "I got lost and wandered in" avoids it; he just tells you to leave.

Missable: take the ball before the **Celadon Rocket hideout finale**, which empties the warehouse.

Route 2 East: the abandoned Charmander (Pikachu starters only)

Where: a weak Charmander near the north end of Route 2 East, a couple of steps north-west of the door of the Viridian Forest north gatehouse.

Who gets it / when: Pikachu starters. It appears after the Viridian Forest Team Rocket scene. You must first hear a Trainer in the **Pewter City Pokémon Center** brag about dumping his "garbage" Charmander by the road. Before that, Charmander "doesn't seem to want to be caught" and nothing happens.

How it works:

1. Talk to the Pewter Pokémon Center Trainer (only there for Pikachu starters).
2. Talk to the Charmander and say Yes to "Try to catch it?". You carry it to the Pewter Pokémon Center and Nurse Joy heals it.
3. Its old Trainer turns up: battle **Guitarist Del** (Shinx Lv. 12, Swinub Lv. 11, Nidoran♂ Lv. 10). After he loses, Charmander turns on him and he runs off.
4. Talk to Charmander in the Pokémon Center: "Take it with you?" → Yes.

Reward: Charmander, Lv. 10.

Missable: do this before you win the Cascade Badge. That scene removes the roadside Charmander and the bragging Trainer. Once Charmander is in the Pewter Pokémon Center, it waits there.

Notes: Del's battle is a scripted win-or-white-out. Taking Charmander from the Pokémon Center removes it for good.

Route 2 East: Nidoran♀ and the Apricorn Ball maker (non-Pikachu starters)

Where: a man and an abandoned Nidoran♀ at the north end of Route 2 East, a few steps north-east of the door of the Viridian Forest north gatehouse.

Who gets it / when: Bulbasaur and Charmander starters, after the Viridian Forest Team Rocket scene.

How it works:

1. The man wants to catch the Nidoran♀ but has no ball. Give him a **Friend Ball** (Yes). Pewter City gives you two.
2. A cutscene follows. The breeder who released it shows up and orders it around, then decides to take it to a PC box. The game asks "Stop Nidoran♀ from being taken away?"
3. Answer **Yes** and battle the breeder (**Guitarist Del**: Shinx Lv. 12, Swinub Lv. 11, Nidoran♂ Lv. 10). Nidoran♀ chooses to stay with the man.

Reward: no item. The man moves to the **small house in the southwest of Pewter City** (about 11 steps west and 5 steps south of the Pokémon Center door) and turns your Apricorns into Apricorn Balls for free from then on.

Failure: answering **No** lets the breeder take Nidoran♀. You lose the Apricorn Ball service for good. The man is in Pewter but only sighs about Nidoran♀, and his mother says he's been down.

Pikachu starters get no Nidoran♀ story, but the man is in Pewter from the start and makes Apricorn Balls anyway ([Pewter City to Vermilion City](#)).

Route 2: the Magcargo fan (show a Pokémon)

Where: the gatehouse at the north end of Route 2's eastern path, the one that leads on to Route 2 East (not the Viridian Forest gatehouse next to it).

How it works: a man wants to touch a Magcargo. Have **Magcargo** in your party and talk to him.

Reward: 2 **Rawst Berries** (one time). He gets burned.

Viridian Forest: the runaway Snubbull (\$20,000, one-time choice)

Where: the owner stands in the south gatehouse (Route 2 side). The Snubbull is in the middle of Viridian Forest, playing with a Pidgey.

How it works:

1. Talk to the owner in the gatehouse. He offers **\$20,000** to bring his Snubbull back. The Snubbull just cries until you've talked to him.
2. Find Snubbull in the forest and talk to it: "Snubbull seems to be having a lot of fun. Take it back with you?"
3. **Yes:** you're taken back to the gatehouse and paid **\$20,000**. The owner muses about "hunger training or pain training", and the Pidgey is left alone.
4. **No:** Snubbull stays with its friend for good. There's no reward and it can't be taken back later.

Viridian Forest: the flower garden and the Spearow (missable)

Where: the woman by the flowers on the far east side of the forest, north-east of the south entrance (head east from the entrance, past the Trainer standing there).

Who gets it / when: before you have the **Volcano Badge** (badge 6).

How it works: answer **Yes** to help scare off the Spearow. The Spearow flock attacks: a double battle against **Spearow Lv. 7** (the flock's team has three), then their leader, a wild **Fearow Lv. 20**. Losing either battle means a white-out and the quest stays open.

Reward: 2 **Honey** (used by the Honey tree and the Mega Drain tutor below).

Missable: once you have the Volcano Badge she says the Spearow are already gone, even if you never helped. Pikachu starters get the Pidgeot loan (next entry) instead.

Viridian Forest: lend her a Pidgeot (Pikachu starters only)

Who gets it / when: Pikachu starters who have the Volcano Badge, but not the Earth Badge, and haven't become Champion yet.

How it works: she asks to borrow a Pidgeot (her line says "Pidgeotto" first, but only a **Pidgeot** is accepted). Pick it from your party. You need at least one other Pokémon. It stays next to her in the forest.

Getting it back: only after you've entered the Hall of Fame. Talk to her with a free party slot.

Watch out: she doesn't return *your* Pidgeot. She hands you a fixed loan Pokémon: a **Lv. 20 Pidgeot** with all IVs 31 and your name as OT. Whatever level, moves, EVs or item your own Pidgeot had are gone (not confirmed in game).

Viridian Forest: the Honey tree (weekday Bug Pokémon)

Where: the glistening tree trunk in the south-west of the forest, west of the south entrance. A man near the north exit hints about it.

How it works: check the trunk with **Honey** in your Bag and answer Yes to spread it (1 Honey used). A Bug Pokémon attacks right away, Lv. 15, depending on the day of the week set on your DS clock:

Day	Pokémon
Sunday	Scyther
Monday	Heracross
Tuesday	Pinsir
Wednesday	Volbeat
Thursday	Nincada
Friday	Pineco
Saturday	Yanma

Notes: repeatable as long as you have Honey. The Mega Drain tutor in the south-west corner, a few steps south-west of the tree, also charges 1 Honey.

Viridian Forest: the rescued Eevee (optional)

Where: where Nurse Joy healed Eevee, in the far north-east corner of the forest (well east of the north exit), after the Team Rocket Eevee story on Route 2 and in the forest.

How it works: talk to the Eevee: "Eevee seems to really like you. Catch it?" → Yes.

Reward: Eevee, Lv. 5. If you say No or your party is full, it waits for you.

Pewter City: Citrus Berries → Hard Stone → TM69

Where: a hiker standing just south-west of the Pewter Poké Mart door, and a man with a Sudowoodo on the east side of town (east of the Mart).

How it works:

1. Anemone's flower garden on the hill, east of the Pokémon Center, gives 2 Citrus Berries, Berry Pots and the Squirt Bottle. Answer **Yes** when she asks if you came to see the flowers; No only gets a teasing line, and you can ask again.
2. The hiker wants 3 Citrus Berries, but he only asks when you have **at least 10** in your Bag. Say Yes: he takes 3 and gives you **2 Hard Stones**.
3. Give a Hard Stone to the Sudowoodo owner (Yes). He gives you **TM69 Rock Polish**.

Notes: any Hard Stone works for step 3. There are other sources, e.g. Route 36. Both are one-time.

Victory Road: "Which one is the real Blue?"

Where: Victory Road 1F, during the final Team Rocket chapter. Blue is stuck in a stalemate against a Team Rocket fake of himself.

How it works: you are asked which Blue is real.

Warning: the wrong answer can't be undone. It makes you fight the real Blue as well, and for female players it closes Blue's romance route.

- **"The right one is the real Blue"** is correct. You fight only the impostor (Blue's team: Blastoise Lv. 97, Arcanine Lv. 96...) and Blue thanks you.
- **"The left one..."** is wrong. You attack the real Blue first (Umbreon Lv. 96, Pidgeot Lv. 97...) and then the impostor. Blue ends up angry, and for female players **Blue's romance route closes**.

Victory Road 1F: the fake item ball (Lv. 70 Electrode)

Where: an item ball on the west side of Victory Road 1F, level with the spot where Blue stands (about 20 steps west of him).

How it works: checking it starts a wild battle against an **Electrode, Lv. 70**. Winning, catching or (probably) fleeing removes it. Losing means a white-out and it stays.

Romance route: Victory Road confessions, Yellow's dates and your house

This entry covers only the steps that happen on this page's maps (Victory Road, Viridian City and your house). How the route is switched on, how your one partner is chosen in the Dream World and what locks a partner out are explained in [the central romance entry](#).

1. Confession (Victory Road, final chapter, before your final Hall of Fame entry): after each companion's fight, they stay behind to heal. Talk to them again and you get a confession scene if three things are true: the romance route is on, they haven't been locked out, and you haven't confessed to anyone yet. The scene heals your party.

Warning: you get **one confession per game**. Talking to the wrong companion first uses it up, so only talk to your chosen partner again after their fight.

Where	Partner	Player gender
1F, north-west part, about a dozen steps south of the stairs up to 2F	Yellow	male
1F, middle of the east side (where Blue stands with his Blastoise), after the "real Blue" choice	Blue	female; needs the correct choice (see above)
2F, west side, a short way east of the stairs down to 1F	Green / Red	either (Green for male, Red for female)
2F, east side, a few steps east of the stairs up to 3F	Gold	female

Misty ([Cerulean Gym](#)), Steven and Cynthia ([Indigo Plateau slope](#)), and Silver and Crystal ([Victory Road 3F](#)) have their own confession scenes. Each one uses up your one confession.

2. Yellow's dates (Viridian City, after your final Hall of Fame entry): Yellow waits just south of the Mart. She only offers dates if you have made your final Hall of Fame entry, have

confessed to someone, and haven't locked her out. Otherwise she just says she's an Ace Trainer now. Menu:

- **Let's have a battle:** Singles or Doubles against Yellow (Pikachu Lv. 92, Omastar Lv. 91, ...). Repeatable.
- **Let's go for a walk** (date 1): a trip to the Mt. Silver summit and the hot-spring lodge. Heals your party.
- **Let's go for a walk** (date 2, after date 1): a trip to the Resort Zone with **four Multi Battles in a row** at Yellow's side. Your party is healed before the first and after the last, **not between them**. Losing means a white-out and you replay the date.
- **I want you to meet my mom** (after date 2): she comes to Pallet Town, meets Mom, and leaves Viridian for good. Because of a hack bug, this visit plays Cynthia's version of the scene whoever your partner is (see [Known issues](#); not confirmed in game).

Cynthia's dates run the same way at the Pokémon Academy in Viridian City. Other partners have theirs in their own towns (see the central entry). Date progress is shared by all partners, so only your chosen partner's dates count.

3. Living together (your house): after the Mom visit, your partner is meant to move into your house, with a "Rest in my room" option that costs a Mail. This step appears to be blocked for every player in the original hack (see [Known issues](#)). Not confirmed in game.

Notes: the dates only check that you haven't locked your partner out and that you have confessed to *someone*. They don't check that you confessed to that partner (see [Known issues](#)).

Pallet Town: Lance's visit home (after the final Hall of Fame)

Where: your house in Pallet Town, ground floor.

Who gets it / when: everyone, once, after your **final** Hall of Fame entry (the one after you beat Giovanni at League HQ; see [The Hall of Fame: what your two entries unlock](#)). The scene starts on its own as soon as you're on the ground floor of your house. Many "after the final Hall of Fame" quests in later pages wait for it.

How it works:

1. Mom asks whether you've recovered from fighting Team Rocket and invites you to watch President Goodshow's live speech on TV. He reports on the Team Rocket affair.
2. Back at home, Lance drops by. President Goodshow sent him with the legendary items seized from captured Team Rocket members.
3. You tell Mom you'll set out again to catch the legendary Pokémon scattered across the regions.

Reward: seven key items, one each:

Item	Used for
Silver Wing	Lugia in the Whirl Islands
Rainbow Wing	Ho-Oh at the Bell Tower
Red Orb	Groudon in Mt. Moon; with the Blue Orb, Deoxys on Six Island
Blue Orb	Kyogre in the Seafoam Islands
Jade Orb	Rayquaza at Sky Pillar Peak
Adamant Orb, Lustrous Orb	Dialga, Palkia and Giratina

What else it changes:

- **Articuno** is back in the Seafoam Islands, as a catchable Pokémon (**Seafoam Islands: Articuno**).
- **Cresselia** and **Darkrai** are back in the **Dream World**.
- **Dialga, Palkia and Giratina** can be found again, and the **Fallen Red Star** on Six Island is back for Deoxys.
- It sets up the **Burned Tower scene with Prof. Hale and the three beasts**.

Notes: the Griseous Orb is not among the gifts.

See **Known issues** for suspected hack bugs in this area.

Pewter City to Vermilion City

Pewter City: finding Brock (the Gym Leader's errands)

Where: Pewter Gym, then the **house in the northeast of town** (about 21 steps east and 5 steps north of the Gym door), then the Museum of Science, then Anemone's flower garden on the hill.

Who gets it / when: everyone. This is required for the Boulder Badge. Players get stuck because Brock keeps leaving.

How it works:

1. (*Optional*) In the northeast house, the woman says her Nidoran♂ keeps throwing up and asks you to fetch Brock.
2. Talk to Brock in the Gym. He hurries off to that northeast house. If you did step 1, you pass on the message. If not, he says he just heard about it himself.
3. Northeast house: talk to Brock while he treats Nidoran♂. He then leaves "to go back to the Gym".
4. The Gym guide now says Brock took his little brother and sister to the **museum**.
5. Museum: talk to Brock. He asks you to keep his siblings busy. Answer **both** quizzes:

Brother (fossil quiz): a wrong answer doesn't stop the quiz. You still hear every question and are told at the end ("that doesn't sound right"). Retry at once. | # | Question | Answer (position) | |---| | 1 | Fewest type weaknesses? | **Anorith** (2nd) | | 2 | How many Fossil Pokémon are not Rock types? | **0** (1st) | | 3 | Highest base Defense? | **Bastiodon** (4th) | | 4 | Which is not a Fossil Pokémon? | **Relicanth** (3rd) |

Sister ("my big brother's acting weird"): | # | Question | Answer (position) | |---| | 1 | What is he secretly writing? | **Cheesy love lines** (3rd) | | 2 | Why does he keep spacing out? | **He's in love** (3rd) | | 3 | What do we mean in his life? | **A loving family** (2nd) | | 4 | Why is he acting so strange? | **Because of love** (4th) |

Like her brother, she asks every question even after a wrong answer and only tells you at the end ("My woman's intuition tells me that's not right"). Retry at once. Declining her ("How can you refuse...") just ends the talk.

6. Talk to Brock again. He thanks you and leaves. The siblings go back to the Gym and mention a "goddess".
7. Walk up to **Anemone's garden**, about 16 steps east of the Pokémon Center door. The cutscene starts when you walk onto the path 4 steps south of Anemone: Brock is hitting on Anemone, you step in, and he heads back to the Gym.
8. Gym: Brock finally battles you. Losing whites you out; you can try again.

Reward: the Boulder Badge (story). The treated Nidoran♂ has no reward.

Pewter City: the Apricorn Ball maker

Continues [Route 2 East: Nidoran♀ and the Apricorn Ball maker](#).

Where: the small house in the southwest of town, about 11 steps west and 5 steps south of the Pokémon Center door.

Who gets it / when: Bulbasaur and Charmander starters who saved Nidoran♀ on Route 2. Pikachu starters find him here from the start, with no Nidoran♀ story ("I learned to make Apricorn Balls from Mr. Kurt").

How it works: talk to him with Apricorns in your Bag. He takes one, and the ball is ready **about a day later**. Then talk to him again to collect it. It's free.

Notes:

- He and Kurt in Azalea share the same "ball in progress" slot, so only one of them can be making a ball at a time. His balls also count toward Kurt's ball counter. Reaching 10 balls has no effect that we could find.
- **The service ends for good** once you've been through the Slowpoke Well event in Johto. After that he says he's putting ball-making aside to spend time with Nidoran♀.
- If you let the breeder take Nidoran♀, he just mopes and never makes balls.

Pewter Pokémon Center: Elite Four Bruno (one attempt, before Mt. Moon)

Where: Bruno and his Hitmonchan stand about 12 steps straight north of the Pokémon Center entrance.

How it works: answer Yes to "Challenge Bruno?". His team is Lv. 87–88: Hitmontop, Machop, Steelix, Hitmonlee, Hitmonchan and Infernape.

Notes: you get **one try**. The game marks him as done *before* the battle, and losing doesn't white you out. Win or lose, afterwards he only praises your spirit. He leaves once the Mt. Moon roadblock story ends. There's no item reward.

Route 3: the old painter's Ralts (Fresh Water errand; before the Cascade Badge)

Where: an old man with a Ralts, southwest of the Route 3 Pokémon Center: about 37 steps west and 18 steps south of its door, a few steps south of an item ball.

How it works:

1. He's ill and moved here for the Mt. Moon spring water. Talk to him with **Fresh Water** in your Bag. He drinks it (1 Fresh Water used) and gives you a **Big Root**.
2. Talk again. He asks you to take his late wife's Ralts on your journey. Answer Yes with a free party slot.

Reward: Big Root, then **Ralts, Lv. 15**. Answering No or having a full party lets you ask again.

Getting Fresh Water: the Mt. Moon Square shop sells it for \$600, but only after the Mt. Moon roadblock story. The shop stops selling it while Asher's gang holds the spring (see the Mt. Moon Square entry). So in practice you buy it between the roadblock and your Cascade Badge.

Missable: when you win the Cascade Badge (Misty hands you TM03 right after), the painter passes away. If you haven't taken Ralts by then, it stays behind with a letter. Read it and say Yes to "Take Ralts with you?" to fight a **wild Lv. 15 Ralts**. Catch it: knocking it out also removes it for good. Losing whites you out and you can retry. The Big Root is gone once he has died.

Route 3: the Scyther chase (Charmander starters) / Bug Catcher Kenji (others)

Where: a Bug Catcher about 50 steps west of the Route 3 Pokémon Center door, a few steps east of a man who talks about Dusk Balls. The ledge is about 10 steps west and 7 steps south of him.

Charmander starters: he says he chased a Scyther here from Viridian Forest but can't beat it. The Scyther then appears on the ledge. Check it: "The Scyther is looking down haughtily. Challenge it?" → Yes starts a wild battle against **Scyther, Lv. 15**. If you lose, you white out and can retry. Winning or catching removes it.

Other starters: he already owns Scyther. Answer Yes to battle him (Scyther Lv. 11, Pinsir Lv. 10). This is a one-time battle with no item.

Route 3: Misty's Gyarados, "Comfort Misty?" (romance choice)

Where: it starts on your way east along Route 3, when you walk past the Trainer standing about 18 steps west and 13 steps south of the Route 3 Pokémon Center door (anywhere in the column running from him to 4 steps south of him).

How it works: Misty's runaway Gyarados charges you. You battle it (a Lv. 65 Gyarados). The story goes on the same way whether you win or lose, and losing doesn't white you out. Then Misty apologises and asks "Comfort Misty?".

Warning: answering No closes Misty's romance route (see below).

- **Yes:** you encourage her and have a battle with her (Starmie Lv. 12, Goldeen Lv. 11, Horsea Lv. 10, Psyduck Lv. 5). Then she goes home.
- **No:** she goes home without a battle, **and this closes Misty's romance route** (her confession in the Cerulean Gym, in the final chapter, checks it). Only the Island Forest wish on Six Island, made before the Dream World, reopens it ([the romance route's central entry](#)).

Notes: either answer puts Misty in Mt. Moon for the roadblock scene.

Mt. Moon: what opens the fake guards' roadblock

Where: the "construction" guards blocking the way at the north end of Mt. Moon's first cave, about 37 steps north and 11 steps west of the Route 3 entrance.

Why players get stuck: the guard won't start the scene until **all four** companions are waiting in the cave and you have the **Boulder Badge**. Until then he only repeats "The road ahead is under construction!".

Companion	What puts them there
Blue	your rival battle in Pewter City, on the path between the Pokémon Center and the Gym (story; it starts on your way to the Gym)
Misty	the Route 3 Gyarados scene (previous entry; either answer)
Steven	beat Steven at the Pewter Museum (Beldum Lv. 12, Baltoy Lv. 11, Aron Lv. 12). Answer Yes when he offers, then talk to him again inside Mt. Moon: take the passage on the east side of the first cave down to the inner cave, where he stands about 7 steps east of where you arrive, next to an archaeologist. No just ends the talk ("That's a real shame") and you can ask again.
Cynthia	talk to her at the first fork in Mt. Moon, about 11 steps north of the Route 3 entrance, and answer her "left or right?" question. Any answer works.

Once all four are there, they wait just south of the guards. Then talk to the guard. Green (Red for female players) exposes them as Team Rocket, and you fight four Multi Battles, one beside each companion. That leads on to the Mt. Moon Square Mew scene.

Notes: Nurse Joy inside the cave heals you before and after. Steven is also in the Cerulean Bike Shop until you beat Misty: talking to him starts a battle straight away (Metang Lv. 20, Aron Lv. 15, Baltoy Lv. 16, Anorith Lv. 17). It's a one-time battle with no item, and losing whites you out.

Mt. Moon: the fossil seller

Where: a Super Nerd digging by a fossil in Mt. Moon's inner cave, about 15 steps east and 4 steps north of the exit to Route 4 (and about 17 steps south and 13 steps west of Steven's spot from the previous entry).

How it works: checking the fossil makes him battle you (Super Nerd Zack: Magnemite Lv. 16, Voltorb Lv. 17, Nosepass Lv. 18). Losing whites you out; check the fossil again to retry. After you win, talk to him: he sells **Helix Fossil** or **Dome Fossil** for **\$5,000 each**, as often as you like.

Mt. Moon Square: Asher's gang and the spring (after the Cascade Badge)

Where: Mt. Moon Square. Asher and his two girlfriends block the spring, about 10 steps west and 3 steps south of the shop door.

Who gets it / when: once you've won the Cascade Badge from Misty. The Square's visitors reappear and Asher's gang moves in. The shop stops selling Fresh Water for now.

How it works:

1. Talk to any visitor who complains about the gang: the couple just southwest of Asher, the old woman or the old man (a couple of steps left of the shop door and a few steps down), or the clerk inside the shop. Before you do, Asher only asks you politely to wait.
2. Talk to Asher and battle him: Rich Boy Asher, Haunter/Skiploom/Spinda/Lopunny, all Lv. 25. Losing whites you out. Win and the gang leaves.
3. Collect the thank-you gifts.

Reward:

- **Destiny Knot:** from whichever of the couple southwest of Asher you talk to first. The other one only sings.
- **Everstone:** from the old woman (the upper one of the old pair near the shop door).
- The old man only reminisces.
- The shop sells Fresh Water again (\$600).

Notes: the couple about 11 steps east and 5 steps south of the shop door (also there only after the Cascade Badge) gives a **Soothe Bell** after their little skit, whether or not you beat Asher. The Clefairy Moonblast tutor (costs 1 Moon Stone) is also hidden until the Cascade Badge, and only dances at night.

Mt. Moon: Groudon (post-game, Red Orb)

Where: the altar in the deepest part of Mt. Moon's inner cave, where Maxie summoned Groudon. You reach that part by the passage in the far northeast of the inner cave. From where you arrive, the altar is about 28 steps east and 15 steps north.

Who gets it / when: after your final Hall of Fame entry, with the **Red Orb** in your Bag. After that entry you wake up at home in Pallet Town, and Lance brings you the legendary items Team Rocket had seized, the Red Orb among them (**Pallet Town: Lance's visit home**). This is after the Team Rocket Groudon story.

How it works: check the altar: "Try summoning Groudon with the Red Orb?" → Yes starts a wild battle against **Groudon, Lv. 95**.

Notes: losing whites you out, and you can try again. **Knocking it out counts like catching it: Groudon is gone for good.**

Route 5: the Pokémon shelter raid (after the Cascade Badge)

Where: outside the Pokémon shelter house on Route 5. The scene starts when you walk south down the middle of the path toward the house, about 11 steps north of its door. The side lanes to the west and east of the house skip it, so walk straight down the middle.

Who gets it / when: after the Cascade Badge. **Deadline:** if the raid hasn't happened by the time Sabrina laughs in Pokémon Tower (**Vermilion City to Celadon City**), it's lost: the Pokémon disappear and there's no reward.

How it works: a Team Rocket grunt tries to steal the shelter girl's Pokémon. Her Swablu escapes. The Pokémon at risk is **Bulbasaur for Pikachu starters** and **Growlithe for everyone else**. The game asks "This looks bad. Step in and help?".

Warning: No loses the Pokémon for good, and with it the Cleanse Tag, the Magical Leaf tutor and the Swablu reward on Route 11.

- **Yes:** battle the grunt (Mightyena Lv. 20 with a Choice Band, Sudowoodo Lv. 20, Granbull Lv. 23). Win to save the Pokémon. Losing whites you out and the raid plays again.
- **No:** the grunt takes it away. It doesn't come back.

Reward (if you saved it): inside the house:

- The saved Pokémon wants to travel with you. Talk to it and answer Yes to "Take Bulbasaur/ Growlithe along on your journey?" to get **Bulbasaur or Growlithe, Lv. 15** (needs a free party slot).
- The grandfather gives you a **Cleanse Tag**. After that he also teaches **Magical Leaf** for free, as often as you like.

Follow-up: the escaped Swablu turns up on **Route 11 (Vermilion City to Celadon City)**. To return it you must have won the raid **and** taken the saved Pokémon along. Bring the Swablu home for **3 PP Max**, or let the Route 11 girl keep it for **1 PP Max** from the shelter girl plus **2 Chesto Berries** from the Route 11 girl.

Underground Path: the underground battle (story, Cascade Badge)

Where: the Underground Path, entered from the Route 5 gatehouse. You need the **Cascade Badge** to take part (the people at the entrance talk about needing "two Badges").

How it works: after Blue's win streak you fight a string of opponents: Blue, then four challengers, then Green (Red for female players). Losing to Blue or any of the four challengers whites you out. You **don't have to win the last battle**. If you lose to Green (or Red), she takes the "prize money", and the police raid ends the event either way.

Reward: none at the time. Later, the MC is hiding on **Route 6**, at the north end, about 5 steps north and 2 steps east of the Underground Path entrance building's door. Talk to him and he hands over your "prize money" as **1 Fast Ball** and **1 Love Ball** (one time only).

Route 24 / Cerulean City: the burglary case → TM Case → TM28 Dig

Where: Cerulean City. The police officer stands 3 steps west of the door of the robbed house, the house north-east of the Pokémon Center. The robbed man is inside that house (it's the **east room of the Cerulean north house**).

How it works:

1. Talk to the two suspects: the **bald jogger up north** (at the north edge of town, straight north of the police officer) and the **fat man in stuffed clothes down south** (a few steps south-west of the Poké Mart door). The witness about 13 steps east of the Gym door and Green give hints.
2. Talk to the police officer and name a culprit: "The bald man up north" or "The shady fat man down south". Neither is right. Go to the one you named. The officer follows and clears him. The fat man turns out to be a witness who saw "someone dressed in black".
3. Once you've cleared either suspect, talk to the **dizzy man** in the northeast corner of town, about 20 steps east of the jogger. He remembers a man in black running north, and a Team Rocket grunt appears on **Route 24**, about 8 steps east of the middle Trainer on Nugget Bridge.
4. Beat the grunt. He hands back the loot: the **TM Case**.
5. Back in Cerulean: the officer gives you **2 Cheri Berries**. The robbed man in the north house (east room) takes the TM Case and gives you **5 × TM28 Dig**.

Deadline: finish the case before Sabrina laughs in Pokémon Tower (**Vermilion City to Celadon City**). That scene closes the case: if you haven't beaten the Route 24 grunt by then, the TM Case and TM28 are lost for good. If you beat him but didn't go back to the officer, only the 2 Cheri Berries are lost (the robbed man still takes the TM Case).

Notes: you must talk to **both** suspects before the officer lets you name a culprit. Losing to the grunt whites you out; talk to him again to retry. The TM Case is taken from you in step 5.

Cerulean City: King's Rock for TM04

Where: the Trainer with the dim Slowbro, about 12 steps west and 4 steps north of the Pokémon Center door.

How it works: show up with a **King's Rock** and accept his offer. He takes it and gives you **TM04 Calm Mind**. He won't offer the trade while you already have TM04.

Where to get the King's Rock: the Vermilion sailor's thank-you gift after the construction-site clash, townsfolk side only (**Vermilion City: after the construction-site clash**). It's also a gift on Cinnabar Island and in Azalea Town.

Cerulean City: lend the kid your Bicycle (→ Amulet Coin)

Where: a boy in south Cerulean, just south-west of the Bike Maniac's house door (west of the Poké Mart). He's there from the start, but he's away during two stretches of the story: from your talk with Blue at the Viridian Gym (after he becomes its Gym Leader) until Misty wins her Cerulean Gym Leader assessment, and again during the League HQ investigation, from

one of your League HQ reports until Misty leaves for the Seafoam Islands (**League HQ: the Trainer Affairs Department's investigations**).

How it works: talk to him while you have the **Bicycle**. "Can I borrow your bike for a couple of days?" Answer **Yes** and he takes it. No just ends the talk; you can ask again.

Reward: once you have the **Rainbow Badge**, talk to him again. He gives the Bicycle back plus an **Amulet Coin**.

Timing: you get the Bicycle from the Cerulean Bike Shop in exchange for the Bike Voucher from the Vermilion Pokémon Fan Club (**Vermilion City to Celadon City**), so you can lend it before the Rainbow Badge; the reward waits until you have that badge. The offer also disappears after Misty's sparring-match scene on Route 7 (**Vermilion City to Celadon City**).

Route 25: Nugget Bridge's "tasty treat" (say No)

Where: a man on the path north of Nugget Bridge, about 21 steps north of the bridge's last Trainer, who congratulates you on beating the bridge Trainers.

Who gets it / when: only before you win the Cascade Badge. Beating Misty removes him, so meet him first if you want the battle.

How it works: "Accept the tasty treat?"

- **Yes:** you fall asleep and **he robs you**. He takes \$60,000 if you have that much, otherwise \$50,000, \$40,000, \$30,000, \$20,000 or \$10,000: the highest amount you can cover. With less than \$10,000 he takes nothing. You get no battle.
- **No:** he's a Team Rocket grunt (Waiter Akutsu: Luxio Lv. 17, Magby Lv. 17, Munchlax Lv. 18). It's a one-time battle: if you lose, you white out and he's gone anyway.

Either way he's gone afterwards.

Route 25: the Cerulean Cape Battle Festival (quiz and placing)

Where: Route 25 / Cerulean Cape, during the festival (story).

Quiz checkpoint: five questions. Get **all five** right and they heal your party. Otherwise the examiner battles you (Waitress Fifi: Happiny Lv. 17, Duskull Lv. 18); losing that battle whites you out.

#	Question	Answer (position)
1	Accuracy of Thunder Wave?	90% (3rd)
2	Water move with no added effect?	Aqua Tail (3rd)
3	What does Choice Scarf do?	Raises Speed (1st)
4	Effect of a Sassy nature?	+Sp. Def, -Speed (4th)
5	Which ability can't ignore Intimidate?	Mold Breaker (4th)

Placing: you finish according to the two festival battles: the lady Trainer mid-course and the last opponent. Losing either one doesn't white you out.

- Win both: **1st, 4 Rare Candies**.
- Lose one: **2nd, 2 Rare Candies**.
- Lose both: **3rd, 1 Rare Candy**.

Cynthia and Misty fill the other places.

Sea Cottage: Bill's grandfather (show him five Pokémon)

Where: Bill's house on Cerulean Cape, after the computer-virus story.

How it works: he describes a Pokémon. Show it to him from your party to get an item. The requests come one at a time, in this order:

#	Hint	Pokémon	Reward
1	round, dark, leaves on its head	Oddish	Leaf Stone
2	loyal Fire type that loves to bark	Growlithe	Fire Stone
3	big round eyes, sings lullabies	Jigglypuff	Everstone
4	yellow body, red cheeks, <i>before it evolves</i>	Pichu (not Pikachu)	Thunder Stone
5	blue, round, tail like a float (Johto)	Marill	Water Stone

(This is the HeartGold list. The game also contains a separate SoulSilver list that this game never uses.)

Route 25: Suicune (post-game)

Where: Cerulean Cape, south-east of Bill's house (the Sea Cottage): about 15 steps south and 4 steps east of its door.

Who gets it / when: after the post-game Burned Tower scene where the three beasts run off ([Radio Tower](#), [Ecruteak City](#) and [Olivine City](#)).

How it works: "Battle Suicune?" → Yes starts a wild battle against **Suicune**, Lv. 90. Losing whites you out, and you can retry. **Knocking it out removes it for good.**

Cerulean Gym / Cerulean Cape: Misty's romance

Continues [the Pallet Town to Pewter City romance entry](#). For how the romance works as a whole (love reading, Dream World, locks), see [the central romance entry](#).

Confession: male players only, in the **final chapter:** after you're Champion and have made your live broadcast at the Goldenrod Radio Tower, and **before** your final Hall of Fame entry. You also need the Goldenrod fortune-teller's love reading, and you must **not** have answered No to "Comfort Misty?" on Route 3 (or must have reopened her route with the Six Island wish). Talk to Misty in the Cerulean Gym. She asks "aren't you supposed to be off fighting at the Indigo Plateau?" and the confession follows (this uses up your one confession; your party is healed). **Missable:** after the final Hall of Fame she only offers practice battles.

Dates: after your final Hall of Fame entry, talk to Misty in the Gym. Her menu ("Let's go somewhere together", "I want to battle you", "I'm busy. See you later") moves your dates along the same way Yellow's does. **Warning:** winning her [Resort Zone date](#) leaves her missing from the Gym, so her later dates stall; save before it ([known issue](#); not confirmed in game).

Cape photo: the first date takes you to the tip of Cerulean Cape, about 15 steps east and 2 steps south of the Sea Cottage door, where Misty asks for a photo. Say yes for the photo and the longer hug scene.

Gym sparring partners: EV training for a Berry

Where: a sparring partner in each Gym. In this page:

Gym	Fee	EVs trained
Pewter	1 Pecha Berry	Defense
Cerulean	1 Aspear Berry	Sp. Def
Vermilion	1 Cheri Berry	Speed

Who gets it / when: each one opens once you have that Gym's Badge (Boulder, Cascade, Thunder). The Cerulean partner is away while the Gym has no Leader (from your talk with Blue at the Viridian Gym until Misty wins her Gym Leader assessment). He also refuses to train you for a while during the League HQ investigation, after Team Rocket's raid on the Cerulean Gym ("We couldn't stop Team Rocket").

How it works: pay the Berry and battle a low-level team that gives those EVs. You can repeat it as often as you like. Losing whites you out.

Vermilion City: feed the Wingull and the Horsea

Where: by the water in south Vermilion, east of the Gym door. Two Wingull sit 8–10 steps east of the Gym door (the first one right next to a woman who tells you to go feed them), and the Horsea is about 10 steps east of the Gym door.

Wingull: "Feed Wingull an Oran Berry?" → Yes uses **5 Oran Berries**. The first time, the Wingull next to the woman brings you a **Big Pearl** and leaves. The other Wingull can be fed again, with no further reward.

Horsea: "Feed Horsea a Yache Berry?" → Yes uses **5 Yache Berries**. Then "Horsea wants to come with you. Try to catch it?" → Yes starts a wild battle against **Horsea, Lv. 25**. Winning or catching removes it. Losing whites you out. Answering No still uses up the 5 berries.

Alternative: the fisherman about 7 steps east and 2 steps south of the Horsea, just south-east of a house door, is part of the Good Rod quest ([Vermilion City to Celadon City](#)). He fishes the Horsea up for you, or gives you one if it's already gone: **Horsea, Lv. 25**, once. He only helps after the construction-site clash, if you took the **townsfolk side**, after Ryochi has asked you for a Horsea and before you get the Good Rod, and not while you're carrying Oak's Parcel.

Vermilion City: after the construction-site clash

The choice ([Vermilion City to Celadon City](#)): the night before the clash, in the Vermilion Pokémon Center, you choose whether to back Green (or Red) and the townsfolk, or Blue and the law. That choice also **closes a romance route**: siding with the townsfolk closes Blue's (female players), and siding with Blue closes Green's (male players). See [the central romance entry](#).

Thank-you gifts in town (after the clash):

- **2 Cheri Berries** from the resident a few steps south-west of the Poké Mart door.
- **King's Rock** from the sailor about 8 steps north of the Harbor entrance, **only if you sided with the townsfolk**. This is the King's Rock for Cerulean's TM04 trade.
- **2 Big Mushrooms** from the woman about 7 steps east and 4 steps south of the Pokémon Center door, **only if you sided with the townsfolk**.

- **Magnet** from the man in the southeast of town, about 16 steps east and 7 steps north of the Harbor entrance.
- Lt. Surge gives a **Light Ball** (a **Thunder Stone** if your starter was Pikachu) after your Gym battle, together with the Radio Card and his phone number. His line is the same whichever side you took.

The empty lot: the builder on the empty lot east of the Pokémon Center (about 20 steps east of its door) asks you to ask Lt. Surge whether to make the lot a park. Ask Surge in the Gym, then come back for a **Black Belt**.

See [Known issues](#) for suspected hack bugs in this area.

Vermilion City to Celadon City

Vermilion City: the construction-site dispute (choose a side)

Continues in [Vermilion City: after the construction-site clash](#).

Where: the Vermilion Pokémon Center. From the street scene when you first arrive in Vermilion until the clash, Blue stands with his Wartortle in the middle of the room, about six steps up from the door. Green (male player) or Red (female player) stands with Ivysaur on the left (west) side.

Who gets it / when: everyone. It's story, but the answer changes gifts and your romance options.

How it works:

1. Talk to either partner. Blue was turned away at the Gym because the Leader has no time; both ask whether you know what's going on in town. Answering Yes before you've gathered the facts gets "Go ask around town some more".
2. Hear out all six people in town (talking to them is enough):

Who	Where
Lt. Surge	at the fenced construction site east of the Pokémon Center
Granny Kin	right next to Surge, on his east side
Resident (Surge applied for a ban 30 days ago)	a few steps south-west of the Poké Mart door
Sailor (the city was built by sailors)	south, near the port: about eight steps north of the Harbor door
Man (Professor Birch warned about a Diglett disaster)	the south-east corner of town
Woman (grew up in Vermilion)	just west of the construction site

Warning: the next Yes picks your side and locks one partner out of the romance route (see the table below). It can only be undone by the Six Island wish.

3. Go back and answer Yes again. The partner you talk to decides your side:
 - **Blue:** "Are you coming with me?" to help Lt. Surge hold the site entrance against the townsfolk. Yes = **law side**.
 - **Green / Red:** "Will you help me?" to help the townsfolk stop the construction. Yes = **townsfolk side**.
 - Answering No sets nothing; that partner goes it alone ("Tch. I can handle it without you." from Blue, "Looks like it's up to me" from Green/Red). You can ask again.
4. Saying Yes heals your party, ends the day and starts the clash next morning (Lorelei then announces the League's ban). The law side fights two Multi Battles in a row; the townsfolk side fights one, against Lt. Surge and Blue.

What the choice changes:

	Law side (Blue)	Townfolk side (Green/Red)
Romance	Green/Red is locked out as your partner	Blue is locked out as your partner
Thank-you gifts	no King's Rock, no Big Mushrooms	King's Rock (the sailor near the port) and 2 Big Mushrooms (the woman west of the site)

Gifts both sides get (**Vermilion City: after the construction-site clash**): 2 Cheri Berries, a Magnet, and Lt. Surge's Light Ball (a Thunder Stone for Pikachu starters).

Notes: this is the earliest romance lock in the game. If you want Blue later, side with Blue here; if you want Green (male player) or Red (female player), side with them. The lock is not quite final: the one-time Amulet Coin wish in the Island Forest on Six Island ("I want to be more attractive") lifts it again. Lt. Surge's line after the badge does **not** change with your side: everyone hears the townfolk version. The King's Rock matters for **Cerulean's TM04 trade**.

If you lose the clash: you white out and the side choice is reset, so you choose again and can switch sides. The romance lock from your first choice stays, so switching locks out **both** partners (until the Six Island wish). (Read from the scripts; not confirmed in game.)

Vermilion City: the Good Rod (show Ryochi a Horsea)

Where: the Fishing Guru's house, the westernmost door on Vermilion's north row (five steps west of the Pokémon Center door). Ryochi, vice-president of the Kanto Fishing Association.

How it works:

1. Talk to Ryochi. He asks you to hook a **Horsea** and show it to him. Then "Do you have a Horsea with you?" → Yes → pick it from your party. He only looks; you keep it.
2. Ways to get a Horsea:
 - The wild Horsea in the water on the west side of town, five steps west of the central house's south-east door: feed it 5 Yache Berries and catch it (Lv. 25, **Vermilion City: feed the Wingull and the Horsea**).
 - **Easier (townfolk side only, after the clash, before you get the Good Rod):** after talking to Ryochi, talk to the angler on the south shore, a few steps south-east of the central house's south-east door. He fishes the shore Horsea up for you, or, if it's already gone, just gives you one: **Horsea, Lv. 25** (needs a free party slot, one time). "Don't tell Ryochi I fished up that Horsea for you." He won't help while you're carrying **Oak's Parcel**.
 - Fishing one up with the Old Rod doesn't work: Horsea never appears on the Old Rod.
3. Show it to Ryochi.

Reward: Good Rod. After that he only talks about the Lake of Rage angler.

Notes: showing the wrong Pokémon gets "That's not a Horsea.."; you can retry freely. The angler only helps after you've spoken to Ryochi.

Vermilion City: the Pokémon Fan Club (three members → Bike Voucher)

Where: the Pokémon Fan Club, south-west of the Pokémon Center (the westernmost door on the middle row of houses).

How it works: the chairman won't reward you until you've won over three members. Do them in any order:

1. **Pokéfan Roxy** (west side, next to her Bayleef): "Want to battle and see?" → Yes. **Bayleef, Delcatty, Nidorina, all Lv. 21**. Losing whites you out; you must win for it to count.
2. **The Clefairy fan** (south-west): wants a Clefairy Poké Doll. Buy a **Poké Doll** (Vermilion Mart, \$1,000) and give it to him. He gives you **Leftovers**.
3. **The quiz lady** (north, beside the chairman): eight questions. One wrong answer ends the quiz ("Wrong! Think it over and come back.") and you restart from question 1. Unlimited retries.

#	Question	Answer	Position
1	Which is the smallest?	Diglett	2nd
2	Which is the lightest?	Chingling	4th
3	First round of a Super Contest judges...	Condition and coat	3rd
4	How many rounds in a Super Contest?	3	1st
5	Which can't learn Attract?	Saryu	2nd
6	What does infatuation do?	Can't attack 50%	4th
7	Which does NOT raise friendship?	Winning battles	2nd
8	What kind of Pokémon do you like best?	any answer	

Reward: **Shed Shell**.

4. Talk to the chairman (north-east). He makes you an Honorary Member and gives you the **Bike Voucher**. Take it to the Cerulean Bike Shop for a **Bicycle**.
5. Talk to him again and say Yes to his story for one more gift: **Thunder Stone** if you chose Charmander, **Rare Candy** otherwise. Needs Bag space.

Notes: this is the only Bike Voucher source found in this page. The Bike Shop checks only for the voucher, with no badge check.

Vermilion City: the seaside cook (Shoal Salt + Big Mushroom)

Where: the east half of the central house. Use the door directly south of the Poké Mart, across the street (the house's south-east door), not the west door.

How it works: the cook wants seasonings for seafood. Bring **1 Shoal Salt** and **1 Big Mushroom** and talk to her; she takes both automatically. If you're missing either, she just repeats the request.

- Shoal Salt: the old street merchant in Vermilion (\$2,000; he stands about 16 steps east of the Poké Mart door and is always there; he also sells Deep Sea Tooth and Deep Sea Scale for \$2,500 and Soft Sand for \$3,000), S.S. Anne shops/gift.
- Big Mushroom: the townsfolk-side gift above (2), Route 9 shop (\$3,000), hidden items elsewhere.

Reward: **3 Sacred Ash** ("the soot from the bottom of my pot"). One time.

S.S. Anne: Teddiursa's honey and the salt (starts the party)

Where: on board the S.S. Anne, after the boarding speech. The girl with the Teddiursa and her grandfather are in the first north-west cabin (1F north-west rooms, the door at the top

left of the hall). The cook is in the kitchen on B1F: take the stairs at the top middle of the hall down, and he's a few steps to the right, next to the fridge. The Captain is in the captain's cabin (1F, far east door).

Who gets it / when: everyone. You need it to move the story on: the party (and the hijack after it) starts only once you've **given the girl Honey and met the Captain**.

How it works:

1. Talk to the girl. Her Teddiursa won't eat the ship's food and she asks you to get **Honey** from the kitchen.
2. The cook on B1F has Honey but has run out of salt. He asks for salt in exchange. (He only asks once the girl has asked you for Honey; before that he just mutters about the salt.)
3. Get one **Shoal Salt**. There are three ways:
 - **Blue** (in the main hall, 1F west) gives you one free, but **only if you're carrying less than \$6000 and have no Shoal Salt in your Bag**, and only after the cook has asked for salt. With \$6000 or more he just talks about the party. Green/Red only says "ask Blue". Blue's offer uses the same "party not started yet" check as the Captain's HM01, so it should work whenever the Captain still gives HM01 (not confirmed in game).
 - The merchant in the north-west rooms (lower-right cabin) sells one for **\$6000** ("four times the price"), also only after the cook has asked.
 - Any Honey you already carry also works. The girl only checks that you have Honey, so you can skip the salt step entirely.
4. Give the Shoal Salt to the cook → **Honey**.
5. Give the Honey to the girl ("Give away the Honey?" → Yes).
6. Talk to the Captain in his cabin: he gives you **HM01 (Cut)**.
7. When both 5 and 6 are done, the party is announced.

Reward: HM01 from the Captain; **Water Stone** from the grandfather.

The Water Stone is missable. If you meet the Captain *first* and then give the Honey, the grandfather hands over the Water Stone automatically. If you give the Honey *first*, you must talk to the grandfather yourself **before** you see the Captain. Meeting the Captain starts the party, and the grandfather leaves the cabin for good. Safest order: Captain first, Honey second.

S.S. Anne: the party battles and the missing Teddiursa

When: as soon as the party starts (see above). The party guests are in the 1F main hall (west side).

How it works:

1. The waiter with the "special Pokémon food" (hall, far west) won't serve until you've had **all six party battles**:
 - Blue (hall, north-west),
 - the "old boy" (hall, west),
 - the Raticate Gentleman (hall, west),
 - the Trainer at the north of the hall. If you already battled this Trainer in the south-east cabins before the party, that battle counts,
 - the Trainer on the west side who "had my eye on you",
 - the Psychic student of Sabrina's (hall, north).

Blue, the old boy and the pre-party cabin battle count **whether you win or lose**. Losing to Blue or the cabin Trainer costs nothing, but losing to the old boy (or any other party Trainer) still whites you out.

2. Then the waiter offers the food, but the girl runs up: her **Teddiursa has run off**.
3. Go to the B1F kitchen. Teddiursa is eating honey from the fridge. Talk to it and it goes back to her.
4. Walk back into the hall and the Team Rocket hijack begins (story).

Reward: none beyond the battles (the girl and grandfather only thank you afterwards). The Raticate Gentleman also offers his Raticate for a Butterfree once beaten (an in-game trade).

Notes: your Pokémon didn't eat the food, so you and Green/Red fight Team Rocket in three Multi Battles in a row. Losing one whites you out to the top of the main hall, next to the stairs down to B1F, and you try again.

Ship shop during the party: the merchant in the hall sells Shoal Salt \$1500, TM21 Frustration \$4000 (the menu calls it TM63; see **Known issues**), Liechi Berry \$800 and Ganlon Berry \$800. This is the only time these berries are on sale here.

S.S. Anne: defuse the bomb or the ship sinks (one chance)

Where: B1F engine room, at the far east end of B1F. Before the hijack, a crewman there mutters about "hitting the propeller shaft from the side" and claims to be doing maintenance.

When: only between the hijack and your fight with Archie in the captain's cabin.

How it works:

1. After the hijack, go down to B1F and talk to the "maintenance" man in the engine room. He admits he planted a bomb and battles you.
2. Beat him and he removes the bomb.
3. Then go up the engine-room ladder and fight Archie. His first battle (Crawdaunt Lv. 40) can be lost: you don't black out, and Blue and Green/Red arrive either way. The final battle is still you alone against Archie (**Walrein Lv. 44, Whiscash Lv. 43, Kingdra Lv. 45**); your friends only deal with his other Pokémon in the scene afterwards. The final battle must be won (see below).

Bomb	After Archie is beaten
Defused	Archie flees, the Captain retakes the ship and sails back to Vermilion. Outside, Lt. Surge gives you a Magnet .
Not defused	Archie escapes and the engine blows. The ship sinks; you, Blue and Green/Red survive in life jackets and wake up in the Vermilion Pokémon Center. No Magnet.

Losing the last Archie battle also sinks the ship, even with the bomb defused: there's no white-out, the game goes straight to the sinking. So: **defuse the bomb and win the last battle**.

Why it matters: the sinking lasts a long time. Later NPCs in Violet City, Olivine City, Ecruteak City (including the photo-album house) and on Victory Road 3F speak as if passengers died, for example a woman whose boyfriend "can never come back". There is no retry on the ship once you've fought Archie. The only way to undo it is the Celebi trip at the Ilex Forest shrine, after your final Hall of Fame entry. You must already have received both Shaymin and

Celebi at the shrine. With Celebi as your first healthy Pokémon, pick "I can't watch innocents be killed" and beat Archie there. If Celebi or Shaymin was just shown at the shrine, leave Ilex Forest and come back first.

Diglett's Cave: the warm stone in the statue (after the Silver Conference)

Where: the broken Pokémon statue deep in the cave, in the north-east part of the lower cave, about ten steps west of the hiker who says the cave is unusually hot.

When: from the Silver Conference closing ceremony on (right after President Goodshow declares it closed). Before that the statue is only described. It opens at the start of the **League HQ investigation** and stays open.

How it works: examine the statue → "There seems to be a hole in the top. Reach in and feel around?" → **Yes**.

Reward: **Magma Stone** (key item, used for **Heatran in Union Cave**). Afterwards the hiker says the cave has cooled down.

Also here (after the final Hall of Fame): Brock is meant to stand in the north of the cave, near the Route 2 exit, and offer a souvenir photo after your final Hall of Fame entry between 5 and 8 pm. Because of a hack bug he **can never appear**: the time check asks for the hour to be 17, 18 and 19 at the same time.

Route 11: the Swablu from the shelter

Continues **Route 5: the Pokémon shelter raid**.

Where: the west end of Route 11, just south of the Diglett's Cave entrance. A little girl stands there with the Swablu right beside her.

Who gets it / when: anyone who has finished the Route 5 raid, either by winning it or by refusing to help. (Losing the raid battle only whites you out and the raid replays.) Walking up to the girl, from the west or from the north-east, starts the scene.

How it works:

1. A Shady Guy tries to catch the girl's (wild) Swablu so he can sell it. You're asked "Stop Swablu from being caught?".
 - **Yes:** battle **Shady Guy Wayne** (Ariados, Swellow, Girafarig, Lv. 22). Win and the girl gives you **2 Leppa Berries**. A loss whites you out and the scene replays.
 - **No:** he catches the Swablu and leaves. The girl cries, and the Swablu part of the quest is over.
2. **Returning the Swablu needs two things:** you **won** the Route 5 raid, and you **took the Pokémon you saved** (Bulbasaur for Pikachu starters, Growlithe for everyone else) from the shelter house. Until then, talking to the Swablu only gets its cry.
3. Talk to the Swablu: "Isn't this the Swablu that belongs to the girl in the house on Route 5? Take Swablu with you?" → Yes. The girl asks whether she can keep looking after it, then "Take Swablu with you?" again:

Choice	What happens	Reward
Yes (take it home)	You're taken straight to the Route 5 house. The owner thanks you and tells you to keep the Bulbasaur/Growlithe.	3 PP Max
No (let the girl keep it)	Go to the Route 5 house yourself and tell the owner. She agrees. Then go back to the girl on Route 11.	1 PP Max from the owner, then 2 Chesto Berries from the girl

Notes: if you refused to help in the Route 5 raid, the Route 11 scene still plays, but the Swablu can't be returned. The stolen Pokémon doesn't come back anywhere on Route 11. **Missable:** if the raid never happened by the time Sabrina laughs in Pokémon Tower (the start of the Saffron takeover), the game closes it as lost. The Route 11 girl then says her Swablu "got taken away", although no scene played.

Route 11: cut the grass or save it (choose a side)

Where: the middle of Route 11, about halfway between Diglett's Cave and the east gatehouse. A man with a Scyther wants to clear a path. A Guitarist with an Electabuzz defends the Pokémon's habitat.

How it works: talking to either one plays their argument. Then talk to the one you want to help and answer Yes.

Warning: you only get one choice, and it decides which reward you get and who turns up again on Victory Road 3F. You fight the other one. Your helper says they'll take three of the Pokémon, but the battle is an ordinary single battle.

Side with	You battle	Reward
The grass cutter (Scyther)	Guitarist Gideon: Electabuzz, Lunatone, Rotom (Lv. 22)	Metal Coat
The environmentalist (Electabuzz)	Ace Trainer Ursula: Scyther, Seviper, Diglett (Lv. 22)	Electirizer

Notes: you only get one choice. The loser leaves. A loss whites you out and you can try again. Victory Road 3F checks which side lost, so the losing side comes back **on Victory Road 3F in the final chapter**.

Route 9: the Squirtle Squad steals your Pokédex (Pikachu starters only)

Where: Route 9. The trap is a Poké Ball on the ground at the far west end of the route. The gang waits further east, on the north side of the route.

Who gets it: Pikachu starters only. With other starters, the Poké Ball is a plain **Lum Berry** and none of the following happens.

How it works:

1. Pick up the Poké Ball. It explodes, and **your Pokédex is stolen:** it's gone from your menu. The Squirtle gang appears.
2. Walk east to them; the scene starts as you come up below them. Your lead Pokémon says you have to win it back: battle **Squirtle** (Lv. 5). A win returns the Pokédex. A loss whites you out and the scene fires again. The Pokédex stays missing until you win.
3. Two Team Rocket grunts net the worn-out gang. Squirtle escapes, and a police officer appears who wants to arrest it.

4. Walk further east. The grunts beat the officer, then set their Electrike on Squirtle. "Things look bad. Step in and help Squirtle?"
 - **Yes:** Double Battle against the two grunts (Mightyena, Chingling, Spheal / Shuppet, Corphish, Flaaffy, Lv. 17–18). Win and the whole gang is freed. A loss whites you out and the scene fires again.
 - **No:** Squirtle and its friends are taken "to Master Ariana". That branch isn't followed up on Route 9.
5. If you saved them, talk to Squirtle: "Will you take Squirtle as a partner?" → Yes gives **Squirtle, Lv. 5**. The officer keeps the rest of the gang to train as a police squad.

Notes: missable. When Sabrina laughs in Pokémon Tower (the start of the Saffron takeover), the game closes this quest if you never picked up the Poké Ball, or if you've won the Pokédex back but haven't reached the grunt scene yet. The same step also marks the ball as picked up for **every** starter, so other starters lose the Lum Berry in it if they haven't taken it by then. If your party is full, Squirtle waits for you to make room.

Route 9: the Butterfree girl (release it or keep it)

Where: the east half of Route 9, a girl with her Butterfree a few steps south of Veteran Dawn.

How it works: she can't decide whether to release her Butterfree so it can breed. The talk can go up to five menus deep (Keep → Day Care → "oh well" → "keeping it is fine" → a last choice). What counts is your **last** answer:

- **She releases it** after "True. Wild Pokémon are prettier.", "Yes, that would be selfish." or "Breeding is sacred. Let it go".
- **She keeps it** after "...They just say that for money." or "Look around. Shouldn't be hard".
- "Just passing by" ends the talk at any menu, and you can ask again.

Reward: none on Route 9. **Follow-up:** once she has released it, Route 12 has Bug Catcher Harlan, who has caught "Butterfree flying in from the north" (two Butterfree, Lv. 32). That follow-up is on the Route 12 page.

Route 9: the Paras mushroom picker (Repel → Zinc)

Where: Route 9, a man with a Paras on the north edge of the route, about 17 steps east of the route sign in the west part. **Not for Pikachu starters:** they never meet him. Everyone else finds him there whenever they reach Route 9.

How it works: he needs a Repel to numb his Paras before picking its mushrooms. Answer Yes while you have a **Repel** and he gives you a **Zinc** (one time). Afterwards he sells Big Mushrooms (3,000) and *Tiny Mushrooms* (1,000).

Notes: he actually takes an **Oak's Parcel** instead of the Repel (see [Known issues](#)), so in practice you keep your Repel.

Rock Tunnel: hide-and-seek (find four hidden kids)

Where: the schoolkid "seeker" stands on the east side of the lower level of Rock Tunnel. The four friends are hidden across the tunnel.

How it works: you don't need to talk to the seeker first. The friends can be found in any order, except that the fake archaeologist needs the corner kid first.

Friend	Where	How to expose them
Corner kid	the far south-east corner of the lower level	Talk to him. He battles you.
Fake archaeologist	the middle of the lower level	Only after the corner kid: "Believe the schoolkid?" → No , then battle.
"Pikachu"	the north part of the lower level	"Try to catch it?" → Yes. Then answer Yes to both questions (perfect disguise? Pikachu cutest?) to expose him with no battle; any No means a battle.
Ninja "boulder"	a rock in the far north-west of the upper level	"Use Rock Smash?" → Yes, then battle. You don't need a Pokémon that knows Rock Smash.

Reward: back at the seeker: **TM80 Rock Slide** (once).

Notes: losing to the corner kid doesn't white you out. Because of a hack bug the game jumps into the "Pikachu" kid's dialogue with your party fainted: Yes, Yes there completes that kid with no battle; any No starts his battle, where a loss does white you out. The corner kid still counts as not found, so talk to him again and win. (Read from the script; not confirmed in game.)

Power Plant: Zapdos and the ecologist

Where: the abandoned Power Plant on Route 10, about 20 steps south of the Route 10 Pokémon Center. The ecologist stands just inside the entrance, a few steps north of the door, with her Muk. Zapdos is in the north-west corner of the building.

Before your final Hall of Fame entry:

1. Talk to Zapdos: "Try to catch it?" → Yes starts a **trainer-style battle against a Lv. 90 Zapdos** (Heat Wave, Thunderbolt, Hurricane, Thunder Wave). You can't catch it. A loss whites you out.
2. Win and the ecologist runs up: "Stop trying to catch Zapdos?". No only makes her plead again. Answer Yes to get **TM25 (Thunder)**. After that, Zapdos only cries until after your final Hall of Fame entry.

After your final Hall of Fame entry (the one after you beat Giovanni at League HQ): talk to Zapdos → a **wild Lv. 90 Zapdos** you can catch. If you knock it out, catch it or run, it's gone until your next Hall of Fame entry. There's no TM25 here after the Hall of Fame (another TM25 is on Route 43).

Team Rocket chain ([League HQ investigation](#), round 1, before your final Hall of Fame entry): after the intelligence briefing in the Pokémon League building (the one President Goodshow sends you to), the ecologist at the entrance warns you. Deeper in, Lawrence's grunts attack: a Double Battle against two Grunts (Lv. 63–65). Lawrence then catches Zapdos with a special Ball and leaves for **Moltres on Cinnabar Island**. After the chain ends, the ecologist says Zapdos flew back and asks you to catch it.

Notes: the first Zapdos fight is at Lv. 90. It's optional, and TM25 is the only reward. The ecologist herself gives no item.

Route 10 / Lavender Town: the girl who waits (the Lavender curse)

Where: a girl on Route 10, a few steps south-east of Rock Tunnel's south exit. The fortune-teller's house is on Lavender's south side; the storyteller lives next door, five steps to the west.

How it works:

1. Talk to the girl on Route 10: "So you've finally come? ... Please don't go..." She vanishes. A man in the House of Memories mentions a beauty on Route 10 who vanished.
2. In the fortune-teller's house, ask for a reading (Yes). Having met the girl, you're told you face "a bloody calamity" and offered **10 Cleanse Tags for \$30,000**. If you're short, she takes **all your money** instead and still hands over the tags. **Both Yes and No** start the curse.
3. **The curse:** every time you try to walk out of Lavender (north, west or south exit), you hear "I want to see you..." and "A mysterious force pulled you closer!". You can't leave on foot. Fly works.
4. To end it, buy the tags. At an exit you're asked "Use 10 Cleanse Tags for protection?" → Yes. You're still pulled back, but the fortune-teller is now replaced by the girl. She appears even if you no longer have all 10 tags: the game just says "You don't have that many Cleanse Tags!".
5. Go into the fortune-teller's house and talk to the girl (just entering doesn't start the scene). The girl turns out to be a Gastly (Lavender's husband). "Stay in Lavender Town?"
 - **Yes:** the curse stays. Talk to her again to replay the scene.
 - **No:** battle "Gastly" (Venusaur, Zangoose, Blastoise, Lv. 36). The ghost of Lavender herself calls it off, and the curse is lifted. Losing is fine: you're healed and Lavender still calls it off.
6. Afterwards Gastly stays in the house and reads your fortune (badge-based flavour lines).

Reward: the storyteller next door has a new tale about Lavender and her Gastly husband. When he asks "Have you heard how Lavender Town got its name?", answer **No** (Yes ends the talk), hear the legend, then answer Yes to his next question for a **Heavy Ball**. The House of Memories tutor takes a Heavy Ball for **Night Slash**.

Notes: if you never ask for a reading after meeting the girl, nothing happens. Buying the tags uses up the fortune-teller: afterwards she only asks "Have you tried my charms?".

Pokémon Tower: side battles and extras

The tower is story (Team Rocket, Maxie and Mr. Fuji). Two of the fights below are **not** optional, even though they look like it:

- **Blue at the stairs:** he blocks the whole corridor a few steps west of where you come up from the ground floor. "Challenge Blue?" Yes → **Wartortle Lv. 30, Kadabra Lv. 28, Pidgeotto Lv. 29, Umbreon Lv. 28, Rhyhorn Lv. 28, Exeggutor Lv. 29**. There's no item. He stays there until you beat him, and you need that win: the later Rocket HQ scene only plays after it.
- **"Mom"** is an illusion, and she stands on the only way on from the stairs on her floor. "Do as Mom says and go home?" Yes just walks you back and she stays there. You must answer No and win: battle "Mom" (Mr. Mime, Poliwrath, Raichu, Lv. 29–30). The battle only happens once you've done the Rock Tunnel scene with Prof. Hale.

These parts are optional:

- **The Magcargo behind the illusions:** in the far west corner of the floor where you fight the two illusion grunts. After you beat the two illusion grunts, "Magcargo can no longer create illusions. Catch it?" → **wild Magcargo, Lv. 40**. Catch it before you take any stairs: knocking it out, catching it or running away all make it disappear, and every staircase reloads the map, which also hides it. Only a loss or a draw restarts the fight at once (see **Known issues**).

- **Silph Scope:** after the grunt double battle, a **Silph Scope** appears as an item two steps north of the Magcargo.
- **The lonely ghost girl** (along the north wall of one of the tower floors): "You can see me? ... Play with the little girl for a while?" → Yes: battle School Kid Coco (Raticate, Mightyena, Glameow, Lv. 29) for a **Spell Tag**. After that she teaches **Curse** free, as often as you like.

Lavender Town: trade Big Pearls for Heart Scales

Where: the House of Memories in Lavender Town.

How it works: trade **one Big Pearl for one Heart Scale**. You can repeat this exchange; it is not a one-time reward.

Useful route: after earning the Super Rod, the **Fishing Guru's apprentice on Route 12** trades Net Balls for Big Pearls. Bring those pearls here, then spend the Heart Scales at **Saffron's move relearner**.

Lavender Town: Mr. Fuji's gifts (after the tower)

Where: the Volunteer Pokémon House (the door about eight steps south of the Pokémon Center door), after Agatha breaks up Team Rocket in the tower.

- **Cubone:** it has grown fond of you. Mr. Fuji asks whether you'll take it. Yes gives **Cubone**, Lv. 5 (you need room in your party).
- **Mr. Fuji:** the first talk gives the **Poké Flute**. Talk again for the **Mystery Stone**, the stone Team Rocket was after. It is needed for the Charizardite (**Cerulean Cave** and the **Dragon Shrine**).

Pokémon Tower: make Sabrina laugh (the Marsh Badge trial)

Where: Pokémon Tower, Sabrina with her Alakazam. She appears after **the scene in Saffron**.

Who gets it / when: she needs the **Cinnabar Gym badge**. Before that: "You're still far too weak."

How it works:

1. Accept her willpower training (Yes): "Make me laugh."
2. Her menu starts with only **Tell a joke**. Each ghost Pokémon in the tower gives you one more idea. Talk to it after Sabrina has set the task:

Ghost (where)	Unlocks
Gastly (about 19 steps west of the staircase in the south-east that a Trainer stands next to)	Pull faces at Sabrina
Haunter (12 steps straight north of Gastly)	Tickle Sabrina
Gengar (about 8 steps north of that same staircase)	Imitate Sabrina

3. **Try all four options once each.** Each one fails. After the fourth, you say you won't give up, and she laughs.
4. She says you're strong enough to battle her right here, but a call comes in: Team Rocket has taken over Saffron City. That starts **the Saffron takeover**.

Notes: the order doesn't matter. The ghosts only react while Sabrina is here and the task is active. They appear in the tower again after the scene in the Silph Co. president's office in Saffron (**Silph Co. president's office**). The takeover also **closes the Route 5 raid, the**

Cerulean burglary case and the Route 9 Squirtle Squad if you haven't done them. One more hidden condition: if a story value is still at zero, Sabrina only says she's "deep in her training". It is normally set by then; only the S.S. Anne hijack ending resets it (not confirmed in game).

Optional strong Trainers (Route 9, Route 10, Route 11)

- **Route 10 Pokémon Center:** Cynthia offers one battle (**Gabite Lv. 24, Lucario Lv. 19, Spiritomb Lv. 17, Scyther Lv. 18**). She's there from the festival on Route 25 until your fight with Archie in the S.S. Anne captain's cabin. There's no item. A loss whites you out and you can try again.
- **Route 9, Veteran Dawn** (east half of the route, a few steps north of the Butterfree girl): needs the **Marsh Badge** (Saffron Gym, Sabrina). Singles or doubles, repeatable, **Lv. 81–82** team.
- **Route 11, Ace Trainer Marisa** (a few steps east of the Diglett's Cave entrance, with her Jolteon): appears after the Radio Tower Observation Deck scene. She says you need seven Badges, but she only checks for the **Marsh Badge** (Saffron Gym, Sabrina). Singles or doubles, repeatable, Lv. 81–82.

Rock Tunnel: Regirock, Regice and Registeel (League HQ investigation)

When: during the **League HQ investigation** (round 1, before your final Hall of Fame entry). After the intelligence briefing in the Pokémon League building (the one President Goodshow sends you to), walking into the memorial chamber at the far south end of Rock Tunnel's lower level triggers a scene: Goh has joined Team Rocket and, with a Rocket "Joy", is reading the memorial stone.

How it works:

1. Beat two Grunts (a Double Battle against both), then Goh and Joy (another Double Battle against both). Losing either one whites you out.
2. The stone can now be read (it's the wall just north of the chamber entrance). Reading it offers a moment of silence.
3. The silence only does anything if your **first party slot is a Wailord** and your **sixth slot is a Relicanth**. Otherwise "Nothing happened."
4. A voice asks four questions:

#	Question	Answer
1	Do those who commit crimes deserve to be punished?	Yes
2	Could foreign bandits treat the locals fairly and kindly?	No
3	Is today's peace connected to the heroes' sacrifice?	Yes
4	How to deal with criminals who never admit their crimes?	Be ready to fight (3rd option)

5. After a wrong answer the voice still asks the remaining questions, then you get "There's no response..." with no penalty. Read the stone again to retry.
6. With all four right, Regirock (centre), Regice (west) and Registeel (east) appear at the back of the chamber.

Reward: examine each one → "Invite it to join your party?" → Yes: **Regirock, Regice, Registeel, each Lv. 90**, as gifts (no battle). You need a free party slot for each. If you answer No, you can come back later.

Route 7: Misty's sparring match (what closes the Bicycle offer)

Not a quest, but this story scene closes the **Cerulean Bicycle-lending offer**: stepping onto the spot just outside the Saffron gatehouse door (two steps north-west of it) starts Misty's battle with a Flareon trainer, then a **Multi Battle beside Misty** against two berserk Pokémon, **Aggron and Cacturne, Lv. 45 each**. They are fought as Trainer battles, so be ready for the level. Erika arrives, calms them with Gloom's Sweet Scent and takes Misty to her perfume shop. The end of the scene closes the bicycle offer and sets up the Celadon story. Losing the Multi Battle whites you out and the scene replays.

Route 8: Persian and Skitty (the quarrelling owners)

Where: Route 8, east of the Saffron gatehouse. A man with a Persian stands on the north side of the road about 11 steps east of the gatehouse door; a woman with a Skitty (she calls it Glameow at times) stands much further east along the same north edge, toward Lavender.

Who gets it / when: anyone, once you can reach Route 8 east of the gatehouse. The owners are there from the start.

How it works:

1. Talk to the **man with the Persian** first (he praises mechanical Poké Balls). This is required: until you do, the woman only talks about Apricorn Balls.
2. Talk to the **woman with the Skitty**. Her Skitty runs off south, and both owners move to the meadow on the south side of the route, roughly in the middle.
3. Walk into the meadow (from the west or from the north-east). The owners argue while their Pokémon refuse to fight each other. Your character steps in.
4. **Double Battle** against both owners: Guitarist Jon (Persian Lv. 29, Swellow, Girafarig) and Aroma Lady Bella (Skitty Lv. 28, Chansey, Mothim). Losing whites you out; the scene replays.
5. Afterwards, talk to the man (now in the meadow).

Reward: TM40 Aerial Ace (one time).

Notes: before the Rock Tunnel rescue of Prof. Hale, a second pair of owners is already standing in the meadow, with the meadow scene armed. The rescue removes that pair and disarms the meadow; talking to the woman after the man arms it again.

Celadon Department Store 5F: Erika's perfume question (male players)

Where: the perfume counter on 5F, story scene with Erika, Misty, Blue and Green/Red.

Who gets it / when: only **male** players get the choice. Female players automatically give the polite answer.

Warning: "Perfume is pointless" can't be taken back; it bans you from the Gym until you sneak in (table below).

The choice: "What do you think of it?"

Answer	Result
It smells wonderful	Erika is pleased and goes back to her Gym. You can challenge the Gym normally.
Perfume is pointless	Erika bans you from the Celadon Gym. The Gym guard turns you away and you must sneak in dressed as a girl (next entry).

Both routes end in the same Erika battle and the same Gloom theft.

Celadon Gym: sneaking in dressed as a girl (if you insulted Erika)

Where: after the "pointless" answer, your friend waits a few steps south-east of the Gym door. On the first attempt this is always **Misty**, Charmander starters included. Charmander starters get Green instead only after a failed attempt ("Bring it on!" or losing to Erika). Talk to your friend and they dress you up in a quiet corner.

How it works (the Gym guide's questions):

Question	Answer that works	Wrong answer
"Do you like perfume?"	I like it	"I don't like it" just repeats the question
"The path splits here. Go straight or turn?"	either, no difference	—
"I have to test your strength... Is that all right?"	I'd like to save my strength...	"Bring it on! I'm not scared!" gives you away: you're thrown out of the Gym and have to talk to your friend again

Then Goh exposes you anyway and you battle **Erika**. Losing whites you out and resets the disguise; talk to your friend again. Winning leads straight into the Gloom theft (next entry). The Rainbow Badge is not handed over yet.

Celadon City: the stolen Gloom (story chain, easy to get stuck)

When: right after you beat Erika in the Celadon Gym. Someone steals her Gloom, and the story won't move on until you find out who has it. Nothing in the dialogue tells you where the thief's auction house is, which is why so many players get stuck here.

Before you start: have **\$50,000** for step 5. For step 4 you also need **one** of these:

- a Bulbasaur, Ivysaur, Venusaur, Charmander, Charmeleon, Charizard, Squirtle or Wartortle **in your party** (Blastoise doesn't count, see **Known issues**). You don't lose it;
- or **\$65,535** on hand.

If you use the money route, \$65,535 covers both steps: the auction boss only checks your money and doesn't take any, so you still have enough to pay the \$50,000 afterwards.

Celadon at a glance: the north row has three doors: the Department Store (west), the **Condominiums** (middle) and the Pokémon Center (east). The Game Corner and the Prize Corner are in the middle of town, the Restaurant is south of them, and the Gym is in the southwest corner.

Step by step:

1. **Erika** waits outside, a few steps east of the Pokémon Center door. Talking to her is optional; she comments on each lead you find.
2. **Lead 1: the Restaurant.** Your friend (Green for male players, Red for female players) is standing right inside the entrance. Talk to them: they heard about a secret auction house for rare Pokémon.
3. **Lead 2: the Department Store, 1F.** Cynthia is a few steps up and to the right of the entrance. She saw a man in black carrying a Pokémon across the road. You need **both** leads before the next step. The order doesn't matter.

4. **The auction house is on the roof of the Celadon Condominiums.** No one tells you this outright (a guest in the Condominiums lobby only hints that the thief may be hiding there).
 - Enter the Condominiums (middle door of the north row) and go straight to the **elevator in the top-left corner** of the lobby. It says it's "for Game Freak only", but you can still use it. Choose **Roof**.
 - On the roof, a waiter with a Granbull stands in front of the small rooftop room on the right. With both leads he battles you: **Waiter Grant** (Granbull Lv. 36, Gyarados Lv. 37, Manectric Lv. 37). With only one lead or none, he just turns you away. Losing whites you out; come back and try again.
 - Go through the door. Talk to the boss at the back of the room and pick one of these answers:

Answer	What happens
"Someone brought a Gloom to sell?"	He plays dumb. Doesn't work.
"I'm here to buy Pokémon"	Works if you carry \$65,535 or more (no money is taken).
"I have rare Pokémon to sell"	Works if your party holds one of the Pokémon listed above.
"Sorry to bother you"	Leave.

You can talk to him again as often as you like. A working answer gets the boss to brag that the Gloom was bought by **"the Collector"**. 5. **Lead 3: the ruined gambler.** He's on the street in the middle of town, about a dozen steps east of the Prize Corner door (below the Pokémon Center).

- If you don't have a Coin Case, he begs for **\$50,000**. Pay him and he gives you his **Coin Case** (it's the only one in the game).
 - Talk to him **again**: he tells you the Collector is **Lawrence, the owner of the Game Corner**.
 - If you talk to him **before** the auction house, he only says "Have I seen Erika's Gloom? Isn't it in the Gym?". That doesn't mean he's the wrong person; come back after step 4.
6. **Go back to Erika** (east of the Pokémon Center) and tell her. The search ends, and the story moves on to the Game Corner and the Team Rocket hideout below it.

If you're stuck, check:

- The waiter on the roof only turns you away: you're missing one of the two leads (step 2 or 3).
- The auction boss throws you out: you don't have one of the listed Pokémon in your **party** (the PC doesn't count) and you're carrying less than \$65,535.
- The gambler won't talk about the Collector: you haven't got a working answer from the auction boss yet, or you don't have the Coin Case.
- Not enough money: win trainer battles or sell items. Without the money (or one of the listed Pokémon) the story can't continue.

Celadon Rocket warehouse: the secret passage and the Persian statue password

Where: the Team Rocket base under the Celadon Game Corner. You go in with Misty.

How it works:

1. **Launcher program:** a computer on the first floor, about ten steps west of the stairs you come down from the Game Corner, runs the secret passage program; a cabinet slides away to reveal the stairs down (the Game Corner scene must have happened first).
2. **The password:** a Persian statue at the far west side of a lower floor blocks the lab. The control computer, at the far east side next to where James stands, wants a five-digit password, each digit 1–6. Clues on the floor:
 - a document on a computer next to a device that keeps going "Morse... Morse...": "Stored separately on five devices. Arrange them from bottom to top and from right to left";
 - a device flashing six colours in order: red, orange, yellow, green, blue, purple (= 1–6);
 - five devices blinking Morse for a colour: RED=1, ORA=2, YEL=3, GRE=4, BLU=5, PUR=6. The cryptographer in the Celadon Pokémon Center gives the Morse letters you need.
 - The devices change with the **day of the week**, and the last one with the **hour**.

Just enter the code for the in-game weekday (on the website, the calculator below the table works it out from the day and hour):

Weekday	Password
Sunday	1 6 5 4 x
Monday, Tuesday	2 4 3 1 x
Wednesday	4 3 6 5 x
Thursday	5 4 1 2 x
Friday	2 5 1 3 x
Saturday	3 4 6 5 x

x depends on the hour: 00–03 → 1, 04–07 → 2, 08–11 → 3, 12–15 → 4, 16–19 → 5, 20–23 → 6. A wrong digit isn't flagged until the end ("Incorrect password"); retry as often as you like.

3. Beyond the statue: the lab trainers, Jessie & James, and the Executives on the floor below.

Misty's gifts (on the way down): after Jessie's sneak attack wounds Misty's Starmie, Misty gives you **HM07 Waterfall**. **Male players who chose Bulbasaur** also get her **Gyarados** (Lv. 20, Intimidate, all IVs 31, OT Misty). With a full party she keeps it for you; talk to her again. She lets you keep it at the end of the Celadon arc.

Celadon City: Fluffy Tail for the Skitty kid (unlocks Fake Out)

Where: a child with a Skitty on the west side of town, about a dozen steps south of the Department Store door; his parent stands two steps north-west of him.

How it works: show up with a **Fluffy Tail** and say yes; he takes one.

- The Fluffy Tails come from the prize quiz on the **Department Store roof** (the parent calls it the 6F prize quiz). Answer all five questions (a wrong answer lets you retry), then choose **"Doll Set"**: 2 Poké Dolls + 2 Fluffy Tails. ("Poké Ball Set" gives 10 Ultra Balls + 10 Great Balls instead.) The quiz prize is one time only.
- Fluffy Tails are also sold for \$1,000 at Union Cave and Mahogany Town.

Reward: from then on the child teaches **Fake Out** for free, as often as you like (which species can learn it: see [Move tutors](#)).

Celadon Department Store 3F: the S.S. Anne passenger's thanks

Where: an old man and his granddaughter (with her Teddiursa) on 3F, about eight steps right of the elevator.

When: they are there **if the S.S. Anne didn't sink**. If it sank, they only come back after the Celebi trip at the Ilex Forest shrine, after your final Hall of Fame entry (see **S.S. Anne: defuse the bomb or the ship sinks**). They also disappear if you do the Rock Tunnel rescue of Prof. Hale after reaching Vermilion but before the ship has been saved; whether Rock Tunnel can be reached in that window is not confirmed in game.

Reward: Max Revive (one time).

See **Known issues** for suspected hack bugs in this area.

Celadon City, Fuchsia City and Saffron City

Celadon Department Store roof: the prize quiz

Where: the Celadon Department Store roof. The quiz attendant stands by the top wall, three steps left of the vending machines.

How it works: five questions; you only learn at the end whether you got them all.

#	Question	Answer	Position
1	Which move can confuse the target?	Dynamic Punch	4th
2	Which type is super effective against the most types?	Rock type	2nd
3	Which Pokémon looks the same whether male or female?	Pidgeotto	3rd
4	Which move has the highest priority?	Fake Out	1st
5	What shape is the red marking on Zangoose's chest?	M shape	3rd

Reward (choose one, once): **Doll Set** = 2 Poké Dolls + 2 Fluffy Tails (the Fluffy Tail is what the **Skitty kid** wants), or **Poké Ball Set** = 10 Ultra Balls + 10 Great Balls.

Notes: a wrong answer costs nothing; try again as often as you like until you win once.

Celadon Department Store roof: Tony and Mary's grooming (missable)

Where: Department Store roof (6F). Two "grooming genius" Breeders, Tony and Mary, work in the left-hand (west) corner of the roof with a queue of customers in front of them. A Kirlia owner standing just above the queue grumbles that Ms. Suzie in the Celadon Condominiums is far better. Suzie is in the Condominiums lobby (1F), in the upper right part of the room.

Who gets it / when: from the Route 7 scene with Misty and Erika (which empties Suzie's shop) until you tell Erika that Lawrence is the Collector (the end of the **Gloom search**). After that Tony and Mary are gone for good.

How it works:

- Go to Suzie in the Condominiums lobby. She has no customers and offers a **free** massage: say yes and pick any Pokémon. This is the step that arms the roof scene.
- Go back to the roof and walk up to Tony's queue: step on the spot just right of the Kirlia owner's Kirlia. Tony "paints" a customer's Kakuna, it evolves into a Beedrill and goes berserk.
- Battle the berserk **Beedrill** (Lv. 20, single battle). You tell the crowd to go to Suzie instead.
- Mary and Tony reveal themselves as **Jessie and James**. Double battle: Jessie (Arbok 38, Lickilicky 37, Wobbuffet 36, Dustox 35) and James (Weezing 38, Victreebel 37, Gyarados 36, Meowth 20). James lets slip the "Pokémon Enhancer", the drug behind the berserk Pokémon on Route 7. **Reward:** Suzie's customers come back and from then on her massage is **free, forever**: it fully heals your party and gives the chosen Pokémon +10 friendship (plus Beauty and sheen). Outside the free window (before the Route 7 scene, and after the Gloom search if you skipped the quest) she charges **\$2,000** a time.

Notes: after the Route 7 scene, stepping in front of Tony does nothing until you've had Suzie's free massage. (Before the Route 7 scene the roof scene is armed from the start, so if you reach the roof that early it can play without the massage; whether that early visit is possible, and how it affects Suzie's prices, is not confirmed in game.) Losing to the Beedrill whites you out

and the scene replays, so you can retry until the Gloom search ends. Losing to Jessie & James also whites you out, but the quest already counts as done: the scene doesn't replay and Suzie's massage is free from then on.

Celadon Condominiums → Silph Co. 5F: Grandma's treats for Shota (Master Ball; missable)

Where: an old woman with a Pikachu on **Celadon Condominiums 2F**, and the head of R&D on **Silph Co. 5F** in Saffron. To reach 2F, take the stairs on the right-hand (east) side of the Condominiums lobby; Grandma stands a few steps up from where you arrive, next to a photo album. On Silph Co. 5F, the head of R&D is in the right-hand (east) half of the floor, near the bottom.

Who gets it / when: start it any time in Celadon. The head of R&D is only there **after you rescue Prof. Hale in Rock Tunnel (Vermilion City to Celadon City)** and **before Sabrina laughs in Pokémon Tower** (the Saffron takeover, **Pokémon Tower: make Sabrina laugh**). The quest closes for good when Saffron is freed, so **report back to Grandma before Saffron is freed**.

How it works:

1. She says her grandson Shota works in R&D at Silph Co. and hasn't come home. Say yes: you get **2 Lava Cookies** and **2 Old Gateaux** to deliver (you keep them).
2. On Silph Co. 5F, ask the **head of R&D** about Shota. Shota worked himself to death at his desk.
3. Go back to Grandma. She asks "Did he like the treats?":

Answer	Result
"Shota died from overwork"	she breaks down, then gives you the Master Ball Shota secretly made for her
"Shota... loved them!"	2 Rare Candies ; the Master Ball is lost

Notes: one chance: the answer can't be changed, and nothing warns you about the deadline. If you miss the R&D head before the takeover, the building manager (also on 2F, at the left side of the room) later tells you Shota died and Grandma only has a sad line. Freeing Saffron ends the quest whatever you've done, so the Master Ball is gone if you haven't reported back by then. This is the Master Ball that Silph's president calls "the only one in the world".

Celadon Restaurant: the eating contest (repeatable)

Where: the Celadon Restaurant. The receptionist stands at the right-hand side of the room; the five contestants sit at the tables.

How it works:

1. Pay the **\$2,000** entry fee. You get **10 Citrus Berries**.
2. Each contestant battles you for Berries (one Pokémon each, singles). You need **at least 5 Citrus Berries** in your Bag to challenge anyone. Win: they give you 5 Citrus Berries. Lose: they take 5 (no white-out) and you can challenge them again.

Contestant	Seat	Pokémon
Hiker Gunther	bottom row, right	Onix Lv. 37
Magician Shun	bottom row, left	Hypno Lv. 37
Firebreather Wick	far left, middle	Rapidash Lv. 40
Ace Trainer Ingrid	top row, right	Gallade Lv. 37
Ruin Maniac Zed	top row, left	Unown Lv. 40 (Hidden Power)

3. **The catch:** after beating all five you must have "eaten" your winnings. The receptionist only crowns you if you have **fewer than 10 Citrus Berries in your Bag**. With 10 or more she just repeats the rules. Eat, toss or give them to your Pokémon to hold until you're down to 9 or fewer, then talk to her. **Reward:** a Berry Set: one each of Cheri, Chesto, Pecha, Rawst and Aspear, plus **10 Citrus Berries**. The contest then resets and you can enter again (another \$2,000).

Notes: if you drop below 5 Citrus Berries mid-contest, you can't challenge anyone until you get more elsewhere.

Celadon Condominiums roof: the insomniac and the Hypno (after the Rocket arc)

Where: a worried man on Department Store 4F (towards the right of the floor, near the top wall) can't sleep. The rooftop room of the Celadon Condominiums (the old auction house) reopens as a leisure centre once the Celadon Rocket base is cleared.

How it works:

1. After the Rocket base, go to the Condominiums roof room. Talk to the man with the Hypno near the top of the room: he offers it as an insomnia cure. From now on the **Hypno heals your party for free** whenever you talk to it.
2. Go to 4F and talk to the insomniac again: he goes to try it.
3. Back in the roof room, he thanks you and gives you **HP Up** (one time).

Celadon Game Freak Club: GB Sounds and the diplomas

Where: Condominiums 3F (take the left elevator).

- **Sound Designer** (right side of the room): gives **GB Sounds** once you have the **Earth Badge** (he says "all eight Kanto Badges", but only the Earth Badge is checked).
- **Game Designer** (just below Alex): shows a diploma for a complete Johto Pokédex and another for a complete National Pokédex (no item).
- Alex, the author of v4 (near the top wall, a few steps right of where the elevator lets you out), asks what you think of the new version. The answers are flavour only.

Celadon Game Corner: cheaper coins after the Rocket arc

Not a quest, but a money tip. Until the Gloom search ends, coins cost **\$20** each (50 for \$1,000, 500 for 10,000). *From the end of the Gloom search until the Rocket base is cleared, the coin clerk and the free — coins man are gone (the people standing in front of them only talk), so you can't buy coins at all. Once the League takes 5** (50 for \$250, 500 for \$2,500). If you want Prize Corner items, buy coins afterwards. You still need the gambler's Coin Case (Celadon City: the stolen Gloom).* A laughing man at the slot machines on the left side gives **18 free coins** once, if you have a Coin Case.

Route 16 → Cycling Road → Route 18: the Secret Potion for the Warden's Dragonair

Where: the herbal shop's old lady in the Route 16 gatehouse (three steps left of its east door), the Cycling Road (Route 17), and the Route 18 gatehouse at the bottom, where Safari Zone Warden Baoba meets you.

Who gets it / when: from the Rainbow Badge ceremony on. Before that she isn't in the gatehouse. You need a **Bicycle**; the gatehouse guard stops you otherwise.

How it works:

1. Talk to the old lady: she gives you the **Secret Potion** for a sick Pokémon at the Fuchsia Safari Zone and warns you about "some young people" hogging the road.
2. **Top of Cycling Road:** a Kanto Speed Alliance biker blocks the road. Without the potion he just sends you back. With it: "Force your way through?" → **Yes** and beat **Biker Eddie** (Gastrodon Lv. 42, Piloswine Lv. 43, Skuntank Lv. 44). No pushes you back; ask again.
3. **Riding down, avoid the bikers.** The 12 road bikers are ordinary sight trainers, but each win costs time: **beating two or more of them means the potion arrives too late.** Beating one is fine.
4. **Route 18, at the bottom of Cycling Road (west of the gatehouse):** the gang boss, **Roughneck Paxton**, stops you and battles you whatever you answer. Beat him (losing whites you out and the scene replays).
5. Walk into the Route 18 gatehouse: Baoba takes the potion and hurries back to his Dragonair.

Outcome (decided when Baoba takes the potion):

	Dragonair saved	Dragonair dies
Condition	you beat Paxton and at most one road biker	you beat 2+ road bikers (or somehow reach Baoba without beating Paxton)
Baoba (Safari Zone entrance)	thanks you, registers his number, offers Dratini, Lv. 15, with Extreme Speed (needs party room; say No and ask again later)	grieves, registers his number; no gift
Herbal shop (her house on Route 16 East)	Energy Powder \$400, Energy Root \$2,000, Heal Powder \$400, Revival Herb \$5,000	\$800, \$3,500, \$600, \$10,000

Notes: one chance: the herbalist is hidden after the delivery, so there's no second potion. Either way Baoba then starts the Safari Zone tests (catch a Geodude, then a Sandshrew with the Area Customizer) that make you Safari Zone Owner. The Fuchsia Poké Mart clerk comments on the outcome. Joining or clearing the bike gang is the next entry.

Cycling Road: join the Kanto Speed Alliance or drive it out

Where: Roughneck Paxton on Route 18, at the bottom of Cycling Road west of the gatehouse, after you have handed over the Secret Potion.

How it works: he asks you to join. The menus:

Menu	Join	Refuse
1	"Sure! I've wanted to join!"	"Stop hogging Cycling Road!"
2	"Long live freedom! I'm in!"	"Freedom isn't anything goes"
3	"True, rules aren't freedom"	"Then I'm free to stop you!"

- **Join** (any join option): all 12 Cycling Road bikers count as beaten and never battle you again. The gang stays on the road.
- **Refuse three times:** "If you can beat every member of the Kanto Speed Alliance, we'll leave the Cycling Road for good." Beat all 12 bikers on Route 17 (Hugh, Ethan, Bert, Muramasa, Yancy, Lucky, Stu, Jim, Elliot, Ryder, Wilton, Ryuji), then talk to Paxton again. He battles you once more, this time as a **Double Battle** against his team, sent out two at a time (Magmar, Sandslash, Drapion, Rhyperior, all Lv. 45). Losing whittles you out. Win and the gang leaves.

Reward for driving them out:

- A kid on **Route 16**, a few steps west of the Route 16 gatehouse's west door, gives **10 Quick Balls**.
- A man on **Route 18**, a few steps west of the Route 18 gatehouse, teaches **Air Slash** for free (repeatable).
- Cycling Road fills with ordinary cyclists.

Notes: joining isn't permanent. After the **Marsh Badge**, the Saffron Gym scene clears the gang out anyway, so the Quick Balls and the Air Slash tutor appear then. The **Shiny Stone** item ball near the bottom of Cycling Road (just above the bikers' roadblock) **can't be picked up**: it vanishes during the Mt. Moon roadblock scene early in the game and never comes back, whichever way you deal with the gang (suspected hack bug).

Fuchsia Gym: the fake Kogas and the ninja bell (the Soul Badge trial)

Where: Fuchsia Gym (south-west corner of town, left of the Pokémon Center), then the Fuchsia Forest preserve (the gate in the north-east corner of town, next to the "no entry without Gym Leader Koga's permission" sign).

How it works:

1. On your way in, a cutscene by the Gym shows Granny Kin and a henchman talking about how she has bought off Koga, the Gym Leader and head of Kanto's ninja. Koga himself isn't in the scene, and the real Koga is hidden for now.
2. Inside, four fake Kogas turn out to be disguised ninjas when you talk to them (optional battles). The "Koga" standing eight steps straight north of the entrance is Janine in disguise: beat her, and the real Koga appears.
3. Koga won't explain the challenge until your two friends are there. Fetch them: **Green (male player) / Red (female player)** standing outside in the north-east part of town, five steps west of the Shard trader, and **Blue in the Pokémon Center**. Each heads to the Gym once you've talked to them.
4. With all three in the Gym, step up to Koga: the challenge is to bring back the **ninja bell** from the forest northeast of town. The preserve guard now lets you in.
5. In the forest Blue and your friend (Green, or Red for female players) each take a path. Those two paths are blocked for you ("...already took this path"), so take the remaining one. You

- find your friend being mobbed by Fearow and fight the **Mean Birds**. Your friend then leads you to the bell, which Blue has already picked up.
- Blue offers a battle for the bell. You can't refuse (No just repeats the question). Beat **Blue**.
 - Koga appears and makes you battle him at once with your tired team: a single **Venonat, Lv. 80** (answering "No" changes his line, not the battle). A cutscene follows: Granny Kin reveals she paid Koga to get rid of you, and Rocket Executives Ariana, Archie and Maxie turn up. Koga refuses to hand you over and calls you to help. You then fight a **single battle against Executive Maxie** (Ninetales, Camerupt, Torkoal, Blaziken, Magmortar, Magcargo, all Lv. 50). Losing this one doesn't white you out; the story continues either way. Rangers arrive and you're taken back to town.
 - Talk to Koga in the Gym: battle **Koga**.

Reward: Soul Badge, **TM36 Sludge Bomb**, Koga's Pokégear number.

Notes: every loss except the one against Maxie whites you out. Each battle can be retried: walk back into the forest to the same spot and the scene replays from the start of that part. After the badge, Janine offers Attack EV training for a Rawst Berry (see [Gym sparring partners](#)). **HM03 Surf** lies on the ground in the forest, about ten steps north of the forest entrance and a little to the east. Two other forest items, a Toxic Orb (west of the entrance area) and a Toxic Plate (in the north-west part of the forest), plus Koga's three disciples only appear once the bell story is over.

Fuchsia Forest: Koga's disciples

Where: Fuchsia Forest, in the north-east part near the bell clearing (after the bell story).

Disciple	What he offers
Snake specialist (with a Seviper, northernmost of the three)	Single or Double Battle (Super Nerd Ulrich), any time
Healer (with a Blissey, west of the other two)	Free full heal
"Forbidden jutsu" disciple (with a Toxicroak, furthest east)	Offers "a forbidden jutsu made especially for attracting the opposite sex. Want to learn it?" Answer Yes for TM45 Attract (once). No: "You're not interested in the opposite sex at all?", and you can ask again.

Fuchsia City: the lost boy Taro (Kangaskhan and the poachers)

Where: a couple in the north of Fuchsia, a few steps south of the Safari Zone entrance; the Fuchsia Forest (the Kangaskhan is in the north-west part); Koga in the Gym.

Who gets it / when: the Kangaskhan only appears in the forest once the bell story is over (after the rangers send you back to town, step 7 of the Soul Badge trial).

How it works:

- In the forest, talk to the lone **Kangaskhan** in the north-west part: "Try to catch it?" → **Yes**. You fight it (Lv. 30, a trainer-style battle, so you can't catch it). It calls its herd, and a wild boy ("Dadadada!") appears and leads them away.
- Tell the **couple in Fuchsia** (they lost their son Taro years ago). They want to search the forest.
- Ask **Koga** in the Gym. He tells the guards to let them in.

4. Tell the couple. They leave for the forest. Find them there, a couple of steps east of where the Kangaskhan stood, and talk to them: poachers are rounding up the Kangaskhan, with Taro among them. **"Help drive off the poachers?"** → **Yes**, then win the Double Battle (Roughneck Anthony + Shady Guy Bunta).
5. The family is reunited. Talk to the parents again.

Reward: PP Max ×3 from the parents. Then visit the **rangers' house** (north-east Fuchsia, a few steps south-west of the forest preserve gate): the ranger by the window gives **TM47 Steel Wing** for saving the Kangaskhan.

Notes: answering **No** in step 4 is **permanent**. The poachers take the herd, Taro runs off for good, the parents stay behind grieving, and the ranger later reports finding a little boy's body. No rewards. Losing the poacher battle only whites you out: talk to the parents again to retry. Koga is hidden during the Saffron takeover, so step 3 has to wait until Saffron is freed if you haven't done it by then.

Fuchsia City: show the ranger a Golem

Where: the rangers' house in north-east Fuchsia (a few steps south-west of the forest preserve gate). The ranger stands just inside, two steps up and one to the right of the door.

How it works: "If you have a Golem, could you show it to me?" → **Yes**, and pick a **Golem** from your party.

Reward: TM64 **Explosion** (once).

Notes: anything else gets "That's not a Golem...". You can ask again.

Fuchsia City: Goh and the Tropius on display (choice, no reward)

Where: the Tropius exhibit a few steps south-west of the Safari Zone entrance. Goh stands next to it.

How it works: talk to Goh. He wants to throw one Ball at the display Tropius to register it. **"Stop Goh from catching the Tropius?"**

Answer	Result
Yes	You battle Goh (Lv. 45–46 team). Win: he storms off. Lose: he catches it anyway, releases it and mocks you (no white-out).
No	He catches it, registers it and releases it.

Either way Goh leaves and there is no item. **Notes:** Goh disappears for good when Team Rocket takes over Saffron.

Fuchsia City: Cynthia and Steven (after the Soul Badge, before the Saffron takeover)

Where: Cynthia with her Garchomp just below and left of the Gym door. Steven with his Metagross in the Safari Zone entrance building, on the left side.

Who gets it / when: they appear when you get the Soul Badge.

How it works: each asks for a battle. Say **Yes**: **Cynthia** (Garchomp Lv. 55, Spiritomb Lv. 53, Scizor Lv. 53, Lucario Lv. 54, Roserade Lv. 54, Milotic Lv. 53) or **Steven** (Metagross Lv. 55,

Aggron Lv. 54, Claydol Lv. 53, Armaldo Lv. 65, Cradily Lv. 54, Skarmory Lv. 53). One battle each.

Notes: missable. When Team Rocket takes over Saffron (Sabrina laughs in Pokémon Tower), both disappear. If you already have the Soul Badge by then (the usual order), they never come back. If the takeover starts before you have the badge, Koga is away until Saffron is freed; earning the Soul Badge after that still brings them out. Losing to either whites you out; they stay and you can try again.

Fuchsia City: small extras

- **Rock-type fan** (Pokémon Center, right-hand side): "Do you like Rock-type Pokémon?" → Yes for **TM71 Stone Edge** (once; No can be retried).
- **Shard trader** (north-east part of town, a few steps below the rangers' house): one Shard for a set of three Berries: Red → Persim/Razz/Pomeg, Blue → Bluk/Kelpsy/Cornn, Yellow → Pinap/Grepa/Nomel, Green → Wepear/Hondew/Durin. Repeatable. He refuses if you can't carry the set.
- **Safari Ball seller** (north-west corner of town): 1 for \$1,500, 5 for \$7,000, 10 for \$13,500, as often as you like.
- **Photographer** (by the Route 19 gate at the south edge of town) only on Tuesdays and Saturdays.
- **Baoba's family house** (the door in the middle of the south part of town, just above the Dodrio owner): a man talks about Surf and hints at the Safari Zone. Once you carry **HM04 Strength** he asks instead: "You already have the Surf TM? Then have you found a way to use it to move this big boulder in my house?" Flavour only, no reward. ("Surf TM" is the hack's own slip: the item he checks is HM04, and moving boulders is Strength's job.)

Route 18: Lara and the Tauros (unlocks the battle marathon)

Where: Route 18 east of the gatehouse, the Fuchsia side. Lara and her Ponyta stand a few steps south-east of the gatehouse's east door, and the Tauros graze nearby, just south of the gatehouse.

Who gets it / when: while the marathon hasn't been run or cancelled yet.

How it works:

1. Talk to the grazing Tauros just south of the gatehouse. It charges: battle a **Tauros, Lv. 50**. Losing whites you out.
2. Lara calms it and introduces herself. She invites you to the **battle marathon on Route 15**. Answer Yes. If you say No, she keeps asking until you do.
3. She leaves for the venue. Until you do this, the Route 15 entrance from Fuchsia is closed ("getting ready for the Pokémon battle marathon").

Route 15 → Route 14: the Cape Battle Marathon (missable)

Where: Route 15, entered from the Fuchsia gatehouse. The receptionist stands a few steps east of the gatehouse exit.

Who gets it / when: after Lara's invitation (previous entry). Sign up with the receptionist ("just one entry spot left").

How it works: four stages. There's a healer at the far east end of Route 15 between stages.

Stage	Where	What
1	Route 15 west	Beat two wild Pokémon: Nidoqueen Lv. 55 and Machop Lv. 55 . Catching them or running away also counts; only a loss whites you out.
2	Route 15 middle	Beat four trainers in order : Hiker Keith (Rock types), Firebreather Ollie, Black Belt Hal (the "every punch lands" fighter) and Aroma Lady Libby (with perfume). You can't walk past one you haven't beaten. Then a fifth, stronger trainer, Scientist Rom, offers an optional battle: Yes → battle; a win gives a full heal and 2 Heal Balls . No → skip.
3	Route 15 east	Single battle against Lass Kay , the contestant who arrived with you (Omastar Lv. 46, Clefable Lv. 47, Mismagius Lv. 46).
4	Route 14 (go east down the steps)	Beat staff member Ace Trainer Don (Togekiss Lv. 48, Bronzong Lv. 49, Salamence Lv. 50, Butterfree Lv. 48). Then Jessie and James ambush the race and you fight them back to back (Lv. 47–48 teams; James also has Growlithe Lv. 45 and Meowth Lv. 20). Lara twists her ankle and sends you on. Near the finish, Bird Keeper Dudley (Dodrio Lv. 50, Crobat Lv. 49, Dugtrio Lv. 49) tries to stop you.

Losing any battle before Dudley whites you out. **Losing to Dudley is allowed**: he wins the race instead.

Reward:

- **Beat Dudley (you win the race)**: Large Supplement Set = **2 Rare Candies, PP Max, HP Up, Protein, Iron, Carbos, Calcium, Zinc**.
- **Lose to Dudley**: Small Supplement Set = **2 Rare Candies, PP Max**.
- Either way Lara gives you a **Heart Scale**. Later she stands on Route 18 again and teaches **Yawn** for free (repeatable).

Notes:

- **Missable**: if the marathon hasn't been run when Sabrina laughs in Pokémon Tower (the **Saffron takeover**), the game cancels it. Lara goes back to Route 18 but never offers Yawn, and the prizes are gone.
- While the marathon is pending, the Route 13 → Route 14 path is blocked by a Southeast League member ("Route 14 is getting ready for the marathon"). The block lifts once the marathon is finished or cancelled.

Fuchsia City: the Dodrio owner's White Flute (Battle Marathon; before the Saffron takeover)

Where: in Fuchsia, a man with a Dodrio (in the south part of town, a few steps below the door of Baoba's family house) and a woman with an Electrode (in the north, a few steps south-east of the Safari Zone entrance).

Who gets it / when: after you finish the Battle Marathon (win or lose against Dudley) that Lara invites you to on Route 18 (held on Route 15; see **Route 18: Lara and the Tauros and the Cape Battle Marathon**). While the marathon is running, both owners are away.

Reward: the Dodrio owner gives the **White Flute** (once).

Notes: **missable**. If the marathon isn't finished when Team Rocket takes over Saffron, the game cancels it. The Dodrio owner then only mentions a speed contest in Johto, and the White Flute is lost.

Route 15: Mack the magician's "show" (talk to the empty-wallet man first)

Where: Route 15 west: Mack stands with his Exeggcuter a few steps north-east of the Fuchsia gatehouse exit. A man at the far east end of Route 15 talks about feeling "empty" after a street magic show. Both appear once the marathon is over, or once the Saffron takeover has cancelled it.

How it works:

1. **First talk to the man at the east end.**
2. Watch Mack's show (Yes). He hypnotises you and **\$10,000 disappears** from your wallet. There's no money check: with less than \$10,000 you lose whatever you have.
3. When he asks what you thought, choose **"There wasn't much of a show..."**. If you've done step 1, you work out what happened and battle Mack. Win: he returns **\$10,000** (a full \$10,000, even if you had less) and gives **TM85 Dream Eater**.

Notes: "Great magic show! I loved it." or skipping step 1 ends the talk, and the \$10,000 stays lost. Each show costs another \$10,000, and he only ever refunds one. So talk to the man before the first show. The man later says his wallet was empty.

Route 14: show her a Chansey

Where: the north end of Route 14, just south of Route 13: a woman who loves Chansey.

How it works: walk up to her (not on the Bicycle) with a **Chansey leading your party** (first healthy Pokémon).

Reward: **Lucky Punch** (once; she checks you have bag space).

Route 13: the Southeast League (eight representatives and a Champion)

Where: along Route 13. An amateur battle club. The guide stands at the east end (the Route 12 side) and a healer at the west end (the Route 14 side).

How it works: each representative asks for a match. Answer Yes, win, and get a one-time gift. Losing whittles you out.

The representatives are listed from east to west, each standing next to their Pokémon:

Trainer	Their question	Gift
Shady Guy Bob, Rhydon	"Want to have a match?" → Yes	Thick Club
Hiker Grady, Aerodactyl	Yes	Rocky Helmet
Beauty Cassie, Azumarill	Yes	TM55 Brine
Firebreather Stellan, Torkoal	Yes	Heat Rock
Pokéfan Chet, Swalot	Yes	Black Sludge
Sailor Zeke, Pachirisu	Yes	teaches Thunder Punch afterwards (free, repeatable)
Lass Eve, Victreebel	"Did you stop here because you caught the scent of my perfume?" → No (Yes ends the talk)	Miracle Seed
Psychic Doug, Medicham	Yes	Twisted Spoon

After all eight, the **Champion, Ace Trainer Gus** (near the guide at the east end, with a Flygon) battles you: Magmar, Dragonair, Kingdra, Rampardos Lv. 35 and **Flygon Lv. 45**.

Reward: **Lucky Egg**, the title of Southeast League Champion, and two more tutors: the guide teaches **Snarl** and Firebreather Stellan teaches **Flame Wheel** (both free, repeatable). A man standing a few steps south-east of Beauty Cassie can make a Pokémon forget a move at any time.

Route 12: wake the Snorlax (Poké Flute)

Where: Silence Bridge, Route 12. A Snorlax sleeps across the road east of the Route 11 gate (about 18 steps east of the gate's door). A Berry farmer stands just outside the Route 11 gate. The fighter he hired, Karate King Jet, is stuck right next to the Snorlax, on its east side.

How it works: have the **Poké Flute** (Lavender Town: Mr. Fuji's gifts). Check the Snorlax → "Play the Poké Flute?" → Yes → battle a wild **Snorlax, Lv. 35**. You can defeat or catch it. Losing whites you out and the Snorlax stays.

Reward:

- The farmer gives **2 Oran, 2 Sitrus and 2 Rowap Berries** (once). After that he teaches **Body Slam** for free (repeatable).
- Karate King Jet offers a Single or Double Battle, repeatable, no prize.

Route 12: Prof. Birch's Torchic (missable)

Where: south part of Route 12, below the sleeping Snorlax. Prof. Birch stands five steps west of the Fishing Guru's house door. A wild Poochyena is chasing him.

Who gets it / when: only **before the Rainbow Badge ceremony**. That scene hides Birch for good.

How it works:

1. Talk to the Poochyena → "Stop it?" → Yes → battle a wild **Poochyena, Lv. 5**.
2. Birch thanks you and asks you to take his Torchic along. **Yes** → **Torchic, Lv. 5** (optional nickname). With a full party he asks you to make room. Answer No and he waits for you nearby.

Notes: you can only reach Birch by waking the Snorlax first ([previous entry](#)): the Route 11 gate side and the Lavender side both end at it, and Route 13 can't be reached from Fuchsia this early. So wake it before the Rainbow Badge ceremony.

Route 12: the fish-zapper and the shiny Milotic (choose how to stop him)

Where: the north part of Route 12, above the Snorlax. A fisherman stands by the water; the blond Guitarist Hugo and his Voltorb are a few steps south-east of him.

How it works:

1. Talk to the fisherman first. He complains about the fish-zapper.
2. Talk to Hugo → "Try to talk him out of zapping fish?" → Yes. He laughs at you → "Teach him a lesson?"

Choice	What happens	Fisherman's reward
Yes	Battle Guitarist Hugo (Voltorb Lv. 29, Electrode Lv. 30, Magnetron Lv. 30). He promises to stop.	Dragon Scale
No	A shiny Milotic rises from the lake and knocks out his Voltorb. "Milotic is about to attack. Stop it?"	see below
→ Yes (stop it)	You calm it down and battle the shiny Milotic, Lv. 40 (catchable). Hugo promises to stop.	Dragon Scale
→ No	Milotic sends Hugo flying and leaves.	nothing (he just cheers)

Notes: one chance at the Milotic. After either outcome it's gone. Losing any battle whites you out. Losing to the Milotic also ends the quest: Hugo and his Voltorb are gone and the fisherman gives no Dragon Scale. Catching the Milotic or running from it counts as success. Cynthia's line about "a shiny Milotic guards this lake" is the hint.

Route 12: the boyfriend who lost his Pokémon (you must lose)

Where: the north part of Route 12, a couple standing a few steps north-east of the fisherman who complains about the fish-zapper.

How it works:

1. Talk to the girlfriend first. Team Rocket killed her boyfriend's Pokémon and she asks you to battle him.
2. Talk to Ace Trainer Newt. He refuses, and a menu opens:

Option	Result
"Don't you want revenge?"	he's still afraid, try again
"Man up and snap out of it!"	fails
"You're a useless coward!"	fails
"You've got a girlfriend!"	he accepts a battle

3. He has a single **Rattata, Lv. 13. Lose on purpose** (this battle doesn't white you out). If you win, he wails "I'm worthless!" and you have to try again. If he wins, he gets his confidence back.
4. Talk to the girlfriend: **Zoom Lens**.

Route 12: Bug Catcher Harlan's Butterfree

Continues [Route 9: the Butterfree girl](#).

Where: the south end of Route 12.

Who gets it / when: only if the Route 9 girl **released** her Butterfree. If she kept it, Harlan only says he's waiting for Butterfree to pass.

How it works: accept his challenge and beat **Bug Catcher Harlan** (two Butterfree, Lv. 32). He says he'll look after these "abandoned" Butterfree:

- **"Free them. They're off to mate"** → he refuses → **"They were let go to mate"** → he releases both Butterfree to fly south.
- **"Then take good care of them"** (in either menu) → he keeps them.

Reward: none. If he releases them, the person watching the Butterfree on Two Island (west side of town, just south of the westernmost house) later says Butterfree still come to breed there every year, and Butterfree flutter next to them. Otherwise they say far fewer come.

Route 12: the Fishing Guru's Super Rod

Where: the Fishing Guru's house in the south part of Route 12, below the Snorlax (Prof. Birch first meets you just west of its door).

How it works: he asks whether you love fishing. Answer **Yes** with the **Good Rod** in your bag (**Vermilion City: the Good Rod**). He tells you to beat the anglers on Silence Bridge. Beat all three: **Fisherman Mick** (at the north end of the route), **Sailor Graham** (just north of the Snorlax, on the east side) and **Fisherman Kent** (south of the Guru's house). Then talk to him again.

Reward: Super Rod. After that, his apprentice gives you **Big Pearls for your Net Balls:** 1 Big Pearl for 5 Net Balls, 3 for 15, or 9 for 45, repeatable. Trade each pearl for a Heart Scale at **Lavender's House of Memories**.

Notes: if one of the three is still unbeaten, the Guru says his line and nothing else happens. Come back after the last one.

Route 12: the TM salesman

Where: on the Silence Bridge north of the Snorlax, about 12 steps straight north of it, on the stretch you walk down from Lavender Town. You can reach him without waking the Snorlax.

How it works: he sells TMs, one per purchase, as often as you like (no Badge needed):

Option	Price
"Roar TM05, \$2000"	TM05 Roar , \$2,000
"Toxic TM06, \$5000"	TM06 Toxic , \$5,000
"Bulk Up TM08, \$2000"	TM08 Bulk Up , \$2,000
"Hidden Power TM10, \$6000"	TM10 Hidden Power , \$6,000

Route 12: other optional battles

- **Cynthia** (at the north end of Route 12, with Gabite) offers a battle against her new catches (Feebas, Spiritomb, Gabite, Lucario, Lv. 25–30). One time only, no prize. She leaves Route 12 after the meeting with President Goodshow and Lance at Silph Co., so it's missable.
- **Picnicker Lily**, the would-be ninja (in the south part of the route, on the west side): "Want to see?" → Yes → Double Battle → **Poison Barb** (once).

Resort Zone (Johto): the broke backpacker

Where: Resort Zone guesthouse, in the lobby a few steps below the receptionist (with his Geodude).

How it works: "Could you lend me \$10000?" → Yes with at least \$10,000.

Reward: Dread Plate (once). He never pays the \$10,000 back.

Notes: the Youngster hogging the laptop upstairs teaches Brave Bird if you *don't* fight him for it, and a guest who trained at Granny Mae's dojo teaches Flare Blitz for one Fast Ball per lesson.

Resort Zone: Misty's date, the Pal Park and the Couples Double Battle

Continues [Misty's romance](#); how partners are chosen is in the [central romance entry](#).

Where: starts from Misty's date menu in the Cerulean Gym, once you're dating her. You're taken to the Resort Zone.

How it works: a Pal Park catching scene (no input needed), then Misty signs you both up for the Couples Double Battle. Win **four Multi Battles** in a row with Misty as your partner. A blessing ceremony follows and you return to Cerulean City.

Notes: starting the date removes Misty from the Cerulean Gym.

- **If you lose a Couples battle**, you white out and Misty is not in the Gym. Find her at the photo spot at the tip of Cerulean Cape: say Yes to her photo (you need room in your album) and the Cape date plays again. Afterwards she's back in the Gym and you can ask for the Resort Zone date again.
- **If you win**, the date ends in the Gym, but Misty doesn't reappear there or at the Cape, so her next date ("I want you to meet my mom", in Pallet Town) can't be started. The other scenes that send her back to the Gym all belong to the main story, which is over by then, so nothing found brings her back. Save before the date. This looks like a hack bug (not confirmed in game; see [the known issue](#)).

Silph Co. (Saffron takeover): the employee's Lapras (missable)

Where: Silph Co. cafeteria floor, among the locked-up hostages (next to the hostage who heals your Pokémon), during the Team Rocket occupation of Saffron.

How it works: after Jessie & James and the Maxie fight on this floor, talk to the employee in the hostages' room: "Would you like to take [Lapras] with you?" → Yes.

Reward: Lapras, Lv. 70 (party must have room; No lets you ask again).

Notes: missable. The hostages leave at the end of the Rocket Boss battle (win or lose), so take it before you go up to face him. The warehouse items on this floor (PP Max, HP Up, Sacred Ash, Rare Candy) can be picked up once the takeover has started.

Saffron City: the Team Rocket takeover (what it closes)

Starts: when Sabrina laughs in Pokémon Tower ([Pokémon Tower: make Sabrina laugh](#)). **Ends:** after the Rocket Boss scene in the president's office at the top of Silph Co. (win or lose). Lance then gives you a **Vs. Recorder** at the Pokémon Center (see the finale entry below).

Closed for good when it starts, if not done:

- the [Route 5 shelter raid](#) and the [Route 9 Squirtle Squad](#)
- the Cerulean burglary case, if you haven't beaten the Route 24 grunt yet ([Route 24 / Cerulean City: the burglary case](#))
- the [Battle Marathon](#), and with it the [White Flute](#)
- Cynthia's and Steven's battles in Fuchsia, if you already have the Soul Badge ([their entry](#))
- [Goh at the Tropius display](#)

- the Shota step at Silph Co. (**Grandma's treats**); the grandma's errand is closed at the end of the takeover **Paused during it**: Koga is hidden from the Fuchsia Gym until Saffron is freed.

Silph Co. president's office: the Goodshow meeting and the Saffron takeover finale

Where: the president's office at the top of Silph Co. Two scenes play here:

1. **Before the takeover:** Lance brings you, Blue and Green/Red to meet President Goodshow. He gives you **3 Rare Candies**. The two answers to his question only change one line. This meeting makes the Pokémon Tower ghosts appear for Sabrina's trial (**Pokémon Tower: make Sabrina laugh**).
2. **End of the takeover:** the only way in is the door behind **Ariana** on the Silph Co. top floor. Beat her (losing whites you out) and you walk straight into the office, where the Rocket Boss is pressing the president to join Team Rocket. **How it works:**
3. The game asks "Team Rocket's boss seems to be talking with Silph's president. Act now?": **Listen a little longer** / **Attack the barrier Pokémon** / **Attack the Rocket Boss directly**. Listening lets you overhear the president hand over Shota's Master Ball, then asks again (barrier or boss only). The choice changes only a few lines: every branch ends the same way.
4. The boss spots you and his Nidoqueen floors you. Your **Sub. Doll** (from the Saffron Gym caretaker, **Saffron Gym: Sabrina's willpower test**) takes the final blow, and your Pokémon knocks out the Hypno that powers the barrier.
5. Battle **Rocket Boss** (Nidoqueen, Beedrill, Rhydon, Marowak, Swampert, Sandslash, all Lv. 100). **Losing doesn't white out** and the story goes on either way. If you win, Ariana reports the barrier is cracking and the Rockets flee by train; if you lose, Blue tells you they retreated once the barrier broke.
6. You wake up in the Pokémon Center with your friends. Lance gives you a **Vs. Recorder**, the Sub. Doll is used up, and Saffron is freed. **Reward:** Vs. Recorder (plus 3 Rare Candies from the earlier meeting).

See **Known issues** for suspected hack bugs in this area.

Saffron City to Cinnabar Island

Saffron Gym: Sabrina's willpower test and the pocket dimension (before the takeover)

Where: Sabrina at the back of the Saffron Gym. She's only there **after President Goodshow's meeting at Silph Co.** From the Mt. Moon Square scene until that meeting she's away, and the test can't start.

Who gets it / when: any time after that meeting and before the Saffron takeover. You can't battle her for the Marsh Badge until Saffron has been freed (below).

How it works:

1. Talk to Sabrina. Without the Volcano Badge she calls your will weak. With it she notes your six Badges and asks whether you can resist her powers. Either way, answer **Yes** ("No" just ends the talk).
2. She teleports you into a **pocket dimension**: a copy of Saffron City with invisible walls. You land on the north side, near where the Route 5 gate would be. The Gym door there is locked.
3. Walk to the house in the south-east of the copy (where Mr. Psychic's house stands in the real Saffron). Inside, "Sabrina, and yet not Sabrina", the dimension's caretaker, stands at the back on the right. Ask **"How do I get out of here?"** → **Yes**.
4. You're sent back to the Saffron Gym. Sabrina says she's leaving to train at the **Pokémon Tower** in Lavender Town, and from then on she's gone from the Gym. This is what starts **Pokémon Tower: make Sabrina laugh**. With the Volcano Badge the caretaker comments on your strong will; without it Sabrina adds that Ghost types are her weakness. The result is the same: she still needs the Volcano Badge in the Tower. **Reward:** a **Mind Plate** item ball in the pocket dimension, a few steps south of the copy of the Silph Co. building (about 34 steps south and 10 east of where you land). The dimension can be entered only through this scene and the takeover teleport, so pick it up now.

Notes: during the takeover, Sabrina's teleport from Route 8 drops you in the same dimension (**Pokémon Tower: make Sabrina laugh, the Saffron takeover**). The caretaker then gives you the **Sub. Doll** key item and sends you into the occupied Gym. The Sub. Doll saves you in the Silph Co. finale and is used up there (**the takeover finale**).

Saffron City: Cynthia and Steven (after the League President's meeting)

Where: **Cynthia** with her Gabite just inside the Saffron Gym entrance. **Steven** with his Metang in the Silph Co. lobby, a couple of steps north of the entrance.

Who gets it / when: both appear after the meeting with President Goodshow at Silph Co. Nothing hides them again, so they're still there after the takeover.

How it works: each asks for a battle. Say Yes.

Trainer	Team	Reward
Cynthia (#265)	Gabite 35, Spiritomb 34, Scyther 34, Lucario 34, Milotic 33	Fire Stone
Steven (#264)	Metang 35, Lairon 34, Claydol 34, Araldo 34, Cradily 34	Dawn Stone

Notes: one battle each. A loss whites you out and you can ask again. These aren't the **Fuchsia battles**. Those two vanish at the takeover; these don't.

Saffron City: the Copycat's transformation show

Where: the pink house (the Copycat's house) in the middle of Saffron, on the same row as the Poké Mart, about 20 steps west of it. Her two friends wait just outside it. A magician stands about a dozen steps east of the Poké Mart door.

Who gets it / when: any time Saffron's townsfolk are out (before or after the Team Rocket takeover, not during it).

How it works:

1. **Talk to one of the two friends outside** first. They ask you to hurry her up. Until you do, the girl only says "please don't bother us".
2. Go upstairs in the house and talk to the girl with her Ditto. She wants a performing teacher.
3. Talk to the **magician**. He'll teach her only for a **Twisted Spoon**. There's one in an item ball in the **Magnet Train station**, a few steps right of the entrance; another comes from Route 13. Talk to him again with it and hand it over. He leaves for the house.
4. Talk to the girl again → **Yes** to watch her show. She transforms into you and battles: **Copycat** (Ditto 34, Pikachu 34, Venusaur 35, Charizard 36, Blastoise 36). **Win or lose, the quest goes on.** Losing doesn't white you out.
5. She gives you an **Expert Belt** and goes outside to perform. Talk to her outside to watch her turn into Sabrina (flavour).
6. Talk to the **magician** (now upstairs in the house, next to where she stood). He returns your **Twisted Spoon** and adds a **Silk Scarf**. After that he's the **Extrasensory** tutor (free).
7. Talk to her **father** (downstairs, at the back on the left). He gives you a **Heart Scale** (once).
Reward: Expert Belt, Twisted Spoon back, Silk Scarf, Heart Scale, and access to the free Extrasensory tutor.

Notes: nothing is missable. If the takeover starts mid-quest, the steps wait until Saffron is freed.

Saffron City: show the dog lover a Growlithe (unlocks Fire Punch)

Where: a girl on Saffron's east side, about 10 steps north of the Route 8 gate.

How it works: she's never seen a Growlithe. Say Yes and pick a **Growlithe** from your party. Anything else gets "That's not a Growlithe..." and you can try again.

Reward: she then teaches **Fire Punch**, free and as often as you like (see the **tutor list**).

Notes: Arcanine doesn't count; it must be a Growlithe.

Saffron City: the Hunyuan Dojo (beat the disciples → Hitmonlee or Hitmonchan)

Where: the Hunyuan Dojo, the building just west of the Gym on Saffron's north side. Ma Baoguo stands at the top of the hall, between two Poké Balls.

How it works:

1. When you walk in, a scene plays: Master Ma "wins" a sparring match against a young man's Hitmonlee and Hitmonchan.

2. **Talk to Ma Baoguo first.** He tells you to beat his disciples. Until you've talked to him, the disciples won't battle.
3. Beat the four disciples. **Pokéfan Enzo** (right side, lower) fights only after the other three.

Disciple	Where	Team
Battle Girl Tina	left side, upper	Lopunny 33, Meditite 34, Machoke 33
Karate King Lincoln	left side, lower	Blaziken 36, Primeape 33, Poliwrath 33
Ace Trainer Tim	right side, upper	Ambipom 34, Heracross 34, Hariyama 35
Pokéfan Enzo	right side, lower	Smeargle 34, Sableye 34, Ditto 34

4. Battle **Ma Baoguo**: one **Machop**, Lv. 69. A loss against him or a disciple whites you out; try again. **Reward**: pick **one** of the two Poké Balls by the wall: **Hitmonlee** or **Hitmonchan**, Lv. 35. The other stays sealed. Afterwards talk to Ma again for lessons: "Teach me the Lightning Whip!" teaches **Volt Switch** and "Receive, Transform, Release!" teaches **Counter**, \$10,000 each (only Pokémon on his list can learn them). After Saffron is freed his menu also offers "Teach me a little life experience!": just a speech about Team Rocket, no reward.

Saffron City (takeover): help Ma Baoguo fight off Team Rocket

Where: right outside the Hunyuan Dojo door while Team Rocket occupies Saffron. A Rocket Grunt is picking on Ma Baoguo.

How it works: talk to either of them and answer "**Help Ma Baoguo fight off Team Rocket?**" → Yes. Battle **Rocket Grunt** (Sandlash 63, Furret 64, Roselia 65). Losing whites you out; you can try again.

Reward: none, just thanks. After the liberation a resident mentions that Ma "stood up to those thugs" (you hear this either way, whether or not you helped). Optional.

Rotom's Room (Silph Co.): change Rotom's form

Where: Rotom's Room, Silph Co.'s server room, reached by the Silph Co. elevator.

How it works: with a **Rotom** in your party, examine one of the five appliances (microwave oven, refrigerator, washing machine, electric fan, lawn mower) → Yes. Rotom takes that form and learns its signature move (Overheat, Blizzard, Hydro Pump, Air Slash, Leaf Storm). If it already knows four moves, it replaces one. To change it back, examine the appliance it left behind, or use the menu that appears when your Rotom is already in a form.

Notes: repeatable, free. During the takeover the room is guarded by four Grunts who battle you when you talk to them (Lv. 63–65), plus two Trainers who battle you on sight: **Executive Lawrence** (Lv. 73–74), right in front of the elevator door, and a Grunt in the south of the room. Lawrence is a real threat, so come prepared. A glowing floor panel in the south-east corner is your way on to the hostages' floor (the employee's Lapras).

Saffron City: small extras

- **Choice items (after the Plain Badge)**: a merchant just north of the Route 6 gate (Saffron's south exit) sells the **Choice Scarf**, **Choice Specs** and **Choice Band** for **\$50,000** each. Before the Plain Badge he has no stock.

- **Mr. Psychic's house** (south-east Saffron, west of the Route 8 gate): the psychic inside makes a Pokémon remember a move for **one Heart Scale** each time. For a repeatable supply, [trade Big Pearls in Lavender Town](#).
- **Saffron Gym during the takeover**: a Trainer sheltering just inside the Gym entrance offers a practice battle, repeatable.
- **Sabrina's rematch (after your first Hall of Fame)**: she offers a battle, **singles or doubles**, Lv. 89–90, repeatable. It opens after your first Hall of Fame entry (the same unlock as Blaine's rematch). After your final Hall of Fame entry (the one after you beat Giovanni at League HQ) she's **away from the Gym on Fridays** (by the DS clock).

Route 19: the surfing Pikachu (Pidgeot lead → Surf for Pikachu)

Where: Route 19, south of the Fuchsia gatehouse. A kid with a Pikachu stands on the beach about 15 steps south of the gatehouse exit. The "little beach at the south end" is far down the route, reached by Surf.

Who gets it / when: after the Soul Badge. Between the Rainbow Badge and the Soul Badge Route 19 is closed ("volcanic ash"), and the kid waits in the gatehouse.

How it works:

1. Talk to the kid on the north beach. He wants big waves so his Pikachu can learn to surf, and suggests a Pidgeot whipping up gales on the south beach. Talking to him arms the scene.
2. Surf to the little south beach with a **Pidgeot** as your first healthy party Pokémon. Stepping onto the right spot on that beach asks "Have Pidgeot whip up a gale over the sea?" Answer Yes.
3. The kid's Pikachu rides the waves to you. He moves to the south beach for good. **Reward:** the kid (now standing on the south beach, a couple of steps from the spot) teaches **Surf to Pikachu**, free and as often as you like. Only Pikachu qualifies (not Raichu or Pichu).

Notes: the spot does nothing if Pidgeot isn't in the lead, and nothing if you haven't talked to the kid since the Soul Badge. Answer No and you can step on it again. A TM12 Taunt item ball lies on the same south beach, just below where the kid ends up.

Route 21: break the wild Mr. Mime's barrier (unlocks Iron Head)

Where: the northern part of Route 21, the stretch south of Pallet Town, about a third of the way down: a Trainer and his Lairon standing next to a wild Mr. Mime.

How it works:

1. Talk to the Trainer. He orders his Lairon to Iron Head the Mr. Mime's barrier, and fails.
2. Talk to the **Mr. Mime** and answer Yes to "Battle Mr. Mime?": a **wild Lv. 60 Mr. Mime**. You can catch it. Knocking it out or running away also counts.
3. Talk to the Trainer again. **Reward:** he teaches **Iron Head** for **1 Nest Ball** a time (details on the Move tutors page). Before you beat the Mr. Mime he only talks about the barrier.

Notes: losing the battle whites you out; Mr. Mime stays and you can try again. Once it's caught, knocked out or fled from, it's gone for good.

Cinnabar Island: finding the hidden Gym (the riddle restaurant)

Where: Cinnabar Island. There's no Gym building: the "restaurant that won't serve out-of-town visitors" is the Gym in disguise. Its door is on the east side of the island, a few steps north-east of the old man with the Fire-type quiz. (The side door on the west, just north of

the Pokémon Center, leads into a separate room of the same building, the fossil scientist's, not the restaurant.)

Who gets it / when: on your first visit (story; you need it for the Volcano Badge).

Cinnabar at a glance: the Pokémon Center is in the south-west corner. The lab is in the north, with the lava edge to its east. The restaurant is on the east side, and the fossil scientist's door is on the west side, north of the Pokémon Center.

How it works:

1. In the restaurant, Blue is arguing with the staff. Talk to the waiter. He says the owner went out to play riddles with the little girl from the lab.
2. Go outside to the lab door in the north of the island. A man is telling riddles to a girl, Amber, just in front of it. Talk to him: watch the scene, and he heads back to the restaurant.
3. Back in the restaurant, talk to **Blue**, who is standing in front of the owner at the back of the room. The owner asks three riddles. **Any answer works:** if you guess wrong, Blue or Green/Red supplies the right one (bathtub, a toupee, the Cinnabar Gym).
4. The owner is **Blaine**. His assistant opens the secret door in the back wall to the Cinnabar Gym. **Reward:** access to the Gym. Blaine gives the **Volcano Badge** and **TM38 Fire Blast**, and registers his number.

Notes: a man outside the restaurant, a few steps west of its door, also spots that Blaine owns it. The Gym's sparring partner (Sp. Atk EVs for a Chesto Berry) works like the others ([Gym sparring partners](#)).

Cinnabar Island: the Detrick lab lockdown (door puzzle) and Mewtwo

Where: the lab in the north of the island.

Who gets it / when: after the Volcano Badge. Before that the guard at the door turns you away.

How it works:

1. Walk up to the lab door and talk to the guard. A researcher runs out: "the monster in the lab has gone berserk" and Dr. Fuji has sealed the lab with emergency lockdown doors. The guard leaves and the lab is open.
2. Inside, the lockdown doors (red shutters) open from computers. A manual on the wall (upper floor, a few steps south-west of the east shutter) warns that some computers control one door and some control two, and each use **toggles** the doors (opens a shut one, shuts an open one):

Computer	Doors it toggles
1F, top-right corner	the shutter on the west side of 1F
Upper floor, just north of the stairs	the east shutter
Upper floor, 8 steps east of that one	the west shutter
East side, past the east shutter	the west shutter and the back-room shutter (the last one on the west side)
Behind the west shutter	the east shutter and the inner west shutter (between the west shutter and the back-room shutter)

The route that works (it needs the 1F shutter, the west shutter, the inner west shutter and the back-room shutter open at the same time):

1. On 1F, use the computer in the top-right corner. Go through the shutter it opens and up the stairs.
2. Upstairs, use the computer just north of the stairs. It opens the east shutter.
3. Go through the east shutter to the computer on the east side. It opens the west shutter and the back-room shutter.
4. Go back north, then through the west shutter to the computer behind it. It opens the inner west shutter (and shuts the east one again, which you no longer need).
5. Go south through the inner west shutter and the back-room shutter.

Team Rocket Grunts guard the floors. 3. Walking into the back room (at the far south-west end) starts the scene. Green/Red and Blaine join you, and Dr. Fuji's four "enhanced" Pokémon fail to stop **Mewtwo**. You learn what happened to Amber. Mewtwo kills Dr. Fuji and flies off. No battle. **Items in the lab:** Old Amber (far south-east corner), Gracidea (on the far west side, near the inner west shutter), Steel Armor (south-east, a few steps east of the desk with the R&D logs).

Notes: the R&D logs on the desk in the south-east part of the lab are four pages; say Yes to keep reading. If you've reached the matching step of the Mew hunt (you've freed the Five Island disciple; see [Five Island: the Island Pilgrimage leg](#)), reading all four makes **Mew** appear and flee, which moves that chain on. After the scene Blaine's staff mourn Amber and Blaine swears revenge on Team Rocket.

Cinnabar Island: the Fire-type quiz (unlocks Heat Wave)

Where: an old man in the middle of the east side of the island, a few steps south-west of the restaurant door.

How it works: answer Yes to "do you like Fire-type Pokémon?", then four questions:

#	Question	Answer	Position
1	How many Fire-type Pokémon are native to Kanto?	12	1st
2	How many types is Fire super effective against?	4	2nd
3	How many types does Fire resist?	6	4th
4	How many weaknesses does Fire have?	3	1st

Reward: from then on he teaches **Heat Wave** for **1 Level Ball** a time.

Notes: a wrong answer ends the quiz ("Nope. Think about it some more."). Talk to him again to restart from question 1; there's no penalty.

Cinnabar Island: the Egg in the lava (Treecko Egg; missable)

Where: a man at the lava's edge in the north-east of the island, east of the lab, with an Egg lying right beside him.

Who gets it / when: before the League HQ investigation sends you to the Power Plant (round 1, after the Silver Conference; [Power Plant: Zapdos and the ecologist](#)). That scene removes the man and the Egg for good.

How it works:

1. He plans to throw the Egg into the crater to lure out Moltres and sell it. "Stop him from throwing the Egg into the lava?"
 - **Yes:** you battle **Roughneck Matsui** (Electivire, Medicham and Staraptor, all Lv. 58). Win or lose, it goes on (losing doesn't white you out).
 - **No:** he throws it anyway.
2. Either way **Moltres** appears, shields the Egg with its flames and drives the man off. Moltres flies away; you can't battle it here.
3. Pick up the Egg (answer Yes; you need a free party slot). **Reward:** a **Treecko Egg**.

Notes: the Egg lies in a nook you can only reach from where the man stands, so you can't take it before the scene. Once Moltres chases him off, step into his spot and pick up the Egg. A Pokémon Center visitor later calls Moltres "a vicious bird that attacks people".

Cinnabar Island: small extras

- **S.S. Anne painter (with a Smeargle, south-west of the lab door):** thanks you for saving the S.S. Anne and gives 5 **King's Rocks** (once). He's only there if the ship didn't sink (**S.S. Anne: defuse the bomb**).
- **Sailor Leroy (just south-west of the Pokémon Center door):** can't find the Cinnabar Gym and challenges you instead. Kingler, Drapion and Kecleon, all Lv. 58. Win for a **Flame Plate** (once).
- **The graffiti couple (a few steps north-east of the Pokémon Center door):** they want to carve their names into the rock. "Stop them from scribbling all over the scenic spot?" Yes → Double Battle, Camper Rusty and Youngster Bowie (Hypno 57, Lucario 58 / Sceptile 58, Skarmory 57), no item. No → they carve it, and that choice sticks. **Losing the battle also lets them carve their names**, for good.
- **Pokémon Center:** a man inside (he grumbles that hardly anyone earns the Volcano Badge) gives **TM50 Overheat** if you show him a **Volcano Badge** (once).
- **Fossil restoring:** a scientist in the room behind the side door on the west of the island (just north of the Pokémon Center) restores Old Amber and the Helix, Dome, Root, Claw, Armor and Skull Fossils. He's straight ahead at the back of the room. He needs time: come back later. The Pokémon arrives at Lv. 20.

Seafoam Islands: the ice walls, Articuno and the researcher (TM14 Blizzard)

Where: the deepest chamber of the Seafoam Islands (reached from B4F). A researcher stands just inside the entrance. Further north, three ice blocks close the passage, and Articuno sits a few steps behind them.

Who gets it / when: any time you can reach the bottom of the Seafoam Islands.

How it works:

1. **The ice:** "Ordinary means won't move it." Talk to the ice with a **Magcargo** or a **Moltres** as your first healthy party Pokémon and it melts away for good. Nothing else works.
2. **Before the final Hall of Fame** (the one after you beat Giovanni at League HQ, not your first entry; see **The Hall of Fame: what your two entries unlock**): talk to Articuno. You fight a **Lv. 90 Articuno** in a battle where no Balls can be thrown (Timid, Snow Warning, Sheer Cold / Blizzard / Freeze-Dry / Air Slash). Losing whites you out.
3. Win and it asks "Catch it?". Say Yes and the researcher runs up and begs you to spare Articuno, because catching it could wake Kyogre. "Stop trying to catch Articuno?" No only makes him plead again; Yes gets you **TM14 Blizzard**. After that Articuno just sits there

until the final Hall of Fame. Answering No to "Catch it?" does nothing and you can fight it again.

4. **After the final Hall of Fame:** talk to Articuno → "Catch Articuno?" → a **wild Lv. 90 Articuno** you can catch. Once it's caught or knocked out it's gone. **Reward:** TM14 Blizzard (the only one in the game) before the final Hall of Fame; Articuno after it. The researcher also teaches **Ice Shard** for free: to players who spared Articuno, and to everyone after the League HQ investigation's Team Rocket scene here (next entry).

Notes: TM14 is missable. Get it before the Team Rocket scene in the Seafoam Islands during the League HQ investigation (next entry). That scene removes Articuno; it only comes back after **Lance's visit to your home**, and by then only the catch battle is left, so TM14 can no longer be obtained. Until that scene, Articuno is there for everyone. (The Route 3 painter's Ralts scene would also remove it, but nothing in the game triggers that scene; see **Known issues**.)

Seafoam Islands: Team Rocket and Kyogre (League HQ investigation), and catching Kyogre

Where: the same deep chamber. A Blue Orb pedestal lies at the far north end, past Articuno's spot.

Who gets it / when: during the League HQ investigation (round 2, the **Cerulean Gym lead**), after the Silver Conference. After the Cerulean Gym scene where Archie steals Misty's **Blue Orb** and sends it to the Seafoam Islands, Misty goes ahead. The researcher then says a group rushed down to catch Articuno and Kyogre.

How it works:

1. Walk a couple of steps past the researcher into the chamber. Misty joins you for a **Multi Battle** against two Grunts (Lv. 63–65).
2. Lawrence has Moltres melt the ice. Articuno is taken. Second **Multi Battle** with Misty against **Executive Lawrence** (Moltres 90, Zapdos 90, Pidgeot 88, Aerodactyl 88, Staraptor 88, Noctowl 87) and a Grunt (Raichu 65, Claydol 64, Murkrow 63). Losing whites you out; the scene replays.
3. Archie summons **Kyogre** with the Blue Orb and escapes with it. You can't stop him. If this was your last lead, you're told to report to League HQ; otherwise "check somewhere else".
4. **Catching Kyogre (after the final Hall of Fame):** **Lance brings the seized legendary items to your home in Pallet Town**, including the **Blue Orb**. Take it to the pedestal at the north end of the chamber and answer Yes to "Use the Blue Orb to summon Kyogre?" → a **wild Lv. 95 Kyogre**. **Notes:** Kyogre is one attempt: catch it or knock it out and it's gone for good. Losing whites you out and you can retry. The ice walls melted during the scene come back afterwards; melt them yourself (previous entry) to reach Articuno and the pedestal. Articuno doesn't come back after this scene until **Lance's visit**.

Cinnabar Island: Lawrence and Moltres (League HQ investigation), and catching Moltres

Where: the lava's edge in the north-east of the island, east of the lab (the row of "The lava's right up ahead" signs).

How it works:

- **After the final Hall of Fame** (the one after you beat Giovanni at League HQ): go to where the Egg man stood and read the lava's edge in front of you (north): "Moltres is staring at you. Try to catch Moltres?" → a **wild Lv. 90 Moltres**. Catch it, knock it out or run away, and it's gone for good. Later Hall of Fame entries don't bring it back.
- **League HQ investigation (round 1, after the Power Plant scene)**: walking up towards the lava (about four steps south of the lava's edge) triggers Lawrence burning a Paras to lure Moltres. You battle **Executive Lawrence** (Skarmory 87, Aerodactyl 88, Salamence 87, Sirfetch'd 88, Noivern 87, Braviary 88). Losing whittles you out and the scene replays. After the battle his Grunts catch Moltres and escape; the investigation then points you to Rock Tunnel or League HQ.

Notes: the investigation scene checks only its own progress, so catching the lava Moltres doesn't block it. In normal play the order can't be reversed anyway: the lava Moltres needs the final Hall of Fame, which comes after the investigation.

Cinnabar Gym: Blaine rematch (after your first Hall of Fame)

After your first Hall of Fame entry, talk to Blaine in the Gym for a rematch: choose a single or a double battle (a double needs two Pokémon). Repeatable. On Thursdays after your final Hall of Fame entry (the one after you beat Giovanni at League HQ), he's outside instead, a few steps east of the Pokémon Center door, offering a souvenir photo.

Route 42 gatehouse (Ecruteak side): the tourist crowd

Where: the gatehouse between Ecruteak City and Route 42.

Who gets it / when: Johto. A crowd of tourists heading for the red Gyarados blocks the way east.

How it works: the crowd doesn't move until you've finished the Team Rocket Executives battle with Gold on **Route 47 (Route 47: Will, Karen and the Raikou device)**. After that the tourists are gone and the path is open.

Notes: the guard only says "you can't get through for a while". Nothing you do in Ecruteak opens the gate.

Two Island: the old captain's Water-type quiz (→ Piplup)

Where: the old sea captain with an Empoleon, standing by a sign just north of the Two Island market.

Who gets it / when: you need the **Mineral Badge**. Without it he only talks about retiring.

How it works: say yes, then answer five questions. A wrong answer doesn't stop the quiz: he asks all five, and if any was wrong he says "Have a good think and come back" at the end. Retry as often as you like.

#	Question	Answer
1	How many Water-type Pokémon are native to Hoenn?	29
2	Which has the fewest weaknesses?	Quagsire
3	Which can't get a Speed boost from rain?	Marill
4	Which Water type has the highest base HP?	Gastrodon
5	Which takes the most damage from Kingler's Crabhammer?	Armaldo holding a Passho Berry

Reward: he offers his Empoleon's newly hatched **Piplup (Lv. 5)**. You need a free party slot. If you say no, he asks again next time.

Notes: one Piplup per save.

Two Island: a partner for Granny Mae's trial

Where: a Trainer from Johto standing a few steps south of the north-east Islander's House door, north of the market.

Who gets it / when: only while Granny Mae's Two Island trial is waiting for a team (the Islander's House step, **Two Island: Granny Mae's ultimate-move trial**).

How it works: talk to him and choose to invite him. He refuses because he has lost all confidence. **Blue** then arrives ("Viridian Gym was closed...") and teams up with you. The trial can go ahead.

Notes: if you're stuck at "this trial needs a team", this is the person to talk to.

Two Island: small extras

- **Barter stall** (in the market, the stall keeper with a Spinda), repeatable: 2 Revival Herbs → Sacred Ash, 2 Hyper Potions → Max Elixir, 2 Moon Stones → Shed Shell, 2 Premier Balls → **Cherish Ball**.
- **Four Island treasure seller** (south end of the market, with a Trapinch): Rare Bone \$6,000, and Shiny Stone, Dusk Stone and Hard Stone at \$2,000 each. You can buy them again.
- **S.S. Anne passenger** (a few steps north-east of the west Islander's House door): if you saved the S.S. Anne (**S.S. Anne: defuse the bomb**), she gives you **2 Heart Scales**, once.

Three Island: the Alto Mare Bikers (save the Meowth?)

Where: Three Island. Two bikers block the north entrance. More bikers stand outside the gang's house (the Islander's House on the north side, a biker guarding its door), and one biker is picking on a stray Meowth a few steps north-west of them.

Who gets it / when: once someone on One Island has asked you to deal with the bikers and you've agreed (One Island's houses, **Sevii Islands and Indigo Plateau**). Before that the guards just turn you away.

How it works:

1. Talk to the entrance guards: double battle (Bikers Ivan and Warren, Lv. 62–64). They run to tell their Boss.
2. Pick one of two ways to bring out the Boss:
 - **The house bikers:** double battle → the Boss wakes up → another double battle → the Boss himself (Black Belt Doyle, Breloom Lv. 72 lead).

- **The Meowth:** the prompt is "Save this Meowth?". Say **Yes** and beat the cat catcher. The Boss comes out and orders his men to grab the Meowth.
- 3. On the Meowth route, if you've already met Jessie, James and their Meowth (Route 39 in Johto), a **talking Meowth** leaps in to protect the stray, "Meowzie", and **Jessie & James** join the fight. Then you're asked "**Help Team Rocket?**":
 - **Yes:** you battle the Boss (Black Belt Doyle) yourself, then Team Rocket finish the gang. Losing whites you out.
 - **No:** you only watch; Team Rocket beat the bikers by themselves. Either way, Meowth then duels Meowzie's Persian "big brother" for her and wins. Meowzie turns him down anyway ("a Meowth that talks like a human is just too creepy!"), and Team Rocket leave. If you haven't met them, the Boss sends two more rounds at you: a Double Battle against two bikers, then a Double Battle against the Boss (Black Belt Doyle) and Biker Rita.
- 4. The bikers retreat to their Chief at the **Shipyard Ruins** (continued in **Shipyard Ruins: the bikers' Chief**).

Reward: no item for the fight itself. The story ends at the **Shipyard Ruins**: winning the gauntlet there earns a **Protector** (missable: before you clear the Dragon's Den); taking the Chief's bribe costs you a \$400,000 fine later.

Notes: saying "No" to "Save this Meowth?" does nothing; you can talk to him again. The "Help Team Rocket?" choice only decides whether you fight the Boss.

Three Island → Six Island: the lost daughter (Three Island's pilgrimage trial)

Where: a tourist father on Three Island's south side, a few steps south-east of the Shipyard Ruins entrance. His 5-year-old daughter is in the **Island Forest** on Six Island.

Who gets it / when: the Three Island chief sets this as your Island Pilgrimage trial: help the tourists (**Three Island: the engineer's trial**).

How it works:

1. Talk to the father. His daughter has a ponytail and a pink top.
2. In the Island Forest, she's in the north-west part, about 15 steps north of the west entrance, with a **Hypno**. As you walk up to her (the scene starts a few steps east of her), the Hypno hypnotises her and attacks you: a **wild Hypno, Lv. 30**. It's an ordinary wild battle: you can catch it, and catching it or running away counts the same as a win. Only a loss whites you out.
3. You take her back to Three Island automatically. **Reward:** the father gives you a **Red Flute**. Report back to the Three Island chief to pass the trial.

Notes: the girl and her Hypno only appear after you've spoken to the father.

Island Forest (Six Island): before the Lucky Meowth God

The Island Forest changes for good only if you let Jessie, James and Meowth stay on Six Island and then walk into the forest (**Six Island: Deoxys and the Lucky Meowth God**). **Do these first:** after that, the people below stay where they are, but they switch to other lines and their quests can no longer be done. A Spoils you haven't returned stays in your Bag. The statue attendant moves next to the statue and stops charging.

The forest has two entrances from Six Island: a wide one on the west side and one on the east side.

- **The toll thug** (Roughneck George, in the north-east with his Ursaring and Zangoose) demands **\$3,000** to let you through. Choose "Pay and go through", or "Force your way through" and beat him (Ursaring, Zangoose, Tauros, Drapion, all Lv. 63). Paying only gets you through that once; after a win, the path is free from then on.
- **The stolen doll**: Hiker Brown (about 9 steps east of the west entrance) wants a battle (Golem 62, Donphan 63, Vigoroth 64, Honchkrow 65). Win to get the **Spoils** (a key item). Give it to the crying girl about 9 steps south of the west entrance ("Give it back"): **TM20 Safeguard**.
- **The wishing pond** (a girl in the middle of the forest, about 10 steps east of a Trainer with a Flygon): give her an **Amulet Coin**. She throws it in and asks for your wish:

Wish	Effect
I want to get rich overnight	flavour only
I want to be more attractive	clears every romance "not this partner" mark (Green/Red, Misty, Yellow, Cynthia, Blue and others), so partners you had closed off can be won back. It does nothing if you've already made the Dream World choice.
I want to get stronger	flavour only
I don't really have a wish	flavour only

- **The lucky statue** (an attendant with a Shiftry in the south-east of the forest): \$500 to view it (flavour). When the Lucky Meowth God arrives he moves beside the statue and stops charging.

Island Cave (Four Island): Crystal Onix and Granny Lisa

Where: the Stone Workshop on Four Island (the craftsman, Islander's House) and a hidden part of the **Island Cave**, reached through the passage in its north-west corner.

Who gets it / when: any time after you reach Four Island. Talk to the craftsman first; until then the scene in the cave doesn't start.

How it works:

1. Talk to the stone craftsman in the Stone Workshop. He's hunting for the legendary **Crystal Onix**.
2. In the Island Cave, go to the north-west corner. A man stands beside a passage there ("There's nothing in the cave up ahead"). Go through it: you come out in a small area, and the old woman is about ten steps west of where you arrive. Walk up to her. She is patching a wounded Onix with Dawn Stones and attacks you as a "crooked merchant": **Medium Lisa** (Ledian 62, Misdreavus 63, Roselia 64, Seadra 65).
3. She explains that craftsmen cut crystal from its body twenty years ago, and begs you not to tell anyone. Answer:

Choice	What happens
Yes (keep the secret)	she gives you a Star Piece . Talk to her again: she entrusts Onix to you and leaves. Then talk to the Onix: wild Crystal Onix, Lv. 40 .
No	she throws you out. Talk to the craftsman in the Stone Workshop: he hurries off to the cave. Talk to him in the hidden area where you met her: he finds only chips and gives you a Shiny Stone . No Onix.

Reward: the chance to catch **Crystal Onix** (Onix, form 1) on the secret route, or a Shiny Stone on the other.

Notes: one chance. The Onix disappears as soon as the battle starts, so if you knock it out, run or white out, it's gone. Save first and bring Poké Balls. The choice can't be undone.

Island Cave: small extras

- **Breeder Holly**, just south-east of the Sky Pillar Peak exit. Before you join the Island Pilgrimage on Seven Island, and again after you complete it, she heals your party for free. During the pilgrimage she offers a battle and fully heals you if you win; after the Team Rocket scene at Sky Pillar Peak (until the pilgrimage is over) she only says that Team Rocket wrecked the pilgrimage (no battle, no heal).
- **Ruin Maniac Jules** (he dug up stones and his Pokémon evolved), **Hiker Everest** ("You came to climb too, right?") and the other Island Cave climbers: optional battles, no reward.

Five Island: the Island Pilgrimage leg (Five Island trials)

Where: Five Island (the monks' island). The trials run in a fixed order along the island.

Who gets it / when: during the Island Pilgrimage, after the **Seven Island start**.

How it works:

1. **Monk at the south entrance:** say you're here for the pilgrimage and beat Sage Huijin (Sunflora Lv. 62 lead).
2. **Monk on the east path** (about 20 steps south of the Elder's hut): he wants proof of your catching skill: *"a round Pokémon that is red and green"*. Catch a **Cherubi** in Five Island's grass and show it to him (party select). Any other Pokémon is refused; retry freely.
3. **Snowy mountain.** The monk at the foot of the mountain tells you it's closed. Choose to push on anyway and beat Sage Huiming. Then the next monk further up stops you; beat Sage Huiwu (Bronzong Lv. 62 lead).
4. **The freezing disciple** at the top, with his Snover: talk to him ("Why are you here?"). He's cold and hungry, and surprised anyone came up, since the Elder forbade it.
5. Go to the **Elder** in the monks' hut (north-east of the island) and pass his quiz and battle first (**Five Island: the Elder's quiz and battle**). Then talk to him again and pick "The man on the snowy mountain?". He explains that five years ago, while he was away, the disciple trusted strangers and let Team Rocket take Mew, and that he sent him up the mountain as punishment. He agrees to forgive the disciple. Climb back up and tell him "The Elder says you can come down". He leaves with his Snover. **Reward:** beating the Elder passes the Five Island trial. Freeing the disciple is optional for the pilgrimage; it opens the **Mew hunt** (**Mew: the long hunt**).

Notes: a loss in any trial battle whites you out. Just try again.

Five Island: the four-leaf clover (speak up for him)

Where: a clover hunter by a tree on the east side of the island (south-west of the east-path monk), and a Trainer with a sick Pokémon, about 12 steps east of the south-entrance monk.

Who gets it / when: while the sick Trainer is there. If you've already met the examiner of the **Viridian Gym Virtue trial** (he asks you to help someone in Viridian City), the sick Trainer is gone and the hunter only says "a four-leaf clover should be growing somewhere around here!". To start it then, go into the house by the One Island ferry (south-west of Five Island).

If a sick Trainer is standing in front of the old monk with a Xatu at the back on the left, talk to the monk: the sick Trainer asks him about the four-leaf clover, and after that the scene by the tree can play.

How it works: talk to the hunter. He finds a four-leaf clover and wants **\$2,000,000** for it; the other man only has \$300,000.

1. "Speak up for him?" → Yes. The hunter tells you to pay the other \$1,700,000 yourself or leave.
2. "What will you do?" → **"You're selling it today"**: you invoke your Champion powers. Beat Guitarist Zenith (Dugtrio 62, Raticate 63, Swellow 64, Luxray 65) and he sells it for \$300,000.
3. Answering No to "Speak up for him?", or choosing **"Forget it"**, ends the scene: the sick man goes off to search elsewhere. **Reward:** none for you; the sick Pokémon gets its medicine.

Notes: one chance: the scene doesn't repeat. If there's no sick Trainer in the ferry house either, the clover scene can't be started for now. That visitor comes and goes with some Johto story scenes.

Five Island: the monk's hungry Snorlax (→ Yellow Flute)

Where: a monk with a Snorlax blocking a path in the north of the island, between the snowy mountain and the Elder's hut.

How it works: you need **5 Lava Cookies**, **5 Rare Candies** and **5 Old Gateaux** at once. Answer "I have those snacks". He takes all 15, Snorlax goes back into its Poké Ball, and the path opens.

Reward: Yellow Flute.

Notes: you need at least one of each for the option to appear, and all five of each for it to work. The monk sweeping leaves just south-west of the Elder's hut door gives **3 Lava Cookies + 3 Old Gateaux** when you beat him ("the strongest Trainer on Five Island"; his team is Lv. 88–89). That's a start; the Rare Candies you must bring yourself.

Five Island: water for Croagunk (→ PP Max)

Where: a mother whose son's Croagunk is drying out, in the south-west of the island, about 12 steps south of the One Island ferryman.

How it works: bring **Fresh Water** and give it to her.

Reward: PP Max.

Mew: the long hunt (Five Island finale)

Who gets it / when: after you've freed the Five Island disciple (**Five Island: the Island Pilgrimage leg**, step 5). Mew then shows itself in several places. Each sighting only happens once the previous one has.

How it works:

1. **Cinnabar Island:** read all four R&D logs on the desk in the Cinnabar lab (**the lab entry**). Mew appears and flees.
2. **Route 1:** walk through the middle of the route, about 6 steps north and 5 west of the man with a Raticate who asks about base stats. Mew appears.

3. **Mt. Moon Square:** walk across the square about 7 steps south and 8 east of the shop door. Mew appears again.
4. **Route 27:** walk along the route east of the Tohjo Falls entrances. On the way Mew nuzzles you and returns to Five Island.
5. **Five Island:** find Mew about 9 steps north and 6 west of the One Island ferryman ("Mew looks very happy"). The monks gather at the north end of the island; step up to them and they tell you Mew is on the little island ahead.
6. On the little island (north-east, north of the Elder's hut), answer "Play with it?" → Yes: a battle with **Mew (Lv. 90, Protean, Expert Belt)**. A loss whites you out; try again.
7. Win and answer Yes to "Let it join your party?". If you say No, talk to Mew again later: it asks again without another battle. **Reward: Mew, Lv. 90.** You need a free party slot. If yours is full, come back.

Alto Mare Library (One Island): the legends quiz

Where: the receptionist just inside the library entrance. The bookshelves around the room hold the answers.

How it works: five questions. A mistake anywhere means you're told to read the books and try again (no penalty).

#	Question	Answer
1	How are Latios and Latias related?	Big brother, little sister
2	What did the fisherman who helped Manaphy get in return?	Treasure
3	Which did NOT fight to save the Alto Mare Islands?	Deoxys
4	How should people summon Arceus?	Play the Azure Flute
5	Where does Rayquaza live?	Sky Pillar Peak

Reward: 3 Heal Balls + 3 Cherish Balls, once.

Secret Forest (One Island): Latios, Latias and the Soul Dew

Where: the hidden garden reached by following "Bianca" (really Latias) on One Island through an illusory tree.

Who gets it / when: during the League HQ investigation: after the **Lake of Rage scene** (round 4). Talk to Bianca in the Alto Mare Library first; the girl then appears on One Island (One Island, **Sevii Islands and Indigo Plateau**).

How it works:

1. At the fountain, Latios appears. Then Lorenzo (the One Island chief) and the real Bianca arrive, and Latias reveals herself.
2. Rocket Elites **Will and Karen** and **Goh** burst in. Double battle Will + Karen (Lv. 90 teams), then Goh alone (Pidgeot Lv. 85 lead). A loss whites you out.
3. Lorenzo offers you both Pokémon. Say yes. **Reward: Latios Lv. 80 + Latias Lv. 80**, and the **Soul Dew** from the fountain. It also counts as passing the **One Island pilgrimage trial**.

Notes: you need **two free party slots** (four or fewer Pokémon). Otherwise he says to sort your party and waits; saying no works the same way. Afterwards, the fountain in the garden

fully heals your party. Stand at the fountain with **Latias leading your party** for a short extra scene. It only plays after your final Hall of Fame entry (**The Hall of Fame**), so come back later.

Alto Mare Waters: Charmander's owner and the lifeguard

Where: a middle-aged man by a sign in the western part of the Alto Mare Waters, and the lifeguard with a Lapras and a Vulpix in the waters east of Three Island.

How it works:

1. The man says a lifeguard got his Charmander killed and asks you to kill the lifeguard's Lapras. Answer "I'll see justice done".
2. Find the lifeguard and talk to him from his left (west) side; from anywhere else you only see him gazing at the shore. Choose "Charmander's death involves you?", and hear his story: in a high tide he saved the wild Vulpix, and the Charmander drowned. Choose:

Choice	What happens
"Lapras's life for Charmander's!"	you battle the lifeguard (Swimmer♂ Benson, Lapras 62 lead). The owner arrives, thanks you and gives the reward, then tries to hurt Lapras; Vulpix calms him down
"I guess it isn't your fault"	the owner arrives furious and you battle him (Pokéfan Jasper, Raichu 62 lead); Vulpix calms him down

Reward: HP Up either way, and the owner makes peace with the lifeguard.

Alto Mare Waters → islands → back: the Manaphy Egg

Where: a girl with an Egg in the eastern part of the Alto Mare Waters, about 10 steps north-west of the lifeguard.

How it works:

1. She asks how to hatch an Egg. Answer "Walk around with the Egg". She sets off.
2. Follow her trail. She reappears in turn on **Six Island** (south-west of the Island Forest's east entrance, near a man with a Crawdaunt), **Five Island** (about 10 steps east of the One Island ferryman) and **Four Island** (about 14 steps south of one of the Island Cave entrances). Talk to her each time (she says she'll take the Egg somewhere else).
3. Back in the Alto Mare Waters (west part, about 16 steps south of Charmander's owner), the Egg hatches into **Manaphy**. Two treasure hunters try to snatch it: double battle (Shady Guys Sterling and Wells, Lv. 62–65).
4. She asks you to look after it. Talk to Manaphy and say yes. **Reward: Manaphy, Lv. 1** (needs a free party slot).

Notes: each appearance only shows up after you've talked to her at the previous stop.

Alto Mare Waters / Mt. Mortar: small extras

- **Your biggest fan** (Alto Mare Waters, west part, with a Lapras, about 15 steps north of Charmander's owner): battle her once for a **Heart Scale**.
- **Mt. Mortar (2F):** a Hoenn Trainer with a Sceptile, about 10 steps north and 8 west of where you arrive on 2F, offers repeatable Single or Double battles ("I'll practice battling with you") and will lead you back to the entrance whenever you ask ("How do I get out of the cave?").

See **Known issues** for suspected hack bugs in this area.

Sevii Islands and Indigo Plateau

Two Island: Granny Mae's ultimate-move trial

Where: Granny Mae's training hall on Two Island, behind the north-east door of the town (the northernmost door). The receptionist stands a few steps inside the entrance.

Who gets it / when: from your first visit to the islands (after the Saffron incident). The trial only starts with two challengers. Talk to the receptionist alone first: she tells you to find a partner. Then invite the Johto Trainer on Two Island; **Blue** turns up instead and waits at the reception (**Two Island: a partner for Granny Mae's trial**).

How it works: talk to the receptionist with Blue there. There's no quitting halfway; the guards send you back if you try.

1. **Singles assessment:** Veteran Logan (Flygon 72, Typhlosion 72 ...).
2. **Knowledge quiz:** walk up to the quiz guide. Five questions. You answer all five before she tells you whether you passed. If you got any wrong, walk back up to her to take the quiz again (no penalty).

#	Question	Answer
1	Highest expected power, counting accuracy?	Fire Blast
2	Most accurate move with no weather?	Leaf Storm
3	Most likely to trigger its added effect?	Fake Out
4	Which is NOT a signature move?	Sacred Fire
5	Which item does NOT boost a move's power?	Dragon Scale

3. **Doubles assessment:** Ace Trainer Charles (Abomasnow, Jynx, Glalie, Mamoswine, all Lv. 73), a Double Battle.
4. **Aptitude check:** a single battle against **Blue** (Pidgeot 75, Rhydon 74, Alakazam 74, Blastoise 76).
5. **Granny Mae's test:** a Multi Battle with Blue at your side against **Granny Mae** (Skarmory, Kingdra, Altaria, Dragonite, Lv. 75) and **Aroma Lady Dana** (Vileplume, Tentacruel, Rotom, Azumarill, Lv. 74). **Nothing heals you** between Blue's battle and this one, so heal before you challenge Blue. Your party is healed after the Multi Battle.

A loss at any stage whites you out. Talk to the receptionist to try again; she restarts the whole trial **from stage 1. Reward:**

- Granny Mae teaches the **ultimate moves** free, as often as you like: **Frenzy Plant**, **Blast Burn** or **Hydro Cannon**, but only to the final forms of every region's starters (Venusaur, Meganium, Sceptile, Torterra, Serperior, Chesnaught, Decidueye; Charizard, Typhlosion, Blaziken, Infernape, Emboar, Delphox, Incineroar; Blastoise, Feraligatr, Swampert, Empoleon, Samurott, Greninja, Primarina). A Pokémon that already knows one of the three can't learn another.
- Talk to the trainee standing next to Granny Mae afterwards: **Ninja Scroll** ("unlocks Greninja's potential"), once.

Two Island: Fern's "sick" Chatot (Chatot needed)

Where: Pokémon Breeder Fern's clinic on Two Island: the house just east of the man watching the Butterfree (the southernmost house door in town). Fern is right inside, with her admirer Mr. Summers and a Chatot that keeps squawking "My head hurts!".

Who gets it / when: any time. The first Pokémon in your party that isn't fainted **must be a Chatot**.

How it works: talk to Fern's Chatot and answer "Have your Chatot try talking to this Chatot?"
→ Yes. Pick what your Chatot says:

Phrase	Result
Hello! / Have you eaten? / My tummy hurts	flavour; Fern keeps treating it. Try again.
I'm faking	the Chatot repeats it, Fern realises Summers taught it to fake the illness, and he runs off.

Reward: 2 Moomoo Milk + 2 Citrus Berries. One time.

One Island: the composer's title → Miracle Seed → TM86 Grass Knot

Where: the composer at the back of the One Island Pokémon Center (straight north from the entrance), and the woman with a Roserade outside, a few steps north of the fountain (about 9 steps north and 6 steps east of the Pokémon Center door).

How it works:

1. The composer wants a title for his piece about the islands. Answer "**Mysterious Girl**" ("City of Water" and "Garden of the Sea" are rejected; retry freely). He gives you a **Miracle Seed**.
2. Bring a **Miracle Seed** to the Roserade woman: say Yes to learning her technique, then trade the seed. She gives you **TM86 Grass Knot**. **Reward:** Miracle Seed, then TM86 Grass Knot (the only TM86 in the game).

Notes: the woman may never offer the trade. Her "already given" marker is shared with [Misty's Gyarados gift](#) and with the early end of the [Viridian Gym trials](#). If either of those has happened, she treats you as already served and only explains how Grass Knot works (see [Known issues](#)).

One Island: the Island Restaurant's battle meals (repeatable)

Where: the Island Restaurant on One Island: the door just west of the Pokémon Center on the south row. The two waiters stand on the right-hand side of the dining room: the upper one serves the snack set, the lower one the fruit set.

How it works: order a meal. While you wait, three diners challenge you in a row; a loss whites you out and the money is gone.

Meal	Price	Battles (Lv. 65 teams)	Reward
Specialty snack set	\$2,000	three Single Battles: Fisherman Arno, Pokéfan Monte, Psychic Hans	Lava Cookie + Old Gateau
Flavorful fruit set	\$3,000	three Double Battles: Sailor Thor, Ace Trainer Wynn, Hiker Dobbs	Lum Berry + Jaboca Berry + Rowap Berry

Notes: repeatable as often as you can pay. The snack set is an easy source of the Lava Cookies and Old Gateaux that the **Five Island monk's Snorlax** wants. The Treecko owner in a nearby house (the north-west door of the town) teaches Grass Whistle for a Rare Candy (**tutor list**).

Victory Road: the Indigo Conference qualifiers (find the hidden staff member)

Where: the Victory Road gate on the Route 22 side, then Victory Road 2F and 3F.

Who gets it / when: end of Kanto, the first time you enter the gate. The guard a few steps inside the gate's south entrance (the door from the Route 26 gatehouse) only lets you in with the **Earth Badge** (he talks about "eight Badges", but the Earth Badge is the only one he actually checks).

How it works:

1. **Opening ceremony.** Walk north into the middle of the hall, where the competitors are gathered, and the MC explains the rules. A League staff member is disguised as one of the competitors. Beat that person to learn the password. You must uncover the disguised staff member to advance; knowing the number alone does not skip the trial.
2. **No Escape Ropes.** The receptionist standing in front of the cave door at the north end of the hall asks if you've got rid of your Escape Ropes. If any are still in your Bag she turns you back. Sell them to the clerk just beside her and talk to her again.
3. **Beat Janine on 2F first.** Ninja Girl **Janine** stands openly on Victory Road 2F, west side, a few steps north of the stairs up from 1F: Crobat, Venomoth, Ditto, Swalot, all Lv. 75. Beating her is what unlocks the reveal on 3F. After the battle she disappears.
4. **Find the disguised Janine on 3F.** Misty (south-east corner of 3F, near the stairs from 2F) passes on Green's/Red's hint: "Just because you've seen someone doesn't mean they're who you saw." Once you've beaten Janine on 2F, **talk to one particular 3F Trainer**. It doesn't matter whether you've battled them before. Who it is depends on your gender, your starter and your Route 11 choice (**Route 11: cut the grass or save it**):

You	Starter	Route 11: sided with the grass cutter	sided with the environmentalist	made no choice
Male	Charmander	Gentleman Alfred	Aroma Lady Wendy ¹	Ruin Maniac Axel
Male	Pikachu	Aroma Lady Wendy	Firebreather Damon	Lady Danica
Male	Bulbasaur	Firebreather Damon	Lady Danica	Aroma Lady Wendy
Female	Charmander	Lady Danica	Aroma Lady Wendy	Firebreather Damon
Female	Pikachu	Firebreather Damon (Lady Danica if the S.S. Anne sank)	Ruin Maniac Axel	Gentleman Alfred
Female	Bulbasaur	Ruin Maniac Axel	Gentleman Alfred	Gentleman Alfred

¹ If the S.S. Anne sank (**S.S. Anne: defuse the bomb**), Ruin Maniac Axel also works.

Where they stand on 3F:

- **Gentleman Alfred** ("This old man will take on any young challenger!"): the middle of the floor, south-west of the exit guards.
- **Aroma Lady Wendy:** the west side.
- **Ruin Maniac Axel:** the south side, a few steps north of the stairs that come up from the south end of 2F.
- **Lady Danica:** the south side, a few steps east of Axel.

- **Firebreather Damon:** a few steps south-east of the exit guards.

The right Trainer greets you with a new line (Wendy: "Did you come over because you caught a whiff of my perfume?"; Damon: "Behold my Fire Style: Fireball Jutsu!") and battles you. Beat them and Janine reveals herself: your password is **570819**. A wrong Trainer battles you if you haven't beaten them yet, and otherwise just gives their usual line (Axel, for one, says he hasn't found the staff member either). All five are Lv. 73–74 two-Pokémon teams. 5. **The exit guards.** With the real password, the two Trainers blocking the exit path fight you: a double battle against Ace Trainer Shane (Gastrodon, Clefairy, Hippowdon, Gallade, Lv. 75) and Guitarist Del (Tyranitar, Golem, Aerodactyl, Probopass, Lv. 75). Win and they step aside. 6. Give the password to the staff member standing in the exit at the north end of 3F. You pass and go up to the Indigo Plateau. **Reward:** entry to the main tournament (next entry).

Notes: any lost battle whites you out; the qualifier state is kept, so just go back. Without beating Janine on 2F first, nobody on 3F reveals anything, and that is the usual reason players get stuck. Firebreather Damon may give you a fake password ("Specious") instead; the exit guards just laugh at it. Use the table to find the disguised Janine.

Indigo Plateau: the Indigo Conference main tournament and the "who do you cheer for?" choice (romance)

Where: the Indigo Plateau, after the qualifiers.

How it works:

1. Your friends arrive one by one on the slope above the Victory Road exit. Talk to Blue, Green/Red and Misty, Cynthia and Steven as they come up, then talk to the MC at the top of the slope (just above Blue). He starts the tournament once all 16 finalists are there.
2. **Round one:** you face Goh on the Water Field (One-Ball Man Goh: Dragonite, Lucario, Charizard, Sceptile, Infernape, Pikachu, all Lv. 80). A loss whites you out.
3. Blue then asks whether you're coming to cheer for Misty or Steven. **This choice matters for the romance route (central romance entry):**

Choice	Effect
Cheer for Misty	you watch Misty's match. Steven's route closes.
Cheer for Steven	you watch Steven's match. Misty's route closes.
No, get ready for my match	both Misty's and Steven's routes close.

Misty is a partner for male players, Steven for female players, so a male player who wants Misty should cheer for Misty and a female player who wants Steven should cheer for Steven. The **Island Forest wish** can reopen a closed route later. 4. Stage two moves up to the League HQ plaza: you face **Steven** (Skarmory, Aggron, Claydol, Armaldo, Cradily, Metagross, Lv. 82–83), then the semifinal against **Karen** (Skuntank, Weavile, Absol, Houndoom, Honchkrow, Zoroark, Lv. 84–85). Nurses on the plaza heal you between rounds. **Reward:** the story continues. There is no item for the choice.

Three Island: the biker Big Sis who can't ride

Continues **Three Island: the Alto Mare Bikers**.

Where: the southern of Three Island's two house doors (the northern one is the engineer's), during the biker occupation. She's just inside.

How it works: she's reading a book on how to ride a bike. Choose:

Choice	Result
Stop hogging Three Island!	battle Beauty Fiona (Castform 66 ... Probopass 69; a loss whites you out); she tells you to see the Chief
The gang knows you can't ride	she panics and runs off
I'll teach you to ride a bike	you teach her (your party is healed); she promises to put in a good word with the Chief
Sorry, I wandered in	nothing; talk again later

All three real choices send her to the Shipyard Ruins; only teaching her changes the Chief's fight (next entry).

Shipyard Ruins (Three Island): the bikers' Chief, a bribe or a fight

Where: the Shipyard Ruins, the door at the south-west corner of Three Island. **Biker Muramasa** stands in front of the door: beat him to get in (Kangaskhan, Scizor, Shiftry; Lv. 62–64; a loss whites you out). Inside, the biker at the back of the ruins (top right, surrounded by four bikers) asks if you're here to see the Chief.

Who gets it / when: during the Three Island biker occupation. **Missable:** once you finish the Dragon's Den (Clair, Rising Badge), the bikers are gone for good and Three Island becomes a tourist spot anyway.

How it works: the Chief is **Roughneck Paxton**, the old Kanto Speed Alliance leader from **Cycling Road**. Whatever you answer to "Do you remember me?", he offers you a red envelope.

- **Accept the red envelope:** you get 200,000***and leave. The bikers stay. The next time you walk down* 400,000, double the bribe (all your money if you have less). After that you can come back and fight, but Big Sis is no longer on your side (see the gauntlet's last step).
- **Refuse:** a gauntlet, with no healing in between (a loss whites you out):
 1. Bikers Yancy + Hugh (Double Battle, Lv. 62–64).
 2. Bikers Lucky + Bert (Double Battle).
 3. Biker Muramasa again (same team as at the door).
 4. If you **taught Big Sis to ride** and didn't take the bribe, she switches sides and you face **Paxton + Black Belt Doyle** together. Otherwise you face Doyle + Big Sis (Double Battle), then **Paxton** alone (Tentacruel, Lunatone, Snorlax, Cacturne, Rhyperior, Umbreon; Lv. 81–82). The gang gives up Three Island and leaves. **Reward:** no item from the Chief. **Win the gauntlet** and a man who wants to rebuild the island appears on Three Island, a few steps west of the northern house door. He gives you a **Protector**. Missable: he's only there between the gauntlet and the Dragon's Den clear, which hides him again. Players who only take the bribe never get it. The tourist spot and the Three Island pilgrimage trial come from finishing the Dragon's Den, whether or not you fought.

Notes: you can take the bribe again after the fine, but each time you're fined again at One Island (\$400,000) and must beat Muramasa at the door again, so it always loses money. Taking the bribe even once cancels Big Sis's help: after the fine the game treats her as never having been taught, and she has already left her house, so you can't teach her again.

Four Island: the Mystery Stone buyer (don't sell it)

Where: a stone collector at the far south end of Four Island (well south of the ferry man and the nurse), and a woman with a Misdreavus in the middle of town (east of the man with the Graveler).

Who gets it / when: once you carry Mr. Fuji's **Mystery Stone** (Lavender Town: Mr. Fuji's gifts) and before the **Rising Badge**.

How it works:

1. He offers **\$100,000** for the Mystery Stone. Selling is a trap: you need the stone for the **Charizardite** (Dragon Shrine, or Cerulean Cave for Charmander starters).
2. To get it back you must first have the **Rising Badge**. Ask him "Let me buy back Mr. Fuji's stone": he has sold it to the Misdreavus woman for \$1,000,000.
3. Talk to her, choose "What do you want for the stone?", and give her an **Eviolite**. She hands the Mystery Stone back. **Reward:** \$100,000 (if you sell), minus an Eviolite to undo it.

Notes: after the Rising Badge he no longer buys the stone, so you can't sell it then.

Four Island: small extras (Stone Workshop)

- **The Garchomp veteran** (in the house next to the Stone Workshop: the south-east of the two house doors in town; he's right inside): accept his battle (Garchomp 65, Butterfree, Pidgeot, Kingler, Muk, Tauros). **Losing** gives you a **Dawn Stone** ("an old man like me could still beat a youngster"); winning gives nothing. No white-out either way. One time.
- **The rough-stone seller** (inside the Stone Workshop, the north-west of the two house doors): \$50,000 for a rock "full of evolution stones". It is always empty. Don't buy it.
- **The Nugget digger** in town (a few steps south of the cave entrance on the west side) gives a **Nugget**, once.
- **The Silph Co. salesman** (a few steps east of the Stone Workshop door): give him one each of **HP Up**, **Protein**, **Iron**, **Carbos**, **Calcium** and **Zinc** for **Shoal Salt**, **Shoal Shell**, **Big Pearl**, **Star Piece**, **Nugget** and **Heart Scale**. Repeatable.

Seven Island: the Island Pilgrimage (start and final trial)

Where: the Seven Island chief, an old man in the middle of the village, a few steps west of the nurse with the Blissey.

Who gets it / when: during the League HQ investigation, once President Goodshow sends you to the islands (after round 4; League HQ). Before that he only says the pilgrimage will begin soon. The ferries to Four–Seven Island run from the One Island travel agency (\$500).

How it works:

1. Say you'll take part. He lists the chiefs: **One Island**, the library director; **Two Island**, Granny Mae; **Three Island**, the League's engineer; **Four Island**, the burly man in the straw hat; **Five Island**, the monks' Elder; **Six Island**, the island's oldest Trainer.
2. Clear the island trials (any order):

Island	Trial	Entry
One	Latios and Latias in the Secret Forest	Secret Forest
Two	Granny Mae and Dana, one against two	Granny Mae's pilgrimage trial
Three	help a tourist: the lost daughter	the engineer's trial → lost daughter
Four	the path guard, then the Sky Pillar Peak scene	the path guard, Sky Pillar Peak
Five	the monks' trials, then the Elder's quiz and battle	the monks' trials, the Elder's quiz and battle
Six	the chief's battle (or \$50,000)	the chief's trial

3. Back at Seven Island, the chief gathers an audience: a **Double Battle** against **Elder Donglai** (Meganium, Clefairy, Exeggutor, Leafeon, Claydol, Kecleon; Lv. 82) and his grandson **Camper Penn** (Lv. 81). Bring at least two Pokémon. A loss whites you out; retry. **Reward:** the Island Pilgrimage is complete, and you may enter the depths of the **Relic Shrine** north of the town ([the Ritual Shrine](#)).

Notes: the chief's final check doesn't look at the Six Island trial at all (see [Known issues](#)). Seven Island's nurse (next to the chief, with a Blissey) heals you for free.

Two Island: Granny Mae's pilgrimage trial

Talk to Granny Mae in the hall during the pilgrimage and say you signed up. She and Dana fight you **one against two**: a Double Battle against **Medium Granny Mae** (Dragonite, Porygon-Z, Chandelure, Golduck, Sceptile, Lucario; Lv. 81–82) and **Aroma Lady Dana** (Charizard, Serperior, Empoleon, Marowak, Slowking, Gardevoir; Lv. 81–82). Win to pass. A loss whites you out. Her ultimate-move lessons stay available afterwards.

Three Island: the engineer's trial

The League engineer in his Three Island house (the northern of the island's two house doors; he's right inside) is the chief for now. Say "I'm here for the trial": he asks you to help a tourist. Do the [lost daughter](#) quest: once you accept, the tourist's daughter disappears; talk to her father, who stands on the south side of the island (a few steps south-east of the Shipyard Ruins door). Then report back to the engineer to pass.

Four Island: the guard at the Sky Pillar Peak path

During the pilgrimage the Four Island chief isn't in town. A guard stands next to the northernmost cave entrance at the top of town, blocking the path to the peak: beat **Guitarist Brian** (Ampharos, Drapion, Parasect, Seviper; Lv. 81–82), then climb **Sky Pillar Peak** through the Island Cave. At the top, a Team Rocket scene replaces the chief's trial and counts as your pass (Sky Pillar Peak entry below). A loss whites you out.

After the pilgrimage, the chief (Rancher Tian, with his Rampardos in the middle of town) and two Trainers in town (one beside each of the two cave entrances on the west and east sides) offer repeatable Single or Double rematches (Lv. 81–82). Choosing "Doubles" with the chief gives you a Double Battle against Gentleman Bernard's team instead of the chief's (see [Known issues](#)); pick "Singles" to fight the chief.

Sky Pillar Peak: the Four Island trial (Team Rocket takes Rayquaza)

Where: the top of Sky Pillar Peak, reached through the Island Cave (Four Island).

Who gets it / when: during the Island Pilgrimage, after you sign up on Seven Island.

How it works: step through the entrance and a scene plays: Proton's Rampardos knocks out the Four Island chief's Pokémon. You fight two Grunts in a double battle (Lv. 65 teams), then **Executive Proton and a Grunt together** (Proton: Electivire, Wobbuffet, Sableye, Annihilape, Swalot, Rampardos, Lv. 86–87). Ariana catches Rayquaza with the Jade Orb and escapes anyway.

Reward: the chief counts the Four Island trial as passed. Normally that trial would be the Island Cave plus a battle with him, but the scene always replaces it.

Notes: a loss in either battle whites you out, and the scene plays again when you return.

Five Island: the Elder's quiz and battle

Continues **Five Island: the Island Pilgrimage leg**.

Where: the Elder in the monks' hall on Five Island.

How it works: say you're here for the pilgrimage. Five questions; you hear all five before he tells you whether you passed, and one mistake means you start again.

#	Question	Answer
1	A Pokémon with 201 HP uses Belly Drum?	HP drops to 101, Attack rises
2	Gale Wings Pidgeot uses Roost, Garchomp uses Earthquake?	Normal damage
3	Wobbuffet uses Counter, Spiritomb uses Sucker Punch?	Wobbuffet hurt, Spiritomb unhurt
4	Which is affected by Arena Trap?	Froslass
5	Most EVs in a single stat?	255

Then, "as you are the Champion", he adds a battle: **Elder Huguo** (Infernape, Torkoal, Shiftry, Flareon, Victreebel, Cherrim; Lv. 81–82). Win to pass the Five Island trial. A loss whites you out. **Notes:** you can only tell him about the freezing disciple **after** beating him: talk to him again and pick "The man on the snowy mountain?" (**the freezing disciple**, step 5; it opens the **Mew hunt**).

Six Island: the chief's trial and the Fallen Red Star

Where: the Six Island chief's room, behind the **east** house door of Six Island (the west house door leads to the inn and the tour guide), and the Fallen Red Star, a red pyramid north of the chief's door on the island's east side.

Who gets it / when: during the pilgrimage, and only **before your final Hall of Fame entry**. After that he no longer offers the trial.

How it works:

1. Talk to the chief and say you're here for the pilgrimage. His rule: beat him **using exactly three Pokémon: Sharpedo, Whiscash and Crawdaunt**, or pay **\$50,000**.
 - **I'll battle:** your party must be exactly those three (otherwise "sort out your party"). Then fight **Elder Wensha** (Walrein, Glalie, Lapras, Abomasnow, Dewgong, Glaceon; Lv. 81–82).
 - **I'll pay:** \$50,000 counts as a pass.
2. Either way a man bursts in: a gang is stealing the Fallen Red Star. The chief and his old friend run out.

3. Walk up towards the Red Star (the scene starts a few steps north-west of the chief's door). Team Rocket's Petrel and Marauder beat the chief and his friend, while Maxie and Archie shine the Red and Blue Orbs on the stone. You fight **Executive Marauder** (Tyranitar 90 ...) and **Executive Petrel** (Nidoking 87 ...) together in a Double Battle. A loss whites you out and you can retry.
4. After your win, the stone wakes **Deoxys**. Petrel catches it with a special ball and they escape. The chief confirms you've passed the Six Island trial and begs you to bring Deoxys back. **Reward:** the Six Island trial pass. Deoxys comes back post-game (below).

Ritual Shrine (Seven Island): Giovanni takes the Azure Flute

Where: the shrine at the north edge of Seven Island's village. The map name says **Ritual Shrine**; the islanders call it the **Relic Shrine**. Same place.

Who gets it / when: only after you've completed the Island Pilgrimage. Before that, two islanders block the inner chamber ("only those who have completed the Island Pilgrimage may enter").

How it works: talk to the shrine keeper (with her Vaporeon) at the far north end of the shrine. Giovanni, Cyrus and Archer appear. You battle **Executive Archer** (Ho-Oh Lv. 95, Torkoal, Houndoom, Electrode, Shiftry, Muk); a loss whites you out. Then Palkia links the shrine to Mt. Silver, snow falls, and Charon picks up the Azure Flute. Team Rocket teleports to the Ruins of Alph.

Reward: none. Follow them to the **Ruins of Alph**: Giovanni summons Arceus with the Azure Flute and captures it (**Ruins of Alph: Giovanni catches Arceus**). Then report to President Goodshow at League HQ.

Notes: the wall carvings ("Rootless snow falls", "The flute's song sounds once more") are flavour for this scene, not a puzzle.

One Island: a photo with Latios or Latias (→ Black Glasses)

Where: a tourist on One Island, a few steps south of the Pokémon Center door, who dreams of a photo with One Island's guardians.

Who gets it / when: once you have Latios or Latias (**Secret Forest**).

How it works: put **Latias or Latios first** in your party (it must not be fainted) and talk to her. Agree to the photo.

Reward: **Black Glasses**, once.

Six Island: the Crawdaunt wallet thief (before the Lucky Meowth God)

Where: a tourist admiring a Crawdaunt near the Six Island ferry dock (just south of the ferry man). Its owner, **Sailor John**, stands across the water to the east (south-west of the Fallen Red Star).

Who gets it / when: any time before the Island Forest changes: that only happens if you let Jessie, James and Meowth stay on Six Island and then enter the forest (**post-game entry below**). In the arrest endings the quest stays open.

How it works:

1. Talk to the tourist: the Crawdaunt grabs her wallet and swims off. She can't Surf and asks you to get it back.
2. **Surf** over to Sailor John and choose "Give the tourist's wallet back". He demands a duel by island tradition: "Bring it. I'm not scared of you" or "Give it back, or I'll make you" both start the battle (Crawdaunt 62, Sneasel 63, Murkrow 64, Banette 65). "Forget it" backs out; you can come back.
3. Win and you take the wallet back to her automatically. A loss whites you out. **Reward: \$20,000.**

Seven Island: the Clamperl pearl scam

Where: the generous granny's house on Seven Island (the east house door; she's right inside) and the beach just south-east of that door.

How it works:

1. Enter the granny's house and talk to the girl standing next to her: the girl sobs that her Clamperl lost its pearl, and the granny lends her a **Big Pearl**.
2. Outside, the girl and her Clamperl now stand on the beach a few steps south-east of the house door, gloating. Choose "You lied! Give back the Big Pearl" and beat **Lady Mina** (Clamperl 62, Vespiquen 63, Muk 64, Kricketune 65). She hands over the **Big Pearl**.
3. Tell the granny. Whatever you answer, she lets you keep the pearl. **Reward: Big Pearl.** One time.

Seven Island: the snack thief (Kecleon)

Where: a tourist whose snacks keep vanishing (a few steps south of the Relic Shrine entrance), and an invisible "something blocking the way" a few steps east of the shrine entrance, at the north edge of town.

How it works:

1. Talk to the tourist first.
2. Check the blocked spot with an **Alomomola first in your party** (not fainted; Alomomola is found by Surfing on Route 19 or Route 30). The scene then plays Noctowl's cry and a "Nooo-tow!" line, so it was probably meant for Noctowl, but only Alomomola works (not confirmed in game; see [Known issues](#)). Your Pokémon spots a **Kecleon** eating snacks, and it attacks: a **wild Kecleon, Lv. 25**. A loss whites you out.
3. Beat or catch it: you pick up a **Lava Cookie**. Tell the tourist for an **Old Gateau**. **Reward:** Lava Cookie + Old Gateau (and a Kecleon if you catch it).

Victory Road 3F (final chapter): Silver's and Crystal's confessions

Where: Victory Road 3F, during the final march on Team Rocket (after the barrier at the gate is broken).

How it works: 3F has two companion scenes. Talk to the companion again afterwards and you get a confession if you've unlocked the romance (any finished love reading from the Goldenrod fortune-teller), that partner isn't closed off, and you haven't confessed to anyone yet. The confession heals your party and uses up your one confession. What closes each partner off is listed in the [central romance entry](#).

Where	Scene first	Partner	Player
east side of 3F	a Multi Battle with Silver against Giovanni's Arceus clone (Giovanni: Arceus Lv. 100, Golem, Garchomp, Gliscor) and a second, unnamed opponent (Nidoqueen, Steelix, Aggron, Whiscash, Lv. 100)	Silver (if not closed off)	female
west side of 3F	save Crystal and Suicune: beat Pokéfan Tanner (Lv. 81–82), then a Multi Battle at Crystal's side against two Grunts	Crystal (if not closed off)	male

The **Indigo Plateau slope** above Victory Road has two more: **Steven** (female players; see the tournament entry for what closes his route) and **Cynthia** (male players). **Notes:** the confessions don't depend on your starter. On 3F the starter only decides who the disguised Janine is during the qualifiers. After Crystal's scene, Cassidy & Butch, then Jessie & James, block the exit (two double battles, Lv. 67–82, plus James's Lv. 30 Meowth).

Sky Pillar Peak: Rayquaza (post-game, Jade Orb)

Where: the top of Sky Pillar Peak, the spot where Rayquaza appeared: walk straight north from where you come out of the cave, to the far end of the summit.

Who gets it / when: after your final Hall of Fame entry, with the **Jade Orb** in your Bag (Lance brings it to your house in Pallet Town with the Red and Blue Orbs: **Lance's visit home**).

How it works: check the spot. "The Jade Orb... is glowing faintly green. Use the Jade Orb?"
→ Yes: **wild Rayquaza, Lv. 95**.

Notes: one chance. Catching it, knocking it out or running all end it for good; nothing brings it back. A loss whites you out and you can try again. Save first.

Six Island: Deoxys and the Lucky Meowth God (post-game)

Who gets it / when: after your final Hall of Fame entry, once Lance has brought the seized legendary items to your home (**Lance's visit home**). The Fallen Red Star is back in its spot on Six Island, north of the chief's door.

How it works:

1. With both the **Red Orb** and the **Blue Orb** in your Bag, check the Red Star. It moves, and **Deoxys** charges at you: a **wild Deoxys, Lv. 95**. **One chance:** if you knock it out it's gone for good. Save first. A loss whites you out and you can retry.
2. The chief storms in: you've destroyed the island's only tourist attraction. He wants **100 million** or he'll sue. The alternative: find the legendary **Lucky Meowth God** in the Alto Mare Islands.
3. Go to the **Island Restaurant on One Island**. Jessie, James and their Meowth are working there as waiters. Talk to any of them and choose:

Choice	What happens
I'll bring you to justice	battle Jessie & James (Double Battle, Lv. 67–69, plus James's Lv. 30 Meowth). You free Meowth and hand the two over to the League at the Indigo Plateau.
I need a Meowth God	they come with you to the chief's house. The talking Meowth is accepted as the Meowth God, and the chief drops the claim. He then wants to throw out Jessie and James, and Meowth insists they stay. Choose again:

- **Let them stay on Six Island:** all three stay.

- **Take Jessie and James away:** battle the chief (Elder Wensha, Lv. 81–82), then Jessie & James, and take them to the League.
- 4. **Only if all three stayed:** walk into the **Island Forest** through its west entrance (the door in the north-west of Six Island); the change happens one step inside the entrance. From then on Six Island is a thriving farming island run by the trio, and many NPCs change.
Reward: Deoxys. Either way the chief's claim is settled.

Notes: the "let them stay" ending changes the Island Forest for good. Finish the **forest's** toll thug, stolen doll and **wishing pond** (the romance reset) and the **Crawdaut wallet quest** first. In the two arrest endings Meowth ends up in the chief's house as the Meowth God, but the island doesn't change.

Ritual Shrine: borrowing the Azure Flute (post-game; probably unobtainable)

Where: the shrine keeper at the far north end of the Ritual Shrine.

What the keeper offers: after the final Hall of Fame, the keeper says the Azure Flute was returned and asks "Borrow the Azure Flute?". Yes gives you the **Azure Flute**, which you need to replay the **Arceus scene in the Ruins of Alph** and for the **Sinjoh Ruins**.

Catch: the keeper checks your story progress first. Once you've reported to President Goodshow at League HQ after the Arceus scene (a story step before the final Hall of Fame), she only says "Please keep the Azure Flute safe" and never gives it. In a normal playthrough that report always comes before the final Hall of Fame, so the offer can't be reached (not confirmed in game). See **Known issues**.

Sevii Islands: small extras

- **Six Island fisherman** (on the shore between the ferry dock and Sailor John): sells Deep Sea Tooth and Deep Sea Scale for \$1,000 and Shoal Shell for \$200. The **Shell Bell** is listed at 5,000*but actually costs**200***.
- **Ace Trainer Boris, Six Island's security guard** (a few steps west of the chief's door): repeatable Single or Double battle (Arcanine, Mightyena, Houndoom, Smeargle, Absol, Manectric; Lv. 81–82).
- **Seven Island Firebreather Helios** (with his Magmortar, in the middle of the village): one battle (Lv. 62–65) for a **Rare Candy**.
- **Seven Island Ace Trainer Echo** (north part of the village, a few steps south-west of the snack tourist): repeatable Single or Double battle (Lv. 81–82).
- **Seven Island researcher** (behind the west house door; he's right inside): the legend of Regigigas. He only **theorises** that bringing **Regirock, Regice and Registeel** to the Relic Shrine would wake it; nothing happens there. Regigigas is at the Sinjoh Ruins (**Lake of Rage, Blackthorn City and beyond**).
- **Two Island angler** (with a Super Rod in your Bag): tells you where to find Squirtle, Totodile, Shellder, Horsea, Feebas, Suicune, Kyogre and Manaphy.
- **Tri Attack** (Six Island researcher, a Lure Ball) and **Grass Whistle** (One Island, a Rare Candy) are in the **tutor list**.

See **Known issues** for suspected hack bugs in this area.

Pokémon League, Mt. Silver and New Bark Town

Cerulean Cave: Giovanni's duel and the Charizardite

Where: Cerulean Cave, the hidden hall deep inside, after Nurse Joy's invitation letter.

Who gets it / when: after your first Hall of Fame (Giovanni congratulates you on becoming Champion). This is a story scene for every player. Only the Charizardite is restricted: it only happens if you **chose Charmander** in Oak's lab **and** still carry Mr. Fuji's **Mystery Stone** (**Lavender Town: Mr. Fuji's gifts**; don't sell it to the **Four Island buyer**).

How it works:

1. Giovanni battles you with his full **Lv. 100** team (Mewtwo, Tyranitar, Nidoking, Rhydon, Nidoqueen, Aerodactyl). Losing doesn't white you out. If you **win**, Mewtwo uses Recover and the same battle starts again, as often as you keep winning. The duel only moves on once you lose.
2. You wake up "at the bottom of the lake". With Charmander and the Mystery Stone, the stone reacts: it becomes a **Charizardite**. Without either, the scene just continues.
3. Rematch: a Double Battle against Giovanni's team, sent out two at a time; he opens with Mewtwo and Tyranitar (not confirmed in game). **A loss here whites you out**. Giovanni stays, but to retry you have to talk to him again and replay the whole scene: the duel, the collapse and the lake.
4. After the win you free Mewtwo and Giovanni escapes. You wake up at home, and Prof. Oak sends you to Mt. Silver (the rehabilitation below). **Reward:** Charizardite (Charmander starters with the Mystery Stone only).

Notes: the **Dragon Shrine** in Johto's Dragon's Den can also turn the Mystery Stone into a Charizardite. It works for any starter; only this cave scene checks for Charmander.

Mt. Silver lodge: the rehabilitation (how to move it along)

Where: the hot-spring lodge on Mt. Silver and the hot spring just outside it. From the Mt. Silver Cave entrance, go west, then north (as the guard there tells you) to the exit in the cave's north-west corner. Outside, the lodge door is about 30 steps north; the hot spring is about ten steps west of the lodge door.

Who gets it / when: story, right after the Cerulean Cave duel. You can't go to Johto until it's done.

How it works: Sabrina runs a loop. Each round is **talk to Sabrina** → **battle** → **examine the hot spring** → **you rest a while** → **talk to Sabrina again**.

1. Talk to Sabrina. She tells you to try the hot spring first. Examine the spring (the game puts your walking Pokémon away first). This first soak moves the story on.
2. Round 1: **Brock**, then soak. Round 2: **Misty**, then soak. Round 3: **Blue**, then soak. Round 4: **Sabrina** herself, and in the same visit **Yellow** walks in and battles you straight away (no soak in between); she finishes the cure.
3. After each battle, Sabrina says "go soak in the hot spring". Until you do, she just repeats that line. Soaking puts you back in the lodge, having rested "a while longer", for the next round.

4. After Yellow, soak once more. Sabrina joins you in the spring, then you go home to Pallet Town.

Every loss whites you out. Talk to Sabrina to retry the round; losing to Yellow means redoing Sabrina's battle too. **Reward:** the story continues (next: deliver the Pokédex to Prof. Elm in New Bark Town).

Notes: every soak fully heals your party. You can soak as often as you like; only the first soak after each battle moves the story on.

New Bark Town Guesthouse: the Sinnoh traveller's quiz (→ Shinx)

Where: the New Bark Town Guesthouse, beside the reception desk: a woman with a Luxray, a few steps up and to the right of the entrance.

Who gets it / when: from your first visit to New Bark Town onward, including after the final Hall of Fame.

How it works: three questions about the Pokémon next to her. One wrong answer ends the round; talk to her again to retry.

Question	Answer
What is this Pokémon?	Luxray
What type is it?	Electric
What special power does it have, according to the Pokédex?	Sees through things

Then accept her offer. **Reward:** **Shinx (Lv. 5)**. You need a free party slot. If yours is full, she tells you to come back, and the offer stays open.

Notes: after the gift she only mentions heading for the Indigo Plateau.

Route 29: Casey's Pokéathlon question (→ Electirizer)

Where: Route 29, a girl with an Elekid, about 20 steps south of the gatehouse to Route 46.

How it works: she asks whether you admire a Pokéathlon athlete who never gave up.

Answer	Result
"Yes! Never giving up is admirable!"	a friendly battle (Elekid and Beedrill, Lv. 11–12); win or lose, she gives you an Electirizer . Losing doesn't white you out.
"Losers should just give up early."	a normal battle (a loss whites you out). She runs off crying; follow her west to the Apricorn tree, where she stands a few steps east of Uncle Apricorn, for a Double Battle. No item .

Reward: Electirizer (the "Yes" answer only).

Notes: one chance: either answer ends it.

Route 29: Uncle Apricorn wants Kurt's Apricorn Box (say No twice)

Where: Route 29, the man by the Apricorn tree, west of the Route 46 gatehouse.

Who gets it / when: any time. You carry Kurt's Apricorn Box from Oak's Parcel (Pallet Town).

How it works: he wants to buy Kurt's box and raises his offer each time you refuse:

Offer	If you say Yes
1st	\$5,000 + one of his Apricorn Boxes
2nd (after one No)	\$10,000 + his box
3rd (after two No's)	\$20,000 + his box + an Apricorn Ball set: 2 each of Fast, Level, Lure, Heavy, Love, Friend and Moon Ball
No three times	you keep Kurt's box, no reward

Reward: best is No, No, Yes: \$20,000 and 14 Apricorn Balls.

Notes: you lose nothing by selling: his box is the same key item, so Apricorn picking still works. One chance either way.

Cherrygrove City: the Berry Pots girl (→ 6 PP Up; one chance)

Where: Cherrygrove City, a girl among the flowers at the south-east edge, a few steps south-west of the south-east house door.

Who gets it / when: when you carry the Squirt Bottle. She only checks for the Squirt Bottle, not the Berry Pots, but in normal play you get both together (Anemone's flower garden in Pewter City, see [Pewter City: Citrus Berries](#) → [Hard Stone](#) → [TM69](#)). Without the Squirt Bottle she only talks about Berries.

How it works: she asks you to give her your Berry Pots.

- **Yes:** she takes the Berry Pots and gives you **6 PP Up**.
- **No:** she gives up for good. **One chance. Reward:** 6 PP Up. You lose the Berry Pots, but you can buy them again at the Goldenrod Flower Shop for \$5,000.

Cherrygrove City: the Wooper and the lost Poké Ball (→ Focus Band)

Where: Cherrygrove City's west shore: a boy, and about ten steps west of him on the water, a Poké Ball surrounded by Wooper and Quagsire.

How it works:

1. Talk to the boy: the Wooper snatched his Poké Ball (his Buizel is inside).
2. Examine the Poké Ball → "Take it back to the boy?" → Yes. The Wooper won't let you:

Choice	Result
Take it by force	a local explains the Wooper ritual and offers "Wait for the ritual to end" / "Take the Ball back now" . Taking it: beat him (Fisherman Marcus , Lv. 62-65), then the Quagsire (Lv. 40) and two Wooper (Lv. 20). Losing either battle whites you out; you can try again. You get the ball back, and the boy gives you a Focus Band .
Leave it alone / Wait for the ritual to end	nothing now. The boy gets his Buizel back later in the story (the Ruins of Alph chapter). No reward .
Trade an empty Ball	needs a Poké Ball; the Wooper aren't interested. Nothing is lost; you can choose again.
Let me think	nothing happens; you can choose again.

Reward: Focus Band (the forceful path only).

Notes: after "Leave it alone" or "Wait for the ritual to end", the ball can't be taken any more. If you want the Focus Band, choose "Take it by force", then "Take the Ball back now".

Route 27 → Ecruteak City: the outpost guard's letter to Momo (before the Mineral Badge)

Where: the guard post house on Route 27, just south of the two Tohjo Falls entrances (guard Yuichi); Momo is one of the Kimono Girls at the Ecruteak Dance Theater.

Who gets it / when: getting the letter and handing it to Momo must happen before you earn the **Mineral Badge** (Olivine). If she doesn't have it by then, Yuichi only sighs about a love he never confessed, and Momo only mourns.

How it works:

1. Talk to the guard. "Headed to Johto?" → Yes. Agree to carry his letter: you get the **Guard Letter**.
2. Give it to **Momo** at the Ecruteak Dance Theater. She takes it, gives you a **Heart Scale**, and leaves to meet him.
3. Back at the Route 27 house, Momo is with Yuichi. Talk to him. **Reward:** Heart Scale (Momo) and a **Lum Berry** (Yuichi).

Notes: get the letter and give it to Momo before you beat the Olivine Gym; after that, an undelivered letter can't be delivered. Once Momo has it, Yuichi's Lum Berry can be collected any time, even after the badge. (One caveat: the Route 37 scene with Silver resets Momo's "letter received" state. If that scene came after the delivery and before you collected the Lum Berry, the berry would be lost. In normal routing the Route 37 scene comes first.)

Route 27: the musician's song or battle (→ Soothe Bell)

Where: Route 27, a musician about 40 steps east of the guard post house (towards New Bark Town).

How it works: "Are you here to hear me play a song?" Yes plays a tune. **No** starts a battle against **Guitarist Shawn** (Lv. 62–65; a loss whites you out); win the first time for a **Soothe Bell**. Repeatable battle afterwards, no further item.

Route 26: the Phanpy trainer's Nugget (sell for \$30,000 or give for TM41)

Where: Route 26, a man next to his Phanpy, about 10 steps south and 10 steps east of the weekday siblings' house door.

Who gets it / when: carry a **Nugget**.

How it works: he wants a Nugget to train his Phanpy's treasure-sniffing:

Choice	Result
"Sure, I'll sell it to you"	\$30,000
"You want it that much? Have it"	TM41 Torment . He never actually takes the Nugget: you keep it
"Let me think about it"	nothing; ask again later

Notes: one trade only.

Route 26: the item quiz in the weekday siblings' house (→ TM43)

Where: the house on Route 26 where the weekday siblings' mother lives (the notebook on the table lists which sibling stands where on each day).

How it works: five questions; she tells you only at the end whether you got any wrong. Retry as often as you like.

Question	Answer
Held item that boosts a Guts Pokémon's damage most?	Flame Orb
Which item is single-use?	Weakness Policy
Which item makes a move's effect last more turns?	Light Clay
Which item does Stealth Rock affect the most?	Focus Sash
Which item has no effect in battle?	Soothe Bell

Reward: TM43 **Secret Power** (once).

Route 26: the old man's paid rest (unlocks Focus Sash sales)

Where: the house at the north end of Route 26.

How it works: he charges **\$2,000** to rest (full heal). After your first paid rest he offers to sell **Focus Sashes at \$500 each** (1, 5, 10 or 20). From then on he offers the sashes or a rest each time you talk to him.

Notes: his lines also mention a Weakness Policy, but that branch can't be reached in normal play.

Tohjo Falls: the hermit in the hidden room (→ TM52)

Where: the hidden room in Tohjo Falls (Surf/Waterfall): its cave door is about 11 steps north and 3 steps west of the western entrance from Route 27. Inside, a Black Belt with a Hitmontop.

How it works: accept his battle: **Black Belt Bruce** (Hitmontop, Hitmonchan, Machop, Lucario, Heracross, Hariyama, Lv. 81–82). A loss whites you out.

Reward: TM52 **Focus Blast** the first time. Rematches any time, no further item.

New Bark Town: show Prof. Elm all eight Johto Badges (→ Rare Candy, PP Max)

Where: Prof. Elm in his lab.

How it works: talk to him once you have all eight Johto Badges (Zephyr to Rising). He praises your progress. With some but not all of them, he tells you to come back with all eight for a present; with none, he only asks how your journey is going.

Reward: 5 **Rare Candy** and 5 **PP Max** (once).

League HQ: the Trainer Affairs Department's investigations (where to go next)

Where: the Pokémon League administration hall at the Indigo Plateau, the Trainer Affairs Department: walk straight north from its signs by the hall entrance to the desk at the back.

Who gets it / when: after the Silver Conference, when President Goodshow tells you to go there. This is the main post-Silver-Conference story; the desk tells you where to go, and you must come back to report after finishing **every** lead of a round.

Round	Leads the desk gives you
1	suspicious people at the Power Plant (then Cinnabar Island); a secret group in Rock Tunnel
2	suspicious people at the Pewter Museum exhibition; strangers at the Cerulean Gym water ballet (continues at the Seafoam Islands)
3	check the Jade Orb at the Violet Gym ; legendary tracks near New Bark Town and Cherrygrove City (ask Gold and Crystal); people in black in Ilex Forest ; ghostly rumours at MooMoo Farm (Route 39)
4	Bell Tower (Ecruteak) and Whirl Islands (Ho-Oh, Lugia); bring the orb from Dark Cave back to HQ; check the Lake of Rage

After round 4, Goodshow sends you to the Alto Mare Islands: sign up for the Island Pilgrimage on Seven Island as cover (**Seven Island: the Island Pilgrimage**). The pilgrimage ends at the **Ritual Shrine**, and the trail leads on to the **Ruins of Alph**. **Notes:** if a report is incomplete, the desk just repeats the current leads. In round 3 the New Bark scene has Gold and you fight Cassidy and Butch in a Multi Battle before Raikou picks Gold as its Trainer; in Cherrygrove, Suicune picks Crystal after her duel with Eusine.

Mt. Silver: the Turtwig owner's four-leaf clover

Continues **Five Island: the four-leaf clover**.

Where: the foot of Mt. Silver, south-west of the Pokémon Center (about 15 steps west and 13 steps south of its door).

Who gets it / when: only if you **didn't** win the clover for him on Five Island (you answered No; see **Five Island: the four-leaf clover**). He then moves here to keep searching. You also need **Mew** (**Mew: the long hunt**).

How it works: talk to him with **Mew leading your party** (the first Pokémon that isn't fainted). Mew finds a four-leaf clover.

Reward: 3 **Revival Herbs**. He then stays nearby with a healthy Turtwig.

Notes: if you did win the clover on Five Island, he's already here with a healthy Turtwig and just thanks you (no item).

Indigo Plateau (final chapter): Mewtwo joins you (take it before the Elite Four)

Where: the Indigo Plateau slope, after the spatial-barrier scene with Cyrus and Charon. Mewtwo stays in the middle of the path, about 28 steps straight north of the Victory Road exit.

Who gets it / when: final chapter, after Mewtwo breaks Palkia's barrier and you win the Multi Battle at its side. It says "Once you have sorted out your team... come find me here."

How it works: talk to Mewtwo → "Add Mewtwo to your party?" → Yes. You need a free slot; otherwise it waits.

Reward: **Mewtwo, Lv. 95**.

Notes: **missable**. The final Hall of Fame removes it for good, and once you walk into the Elite Four's rooms you can't come back out. Take it before entering.

Indigo Plateau slope (final chapter): Steven's and Cynthia's confessions

Part of the romance route; the rules are in the [central romance entry](#).

Where: the Indigo Plateau slope, about nine steps north of Mewtwo, where Steven (right) and Cynthia (left) rest side by side after the Mewtwo scene.

Who gets it / when: the romance must be unlocked (any finished love reading from the Goldenrod fortune-teller), you must not have confessed to anyone yet, and that partner's route must still be open.

Partner	Player	Closed by
Steven	female	at the Indigo Conference, "Cheer for Misty" or "No, get ready for my match" (only "Cheer for Steven" keeps it open, the Indigo Conference); in the Dream World, every outcome except picking Steven, including leaving through the statue without picking anyone (see the central romance entry)
Cynthia	male	in the Dream World, every pick except Cynthia (see the central romance entry)

Both can be reopened once by the [Island Forest wish](#) on Six Island, unless you've already been to the Dream World.

How it works: talk to them. A long scene follows ending in a mutual confession. It heals your party and uses up your one confession.

Notes: otherwise they just wish you luck.

Pokémon League (final chapter): the Elite Four rooms under Team Rocket

Where: the League entrance and the Elite Four's rooms, final chapter.

How it works:

- **No healing inside.** Once you go through the Elite Four door you can't come back, and the room attendants can't heal you. In the entrance hall a Rocket nurse heals your party for **\$10,000** a time.
- In each room two Executives wait. Each room words the choice differently, but it's always the same two options: fight them **one after the other**, or **one Double Battle** against both. The rewards are the same.

Room	Executives	"One at a time" / "together" answers
Lorelei's	Archie + Charon	"Let my battling do the talking" / "You losers, come at me together"
Agatha's	Maxie + Cyrus	"Your space power is no big deal" / "All talk. Come at me together"
Bruno's	Proton + Petrel	"One at a time, then" / "Come at me together"
Lance's	Marauder + Lawrence	"Try it, if you think you can win" / "Even both of you can't beat me"

- Then Archer and Ariana (Double Battle), then Giovanni in the Hall of Fame, three battles in a row: a single battle (Arceus, Dialga, Nidoking, Empoleon ...), a Double Battle against Giovanni and his Cerulean Cave double (Mewtwo, Rhydon, Tyranitar, Arcanine ...), and finally a single battle against a lone **Lv. 100 Beedrill**.

The Hall of Fame: what your two entries unlock

First entry (end of the Kanto League):

- During the title run itself, each Elite Four member and Blue let you choose **Singles or Doubles**.
- It marks the game as cleared. That opens the extras earlier pages describe as "after your first Hall of Fame", e.g. Sabrina's and **Blaine's rematches**. These are not post-game: the guide uses "post-game" only for things after the final entry.
- From then on the **Elite Four** offer a repeatable **Singles or Doubles practice battle** in their rooms (Lv. 91–95). Between rooms the attendant offers "Heal Pokémon / Go to the next room".
- The **Champion's room** attendant offers "Heal my Pokémon", "**Call a Trainer here to battle**" (Singles or Doubles, repeatable; losing whites you out). Right after your first Hall of Fame only **Blue** can be called. Once Prof. Oak has sent you to Johto with Prof. Elm's Pokédexes, **Yellow** joins the list; with the Rising Badge, **Gold** too. Yellow always battles you in a Double Battle, even if you pick Singles and "Enter the Hall of Fame".

Final entry (after beating Giovanni at League HQ): this is what the guide means by "post-game" or "after the final Hall of Fame" (Yellow's dates, Zapdos, Moltres, Rayquaza, Deoxys...). It also:

- opens the **Zapdos** (Power Plant) and **Moltres** (Cinnabar) encounters. Later Hall of Fame entries don't reset them: once you catch them, knock them out or run, they're gone for good;
- puts the **Elite Four** and the room attendants back in place (they're gone during the final chapter), so the practice battles and the Champion's room service work again;
- puts Gold back in New Bark Town (repeatable Singles/Doubles battle, Lv. 96–97; losing whites you out) and Crystal in Cherrygrove City;
- leads to **Lance's visit to your home in Pallet Town**, where he hands over the legendary items seized from Team Rocket.

League gate, Mt. Silver, Route 29 and Cherrygrove: small extras

- **League reception gate (Route 26), Koga's photo:** after the final Hall of Fame, Koga trains in the gate from 18:00 to 20:59 (DS clock) and offers a souvenir photo. He stands on the **east (Route 22) side** of the gate, near the Route 22 exit. (Not confirmed in game.)
- **Mt. Silver photographers:** photo spots at the foot of Mt. Silver (Wednesdays and Fridays) and in Mt. Silver Cave 1F (Thursdays). The one at the foot of the mountain isn't there while the Silver Conference crowd is gathered outside the Pokémon Center.
- **Route 29, Tuscany (Tuesdays):** the weekday sister gives a Scope Lens. Her ribbon gift for meeting all seven siblings has the known freeze; save first.
- **Cherrygrove City, Crystal's sale:** 10 Poké Balls for \$800 during her tour; if you can't pay she gives you one free.

See **Known issues** for suspected hack bugs in this area.

Cherrygrove City to Azalea Town

Before you walk out of Union Cave onto Route 33: finish the **Route 32 Pokémon Center storm patients** (carry Moomoo Milk and a Hard Stone). **Before the Sprout Tower ceremony:** **Tamao and Crystal's battles** and the **repentant thief**.

Cherrygrove City: Crystal, the orphanage and Rhett's Slugma (story chain; where to go next)

Where: the orphanage, the middle house of Cherrygrove's south-west row (Crystal stands near the top of the room); then the north edge of town, a few steps north-west of the Poké Mart.

Who gets it / when: after Crystal's city tour ends at the orphanage door (Cherrygrove chapter).

How it works:

1. Talk to Crystal in the orphanage: "Would you let them play with your Pokémon for a bit?" → **Yes**. ("No" just ends the talk; you can ask again.)
2. You introduce your lead Pokémon to the kids. Rhett brags that he saw a Slugma north of town and runs off to catch one. The director asks Crystal to go after him.
3. Go to the north edge of Cherrygrove (north-west of the Poké Mart) and walk up to Rhett, who is surrounded by Slugma. Crystal asks "Will you help hold back the Slugma?":
 - **Yes:** you battle the Slugma (Slugma Lv. 28, 25, 25). Win, and Crystal thanks you with 5 **Heal Balls**. Losing whites you out.
 - **No:** Crystal handles it alone. No item.

Either way Crystal catches the Slugma, and you learn she's a natural at catching Pokémon.

4. Later, back in Prof. Elm's lab with Gold (after the Totodile theft and Silver's dropped Trainer Card), you recommend Crystal as a Pokédex holder. Elm goes to the orphanage.
5. Talk to Crystal in the orphanage again: Elm gives her a Pokédex and Chikorita and promises to fund the orphanage.

Reward: 5 Heal Balls if you help hold back the Slugma and win. Step 5 also releases the **wild Chikorita** on Route 30 (next entry).

Notes: after the final Hall of Fame entry Crystal is back in the orphanage. She offers a repeatable Singles or Doubles battle. If you confessed to her, she also offers "Let's go for a walk together", but that option only plays one line and ends: Crystal has no date scenes.

Route 30: the Stantler roadblock (Noctowl's Foresight)

Where: the northern part of Route 30, north of the fishing pond and south of Mr. Pokémon's house: a herd of Stantler blocks one of the two paths north. A man standing just south of them, next to a sign, complains about it.

Who gets it / when: from the start of the Johto chapter until the Team Rocket dig on Route 46 (later story), which removes the herd for good.

How it works:

1. Put a **Noctowl** first in your party (it must be the first Pokémon that isn't fainted; it doesn't need to know Foresight) and talk to any Stantler.
2. "Have it use Foresight on this mysterious force?" → **Yes**. The herd was an illusion and vanishes. One real **Stantler** is left, hiding in the corner.
3. Talk to it: "Catch it?" → **Yes** → wild **Stantler**, **Lv. 15**.

Reward: the path opens, and you can catch the Stantler.

Notes: the lone Stantler is gone once you leave the map, or after the Route 46 scene. If you don't have a Noctowl, use the other path; Hoothoot evolves into Noctowl at Lv. 20.

Route 30 → Route 31: the wild Chikorita that challenges Trainers (catch it; one chance)

Where: Route 30 (a Youngster with a Rattata, a short way south of the Stantler herd) → Route 31 (a girl with an Oddish near the east end of Route 31; then a Bug Catcher with a Yanma in the west part of the route, towards the Violet City gatehouse).

Who gets it / when: after Elm gives Crystal her Pokédex in the orphanage (previous entry).

How it works:

1. **Route 30:** talk to the Youngster or the Chikorita beside him. The Chikorita beats his Rattata and runs off.
2. **Route 31:** talk to the Oddish girl (or her Oddish). The Chikorita knocks out her Oddish and moves on to the Bug Catcher's spot west along the route.
3. Talk to the **Bug Catcher first**. He says he doesn't want a Grass type: "If you like it, catch it yourself."
4. Then talk to the Chikorita. His Yanma beats it, and you get "Catch Chikorita?" → **Yes** → wild **Chikorita**, **Lv. 5**.

Reward: a Chikorita. Afterwards the Bug Catcher offers a battle whenever you talk to him and gives a **Pecha Berry** after each win (repeatable).

Notes:

- If you talk to the Chikorita before the Bug Catcher, it just lies there hurt; talk to him, then to it again. The Chikorita disappears after the battle whether you catch it, knock it out or run. Losing whites you out.
- **Don't talk to Brock in the Pewter Museum** between the orphanage scene and this event. While his siblings' quiz isn't finished, talking to him removes this Chikorita for good (see [Known issues](#)).

Route 30: Mr. Pokémon's quiz (→ Exp. Share)

Where: Mr. Pokémon's house, at the north end of Route 30.

Who gets it / when: after the Dark Cave incident is over (Charon's scene in Dark Cave, or the Route 46 dig). Before that he only worries about the cave. **Get it before you own HM08**

Rock Climb: once you carry HM08 he only gives a Rock Climb tip and never asks the quiz.

How it works: "Answer Mr. Pokémon's questions?" → Yes. He asks five questions in a row and tells you at the end whether any was wrong:

#	Question	Answer
1	How many Pokémon are native to Johto?	100
2	In battle, which of these moves goes first?	Focus Punch
3	Which of these Pokémon could gain an edge after being hit by Gastro Acid?	Slaking
4	Which of these statements is true?	Forretress has only one weakness
5	Which of these effects is NOT caused by weather?	Attack and Speed both rise

Reward: Exp. Share (once).

Notes: a wrong answer costs nothing; talk to him again and retry.

Route 31: give Crystal your Flash TM (the way into Dark Cave)

Where: Route 31, right in front of the Dark Cave entrance (Crystal, with Gold beside her).

Who gets it / when: when you reach Route 31, Gold wants to rush into Dark Cave and Crystal stops him because neither has Flash.

How it works: talk to Crystal while you carry **TM70 Flash**: "Give Crystal the TM for Flash?" → **Yes**. Her Chikorita learns Flash, and she heads into the cave.

Reward: the Dark Cave story continues. You lose TM70.

Notes: without TM70, Crystal just repeats that the cave Pokémon are fleeing. TM70 is sold for **\$8,000** by a man in the Route 10 Pokémon Center (Kanto), whenever you don't already carry one. If you bought one for Rock Tunnel, keep it for this.

Cherrygrove City: small extras

- **Fighter's house (west house of the south-west row):** "Want to battle?" → Singles or Doubles against him. Your first win gives a **Power Belt**; the battle is repeatable.

Violet City: Tamao and Crystal (before the Sprout Tower ceremony)

Where: north part of Violet City: Kimono Girl Tamao a few steps north of the gap between the Poké Mart and the Gym; Crystal with her Chikorita further north, straight above the Gym door.

Who gets it / when: from your first visit until the memorial ceremony on Sprout Tower 3F. The ceremony removes both of them from Violet for good (and marks Tamao's battle as done), so these battles are **missable**.

How it works:

- **Tamao:** "Might the Champion favor this humble maiden with another lesson?" → Yes: Kimono Girl Tamao, a full team at Lv. 84–85 (Umbreon, Clefairy, Raichu, Crawdaunt, Noctowl, Claydol). Win → **Black Glasses**. No → you can ask again later. Losing blacks you out; retry.
- **Crystal:** Yes → Johto Trainer Crystal (Chikorita Lv. 11, Parasect Lv. 24, Cubone, Natu, Smoochum Lv. 10). One battle only, no reward.

Reward: Black Glasses (Tamao, once).

Notes: neither battle comes back after the ceremony. Crystal moves on to Route 32.

Violet City: the S.S. Anne passenger and his girlfriend (only if you saved the S.S. Anne)

Where: a woman and her boyfriend a few steps south of the Pokémon Academy door (the east house on the Gym's street).

Who gets it / when: the boyfriend only stands here if the S.S. Anne did **not** sink (**S.S. Anne: defuse the bomb or the ship sinks**). If it sank, only the woman is here and she says he "can never come back".

Reward: talk to him → 2 Mosaic Mail + 2 Brick Mail (once). His girlfriend then thanks you too.

Notes: the Sprout Tower monk in the next entry follows the same rule.

Sprout Tower: the monks' toll (pay or fight)

Where: Sprout Tower 1F, the three monks whose Bellsprout block the way up. You can tell them apart by what they say first.

Who gets it / when: you must pass them to reach the memorial ceremony on 3F, which opens the Violet Gym.

How it works: each monk asks for an offering.

Monk	"Yes" (pay)	"No" (battle)
1st ("Would you care to make an offering, to pray for blessings..."), near a man worried that the pillar is swaying	\$3,000	Sage Kongzhi, Lv. 62–65
2nd ("The upkeep of Sprout Tower is no small expense...")	\$5,000	Sage Kongxing, Lv. 62–65
3rd, last before 3F ("ninety miles is only half of a hundred-mile journey"), a few steps west of the stairs to 3F	\$10,000	Sage Kongwen, Lv. 62–65

Either answer moves his Bellsprout aside for good. Losing a battle blacks you out; talk again to retry.

Notes: the game takes the money without checking that you have it (see **Known issues**).

Sprout Tower: optional battles (Gold, the S.S. Anne monk, the Elder)

- **Gold** (1F, a few steps in from the entrance, with Exbo the Cyndaquil): asks for a warm-up battle, Lv. 10–11. Only before the ceremony (he leaves with it). No reward.
- **The S.S. Anne monk** (1F, with a Victreebel, at the west end of the same area as the first toll monk): **only if you saved the S.S. Anne**. He battles you (Sage Zhishen, six Pokémon at Lv. 81–82) and gives 1 **Chesto Berry** as thanks. Afterwards he offers a rematch any time, Singles or Doubles (Doubles needs at least two Pokémon).
- **The Elder** (3F, top of the room): "I'm here to train" → Singles or Doubles against Elder Zhizhen (Lv. 81–82 Grass team: Victreebel, Carnivine, Ludicolo, Shiftry, Cacturne, Tangrowth), repeatable, no reward. "Please pray for me" → two sutras for **\$5,000 each**; you only get the chanting, nothing else.

Violet City: the repentant thief (choice, no reward)

Where: a man a few steps south-east of the Sprout Tower entrance.

Who gets it / when: only before the Sprout Tower ceremony (it removes him).

How it works: he has stolen Pokémon all his life and asks what to do: "Turn yourself in", "Repent as a Sprout Tower monk", "Turn over a new leaf" or "Not my problem".

- Any of the first three answers settles it: he says "Thanks for clearing up my doubts" if you talk to him again, and he's **gone the next time the map loads**.
- "Not my problem" changes nothing, so you can ask again.

No answer gives a reward.

Notes: he turns up again in Union Cave in the Marill quest below.

Violet City: the runaway Marill (→ Heart Scale, 2 PP Max)

Where: Violet City, the Marill's owner on the west side of town, south-west of the Poké Mart; the Marill at the east edge of town, north of the Route 31 gatehouse. Later, Union Cave 1F.

Who gets it / when: talk to the owner any time after arriving in Violet. The quest closes when Crystal's story scene in Ilex Forest plays.

How it works:

1. Talk to the owner: she scolded Marill and it ran off.
2. Talk to the Marill (east edge, north of the Route 31 gatehouse) → "Tell Marill to hurry home?" → Yes. It is still angry and moves to the north-east corner of town.
3. Talk to it again and choose:

Choice	What happens	Reward
Talk it into going home	Marill "finds you annoying" and vanishes. The owner gives you a Heart Scale , then leaves to find it herself. Continue at step 4.	Heart Scale (+ 2 PP Max)
Take it back by force	You drag it home; the owner apologises and gives you a Heart Scale . But after the Ilex Forest scene the Marill (she calls it Azumarill) has run away for good.	Heart Scale
Forget it	The owner sobs; Marill never returns.	none

4. (Talk route only) In **Union Cave 1F**, walk up to the owner and Marill in the south-east part of the cave, east of the Route 33 exit. Shady Guy Yamamoto, the thief from Violet, knocks Marill out and throws a Poké Ball. "Step in and stop Marill from being caught?" → **Yes:** battle him (Girafarig, Vileplume, Ninjask, Rhyperior, Lv. 62–65). Win → owner and Marill make up and she gives you **2 PP Max**. Losing blacks you out, and the scene replays on your next visit.

Reward: Heart Scale; 2 PP Max for the Talk route with the Union Cave rescue. On that route the owner and Marill are back in Violet straight after your Union Cave win.

Notes: if you haven't finished by Crystal's Ilex Forest scene, the quest ends there and the owner stays alone. In Union Cave, answering No lets him take Marill, but the game still gives the happy ending later (see [Known issues](#)).

Violet City: teach Goh a lesson (before the Ruins of Alph chapter ends)

Where: a few steps south-east of the Poké Mart door, where Goh is mocking a local boy.

Who gets it / when: from your first visit until the end of the Ruins of Alph story (the Molly and Unown chapter), which sends Goh away. **Missable**.

How it works: watch the argument, then "Teach Goh a lesson?" → Yes. You face One-Ball Man Goh in a **Double Battle**: Pinsir, Cloyster, Misdreavus, Dragonite, Magmortar and Aggron, Lv. 84–85. No → you can come back and talk to the boy again. Losing blacks you out.

Reward: the boy gives you a **Scope Lens** (once).

Violet City: the Pokémon Academy class Q&A (→ TM67 Recycle or 2 Big Pearls)

Where: the Pokémon Academy (the east house on the Gym's street, to the right of the Gym), talk to the teacher at the front.

Who gets it / when: any time; one time only.

How it works: agree to meet the class. Five students each ask you a question, then Youngster Ward battles you (Sentret Lv. 4, Gligar Lv. 5). Your answers decide the teacher's gift:

Question	Answer that keeps you on the "Big Pearl" track	Any other answer
Limber's new effect	"Reduces physical damage"	switches to TM67
How to get Sylveon	"Eevee can become Sylveon?!"	switches to TM67
Did you cheat at the Indigo Conference?	anything except "Yep, I cheated all the way"	"Yep..." switches to TM67
Toughest opponent	any (no effect)	—
Pokémon for beginners	"Fast, hard-hitting Pokémon"	switches to TM67

Reward: keep to the left column all the way → **2 Big Pearls**. Any one answer from the right column → **TM67 Recycle**.

Notes: the game uses the same marker for "TM67 chosen" and "gift given". If you give a TM67 answer and then lose to Ward, you black out and the teacher never gives you anything (see [Known issues](#)).

Violet City: Gyro Ball TM for the Forretress kid (unlocks Shell Smash)

Where: the Youngster with a Forretress at the far west of town, right next to the Route 36 gatehouse door.

Who gets it / when: he appears after the Sprout Tower ceremony.

How it works: talk to him with **TM74 Gyro Ball** in your Bag (it's sold for 10,000 coins at the Celadon Game Corner). "Give the Youngster the TM for Gyro Ball?" → Yes. The game doesn't actually take the TM: you keep it.

Reward: from then on he teaches **Shell Smash**, free and repeatable, to 21 species (see the [tutor table](#), Violet City).

Violet Gym: Falkner's rules (Flying types only, 4 Pokémon max)

Where: Violet Gym, Falkner at the top of the elevator.

Who gets it / when: the Gym is closed until the Sprout Tower 3F memorial ceremony (a guard says Falkner is at the tower).

How it works: Falkner only accepts the challenge if you carry **4 Pokémon or fewer** and every one is Flying-type. The species check skips Eggs, so an Egg never makes him refuse on species grounds. Otherwise he sends you away; nothing is lost.

What the game actually checks is a fixed list of non-Flying species: if any of them is in your party, he refuses. The list covers every non-Flying species up to Sinnoh, but misses about 226 later ones (e.g. Patrat, Yungoos), which get through. Rotom and Shaymin are on the list, so Rotom's Fan form and Shaymin's Sky Forme are refused even though they're Flying.

Reward: Zephyr Badge, **TM51 Roost**, Falkner's number. Afterwards the Gym's tutor teaches the Gym's improved **Sky Attack** (see the [tutor table](#)), and Falkner offers unrestricted rematches (Singles or Doubles).

Notes: after your final Hall of Fame entry, Falkner is away on **Wednesdays**.

Violet City: the stolen trophy and the Jade Orb (League HQ round 3)

Where: Violet Gym, then the house at the south end of town (well south of the Gym), then back to the Gym.

Who gets it / when: when the Trainer Affairs desk sends you to check the Jade Orb ([League HQ: the Trainer Affairs Department's investigations](#), round 3).

How it works:

1. Talk to Falkner in the Gym. A guard reports that the marathon runner's golden trophy was stolen; Falkner leaves.
2. Go to the runner's house (south of town). A scene plays: Team Rocket took the trophy, then word arrives that former Leader Verdell has taken something from the Gym.
3. Go back to the Gym and talk to Falkner: the Jade Orb is gone. This counts as the Violet lead for the HQ report.

Notes: while the trophy is missing, the runner won't do his Rapidash request (next entry). It comes back after your next Hall of Fame entry.

Violet City: show the runner a Rapidash (→ Magmarizer)

Where: the house at the south end of town (well south of the Gym), the runner in the right-hand room.

Who gets it / when: any time the trophy is on display (not between the Jade Orb theft and your next Hall of Fame entry).

How it works: "If you have a Rapidash..." → Yes → pick a **Rapidash** from your party. Any other Pokémon: "That's not a Rapidash."

Reward: **Magmarizer** (once).

Violet City: small extras

- **Primo's passwords** (Pokémon Center, the man to the right of the counter): he asks two Easy Chat phrases. These are HeartGold's own Primo passwords, worked out from your Trainer ID. The right pair gives a **Mareep**, **Wooper** or **Slugma Egg** (one of each), provided your party has room; other correct pairs unlock a Box wallpaper. Not confirmed in game.

- **Shard trader** (a few steps west of the Pokémon Center door): trades one Shard for three Berries, repeatable while you have room. Red Shard → Cheri, Pecha, Leppa; Blue → Oran, Chesto, Wiki; Yellow → Aspear, **Sitrus**, Iapapa; Green → Rawst, **Lum**, Aguav.
- **Sprout Tower ceremony speech**: Falkner asks you to speak ("Speak of their bond", "Team Rocket isn't gone", "I'd rather not speak"). All paths lead to the same scene.

Route 32: the Hoppip blown away by the storm (→ Hurricane tutor)

Getting there (applies to every Route 32 entry below): a railway crew stands across the only path south from Violet City, near the north end of Route 32. They stay until the end of the Ruins of Alph chapter (the missing Molly, below). Everything south of them waits until then: the fire-breather, the Friday sibling, the Quick Powder, the Mareep girl, the Hoppip owner, the "eat Pokémon" man, the Pokémon Center and Union Cave. Only the fossil seller at the very north end is reachable earlier. (Whether you can reach them earlier from the south, via Azalea and Union Cave, is not confirmed.)

Where: Route 32. The Hoppip owner stands on the west bank about halfway down, south of the Mareep girl. The three lost Hoppip:

- one up a tree in the north half of the route, on the west side (a sign there says "There's a Hoppip up there..");
- one a little further south, just south-east of the Mareep girl;
- one cornered by a Staravia a few steps north of the Pokémon Center door.

Who gets it / when: once the railway crew has gone (see above). The Hoppip only react after you've talked to the owner.

How it works:

1. Talk to the owner: a storm blew her Hoppip away. She asks you to bring them all back.
2. **Tree Hoppip (north)**: examine the spot below it. Your **lead Pokémon** (the first one that isn't fainted) must be a big Flying-type: Charizard, Pidgeot, Fearow, Scyther, Aerodactyl, Articuno, Zapdos, Moltres, Dragonite, Noctowl, Xatu, Skarmory, Mantine, Lugia, Ho-Oh, Swellow, Pelipper, Altaria, Tropius, Salamence, Rayquaza, Staraptor, Vespiquen, Honchkrow, Togekiss, Yanmega or Gliscor. With any other lead: "It'll take a bigger Flying-type Pokémon to bring it down."
3. **Second Hoppip (south-east of the Mareep girl)**: talk to it → "Take it back to its owner?" → Yes.
4. **Cornered Hoppip**: talk to the Staravia → "Drive it away?" → Yes → wild **Staravia, Lv. 30** (you can beat it or catch it). Then you take that Hoppip back.
5. After each rescue you're taken straight back to the owner. Once all three are back, she offers to teach **Hurricane**.

Reward: the **Hurricane** tutor. It's free and you can come back any time. 41 species can learn it (full list in the [tutor table](#)).

Notes: you can rescue them in any order. If you say No to any prompt, just ask again.

Route 32: the fire-breather's Fire-only battle (→ TM50 Overheat)

Where: Route 32, north part, east side, just south of where the railway crew stood.

Who gets it / when: once the railway crew has gone (see the Hoppip entry).

How it works: he asks for a battle using only Fire-type Pokémon. Say Yes. Your **whole party** must be Fire-types. If you carry a non-Fire Pokémon (fainted ones count too; Eggs are ignored), he refuses: "You can't use any Pokémon that aren't Fire types!" Then you battle him: **Charizard Lv. 62, Typhlosion 63, Blaziken 64, Infernape 65.**

What the game actually checks is a fixed list of non-Fire species. It covers every non-Fire species up to Sinnoh **except Carnivine and Magnezone**, and **no species after Sinnoh**, so those get through too.

Reward: TM50 Overheat (one time).

Notes: losing whites you out, and you can try again.

Route 32: give the Mareep girl a Magnet (→ Max Revive)

Where: Route 32, west bank, north of the Hoppip owner: a girl with her Mareep.

Who gets it / when: once the railway crew has gone (see the Hoppip entry).

How it works: her Mareep (a gift from Crystal) keeps running off. If you have a **Magnet**, the game asks "Give her the Magnet from your Bag?" → Yes.

Reward: Max Revive (one time). The Magnet is taken.

Notes: Magnets come from Vermilion City, the S.S. Anne and Route 37 (gifts) or the Goldenrod shop.

Route 32: "Should people eat Pokémon?" (Leftovers or Sharp Beak)

Where: Route 32, a few steps west of the Pokémon Center door.

Who gets it / when: once the railway crew has gone (see the Hoppip entry).

How it works: he asks "Do you think people should eat Pokémon?"

Answer	Gift
Yes	Leftovers
No	Sharp Beak

Reward: one item only: Leftovers for Yes, Sharp Beak for No.

Route 32 Pokémon Center: the storm patients and the injured Igglybuff (missable; before Route 33)

Where: the Route 32 Pokémon Center (at the south end of the route, just north of Union Cave) and, outside, a Trainer kneeling by an injured Igglybuff, a short walk north-west of the Pokémon Center door.

Who gets it / when: from your first visit until you walk out of Union Cave onto Route 33 and see the Gold / Crystal / Silver scene (after Sprout Tower). That scene ends the storm event for good: the patients leave and all unfinished rewards are lost.

How it works:

1. Talk to **Nurse Joy** (standing in front of the counter, among the patients). She's overwhelmed by storm patients. You must talk to her before the patients will accept items.

2. **Cubone** (west side of the room): its skull is cracked. If you carry **Moomoo Milk**, give it some → its owner gives you a **PP Max**. Crystal then heals the Tyroque.
3. **Bonsly** (bottom-right, just right of the entrance): it has a crack in its body. If you carry a **Hard Stone**, use it to patch Bonsly → its owner gives you a **PP Max**. Gold then fixes the Burmy.
4. **Igglybuff (outside)**: its Trainer asks you to fetch Nurse Joy. Tell Joy about it (talk to her). When both Cubone and Bonsly are treated, she treats the last patients and then comes out with you. She heals Igglybuff with Sacred Ash, and the grateful Trainer gives you a **Life Orb**.

Reward: 2 × **PP Max**, **Life Orb**.

Notes:

- The Moomoo Milk and the Hard Stone are only checked, never taken. Moomoo Milk before you get here: an old man on Route 8, a few steps south-east of the door of the Saffron City gatehouse, sells it for \$2,500 at any time, and Fern's Chatot quest on Two Island gives 2 (**Two Island: Fern's "sick" Chatot**). MooMoo Farm's stall stays closed until much later. Hard Stone is sold in Pewter City and Union Cave, or comes from **Pewter's Citrus Berry quest**.
- If you haven't finished by the Route 33 scene, the Igglybuff Trainer later thanks Nurse Joy instead of you. There's no Life Orb.

Route 32: the Quagsire's revenge (only if you took the Wooper's Poké Ball by force)

Continues **Cherrygrove City: the Wooper and the lost Poké Ball**.

Where: Route 32, the riverbank just east of the Hoppip owner, where a local woman stands.

Who gets it / when: only if you took the ball back **by force** in Cherrygrove. It triggers after the Ruins of Alph chapter (when you bring Molly back to the Research Center).

How it works:

1. Walk along that stretch of bank: a Quagsire lunges at you → wild **Quagsire, Lv. 50** (beat or catch it; losing whites you out and the ambush repeats).
2. The woman asks what you did. "I didn't do anything..." or "I grabbed their Poké Ball". The answer only changes her comment.
3. Either way the Quagsire got its revenge: **10 Ultra Balls, 10 Great Balls and 10 Poké Balls** are removed from your Bag.

Reward: none. It's the price of the Focus Band.

Notes: each type is removed only if you have at least 10 of it; with 9 or fewer of a type, none of that type is taken. Bank or spend your Balls first if you want to keep them. It happens once.

Ruins of Alph: the missing Molly (story chapter; how to move it along)

Where: Ruins of Alph Research Center, the Kabuto-puzzle chamber (north-east), and a dream world under the ruins.

Who gets it / when: after the Sprout Tower story (Gold and Crystal appear at the ruins then). It's the main story, but a few steps are easy to miss:

1. **Research Center:** talk to the assistant by the entrance. Molly, Prof. Hale's 6-year-old daughter, has vanished.

2. **Ask Gold** (a few steps north-west of the Research Center door) **and Crystal** (south of the small building in the middle of the ruins) about Molly. Answer Yes to "Ask ... about Molly?" for **both**. Only then does Silver appear in the north-east (Kabuto) chamber.
3. **Kabuto chamber:** battle **Silver**. The Unown drop everyone into a dead end (chamber layout: **Ruins of Alph: the four stone panels and the chamber walls**).
4. **"Right, Idol?"** Escape Rope, Dig and Fly all fail. Keep choosing until the new option **"I don't know either"** appears, and pick it. Molly and Entei appear → battle **Entei**. Then **touch the statue** on the right (Yes).
5. **Dream world:** Molly's clone battles you. Then help your three friends, each in a **Multi Battle**: Silver (north), Gold (middle), Crystal (south). The staircase to the sky stays shut ("Let's wait until everyone's here") until all three are won.
6. Climb the steps: Entei attacks. Your party is fully healed once, then you fight **two Double Battles** in a row, both against **Entei's team**, sent out two at a time. Molly agrees to leave.
7. Back at the Research Center you get the **Unown Report**.

Reward: Unown Report. The Route 32 railway crew (north-east of the route) leaves afterwards.

Notes: every battle here whites you out if you lose; you repeat it. If you lose the Unown Report, the assistant gives you another.

Ruins of Alph: the girl who saw her own face (→ Rock Incense)

Where: Ruins of Alph, outside, west side: a few steps north-west of the small building in the middle of the ruins.

How it works:

1. Talk to her. She is meant to start with "Do you have a Potion I could borrow?". In practice she skips straight to "Thanks for the Potion", **without taking one** (see **Known issues**), and asks you to find out why her face appeared on a statue underground.
2. Go to the **Underground Hall** (enter the small building in the middle of the ruins and go down). Examine the **fourth statue from the left in the top row**: "{your name}'s face slowly appeared on the statue! Touch it?" → Yes → wild **Bronzor**, **Lv. 25** (beat or catch it).
3. Go back and tell her.

Reward: **Rock Incense** (one time).

Notes: losing to Bronzor whites you out and you can try again.

Ruins of Alph: small extras

- **Infernape's owner** (just south-west of the Route 36 gatehouse door, at the north edge of the ruins): "Wanna see?" → Yes → pick a Single or Double Battle. The first win gets a **Power Bracer**. You can rebattle him for nothing.
- **Ancient Power tutor** (south-east corner, a man with a Yanmega): teaches **Ancient Power** for **1 Rare Bone** each time (93 species; see the **tutor table**).
- **Prof. Hale's legend hints** (Research Center): once Prof. Hale is rescued from the Team Rocket HQ (Mahogany) and back with Molly, talk to him. His menu gives hints on the legendary birds, the beasts, the Regis ("take a Wailord and a Relicanth to Rock Tunnel"), the lake trio (Lake of Rage, the storm pauses on Wednesdays), Mewtwo, Mew, Ho-Oh, Lugia, Groudon (Mt. Moon's lava pool), Kyogre (Seafoam), Rayquaza (Sky Pillar Peak, Jade Orb), Dialga (Ice Path), Palkia (Mt. Mortar), Giratina, Regigigas, Arceus (Azure Flute), Shaymin

and Celebi (Ilex Forest), Deoxys (Six Island), Jirachi, Heatran (Union Cave's lava pool, "a seething-hot stone"), Darkrai and Cresselia (Route 39), Manaphy and Phione (Alto Mare). After the final Hall of Fame he takes Molly to Ecruteak's Burned Tower (the Research Center tells you where he is). This guide only lists the hints; follow each one in its own chapter.

- **Entei in the dream world (post-game, Lv. 90, one chance):** after you've met Prof. Hale and Molly at the Burned Tower, Entei waits again in the dead-end chamber where you fought it during the story, on the west side of the room. "Battle Entei?" → Yes → wild **Entei, Lv. 90**. Beat it or catch it, and it disappears for good either way. How to get back in: the back wall of the Kabuto chamber → the hall → touch the statue → walk west to the foot of the steps, which takes you to Entei's room. Not confirmed in game.
- **Return to the temple of Arceus (post-game):** after the final Hall of Fame, if you hold the **Azure Flute**, stand in the middle of that same dream hall and play it to warp to the temple (Sinjoh Ruins). In practice you probably can't get the flute back after the story (**Ritual Shrine: borrowing the Azure Flute**). The story visit is in **Ruins of Alph: Giovanni catches Arceus**.

Ruins of Alph: Giovanni catches Arceus (League HQ lead)

Continues **Ritual Shrine (Seven Island): Giovanni takes the Azure Flute.**

Where: the Ruins of Alph hall behind the chamber walls (the dead end where you met Molly and Entei in the Ruins of Alph chapter), then the temple of Arceus.

Who gets it / when: right after Team Rocket takes the Azure Flute at the Ritual Shrine on Seven Island. The shrine keeper sends you after them to the Ruins of Alph.

How it works:

1. Get into the hall. The Kabuto chamber's back wall closed again at the end of the Ruins of Alph chapter, so reopen the back wall of any of the four chambers (**the chamber walls**).
2. Walk to the end of the hall with the stone replica statues, west of the temple door. Giovanni, Cyrus, Charon and Archer are waiting there. Giovanni plays the Azure Flute and everyone is taken to the temple of Arceus (the Sinjoh Ruins).
3. Three battles follow, with **no healing in between**:
 - **Executive Cyrus:** Murkrow, Weavile, Gyarados, Crobat, Weezing, Aggron (Lv. 89–90).
 - Giovanni catches **Regigigas**, which was hiding in the temple. Then **Executive Charon:** Dragonite, Feraligatr, Dusclops, Magnezone, Cloyster, Coalossal (Lv. 87–88).
 - Giovanni calls out Dialga, Palkia and Giratina. Then **Executive Archer:** a **Double Battle** against his team, sent out two at a time (Ho-Oh Lv. 95, Torkoal, Houndoom, Electrode, Shiftry, Muk, Lv. 91–92). His Torkoal brings harsh sunlight.
4. Arceus appears. It refuses Giovanni's ball, and it pushes you away too, because you don't have the Azure Flute. Giovanni fights it with Beedrill, Nidoking and Rhydon (you only watch), catches it with a replica Master Ball and leaves with Palkia.
5. Walk out of the temple at the bottom to get back to the hall.

Reward: none. Go back and report to President Goodshow at League HQ (**League HQ: the Trainer Affairs Department's investigations**).

Notes: losing any of the three battles whites you out, and the scene starts again when you walk back to the statues. After your final Hall of Fame entry, Regigigas and Arceus can be caught in the temple (**Sinjoh Ruins (temple of Arceus): Regigigas and Arceus**).

Route 32: small extras

- **Wandering seller** (the very north end, a few steps east of the Ruins of Alph gatehouse door): sells a **Skull Fossil** or an **Armor Fossil** for **\$8,000** each, as often as you like. He stands north of the railway crew, so you can reach him from the start.
- **Quick Powder** item on Route 32 (north half, a few steps west of the Hoppip tree): one Quick Powder. Once picked up it doesn't come back.
- **The Friday weekday sibling** (Fridays only, north part, west side, across from the fire-breather): gives a **Poison Barb**. If you've met all seven siblings she gives your lead Pokémon a ribbon instead.

Union Cave 1F: Goh and the wild Cyndaquil (before you finish the Ilex Forest story)

Where: Union Cave 1F, west side. Goh ("One-Ball Man", with a Manectric) stands next to a woman who asks about "the old rhyme about Union Cave". About ten steps south of them, a Cyndaquil sits on a ledge; examine the spot just east of it (beside an item ball).

Who gets it / when: anyone passing through Union Cave. It closes for good when you finish the Ilex Forest bug-catching story: that scene removes Goh and the Cyndaquil.

How it works:

1. Examine the spot → "There's a Cyndaquil up there. Lure it down and catch it?" → **Yes**. Goh rushes in and claims he saw it first.
2. Pick an answer:

Answer	What happens
"I saw it first!"	Battle Goh (Manectric Lv. 84, Slowbro 85, Dugtrio 84, Scizor 85, Slaking 84, Tangrowth 85). Win: Goh leaves. Examine the spot again → Yes → wild Cyndaquil, Lv. 10 . Whether you catch it or knock it out, it's gone. Lose: you don't black out. Goh chases the Cyndaquil, gets himself trapped behind a boulder, and you get the rock choice below.
"You can have it"	Goh chases the Cyndaquil, it tricks him, and he's trapped behind a boulder. "Help Goh move the rock?"

3. The rock choice (after "You can have it"):
 - **Yes:** you push the rock, and Goh catches the Cyndaquil. No Cyndaquil for you.
 - **No:** Goh stays trapped. Examine the ledge again → **wild Cyndaquil, Lv. 10** is yours to catch. Later, walking past the boulder (a few steps south-east of the ledge) brings Goh back: if you already took the Cyndaquil he battles you and leaves. If not, you're asked "Let Goh go catch Cyndaquil?": **Yes** means he takes it, **No** means you battle him.

Reward: a Lv. 10 Cyndaquil (your only reward; Goh gives nothing).

Notes: the best route is "You can have it" → **No** (you don't have to beat a Lv. 84–85 team). If you lose to Goh in the "I saw it first!" branch, the rock prompt can loop back to the start of the scene (see [Known issues](#)), so save first.

Union Cave 1F: the Zubat boy's evolution question (one gift)

Where: Union Cave 1F, east side: a boy with his Zubat, south-east of where you come in from Route 32.

Who gets it / when: any time.

How it works: he asks how Zubat evolves into Crobat.

Answer	What happens
"Level up, then Dusk Stone"	Wrong, but if you carry a Dusk Stone he asks for it. Give it → Moon Stone .
"Level up, then friendship"	Right. If you carry a Soothe Bell he asks for it. Give it → Sun Stone .
"I don't know either"	Nothing.

Reward: a Moon Stone (for a Dusk Stone) or a Sun Stone (for a Soothe Bell). Only one trade ever: either one ends the quest.

Notes: you can answer again until you have the right item. Refusing the hand-over costs nothing.

Union Cave: Heatran in the lava pool (Tuesdays, Magma Stone)

Where: Union Cave B1F, the lava pool at the far south end (a pedestal in the middle of the pool). Gold hints on Route 33 that the lower level needs **Surf**.

Who gets it / when: you need the **Magma Stone** from Diglett's Cave (**Diglett's Cave: the warm stone in the statue**), which you can get from the Silver Conference closing ceremony on. No Hall of Fame entry is needed. The stone only reacts on a **Tuesday**.

Clues on the way (Union Cave):

- 1F, a woman on the west side (next to where Goh stood): "Have you heard the old rhyme about Union Cave?" → No → she recites a rhyme about offering "a red heart" to the "crimson lotus" in the deepest cave.
- B1F, a man next to a ladder on the west side: answer Yes to hearing the rhyme → the method alone isn't enough, "it only works if you use it on a particular day".
- B1F, deep in the south, a man a few steps south of the psychic healer asks what day it is. His reply to "Tuesday" calls it "the day of fire" (the hint).

How it works:

1. A "mysterious wave of heat" on the path to the lava pool throws you back. To get past, either carry a **Cleanse Tag** (it drives the heat off every time) or pay the old woman just before it (west side) **\$2,000** to lead you through (that works for one trip only).
2. Examine the pedestal at the lava pool on a **Tuesday** with the Magma Stone → "Place the Magma Stone on the pedestal?" → **Yes**. The stone is used up and Heatran appears.
3. "Try to catch it?" → Yes → **wild Heatran, Lv. 90**.

Reward: Heatran.

Notes: if you say No at step 3 or black out, Heatran stays at the pool. Examine the pedestal again (any day) to fight it. Once you catch it or knock it out it's gone, and the Magma Stone is gone too (no second Magma Stone is known: Diglett's Cave has the only one). On other days the pedestal just says "This is the center of the lava pool."

Union Cave: small extras

- **Hiker Jeb, "King of Exploration"** (1F, south-west part, with a **Tyranitar**): optional battle, Singles or Doubles (Tyranitar Lv. 82, Garchomp 83, Forretress 82, Marowak 83, Probopass 82, Aggron 83). First win: **Power Anklet**. He can be rematched.

- **Weekday item seller (B1F, northern part):** sells one item, which changes with the day of the week, one per talk; talk again to buy more. Mon **Dawn Stone** \$3,000 · Tue **Fluffy Tail** \$1,000 · Wed **Protector** \$5,000 · Thu **Twisted Spoon** \$1,000 · Fri **Hard Stone** \$1,000 · Sat **Focus Sash** \$100 · Sun **Old Amber** \$8,000.
- **Psychic healer (B1F, deep in the south, with a Chingling):** heals your party for \$500.
- **The way from B1F into the Ruins of Alph chambers** (at the north end of B1F) is blocked by a guard until Professor Hale is back. The guard leaves after the Team Rocket HQ story in Mahogany.

Route 33: the rain-team Ace Trainer (→ 5 Dive Balls)

Where: Route 33, the Ace Trainer with a Blastoise, a few steps south-west of the Union Cave exit.

Who gets it / when: any time.

How it works: he explains local weather and offers a battle: Singles, Doubles (you need at least two Pokémon) or Not now. His rain team: Politoed Lv. 82, Blastoise 83, Tentacruel 82, Ludicolo 83, Wailord 83, Pelipper 82.

Reward: first win → **5 Dive Balls**. Repeatable battle, no further reward.

Azalea Town: the Slowpoke quiz (→ King's Rock)

Where: Azalea Town, a few steps south of the Pokémon Center door.

Who gets it / when: any time.

How it works: say Yes, then answer five questions. You only learn at the end whether you got them all right.

Question	Answer
How did Slowpoke call Lugia to end the drought?	Yawning
How long after being hit does Slowpoke feel pain?	5 seconds
What flavour seeps from a Slowpoke's tail in water?	Sweet
How many teeth can you see in its mouth?	2
How many times can Slowpoke evolve?	Once

Reward: **King's Rock** (once).

Notes: a wrong answer just means "Think it over and come back". Retry as often as you like.

Azalea Town: the data-obsessed Super Nerd (→ TM77 Psych Up)

Where: Azalea Town, a few steps west of the Gym door, next to his Porygon-Z.

Who gets it / when: any time.

How it works: he boasts that no one beats his calculations, not even the League Champion.

- "Sure, you're the best" → he gloats. Nothing happens.
- **"I'm (your name)"** → he doesn't recognise you and challenges you → **Yes** → battle Super Nerd Shingo (Porygon-Z Lv. 62, Parasect 63, Octillery 64, Shedinja 65 with Wonder Guard: bring Fire, Flying, Rock, Ghost or Dark moves).

Reward: TM77 **Psych Up** (once).

Notes: declining or losing (you black out) can be retried.

Azalea Gym: Bugsy's no-type-advantage battle (the Hive Badge)

Where: Azalea Gym (the Spinarak-cart puzzle leads to him).

Who gets it / when: Bugsy is away in Ilex Forest until you finish the Ilex Forest bug-catching story. Until then the Gym guide says he's out, and Bugsy isn't in the Gym.

How it works: Bugsy asks you to fight **without any Pokémon strong against Bug**. He calls it a 4-on-4 match, but the game never actually counts your party, so you can most likely bring six (see **Known issues**). He checks your **party** against a fixed list of 203 species (Eggs are skipped). If any of them is in your party he refuses ("None of your Pokémon can have a type that's strong against Bug").

- The list is essentially every Fire-, Flying- and Rock-type (Charmander line, Pidgey line, Geodude line, Gyarados, Scyther, Pinsir, Skarmory, Volcarona, Talonflame...). It also bans a few you might not expect, because of this hack's type changes and forms: **Conkeldurr**, **Tangrowth**, **Grumpig** and **Cursola** are part Rock here; **Lumineon** and **Sirfetch'd** are part Flying; **Cherrim** (its Sunshine Form is Grass/Fire), **Rotom** (Heat and Fan forms) and **Shaymin** (Sky Forme) are banned as a whole species because one of their forms has a banned type.
- Some Pokémon with those types are *not* on it: **Hippowdon** (Ground/Rock in this hack) and 55 Fire, Flying or Rock species from after Sinnoh. (Altaria and Tropius aren't Flying here: Altaria is Dragon/Fairy and Tropius is Grass/Dragon.) Check your party before you go in.
- His team: Scyther Lv. 80, Escavalier 80, Heracross 80, Volcarona 80.

Reward: **Hive Badge**, TM81 **X-Scissor**, and Bugsy's phone number.

Rematch: after the badge, talk to him again → Singles or Doubles (Doubles needs two Pokémon). Level 86–87 team, no type restriction. After a rematch win he repeats his "None of your Pokémon can have a type..." line instead of a victory line; it means nothing. After your final Hall of Fame entry he is away on **Mondays, Wednesdays and Fridays**. Before that he's there every day.

Notes: the Gym guide by the entrance teaches **Megahorn** once you have the Hive Badge (see the **tutor list**).

Azalea Town: the Charcoal Kiln's Farfetch'd (Cut → Leek → battle → Solar Blade tutor)

Where: the Charcoal Kiln, the house in the south of Azalea, straight south of the Poké Mart (a girl with a Spinarak stands just west of its door). Inside, the apprentice stands to the right of the entrance and his master a few steps above it, both with a Farfetch'd. (Kurt's house is the other door, in the north-west of town.)

Who gets it / when: any time.

How it works:

1. The apprentice's Farfetch'd can't learn Cut. "Give him the TM for Cut?" → **Yes** → you hand over **HM01 Cut** and he gives you a **Leek**.

2. Talk to the master: he recognises you and asks to spar → **Yes** → battle Black Belt Collier (Farfetch'd Lv. 62, Ursaring 63, Exploud 64, Lickilicky 65). Losing blacks you out; you can retry.
3. After the win, the master teaches **Solar Blade** as often as you like (listed in the [tutor table](#)).

Reward: Leek; the Solar Blade tutor.

Notes: the game doesn't check that you actually have HM01: without it you still get the Leek, with it you lose it (see [Known issues](#)). The master's pitch talks about **Air Cutter**, but the move he teaches is Solar Blade. This quest shares its hidden progress markers with the Route 32 Pokémon Center patients. The Route 33 scene, which plays as you step out of Union Cave, resets them before you can reach Azalea, so in normal play this has no visible effect.

Azalea Town: small extras

- **The girl and the Spinarak (just west of the Charcoal Kiln door):** talking to her plays a short scene: she rejects the Spinarak and it runs off. It then turns up in **Ilex Forest**, where Bug Catcher Andy has caught it and asks you to be their first opponent (optional battle, no item).
- **Kimono Girl Sakura (Ilex Forest gatehouse, north end):** part of the Ilex Forest Kimono Girl story; talking to her moves it on a step. See the Ilex Forest entry.
- **Kurt's Apricorn Balls:** vanilla system. One Apricorn batch at a time, ready the next day.

Dark Cave: the Griseous Orb returns (after the final Hall of Fame entry)

Where: Dark Cave, the shrine in the deepest part, in the south-west of the cave (the Route 46 exit is at the far east end of that part).

Who gets it / when: after your final Hall of Fame entry. Earlier, in the story, Charon takes the Griseous Orb from this shrine.

How it works: the old woman by the Route 45 entrance says the Pokémon League sent the Griseous Orb back. Examine the shrine.

Reward: Griseous Orb (once).

Route 30: Green's (or Red's) dates (after the final Hall of Fame)

Continues [the Pallet Town romance entry](#); **partner rules in the Romance route central entry**.

Where: the house on Route 30 where Green (male players) or Red (female players) lives with their parents after the reunion.

Who gets it / when: after the final Hall of Fame entry, and only if you have **never confessed to anyone**. This is the reverse of every other partner's dates, so confessing to Green or Red closes their dates (see [Known issues](#)).

- **Female players (Red):** Red must not have been ruled out as your partner.
- **Male players (Green):** the game checks a condition every player meets once they have their starter, instead of whether Green was ruled out, so any male player who never confessed can date Green, whatever his Dream World choice.

Otherwise they only offer a practice battle.

How it works: menu "Let's go somewhere together" / "I want to battle you" / "I'm busy. See you later". The battle (Singles or Doubles) is repeatable.

Date stage	"Let's go somewhere together"
first time	Date 1: a walk in the National Park .
after date 1	Date 2: the Resort Zone , with four Multi Battles at their side and a heal before them. Losing whites you out and you replay the date.
after date 2	the option becomes " I want you to meet my mom ": a trip to Pallet Town. Afterwards they move out of the Route 30 house.

The rest (living together) is in [the Pallet Town romance entry](#).

See [Known issues](#) for suspected hack bugs in this area.

Ilex Forest and Goldenrod City

Before the Plain Badge: Prof. Rowan's Chimchar; the underground battlers. **Before Silver's scene on Route 37:** Goh and the Lopunny owner; the Purugly girl's act; Mary's photos.

Ilex Forest: Bugsy's bug hunt with Honey (story; the more you catch, the better the reward)

Where: Ilex Forest. The scene starts when you walk along the path about a dozen steps north of the south entrance (the one from Azalea Town). Bugsy and his team wait a few steps east of that path.

Who gets it / when: everyone, on the Ilex Forest chapter (after Slowpoke Well). Saying you won't help only makes Bugsy ask again, so you have to accept.

Before you start: if you want the top reward, **don't take the Rocky Helmet** from the man with the sore head yet (see [Ilex Forest: small extras](#)). Finish the hunt first.

How it works:

1. Bugsy shows you the trick on a Beautifly and gives you **3 Honey**. More Honey is sold by the Gym Trainer next to him: 1 for \$500, 3 for \$1,500, 5 for \$2,500, 10 for \$5,000. The Honey isn't used up when you spread it.
2. Four Bug Pokémon sit near four mossy rocks. Examine a rock with Honey in your Bag → "Spread Honey on it?" → Yes. The bug jumps down and runs straight to the rock. **Where you stand decides the result:** if you're on its path, it runs away (and Bugsy's team rounds it up). If you aren't, it licks the Honey and you can talk to it for a wild battle (Lv. 20).

Rock	Where it is	Bug	Stand here	Don't stand here (it flees)
Kricketune rock	middle of the forest, ten steps south of the Leaf Storm tutor	Kricketune (east of the rock)	west side or south side	north side or east side
Ariados rock	about 14 steps east of the Kricketune rock	Ariados (south-west)	west side or north side (the south side does nothing)	east side
Burmy rock	far east side, about 15 steps east of the Ariados rock	Burmy (west)	any side except west	west side
Skorupi rock	about ten steps south of the Ariados rock	Skorupi (south-east)	any side except west	west side

3. **Do the Ariados rock before the Skorupi rock.** If Ariados is still up a tree, spreading Honey on Skorupi's rock draws both bugs, and one of them flees.
4. After your **first** Honey, Bugsy moves next to another rock and deals with that bug himself. Your first rock was Burmy's → he takes Kricketune. Any other first rock → he takes Burmy. So you can handle at most **3** bugs yourself.
5. When all four are dealt with, talk to Bugsy (he's back a few steps south-east of where his team stood).

Reward (counts the bugs you dealt with yourself: beaten, caught, or run from in battle):

Bugs	Reward
0	nothing
1	Energy Powder
2	3 Energy Powder
3	3 Energy Powder, PP Max, Heart Scale

Notes: a bug that runs away from the Honey can't be retried. Losing a bug battle blacks you out. Beating it without catching still counts, and so does running from the battle. The best plan: start with Kricketune or Ariados from a safe side, then Ariados before Skorupi, and skip Burmy (Bugsy takes it). Finishing the hunt sends Bugsy back to the Azalea Gym (see [Azalea Gym: Bugsy's no-type-advantage battle](#)). **Finish the hunt before you talk to Koume, Sakura or the fire ranger:** their quests share the bugs' progress, and finishing the hunt resets it (see the Houndour entry).

Ilex Forest: Koume, the Kimono Girl who lost her way (blocks the exit to Route 34)

Where: Koume stands in the middle of the forest, north-east of the Leaf Storm tutor. Her sister Sakura blocks the Route 34 door of the **north gatehouse** (the forest's north exit).

Who gets it / when: everyone. You can't leave for Route 34 and Goldenrod until you've done this: Sakura stands in the doorway until Koume is safe.

How it works:

1. Talk to Koume. Whatever you answer ("Go straight ahead" / "Turn north" / "I don't know the way"), she doesn't find the way. The first two make her wander off to the north-east of the forest, about 15 steps south of the fire ranger and his Squirtle.
2. Go through the north exit and talk to **Sakura** in the gatehouse.
3. Go back to Koume (right next to the Ariados rock if you said "I don't know the way", otherwise in the north-east spot from step 1) and choose **"Your sister sent me for you"**. "Find your own way out" does nothing.
4. She follows you. You lead her to the north exit automatically.

Reward: Sun Stone.

Notes: straight after, Gold (badge-race chat) and Crystal (on her way to her grandparents' Day-Care on Route 34) talk to you. This scene **ends several earlier side quests for good:** the Union Cave Cyndaquil ([Union Cave 1F: Goh and the wild Cyndaquil](#)) and the Violet City Marill ([Violet City: the runaway Marill](#)). It also sends the forest rangers into Ilex Forest.

Ilex Forest: the fire ranger's stray Houndour (→ 10 Safari Balls)

Where: the fire ranger with two Squirtle in the north-east of the forest. The Houndour starts in the north-west, about 20 steps south of the north exit.

Who gets it / when: as soon as you reach the ranger. Talk to the ranger first; before that, the Houndour only barks. **Safest order: finish Bugsy's hunt, then start this quest.** If you've already caught the Houndour during the hunt, claim the Safari Balls from the ranger before you report the hunt to Bugsy; otherwise the quest resets and the Balls are lost.

How it works:

1. The ranger asks you to catch a stray Houndour.
2. Talk to the Houndour. It runs away four times, each time to a new spot. Follow it and talk to it again each time:
 - first next to Buggy's team, near the south entrance;
 - then just north-east of the Ariados rock;
 - then in the north, just south-east of the man with the sore head;
 - then on the far east side, just south of the Burmy rock.
3. The fifth time it attacks: a battle against a Lv. 20 Houndour. Win, then "Catch it?" → Yes: **Houndour (Lv. 20)** joins you (party needs a free slot; if it's full, come back and it asks again).
4. Tell the ranger.

Reward: Houndour Lv. 20 and **10 Safari Balls**.

Notes: losing the battle blacks you out. You can retry. Afterwards the ranger tells you a legend about Shaymin, Leafeon and Celebi (a hint for the Forest of Time entry below).

Ilex Forest / Forest of Time: Sammy and the injured Celebi (League HQ round 3)

Where: the old ranger standing by the path into the Forest of Time, a few steps west of its entrance (just north of where Buggy's team stood during the bug hunt). The Forest of Time is the separate inner wood through that path.

Who gets it / when: during the League HQ investigations ([League HQ: the Trainer Affairs Department's investigations](#)), round 3: "people in black in Ilex Forest". The scene plays when you talk to the ranger at that stage. Before it she only tells the Celebi legend.

How it works:

1. A boy, Sammy, falls out of the past. The ranger recognises him from 40 years ago and takes him into the Forest of Time.
2. Follow them in. The injured Celebi needs **10 Fresh Water, 10 Citrus Berries and a Pokémon that can make light**. The light Pokémon must be your **lead** (first Pokémon that can battle): Staryu, Starmie, Chinchou, Lanturn, Ampharos, Volbeat or Clamperl.
3. Come back and talk to Celebi or the ranger → "Use the prepared items?" → Yes. Celebi recovers (and your party is healed).
4. Team Rocket's Executive Marauder arrives with two Grunts. You hold off the Grunts in a Double Battle (Lv. 62–65) while the others hide.
5. Go north after them. At the end of the path, Marauder (Tyranitar and five more, Lv. 89–90) attacks. You battle him, then Celebi turns time back and you fight him again in a Double Battle against the same team, sent out two at a time.

Reward: Leaf Stone, Max Elixir, PP Max. The lead is reported to the League HQ desk.

Notes: every loss blacks you out, and you can retry. Only Fresh Water and the lead Pokémon are checked. The Citrus Berries are never checked, and nothing is taken from your Bag (see [Known issues](#)).

Forest of Time: the shrine, Shaymin and Celebi (Gracidea; time of day)

Where: the shrine at the north end of the Forest of Time.

Who gets it / when: after the Sammy chapter above. **One Shaymin and one Celebi per game.**

How it works:

1. **Shaymin:** have the **Gracidea** in your Bag (an item ball in the Cinnabar Island lab; see **Cinnabar Island: the Detrick lab lockdown**), a **Leafeon** as your lead, and examine the shrine between **8:00 and 19:59**. Shaymin appears → "Let Shaymin join your party?" → Yes: **Shaymin Lv. 90**.
2. **Celebi** (after Shaymin): leave through Ilex Forest and come back first (Shaymin's appearance closes the shrine for the rest of that visit). Then lead with **Shaymin** and examine the shrine between **20:00 and 7:59**. Celebi appears → Yes: **Celebi Lv. 90**.
3. With the wrong lead or at the wrong hour, the shrine only shows its description.

Reward: Shaymin and Celebi, both Lv. 90 gifts (no battle).

Notes: if you answer No, the Pokémon stays on the shrine: talk to it again to be asked again. Once you leave the Forest of Time, it only comes back after you walk back into Ilex Forest itself and return. Your party needs a free slot. The times go by the hour on your DS clock.

Forest of Time: Celebi takes you back to the S.S. Anne (post-game; only if the ship sank)

Continues S.S. Anne: defuse the bomb or the ship sinks.

Where: the Forest of Time shrine.

Who gets it / when: after your final Hall of Fame entry, after you have both Shaymin and Celebi, and **only if you failed to defuse the S.S. Anne bomb** (the ship sank).

How it works:

1. If you've just received Celebi, leave through Ilex Forest and come back first: the shrine stays closed for the rest of that visit. Then lead with **Celebi** and examine the shrine. "Is there anything that happened that you want to change?" → **"I can't watch innocents be killed"**. ("Better not to change history" does nothing, and you can ask again.)
2. You wake up on the S.S. Anne, in the past. Archie is having the bomb fitted to the engine. Battle **Archie** (Walrein, Whiscash, Kingdra, Lv. 43–45).
3. Win and he retreats. Celebi brings you back to Ilex Forest.

Reward: the sinking is undone. People in Violet, Olivine and Ecruteak who mourned the passengers now speak as if they were saved, and the S.S. Anne passenger and his granddaughter appear on Celadon Department Store 3F with their Max Revive (**Celadon Department Store 3F: the S.S. Anne passenger's thanks**).

Notes: losing blacks you out, and you can try again.

Ilex Forest: small extras

- **The man with the sore head** (in the north of the forest, about halfway between the north exit and the fire ranger) gives you a **Rocky Helmet**, once. **Take it only after the bug hunt:** he uses the same record as the hunt's Ariados. Taking it earlier makes the Ariados rock do nothing: the hunt still counts Ariados as dealt with and can still be finished, but not as one of yours, so you can deal with at most two bugs yourself and miss the top reward (PP

Max + Heart Scale). If you've already done the Ariados rock, he won't give the Helmet until the hunt ends. A Helmet taken mid-hunt means you can get a second one after the hunt.

- **Leaf Storm tutor** (in the middle of the forest, ten steps north of the Kricketune rock): teaches Leaf Storm for a **Leaf Stone**.
- **Forest rangers** (appear after Koume's scene): Ace Trainer Heath, in the south-east about a dozen steps south of the Burmy rock, offers Singles or Doubles as often as you like. Ace Trainer Flo stands just north of the Skorupi rock. **Fisherman Noah**, a few steps south-east of the north exit, is always there and isn't a ranger. Flo and Noah share one "battle done" record, which is set only when you **win**: you get to battle whichever of the two you **beat** first, and the other one is closed after that.
- **Bug Catcher Andy** (north-east of the forest, a few steps north of where Koume first stands): once he has caught the Spinarak that ran away from Azalea Town, he asks you to be their first opponent. Optional battle, no item (see [Azalea Town: small extras](#)).

Route 34: Totodile, the dance master (one chance)

Where: a dancer with a twisted ankle on the path between the Day-Care and the Ilex Forest gatehouse, about 25 steps north of the gatehouse. The dance-off grove is at the very south end of Route 34, below the Ilex Forest gatehouse, reached by following the water south.

Who gets it / when: after the Ilex Forest chapter (the dancer isn't there before).

How it works:

1. Have a **Potion** and talk to the dancer → "Give him your Potion?" → Yes. He tells you about the dance master in the hidden grove. The Potion isn't taken.
2. Walk into the grove. Two dancers try their moves on Totodile and fail. "Go have a dance-off with Totodile?" (No: step back onto the tile to be asked again.)
3. "What kind of dance will you perform?" Only "**Strike a battle-command pose**" works. "Copy Totodile's dance", "A daring moonwalk" and "Give up" **end the quest for good**.
4. Totodile likes you → "Take Totodile as your partner?" → Yes. The two dancers step in: beat them in a **1-vs-2 Double Battle** (Super Nerd Null and Aroma Lady Lydia, Lv. 62–65).
5. Talk to Totodile again → Yes.

Reward: Totodile Lv. 5.

Notes: losing the Double Battle blacks you out. You can retry. You need a free party slot in steps 4 and 5. If you say No in step 4 or 5, just talk to Totodile again later.

Route 34: advice for Whitney's victim (→ Razor Claw)

Where: a Youngster with a Sunkern in the north-west of Route 34, north-west of the police officer and his Arcanine.

Who gets it / when: after the Ilex Forest chapter. The reward needs the **Plain Badge**, and you must claim it **before you earn the Rising Badge**. After that he only boasts about finally beating Whitney.

How it works: he's still smarting from Whitney's Miltank. Choose "**Here's how to beat Miltank**" or "**Keep trying, you'll win**" ("Not my problem" does nothing). Without the Plain Badge he waves the advice away, and you can come back. With it, he's impressed.

Reward: Razor Claw (once).

Notes: on the normal path (bug hunt finished and reported to Buggy) this always works. It can only be lost in an edge case: if you left Ilex Forest in the middle of the bug hunt and earned the Rising Badge before ever reporting to Buggy.

Route 34: Ruby, Sapphire and the wild Salamence (part of the Goldenrod Gym chain)

Where: the north end of Route 34, near Goldenrod City.

Who gets it / when: during the Goldenrod Gym story, after Norman asks you to find his son Ruby (Goldenrod Friendship Checker house). The scene plays when you walk into the north end of Route 34.

How it works: Ruby is picking a fight with an angry Salamence. You step in: **wild Salamence, Lv. 60**. You can **catch it**, knock it out or run. Then Ruby and Sapphire go home.

Reward: a Lv. 60 Salamence if you catch it. **One chance:** it's gone afterwards, whatever happened.

Notes: losing blacks you out and the scene plays again.

Route 34: small extras

- **Officer Garrison** (the police officer with an Arcanine, a few steps north-west of the Day-Care door) asks the Champion for battle pointers. Say Yes, then pick "Singles" or "Doubles" (Doubles needs two Pokémon): Arcanine 82, Sunflora 81, Crawdaunt 82, Ambipom 81, Mr. Mime 82, Sharpedo 81. No item; you can battle him again whenever you like.

Goldenrod Magnet Train Station: Prof. Rowan's Chimchar (missable; before the Plain Badge)

Where: Magnet Train Station 1F: Prof. Rowan and his assistant stand in the middle of the hall, up and to the right of the entrance. The station door is just east of the Radio Tower.

Who gets it / when: from your arrival in Goldenrod until you win the Plain Badge. The Gym win removes Rowan and his assistant for good.

How it works:

1. Talk to Prof. Rowan. He recognises you and offers a Sinnoh Pokémon: "Accept Prof. Rowan's Chimchar?"
2. Yes: you get **Chimchar Lv. 5** (nickname prompt). You need a free party slot; with six Pokémon he says to come back.
3. No: nothing changes, so you can talk to him again and accept later, as long as he's still there.

Reward: Chimchar Lv. 5.

Notes: once you have the Plain Badge he's gone, so pick it up before the Gym.

Goldenrod City: Goh and the Lopunny owner (win with Normal types only)

Where: the west plaza at the far west edge of town (the old Wi-Fi center site). A man stands there with his Lopunny; Goh is a few steps south-east of him.

Who gets it / when: after the Ilex Forest chapter. The scene is closed by the Route 37 scene with Silver.

How it works:

1. Talk to the Lopunny owner. Goh mocks Normal types, and his Blaziken knocks out the man's Lopunny with Close Combat. "Go teach Goh a lesson?"
2. **No:** Goh mocks you as a coward and leaves. The event is over, with no reward.
3. **Yes:** you confront him and he dares you: "beat me with Normal-type Pokémon!" The game checks your party against a long list of non-Normal species. Pure Normal types and Normal dual types such as Pidgeot or Fearow pass (Raticate is pure Normal in this hack). The list has quirks: it refuses Braviary but lets Staraptor, Flapple and Appletun through.
 - Any other Pokémon in the party: "go swap in Normal-type Pokémon". Goh stays next to the plaza. Talk to him again with an all-Normal party: "Beat Goh using Normal-type Pokémon?"
 - Battle **One-Ball Man Goh**: Machop 84, Rhyperior 85, Magnezone 84, Hariyama 85, Blaziken 84, Bastiodon 85 (a Fighting/Rock/Steel team built to beat Normal types).
4. Win: Goh storms off ("I need the power of legendary Pokémon"). Lose: you white out and can retry.

Reward: none besides the scene.

Notes: Goh's team is at a post-game level at this point in the story.

Goldenrod City: the Purugly girl and Team Rocket's "act" (choice with two endings)

Where: two small houses that share one interior:

- the **clinic** in the north-east of town, beside the Flower Shop, where Jessie, James and Meowth are recovering;
- the **Purugly girl's house** on the east side of town, a little north-east of the Department Store (a little girl is crying a few steps west of its door).

Who gets it / when: from your arrival in Goldenrod until the Route 37 scene with Silver. That scene decides the outcome for good. **Finish the Ilex Forest bug hunt first** (see Notes).

How it works:

1. **Clinic:** Jessie, James and Meowth are patients after the Ilex Forest fight. You choose between two options:
 - "You're under arrest!": they flee. They're back next time you enter, and you can choose again.
 - "I'll let you off today": they promise to behave. This is the choice you need.
2. **Purugly girl:** she wants to release her Purugly because it got "ugly" after evolving. Choose "Surely you love it by now?" and talk it through. She refuses to change her mind, but this unlocks the next step.
3. **Clinic again**, with Team Rocket spared: talk to them, choose "Ask Team Rocket for help", and they agree to play the villains in her house.
4. **Walk into the girl's house:** Team Rocket bursts in and does their motto. You step in. Jessie battles you first; James only battles you if you beat Jessie. Losing doesn't white you out.

What you do	Result
Lose on purpose (the plan; losing to Jessie is enough)	Purugly jumps in and chases Team Rocket off. The girl realises how much Purugly loves her and keeps it.
Win	Team Rocket complains that "this isn't what we agreed on" and leaves. The girl gives you a Nugget , but she still releases Purugly later.

Reward: a Nugget if you win. If you lose, you get no item, but she keeps Purugly.

Notes:

- If you never finish the act, or you win it, she has released Purugly by the time you pass Route 37 ("I released my Purugly into the wild... I miss it so much now"). If you lost the staged fight, she says she likes Purugly's round body more every day.
- **This quest shares its progress with the bug hunt's Ariados.** On the normal path (hunt finished) it starts clean. If you left Ilex Forest in the middle of the hunt, the act can start as soon as you enter the girl's house, the clinic choice can be skipped, or the game can count it as "Purugly kept". Finishing the hunt after starting this quest wipes your Purugly progress. (*Suspected hack bug.*)

Goldenrod City: the popped Air Balloon (→ Fashion Case)

Where: a little girl crying a few steps west of the Purugly girl's house door, on the east side of town.

How it works: she bought a balloon at the Department Store and it popped. If you carry an **Air Balloon**, you're asked "Give the little girl an Air Balloon?" Yes: she takes one and gives you a **Fashion Case**.

Reward: Fashion Case (one time; once you have it she only daydreams about floating like a Drifloon).

Notes: Air Balloons are sold on Department Store 2F (\$300 each, 3 for \$900, 5 for \$1,500, 10 for \$3,000). Whitney also gives 10 if you earn the Plain Badge the friendly way (see the Gym entry).

Goldenrod Dept. Store 6F: the blind man's Poochyena (one chance)

Where: Department Store 6F (rooftop atrium), at the far west (left) side, an old man with a Poochyena.

How it works: two shoppers bully a blind old man into leaving because his guide dog is a Poochyena. You get one choice: "Speak up for the old man?"

- **Yes:** you argue and they challenge you to a **Double Battle**: Guitarist Suneo (Rhydon 62, Noctowl 63, Relicanth 64, Staraptor 65) and Beauty Reina (Chansey 62, Furret 63, Luvdisc 64, Torterra 65). Win: the old man gives you his **White Flute**. Lose: you white out and can try again.
- **No:** he leaves with his Poochyena for good, and the shoppers gossip about the "vicious dog".

Reward: White Flute.

Notes: the game doesn't check your party size before this battle, so with only one Pokémon you face both of them with it (not confirmed in game).

Radio Tower 4F → Goldenrod Gym: the Plain Badge, two ways

Where: Radio Tower 4F, then the Goldenrod Gym on the north side of town.

Who gets it / when: story. Whitney is at the Radio Tower when you arrive. She (and Gold) only appear in the Gym after the recording scene.

How it works: in the studio the director drops Whitney as the first guest of "The Strongest Trainer" in favour of you. You choose:

Choice	What happens at the Gym
"Let Whitney do it"	Whitney is won over (she still insists you record the show). At the Gym she battles you straight away: single battle, Leader Whitney . Win: Plain Badge , 10 Air Balloons and her phone number.
"I'll do the show"	Whitney storms off, furious. At the Gym she calls you "the Champion who loves picking on people". Say Yes to "want the Plain Badge?" and she demands a 2-on-2 Multi Battle : you with the Quilava kid (Gold , waiting in the Gym) against Whitney and Norman .

The Multi Battle route, step by step:

1. Talk to Gold in the Gym: "Team up to challenge Whitney". He's in.
2. Go to **Norman's house** (the Friendship Checker house), about a dozen steps west of the Pokémon Center door. His friend Prof. Birch is visiting, and Norman's son Ruby has taken Birch's daughter Sapphire out. If you haven't been inside before, the scene asks him for you automatically. If you had already visited the house, choose "Invite Norman to the Gym". Norman agrees, but first the kids must be found. Earlier you can see Ruby promising to show Sapphire "the tall grass" on Department Store 1F.
3. Find Ruby and Sapphire. They're in trouble on Route 34 (see the Route 34 entry).
4. Back at the house, Norman punishes Ruby. If you had already asked him to come to the Gym, he goes straight there. Otherwise he sees Birch off and waits at the Magnet Train Station: talk to him there. He asks how to raise Ruby: "Teach him, don't hit him" or "Spare the rod, spoil the kid" (this only changes Ruby's later lines). Then choose "Whitney asked me to invite you".
5. With Norman and Gold both in the Gym, talk to Whitney. **Stand in front of her:** she refuses to talk to you from behind. Multi Battle (partner Gold vs Whitney + Norman). Win: **Plain Badge** and her phone number, but **no Air Balloons**. Losing whites you out, and you can retry.

Reward: the recording itself gives **3 Max Elixirs** and **2 Heart Scales** whichever you choose. The interview's first part changes with your starter, but only the dialogue. At the Gym you get the Plain Badge either way, and the friendly route adds 10 Air Balloons.

Notes: after the badge, the man standing just right of the Gym door teaches Hyper Voice for a Love Ball, and Whitney offers Singles/Doubles rematches (Doubles needs two Pokémon). After the Hall of Fame, Norman's house also has Steven (singles, doubles, or a Double Battle against Steven and Norman together).

Radio Tower → Goldenrod Tunnel: Mary's secret photos (→ Cherish Ball; missable)

Where: Radio Tower 4F (Mary), a clerk in the street a few steps south of the Radio Tower door, then the underground warehouse.

Who gets it / when: from your arrival in Goldenrod until the Route 37 scene with Silver. That scene closes the case and cancels the reward.

How it works:

1. Talk to **Mary** on Radio Tower 4F. She feels someone is secretly photographing her and asks you to look into it.
2. Talk to the clerk south of the Radio Tower. He adores Mary and once found a pile of her photos in the Underground warehouse. Once Mary has asked you, a menu appears: choose "About Mary's photos...". He gives you the **Basement Key**.
3. Go down into the underground shopping street (Goldenrod Tunnel B1F). In its south-east corner a "NO ENTRY BEYOND THIS POINT" sign blocks a door. With the Basement Key you can go through. Behind it is a small room with stairs down to **B2F**.
4. On B2F, a guard stands in front of the warehouse door: beat **Shady Guy Chaz** (Seadra 62, Glalie 63, Metang 64, Weavile 65).
5. Inside, you walk in on a photographer selling photos to Cassidy and Butch. Beat him: **Roughneck Moose** (Kangaskhan, Magmar, Sceptile, Skuntank, all Lv. 70). The Rockets escape. He admits he took the pictures for Team Rocket. Losing to either Trainer whites you out.
6. Go back to Mary: she thanks you and gives you a **Cherish Ball**.

Reward: Cherish Ball.

Notes: if you haven't reported back when the Route 37 scene plays, the case is closed without the reward: Mary only talks about Pokémon Talk.

Goldenrod Underground: drive out the underground battlers (optional; before the Plain Badge)

Where: the shopping street under Goldenrod (Goldenrod Tunnel B1F). Walking along its west side, you're stopped before you reach the brawl.

Who gets it / when: from your first visit until you win the Plain Badge. Beating Whitney also clears the gang out, so this is optional.

How it works:

- **Coming from the north entrance**, a shopkeeper stops you and asks for help. The question repeats until you say Yes: you can't decline.
- **Coming from the south entrance**, an old man asks instead. He lets you refuse (he then pushes you back). You can also talk to him directly.

At the brawl you pick a line:

- **"I'm Champion. Stop this!"**: they recognise you and flee. No battles.
- **"You're too weak to battle"**: Crystal joins you for **three Multi Battles in a row** against six Trainers (Lv. 62–65). No healing between rounds. Losing blacks you out.

Reward: none, either way. Both open the underground shops (below).

Goldenrod Department Store basement: the Machop moving company (→ three items)

Where: the Department Store basement (reached by the elevator, or from the Underground warehouse). The workers' boss stands in the middle of the floor. The worker with a Machop on the left (west) side starts it.

Who gets it / when: anytime you can reach the basement.

How it works:

1. Talk to the worker whose Machop can't push the crates. Choose **"Machoke could push these"**.
2. Talk to the boss. Choose **"This is too hard on Machop"** → **"Overwork is bad for their bodies"** → **"Their health is your duty"** → **"Guess I'll teach you by force"**. Any other answer just ends the talk (you can start again).
3. Beat him (Gentleman Jack: Yanmega, Crobat, Sandslash, Ariados, Lv. 65). He swaps his Machop for Machoke.
4. Talk to the workers again. Their Machoke move the loads, which opens paths.

Reward: the item balls behind the loads: **TM60 Drain Punch**, **Revival Herb**, **Max Elixir**.

Notes: losing blacks you out. You can retry. Each worker's Machoke moves a different load, so talk to every worker to reach all three items.

Radio Tower 1F: the radio quiz (→ radio upgrade)

Where: Radio Tower 1F, the quiz attendant.

Who gets it / when: once you have the Pokégear radio. Repeatable until you pass.

How it works: five questions, each with four choices. A wrong answer isn't pointed out: the remaining questions still come, and only at the end she says you didn't answer every question correctly. Talk to her again to retry.

Question	Answer
How many channels does the Pokégear radio have?	4
Which channel plays music from Hoenn or Sinnoh?	Ben's channel
On which days?	Wed. and Thu.
Most popular thing in Azalea Town, according to the radio?	Kurt
How many Pokémon are featured on Prof. Oak's Pokémon Talk?	20

Reward: an expansion card for your radio (more stations).

Notes: pressing B on a question also counts as a right answer (see [Known issues](#)). Not confirmed in game.

Radio Tower 2F: Buena's Password (daily; Blue Card points → prizes and her phone number)

Where: Radio Tower 2F. Buena stands on the east side, a few steps south of the east stairs. The woman who keeps track of your points stands a few steps west of her.

Who gets it / when: anyone. The first time you talk to Buena she gives you a **Blue Card** to save points on.

How it works:

1. Listen to Buena's Password on your Pokégear radio. The word she gives out is that day's password. Until you've heard the show that day, Buena only says "Tune in to my password show!"
2. Talk to Buena and say you remember the password. Pick it from the three words she offers.
3. Right answer: **1 point** on your Blue Card. Wrong answer: "Did you forget the password?" After a right answer that doesn't bring a prize, Buena walks off after a stray lottery line ("The winning number is..."). It means nothing (see **Known issues**).
4. **One try a day**, right or wrong. After that she says "You get just one chance each day. Come back tomorrow."

Reward: when your points total reaches one of these numbers, the points woman comes over and hands you a prize:

Points	Prize
1	Poké Ball
3	Max Potion
5	Protein
10	Iron
15	Carbos
20	Nugget
25	Rare Candy
30	HP Up

At **30 points** on your first card, Buena also gives you her **phone number**. At 30 points the card is full: you get a new Blue Card, your points go back to 0, and the same prizes come round again (without the phone number).

Notes: you can't choose prizes: talking to the points woman only shows your current points total. Keep room in your Bag: if it's full, that prize is skipped for good (except the 30-point one, which comes with your next right answer). The hours the show is on air weren't checked (not confirmed in game).

Goldenrod Game Corner: the magnet cheater (before the Glacier Badge)

Where: the Game Corner, in the middle of town a few steps north of the Pokémon Center. The Pokéfan sits on the left (west) side of the hall.

Who gets it / when: before you earn the Glacier Badge (badge 14). After that he only brags that he's the richest man in the place.

How it works:

1. Talk to him with a **Magnemite as your lead Pokémon**. Magnemite pulls a **Magnet** out of his coat and you keep it.
2. He battles you for it: **Pokéfan Wells** (Magnemite 62, Magnetron 63, Magnezone 64). Lose: you white out and he takes the Magnet back.

3. Win, then choose:

- **"OK, here's your magnet":** he pays **2,000 coins** and begs you not to tell anyone.
- **"I'll report you for cheating":** the staff put him to work to pay off his winnings, and you get **50 coins**.

Reward: 2,000 coins, or 50 coins plus a lasting benefit (below). You keep the Magnet only if you report him.

Notes:

- **If he hasn't been reported by the time you have the Glacier Badge, coins cost ten times more** (\$5,000 per 50 instead of \$500), and the regulars complain about the man who always wins. Reporting him keeps the normal price for good.
- At the inflated price, the "500 coins for \$50,000" option gives you only **50 coins** (suspected hack bug).
- He pays without checking whether you have a Coin Case. The coins are kept anyway: your coin total is stored separately from the Coin Case, so you'll see them once you get one (Celadon City).

Goldenrod City: the fortune-teller's "ideal Pokémon" reading (one per game)

Where: the small house in the north of Goldenrod, between the Goldenrod Tunnel entrance and the Gym. The fortune-teller stands at the back.

Who gets it / when: any time. She greets you as the League Champion and offers "My ideal Pokémon", "My love fortune", "That's superstition!" or "Never mind". "My love fortune" only appears after you've had the ideal-Pokémon reading (see the next entry).

How it works: choose "My ideal Pokémon". Her answer depends on your starter, and she gives you the matching evolution item:

Your starter	"Your ideal Pokémon is..."	Gift
Charmander	Rhyperior	Protector (a Rhydon that levels up holding it evolves into Rhyperior, at any time of day)
Pikachu	Chansey	Lucky Egg (she says a Happiny that levels up holding it evolves, but it doesn't: in this game Happiny evolves into Chansey through high friendship, and the Lucky Egg plays no part)
Bulbasaur	Gengar	Spell Tag (she's right: a Haunter that levels up holding it at night , 20:00–3:59, evolves into Gengar)

Reward: the item, for a **\$10,000** fee.

Notes: one time only. Afterwards she just repeats your result. "That's superstition!" only gets you a lecture. She only checks that you have \$300 before this reading, but takes \$10,000; with less than that your money probably drops to \$0 (suspected hack bug, see Known issues).

Romance route: how it's unlocked, how your partner is chosen, and what locks a partner out (central entry)

Origin HeartGold has a hidden romance route. You pick **one** partner and confess in the final chapter. The scripts then offer post-game dates for some partners only, and moving in appears unreachable for everyone (table in step 4). Four steps decide it. **Steps 1 and 2 are missable and happen mid-game.**

1. The love reading (Goldenrod fortune-teller; before the MooMoo Farm investigation)

After the ideal-Pokémon reading (entry above), talk to the fortune-teller again and choose **"My love fortune"** (\$10,000; she refuses if you have less). She asks up to five questions. Only one set of answers works:

Question	Answer that works
"Would you be happy to have a companion who secretly adores you?"	I'd be glad to be liked ("Just friends is better" ends the reading here)
"Could you accept a romance with more than two people?"	No, I'm loyal to one
"What kind of person are you hoping fate brings you together with?"	The opposite sex
"At what age do you think it's OK to start dating?"	After 10
"What do you think matters most in a relationship?"	Shared memories or Mutual attraction

- **All correct:** "Your fated love is surely coming in the **near future**." The romance is fully open.
- **Any other answer:** "...may lie somewhere in the **distant future**", or with "Just friends is better", "friendship will be the one and only theme of your adventures." You still pay. **There is no retry**, and in practice every partner ends up locked out at step 2 (see Notes).

Partner check (optional, repeatable, \$10,000 each): after a "near future" result, "My love fortune" lets you name a friend. Male players: Green, Misty, Yellow, Cynthia, Crystal. Female players: Blue, Red, Steven, Gold, Silver. "The two of you share a special bond" means that partner is still open. "The bond between you two has run its course" means they're locked out. Use it to check your earlier choices (table below).

The fortune-teller stops offering "My love fortune" once you've fought Will and Karen in the Dream World (step 2). **Do the reading before the MooMoo Farm investigation.**

2. The Dream World: choose your partner (MooMoo Farm, Route 39; from your first visit)

The MooMoo Farm investigation (sick Miltank, Route 39; [MooMoo Farm: the sick Miltank investigation](#)) is offered from your **first visit to the farm**. The League HQ's round-3 order points you there too ([League HQ](#)), but the farmer doesn't wait for it. It ends with Will and Karen opening a rift in the stable, and you're pulled into the **Dream World**.

1. You arrive at the south end. **Walk north and talk to the old man first.** He stands on the path north, next to a signpost. He's only there if your love reading said "near future".
2. "Do you like dreaming, young one?" → **Yes.** ("No" ends the talk and he never asks again. He only ever asks once.)
3. "So, who do you usually see in your dreams?" Pick your partner. Male players: **Green, Misty, Yellow, Cynthia, Crystal**. Female players: **Blue, Red, Steven, Gold, Silver**. "No one" picks nobody.
4. Everyone you didn't pick is locked out for good.

Then walk west or east to the story scene: Will catches Cresselia (west) and Karen catches Darkrai (east). They team up against you in a **Double Battle** (Rocket Elites Will and Karen, six Pokémon each, Lv. 90). Losing whites you out. They leave you stranded, and **the old man**

disappears after this battle. To get out, examine the broken statue at the north end of the Dream World. It gives you a **Lunar Wing** if you don't have one. Examine it again with the Lunar Wing to return to the MooMoo Farm stable.

When you leave through the statue without having named a partner (no love reading, a "distant future" result, answering No, choosing "No one", or doing the battle before you talk to him), **every partner is locked out.**

3. Things that lock a partner out, or bring one back

Partner (player)	Locked out by	Brought back by
Green (male)	Vermilion construction dispute: siding with Blue (Vermilion City: the construction site dispute)	Island Forest wish (before the Dream World only)
Misty (male)	Route 3 "Comfort Misty?" → No (Route 3: Misty's Gyarados); Indigo Conference "Cheer for Steven" or "No, get ready for my match" (the Indigo Conference main tournament)	Island Forest wish (before the Dream World). (A Battle Tower partner-room scene would also clear it, but it can't be reached; Battle Tower partner room .)
Yellow (male)	only the Dream World	none in practice (the Battle Tower partner-room scene can't be reached; Battle Tower partner room)
Cynthia (male)	only the Dream World	Island Forest wish (before the Dream World)
Crystal (male)	Route 46: refusing to put your Pokémon away when Charon holds Crystal hostage ("No")	giving Crystal your Super Rod in Olivine City before the Mineral Badge (Olivine City: give Crystal your Super Rod); the Route 46 scene always comes first, Route 46: Team Rocket's dig ; Island Forest wish (before the Dream World)
Blue (female)	Vermilion: siding with Red, the townsfolk side (Vermilion City: the construction site dispute); Victory Road "Which one is the real Blue?" → wrong answer (Victory Road: which one is the real Blue?)	Island Forest wish (before the Dream World)
Red (female)	only the Dream World (but see Notes: Red's confession checks Green's lock)	Island Forest wish (before the Dream World)
Steven (female)	Indigo Conference "Cheer for Misty" or "No, get ready for my match" (the Indigo Conference main tournament); only "Cheer for Steven" keeps him open there. Then the Dream World, like everyone else	Island Forest wish (before the Dream World)
Gold, Silver (female)	only the Dream World	Island Forest wish (before the Dream World)

The Island Forest wish is "I want to be more attractive" at the Six Island wishing pond ([Island Forest \(Six Island\)](#)). It clears every lock, but does nothing once you've talked to the old man in the Dream World.

4. Confession, dates, moving in

You can confess **once per game**, in the final chapter. It needs the love reading done (any result) and your partner still open. After your final Hall of Fame entry, dates use a shared progress counter. The last date is meeting your mom, and then your partner is meant to move into your house. **Moving in is probably unreachable for everyone:** the step that moves

your partner in first checks whether you've received your starter from Prof. Oak (which every player has), and stops there (not confirmed in game; see [the Pallet Town romance entry](#)).

Partner	Confession	Dates (post-game)
Yellow	Victory Road 1F (the Pallet Town romance entry)	Viridian City, then your house (the Pallet Town romance entry)
Blue	Victory Road 1F, after the right "real Blue" answer (Victory Road: which one is the real Blue?)	none found
Green / Red	Victory Road 2F (the Pallet Town romance entry)	Route 30 house (Route 30: Green's (or Red's) dates); see Notes
Gold	Victory Road 2F, east (the Pallet Town romance entry)	none found
Silver, Crystal	Victory Road 3F (Victory Road 3F: Silver's and Crystal's confessions)	Silver: none found. Crystal: Cherrygrove house, a single line with no dates (Cherrygrove City: Crystal and the orphanage)
Steven, Cynthia	Indigo Plateau slope (Indigo Plateau slope: Steven's and Cynthia's confessions)	Cynthia: Pokémon Academy, Viridian City (the Pallet Town romance entry). Steven: none found
Misty	Cerulean Gym, after your live broadcast at the Goldenrod Radio Tower and before your final Hall of Fame entry (missable after that; Pewter City to Vermilion City)	Cerulean Cape (Cerulean Gym → Cerulean Cape), then the Resort Zone (Resort Zone: Misty's date)

Notes:

- The confessions only check that you had *a* love reading, not that it said "near future". Without a love reading, nobody will confess. In the scripts, giving Crystal your Super Rod in Olivine clears her lock even after the Dream World, so she may still be able to confess. This route hasn't been tested in game.
- **Green and Red's dates are reversed:** the Route 30 house only offers dates if you have **not** confessed to anyone. Confessing to Green or Red (or anyone) closes them, and male players get Green's dates whatever their Dream World pick. See [Known issues](#).
- **Red can't confess to a female player:** his Victory Road confession checks Green's lock, which every female Dream World choice sets.

Goldenrod City: small extras

- **Gold's slot winnings:** before you record the Radio Tower show, Gold and his newly hatched Togepi are at the Game Corner slots, in the middle of the slot rows. If you have a **Coin Case** he gives you **1,000 coins** (once). Without one he just talks, and you can come back later while he's still there.
- **Bike Shop:** the owner gives you a **Pass** (the Magnet Train Pass to Saffron) as thanks for "beating the bikers outside". You need it at the station gate.
- **Revive from a fan:** a kid standing west of the Pokémon Center, a few steps north of the south Tunnel entrance, gives you a **Revive** because he saw you on TV.
- **Pokémon Center Budew trade:** the girl who wants a Budew is the in-game trade listed under [Goldenrod City's gifts and trades](#).
- **Flower Shop** (north-east of town, next to the Gym): Saki greets you. If you're **carrying a Gracidea**, she tells you to take it to the shrine deep in Ilex Forest (Forest of Time) to meet Shaymin. With **Shaymin** as your lead she hints that it may lead you to Celebi at the

same shrine. With **Celebi** as your lead she praises it. The shop sells herbs, Rose Incense (9,000), *Mulch*, and *Berry Pots* (5,000) if you don't have them.

- **Daily Drawing (Dept. Store 6F):** \$300 a draw. Prizes change by weekday (1st/2nd prize): Sun Heart Scale/Fast Ball, Mon Sacred Ash/Level Ball, Tue Lucky Egg/Lure Ball, Wed Rare Candy/Heavy Ball, Thu PP Max/Love Ball, Fri Old Gateau (announced as a Cherish Ball)/Friend Ball, Sat Max Elixir/Moon Ball. 3rd prize is a Berry. Each draw has a **4%** chance of 1st prize, **36%** of 2nd and **60%** of 3rd. The 3rd-prize Berry is one of Figy, Wiki, Mago, Aguav, Iapapa, Leppa or Oran, with equal chances. There's no daily limit: you can draw as often as you can pay. If your Bag is full you get your \$300 back.
- **Pokémon Lottery (Radio Tower 1F):** Felicity, second from the left at the reception counter, draws a lucky number once a day and checks it against the ID No. of every Pokémon in your party and your PC boxes. Prizes by matching digits: 1 digit **Ultra Ball**, 2 **PP Up**, 3 **Protector**, 4 **Max Revive**, all 5 **Heart Scale**. Digits are counted from the end of the number, as in the original games (not confirmed in game). If nothing matches you can ask her to check again the same day, for example after catching or trading for more Pokémon. Once you've won, the next drawing is the next day. If your Bag is full she keeps your prize until you come back.
- **Whitney's photo (post-game):** after the Hall of Fame, between 6 PM and 7:59 PM, Whitney leaves the Gym and shops on Dept. Store 6F. She offers a photo with you.
- **Norman's parenting question** at the station (see the Gym entry) only changes Ruby's lines.
- **Move tutors:** a jogger in the west plaza, south of the Lopunny owner, teaches **Extreme Speed** for one **Lemonade** (from the Department Store). A man a few steps east of the Game Corner door teaches **Belly Drum** for free. (The Hyper Voice tutor by the Gym is in the Gym entry.)

Goldenrod Underground: small extras

- **Item exchange granny** (B1F): 6 Pearls → Big Pearl, 5 Stardust → Star Piece, 3 Revives → Max Revive. Repeatable.
- **One-item-a-day shop** (B1F), by weekday: Sun PP Max \$3,000 · Mon Rare Candy \$5,000 · Tue Max Elixir \$2,000 · Wed Lum Berry \$500 · Thu Sacred Ash \$8,000 · Fri Heart Scale \$5,000 · Sat Sport Ball \$1,000.
- The Haircut Brothers, the Accessory drawing and the photo studios are the usual services. The shops and the Haircut Brothers only open once the underground battlers are gone. The Accessory drawing (\$100 a try) needs a **Fashion Case** (see "Goldenrod City: the popped Air Balloon").

Dream World: Cresselia and Darkrai (post-game)

Where: the Dream World, reached from the MooMoo Farm stable (Route 39; **MooMoo Farm**).

Who gets it / when: after your final Hall of Fame entry, once the post-game scene at home has sent you off to hunt legendary Pokémon. That scene brings Cresselia and Darkrai back.

How it works:

1. Enter the stable by its west door and walk straight ahead to the back wall. Examine the spot there: "The energy reacted to the Lunar Wing you're carrying!" warps you to the Dream World. The game doesn't actually check for the Lunar Wing.

2. **Cresselia** waits on the west side and **Darkrai** on the east side. Talk to one → "Will you catch ...?" → Yes → wild battle, **Lv. 90**.
3. Leave through the broken statue at the north end with the Lunar Wing. The statue gives you one if you don't have it.

Reward: Cresselia and Darkrai, one chance each.

Notes: a win or a catch removes it for good. If you lose, you white out and it stays. Answering No leaves it there.

See **Known issues** for suspected hack bugs in this area.

Radio Tower, Ecruteak City and Olivine City

Route 35: the Shuckle juice-maker wants a Jigglypuff (→ 2 Lum Berries)

Where: Route 35, the man with two Shuckle, a few steps north-east of the gatehouse you come out of from Goldenrod City.

Who gets it / when: any time. One time only.

How it works:

1. He wants a Jigglypuff to sing his Shuckle to sleep so they can brew Berry Juice.
2. Talk to him with a **Jigglypuff** in your party. "Give him the Jigglypuff in your party?" → Yes, then pick it from the party screen.
3. It must be a Jigglypuff, not an Egg, and not your only Pokémon. Any other choice just gets a complaint, and you can try again.

Reward: 2 Lum Berries. The Jigglypuff is gone for good; it then stands next to him.

Route 35: the Pidgery with a letter (starts a chain in Ecruteak City)

Where: Route 35, the hungry Pidgery on the east side of the route, in the northern half (about a dozen steps south-east of the north gatehouse, and 8 steps north of the Ace Trainer with a Glaceon).

Who gets it / when: any time.

How it works:

1. "This Pidgery seems very hungry. Feed it an Oran Berry?" → Yes. You need an **Oran Berry** in your Bag (it isn't taken; the game only checks that you have one). Without one: "You don't have enough Oran Berries!"
2. Pidgery recovers. "The Pidgery seems to be carrying a letter. Read it?" → Yes. The writer's health keeps her indoors, so she can only make friends by Pidgery post. She asks you to **come to Ecruteak City** and tell her stories from your journey.
3. Pidgery flies off. If you answer No at step 2, talk to it again to read the letter.
4. The writer lives in Ecruteak City, in the house just east of the Pokémon Center. Until you read the letter she only says that her Pidgery hasn't come back. For what happens there, see [the Ecruteak City Pidgery letter entry](#) below.

Reward: none here.

Route 35: Granbull kid "Dog Fangs" (→ Dragon Scale)

Where: Route 35, the Battle Girl with a Granbull, on the east side of the route about halfway along.

Who gets it / when: any time. One time only.

How it works: "Will you play with me for a while?" → Yes, then "Can we have a Pokémon battle?" → Yes. Battle Girl Zia: Granbull, Crawdaunt, Mismagius, Zangoose, Lv. 62–65. Losing whites you out, and you can try again.

Reward: Dragon Scale.

National Park → Route 35: "the girl on a date with an old man" (→ 3 Heart Mail)

Where: starts with the heartbroken boy in the south-east corner of Route 35, about 20 steps east of the gatehouse from Goldenrod City. The couple are at the north end of the National Park, a few steps east of the sign near the north exit.

Who gets it / when: any time (the couple are hidden during the Bug-Catching Contest).

How it works:

1. The boy on Route 35 heard that the girl he likes is on a date with an old man in the National Park. Until you've done step 2 he only laments.
2. In the National Park, talk to the rich man with the young woman: "Take a look at Uncle's little girlfriend here. Young and pretty, isn't she?" Answer **No**. He takes offence and battles you: Gentleman Mr. Benz, Tentacruel, Aggron, Cacturne, Purugly (Lv. 62–65). Losing whites you out. ("Yes" just gets a boast, and you can ask again.)
3. Go back to the boy and pick **"She's with an old man"** ("Never mind" does nothing; ask again).

Reward: 3 Heart Mail (the present he meant for her).

Notes: the young woman calls him "my uncle", who helped her and her mother after her father died. After the battle she recognises you as the Champion and flirts (the text changes with your gender). Once you've told the boy, he only sobs.

Route 36 gatehouse → National Park: the mother and the "puppy love" (two endings)

Where: the mother in the National Park gatehouse on Route 36 (just inside the Route 36 door), and two school kids with a Weepinbell and a Bellossom in the west of the National Park.

Who gets it / when: any time you meet her; she doesn't check for a Badge. In practice you can only get here after the Plain Badge, when Routes 35 and 36 open. The quest shares its progress counter with the Goldenrod Gym chain; see Notes.

How it works:

1. The mother saw her son go into the National Park with a girl and asks you to catch his "puppy love" red-handed. Answer **Yes**. (Her son is the grade-schooler with glasses.)
2. Walk up to the kids in the park (their Weepinbell is courting the girl's Bellossom). "Catch them in the act?" → Yes. They explain their Pokémon are the couple, not them. You choose:

Choice	What happens	Reward
"You'll be great Trainers"	You promise to handle the grown-ups. Go back to the mother and explain it was a school project. Then talk to the boy again.	Sport Ball (from the boy)
"Excuses mean it's true"	The kids battle you together: School Kids Dean and Hannah, Weepinbell and Bellossom Lv. 28 (Double Battle). Win and you march the boy back to his mother, who scolds him.	Dawn Stone (from the mother)

Notes:

- The harsh ending is final: the boy and his Weepinbell leave the park and stand next to his mother in the gatehouse, and the girl sits alone with a listless Bellossom.
- Losing the kids' battle whites you out; you can try again.
- The mother's and kids' progress is kept in the same counter as the Goldenrod Gym Multi Battle chain (Radio Tower → Gold → Norman). If you accepted her request while that chain was still running, the chain's progress would be overwritten (Whitney restarts it from "want the Plain Badge?"). In normal play this can't happen, because this area only opens after the Plain Badge.

Route 36: the odd tree (after the Plain Badge)

Where: Route 36, the odd tree at the junction west of the Violet City gatehouse.

Who gets it / when: story. Nothing moves the tree before the Plain Badge. After it, **Crystal and Gold** (with Bayleef and Quilava) wait just south of the tree.

How it works: talk to **Crystal**. She got a Squirt Bottle from Ms. Saki at the Goldenrod Flower Shop and waters the tree. It turns out to be a **Sudowoodo**, which runs off. The way north to Ecruteak City (and east to Violet City) is open.

Reward: the road.

Notes:

- You don't need the Squirt Bottle yourself; Crystal does it. Using Cut on the tree does nothing.
- The unmasked Sudowoodo then stands further west on Route 36, about a dozen steps east of Lily and her uncle by the National Park gate. It won't budge until you do the Rock Incense quest below.
- To be safe, do this scene **before your first visit inside the Pokéathlon Dome** (see [Known issues](#)).

Route 36: Lily's uncle and the Sudowoodo (Rock Incense → \$10,000 + Power Lens)

Where: Route 36, the man and the little girl Lily, a few steps north-east of the National Park gatehouse door. The Sudowoodo stands about a dozen steps east of them.

Who gets it / when: after the odd-tree scene, with a **Rock Incense** in your Bag (from [the girl at the Ruins of Alph](#), or an item ball in Diglett's Cave).

How it works:

1. The uncle boasts he's an expert catcher; Lily wants him to catch the Sudowoodo from the odd tree.
2. Talk to him while carrying the Rock Incense. The Sudowoodo is drawn to its scent and walks over, and Lily thinks her uncle called it.
3. He admits he can't catch Pokémon and begs you to sell him the Rock Incense so Sudowoodo will stay. **You can't really refuse:** "No" just repeats the question.

Reward: **\$10,000** and a **Power Lens**. The Sudowoodo stays with Lily (it's not catchable).

Route 36 gatehouse → Blackthorn City: the runaway Dragonair Trainer (→ Play Rough tutor)

Where: the Violet City–Route 36 gatehouse, the Ace Trainer near the west door. His parents live in Blackthorn City. The Move Deleter's door is the westmost door in the row with the Poké Mart and Pokémon Center; the parents' door is about ten steps north of it, on the west side of town (not the Move Deleter's room).

Who gets it / when: any time; you need to reach Blackthorn City to finish it.

How it works:

1. Talk to him: he's the Dragonair user you beat in the underground battles in Kanto. He left Blackthorn almost three years ago, has won hardly any Badges and is too ashamed to go home.
2. In Blackthorn City, go into his parents' house and talk to the **father** (a few steps straight ahead from the door). He tells you their son left to train with his Dragonair and never came back.
3. Return to the gatehouse and talk to him. "Convince him to go home?" → **Yes**. He goes home.
4. Back in Blackthorn, his father thanks you.

Reward: his father offers to teach **Play Rough** (free, any time you ask). The move he actually teaches is **Flail** (a hack bug; see [Known issues](#)).

Notes: if you haven't talked to his father yet, he only tells his story.

National Park: the Bug-Catching Contest

Where: the National Park; register with the officer in either National Park gatehouse (Route 35 or Route 36 side).

Who gets it / when: **Tuesdays, Thursdays and Saturdays** only, once per day.

How it works: the usual HeartGold contest. You enter with one Pokémon (the lead) and 20 Sport Balls. Your other Pokémon are held for you; with a full party the PC must have space. Catch one Bug Pokémon and keep the best one. Only Sport Balls work in the park during the contest. Time runs out or you can quit early at the gate.

Reward: a prize for first, second and third place and a consolation prize for everyone else, picked by the game itself rather than by a person you talk to. Which items this hack hands out isn't confirmed yet. If your Bag is full, the officer keeps your prize for your next visit.

Notes: during the contest most of the park's usual visitors (the couples, Will and Karen, the Charm tutor) are hidden.

Route 35 / Route 36 / National Park: small extras

- **National Park, Charm tutor:** the woman in the north-west of the park, about ten steps south of the north exit. She teaches **Charm** for a **Nugget** (listed in the [tutor table](#)).
- **National Park, Will and Karen:** on the west side of the park, straight across from the east entrance. From the Plain Badge until Silver's scene on Route 37, the two ex-Elite Four stand here and mock you for coming to the "number one date spot" alone. "Teach them a lesson?" → Yes starts a **Double Battle** against Rocket Elites Will and Karen (six Pokémon each, **Lv. 90**). Losing whites you out. Winning gives nothing but their parting shots. **Answering**

No closes the offer for good: afterwards they only say they're League-certified and you'd need evidence, and they never offer the battle again.

- **National Park, date couples** (optional Double Battles, no reward): Rich Boy Alan & Lady Olivia (about ten steps north of the south entrance), Veteran Wilbur & Veteran Nancy (west side, east of the puppy-love kids), Karate King Ming & Aroma Lady Connie (just south of the east entrance), Ace Trainers Everett & Penny (middle of the park's north half). Lv. 62–65. One win each.
- **National Park, Buggy:** about 17 steps west of the east entrance. After your final Hall of Fame entry, on **Mondays, Wednesdays and Fridays**, Buggy offers a photo.
- **Route 35, Ace Trainer Marshal** (the man with a Glaceon, east side of the route): Single or Double Battle on request, Lv. 81–82, repeatable, no reward.
- **Route 36, Arthur (Thursdays):** a few steps north of the gatehouse door that leads south to the Ruins of Alph. The weekday brother gives a **Hard Stone**. If you've met all seven siblings he gives your lead Pokémon a ribbon instead; that ribbon gift has the known freeze (see [Known issues](#)), so save first.
- **Route 36, Honey seller** (the man with two Combee, a few steps west of the Violet City gatehouse): sells Honey, 1/3/5/10 for 200/600/1,000/2,000.
- **Pokéathlon Dome:** the usual HeartGold Pokéathlon. Three fans each give a **Rare Candy** once your records pass their goal: the old woman on 1F for **1,000 total jumps**, the man on 1F for **2,001 total tackles**, the man outside the Dome for **1,000 total dashes**.

Burned Tower → Bell Tower gate: bring Morty to the Marauder (story; the gate quiz)

Where: Burned Tower (north-west Ecruteak), the Bell Tower gatehouse (at the north end of town, east of the Burned Tower), Bellchime Trail behind it.

Who gets it / when: the Ecruteak story chapter, after Silver's scene on Route 37.

How it works:

1. In the Burned Tower basement a man in a red cape (the **Marauder**) is about to smash the Sealing Mirror. Pick the option to stop him. He says he'll only listen to Morty. "I'll give you today..." is only talk: there is no real time limit.
2. Go to the Bell Tower gatehouse. The guard at the back says the tower is closed. Choose **"I'm the Champion. I need Morty."**, then **Yes** to answer his questions. All six must be right in one go; one wrong answer ends it ("Wrong answer...") and you start again from question 1. The old man on the left tells the legend if you want hints.

Question	Answer
What did Ho-Oh later do for the three Pokémon that burned to death?	Revived them
Which three Pokémon are the legendary beasts?	Raikou/Entei/Suicune
What did Ho-Oh do to them to keep them from clashing with people?	Sealed them in a mirror
What did Ho-Oh choose to do itself?	Left Ecruteak City
When will Ho-Oh and the beasts return?	When people need them
What kind of Pokémon is Ho-Oh?	Kind and forgiving

3. Walk up Bellchime Trail to Morty and Eusine (cutscene).

4. Back in the Burned Tower: Gold and Silver at the entrance, then in the basement the Marauder breaks the seal and Team Rocket attacks. You fight **Marauder and Maxie together in a Double Battle** on your own. Losing whites you out; the scene replays.

Reward: the story moves on. Afterwards Morty's Gym opens (until then a man a few steps inside the entrance says Morty is away at the Bell Tower, and he stands in the only way in), and Gold's training (below), the Aura Sphere tutor in the gatehouse and the Poltergeist disciple in the Gym appear.

Ecruteak Gym: Morty's Ghost challenge (the Fog Badge)

Where: Ecruteak Gym (south-west of town). Morty is at the back, past the invisible-floor maze.

Who gets it / when: after the Burned Tower chapter above. See Notes for when Morty refuses.

How it works: Morty only battles a **full party of six** from his accepted list (meant to be Psychic- and Ghost-types). The match is a **Double Battle** against Morty's six, sent out two at a time (see **Known issues** for its Lv. 1 members).

- Fewer than six Pokémon: "You're carrying fewer than six Pokémon..."
- Any Pokémon he doesn't accept: "Some of the Pokémon you're carrying...". The game checks a fixed list of species, not types (Eggs are skipped by the species check). Psychic and Ghost lines from Gens 1–4 are accepted, plus **Golduck** and **Noctowl** (Psychic in this hack). **Exeggutor and Rotom are refused**. Yungoos, Gumshoos, Flapple and Appletun also slip through.
- Full list from Gens 1–4: Abra line, Slowpoke line (incl. Slowking), Gastly line, Drowzee, Hypno, Exeggcute, Starmie, Mr. Mime, Mime Jr., Jynx, Smoochum, Mewtwo, Mew, Natu, Xatu, Espeon, Misdreavus, Mismagius, Unown, Wobbuffet, Wynaut, Girafarig, Lugia, Celebi, Raits line, Gallade, Shedinja, Sableye, Meditite, Medicham, Spoink, Grumpig, Lunatone, Solrock, Baltoy, Claydol, Shuppet, Banette, Duskull line, Chimecho, Chingling, Beldum line, Latias, Latios, Jirachi, Deoxys, Drifloon, Drifblim, Bronzor, Bronzong, Spiritomb, Froslass, Uxie, Mesprit, Azelf, Giratina, Cresselia, Golduck, Noctowl. Exeggutor and Rotom are refused, although they are Psychic/Ghost.
- Losing whites you out; try again.

Reward: **Fog Badge**, **TM30 Shadow Ball**, Morty's number. Afterwards Morty offers repeatable practice battles (Single or Double, no restrictions), and his disciple by the door teaches **Poltergeist** (free, Ghost-types).

Notes: Morty won't give the Gym battle in two windows of the League HQ investigation (**League HQ**): while the League has sent you to him about the Rainbow Wing, and **after Ho-Oh is stolen at the Bell Tower until your final Hall of Fame entry** ("We must defeat Team Rocket and rescue Ho-Oh!"). Get the badge before League HQ round 4. After the final Hall of Fame he asks for "three Pokémon... 3-on-3", but the check still needs six (see **Known issues**).

Ecruteak City: which legendary beast is strongest? (one-time)

Where: two kids arguing in the middle of town, about a dozen steps west of the Dance Theater door.

Who gets it / when: any time; one answer per game.

How it works: they ask you to settle it.

Answer	Result
Raikou	the Entei fan battles you (Magby) → 3 Cheri Berries
Entei	the Raikou fan battles you (Elekid) → 3 Rawst Berries
Suicune	they both laugh at you; nothing
None of them	both battle you in a Double Battle; nothing

Notes: losing whites you out and the question comes back. After the answer they just repeat their favourite.

Ecruteak City: show the girl a Pokémon like Ho-Oh (→ Shed Shell)

Where: west end of town, a few steps east of the Route 38 gate.

How it works: she asks to see a Pokémon as stunning as Ho-Oh. Pick one from your party: **Fearow**, **Rapidash** or **Milotic**. Anything else "looks pretty ordinary"; try again any time.

Reward: Shed Shell (once).

Ecruteak City: Grandpa's Pokémon lantern riddles (→ 2 Power Bands)

Where: old man on the east side, about nine steps north of the Poké Mart door.

How it works: say you want to play. For each of five riddles, answer with the **last digit of the Pokémon's National Pokédex number** (menu 1–8). You only find out at the end whether you got all five.

Riddle	Answer	(Pokémon)
1. "A horn on its head, a neck so long..."	8	Rapidash (#078)
2. "Round head, round hands, a body round too..."	5	not identified
3. "Eyes like bronze bells, a body like a nail..."	3	Yanma (#193)
4. "A plump old lady with a house on her back..."	7	probably Dwebble (#557)
5. "Wide bill, big eyes, a tuft on its head..."	4	Psyduck (#054)

Reward: 2 Power Bands. Repeatable until you get them all right.

Notes: if you get riddle 4 or 5 wrong, Grandpa asks riddles 2–5 again before telling you that you failed. That's only a quirk (suspected hack bug); just start over.

Ecruteak Pokémon Center: Gold's training battles (→ 12 Soda Pop; missable)

Where: Ecruteak Pokémon Center, Gold with his Quilava, just left of the entrance.

Who gets it / when: after the Burned Tower chapter. **Missable:** once Gold (with Crystal) stops you for a battle on Route 39, near its south end on the way to Olivine City, he leaves the Pokémon Center for good, finished or not.

How it works: three battles in a row (talk to him each time):

1. Single Battle.
2. Double Battle (a Single Battle if you only carry one Pokémon).
3. Single Battle: his Quilava evolves into Typhlosion.

Reward: 12 Soda Pop after the third battle. Losing whites you out; talk to him again.

Ecruteak City (Dance Theater): Sakura wants a Water Stone (→ Spell Tag; before the Rising Badge)

Where: Dance Theater, Kimono Girl Sakura (right end of the row).

How it works: say Yes and hand over a **Water Stone**.

Reward: **Spell Tag**. After that (and in any case once you have the Rising Badge) she offers repeatable Single/Double Battles with her Vaporeon team.

Notes: once you have the **Rising Badge** she skips the request, so the Spell Tag is lost. While the League HQ's Bell Tower lead is running (and until the final Hall of Fame after Ho-Oh is stolen) the Kimono Girls only talk about Team Rocket. Tamao, next to her, also battles you (repeatable). The Guard Letter for Momo ([Route 27 → Ecruteak City: the outpost guard's letter](#)) can't be handed over in that window either.

Ecruteak City: Shellos for the boy without Badges (choice; one chance)

Where: the boy with a Shellos. Below the Burned Tower are two houses side by side; his is the right-hand (eastern) one.

How it works: he can't control the Shellos a friend gave him.

Choice	Result
Then give it to me	Shellos, Lv. 25 joins you (needs a free party slot)
Don't give up on it	he keeps it for good. After your Glacier Badge he says he's won two Badges
Not my problem	nothing; ask again later

Ecruteak City: milk for the baby Pichu (→ unlocks Volt Tackle)

Where: the house between the Gym and the Pokémon Center, a woman with a Pichu.

How it works: say Yes and give her **10 Moomoo Milk** (from MooMoo Farm, Route 39).

Reward: she then teaches **Volt Tackle** to Pichu, Pikachu or Raichu, free and repeatable.

Ecruteak City: the wheelchair-bound writer's Pidgy letter (→ Wise Glasses; continues Route 35's hungry Pidgy)

Where: the house just east of the Pokémon Center, near the east gate. The writer is a woman in a wheelchair.

Who gets it / when: after the Pidgy carrying her letter flies off on Route 35 (see the Route 35 entry). Before that she only worries about her Pidgy.

How it works: answer Yes ("you saw the letter"). She asks for stories from your journey. Only **"I broke up Team Rocket"** finishes it; the Sabrina and Mt. Silver stories are just chat and you can pick again.

Reward: **Wise Glasses** (her late Pidgy's item).

Bell Tower: Ho-Oh is stolen (League HQ round 4; continues Pokémon League, Mt. Silver and New Bark Town's League HQ entry)

Where: Ecruteak Gym → Dance Theater → Bell Tower roof.

Who gets it / when: when the League HQ sends you to Ecruteak about Ho-Oh.

How it works:

1. Talk to Morty in the Gym. He needs a **Rainbow Wing**. Without one he tells you to search where Team Rocket has been (the item ball is in Archer's room in Mahogany Town's Team Rocket hideout; the player says it was in Team Rocket's base).
2. With the Rainbow Wing, Morty leaves to prepare. The monk at the back of Bell Tower 1F now lets you climb the tower.
3. On the roof Morty explains the Prayer Dance and the "Kimono Girls" arrive and dance. They are Team Rocket's Joy and her Ditto. You fight **Executive Archer and a Grunt together in a Double Battle** (losing whites you out; retry). Then Goh catches Ho-Oh with one ball and they escape.

Reward: story only. From here until your final Hall of Fame Morty won't give the Gym battle (see the Ghost challenge entry).

Dance Theater → Bell Tower: catch Ho-Oh (after the final Hall of Fame)

Where: Dance Theater (Satsuki, the eldest Kimono Girl), Ecruteak Gym, Bell Tower roof.

Who gets it / when: after your final Hall of Fame entry.

How it works:

1. Talk to **Satsuki**: "I want to see Ho-Oh". She says Morty still has the **Clear Bell**.
2. Talk to **Morty** in the Gym and agree to his challenge: a Single Battle against his full team (losing whites you out; retry). Win → **Clear Bell**.
3. Talk to Satsuki again. The five sisters go to the Bell Tower.
4. Climb to the roof: the Clear Bell ceremony summons Ho-Oh.
5. Talk to Ho-Oh → **Yes** → battle **Ho-Oh (Lv. 95; Sacred Fire, Sky Attack, Will-O-Wisp, Protect, Lum Berry)** as a trainer-style battle (you can't throw balls). Win → "Will you catch Ho-Oh...?" → **Yes**.

Reward: **Ho-Oh, Lv. 95** joins your party. You need a free party slot ("Your party is full" otherwise; come back). If you say No, or lose, you can talk to it again.

Notes: Satsuki's other option, "**I want to see Lugia**", sends the sisters to the Whirl Islands for Lugia (**Whirl Islands: catch Lugia**). Once you've done both, she just thanks you. On **Fridays** after the Hall of Fame, Morty isn't in the Gym: he and Eusine are on Bellchime Trail (photo with Morty; repeatable battle with Eusine).

Burned Tower: Prof. Hale, Molly and the three beasts (post-game; frees Entei, Suicune, Raikou)

Where: Burned Tower basement, where the Sealing Mirror stood.

Who gets it / when: after your final Hall of Fame entry and **Lance's visit to your house** (the scene where he gives you Team Rocket's legendary items).

How it works: walk into the basement. Prof. Hale and Molly meet Entei, Raikou and Suicune, and all three run off.

Reward: this unlocks the three beasts' post-game encounters: **Entei** in the Ruins of Alph dream room ([Ruins of Alph: small extras](#)), **Suicune** on Route 25 ([Route 25: Suicune](#)) and **Raikou** on Route 47 ([Route 47: Raikou](#)).

Ecruteak City: small extras

- **Sunny, the Sunday sibling (Route 37, Sundays only):** gives a **Magnet**. If you've met all seven siblings she gives your lead Pokémon a ribbon instead (the known freeze, see [Known issues](#); save first).
- **Sage Mozhi (Route 37):** repeatable Single/Double Battle.
- **S.S. Anne fan:** in the left-hand (western) of the two houses just south of the Burned Tower. Only if you saved the S.S. Anne. Gives a **Muscle Band** once.
- **Eruption tutor (Burned Tower 1F):** the S.S. Anne survivor teaches Eruption only if the ship didn't sink. **Aura Sphere tutor (Bell Tower gatehouse):** appears after the Burned Tower battle.
- **Dance rehearsal (Dance Theater):** watching the Kimono Girls' rehearsal and either answer to Satsuki's question give the same result. Plays once, after Koume's Ilex Forest story ([Ilex Forest: Koume](#)).

Route 38: the Murkrow that stole a coin (Nugget trap; → 2 Rare Candies, 2 Lava Cookies or keep the Amulet Coin)

Where: the east end of Route 38, about 20 steps west of the Ecruteak gatehouse. The kid hides behind the fence; the Murkrow sits 7 steps south of him.

Who gets it / when: any time. One time only.

How it works:

1. Talk to the kid and choose **"OK, I'll get it back"**. ("Figure it out yourself" just ends the talk; you can ask again.) Until you agree, the Murkrow only cries at you.
2. Talk to the Murkrow → "Ask Murkrow for the coin?" → **Yes**.
 - **No Nugget in your Bag:** it eyes you warily and hops away to another spot on the route. Follow it and try again.
 - **With a Nugget:** "Trade the Nugget to Murkrow for the gold coin?" **Say No**. If you say Yes it takes your Nugget and then hops away to another spot, just as when you have none. The Nugget is lost; follow the Murkrow and try again with another Nugget.
 - After refusing the trade: "Beat up Murkrow and take the gold coin by force?" → **Yes** → a wild **Murkrow, Lv. 25**. Beat it (losing whites you out) and it drops the coin: an **Amulet Coin**. Catching it counts as a win too: the coin still drops. So you need a **Nugget in your Bag** to get the fight at all, but you must refuse to hand it over.
3. Go back to the kid → "Did you get my coin back?" → **Yes** to hand over the Amulet Coin, or **No** to keep it.

Reward: hand the coin back → **2 Rare Candies + 2 Lava Cookies** (the Amulet Coin is taken). Or keep the **Amulet Coin** and get nothing else. He'll take it any time later if you change your mind.

Route 39: the "Team Rocket grunt" who wants \$10,000 (optional Lv. 62–65 battle)

Where: Route 39, by the MooMoo Farm stable, a few steps east of the right-hand stable door.

Who gets it / when: from your first visit. One time.

How it works: he demands \$10,000 "to stay safe".

- **Yes (pay):** he's stunned and doesn't take your money at all. No battle, no cost. He stays for another try.
- **No:** a tough battle (Lickilicky Lv. 62, Arbok Lv. 63, Weezing Lv. 64, Victreebel Lv. 65). Losing whites you out. Win, and he admits he's a fan in a fake uniform. Choose "**Arrest him first**" (he begs; it just asks again) or "**Just give him a talking-to**" to end it.

Reward: none besides the Exp. Afterwards he stays as a reformed kid.

Route 39: the Donphan owner who needs a Protector (→ Power Weight)

Where: the south part of Route 39, the man next to his Donphan, beside a sign.

Who gets it / when: any time you carry a **Protector**.

How it works: talk to him with a Protector in your Bag → "Give him the Protector?" → **Yes**.

Reward: **Power Weight**. The Protector is used up. One time.

Route 39: the old lady's Sunflora story (→ Seal Case)

Where: MooMoo Farm, Route 39, the old lady among the Sunflora in the south of the farm.

Who gets it / when: only while the farm's Miltank are healthy. They are already sick when you first reach the farm, so in practice this is **after you've cleared the sick-Miltank investigation** (MooMoo Farm entry below). While they're sick she only worries about them.

How it works: "Would you like to hear it?" → **Yes** and listen to her long love story. Her husband then walks up and tells you it was all made up.

Reward: **Seal Case** (as an apology). One time. With it:

- The **seal girl in the MooMoo Farm stable** (east room) gives you three kinds of Seals, 3 each, once (only while the Miltank are healthy).
- The **girl in Olivine City** behind the right-hand of the two doors side by side in the north-east of town gives you random Seals once a day. Seals go on Poké Balls through **BALL CAPSULES** in the PC menu.

MooMoo Farm: the sick Miltank investigation (from your first visit; leads to the Dream World)

Where: the MooMoo Farm stable on Route 39. Go in by the right-hand door: the farmer stands a few steps ahead in the east room. The Miltank are in the west room (the left-hand door).

Who gets it / when: whenever the Miltank are sick. They're already sick when you first reach Johto (Prof. Elm's send-off makes them sick), and the League HQ's round-3 order makes them sick too (**League HQ**). The farmer asks for help whenever they're sick; he doesn't check whether the League HQ has sent you. There's no early window in which the farm is normal.

How it works:

1. Talk to the farmer. "Could you please help us find out why our Miltank are sick?" → **Yes**.
2. Go into the west room and walk up to the back of the stable. Will and Karen of Team Rocket appear, open a rift into "that world" and vanish, and you're pulled into the **Dream World**.
3. The Dream World (partner choice, the Will and Karen Double Battle, the Lunar Wing and the way back) is in the **Romance route central entry, step 2** and **Dream World: Cresselia and Darkrai**. **Do the Goldenrod love reading before this if you want the romance route.**
4. Back at the farm, talk to the farmer again.

Reward: 1 Moomoo Milk (he says "this dozen", but you only get one). The Miltank are healthy again and the milk stall reopens.

Notes:

- **Moomoo Milk stall** (the farmer's daughter at the farm entrance, a few steps south of the stable doors): 1 for \$1,000, 3 for \$3,000, 8 for \$8,000, 12 for \$12,000. Closed while the Miltank are sick.
- **After your final Hall of Fame entry**, examine the back wall of the west stable room to return to the Dream World (**Dream World: Cresselia and Darkrai**). You don't need a Lunar Wing for this.
- **If you can, do the investigation after the League HQ's round-3 order**. That order always makes the Miltank sick again, and once you've been through the Dream World the farmer never offers the cure again. So if you clear the Dream World first, the milk stall, the farm's seal girl and the Sunflora old lady close for good (suspected hack bug; not confirmed in game).

Olivine City: the Star-Chaser Sisters (talk to them from the middle)

Where: Olivine City, three girls standing together about eight steps north of the Café door.

Who gets it / when: any time. One time.

How it works: stand in the **gap between the three of them** (the empty tile in the middle, which you step into from the east) and talk to any of them. From anywhere else they only gossip about Wallace and Magnus. They then battle you one after another: Wartortle Lv. 17, Azumarill Lv. 18, Chimecho Lv. 17 (order depends on who you spoke to). Losing a battle whites you out, and you start over.

Reward: 2 Max Potions, 2 Max Revives, 2 Star Pieces.

Olivine City: Citrus Berries → Machine Part → Diving Suit → HM05

Whirlpool (with a Tentacool)

A chain across four places in Olivine. **HM05 Whirlpool** is the reward. Crossing whirlpools (for example to the Whirl Islands, **League HQ** round 4) needs the Volcano Badge. According to the scripts a Pokémon that knows Whirlpool isn't required (**Field moves: which Badge each one needs**), but that isn't confirmed in game, so teaching it is the safe choice.

How it works:

1. **Olivine Café:** the man with two Machoke, just left of the entrance, wants to feed them Citrus Berries. Carry **20 Citrus Berries** and say **Yes** → he takes 20 and gives you a **Machine Part**. With fewer than 20 he declines. (The man with the Pelipper in Olivine, a few steps south of the Lighthouse door, sells Citrus Berries: 1 for \$1,000, 3 for \$3,000, 5 for \$5,000, 10 for \$10,000.)

2. **Olivine Lighthouse 1F**: the engineer, a few steps up and to the right of the entrance, needs a machine part for the elevator. Talk to him with the Machine Part → **Yes** → **Diving Suit**. He isn't there from the moment you win the Mineral Badge until you've cured Amphy (see "Olivine Lighthouse: medicine for Amphy" below), so get the Diving Suit before you beat Jasmine or after Amphy is cured.
3. **Olivine City, north-east house** (the left-hand of the two doors side by side in the north-east of town): a boy is afraid of the sea since a Remoraid knocked him into it. He needs a Water-type to get used to and a Diving Suit. Talk to him with a **Tentacool in your party** and the **Diving Suit** → **Yes** → pick the Tentacool. It must not be your only Pokémon; picking an Egg or another species just gets a comment.

Reward: HM05 Whirlpool. Your Tentacool and the Diving Suit are taken (the Tentacool then lives in his room).

Olivine Café → fisherman: the three dishes and the Super Rod

Where: the head chef at the back right of the Olivine Café, then the fisherman in the house south-east of the Gym (the house door nearest the Star-Chaser Sisters, about ten steps east of them).

Who gets it / when: any time.

How it works:

1. **Head chef:** "Can any of my stuff help?" He needs, all at once (all only checked, **nothing is taken**):
 - a **Leek** (scallion pancake wraps),
 - **Honey** and a **Sitrus Berry** (candied Citrus Berries),
 - a **Magcargo** in your party (sizzling pork belly: he cooks on its back). He names the first thing you're missing. With everything, he cooks the three dishes and shows you how.
2. **Fisherman:** he wants to cook his wife a dinner. After the chef's lesson, pick **"I just learned a few"** and pass the recipes on.

Reward: chef: 2 **Lum Berries**. Fisherman: **Super Rod**. Both one time.

Notes: the fisherman only offers the lesson if you have no Super Rod in your Bag. If you already got one from the [Route 12 Fishing Guru](#), he just talks about big fish. To get both rods, get this one first, or give your Route 12 rod to Crystal (next entry) first.

Olivine City: give Crystal your Super Rod (before the Mineral Badge; romance)

Where: Olivine City, Crystal and her Bayleef by the harbour entrance, a few steps north of the building that leads to the harbour.

Who gets it / when: while Crystal is here: **only until you beat Jasmine**. The Team Rocket alarm after the Gym battle removes her from Olivine for good.

How it works: talk to her with a **Super Rod** in your Bag. She wishes she could catch a Kingler → "Give the Super Rod to Crystal?" → **Yes**.

Reward: no item. Your Super Rod is taken. This clears Crystal's romance lock (continuation of the [Romance route central entry](#), step 3). See Notes.

Notes: Crystal's lock is set on Route 46 if you refuse to put your Pokémon away when Charon holds her hostage ([Route 46: Team Rocket's dig](#)). That scene is mandatory and always comes before Olivine, so giving her the rod here **does** undo a Route 46 "No". In the scripts the gift also clears a lock set by the Dream World, if you did the MooMoo Farm investigation before coming to Olivine. This hasn't been tested in game, and you still get only one confession. She's only in Olivine until you earn the Mineral Badge.

Olivine City: the "gold-laying Magikarp" con man (only if the S.S. Anne was saved)

Where: Olivine City, about nine steps north of the Poké Mart door. A salesman and his Magikarp are pitching to a kid.

Who gets it / when: only if the **S.S. Anne didn't sink** ([S.S. Anne: defuse the bomb](#), or undone by [Celebi's trip back to the S.S. Anne](#)). One time.

How it works: talk to either of them. You watch the pitch (\$30,000 for a Magikarp that "lays gold"), then call him a con man. He recognises you as the Trainer who saved him on the S.S. Anne and gives up the sale.

Reward: Nugget.

Olivine Gym: Jasmine's rule (three Pokémon with base Defense 130+)

Where: Olivine Gym. Jasmine is at the back.

Who gets it / when: after Gold's battle at the south end of Route 39 (he's just won the Mineral Badge). This is the Mineral Badge.

How it works: Jasmine's rule is a **3-on-3 Single Battle using only Pokémon with a base Defense of 130 or higher**.

- Carry **3 Pokémon or fewer**. With 4 or more she refuses.
- **Every** Pokémon must be on her list. The game checks a fixed list of species meant to match base Defense 130+, for example Steelix, Skarmory, Forretress, Shuckle, Aggron, Metagross, Bastiodon and Probopass. **Aegislash is refused**, though Doublade is allowed, and a few weak species slip through (Yungoos, Gumshoos, Flapple and Appletun; see [Known issues](#)). Eggs are skipped by the check.
- Full list of obtainable species that pass: Golem, Cloyster, Onix, Steelix, Forretress, Shuckle, Skarmory, Nosepass, Probopass, Lairon, Aggron, Torkoal, Dusclops, Dusknoir, Relicanth, Metagross, Regirock, Registeel, Bastiodon, Rhyperior, Leafeon, Uxie, Lugia, Groudon, Gigalith, Cofagrigus, Carracosta, Ferrothorn, Doublade, Carbink, Avalugg, Toxapex, Pyukumuku.
- Jasmine: Steelix, Metagross, Skarmory, all Lv. 80. Losing whites you out, and you can retry.

Reward: Mineral Badge. She starts to give you a TM, but a Gym Trainer bursts in: Team Rocket is at the Lighthouse. **The TM is only handed over later** (next entry).

Notes: her Gym Trainer by the entrance teaches **Metal Burst** ([tutor list](#)), but he's gone from the moment you win the badge until you've cured Amphy (next entry). Jasmine can be rematched later (Singles or Doubles).

Olivine Lighthouse: medicine for Amphy (→ TM91 Flash Cannon)

Where: the top of the Olivine Lighthouse.

Who gets it / when: after you drive Team Rocket out of the Lighthouse (story, right after the Mineral Badge). Amphy has been poisoned, and Jasmine asks you to fetch medicine.

How it works: bring the **Secret Potion** from the Cianwood Pharmacy ([Cianwood Pharmacy: getting the Secret Potion](#)) and talk to Jasmine at Amphy's side.

Reward: **TM91 Flash Cannon** (the TM she started to give you at the Gym) and **Jasmine's phone number**. She then goes back to her Gym.

Notes: while Rocket is in the Lighthouse, the stairs are closed and you go up and down by elevator.

Route 38 → Olivine City: small extras

- **Route 38, Magician Lott** (west part of the route): an Apricorn-picking Trainer offers a Singles or Doubles battle any time. His team is **Lv. 81–82** (Wobbuffet, Smeargle, Ditto, Porygon-Z, Aerodactyl, Meganium). Losing whites you out. Repeatable, no prize.
- **Route 38 merchant** (at the west end of the route) sells Burn Heal \$250, Ice Heal \$250, Grass Mail \$500 and **TM78 Captivate for \$3,000**.
- **Route 39, Hiker Kenneth** (just south-east of the Sunflora old lady): the same kind of optional Singles or Doubles battle, **Lv. 81–82** (Kabutops, Corsola, Armaldo, Rhyperior, Skarmory, Dugtrio). Losing whites you out.
- **Olivine Café, the drunk veteran** (in the middle of the Café): one surprise battle (Veteran Gilbert: Qwilfish Lv. 63, Magneton Lv. 64, Swellow Lv. 65, Rampardos Lv. 65). Losing whites you out. No prize.
- **Olivine City, the Aron kid** (a few steps west of the Gym door) teaches **Endeavor** for a **Heavy Ball** ([tutor list](#)).
- **Olivine City salesman** (in the south-west of town, about 11 steps south of the Café door): sells **Weakness Policies** (1 for \$500 up to 20 for \$10,000).
- **Photo spots:** after your final Hall of Fame entry, Lt. Surge poses for a photo at MooMoo Farm (Fridays and Saturdays), Sabrina at Olivine Harbor (Fridays) and Jasmine in the Olivine Café (with her phone number registered). The Route 39 photographer is there only on Thursdays and Sundays.

See [Known issues](#) for suspected hack bugs in this area.

Battle Frontier, Cianwood City and Mahogany Town

Route 40: the Rhydon that can Surf (→ 2 Heavy Balls)

Where: a girl a few steps south-east of the Battle Frontier gatehouse door, at the north end of Route 40. The Rhydon and the lifeguard are out on the water side by side, about 25 steps further south. You need **Surf**.

How it works:

1. Talk to the girl: she wants a Rhydon that can Surf. Pick **"OK, I'll catch it for you"** ("Figure it out yourself" does nothing; ask again).
2. Surf to the Rhydon and answer **Yes** to "Try to catch it?". You battle it like a Trainer's Pokémon: **Rhydon Lv. 45** (Surf, Stone Edge, Earthquake, Megahorn; Lightning Rod, Eviolite). Losing whites you out; you can't actually catch it.
3. After the win, the lifeguard stops you. Rhydon is his partner: its Trainer drowned while it was too scared of water to help, so it learned to Surf and now rescues swimmers with him. You promise to talk the girl out of it.
4. Back with the girl, pick **"Forget about that Rhydon"** and explain. ("Just wait a bit longer" puts it off.)

Reward: 2 Heavy Balls.

Notes: before you accept, the Rhydon only cries at you. One-time.

Cianwood Pharmacy: getting the Secret Potion (continues Radio Tower, Ecruteak City and Olivine City's "Olivine Lighthouse: medicine for Amphy")
Continues **Olivine Lighthouse: medicine for Amphy**.

Where: Cianwood Pharmacy, the door just west of the Pokémon Center.

Who gets it / when: during the Amphy crisis (after the Mineral Badge Lighthouse battle). Gold and Crystal are already inside, arguing with the pharmacist.

How it works: talk to **Gold or Crystal**, not the pharmacist behind the counter (he only sighs). The old man refuses them, then gives the medicine once you show your Trainer Card as League Champion. You get the **Secret Potion**; fly back to Jasmine at the top of the Lighthouse.

Notes: the pharmacist also has a herbal-medicine counter (Energy Powder \$600, Energy Root \$3,500, Heal Powder \$500, Revival Herb \$8,000), but it only opens before the Amphy crisis starts; see [the known issue](#).

Route 41 → Cianwood City: the Whirl Islands Challenge (quiz and battle on four islands)

Where: the host stands on Cianwood City's east side, about a dozen steps north of the Pokémon Center door. One challenger waits near each of the four Whirl Islands on Route 41: **northwest** (with a Starmie), **northeast** (Lanturn), **southwest** (Kabutops) and **southeast** (Feraligatr). You need **Surf**.

Who gets it / when: any time you can reach Cianwood. The islanders only chat until you've signed up with the host.

How it works:

1. Talk to the host and accept. He explains: on each island, a quiz about Lugia and then a battle; report back after all four.
2. On each island, choose **"Here for the challenge"**. Four questions, then a Single Battle. The answers aren't revealed; if you get one wrong, the rest of that island's questions no longer count.

Island	Q1	Q2	Q3	Q4
Northwest	Flying/Psychic	Defense	Brave Bird (the move Lugia can't use)	40 days
Northeast	Pressure/Multiscale	1	Tidal Bell	Azalea Town
Southwest	10	5	Purugly	So its power harms no one
Southeast	Red	Diving Pokémon	A storm	Protects the sea

Battles (all Lv. 70, four Pokémon each; losing does **not** white you out, it just counts against you): NW Parasol Lady Celeste (Starmie, Miltank, Altaria, Ambipom), NE Sailor Solo (Lanturn, Cacturne, Lapras, Jolteon), SW Hiker Finn (Relicanth, Golem, Scyther, Crobat), SE Fisherman Farley (Feraligatr, Gyarados, Huntail, Walrein). 3. Go back to the host.

Reward: decided by how many "marks" you picked up. Each island's quiz with any wrong answer is one mark, and each lost battle is one mark:

Marks	Prize
0	first prize, Power-Up Set : 3 Rare Candies, 3 PP Max, 2 Heart Scales
1	second prize, Catching Set : 3 Net Balls, 3 Dive Balls, 2 Luxury Balls, 1 Cherish Ball
2 or more	third prize, Recovery Set : 3 Moomoo Milk, 2 Full Heals

Notes:

- Each island can only be done once, so there's no retrying a quiz or a lost battle. Marks are never cleared.
- The host actually only checks the **northwest** island before paying out, so he hands over a prize after that island alone (suspected hack bug; see [the known issue](#)).

Cianwood City: Eusine, Suicune and Goh (optional; before the Route 42 story)

Where: the north end of Cianwood City, beach north of the houses (Eusine stands next to Suicune; Crystal and her Meganium nearby).

Who gets it / when: appears after you cure Amphy. It disappears for good once the Route 42 story scene with Silver plays, so do it on your first return to Cianwood.

How it works:

1. Talk to **Eusine**. He battles Suicune with Gengar, Electrode and Alakazam and loses. Goh then turns up and tries to catch it.
2. Menu **"Stop Goh?"**
 - **Yes:** you battle **One-Ball Man Goh**: Lv. 85 Pidgeot, Starmie, Wigglytuff, Garchomp, Metagross and Pikachu. Lose and you black out, and the scene replays next time.

- **No:** Crystal steps in instead. No battle.
3. Either way Suicune escapes, and Goh and Eusine leave. Crystal stays.

Reward: none (story flavour only; the choice only decides whether you fight Goh).

Cianwood City: Ace Trainer Hans unlocks Close Combat

Where: outside the gate to Cianwood Cave, at the west end of town (just east of the cave entrance).

How it works: he asks for a battle (Yes/No). Beat **Ace Trainer Hans:** Lopunny Lv. 66, Magcargo Lv. 67, Zangoose Lv. 68, Fearow Lv. 68. Losing blacks you out; you can try again.

Reward: from then on he teaches **Close Combat**. You need 3 **Rare Candies** in your Bag, but they're only taken if the Pokémon has a free move slot. If it has to forget a move, the lesson is free, although his line still says he'll take them (suspected hack bug; see [the known issue](#)).

Cianwood City: a Lure Ball for the Corsola girl (→ Max Elixir)

Where: the girl fishing on the east shore, north-east of the Gym.

How it works: she wants to catch a Corsola but has no Lure Ball. Have a **Lure Ball** in your Bag, talk to her and answer **Yes** to "Give her a Lure Ball?".

Reward: **Max Elixir**. Her new Corsola appears next to her.

Notes: one time only. The Lure Ball is not actually taken from your Bag (suspected hack bug; see [the known issue](#)).

Cianwood Gym is closed: find Chuck in Cianwood Cave (story)

Where: Cianwood Gym → Cianwood Cave (the gate at the west end of town; it leads to Route 47 and the Resort Zone).

Who gets it / when: after Amphy is cured. Chuck's wife stands below the Gym door and says Chuck is about to take his students away for training. Inside the Gym, his wife tells you where: "the cave west of Cianwood City".

How it works:

1. Go through the Cianwood Cave gate and follow the cave path. Two of Chuck's students block the way as Trainers.
2. Walk into the training area and Chuck's footwork lesson plays. He makes you push palms with his Hariyama, then battles you: **Chuck**, six Pokémon: Hariyama 89, Breloom 88, Hitmonchan 89, Medicham 88, Poliwrath 89 and Annihilape 88. Losing blacks you out.
3. Win and Chuck goes back to the Gym, which reopens. The Resort Zone (Route 48) also opens.

Cianwood Gym: the winch and Chuck's Fighting-type Double Battle (the Storm Badge)

Where: Cianwood Gym.

Who gets it / when: after you beat Chuck in Cianwood Cave.

How it works:

1. Chuck trains under the waterfall and ignores you ("He's so into his training, he doesn't seem to notice you."). Turn the **large winch** on the back (north) wall to stop the waterfall, then talk to him. You have to do this on every visit.
2. Choose **"I'm here for the Badge"**. His rules:
 - a **Double Battle**, 4-on-4: Chuck sends out his four Pokémon two at a time (not confirmed in game);
 - **2 to 4 Pokémon** in your party ("at most 4"; with 1 Pokémon, or 5 or 6, he refuses);
 - he asks for **Fighting types only**, but the game actually checks your party against a fixed list of banned species. Every Pokémon that is Fighting-type in this hack passes, except **Staraptor** (Fighting/Flying here, but refused). This hack changes some types, so Ledian, Slaking, Zangoose, Lopunny and Electivire count as Fighting. A few non-Fighting Pokémon also slip through (**known issue**).
3. Beat **Chuck** (Lv. 80 Toxicroak, Medicham, Hitmonchan, Hitmonlee). Losing blacks you out; you can retry.

Reward: Storm Badge, Macho Brace and Chuck's phone number.

Notes:

- "Sure, let's spar" is a repeatable training battle against his Lv. 88–89 cave team, as a Single or Double Battle (Double needs 2+ Pokémon). No reward.
- After the badge, his wife (by the entrance) teaches **Heal Bell** for free.
- Two students offer optional battles (Lv. 62–65): Karate King Seamus (asks you for pointers) and Black Belt Sandy (brags about his attacks). One win each, no item.

Cianwood City houses: Happiny, Gligar, and the Eevee brothers

The four houses share one interior map. Door positions in town: **A** is west of the Pharmacy, **B** directly north of the Pharmacy, **C** north-east of the Gym, **D** in the far north-west.

Happiny's owner (house A): → Lucky Egg

- A girl worries that she's holding her Happiny back. Answer **"Evolving isn't everything"** or **"Then give Happiny to me"**: both give a **Lucky Egg** (Happiny refuses to leave her). "Not my problem" ends the talk, and you can ask again. One time only.

The Toxic Orb squabble (house B): → Wide Lens

- A woman's Breloom and a friend's Gligar fight over one Toxic Orb. Have a **Toxic Orb** in your Bag and give it to her. Gligar loses interest once there are two, so she **gives your Toxic Orb back** and adds a **Wide Lens**. One time only.

The Eevee brothers (house D)

- **Glacéon brother:** battle him (Super Nerd Jiro: Abomasnow Lv. 62, Glacéon Lv. 65, Cloyster Lv. 64, Corsola Lv. 63). Win → **Never-Melt Ice**. In this hack it evolves **Eevee** into Glacéon when Eevee levels up holding it **during the day** (4:00–19:59). Do it before Eevee's friendship gets high, and don't teach it a Fairy-type move first: the game checks Sylveon and Espeon before Glacéon (see **Eevee**). Losing blacks you out; retry allowed.
- **Quiz brother (Sylveon):** five Eevee questions. Get all five right for an **Eviolite**. If you miss any, he tells you only at the end, and you can retry at once.

Question	Answer
How many evolved forms does Eevee have?	8
Which stone has no effect on Eevee's evolution?	Moon Stone
Which evolution has the highest base Defense?	Leafeon
Base stat total of every Eevee evolution?	525
Which has no Ability that boosts Speed in special weather?	Jolteon

The photo guide (house C, after the Mineral Badge)

- Tells you when each Gym Leader wanders outside their Gym for photos. **Several of his tips are wrong.** The table compares what he says with what the game actually does. Except for Pryce, nobody is there until after your **final Hall of Fame entry**, which he doesn't mention. Times are by the DS clock.

Leader	He says	Where and when you really find them (after the final Hall of Fame)
Blue	Cinnabar Island, Fridays	never : no such appearance exists in the game
Brock	Diglett's Cave, daily 17:00–20:00	never (known issue)
Misty	Cerulean Cape, daily 14:00–16:00	only on Misty's romance route, at the date stage, and then at any hour; otherwise never (known issue)
Lt. Surge	MooMoo Farm, Fridays and Saturdays	as he says: Route 39, just south of the Miltank pasture
Erika	Celadon City, Mondays	as he says: the street between the Department Store and the Gym
Koga	near Victory Road, daily 18:00–20:00	inside the Pokémon League Reception Gate, near the Route 22 door, 18:00–20:59
Blaine	Cinnabar Island (outdoors), Thursdays	as he says: beside the Pokémon Center
Sabrina	boat to Olivine Harbor, Mondays	Fridays , on the Olivine port pier
Falkner	Celadon Department Store, Wednesdays	as he says: on 4F
Bugsy	National Park, Mon/Wed/Fri	as he says: near the Route 36 gate
Whitney	Goldenrod Dept. Store, daily 18:00–20:00	6F, 18:00–19:59 only
Morty	Bellchime Trail, Fridays	as he says: near the Bell Tower door
Jasmine	Olivine Café, daily 12:00–13:00	one hour a day: 13:00–13:59 if her number isn't in your Pokégear, 12:00–12:59 if it is; not while she's waiting for a rematch
Chuck	Route 47, Sundays	as he says, once you have the Storm Badge (Route 45 to Route 48 and Dragon's Den: small extras)
Pryce	hardly ever goes out; you'll find him in the Mahogany Gym	right: choose "Let's take a photo" with him after the Glacier Badge, any time
Clair	Dragon's Den, Fridays	every day, 6:00–9:59 , near the Den entrance (Route 45 to Route 48 and Dragon's Den: small extras)

Cianwood City: small extras

- **Leaf Stone:** the Leafeon owner at the north end of town gives a **Leaf Stone** (no condition). In this hack a Leaf Stone evolves Eevee into Leafeon.
- **Tentacool gift (Pokémon Center):** the woman in the lower right gives a Lv. 15 **Tentacool**, but only if you have **exactly one Pokémon in your party and an empty PC**. Otherwise she just talks. This is a safety net for the Whirlpool quest in Olivine City ([Olivine City: ... HM05 Whirlpool](#)).

Route 40 / Route 41: small extras

- **The Lapras owner** (Route 40, about 14 steps straight south of the Battle Frontier gatehouse door, next to her Lapras) wants to release her Lapras. **"Don't release it"** gets you a **Full Heal**. **"Release it"**: Lapras swims away, no reward. One-time.
- **Swimmer♂ Lex** (Route 41, on the water on the east side, between the north-east and south-east islands): repeatable battles against a Lv. 81–82 rain team (Swampert, Pelipper, Vaporeon, Kabutops, Forretress, Electivire). He offers Singles or Doubles, but both choices run the same **Single Battle**; "Doubles" only adds a party-count check (suspected hack bug; [known issue](#)). Losing whites you out.
- **Swimmer♀ Marina** (Route 41, in the south-west corner, south of the south-west island): beating her also counts as a win on the Cycling Road for the Route 18 Dragonair delivery ([Route 16 → Cycling Road → Route 18: the Secret Potion](#); [known issue](#)). **If Marina is already beaten when you hand over the Secret Potion, the Dragonair dies**, whatever your biker count. Leave her until after the delivery.

Battle Tower partner room: teaming up with Yellow or Misty (continuation of Ilex Forest and Goldenrod City's romance entry; in practice unavailable)

Where: the Battle Tower's partner room (take the Multi Battle Room challenge at the left counter).

How it would work: the room has spots for Blue, Yellow, Riley, Marley and Misty. Say Yes to Yellow ("I'm ready. Let's battle together!") or Misty ("Shall we start the challenge now?") and they become your Multi Battle partner. Doing so **clears that partner's romance lock** (Yellow: the Dream World lock; Misty: the Route 3 "No" or Indigo Conference lock), then hides her from the room for good.

But: Yellow and Misty are hidden as soon as you pass the scene with Gold and Crystal on Route 39, on your way into Olivine City. That scene is the only way to reach Olivine City, and so the Battle Frontier. Nothing ever makes them visible again, so in a normal game **neither ever appears in the partner room**, and this way back into a romance doesn't work. Your first visit to the Trainer House basement in Frontier Access also hides Yellow. Riley and Marley are normally hidden as well, so in practice Blue is the only partner you'll find there (not confirmed in game).

Notes: for Yellow and Misty, the way to undo a romance lock is the Island Forest wish before the Dream World ([Island Forest \(Six Island\)](#); see [the romance route's central entry](#) for every partner's options). See also [the known issue](#).

Battle Frontier: small extras

- **Free Vs. Recorder:** in the Battle Frontier gatehouse, the man at the upper left gives you a **Vs. Recorder** if you don't have one. The receptionist upgrades it on your first visit.

- **Frontier Brains welcome:** your first trip into Frontier Access triggers a greeting from Palmer, Argenta, Dahlia, Darach, Caitlin and Thorton. It's story only.
- The Frontier has the Battle Tower, Factory, Hall, Castle and Arcade challenges, the BP Exchange Service Corner and the Trainer House. Their rules, teams and prizes aren't covered by this guide.

Route 42: small extras

- **The Smeargle's Sketch** (west end, a few steps east of the gatehouse from Ecruteak, next to a boulder): he's training his Smeargle's Strength. Pick "**That's not how it works**" and talk him through Sketch. If you have a **Heart Scale**, give it: **Meadow Plate**. One-time; without a Heart Scale, come back later.
- **Blissey's Egg** (the photographer in the middle of the route, just south-west of the middle Mt. Mortar entrance): a Seviper goes for the Blissey's Egg. "**I'll save it**" → wild **Seviper Lv. 30**. Win, the Happiny hatches, and you get a **Stardust**. Catching the Seviper or running away also counts as a win. Losing whites you out and the scene plays again. "**Let nature be**": the Blissey drives it off herself, no reward, and that choice is final.
- **Fisherman Manzo** (on the water east of the photographer, with a Corsola): beat him once (Wailord, Seaking, Walrein, Gyarados, Lv. 62–65) for **3 Lure Balls**.
- **Hiker Dolan** (east end, near the Mahogany side): after the Entei scene he offers repeatable Single or Double battles (Lv. 62–64 team plus a Lv. 1 Aron).
- The **Entei scene** at the east end (Silver, Ariana and a brainwashed Entei; three Multi Battles with Silver, then Ariana's Entei) is story.

Mt. Mortar: the runaway Hitmontop and the Hiker's map (→ HM08 Rock Climb)

Where: Mt. Mortar 1F. The Hiker is in the north part of the front cave (the part you enter from Route 42), with a Hitmontop next to him. Karate King Kiyo trains in the middle of the back cave, with his Hitmonlee and Hitmonchan.

How it works:

1. Talk to the Hiker. A Hitmontop snatches his map and runs.
2. Talk to the Hitmontop: it bolts deeper into the cave. You find it again in the south part of the back cave, about eight steps north of the expedition leader and his Diglett. Talk to it there and it runs off again, this time to Kiyo.
3. Go to **Kiyo**. The Hitmontop now stands next to him, clutching the map. Talk to Kiyo, pick "**Is that Hitmontop yours?**" and explain. He makes it hand over the **Map**.
4. Bring the Map to the Hiker and say **Yes**.

Reward: **HM08 Rock Climb** from the Hiker. Kiyo also asks you to battle him to humble his Hitmontop. He offers this as soon as he hands you the Map; you don't need to fetch the HM first (**Karate King Kiyo**: Hitmontop, Hitmonlee, Hitmonchan, Gallade, Lucario, Medicham, Lv. 81–82; losing whites you out). Win for a **Shoal Shell**. After that he offers repeatable Single or Double battles.

Notes:

- **Warning:** once you carry HM08, Mr. Pokémon (Route 30) no longer offers his Exp. Share quiz. Do his quiz first if you want it ([known issue](#)).

- If you already own HM08 from elsewhere, the Hiker only explains Rock Climb and won't take the Map back.

Mt. Mortar: the five-member expedition (the way to the altar; needed in the final chapter)

Where: Mt. Mortar 1F (both halves) and B1F.

Who gets it / when: the members are there from the start, and you can finish the expedition any time. In the **final chapter** it's how you reach Ariana and the statue that leads on to Giovanni and Palkia.

How it works:

1. **Leader** (Psychic with a Diglett, just inside the back cave at its south edge, a few steps west of the middle passage from the front cave): "Are you a really strong Trainer?" → **Yes**, beat **Psychic Hewitt** (Lv. 22–25), and agree to join. He wants **three more members**.
2. Recruit them, in any order:
 - **Battle Girl** with a Machop (west side of the back cave): beat **Battle Girl Milly** (Lv. 20–21), then choose "**Join our expedition**" ("Nothing fun here" just loops).
 - **Kid with a Squirtle** (north-east of the back cave, below a ledge): choose "**Then join our team**". He wants a **Focus Sash**, and it's taken from your Bag. Without one he waits.
 - **Man with a Magnemite** (front cave, east of centre): "**Join an expedition?**" and pass his **five-question outdoors quiz**. You need all five right. A wrong answer doesn't stop the quiz: you answer all five, he turns you down at the end, and you can try again at once.

Question	Answer
Badge needed for Strength in Johto	Goldenrod Gym
Which can't use Flash	Chimchar
Item that cuts cave encounters	Cleanse Tag
A poisoned Pokémon left untreated while travelling	It toughs it out
A teammate runs into trouble	Step in and help

3. Report to the leader: the team sets off. Along the way the members use their Pokémon: the Diglett carries everyone down a rock wall ("**Take me down**", or "I can manage" and use your own Rock Climb), the Machop moves a boulder, the Squirtle ferries everyone over the B1F pool ("**Take me across**", or Surf yourself), and the Magnemite repairs the warped space in the rock maze.
4. The team settles at the altar on B1F.

Reward: no item. It opens the way through the rock maze to the ancient statue.

Notes:

- In the final chapter, Executive **Ariana** is at the statue. Beat her (Tyranitar, Hippowdon, Rhyperior, Scizor, Nidoqueen, Aggron, all Lv. 90; losing whites you out) and the statue sends you on after Giovanni. After your **final** Hall of Fame entry the statue sends you through again ("resonated with the Lustrous Orb"; you don't actually need to carry the orb).
- A Hiker on the west side of B1F, about 20 steps south of the altar, will Escape Rope you out whenever you like.

- **Warning:** after **Lance visits your house** (after your final Hall of Fame entry), see the **Burned Tower release scene before** you rematch the expedition leader. Beating him in that window resets the expedition's progress, even if you finished it before, and the scene that frees Entei, Raikou and Suicune never plays. To avoid the battle, answer No to "Are you a really strong Trainer?" (suspected hack bug; **known issue**). No effect of a rematch after that scene was found.

Boot Camp Ruins: the Team Rocket PC password (story; Mahogany Rocket base chapter)

Where: Boot Camp Ruins, the old Team Rocket training camp reached from Mt. Mortar B1F. Your friend (Green for male players, Red for female players) and Silver are waiting inside.

Who gets it / when: during the Mahogany Town Rocket-base chapter, once Pryce in the Mahogany souvenir shop tells you to search outside (**next entry**, step 1). The ruins' door is at the far east end of **Mt. Mortar B1F**.

How it works:

1. Enter; Green/Red and Silver explain the boot camp. Green/Red suspects a secret passage to the Mahogany base.
2. Check the **PC in the office** (north-east room): it needs a password. Talk to Green/Red and choose **"A PC still works"**; the three of you gather at the PC. Talk to Green/Red again there.
3. Silver finds a crumpled note in the trash can: **325003225300469**. The first try fails at the 5th digit, so the password has 5 digits.
4. Read **Archer's notebook**, lying next to a Persian statue in the big hall on the south side of the ruins. It has four pages (answer "Keep reading?" to turn them); pages 1, 2 and 4 end with the hints **"Three digits"**, **"Index number"** and **"What it stands on"**. Split the number into three-digit Pokédex numbers: 325 Spink, 003 Venusaur, 225 Delibird, 300 Skitty, 469 Yanmega. Count the legs each one stands on.
5. Talk to Green/Red → **"Let me guess"** and enter **1 4 2 4 6**. A wrong digit gives "Beep! Error!"; you can retry as often as you like.
6. The passage opens with a noise in the room to the south. Go there: the Persian statue next to Archer's notebook has slid aside and uncovered a staircase (Silver comments as you walk up to it). Go down, and at the next Persian statue Silver's face opens it. The statue closes behind you, so the only way out is through the Rocket base (exit via the Mahogany Town shop).

Mahogany Town → Team Rocket HQ: the radio-wave investigation (story; where to go next)

Where: the Mahogany Town souvenir shop (the west door of the shop building in the middle of town), the Team Rocket HQ below it (B1F, B2F, B3F) and Archer's room.

Who gets it / when: straight after the Lake of Rage red Gyarados chapter (**Lake of Rage: the red Gyarados and the radio transmitters**). Walk up to the souvenir shop door and Gold, Crystal, Lance and Pryce go in with you.

How it works:

1. **The shop search.** The clerk denies everything and nothing turns up. Talk to **Pryce** in the shop: he tells you to search *outside*, around the shop, for other places Team Rocket could

hide. The answer is the Team Rocket base in Mt. Mortar and its hidden passage (the Boot Camp Ruins at the east end of Mt. Mortar B1F; see [the previous entry](#) for the password). You enter B1F from that passage, with Green (Red for female players) and Silver.

2. **B1F.** As you arrive, a Grunt battles you (Spiritomb 62, Charizard 63, Octillery 64, Roselia 65; losing whites you out). The Persian statues are cameras. Walking in front of one (three spots) calls two Grunts into a Double Battle. Some floor tiles are traps that start wild battles with a Koffing (Lv. 21), Voltorb (Lv. 23) or Geodude (Lv. 21). In the control room at the south end of the floor, Green/Red and Silver make the operator unlock every passage. The shop's hidden stairs open too, and Lance, Pryce, Gold and Crystal join you. There's a **Sun Stone** item ball on this floor.
3. **B2F.**
 - Butch and Cassidy block the east side with a 2-on-1 Double Battle.
 - **Scientist Fujimoto** stands in a corner on the east side, about halfway down the floor ("What are you doing in this corner?!"). Beat him and pick up the **Secret Key** item ball beside him (you need it on B3F).
 - Silver is losing to Karen. "Help Silver?" **Yes** starts a battle with Karen (Lv. 90). No does nothing, and you can come back to it. **Karen is missable:** she and Silver leave once Archer's room is done.
 - The sealed door in the middle wants the spoken password "Team Rocket will rule the world!" in Petrel's voice. Saying it yourself always fails ("Voiceprint mismatch").
4. **B3F** (full walkthrough: [Team Rocket HQ B3F: the two passwords and the Secret Key door](#)).
 - Charon and Cyrus take you on in a **Double Battle**. Afterwards Gold tells you the first password: "**Slowpoke Tail**".
 - Ariana and Lawrence challenge you to a **Multi Battle**, with Crystal as your partner.
 - **Scientist Watanabe** guards a PC. Beat him and he gives you the second password: "**Raticate Tail**".
 - The door to the Executives' room needs the **Secret Key** and both passwords. Behind it, "Giovanni" turns out to be **Petrel** in disguise; beat him. Then go on to Archer's room.
5. **Archer's room.** Proton and the Marauder take you on in a Double Battle, and **Archer attacks straight after with no healing in between**, so go in healed and carry restoring items. If you lose either battle you black out. Pryce saves Prof. Hale, and Petrel's **Chatot** is left behind repeating Petrel's line. Everyone goes back to the B2F door and the Chatot opens it.
6. **The radio room.** Electrode are wired into the machine in two rows. Yours is the one at the south end of the west row, the one that asks "Stop it?". Answer **Yes** and fight a wild **Electrode (Lv. 50)**. Beating it, catching it or running away all count. Your friends deal with the rest. Pryce's radio then works again, and the chapter ends.

Reward: the Mahogany Gym reopens, because Pryce cancels his retirement (next entry). The souvenir shop reopens with local snacks: Lava Cookie \$800, Old Gateau \$800, Moomoo Milk \$2,000.

Notes:

- **Don't miss the Rainbow Wing.** It's an item ball in Archer's room. Morty needs it in Ecruteak before you can climb the Bell Tower ([Bell Tower: Ho-Oh is stolen](#)). The shop guard lets you back into the base afterwards ("you're the League Champion"), so you can fetch it later.

- Archer's notebook in the same room tells how Team Rocket used Prof. Hale. Reading it is optional.

Mahogany Gym: Pryce's no-weather Double Battle (the Glacier Badge)

Where: Mahogany Gym (south-west building).

Who gets it / when: only after the Team Rocket HQ chapter. Until then a guard at the back of the entrance hall says the Gym is closed because Pryce is retiring.

How it works:

1. Talk to Pryce and say **Yes** to his challenge.
2. His rule is a **Double Battle** (you need at least 2 Pokémon), with **no Pokémon whose Ability changes the weather**. The check is by species, not by actual Ability. If any of these is in your party he sends you away (**known issue**): Charizard, Vulpix, Ninetales, Dewgong, Articuno, Politoed, Slugma, Magcargo, Kingdra, Entei, Tyranitar, Pelipper, Wailord, Torkoal, Relicanth, Kyogre, Groudon, Rayquaza, Hippopotas, Hippowdon, Snover, Abomasnow, Probopass, Froslass, Gigalith, Amaura, Aurorus, Frosmoth. Put them in the PC first.
3. Win the Double Battle against **Pryce**: Lv. 85 Abomasnow, Froslass, Mamoswine, Walrein, Delibird and Dewgong. He sends out his six two at a time.

Reward: **Glacier Badge**, and Pryce's number in the Pokégear.

Notes:

- After the Badge, Pryce offers "Let's train" (a rematch without restrictions against a Lv. 89–90 team, Singles or Doubles, repeatable) and "Let's take a photo".
- His student, just inside the door of Pryce's room next to a Froslass, then teaches **Haze** for free.
- Losing blacks you out, and you can retry.

Mahogany Town: the Girafarig meditator (→ Shell Bell)

Where: Mahogany Town, north side of town, a few steps east of the Route 43 gate: **Magician Colum**, the man training beside his Girafarig.

Who gets it / when: any time.

How it works: he asks whether you understand becoming one with your Pokémon. Answer **Yes** and he tests you in a battle. It's a tough full team at Lv. 81–82: Girafarig, Wigglytuff, Gardevoir, Gallade, Pikachu and Togekiss. Treat it as a post-game fight.

Reward: **Shell Bell** (one time).

Notes: if you lose you black out. Answer No and he just leaves you to think about it. You can come back later.

Mahogany Pokémon Center: Durin Berries for the Ice Path (→ 15 Durin Berries)

Where: Mahogany Pokémon Center, the nurse-assistant on the right.

Who gets it / when: after the Team Rocket HQ chapter.

How it works: she asks you to take Durin Berries to a Trainer in the **Ice Path** whose Pokémon is sick. Say **Yes** and she gives you **15 Durin Berries**: 10 for him and 5 for you. Take at least 10 to the Swinub Trainer in the Ice Path (**Ice Path B2F: the cursed tunnel, Swinub and the Anti-Age Spray**). You need 20 Durin Berries in all for the spray (**known issue**). He counts them and turns you away if you have fewer than 10.

Reward: the 5 spare Durin Berries. The Ice Path Trainer takes **10 Durin Berries** and gives you a **Sacred Ash**.

Notes: say No and she asks someone else, but you can talk to her again. Durin Berries are also used in the Ice Path's anti-curse spray recipe (10 Durin Berries, 5 Rare Candies, Sacred Ash, Fresh Water, \$10,000), so don't sell them.

Mahogany Town: small extras

- **Souvenir shop annex (east door): the Jigglypuff girl's question.** She wants a Pokémon that won't fall asleep to her Jigglypuff's song. Answer "Insomnia Pokémon", then "Hoothoot". She then offers her Pineco for a Hoothoot (in-game trade, one time). Other answers just end the talk, and you can retry.
- **Red Scale boy (by the Pokémon Center door).** Give him the Red Scale from the Lake of Rage and he teaches **Water Spout** for free, to Squirtle, Wartortle, Blastoise, Golduck, Remoraid, Octillery, Wailmer, Wailord, Kyogre, Frillish and Jellicent. Giving the scale away is permanent.
- **Pryce's student in the Gym** teaches **Haze** once you have the Glacier Badge.
- **Doll vendor (after the Team Rocket HQ chapter).** The man just east of the souvenir shop's east door sells a **Poké Doll** and a **Fluffy Tail**, \$1,000 each.

Whirl Islands: catch Lugia (after the final Hall of Fame)

Where: Lugia's cave at the bottom of the Whirl Islands (B3F, reached from B2F).

Who gets it / when: Lugia is first stolen during the League HQ's round-4 story (**League HQ: the Trainer Affairs Department's investigations**): Executive Lawrence uses the legendary birds to wake Lugia. You battle a Rocket pair, Lawrence and then Lugia itself, but he catches it anyway. That part is story. Lugia comes back for you **after your final Hall of Fame entry**.

How it works:

1. In the Ecruteak Dance Theater, tell Satsuki **"I want to see Lugia"** (see **Dance Theater → Bell Tower: catch Ho-Oh**). The five Kimono Girls go to the Whirl Islands.
2. In Lugia's cave, talk to Satsuki and say **Yes** to starting the ritual. The Tidal Bell cutscene plays and Lugia appears.
3. Talk to Lugia → **Yes**: a normal wild battle with **Lugia, Lv. 95**. You can throw balls.

Reward: Lugia, Lv. 95.

Notes:

- **Warning: one chance. Save first.** Catching it, knocking it out or running away all remove Lugia for good (**known issue**). Only a loss lets you retry: you white out and Lugia stays. You don't need to carry the Tidal Bell.
- **If you've already caught Ho-Oh but not Lugia**, Satsuki's first menu only offers "I want to see Lugia" and "Never mind". Choosing Lugia there wrongly takes the Ho-Oh path ("the

Clear Bell is still in Morty's hands"). Talk to her again and choose Lugia from the full menu. *(Suspected hack bug; it also re-arms the Ho-Oh chain, see [the known issue](#).)*

Frontier Access: the damaged stone and Jirachi (after the final Hall of Fame)

Where: Frontier Access (the plaza between the Route 40 gatehouse and the Battle Frontier gate). The stone stands on the east side, a few steps south-east of the Poké Mart, with a man next to it.

Who gets it / when: after your final Hall of Fame entry. Before that, examining the stone only shows "A hard stone. It has some obvious damage." The man explains that it was dug up while the Frontier was being built and nothing could break it.

How it works:

1. Examine the stone: "It looks like a Star Piece would fill in the broken part perfectly. Use a Star Piece to repair the stone?" → **Yes**. Each repair takes a Star Piece if you have one, but still counts if you have none ([known issue](#)).
2. Keep choosing Yes. If you've finished the legendary investigation story (it ends in Cherrygrove City, when Crystal takes Suicune back to the orphanage), the stone wakes after **7 repairs** (not confirmed in game). **Warning:** if that story isn't finished, it needs more repairs, and waking Jirachi stops that story's remaining scenes from playing. Finish it first ([known issue](#)).
3. The stone turns into **Jirachi**. Two Team Rocket stragglers run in and try to make it grant their wish (a world ruled by Team Rocket). Nothing happens, and you fight them in a **Double Battle**: Grunts with Honchkrow 65, Weavile 64, Butterfree 63 and Gyarados 65, Rampardos 63, Gallade 64.
4. Win, and they give up Team Rocket. The man asks you to give Jirachi a safe home. Talk to Jirachi → "Take it with you on your journey?" → **Yes**.

Reward: **Jirachi**, Lv. 5 (gift; you may nickname it).

Notes:

- If you lose the Double Battle you white out. The stone comes back, and the next repair wakes Jirachi and replays the scene.
- With a full party Jirachi won't join ("Your party is full"). Make room and talk to it again.

Frontier Access Pokémon Center: the psychic's memory battles (after the final Hall of Fame)

Where: the Frontier Access Pokémon Center, the psychic on the right, up from the entrance.

Who gets it / when: after your final Hall of Fame entry. Before that he just says he is still developing the power.

How it works: answer Yes, then choose **Singles** or **Doubles** (Doubles needs at least two Pokémon), then an opponent. There are three pages of opponents. Doubles is a Double Battle against the same team.

Page	Opponents
1	Goh (Arceus, Dialga, Palkia, Giratina, Ho-Oh, Lugia, all Lv. 100), Joy (Lv. 90–95), Will, Karen, Proton, Petrel
2	Archie, Maxie, Lawrence, Marauder, Charon
3	Cyrus, Ariana, Archer, Giovanni (Viridian), Giovanni (Cerulean), Giovanni (Indigo), all Giovannis Lv. 100

Reward: none. It's a rematch service for the story's villains and rivals. It's unlimited and has no daily limit.

Notes: losing whites you out.

See [Known issues](#) for suspected hack bugs in this area.

Lake of Rage, Blackthorn City and beyond

Entries are grouped by place, not by story order. Two of them come earlier in the story: **Route 46** (Crystal taken hostage) plays early in Johto, right after Route 31, and **Route 47's Will and Karen battles** come straight after Chuck's Cianwood Cave battle, before Route 42 and the Lake of Rage. The final chapter runs Reversal Cave → Ice Path B2F → Dialga's and Palkia's spaces.

Route 46: Team Rocket's dig and Crystal taken hostage (story; romance choice; continues Ilex Forest and Goldenrod City's romance entry)

Where: the north end of Route 46. The scene starts as you walk up to the Dark Cave entrance, two steps south of its door. You can come up from the Route 29 gatehouse or out of Dark Cave.

Who gets it / when: early in the Johto chapter, right after Gold and Crystal argue at the Route 31 Dark Cave entrance ([Route 31: give Crystal your Flash TM](#)). The scene is **required**: the Sprout Tower memorial ceremony in Violet City only starts once it has played.

How it works:

1. Crystal has cornered Cassidy and Butch, who are digging. They recite their motto, then you step in: **Multi Battle** with Crystal as your partner against Rocket Elites Cassidy and Butch (Lv. 67–69, three Pokémon each). Crystal's team is weak (Chikorita Lv. 10, Parasect Lv. 24, Cubone, Natu Lv. 9), so expect to carry the battle.
2. Executives **Charon and Lawrence** arrive. You refuse Crystal's help and face them in a **Double Battle** (six Pokémon each, Lv. 87–88). There is **no healing** between step 1 and step 2. Losing either battle whites you out, and the scene replays when you walk back in.
3. Charon's Dugtrio pops out of the ground and grabs Crystal. Gold turns up. Charon orders you both to put your Pokémon away. "Do as Charon says and put your Pokémon away?"
 - **Yes:** you comply.
 - **No:** you threaten them instead, and Gold complies for you. **This locks Crystal out of the romance route** (male players; see [the romance route's central entry](#)). The scene continues the same way either way: Gold's "cue shot" Poké Balls free Crystal, Charon uses Arena Trap to escape, and Gold and Crystal start a Pokédex race. **Reward:** story only. The dig site clears, and the Stantler herd blocking Route 30 leaves ([Cherrygrove City to Azalea Town](#)).

Notes:

- **Answer Yes** if you want Crystal as a partner. If you answered No, you can still undo it later: give Crystal your Super Rod in Olivine City before the Mineral Badge ([Olivine City: give Crystal your Super Rod](#)), or make the "more attractive" wish at the Six Island pond before the Dream World ([Island Forest \(Six Island\)](#)).
- **Missable shop:** the man a short walk north-west of the Route 29 gatehouse (about 14 steps north and 8 west of its door) sells items that "roll down" from the dig: Metronome \$2,000, Iron Ball \$3,000, Smooth Rock \$5,000, Metal Powder \$2,000. He stops selling for good once this scene has played ("Since the digging up there stopped, I haven't picked up a single thing").

Route 43: a Chesto Berry for the listless Sentret (→ 2 Lum Berries; before the Rocket HQ is cleared)

Where: Route 43, the girl with a Sentret beside the sign just north of the gatehouse at the south end of the route (she's on the sign's west side). After the Mahogany Rocket HQ chapter she stands on the other side of the sign, a couple of steps east of it.

Who gets it / when: from your first visit until you clear the Team Rocket HQ under Mahogany. **Missable:** once the HQ is cleared, she no longer asks for the berry.

How it works:

1. Talk to her. She asks for a Chesto Berry → **Yes** with one in your Bag. She takes it and feeds it to Sentret. It doesn't help ("I should take Sentret to the Pokémon Center"). The real cause is Team Rocket's radio waves.
2. Clear the Team Rocket HQ, then talk to her again. **Reward: 2 Lum Berries** (once).

Notes: without a Chesto Berry she just says you don't have one. You can come back with one. If you never gave her the berry, after the HQ she only says Sentret has recovered.

Lake of Rage: the red Gyarados and the radio transmitters (story; how to move on)

Where: Lake of Rage, straight after the Route 42 Entei scene and Mt. Mortar.

How it works:

1. Walk north from Route 43 to the south shore. Lance stands near the water with his Dragonite. **Talk to him:** the scene doesn't start on its own.
2. A Gyarados attacks a tourist. You fight a **wild red Gyarados (Lv. 30)**. It's a normal wild battle, so you can catch it. Losing whites you out.
3. More Gyarados follow. A Magikarp suddenly evolves into a red Gyarados; Lance's Dragonite stuns it and Lance catches it. A third one attacks, Pryce's Mamoswine holds it back with an ice wall, and Gold catches that one.
4. Pryce says his radio is being jammed. Everyone splits up to look for a transmitter. There are three people in lab coats with a boxy radio beside them. Gold takes the one on the west shore and Lance the one on the north-east shore. **Yours is the "researcher" on the north shore, about 9 steps east and 8 steps north of the door of the house in the north-west corner.**
5. Talk to him and pick **"Neat gadget there"** ("Seen a transmitter?" goes nowhere). At "Investigate the device by force?" answer **Yes**. You fight **Scientist Yamada** (Manectric, Drapion, Porygon2, Vileplume, Lv. 62–65). He then escapes south on a Sharpedo. Answering No just ends the talk. Ask again as often as you like.
6. Go back to Pryce and tell him. He waits with his Mamoswine on the south shore, just southwest of the sign by the water. He concludes the real source is in Mahogany Town. The Team Rocket HQ chapter starts: next, **Mahogany Town → Team Rocket HQ**. **Reward:** story progress. Also see **Lake of Rage → Route 44: small extras** (the Route 43 gatehouse TM).

Team Rocket HQ B3F: the two passwords and the Secret Key door (continues Battle Frontier, Cianwood City and Mahogany Town's "Mahogany Town → Team Rocket HQ")

Where: Team Rocket HQ B3F, reached by the stairs from B2F. The Executives' room door is in the middle of the floor. Behind it is the way down to Archer's room.

Who gets it / when: during the HQ chapter, after you pick up the **Secret Key** on B2F ([Mahogany Town](#) → [Team Rocket HQ](#), step 3).

How it works: the door takes the Secret Key **and two passwords**. You get them from two separate scenes, in either order:

Password	Where	What to do
" Slowpoke Tail "	West room. Walking in triggers the scene: Cyrus and Charon have just knocked out Gold's Typhlosion	Stop them. You fight Charon and Cyrus in a 2-on-1 Double Battle (Lv. 87–90: Charon 87–88, Cyrus 89–90; six Pokémon each). Afterwards Gold tells you the password.
" Raticate Tail "	East room. Walking in makes Ariana and Lawrence corner Crystal	Crystal joins you for a Multi Battle vs Ariana and Lawrence (Lv. 87–90). Crystal then says the password is on the room's PC. Talk to the Scientist guarding the PC at the north end of the room and beat Scientist Watanabe (Swellow, Hypno, Machop, Lucario, Lv. 62–65). He gives up the password.

1. With both passwords, examine the door. It says "You entered both passwords" and opens. With only one, it says "You entered one password, but there are two!" and stays shut. Without the Secret Key: "It needs a key to open."
2. Behind the door, "Giovanni" is waiting. He's Petrel in disguise. You fight **Executive Petrel** (Nidoking, Exploud, Slaking, Toxicroak, Skuntank, Muk, Lv. 86–87).
3. Walk north past him to the top of the room, which takes you to Archer's room ([Mahogany Town](#) → [Team Rocket HQ](#), step 5).

Notes:

- Losing any of these battles whites you out. None of them heals you, and some come back to back, so bring healing items.
- Lance's fight against Maxie and Archie in the north-east corner is only a scene. He tells you to go on.
- Crystal's hint names only the PC. The Scientist battles you when you talk to him. Talking to him again repeats the password.

Route 43: break up the Pidgeot and Noctowl flock (→ **Sharp Beak**; after the **Rocket HQ**)

Where: Route 43, a flock of three Pidgeot and three Noctowl squabbling in the grass in the middle of the route. A man about 17 steps north of them explains that Pidgeot moved in after the radio-wave incident and started fighting the Noctowl.

Who gets it / when: after the Mahogany Team Rocket HQ chapter (the flock appears then).

How it works:

1. Your party must be **exactly two Pokémon: a Pidgeot and a Noctowl**. With anything else (a missing species, or extra Pokémon) you shout at them and "They're in no mood to pay you any attention."
2. Examine the flock → "Try to break it up?" → **Yes**. You show that your own Pidgeot and Noctowl get along. The flock refuses, so you take them all on in a **Double Battle** against two "Wild Birds" Trainers with six Lv. 50 Pidgeot and Noctowl each (**12 birds in total**). It counts as a Trainer battle, so you can't catch them.

3. Win, and the flock flies off. Something drops where they stood. **Reward:** pick up the **Sharp Beak** (once).

Notes: losing whites you out, and you can try again. After this the man north of the flock talks about the Lake of Rage's Magikarp.

Route 44 → Ice Path: the Cleffa con man (→ Dawn Stone)

Where: Route 44, the girl with the Cleffa at the west end, a few steps north-east of the sign at the route's west entrance. The con men wait on Ice Path 1F, in the middle of the floor.

Who gets it / when: any time you pass Route 44 on the way to the Ice Path.

How it works:

1. Talk to the girl. A man who calls himself a Mossdeep Space Center researcher talks her into giving him her Cleffa "to send it home to the moon", and walks off with it.
2. On Ice Path 1F you find him with a partner, bragging that Cleffa family Pokémon pick up Moon Stones. "Help the girl get Cleffa back?" → **Yes**.
3. You fight **Scientist Zenith and Shady Guy Watanabe together** (2-on-1): Muk, Dusknoir, Wobbuffet, Crawdaunt / Flygon, Scyther, Exploud, Carnivine, Lv. 62–65. Losing whites you out; the pair stay put and you can try again.
4. You take Cleffa, and the game takes you straight back to the girl on Route 44. **Reward:** **Dawn Stone** ("the most precious thing I have").

Notes: "No" at step 2 does nothing; talk to them again. One-time. Once it's done the con men are gone.

Route 44: the kid with his brother's Heracross (→ Never-Melt Ice)

Where: Route 44. A boy and a Sneasel kid are arguing in the middle of the route, on its south side. The boy's older brother stands at the east end, not far west of the Ice Path entrance.

Who gets it / when: any time.

How it works:

1. Talk to either kid. The boy's Heracross flattens the Sneasel, then he asks if you want "a taste of Heracross's power". Answer **Yes**. If you say No he asks again, and you can say Yes then. You fight **Bug Catcher Nate** (a Lv. 82 Heracross plus three Lv. 7 cocoons). When he loses he blurts out that it's his big brother's Heracross, and he runs off to his brother.
2. Before this, the brother only says his little brother keeps borrowing his Pokémon. Now talk to the brother and accept his battle: **Ace Trainer Burke** (Politoed, Pinsir, Heracross, Scizor, Armaldo, Butterfree, Lv. 81–82). If you say No to him, he just ends the talk; talk to him again.
3. He recognises you as the Champion and asks what you thought of his brother. Both answers ("He used Heracross well" / "Never saw his Pokémon") lead to the same talk about growing up with your own Pokémon. **Reward:** **Never-Melt Ice** (once).

Notes: losing either battle whites you out. You can retry.

Ice Path 1F: the Icy Rock duel (→ Icy Rock)

Where: Ice Path 1F, north part of the floor. Two Trainers face off with a Glalie and an Abomasnow. The Icy Rock sits "on the other side of the ice", about 14 steps east of them.

Who gets it / when: any time.

How it works:

1. Walk up to either Trainer. They play out their "third duel today" and tie again. "Talk to them?" → **Battling over who gets an item?**
2. → **I want the Icy Rock too.** They agree on a new rule: beat both of them **back to back** and the rock is yours. "Want in?" → Yes.
3. Battle **Ace Trainer Sue** (Glalie, Piloswine, Aron Lv. 1, Lucario, Swampert; Lv. 81–82) and **Veteran Frost** (Abomasnow, Jynx, Castform, Walrein, Mamoswine; Lv. 81–82), one after the other with **no healing in between**. Which of them goes first depends on where you stand.
4. Win both and pick up the **Icy Rock** item ball. **Reward: Icy Rock.** Afterwards Frost stands on the east side of the floor, about 14 steps north and 9 west of the exit to Blackthorn City, and offers a **repeatable rematch**, Single or Double Battle (Double needs two Pokémon).

Notes: these are Lv. 81–82 teams, far above the route's other Trainers. Losing either battle whites you out, but nothing is lost: talk to them again to retry. "None of my business" or "Never mind" just ends the talk.

Ice Path B2F: Nurse Joy's Suicune trap (story)

Where: Ice Path B2F, from the ledge where you land in the middle of the floor to the south-west corner.

Who gets it / when: the story's Ice Path crossing, with Crystal (she studies the "damp soil" Suicune leaves, on 1F and B2F).

How it works: you meet Eusine chasing Suicune, and follow the trail to it. The "Joy from Blackthorn City" claims Suicune is hurt and sets up a "treatment device"; it's the Team Rocket Joy, and the device is a brainwashing trap. Then:

1. Two battles in a row against **Team Rocket Grunts** (Mightyena, Weezing, Magcargo, Honchkrow, Lv. 62–65). Joy heals her Grunts in between.
2. Goh bursts in and catches Suicune, but it won't obey him.
3. Battle **Rocket Elite Joy** (Chansey, Seviper, Drapion, Granbull, Mismagius, Persian, Lv. 86–87). Losing any of these battles whites you out and the scene replays.
4. Crystal's Meganium destroys the device and calms Suicune with Aromatherapy; Suicune runs off, Team Rocket retreats and Goh leaves (he later hangs around Ice Path 1F). **Reward:** none (story).

Blackthorn City: coaching Crystal (before the Rising Badge; missable)

Where: Blackthorn City, just outside the Gym, a few steps south-east of its door, with her Meganium. Gold and his Pokémon practise nearby.

Who gets it / when: when you arrive in Blackthorn. Gold and Crystal have both just lost to Clair. **Missable:** once you have the Rising Badge she only talks about Gold.

How it works: Crystal asks for a practice battle → **Yes.** Battle **Crystal** (Meganium, Jynx, Hitmonchan, Xatu, Parasect, Marowak; Lv. 80–81). Losing whites you out; you can ask again.

Reward: PP Max. One-time.

Blackthorn City → Route 45: the stolen Badges (→ 3 Energy Powder)

Where: the Trainer in Blackthorn City, three steps south of the Pokémon Center door; the "Senior Trainer" on Route 45, a few steps south-west of the Dark Cave exit, with two kids listening to him.

Who gets it / when: talk to the Blackthorn Trainer first. He has lost his seven Johto Badges. Until you do, the Senior Trainer on Route 45 only brags about his "8 Badges".

How it works:

1. On Route 45, the Senior Trainer brags about his seven Johto Badges plus a Cerulean Badge, and the kids are about to pay him for lessons. Talk to him and choose "**Earned those Badges?**", then "**Tell me your Badge story**". ("Someone lost their Badges" only makes him threaten to report you.)
2. He offers four stories. Only one gives him away:

Question	Result
Been to Sprout Tower?	he complains about the monks' offerings (believable)
Like the Game Corner?	he always loses there (believable)
What's Jasmine like?	he calls her "as cold as steel". She's actually gentle, and he's caught out
How'd you beat Chuck?	Pidgeot with Gale Wings (believable)

3. After the Jasmine story he battles you: **Guitarist Maha** (Meowth, Murkrow, Lv. 25). Win, and he hands over the **Badge Pouch**. A loss whites you out. You can retry.
4. Take it back to the Trainer in Blackthorn: "Return the Badges to the owner?" → **Yes**. **Reward: 3 Energy Powder**. The kids thank you for saving their allowance.

Notes: wrong stories cost nothing. Ask again as often as you like.

Blackthorn Gym: Clair's dragons-only rule (story; the Rising Badge)

Where: Blackthorn Gym. Clair is at the far (north) end.

Who gets it / when: story. Clair doubts your Champion title and sets terms.

How it works:

1. The floor has holes: stepping on the wrong tile drops you back to the entrance.
2. Clair: "face me in a Single Battle using Dragon-type or dragon-shaped Pokémon." Say yes. She checks your **whole party**. Every Pokémon must be on her list, or she sends you away ("Go sort out your team and come back").
3. Allowed (Gen 1–4): Charmander, Charmeleon, Charizard, Rhydon, Rhyperior, Kangaskhan, Seadra, Kingdra, Magmar, Gyarados, Lapras, Porygon, Porygon2, Porygon-Z, Aerodactyl, Dratini, Dragonair, Dragonite, Feraligatr, Ampharos, Dunsparce, Steelix, Sceptile, Vibrava, Flygon, Altaria, Corphish, Crawdaunt, Kecleon, Tropius, Bagon, Shelgon, Salamence, Latias, Latios, Rayquaza, Cranidos, Rampardos, Sheldon, Bastiodon, Gible, Gabite, Garchomp, Drapion, Dialga, Palkia, Giratina. **Not** allowed: Horsea, Trapinch, Swablu, Onix, Tyranitar and every other Gen 1–4 Pokémon. About half of the later-generation Pokémon are also allowed (a suspected hack bug; see [the known issue](#)).
4. Battle **Clair**: Gyarados, Dragonair, Dragonite, Kingdra, Baxcalibur, Rhyperior, all Lv. 85.

5. She still won't give the Badge. She sends you to the Elder's shrine in the Dragon's Den, north of the Gym (see [Dragon's Den: the Elder's trial](#)). **Reward:** the Dragon's Den opens. The Rising Badge comes from the Dragon's Den.

Notes: after you have the Rising Badge, Clair offers **repeatable rematches** (Single or Double, Lv. 89–90 team), and the man just inside the entrance, on the left, teaches **Dragon Dance**. After your final Hall of Fame entry, Clair is in the Gym at every hour, and between 6:00 and 9:59 she's also training in the Dragon's Den at the same time (see the Clair photo under [small extras](#)).

Blackthorn City: Gold's Badge race (→ PP Max ×5 or PP Up)

Where: Blackthorn City, in front of the Gym, as you come back from the Dragon's Den.

Who gets it / when: automatic, right after you receive the Rising Badge. One chance.

How it works: Gold has just won his 8th Badge and asks if you've got all 8 Johto Badges. The game checks all eight (Zephyr to Rising).

Reward:

- All eight: Gold admits he lost the race and gives **5 PP Max**.
- Any missing: Gold gloats and gives **1 PP Up**.
- Either way Crystal then gives **3 Max Revives**, and they both head home to train for the Indigo Conference.

Route 45: the rampaging Dragonite (→ Outrage tutor)

Where: a man in the south part of Route 45 who looks after badly hurt wild Pokémon. His Dragonite guards them across the river, about 11 steps east of him.

Who gets it / when: any time on Route 45.

How it works:

1. Talk to the man. Dragonite roars, and he rushes back to his Pokémon.
2. Walk to the spot where he keeps them, right beside the Dragonite. A man with a Zangoose is trying to catch the hurt Pokémon to sell. Dragonite drives him off, then keeps rampaging.
3. You offer to hold it down: a battle against a **Lv. 90 Dragonite** (Choice Band, Outrage only). A loss whites you out, and the scene replays when you walk back.
4. Win, and the man recognises you as the Champion. **Reward:** talk to him again for a free, repeatable **Outrage** move tutor (93 species).

Notes: the tutor needs the Dragonite battle done. The quest shares its progress with earlier Kanto story scenes, which are all over before you can reach Route 45, so this doesn't affect you in normal play ([known issue](#)).

Dragon's Den: the Elder's trial (the Rising Badge)

Where: Dragon's Den (north of Blackthorn City) and the Dragon Shrine on the island in the middle of the lake.

Who gets it / when: after Clair's Gym challenge sends you to the Elder (Blackthorn Gym).

How it works:

1. **Gatekeeper:** just inside the Den, four steps in from the entrance, Ace Trainer Ao Run stops you: Charizard, Aerodactyl, Kingdra, Drapion (Lv. 65). A loss whites you out.
2. **Whirlpool:** the shrine sits behind a whirlpool. Examine it with the **Volcano Badge** (Blaine) to cross; no party Pokémon needs to know Whirlpool, and the game uses your first healthy Pokémon (**Field moves**; not confirmed in game). The man by the water on the west side of the Den still says the move comes from the young man with glasses in Olivine City (**Olivine City: ... HM05 Whirlpool**).
3. **The Elder's battle:** entering the shrine starts it. **Elder Tianyuan:** Dragonite, Salamence, Garchomp, Altaria, Flygon, Kingdra, all **Lv. 90** with competitive sets. A loss whites you out. Retry.
4. **The quiz:** five questions. A "wrong" answer just gets "Hah? I didn't quite catch that..." and the same question again, so you can't fail.

Question	Accepted	Rejected
What are Pokémon to you?	ALLY, FRIEND	JUNIOR
What helps you to win battles?	STRATEGY, TRAINING	CHEATING
What kind of Trainer do you wish to battle?	STRONG, ANYONE	WEAK
What is most important for raising Pokémon?	LOVE, KNOWLEDGE	VIOLENCE
Strong Pokémon. Weak Pokémon. Which is more important?	BOTH, WEAKNESS	STRENGTH

5. "Are you confident in yourself?" Either answer ends the same way ("No" gets a pep talk, then the question again). **Reward:** Clair arrives, apologises and gives you the **Rising Badge** (lets you use Rock Climb), **TM59 Dragon Pulse** and her Pokégear number.

Notes:

- Getting the Rising Badge also ends Three Island's biker occupation for good (**Sevii Islands and Indigo Plateau**). Do those quests first.
- Unlike vanilla HeartGold, there's no gift for answering every question right the first time.

Dragon Shrine: the Mystery Stone becomes a Charizardite, and the Dragon Rush tutor

Where: the Elder at the back of the Dragon Shrine.

Who gets it / when: any time you carry Mr. Fuji's **Mystery Stone** (**Vermilion City to Celadon City**; don't sell it on Four Island, **Sevii Islands and Indigo Plateau**).

How it works:

1. Talk to the Elder. "I sense something round on you..." → "**A Mystery Stone in my Bag**".
2. He asks you to hold the stone and remember your first Pokémon, your first victory, your happiest times, how your Pokémon partners have grown, and your toughest battle.
3. The Mystery Stone changes into a **Charizardite**. **Reward: Charizardite**. There's **no starter check** here, unlike Cerulean Cave (**Pokémon League, Mt. Silver and New Bark Town**).

Notes:

- "I don't know what it is" just ends the talk. While you carry the Mystery Stone, the Elder asks about it **instead of** offering his move.

- **Dragon Rush tutor:** without the stone, the Elder offers **Dragon Rush** for free, as often as you like. Only 21 strong species can learn it: Charizard, Dragonite, Steelix, Flygon, Altaria, Tropius, Salamence, Latias, Latios, Rayquaza, Garchomp, Rhyperior, Haxorus, Hydreigon, Aurorus, Goodra, Kommo-o, Dragapult, Dudunsparce, Baxcalibur and Hydrapple.

Route 47: Will, Karen and the Raikou device (story; five battles in a row)

Where: Route 47, west of the Cliff Edge Gate. Gold calls you about 10 steps north-east of the Reversal Cave entrance, then the scene plays further north-west, next to Gold and his Typhlosion.

Who gets it / when: right after the Cianwood Cave battle with Chuck (Cianwood Gym is closed: find Chuck in Cianwood Cave).

How it works: Will and Karen have built a device that lures Electric Pokémon, to catch Raikou. You and Gold take them on. These battles follow one another **with no healing in between:**

1. Multi Battle with Gold (Lv. 60–61) against two Grunts (Lv. 63–65).
2. Multi Battle with Gold against Scientist Sato and a Grunt (Lv. 62–65).
3. Multi Battle with Gold against **Rocket Elites Will and Karen** (Will: six Pokémon at Lv. 90; Karen: Weavile, Umbreon, Houndoom, Lv. 90).
4. Raikou arrives and the device takes control of it. You battle **Will's Raikou (Lv. 90)**.
5. It absorbs power from the device and recovers. You battle it **again**. Gold's Togetic then smashes the device, Raikou breaks free and runs, and the Executives retreat. A loss at any point whites you out. **Reward:** story only. The story moves on to Route 42 next (Route 42: small extras, the Entei scene).

Notes: heal fully and bring plenty of restoring items before walking west. Your partner Gold uses his own team.

Route 48 → Route 47: Gallade, the hurt Buneary and the man afraid of heights (→ Shoal Shell)

Where: Gallade and Buneary at the west end of Route 48; the man on Route 47 by the Cliff Edge Gate, a few steps south-west of the Cianwood Cave entrance.

Who gets it / when: any time you can reach Route 48 (after the Cianwood Cave battle).

How it works:

1. Talk to Gallade. It looks anxious. Choose **"Is your friend in trouble?"** ("Are you hungry?" gets a head shake and the same menu again).
2. Gallade nods. Choose **"I've got Berry Juice"** (you need a Berry Juice in your Bag). Gallade feeds it to Buneary, which perks up. "I've got a Super Potion" doesn't work: Gallade doesn't know how to use it, and you get the menu again.
3. Go to the man on Route 47 who is scared of heights. He tells you a Gallade caught him when he fell off the cliff. Choose **"I met a Gallade near here"**. **Reward:** Shoal Shell (once).

Notes: before step 2 the Route 47 man only tells his story. Afterwards he says he'd like a helpful Pokémon like Gallade, Arcanine or Lucario. The Berry Juice isn't taken from your Bag (a suspected hack bug; see the known issue). Berry Juice is sold in the Resort Zone, New Bark Town and Viridian City. There's a **Nugget** item ball beside Gallade.

Route 47: the Qwilfish poacher (→ Heart Scale)

Where: a man at the foot of the waterfall, a few steps from the Cliff Cave entrances, and a Shady Guy with a net in the pond above the waterfall (you need Waterfall).

Who gets it / when: any time you can reach Route 47.

How it works:

1. The man by the waterfall says fewer Qwilfish are hatching and blames pollution.
2. Climb the waterfall and talk to the Shady Guy. Choose **"Catching Qwilfish to eat?"**. He offers you Qwilfish sashimi at \$100,000 a fish, then battles you: **Shady Guy Tate** (Victreebel, Shuckle, Beautifly, Mightyena, Chatot; Lv. 62–65). A loss whites you out.
3. Win, and he flees on a Sharpedo.
4. Go back to the man and choose **"Someone's poaching them"**. **Reward: Heart Scale** (once).

Lake of Rage: Petrel at the lake guardian's house (League HQ round 4; continues Pokémon League, Mt. Silver and New Bark Town's League HQ entry)

Where: the house in the north-west corner of the Lake of Rage.

Who gets it / when: when the League HQ desk sends you to check the Lake of Rage (round 4).

How it works: go into the house. Petrel is threatening the man who lives there about "the Pokémon in the lake". Step in and fight **Petrel with a Grunt** (2-on-1; Petrel Lv. 86–87). Petrel runs away. The man thanks you and tells you about three lake Pokémon (next entry). That completes the Lake of Rage lead.

Reward: story progress. It opens the next entry.

Notes: losing whites you out.

Lake of Rage: Uxie, Mesprit and Azelf (knowledge, emotion and willpower; after the Petrel scene)

Where: the lake guardian's house (north-west corner) and the Lake of Rage itself.

Who gets it / when: after the previous entry. Talk to the man: "Are you interested in these three legendary Pokémon?" → **Yes**. The three trials **must be done in order**. Each one you pass makes one Pokémon appear at the lake.

How it works:

1. **Knowledge (Uxie):** a five-question quiz ("Are you ready?" → Yes). The answers that work:

Question	Answer
Disc Catch (Pokéathlon): points for a disc caught in the back row?	5
Which Pokémon can't change the weather with its Ability?	Snorunt
10 Mankey, Koffing and Mareep with 26 legs in total: how many Koffing could there be?	2
How many orders can Pikachu learn Tail Whip, Quick Attack, Protect and Thunderbolt in?	14
Blaziken (Speed Boost) Protects twice, Flaaffy uses Agility twice: which natures (Blaziken / Flaaffy) make Flaaffy faster?	Relaxed / Naive

You always hear all five questions. One wrong answer and he says so at the end. Retry as often as you like.

2. **Emotion (Mesprit):** "is there one you're especially close to?" → Yes, then choose a Pokémon. It needs **maximum friendship (255)**. Anything less: "Your bond with this Pokémon isn't deep enough yet." Eggs are refused.
3. **Willpower (Azelf):** "Are you ready to battle me now?" → Yes. You fight **Sailor Silas** (Blastoise, Blissey, Dustox, Kricketune, Lv. 62–65). Losing whites you out, and you can retry.

Catching them: each Pokémon waits at the Lake of Rage as an overworld Pokémon, **Lv. 90: Uxie** by the north-east shore, **Mesprit** in the middle of the lake (you need Surf), **Azelf** by the west shore, about 10 steps south and 5 west of the guardian's house door. **They only appear on Wednesdays** (by the DS clock), the day the storm pauses, as the Route 43 gatehouse man and Prof. Hale say. Talk to one to start the battle.

Reward: Uxie, Mesprit and Azelf (Lv. 90). After all three trials the man thanks you. His family's mission is complete.

Notes:

- **Save before each battle.** Catching it, knocking it out or running away all remove it **for good**. Only losing lets you try again: you white out, and it stays (**known issue**).
- The game marks the day as calm when you **enter the Lake of Rage or Route 43 on a Wednesday** after the Rocket HQ is cleared (and the trio only shows up once you've also seen the Petrel scene). If you're already at the lake when Wednesday starts, leave and come back (**when the calm day happens**). The Wednesday sibling (Wesley) appears on the same days.

Lake of Rage: the calm-day visitors (Wednesdays, after the Petrel scene)

Where: Lake of Rage.

Who gets it / when: once you've cleared the Team Rocket HQ in Mahogany Town **and** seen the Petrel scene at the lake guardian's house (previous entries). They appear only on **Wednesdays** (by the DS clock), the same calm days as the lake trio. On other days they're gone. If you're already at the lake when Wednesday starts, leave and come back (**when the calm day happens**).

Who	Where	What
Fisherman Carson	by the water on the south side of the lake, a few steps north-west of the sign on the shore	"Coming to the Lake of Rage on a sunny day?" → Yes → battle (Golduck, Lanturn, Whiscash, Bibarel, Lv. 62–65). Win → Red Scale (once). The Red Scale boy in Mahogany Town teaches Water Spout for it (Mahogany Town: small extras).
Item on the ground	by the south-east shore, a few steps north-west of Veteran Dee (see small extras)	an item lying on the ground, one per Wednesday: PP Max if you pick it up at night (7 pm to 6:59 am by the DS clock), Heart Scale otherwise. It comes back on later Wednesdays, as long as you've visited the lake on a day other than Wednesday in between (details).
Wesley , the Wednesday weekday brother	about 6 steps south and 2 west of the guardian's house door	gives a Black Belt . If you've met all seven siblings, he gives your lead Pokémon a ribbon instead. That ribbon gift can freeze the game (see the known issue), so save first.

Reversal Cave: chase Giovanni through the Distortion World (story; warp-pad maze)

Where: Reversal Cave, entered from the west side of Route 47. The first room has an ancient statue at the back (north end); the Distortion World behind it is a maze of warp pads.

Who gets it / when: final chapter, after Charon takes the Griseous Orb from the Dark Cave shrine (the shrine is described in [Dark Cave: the Griseous Orb returns](#)). Giovanni, Charon and three Grunts wait by the statue.

How it works:

1. Walk up toward the statue. Charon hands Giovanni the Griseous Orb, and they use it to go into "the other world". You follow and land at the south end of the Distortion World, right below another ancient statue (the exit statue).
2. **The warp pads.** Stepping on a pad sends you to its partner. Most pads work both ways; two only work one way. The maze has few landmarks, so the table counts steps from the **exit statue** where you landed (N = north, S = south, E = east, W = west).

Pad	Partner	Works
18 N, 1 W	32 N, 2 W	two-way
1 S, 8 E (right next to where you land)	43 N, 14 E	two-way
3 S, 17 W	43 N, 27 W	two-way
38 N, 10 W	43 N, 1 W	two-way
20 N, 13 W	5 N, 29 W	two-way
15 N, 23 W	31 N, 14 E	two-way
12 N, 9 E	59 N, 11 E (the end of the maze)	two-way; this is the pad you want
11 N, 11 W	43 N, 1 W	one-way
13 N, 17 E	18 N, 1 W	one-way

This guide doesn't map which pads you can walk between, so the table gives only where each pad sends you. Your target is the pad **12 steps north and 9 east of the exit statue**. 3. Where it drops you, step north. Giovanni gets ready to summon Giratina and leaves Charon to hold you off: **Executive Charon** (Muk 87, Drapion 88, Gengar 87, Dragalge 88, Rotom 87, Banette 88). If you lose, you white out and have to come back. 4. Win and Giovanni still summons **Giratina** with the Griseous Orb, catches it in a Special Ball and leaves with the orb. Escape Ropes don't work in this world. 5. Before he leaves, Giovanni says he's heading for **the deepest part of the Ice Path**. That's your next stop. **Notes:**

- To get back out, use the exit statue at the south end of the maze. It returns you to the first room.
- Until you beat Charon, the first-room statue ("giving off a mysterious power") sends you straight back into the maze.
- The Grunts in the maze only talk. They disappear after the Charon scene.

Ice Path B2F: the cursed tunnel, Swinub and the Anti-Age Spray (needed in the final chapter)

Where: Ice Path B2F. The **Swinub Trainer** and a **kid who guards the tunnel** are in the east section, reached from B3F: about a dozen steps east of the stairs up from B3F. The tunnel starts just north of the kid and runs north to an ancient statue at its far end. The **old man** who knows about the curse is in the west part of the floor, about 20 steps east of the way back up to 1F.

Who gets it / when: any time after the Team Rocket HQ chapter. You **need** the spray in the final chapter: Giovanni and Cyrus go through this tunnel, and the kid turns you back at the entrance unless you carry an Anti-Age Spray.

How it works:

1. **Swinub Trainer.** His Swinub ran into the tunnel and came out old and frail. He's waiting for Durin Berries from Mahogany (**Mahogany Pokémon Center: Durin Berries for the Ice Path**). Talk to him with **at least 10 Durin Berries**: he takes 10 and gives you a **Sacred Ash**. With fewer than 10 he turns you away.
2. **Old man (west).** Before step 1 he only warns you about the curse. After it, choose **"How do I get through?"**. He explains the spray and gives the recipe.

3. Bring him **10 Durin Berries**, **5 Rare Candies**, **1 Sacred Ash**, **1 Fresh Water** and **\$10,000**, then choose **"Make me an Anti-Age Spray"**. He takes it all and gives you the **Anti-Age Spray**. Missing anything: "You don't have enough ingredients" (or not enough money); nothing is taken.
4. **At the tunnel.** The kid stops you ("Hey! Wait up!"). If you carry the spray, you use it and may go in. Without it you're turned back. **Reward:** access to the tunnel and the statue at its end (see below). The Swinub Trainer's Sacred Ash.

Notes:

- **You need 20 Durin Berries in total** (10 for Swinub, 10 for the spray). The Mahogany nurse gives 15 and Fuchsia City gives 1, so you'll have to grow more in Berry Pots or soft soil (not confirmed in game; see [the known issue](#)). Sacred Ash also comes from item balls and a Vermilion trade, so you can use the Swinub one or another.
- The old man says each bottle covers one trip and that he'll make more. In fact the spray is **never used up**: keep it in the Bag and it works every time. He refuses to make a second while you hold one.
- Until you win the battle in Dialga's space (final chapter), the tunnel re-locks every time you re-enter the floor, so keep the spray. After that battle it stays open. Your final Hall of Fame entry locks it once more; one more use of the spray then opens it for good.
- The kid calls the tunnel cursed when he stops you. Only when you talk to him while it's already open does he say he "can't feel the curse anymore".
- **The final-chapter scene** (east section, a few steps north of the B3F stairs, after the Reversal Cave chapter): Giovanni has Giratina break the curse; the boy who had turned into an old man (a few steps east of the stairs) is young again, and Giovanni and Cyrus walk through the tunnel.
- **The statue at the end:** in the final chapter, after that scene, it "is giving off a mysterious power" and sends you to **Dialga's space**. After your final Hall of Fame it works only if you carry the **Adamant Orb** ("The statue is resonating with the Adamant Orb you carry!"). Any other time it's just "An ancient Pokémon statue."

Dialga's and Palkia's spaces: Team Rocket catches Dialga and Palkia (story)

Where: two sealed spaces on one map. **Dialga's** (east) is reached from the deepest part of the Ice Path; you arrive by an ancient statue at its south end, which takes you back to Ice Path B2F. **Palkia's** (west) is reached from the ancient statue on Mt. Mortar B1F ([Mt. Mortar: the five-member expedition](#)); you arrive by the statue at its south end, which takes you back to Mt. Mortar B1F. Palkia's space is the old Sinjoh Ruins.

Who gets it / when: final chapter, straight after the Distortion World (previous entry).

How it works:

1. **Dialga's space.** Walk north from the statue, about 20 steps. Giovanni is forcing Dialga into a Special Ball and tells Cyrus to hold you off: **Executive Cyrus** (Crobat 89, Weavile 90, Gyarados 90, Honchkrow 90, Luxray 89, Gastrodon 89). After you win, Giovanni lets slip that the Lustrous Orb opens the way to Palkia "in the deepest part of Mt. Mortar". He escapes with the Adamant Orb, and Dialga is gone with him.
2. **Mt. Mortar.** Go to the ancient statue on B1F, beat Ariana there ([Mt. Mortar: the five-member expedition](#), Notes) and the statue sends you to the south end of Palkia's space.

3. **Palkia's space.** Walk north, about six steps. A cutscene shows Giovanni's Nidoking and Rhydon wearing Palkia down while Ariana, Cyrus and Charon plan to stall you. Keep going north, about a dozen more steps: Cyrus and Charon team up for a **Double Battle** against you alone (the same two teams as above, 12 Pokémon in total).
4. Win and Giovanni's Beedrill finishes Palkia off. He catches it and leaves with the Lustrous Orb, holding all three "keys to the ultimate power". **Next:** report to the Pokémon League (**League HQ: the Trainer Affairs Department's investigations**). **Notes:**
 - Losing either battle whites you out. Walk back in and the scene replays.

Dialga, Palkia and Giratina: catch them (after Lance's visit)

Where: the north end of Dialga's space (from the Ice Path), the north end of Palkia's space (from Mt. Mortar) and the end of the Distortion World (the spot where Giratina appeared).

Who gets it / when: after your final Hall of Fame entry and **Lance's visit to your house**, the scene where he hands you the Team Rocket items. That scene makes Dialga and Palkia reappear and resets Giratina.

How it works:

Pokémon	How to reach it	What to do
Dialga, Lv. 95	Ice Path B2F ancient statue, with the Adamant Orb (from Lance) in your Bag; "resonating with the Adamant Orb" → Dialga's space	Talk to Dialga: "Dialga is watching you. Try to catch it?" → Yes
Palkia, Lv. 95	Mt. Mortar B1F ancient statue → Palkia's space (it mentions the Lustrous Orb but doesn't actually check for it; see the expedition entry)	Talk to Palkia: "Palkia is watching you. Try to catch it?" → Yes
Giratina, Lv. 95	Route 47 → Reversal Cave. With the Griseous Orb in your Bag, the first-room statue "resonates" and sends you into the maze. Take the pad 12 steps north and 9 east of the exit statue (previous entries).	Examine the spot where Giratina appeared, 7 steps north of where that pad drops you: "Use the Griseous Orb to summon Giratina?" → Yes

Notes:

- **Warning: one chance each. Save first.** Catching it, knocking it out or running away all remove it for good. Only losing lets you try again: you white out, and it stays (**Dialga and Palkia, Giratina**).
- You need the Griseous Orb for Giratina. After the final Hall of Fame it's back in the Dark Cave shrine (**Dark Cave: the Griseous Orb returns**). Lance doesn't give it to you.
- Arceus needs all three in your party, but in a normal game Arceus can't be summoned (next entry), so you don't need to keep them for it.

Route 47: Raikou (after the final Hall of Fame)

Where: Route 47, at the spot where Will's device stood, in the north-west of the route.

Who gets it / when: after your final Hall of Fame entry and the Burned Tower scene where Prof. Hale and Molly free the three beasts (**Burned Tower: Prof. Hale, Molly and the three beasts**). **Warning:** that scene can be lost if you rematch the Mt. Mortar expedition leader first (**known issue**).

How it works: talk to Raikou. "Raikou is staring at you, wanting to challenge you. Battle Raikou?" → **Yes:** a wild **Lv. 90 Raikou**.

Reward: Raikou, if you catch it.

Notes: **save first.** Catching it, knocking it out **or running away** removes it for good (**known issue**). Only losing lets you try again: you white out, and Raikou stays.

Sinjoh Ruins (temple of Arceus): Regigigas and Arceus (after the final Hall of Fame)

Warning: in a normal game you can't do this. Both Pokémon need the **Azure Flute** after the story, and the Seven Island shrine keeper never gives it back: he only tells you to keep it safe (**Ritual Shrine: borrowing the Azure Flute; known issue**). The flute is the only known way back into the temple after the story (**Ruins of Alph: small extras**), and the only thing that makes the centre circle react. The steps below describe what the game data says would happen; they can't be confirmed in game.

Where: the Mystri Stage, the temple of Arceus. Regigigas stands on the path to the steps, and the stage's centre circle is just above it, at the top of the steps.

Who gets it / when: after your final Hall of Fame entry, if you could get back in.

How it would work:

1. **Regigigas.** "Regigigas guards the temple. You must defeat it to climb the steps. Challenge Regigigas?" → **Yes:** wild **Regigigas, Lv. 95**. One chance: catching it, knocking it out or running away removes it, and the steps are open. Only a loss lets you retry (you white out).
2. **Arceus.** Step into the centre circle carrying the **Azure Flute** from the shrine keeper's post-game gift (a flute from anywhere else won't do), with **Dialga, Palkia and Giratina all in your party** (**previous entry**). "Use them to summon Arceus?" → **Yes.** The three appear and Arceus comes down. Talk to it: "Try to catch Arceus?" → **Yes:** wild **Arceus, Lv. 95**. One chance: catching it, knocking it out or running away removes it; only a loss lets you retry.

Notes:

- Palkia's space (the old Sinjoh Ruins) has a doorway at its north end that leads to the Mystri Stage, but you can't reach it, so it's no way in.
- The three circles around the stage belong to the original game's Arceus event ("Will you choose Dialga?"). In normal play they never react: they only work after a scene from that event, which needs a special event Arceus.

Lake of Rage → Route 44: small extras

- **Route 43 gatehouse, the fossil man** (the north-south gatehouse in the middle of the route; he stands in the middle of the room with his Omanyte): after you've dealt with the Lake of Rage "researcher" (the transmitter entry), he says the fake researchers trampled his fossil and paid him with a TM. He gives it to you: **TM25 Thunder** (once).
- **Fishing guru's house** (the house on the south shore): after the Rocket HQ chapter, show him your biggest **Magikarp** (party). A new size record earns an **Ether**.
- **Lake of Rage, Veteran Dee** (on the south-east shore): a repeatable Single or Double Battle (Lv. 81–82).
- **Route 43, Guitarist Sammy** (with a Magnezone on the west side of the route, north-west of the Pidgeot and Noctowl flock): a repeatable Single or Double Battle (Lv. 81–82).

- **Route 44, the "Pikachu" on the island in the lake** (you need Surf): it's **Poké Kid Mia** in disguise, a one-time battle (Lv. 62–65). The girl on the shore north-east of the island tips you off.
- **Route 44, Fisherman Mathis** (by the water, east of the island): talking to him makes the Poliwhg he was after get away, and he battles you once (Lv. 62–65).
- **Route 44, Aspear Berry** on the ground at the east end, a few steps west of where the Heracross kid's brother stands.

Ice Path / Blackthorn City: small extras

- **Icicle Spear tutor (Ice Path 1F, with a Cloyster, just north of the stairs down to B2F)**: beat **Ruin Maniac Dave** (Cloyster, Corsola, Dewgong, Mamoswine, Lv. 62–65) once, and he teaches **Icicle Spear** free, as often as you like. Losing whites you out.
- **Black Belt Boyd (Ice Path B2F, north part of the floor, east of the stairs from B1F)**: an optional battle (Gallade, Nidoking, Primeape, Aggron, Lv. 63–65). Win once for a **Claw Fossil**.
- **Mawile Trainer (Blackthorn, on the east side of town, south of the Ice Path exit)**: a practice battle with **Veteran Maureen** (Ninjask, Mawile, Granbull, Azumarill, Lv. 62–65) gives a **Blue Flute**. One-time.
- **EV trainers (Blackthorn)**: pay one Berry for a battle against six Lv. 30 Pokémon of one kind, repeatable. **Aspear Berry** → Sp. Def (Mr. Mime; the man with a Wormadam in the middle of town); **Pecha Berry** → Defense (Graveler; the man with a Graveler two steps west of the Poké Mart door). In the move tutor house's east room (its own door on the east side of town, next to the man with a Slowking): **Chesto Berry** → Sp. Atk (Flaaffy); **Rawst Berry** → Attack (Dragonair).
- **Santos, the Saturday sibling (Blackthorn, Saturdays only, in the middle of town, a few steps north-east of the man with the Wormadam)**: gives a **Soft Sand**. If you've met all seven siblings he gives your lead Pokémon a ribbon instead. That ribbon gift can freeze the game (see [the known issue](#)), so save first.
- **Play Rough tutor (Blackthorn move tutor house, the runaway Trainer's father)**: the end of [Route 36 gatehouse](#) → [Blackthorn City: the runaway Dragonair Trainer](#). Despite what he says, the move he teaches is **Flail**, not Play Rough (a hack bug; see [the known issue](#)).
- **Photographers**: Ice Path 1F (Fridays and Saturdays) and Blackthorn City (Sundays and Tuesdays).

Route 45 to Route 48 and Dragon's Den: small extras

- **Dragon's Den EV partners** (west side, north of the Whirlpool man, standing with a Nidorina and a Golbat): give a **Sitrus Berry** for a battle against six Lv. 30 Nidorina (HP EVs), or a **Cheri Berry** for six Lv. 30 Golbat (Speed EVs). They're repeatable, one Berry per battle.
- **Dragon's Den cleaner** (just north of the shrine door, beside a sign): sells a **Dragon Scale** for \$2,500 on Tuesdays, Thursdays, Saturdays and Sundays, and only while you don't already have one.
- **Clair photo**: after your final Hall of Fame entry, Clair trains in Dragon's Den between 6:00 and 9:59 (near the entrance, a few steps south-west of the gatekeeper's spot) and offers a photo.

- **Chuck photo:** after your final Hall of Fame entry, Chuck trains on Route 47 (in the north-west of the route, near Raikou's spot) on **Sundays** (you need the Storm Badge) and offers a photo.
- **Photographer:** on Route 45 on Wednesdays and Saturdays, on Route 48 on Fridays and Sundays, and in the Dragon Shrine on Mondays and Thursdays after the Rising Badge.
- **Route 45 evolution-item seller** (in the middle of the route): Magmarizer, Electirizer or Never-Melt Ice, \$5,000 each, any time.
- **Repeatable battles:** Hiker Miles on Route 45 (with a Bastiodon, south of the evolution-item seller; Singles or Doubles, Lv. 81–82); Veteran Dexter on Route 47 (in the south of the route, west of the Cliff Cave entrances; Singles or Doubles, Lv. 81–82); a couple on Route 47 practising for the Resort Zone's Couples Double Battle (north of the archaeologist, in the middle of the route; Lv. 62–65).
- **Paid tutors:** **Earth Power** on Route 46 (in the middle of the route, about 20 steps north of the Route 46 shop man; costs a Cherish Ball) and **Power Gem** in Cliff Cave (go in by the southernmost of the three Cliff Cave entrances on Route 47; he's three steps inside; costs a Moon Ball).

See **Known issues** for suspected hack bugs in this area.

Dungeons, Battle Tower and game-wide events

Mt. Moon Square: the Clefairy dance (Monday nights)

Where: the small cave entrance between Mt. Moon and Mt. Moon Square.

Who gets it / when: every week, on **Monday from 8:00 p.m. to 11:59 p.m.** or **Tuesday from midnight to 3:59 a.m.**, by the DS clock.

How it works:

1. At that time, the doorway from the entrance into the Square takes you to a copy of the Square where six Clefairy dance around a rock. The game picks the doorway's destination when you enter the entrance cave, so if 8 p.m. passes while you're standing in it, go out and back in.
2. Walk in and head west, past the "Closed" sign. The scene plays when you reach the far west side of the area, about ten steps west and a few steps south of that sign.
3. When the dance ends, a **Moon Stone** appears where they danced, a few steps north-east of where you stand. Pick it up **before you leave**: if you go out and come back, the stone is gone and the doorway leads to the normal Square for the rest of that day.

Reward: Moon Stone.

Notes: once you've seen the dance, the doorway leads to the normal Square again until the day changes. The dance and a new Moon Stone come back **every Monday night**. Because the day changes at midnight, the dance can also play once more between midnight and 3:59 a.m. on Tuesday, even if you saw it on Monday evening (from the game code; not confirmed in game). The rest of the time the Square is the normal map with Asher's gang (**Pewter City to Vermilion City**). This is the original game's event, kept by the hack.

Ruins of Alph: the four stone panels and the chamber walls (continues Cherrystone City to Azalea Town's Ruins of Alph entries)

Where: the four small chambers of the Ruins of Alph. Each has a stone panel in the middle of the room and a carved back wall behind it.

Chamber	Panel	What opens the back wall
Kabuto chamber (north-east, the one with the researcher)	Kabuto	standing right in front of the wall, facing it, and using an Escape Rope from the Bag
Aerodactyl chamber (south-east)	Aerodactyl	standing right in front of the wall, facing it, and using Flash from the party menu
Omanyte chamber (south-west)	Omanyte	standing right in front of the wall, facing it, and using a Water Stone from the Bag
Ho-Oh chamber (north-west)	Ho-Oh	examining the wall with Ho-Oh in your party

How it works:

1. **Panels:** examine the panel and rotate and slide the pieces until the picture is complete. When it's solved, the floor gives way and you drop into the **Underground Hall**. From then on, wild Unown appear in the Underground Hall. Nothing else is given.
2. **Walls:** examining a wall shows a riddle about the Pokémon on its panel ("A Pokémon that hid on the seafloor and watched its surroundings with the eyes on its back" = Kabuto;

"sawlike teeth" = Aerodactyl; "10 curled legs" = Omanyte; "wings shining in many colors" = Ho-Oh). Do what the table says and the wall crumbles.

3. **Behind every wall** is the same place: the hall of the dream world from the Molly chapter ([Cherrygrove City to Azalea Town](#)). This is the way back in for the post-game **Entei** rematch in [Cherrygrove City to Azalea Town](#)'s "Ruins of Alph: small extras". Any of the four walls works, not just the Kabuto one. Whichever wall you came through, the hall's exit door at the bottom always leads back to the **Kabuto chamber**.
4. **Unown Report:** the researcher at the Research Center never writes any notes in your Unown Report. He only ever says that the ruins are "about 1,500 years old" (see [the known issue](#)).

Reward: Unown in the ruins; access to the dream-world hall.

Notes: at the end of the Molly chapter the Kabuto wall closes again, so you have to reopen it. In the original game, each wall led to a small room with Unown writing. Those rooms are still in the game data, but nothing leads to them now. Solving a panel also matters elsewhere: Island Forest on Six Island has no wild Pokémon in the grass or water until you've solved one (see [the known issue](#)).

Forest of Time: the maze of clearings (continues Ilex Forest and Goldenrod City's Forest of Time entries)

Where: the Forest of Time, between its entrance clearing (where the ranger and Celebi are) and the upper forest with the shrine.

Who gets it / when: every time you go north through the forest: in the Sammy chapter ([Ilex Forest and Goldenrod City](#), "Sammy and the injured Celebi", step 5) and for the shrine (Shaymin, Celebi).

How it works: each clearing has six exits: bottom-middle, bottom-left, top-left, top-middle, top-right and bottom-right. Most send you to another clearing. The way through:

From	Take the exit	You arrive in
Entrance clearing	top-middle	clearing 2
Clearing 2	top-middle	clearing 3
Clearing 3	top-right	clearing 4
Clearing 4	top-left	clearing 5
Clearing 5	top-middle	the upper forest (shrine path)

Notes:

- You arrive standing on an exit. Step off it before you choose the next one.
- Wrong exits either loop you between clearings or drop you back at the entrance clearing.
- While the ranger has sent you for the medicine in the Sammy chapter, the last exit sends you back to the entrance clearing instead. The same happens while Bugsy's bug hunt in Ilex Forest is under way. Finish that step first.
- During the Sammy chapter, Sammy, Celebi and the ranger stand on the entrance clearing's top-middle exit and block it until their scene moves on.
- Don't enter the Forest of Time in the middle of Bugsy's bug hunt: the two share their progress, and the wrong scene may play (see [the known issue](#)).

- Not confirmed in game; the route comes from the game's map data.

Lake of Rage: when the "calm day" happens (continues Lake of Rage, Blackthorn City and beyond's lake trio and calm-day visitors)

Where: Lake of Rage.

Who gets it / when: on **Wednesdays**, once you've cleared the Team Rocket HQ in Mahogany Town (the scene where Green or Red goes home at the end of the HQ) **and** seen the Petrel scene at the lake guardian's house ([Lake of Rage, Blackthorn City and beyond](#)).

How it works:

1. The game checks when you **enter the Lake of Rage or Route 43** from another map. If it's Wednesday (by the DS clock) and the Rocket HQ is done, it marks the day as calm. On any other day it clears the mark.
2. On a calm day, once you've seen the Petrel scene, the lake shows Fisherman Carson (Red Scale), Wesley (the Wednesday sibling) and an item on the ground, and the lake trio's first encounter starts (Uxie, Mesprit and Azelf: see that entry in [Lake of Rage, Blackthorn City and beyond](#)). Before the Petrel scene none of them appear, even on a calm Wednesday.
3. The item on the ground is a **PP Max** if you pick it up between 7:00 p.m. and 6:59 a.m. by the DS clock, and a **Heart Scale** the rest of the day. It comes back on later calm Wednesdays, as long as you've visited the lake on a day other than Wednesday in between.

Notes: if you're already at the lake when the day changes, leave and come back so the check runs again. Prof. Hale's line that "the downpour over the Lake of Rage stops for one day every Wednesday" is accurate.

Field moves: which Badge each one needs

Where: anywhere you meet an obstacle, and in the party menu. The hack changed the original Badge requirements to its own Badge order.

How it works: examining an obstacle offers the move only if you have the Badge. Without it you only get the description ("This tree looks like it can be cut down!"). Moves you pick from a Pokémon's party menu (Fly, Flash and the rest) check the same Badges.

Move	Badge needed
Rock Smash	Boulder Badge (Brock)
Cut	Cascade Badge (Misty)
Strength	Thunder Badge (Lt. Surge)
Surf	Rainbow Badge (Erika)
Fly	Marsh Badge (Sabrina)
Whirlpool	Volcano Badge (Blaine)
Waterfall	Earth Badge (Giovanni)
Rock Climb	Rising Badge (Clair)
Flash, Headbutt	no Badge

Notes:

- **You don't need a Pokémon that knows the move** when you examine an obstacle or the water. With the right Badge, the game uses your first healthy Pokémon, whatever its moves. The party menu still only shows moves a Pokémon knows, so Fly and Flash do need a Pokémon that knows them. HM-free obstacle use is an intended v4 feature. The precise behavior above was checked in the game code; every obstacle and party-menu path has not been replayed (see [the behavior note](#)).
- Surf and Rock Climb can't be used while someone is walking with you.

Small extras

- **Olivine Lighthouse 5F**: a photographer stands in the south-west corner on **Wednesdays and Saturdays**. He takes a photo of you for your photo album. He's away from the end of Jasmine's Gym battle until you start the Amphy medicine errand.
- **Olivine Lighthouse 4F**: the gap in the floor on the east side, right next to the Trainer there, drops you onto the outside ledge.
- **Ice Path B1F**: the four holes in the middle of the floor, between the stairs, drop you to B3F.
- **Tohjo Falls**: an item ball a few steps west of the entrance to the hidden room holds a **Dawn Stone**.
- **Cerulean Cave B1F**: an item ball in the south-east corner, about 20 steps south of the east-side passage, holds a **Splash Plate**.

See [Known issues](#) for suspected hack bugs in this area.

Known issues

These are suspected bugs in the original Chinese hack, found by reading its game files. The translation keeps the hack's behaviour exactly as it is, so they are reported here, not fixed. None of them has been confirmed in game yet.

Each entry says what you would do in game, what goes wrong, and how to avoid it or recover. Most entries are about a missed item, scene or battle. A few can freeze the game (the weekday siblings' ribbon gifts), and two scenes write past the end of the game's story records, with an effect on your save that hasn't been checked (see [Out-of-range story records](#)).

Check these first

These entries can freeze the game, cost you something, or close a quest or battle for good. Everything else on this page is cosmetic, in your favour, or can't happen in normal play.

- **Can freeze the game:** [Arthur's ribbon freeze](#), [Santos's and Wesley's ribbon freeze](#).
- **Writes to an unchecked part of your save:** [Out-of-range story records](#) (save data).
- **Can take more money or items than it should:** [S.S. Anne TM price](#), [Sprout Tower offerings](#), [Fortune-teller's price](#), [Game Corner 500-coin option](#), [Charcoal Kiln HM01](#), [Pidgoot loan returns a different Pidgoot](#).
- **Lost for good unless you act first:** [Bruno's Pewter City challenge](#), [Pikachu starters' Charmander quest](#), [Virtue trial and the four-leaf clover](#), [Cerulean burglary deadline](#), [Route 5 shelter raid](#), [Pokémon Tower Magcargo is missable](#), [Misty's Gyarados and the Viridian Gym trials](#), [Switching sides at the construction clash](#), [Swimmer Marina and the Dragonair delivery](#), [Losing on the Celadon roof](#), [Citrus Berries and the eating contest](#), [Grandma's treats deadlines](#), [Cynthia and Steven in Fuchsia City](#), [Misty missing from Cerulean Gym](#), [TM14 Blizzard](#), [Crystal Onix](#), [Cinnabar graffiti couple](#), [TM86 Grass Knot](#), [Bikers' red envelope and Big Sis](#), [Cherrygrove Wooper boy and the clover hunter](#), [Pokémon Academy class and Youngster Ward](#), [Losing to Goh in Union Cave](#), [HM08 and Mr. Pokémon's quiz](#), [Pewter Museum Brock and the Route 30 Chikorita](#), [Koume, Sakura and the bug hunt](#), [Rocky Helmet and the bug hunt](#), [Purugly quest and the bug hunt](#), [Forest of Time during the bug hunt](#), [Dream World battles before the old man](#), [Pokéathlon Dome and the Route 36 tree](#), [MooMoo Farm Miltank fall sick again](#), [Burned Tower beasts scene and the expedition leader](#), [Jirachi stone and the story counter](#), [Durin Berries for the Anti-Age Spray](#), [Blackthorn Gym Trainers](#).
- **One chance only (save first):** [Lugia: one chance](#), [Uxie](#), [Mesprit and Azelf: one chance](#), [Raikou: one chance](#), [Dialga and Palkia: one chance](#), [Giratina after Lance's visit](#), [Arceus and Regigigas out of reach](#).

Pallet Town to Pewter City

[Quests on this page](#)

Mankey thief quest and Blue's Viridian scene

Blue's scene in Viridian City could end the Mankey thief quest, but in practice it can't. If Blue's farewell scene in Viridian City played while the Mankey quest was still open, the Mankey would vanish and the Fast Ball would be lost. In normal play Blue's scene always comes first: it blocks the only way north from the Route 1 gatehouse, before you can reach the street-light keeper. The Route 1 tutorial has also already closed the same step, so nothing changes. Harmless. Not confirmed in game.

Unused thief-quest version

The game holds an unused version of the thief quest. In it the Pikachu or Mankey runs off, and on Route 22 an angry man wants to kill the Mankey ("Stop him?"). No player can see it. One of its unused scenes even plays Arcanine's cry for the Mankey, with a "Meowth: Meo-!" line. Harmless.

Pidgeot loan returns a different Pidgeot

The Viridian Forest Pidgeot loan gives you back a different Pidgeot. The flower keeper borrows your Pidgeot. When he returns it, you get a fixed Lv. 20 Pidgeot instead of your own, although he says he's giving yours back. Lend him a Pidgeot you don't mind losing (see [Viridian Forest: lend her a Pidgeot](#)). Not confirmed in game.

Pidgeotto or Pidgeot request

The same request names a Pidgeotto, then a Pidgeot. The flower keeper says he needs "a Pidgeotto", then asks "If you have a Pidgeot...". Only a Pidgeot is accepted. The Chinese says the same. Cosmetic.

Poliwag nickname prompt says Poliwhirl

After you receive Poliwag, the game asks "Give Poliwhirl a nickname?" The Chinese names Poliwhirl too. You do get a Poliwag. Cosmetic. A separate Poliwhirl gift in the same house can't be reached.

Unused Route 2 eavesdropping scene

An unused Route 2 scene would end the Viridian Forest flower quest. The files hold a scene where Jessie, James and Meowth eavesdrop on you. It would mark the flower quest's Spearow step as done, closing the quest (and its 2 Honey) unplayed. Jessie and James never appear on Route 2, so the scene can't start. Harmless.

Yellow's and Cynthia's dates skip the partner check

Yellow's and Cynthia's dates don't check who you confessed to. They only check that you confessed to someone and that their own route isn't locked. This doesn't matter in practice: every Dream World ending locks every partner except the one you picked.

The two rescued Charmanders

The two rescued Charmanders share one switch, but it does no harm. The Route 2 Charmander that later waits in the Pewter Pokémon Center and the Route 3 "letter" Charmander use the same on/off switch. The Route 3 one can never appear anyway (see [Pewter City to Vermilion City](#)), and taking the Pokémon Center one removes it for good, as intended. If you don't take it, it stays in the Pokémon Center after the Cascade Badge.

Route 22 grunt and Victory Road Blue share a record

Beating the Route 22 grunt and helping Blue correctly on Victory Road are stored as one thing. No visible effect was found: the grunt leaves Route 22 when you go through Viridian Forest, and Brock's Badge scene resets the record long before Victory Road, which sets it again either way. Harmless.

Friend Ball never taken

The Apricorn Ball maker never takes the Friend Ball he asks for. You only need to have one in your Bag, and you keep it.

Moving in with your partner

Moving in with your partner looks impossible for everyone. At the stage where you check the Mailbox on the PC upstairs at home, the game stops for every player who has picked a starter, which is everyone, before it looks at your partner. So the love letter and the move-in scenes after it never play. For the same reason, Mom's visit at each partner's fifth stage always plays Cynthia's version. Not confirmed in game.

Romance Mail mismatches

The romance Mail requests don't match what is taken. If moving in could be reached, some partners would ask for one Mail and take another, and two of those Mails can't be obtained anywhere. Red has no love-letter scene at all. Only matters if moving in is ever reachable (see the entry above). Cynthia's "Rest in my room" has its own entry in [Ilex Forest and Goldenrod City](#).

Virtue trial and the four-leaf clover

Yellow's Virtue trial shares a switch with the Five Island four-leaf clover story. Talking to the Virtue trial examiner at the Viridian Gym door, before you've helped Yellow, hides the sick Trainer on Five Island and stops the clover hunter's scene. It comes back after the scene with the old monk in the house by the One Island ferry (see [Five Island: the four-leaf clover](#)). If you meet the examiner again after that scene, before helping Yellow and before the clover scene, the sick Trainer is gone again. To be safe, help Yellow straight after talking to the examiner, or finish the Five Island clover scene before you go to the Viridian Gym. In the other direction, the clover scene can make Yellow ask for help in Viridian City even if you never met the examiner. Not confirmed in game.

Pokémon Academy resets after the Apricorn quest

Finishing the Apricorn Ball maker's quest turns the Pokémon Academy back to its early state. After the quest, the teacher (Earl) goes back to asking you to beat the two exchange students, although Steven and Cynthia have left (so players who never did that challenge can't finish it now), and two pupils go back to their lines from before Cynthia left. Cosmetic.

Pewter City to Vermilion City

[Quests on this page](#)

Route 3 letter Charmander

The Route 3 "letter" Charmander never appears. Its wild battle (Lv. 15) and its letter can't be reached. The Ralts version of the same scene works. Side effect: the Pewter Pokémon Center Charmander isn't removed by it (see [Pallet Town to Pewter City](#)).

Unused Route 3 roadblock scene

An unused Route 3 scene would have been a second way past the Mt. Moon roadblock. In it Steven would join the roadblock group straight from Route 3. Nothing in the game starts it, so beating Steven in the Pewter Museum and then talking to him inside Mt. Moon is the only way. Harmless.

Bruno's Pewter City challenge

Losing to Bruno in Pewter City still counts as done. He never offers the challenge again, win or lose, and he leaves Pewter City for good after the Mt. Moon roadblock. Save before you talk to him. Possibly intended (a one-shot challenge).

Pikachu starters' Charmander quest

Pikachu starters can miss their Charmander quest without warning. Winning the Cascade Badge removes the Trainer in the Pewter Pokémon Center who starts it. Do that quest before Misty's Gym (see [Pallet Town to Pewter City](#)).

Route 9 mushroom picker for Pikachu starters

Pikachu starters never meet the Route 9 mushroom picker. Players with other starters find him from the start. For Pikachu players he is removed in the Mt. Moon Square scene and nothing brings him back.

Mt. Moon battle records reused

Two Mt. Moon battle records are reused later. One is reused by the Magnet that a Vermilion City resident gives you after the construction-site clash. Getting it before Mt. Moon is impossible, because Vermilion City can't be reached before the Mt. Moon roadblock is cleared. The other is reused by Lt. Surge's gift scene after the Thunder Badge, and it is also what makes the runaway Teddiursa appear in the S.S. Anne kitchen during the party. If you could leave the ship after Teddiursa runs off and win the Thunder Badge before fetching it, Teddiursa would vanish. Fetch Teddiursa as soon as it runs off. Not confirmed in game.

Cerulean burglary deadline

The Cerulean burglary can't be finished after Sabrina's scene in Lavender Town. If you haven't beaten the Team Rocket grunt on Route 24 by then, the TM Case and TM28 ×5 are lost. If you beat him but didn't go back to the officer, only the 2 Cheri Berries are lost. Finish the burglary before you go to Lavender Town.

Route 5 shelter raid

The Route 5 shelter raid can be walked around, and it closes at the same Sabrina scene. The raid starts when you cross one spot about 11 steps north of the shelter's door; walking down either side lane skips it. If the raid hasn't happened by Sabrina's scene in Lavender Town, it's lost: the Bulbasaur and Growlithe on Route 5 disappear and there's no reward.

Misty's Cerulean Cape photo

Misty's Cerulean Cape photo can never appear for players who didn't confess to her. After your final Hall of Fame entry, Misty is meant to stand at the tip of Cerulean Cape on Route 25 for a friendly photo if you never confessed to anyone or her romance is closed. The game seems to allow her only during one hour of the afternoon, but the check is written so that she is hidden at every hour. Nothing else brings her there. Players on Misty's romance route get her date photo as normal. Not confirmed in game.

Vermilion City to Celadon City

[Quests on this page](#)

Vermilion Fan Club: Green and Red

Green and Red never appear in the Vermilion Fan Club. Their two lines (one per player gender) and the Ivysaur standing with them can't be seen. Harmless.

S.S. Anne TM price

The S.S. Anne ship shop's TM checks for \$400 but takes \$4,000. With 400–3,999 you can still buy it; what happens to your money then isn't known (probably \$0). The menu says "TM63" (the Chinese too), but you get **TM21 Frustration**. Have at least \$4,000 before buying.

Archie's Walrein cry

Archie says "Walrein", but you hear Wailord's cry. Cosmetic.

S.S. Anne records reused

Several S.S. Anne records are reused elsewhere, probably harmlessly. They are reset when the S.S. Anne party starts, and the other places that use them come later in the story, so nothing you'd notice was found. One possible side effect: if the grandfather's Water Stone gift or the Raticate gentleman's battle on the ship happened after the Route 7 scene, the Flareon Trainer and his Flareon on Route 7 would vanish. Not confirmed in game.

Unused Regice scene copy

The game holds an unused copy of the Rock Tunnel Regice scene. Harmless.

Unreachable Dark Cave copy

An unreachable copy of Dark Cave holds leftover scenes. Nothing leads into it. Harmless.

Mushroom picker keeps your Repel

The Route 9 mushroom picker never takes your Repel. He asks for a Repel, but tries to take Oak's Parcel instead, so you keep the Repel and get the Zinc for free. (Pikachu starters never meet him; see [Pewter City to Vermilion City](#).)

Marisa's Badge check

Marisa on Route 11 asks for seven Badges but only checks for the Marsh Badge. She only appears after the Radio Tower Observation Deck scene in Goldenrod City, long after you've earned the Marsh Badge, so it changes nothing.

Veteran Dawn's Badge check

Veteran Dawn on Route 9 only needs the Marsh Badge. She tells you to come back once you've "collected a few more" Badges, but the only Badge she checks is the Marsh Badge. Possibly intended. Low priority.

Pokémon Tower Magcargo battle loop

Losing to the Magcargo in Pokémon Tower may restart the battle straight away. After a lost battle the fight starts again instead of sending you to a Pokémon Center, which could repeat with a fainted party. Heal and save before you challenge it. Not confirmed in game.

Pokémon Tower Magcargo is missable

The Pokémon Tower Magcargo is easy to miss. Knocking it out, catching it or running away removes it for good, and so does leaving the floor by any staircase before you deal with it. Answering No to "Catch it?" is safe while you stay on the floor. The prompt doesn't warn you. Catch it on your first try.

Romance and Pokémon Tower counter

The romance date counter is also the Pokémon Tower story counter, harmlessly. Beating Blue in Pokémon Tower is required: the Team Rocket HQ scene only starts after it. The same counter later drives the Route 25 scene and the post-game dates, which come long after, and the tower scene can't replay.

Sabrina's tower task record reset

Two later scenes reset the record of Sabrina's Pokémon Tower task, probably harmlessly. Answering No to Sabrina's plan on Route 8 during the Team Rocket takeover, and the post-game Route 25 scene with Misty, Brock and Curtis, both reset it. By the time either can happen Sabrina has left the tower, so the task is over, and her own scene in the Saffron Gym after Saffron is freed resets it anyway. Not confirmed in game.

Route 11 girl and Swablu

The Route 11 girl may mourn a Swablu you never saw taken. If you skipped the Route 5 shelter raid, she cries "Little Swablu got taken away!", although that scene never played. Cosmetic.

Unused Zapdos and Lum Berry scenes

Two unused scenes are left in the files. A wild Zapdos (Lv. 50) on Route 10 and a Lum Berry from the Route 9 Squirtle for non-Pikachu players can't be reached; the Squirtle only appears for Pikachu starters. Harmless.

Early Lavender curse

Reaching Lavender Town before Prof. Hale's Rock Tunnel scene would start the Lavender curse early. Every exit on foot would pull you back ("A mysterious force pulled you closer!"), as in the curse side quest, but without its normal setup. Fly still gets you out. Probably impossible in normal play, since the way in from Route 10 runs through Rock Tunnel. Not confirmed in game.

Misty's Gyarados and the Viridian Gym trials

Misty's Gyarados is lost if you finished the early Viridian Gym trials. Misty's Gyarados gift is for male players who chose Bulbasaur. If such a player met Giovanni at the end of those trials, he never gets the Gyarados. Misty's goodbye still says "Keep that Gyarados of mine", and it says so to anyone who finished the trials. The same mix-up also blocks a trade on One Island (see [Sevii Islands](#) and [Indigo Plateau](#)).

Auction room and Blastoise

The auction room calls a lone Blastoise "common as stray dogs". If Blastoise is your only Pokémon from the Kanto starter lines, the "sell" check misses it. The other Kanto starter-line Pokémon work. Use a different one.

Celadon street photographer

The Celadon street photographer never appears. He would need the day to be Tuesday and Friday at once. The photographer on Department Store 2F (Fridays) works.

Celadon Gym sneak-in friend

On your first try to sneak into Celadon Gym, the friend at the door is always Misty, even for Charmander starters. Charmander players see Green only after a failed attempt. Cosmetic.

Waiter Grant's Gloom leads

Waiter Grant needs both Gloom leads, not just one. Collect both before you talk to him.

Eviolite man's thanks

The Eviolite man thanks you for driving out Team Rocket even if you haven't yet. He hands over his 5 Eviolites at any time. Cosmetic.

Gloom-lead records reused

Some Gloom-lead records are reused by later scenes, probably harmlessly. All of those scenes come after the Celadon City story, when Waiter Grant no longer checks them.

Lt. Surge's thank-you line

Lt. Surge never says his thank-you line for siding with the law. Players who sided with Blue at the construction clash hear the townsfolk line too. Cosmetic.

Brock in Diglett's Cave

Brock never appears in Diglett's Cave. He would need the hour to be 17, 18 and 19 at once. Not confirmed in game.

Rock Tunnel corner kid loss

Losing to the corner kid in Rock Tunnel drops you into another kid's dialogue. Instead of being sent to a Pokémon Center, you're put into the disguised "Pikachu" kid's talk with your party fainted. Answering Yes twice there completes that kid with no battle; answering No starts his battle with your fainted party, which sends you to a Pokémon Center. The corner kid can be battled again. Not confirmed in game.

Switching sides at the construction clash

Switching sides after losing the Vermilion construction clash locks out both partners. Every loss sends you to a Pokémon Center and lets you choose a side again, but the romance lock from your first choice stays. If you then pick the other side, both partners tied to the clash are locked. Only the wish in Island Forest on Six Island can undo it (see [Saffron City to Cinnabar Island](#)). Stick with your first choice. Not confirmed in game.

Celadon City, Fuchsia City and Saffron City

[Quests on this page](#)

Swimmer Marina and the Dragonair delivery

Beating Swimmer Marina on Route 41 before the Secret Potion delivery kills the Dragonair. The Cycling Road "too late" check looks at whether you've beaten Marina, probably by mistake, instead of a Cycling Road biker. If you have beaten her, the delivery fails. Do the Secret Potion delivery before you battle her.

Secret Potion hand-over check

The Secret Potion hand-over doesn't check that you carry one. Safari Zone Warden Baoba "takes" the Secret Potion at the Cycling Road gate without checking that you have it. Harmless in normal play: the scene only starts while you're on the delivery, and you can't get rid of the potion.

Sound Designer's Badge check

The Game Freak Club Sound Designer asks for all eight Kanto Badges but only checks for the Earth Badge. He gives you GB Sounds as soon as you have Giovanni's Earth Badge, whatever other Badges you hold. Harmless.

Losing on the Celadon roof

Losing to Jessie & James on the Celadon roof still completes Tony and Mary's grooming quest. You're sent to a Pokémon Center and miss the ending, but the scene doesn't replay, and Suzie's massage is free from then on. Only losing to the Beedrill first replays the scene. Save before the roof if you want to see the ending.

Celadon roof scene before Route 7

You might reach the Celadon roof scene before its Route 7 scene, but only in a short window. The roof scene is meant to come after the Route 7 scene and Suzie's free massage, but nothing stops it from playing earlier if you reach the roof first. The Underground Path lets you skip the Route 7 scene, but its doors are only open between the Rock Tunnel rescue and Sabrina's call. If it happens, the later Route 7 scene and Suzie's massage set the roof scene up again, so it may try to replay with Tony and Mary already gone. Other ways to the roof weren't checked. Not confirmed in game.

Sitrus Berries and the eating contest

Holding ten or more Citrus Berries silently blocks the eating-contest prize. The rule is only hinted at ("eat all the Citrus Berries you win"). Store extra Citrus Berries in the PC first.

Grandma's treats deadlines

Grandma's treats for Shota have deadlines nobody mentions. The delivery closes when Team Rocket takes over Saffron City, because Shota disappears. Grandma's reward (the Master Ball, or 2 Rare Candies if you keep the truth from her) is lost if you haven't reported back to her before Saffron is freed. Do both right away.

Lass Eve's incense

Lass Eve on Route 13 offers "incense", then gives a Miracle Seed. The Chinese says incense too. Cosmetic.

Lara's Pretty Scales

Lara on Route 14 promises "these Pretty Scales" but gives one Heart Scale. The Chinese says the same. Cosmetic.

Cynthia and Steven in Fuchsia City

Cynthia and Steven leave Fuchsia City when Team Rocket takes over Saffron City, and in the usual order they don't come back. They appear when you get the Soul Badge, and the takeover removes them. Only the Soul Badge scene brings them back, so if you already have the badge when the takeover starts (the usual order), they're gone for good. Battle them before Sabrina's call in Pokémon Tower. The Secret Potion hand-over at the Cycling Road gate also removes them, so if you deliver it after the Soul Badge they're gone too (not confirmed in game).

Unreachable second Silph Co. ending

A second Silph Co. ending with extra rewards can't be reached. In it Lance would give you an Exp. Share and 10 Rare Candies. You get the Vs. Recorder instead. In normal play

it can't start: during the takeover you only enter the president's office as part of the finale, which marks it done before you can move again.

Sub. Doll not checked

The Saffron finale never checks that you carry the Sub. Doll. Harmless: the scene plays the same way with or without it.

Fuchsia "Surf TM" man

The man in the Fuchsia City southwest house asks about the "Surf TM" but checks for HM04 Strength. His line also talks about moving the big boulder in his house, which is Strength's job. The Chinese has the same slip. Only his line changes; nothing is given. Cosmetic.

Route 17 Shiny Stone

The Shiny Stone on Route 17 never appears. Its item ball is removed during the Mt. Moon roadblock scene, long before you can reach Route 17, and nothing brings it back.

Colette and the Cycling Road record

The people who show up after the Cycling Road gang leaves share a record with Medium Colette in Pokémon Tower. These are the Route 16 Quick Ball kid, the Route 18 Air Slash tutor and the ordinary Route 17 cyclists. If you haven't beaten Colette, they already stand there before the gang is driven off. If you beat her later, they disappear, and they come back when the gang is driven off or after Sabrina's Marsh Badge. In the usual order (Colette first) it works as intended. If they're there and you haven't beaten Colette yet, talk to them first. Low impact.

Misty missing from Cerulean Gym

Winning Misty's Resort Zone date leaves her missing from Cerulean Gym, and her romance stalls. Starting the date removes Misty from the Gym. After a win the date ends in the Gym, but she doesn't reappear there or at Cerulean Cape, so her next date ("I want you to meet my mom"), which only she can offer in the Gym, never starts. Every other scene that brings her back to the Gym is part of the main story, which is over before the dates unlock after your final Hall of Fame entry, so nothing found undoes this. If you lose one of the date's battles instead, Misty waits at the tip of Cerulean Cape: take her photo there, the Cape date plays again, and she's back in the Gym ([Resort Zone: Misty's date](#)). Save before the date. Suspected hack bug. Not confirmed in game.

Saffron City to Cinnabar Island

[Quests on this page](#)

TM14 Blizzard

TM14 Blizzard can be missed. The only TM14 comes from Articuno's no-Poké-Ball battle in the Seafoam Islands: beat it, choose to catch it, and the researcher stops you and gives you TM14. The post-game Team Rocket scene there (Lawrence and Archie) removes Articuno until Lance visits your home after the final Hall of Fame, and after that only the catch battle is left. Get TM14 before that Team Rocket scene. Before it, Articuno is there for everyone.

Moltres and the S.S. Anne guest

An S.S. Anne guest's battle shares a record with the post-game Moltres, harmlessly. Moltres can only be challenged after your first final Hall of Fame entry, which resets that record. Later Hall of Fame entries don't, so a caught, defeated or fled-from Moltres is gone for good. If you never battled that guest, Moltres already stands at the volcano before then, but you can't reach it.

Route 21 Lairon called Onix

The Route 21 Trainer's Lairon is called Onix once, and you hear Onix's cry. You don't battle him; his Lairon stands next to him trying to break Mr. Mime's barrier. The Chinese says Onix in that line too. Cosmetic.

Unused Cinnabar riddle menu

An unused riddle menu in Cinnabar Island shows the wrong lines. Its answer options are Amber's lines. Nothing leads to it. Harmless.

Seafoam Islands ice (not a bug)

The ice in the Seafoam Islands does not come back after the Team Rocket scene. This isn't a bug; an earlier note said the ice returns after Lawrence's Moltres melts it, but removing the ice blocks in that scene marks them as melted for good, the same as melting them with your own Magcargo or Moltres.

Mismatched Pokémon cries

Some Pokémon cries don't match the Pokémon. You hear Ursaring for "Zangoose: Zaaaa-go!" and Flygon for "Shiftry" in Island Forest, Spinda for "Butterfree" on Two Island and Poliwhirl for "Manaphy". Cosmetic.

Island Forest wish

The Island Forest wish undoes romance choices that other scenes treat as final. Wishing "I want to be more attractive" reopens every partner, including Blue's Victory Road lock and the Vermilion construction-site locks, as long as you haven't talked to the Dream World old man. It works once. It may be an intended second chance.

Crystal Onix

The Crystal Onix is only Lv. 40, and you get one try. Every Trainer on its island is Lv. 62 or higher, so the level looks like a leftover. Whatever happens in the battle (caught, knocked out, run away or you lose), the Onix is gone afterwards. Bring Poké Balls and save first.

Manaphy at Lv. 1

Manaphy is given at Lv. 1. Most legendary gifts are Lv. 80–95 (Jirachi is Lv. 5). Possibly intended ("just hatched").

Cinnabar graffiti couple

Losing to the Cinnabar graffiti couple counts as letting them carve their names. You can't retry. Save before the battle.

Choice-item merchant's goodbye

"Nothing, thanks" at the Saffron Choice-item merchant shows a menu label instead of his goodbye. You see "The Pokémon League's reforms" instead of "If you're interested, come back next time!" The same happens if you back out of the menu. Cosmetic.

Sevii Islands and Indigo Plateau

[Quests on this page](#)

Pilgrimage skips Six Island

You can finish the island pilgrimage without doing the Six Island trial. That also skips the Deoxys theft. Seven Island's final trial never checks Six Island; every other island's trial is checked.

TM86 Grass Knot

TM86 Grass Knot can be lost. The Roserade woman on One Island, its only source, acts as if you've already traded if you got Misty's Gyarados (male Bulbasaur players) or finished the early Viridian Gym trials. She then only explains how Grass Knot works and never offers the trade. Nothing can undo this.

Six Island Shell Bell price

The Six Island Shell Bell costs \$200, not the \$5,000 the menu says. In your favour.

Four Island chief's Doubles

Choosing "Doubles" against the Four Island chief makes you fight Gentleman Bernard's team (as a Double Battle) instead of the chief's. "Singles" gives the right battle. Pick Singles if you want to fight the chief.

Seven Island Kecleon

The Seven Island Kecleon scene wants an Alomomola in the lead, but plays Noctowl's cry. After the tourist complains that her snacks keep vanishing, the invisible blocker only reacts if the first healthy Pokémon in your party is an Alomomola. You then hear Noctowl's cry with your Alomomola's name and a "Nooo-tow!" line. It was probably meant to be Noctowl, but only an Alomomola works, so put one first. Not confirmed in game.

Unused One Island biker scene

An unused restaurant scene duplicates the One Island biker request. The working one is in the One Island Pokémon Center. Harmless.

Bikers' red envelope and Big Sis

Taking the bikers' red envelope even once means Big Sis never switches sides. In the Shipyard Ruins on Three Island, the Chief offers you a red envelope (\$200,000). If you accept, a League inspector later fines you on One Island, and after that Paxton's final battle always treats Big Sis as untaught: even if you taught her to ride, she fights against you. She has already left her house by then, so you can't teach her again. If you want her on your side, choose "I'll teach you to ride a bike" with Big Sis and refuse the envelope. This may be intended as a penalty for taking the bribe, rather than a bug. Not confirmed in game.

Azure Flute after the Hall of Fame

The Azure Flute can't be obtained after the Hall of Fame. The Seven Island shrine keeper only ever says to keep it safe. Without it the Ruins of Alph replay and the Sinjoh Ruins stay locked (see [Lake of Rage](#), [Blackthorn City and beyond](#)). Not confirmed in game.

Victory Road guard's Badge check

The Victory Road guard asks for eight Badges but only checks for the Earth Badge. With the Earth Badge he lets you through, however many other Badges you have.

Two Janine reveals

Two disguised staff members can both reveal themselves as Janine. This only happens for a male Charmander player who sided with the environmentalist on Route 11 and let the S.S. Anne sink: Ruin Maniac Axel and Aroma Lady Wendy on Victory Road both give the reveal. Harmless.

Pokémon League, Mt. Silver and New Bark Town

[Quests on this page](#)

Yellow's Champion room Singles

Yellow's "Singles" in the Champion's room is a Double Battle. When you call Yellow to the Champion's room with "Call a Trainer", both options give the same Double Battle. Yellow's Singles on Mt. Silver is correct.

Luxio and Luxray

The Sinnoh traveller calls her Pokémon "Luxio" after you answer "Luxray". The Chinese says Luxio there too. Cosmetic.

Leech Seed tutor line

The Leech Seed tutor in the Cherrygrove Pokémon Center says your Pokémon "already knows Baton Pass". The line was copied from the New Bark Town Baton Pass tutor. Cosmetic.

Elite Four practice names

The Elite Four practice rematches probably show another Trainer's name. In the post-game practice battles, Agatha or Lance does the talking, but the battle uses another Trainer's data, so the opponent is probably named Koga in Agatha's room and Lorin in Lance's room. The first-run battles use the right Trainers. Cosmetic. Not confirmed in game.

Uncle Apricorn's box

Uncle Apricorn doesn't check that you have Kurt's Apricorn Box. He admires "that thing you're holding" and buys it whether or not you carry one. Harmless: everyone gets the box, and key items can't be thrown away.

Route 26 Nugget

The Route 26 Phanpy Trainer gives you TM41 for your Nugget but lets you keep the Nugget. This happens when you choose to give it to him; selling it to him works normally. In your favour.

Cherrygrove Wooper boy and the clover hunter

The Cherrygrove Wooper boy and the Five Island clover hunter share a switch. Talking to the crying boy in Cherrygrove City (whose Poké Ball the Wooper snatched) also removes the clover hunter on Five Island, the man who finds the four-leaf clover. If you haven't done the Five Island clover scene yet, it can't be started until the Ruins of Alph scene where you promise Molly to look for Prof. Hale, which brings him back. Nothing is lost unless that Ruins of Alph scene never happens; the Mt. Silver Revival Herbs (which need the Five Island scene) just wait. Do the Five Island clover scene before you talk to the boy. Side effect: if you forced the sale on Five Island, the hunter comes back after the Ruins of Alph scene and just repeats a line. Cosmetic.

Cherrygrove City to Azalea Town

[Quests on this page](#)

Union Cave Marill choice

Letting Yamamoto catch Marill in Union Cave still counts as saving it. Even if you answer No to "Step in and stop Marill from being caught?", the owner and her Marill reappear in Violet City after Crystal's scene at the end of Ilex Forest, and she thanks you for stepping in. Harmless.

Marill owner's Azumarill

The Marill owner mourns "my Azumarill". Her Pokémon is a Marill everywhere else. You only see this line if you never met her Marill in Union Cave. Cosmetic.

Pokémon Academy class and Youngster Ward

Some answers in the Pokémon Academy class make losing to Youngster Ward cost you the reward. Your answers in the class decide the teacher's gift: most answers lead to TM67 Recycle, and only a full set of "safe" answers gives 2 Big Pearls instead. The answers that lead to TM67 also mark the class as finished, so if you then lose to Ward, the teacher only repeats his closing line and you get nothing. If you lose after only "safe" answers, the class simply starts again. Ward's Pokémon are Lv. 4–5, so losing is unlikely. Save before the class.

Sprout Tower offerings

The Sprout Tower monks take their offering even if you can't pay. When a monk on the ground floor asks for an offering and you say Yes, you're let through with too little money; what happens to your money then isn't known (probably \$0). Answering No means battling him instead. The Elder on 3F does check your money before selling his sutras. Not confirmed in game.

Ruins of Alph Potion girl

The Ruins of Alph Potion girl thanks you for a Potion you never gave. Her request, and her "Liar. You don't even have a Potion." line, can't be seen. The statue quest itself still works. Cosmetic.

Route 32 Igglybuff counter

The Route 32 Igglybuff storm scene shares a progress counter with earlier story scenes, harmlessly. Several Kanto story scenes also change this counter, but they all happen before you reach Route 32 and leave it at a "not started" value, so the storm scene starts normally when you talk to Nurse Joy or the Igglybuff Trainer.

Bugsy's four-Pokémon rule

Bugsy's "no more than four Pokémon" rule probably never applies. You can likely bring six. The check reads a number left over from whatever happened just before, so in rare cases he might refuse you anyway; if he does, talk to him again. Not confirmed in game.

Bugsy's rematch line

After you win a Bugsy rematch, he gives his refusal line. You see "None of your Pokémon can have a type that's strong against Bug..." instead of a victory line. Cosmetic.

Charcoal Kiln HM01

The Charcoal Kiln apprentice takes HM01 without checking you have it. At "Give him the TM for Cut?" → Yes, players without HM01 still get the Leek, and players with it lose their HM01. If you still need HM01, answer No. Not confirmed in game.

Air Cutter or Solar Blade

The Charcoal Kiln master praises Air Cutter but teaches Solar Blade. The Chinese says Air Cutter in that line too; the rest of his lines say Solar Blade. Cosmetic.

Losing to Goh in Union Cave

Losing to Goh in Union Cave can repeat the lure scene. If you lose, answering Yes to "Help Goh move the rock?" starts the lure scene over, and No doesn't record the outcome. Win the battle. Not confirmed in game.

Kurt's five Tidal Bells

Kurt gives you five Tidal Bells. Probably copied from his Apricorn Ball gifts. Harmless.

Route 30 dates (pointer)

Green's and Red's Route 30 dates have the opposite confession check. See [Ilex Forest](#) and [Goldenrod City](#) for the full entry.

HM08 and Mr. Pokémon's quiz

Holding HM08 Rock Climb skips Mr. Pokémon's quiz for good. His quiz (prize: Exp. Share) only opens after the Dark Cave trouble is over. Once you carry HM08, which the Mt. Mortar Hiker gives you for his Map (see [Mt. Mortar: the runaway Hitmontop and the Hiker's map](#)), he only gives a Rock Climb tip. Do his quiz before you hand over the Map. Other Exp. Shares can be had in Viridian City and at Silph Co. Possibly deliberate (a late-game tip replaces the quiz).

Crystal's walk

Crystal's "Let's go for a walk together" leads nowhere. It shows one line and ends. Crystal has no date scenes or progress, although you can confess to her.

Pewter Museum Brock and the Route 30 Chikorita

Talking to Brock in the Pewter Museum can make the Route 30 Chikorita disappear. If you talk to him after the Cherrygrove orphanage scene but before the Route 30 Chikorita scene, while his siblings' quiz is unfinished, the Chikorita is gone for good. Do the Route 30 scene first.

Gyro Ball TM kept

The Violet City Forretriss kid lets you keep the Gyro Ball TM. In your favour.

Falkner's, Bugsy's and the fire-breather's type rules

Falkner's, Bugsy's and the Route 32 fire-breather's type rules let through Pokémon they shouldn't, and Falkner refuses some he should accept. Their checks are lists of banned Pokémon that stop at the Sinnoh Pokédex, so many later Pokémon get in (for example Patrat or Yungoos with Falkner). Falkner refuses Rotom and Shaymin even in their Flying forms. Bugsy lets in Hippowdon. The fire-breather lets in Carnivine and Magnezone.

Ilex Forest and Goldenrod City

[Quests on this page](#)

Celebi's Citrus Berries

Celebi's treatment never checks or takes the 10 Citrus Berries the ranger asks for. Only the 10 Fresh Water are checked, and nothing is taken. In your favour.

Koume, Sakura and the bug hunt

Talking to Koume, Sakura or the fire ranger during the Ilex Forest bug hunt can break the hunt. They share the bugs' progress counters, so a bug could become catchable without Honey, or Bugsy's "all done" check could never pass. Their requests are meant for after the hunt, but they're already around during it. Finish the bug hunt before talking to them. Not confirmed in game.

Noah and Flo

Fisherman Noah and Ace Trainer Flo in Ilex Forest count as one Trainer. Beat one and the other only says the after-battle line. You lose one battle's prize money.

Haircut Brother's price

The younger Haircut Brother needs \$500 but charges \$300. In the US game he checks and charges \$300; the hack raised only the check. Have \$500 on you.

Goldenrod clerk's warehouse line

The Goldenrod clerk's "secret deals in the warehouse" line can never be seen. After the photo case he always says "North of Azalea, Mary's the prettiest!" Flavour only.

Radio Tower grunt and the old man

One Radio Tower takeover conversation may jump into the wrong scene. In Goldenrod City during the takeover, a Team Rocket grunt is bullying an old man at his barricade. If you answer Yes to "Teach this Team Rocket grunt a lesson?" while standing in the gap between the two of them, the game would start the Extreme Speed tutor's Lemonade lesson instead of the battle. Whether you can step into that gap wasn't checked. Not confirmed in game.

Radio quiz B button

In the Radio Tower 1F radio quiz, pressing B on a question counts as a right answer. Each question only checks for the three wrong choices, so backing out of the menu moves on as if you had answered right. Pressing B on all five questions wins the radio upgrade. In your favour. Not confirmed in game.

Buena's lottery line

After a right password that doesn't bring a prize, Buena's scene ends with the lottery attendant's line. You see "The winning number is [your name]! Does it match the ID No. of any of your Pokémon? Let's check!", then Buena walks back. In the US game she says "Tune in to my show again tomorrow!" here. Your point is still saved. Cosmetic. Not confirmed in game.

Bike Shop owner's lines

The Bike Shop owner's lines don't match what he checks. He thanks you for beating the bikers and says "You already have a Bicycle", but only checks whether you already have the Pass. Harmless.

Fortune-teller's price

The fortune-teller's ideal-Pokémon reading checks for \$300 but charges \$10,000. With 300–9,999 you still get the item, and your money probably drops to \$0. Have \$10,000 before asking. Not confirmed in game.

Green's and Red's Route 30 dates

Confessing to anyone closes Green's and Red's Route 30 dates. This is the opposite of every other partner's dates, which need a confession. On top of that, the male-player branch checks the wrong thing, so Green's own lock is never checked: a male player who never confessed gets Green's dates whatever he picked in the Dream World.

Female players and Red's confession

A female player can never confess to Red after the Dream World. Red's confession checks Green's lock instead of Red's, and every Dream World choice a female player can make locks Green, including choosing Red.

Love readings and confessions

Any finished love reading counts for the confessions, even "Just friends is better" or wrong answers. This only matters for partners reopened after the Dream World.

Battle Tower partner room (pointer)

The Battle Tower partner-room scenes that would reopen Yellow and Misty can't be reached. See [Battle Frontier](#), [Cianwood City](#) and [Mahogany Town](#) for the full entry.

Dream World battles before the old man

If you fight Will or Karen in the Dream World before talking to the old man, you lose the partner choice. He disappears after either battle, and leaving through the broken statue then locks every partner. Talk to the old man first. Probably intended, but easy to miss.

Rocky Helmet and the bug hunt

Taking the Rocky Helmet in Ilex Forest before the bug hunt is over spoils the hunt. The Helmet man is tied to the hunt's Ariados. If you take the Helmet first, the Ariados rock does nothing and the hunt counts the Ariados without crediting you. The hunt can still be finished, but you can deal with at most two bugs yourself, so you miss the top reward. If you find the Ariados first, he won't give the Helmet until the hunt ends. A Helmet taken mid-hunt means you can get a second one later. Finish the bug hunt first.

Purugly quest and the bug hunt

Leaving Ilex Forest mid-hunt can scramble the Goldenrod Purugly quest. The Team Rocket act may start as soon as you enter the girl's house, skip the clinic choice or count as "Purugly kept", and finishing the bug hunt later wipes your Purugly progress. Finish the bug hunt first. Not confirmed in game.

Friday's Daily Drawing prize

Friday's Daily Drawing prize isn't the one announced. The attendant announces a Cherish Ball, but the 1st prize is an Old Gateau. The Chinese says Cherish Ball too.

Game Corner 500-coin option

At the raised Game Corner price, "500 coins for \$50000" gives only 50 coins. Choose "50 coins for \$5000" instead, as often as you need.

Cynthia's Rest in my room

Cynthia's "Rest in my room" asks for a Snow Mail but would take a Bubble Mail. At home in Pallet Town, Cynthia only adds "Rest in my room" to her menu if you carry a Snow Mail, but choosing it tries to take a Bubble Mail instead. In practice the option never appears: it needs the move-in step, which no player can finish, and neither Mail can be obtained anywhere in the game (see [Pallet Town to Pewter City](#), which also lists the other Mail mismatches). In the same menu, "I'm busy" shows Misty's goodbye line instead of Cynthia's. Harmless.

Radio Tower, Ecruteak City and Olivine City

[Quests on this page](#)

Pokéathlon Dome and the Route 36 tree

Visiting the Pokéathlon Dome at the wrong moment could block the road to Ecruteak City. If your first trip into the Dome falls between the Plain Badge and the odd-tree scene on Route 36, Crystal disappears from the tree. Only her scene moves the tree, so the road west stays blocked. Do the Route 36 tree scene before you enter the Pokéathlon Dome. Not confirmed in game.

Puppy-love quest counter

The puppy-love quest shares a progress counter with the Goldenrod Gym story, probably harmlessly. The Gym story is always over before the quest can start.

Route 35 Pidgy letter

Reading the Route 35 Pidgy's letter doesn't let Viridian City's Nurse Joy give her gift again. The two share a switch, but harmlessly: that Nurse Joy is gone by then and nothing brings her back.

Prof. Birch and the unmasked Sudowoodo

Players who didn't save Prof. Birch on Route 12 see the unmasked Sudowoodo early, and Birch's memory of the rescue follows the Sudowoodo instead. If you didn't save him, the Sudowoodo stands near the National Park gatehouse even before the odd-tree scene. After the Plain Badge, Birch in the Goldenrod friendship checker's house no longer "remembers" being rescued, even if you did save him. Finishing the Route 36 Sudowoodo story makes him "remember" it again, even if you never saved him. Cosmetic.

Will and Karen's National Park challenge

Will and Karen may skip their National Park challenge if you did certain other scenes first. Gold's Game Corner scene and the uncut-stone gamble in an Islander's House count as beating them, and he then just says "Beating us makes you feel pretty good about yourself, huh?". It also works the other way: beating Will and Karen skips Gold's Game Corner scene. The Plain Badge and Silver's Route 37 scene reset all this, so only scenes in between count. Cosmetic. Not confirmed in game.

Arthur's ribbon freeze

Arthur's ribbon gift on Route 36 can freeze the game. This is the freeze shared by all seven weekday siblings. Arthur gives his ribbon on Thursdays once you've met all seven. Save before you talk to him then.

Morty's post-game challenge size

Morty's post-game challenge asks for three Pokémon but requires six. If you come back after the final Hall of Fame without the Fog Badge, Morty asks for a 3-on-3, then says "Please use at least six Pokémon". The battle is still a 6-on-6 Double Battle. Bring six Pokémon.

Morty's Lv. 1 Pokémon

Morty's Gym team has three Lv. 1 Pokémon. His team data has Gengar, Dusclops and Mismagius at Lv. 80, plus Mimikyu, Dhelmise and Sinistcha at Lv. 1, six Pokémon in all. If the battle really uses this team, half of his side faints almost at once. Not confirmed in game.

Morty's Ghost rule

Morty's "weak to Ghost" rule refuses some Pokémon it shouldn't and lets others in. It refuses Exeggutor and Rotom, which are Psychic or Ghost in this hack. It lets in Yungoos, Gumshoos, Flapple and Appletun, which aren't. (Golduck and Noctowl are Psychic in this hack, so they're correct.)

Lantern riddle 2 (not a bug)

Lantern riddle 2's answer is correct. This isn't a bug. The clue "Round head, round hands, a body round too, round eyes, and antennae poking through" fits Ledyba, No. 165, so the answer is 5.

MooMoo Farm Miltank fall sick again

If you finish the Dream World before the League HQ's third order, the MooMoo Farm Miltank fall sick again for good. The third order at the League HQ makes them sick again, but the farmer only asks you to investigate once, and the Dream World is the only cure. Afterwards the milk stall, the farm's Seal girl and the Sunflora lady stay closed. If you can, do the MooMoo Farm investigation after that third order. Suspected hack bug. Not confirmed in game.

Dozen Moomoo Milk

The MooMoo Farm farmer promises a dozen Moomoo Milk but gives one. The Chinese says "a dozen" too. Cosmetic.

Jasmine's Defense rule

Jasmine's Defense rule refuses Aegislash and lets several weak Pokémon in. Her rule is three Pokémon with a base Defense of 130 or higher. Aegislash is refused although Doublade is allowed; Yungoos, Gumshoos, Flapple and Appletun get in. Same gap as Morty's list.

Jasmine's cut-off TM line

Jasmine's "And this TM, too..." is cut off and no TM is given at the Gym. TM91 Flash Cannon comes later, at the Lighthouse, after you bring the Secret Potion. Probably intended (the Lighthouse emergency interrupts her), but it looks lost.

Unused Olivine port Machine Part

An unused Machine Part scene at the Olivine port can't be reached. The Café's Machine Part is the working one. Harmless.

Café Machoke record reset

Two story scenes reset whether you fed the Café Machoke, harmlessly. Both happen before you can reach the Café.

Route 38 gatehouse test character

A leftover test character could break the Alto Mare Bikers' story if it ever appeared. It sits hidden in the Route 38 gatehouse to Ecruteak City and offers to "Send them to Alto Mare" or "Keep them in Kanto". It should stay hidden. Harmless in normal play.

Will and Karen, fake grunt and Chimchar record

Declining Will and Karen, beating the Route 39 fake grunt and getting Prof. Rowan's Chimchar are all stored as one thing. In normal play this does nothing: Rowan is gone after the Plain Badge, and Route 39 can only be reached after Silver's Route 37 scene, which removes Will and Karen. Not confirmed in game.

Olivine Leppa Berry menu

The Olivine salesman's Leppa Berry menu never appears. He always sells Weakness Policies.

Lantern riddle failure order

A wrong answer at the 4th or 5th lantern riddle makes Grandpa ask riddles 2–5 again before telling you that you failed. Cosmetic.

Battle Frontier, Cianwood City and Mahogany Town

[Quests on this page](#)

Whirl Islands Challenge payout

The Whirl Islands Challenge pays out after only one island, again and again. After visiting just the northwest island you can claim a prize, accept the challenge again and report straight back for another prize. Not confirmed in game.

Northeast island quiz answer

The northeast island's quiz accepts Azalea Town, not Ecruteak City, as the other place tied to Lugia. Possibly intended (the Tidal Bell under Slowpoke Well).

Lugia: one chance

Lugia is gone for good once you catch it, knock it out or run away. Only a loss lets you try again. Save before the battle.

Mt. Mortar statue and the Lustrous Orb

The Mt. Mortar statue says it resonated with your Lustrous Orb without checking that you have one. It opens after the final Hall of Fame, not the first, and takes you to Palkia's space.

Dark Cave copy of the Whirl Islands Challenge

The unreachable Dark Cave copy also holds a copy of the Whirl Islands Challenge. Nothing leads into that cave. Harmless.

Yellow and Misty in the Battle Tower partner room

Yellow and Misty never appear in the Battle Tower partner room. So the scenes that would reopen their romance can't be reached. They are removed when Gold's scene on Route 39 plays, which you always see before the Battle Frontier opens; Yellow also leaves at your first Trainer House visit.

Jirachi stone without Star Pieces

The Jirachi stone can be "repaired" without any Star Pieces. Choose Yes repeatedly to repair the stone. Each repair takes a Star Piece if you have one, but still counts if you have none. In your favour. Not confirmed in game.

Jirachi stone and the story counter

The Jirachi stone counts its repairs on a story counter, and its scene overwrites that story's progress. If you've finished the legendary story that ends with Crystal taking Suicune to the orphanage in Cherrygrove City, the stone needs exactly seven repairs. If you haven't, it needs more, and when the stone turns into Jirachi the scene overwrites that story's progress, so its remaining scenes may never play. Finish that story before you start repairing the stone. The seven-repair figure is not confirmed in game.

Battle Frontier Cut man without HM01

Without HM01, the Battle Frontier Cut man starts the photographer's routine instead. Almost every player has HM01 by then. Not confirmed in game.

Doubles memory battle announcement

The Doubles memory battle announces a Single Battle. Cosmetic.

Cianwood Pharmacy after the Amphy crisis

Gold and Crystal stay in the Cianwood Pharmacy for good and keep handing out Secret Potions. Once the Olivine Lighthouse emergency starts, the pharmacist never sells his Energy Powder, Energy Root, Heal Powder or Revival Herbs again. Talking to Gold or Crystal without a Secret Potion replays the scene and gives you another one.

Lure Ball kept

The Lure Ball girl "receives" your Lure Ball but you keep it. In your favour.

Chuck's Fighting rule

Chuck's Fighting-only rule refuses Staraptor and lets a few non-Fighting Pokémon in. Staraptor is Fighting/Flying in this hack, yet it's refused. Braviary, Yungoos, Gumshoos, Flapple and Appletun get in.

Green and Silver by the Persian statue (not a bug)

Green, Silver and their Pokémon by the Persian statue leave for good after their scene. This isn't a bug. An earlier version of this page said they might come back on every visit, but the scene's ending removes them permanently.

Petrel's Chatot

Petrel's Chatot can never be caught. The Chatot, Lance, Pryce and the others nearby apparently stay on Team Rocket HQ B2F for good. Not confirmed in game.

Unused Mahogany Silver Wing gift

An unused Silver Wing gift in Mahogany Town can't be reached. Harmless.

Pryce's weather rule

Pryce's weather rule bans by Pokémon, not by Ability. His rule is "no Pokémon whose Abilities change the weather". It bans Probopass (whose Abilities here are Sturdy, Magnet Pull and Power Spot) and bans Charizard, Wailord and the others even without a weather Ability.

Charizard's normal Abilities here (Solar Power, Blaze, Tough Claws) include no weather Ability; only a special form has Drought. Vanilluxe (Snow Warning) isn't banned, but it can't be obtained.

Burned Tower beasts scene and the expedition leader

The Entei, Raikou and Suicune scene in the Burned Tower can be lost. After [Lance visits your house](#), see the [Burned Tower release scene](#) before you rematch the [Mt. Mortar expedition leader](#). If you beat him in that window, his "Please join my expedition" resets the expedition, and the release scene doesn't play. To avoid the battle, answer No when he asks "Are you a really strong Trainer?". Not confirmed in game.

Satsuki's Lugia option

Satsuki's "Lugia" option can lead to the Ho-Oh path and a second Ho-Oh. If you've caught Ho-Oh but not Lugia, her first menu is "I want to see Lugia / Never mind", and choosing Lugia gives the Ho-Oh line ("the Clear Bell is still in Morty's hands"). Talk to her again and pick Lugia from the full menu instead. The wrong option also re-opens Morty's Clear Bell battle and the Bell Tower, so a second Ho-Oh can be caught, again and again while Lugia is uncaught. Not confirmed in game.

Close Combat tutor's fee

The Close Combat tutor is free if your Pokémon has to forget a move. He still says he'll take the 3 Rare Candies. In your favour.

Lex's Doubles

Lex's "Doubles" on Route 41 is a Single Battle. Both options give the same Single Battle; Doubles only adds a party-size check.

Boot Camp Ruins password lines

In the Boot Camp Ruins, female players see one of Silver's lines in the wrong place, and the digits read out are wrong. When Green tries the number from the crumpled paper, she reads out 0-7-3-2-2, which matches neither the paper (325003225300469) nor the real password 14246. Female players see Silver's "This crumpled paper says..." line there instead. Use 14246.

Lake of Rage, Blackthorn City and beyond

[Quests on this page](#)

Lake guardian's quiz answers

Two of the lake guardian's quiz answers look wrong. For the Koffing question, both 0 and 2 fit (10 Mankey, Koffing and Mareep with 26 legs allows 0–3 Koffing), but only 2 is accepted. The Pikachu question accepts 14, although four moves can be learned in 24 orders, and 24 isn't one of the options (12, 14, 16, 18). The Chinese may carry a hidden rule. Answer 2 and 14.

Uxie, Mesprit and Azelf: one chance

Uxie, Mesprit and Azelf are gone for good once you catch them, knock them out or run away. Only a loss lets you try again. Save before each battle.

Anti-Age Spray never used up

The Anti-Age Spray is never used up. One bottle works forever. Because the old man won't make another while you have one ("Don't you already have an Anti-Age Spray? Use that one up first."), you can never get a second. In your favour.

Durin Berries for the Anti-Age Spray

The Anti-Age Spray needs 20 Durin Berries, but the game hands out only 16. Swinub has to eat 10 before the old man will make the spray, and the spray itself takes another 10. The Mahogany Pokémon Center gives 15 and Fuchsia City 1. You need the spray to follow Giovanni in the final chapter, so plant Durin Berries to grow more if you're short. Possibly intended.

Blackthorn Gym Trainers

The Blackthorn Gym Trainers may never battle you. If you accept the MooMoo Farm farmer's request to look into his sick Miltank (the request that leads into the Dream World) before you reach Blackthorn City, the four Gym Trainers are skipped and the entrance Trainer just says "Welcome to the Blackthorn Gym, Champion." Clair can still be challenged. To get the Gym Trainer battles, do Blackthorn City before helping MooMoo Farm. Not confirmed in game.

Clair's Dragon rule

Clair's Dragon-only rule lets many non-Dragon Pokémon in. Many Pokémon from after the Sinnoh Pokédex get in (for example Patrat, Woobat, Vanillite, Klink, Pumpkaboo, Oricorio, Type: Null, Grookey, Lechonk). Among older Pokémon, Seadra is allowed but Horsea isn't; Magmar, Porygon, Kecleon, Corphish, Sheldon and Drapion are allowed; Trapinch and Swablu aren't.

Santos's and Wesley's ribbon freeze

Santos's ribbon gift (and Wesley's at the Lake of Rage) can freeze the game. It's the freeze shared by all seven weekday siblings. They only offer the ribbon once you've met all seven, on their own day. Save before you talk to them from then on.

Play Rough tutor teaches Flail

The Blackthorn "Play Rough" tutor teaches Flail. The runaway Dragonair Trainer's father promises Play Rough, and every line says Play Rough, but your Pokémon learns Flail.

Gallade's Berry Juice

The Route 48 Gallade "takes" your Berry Juice but you keep it. In your favour.

Dragon's Den Elder's quiz record

A wrong answer in the Dragon's Den Elder's quiz is noted but nothing uses it. Probably a removed reward (in HeartGold it decided the Dratini gift). Harmless.

Unused Dragon's Den scene and item

An unused Dragon's Den scene and item ball are left in the files. They can't be reached. Harmless.

Raikou: one chance

Raikou on Route 47 is gone for good once you catch it, knock it out or run away. Only a loss lets you try again. Save before the battle. It may be intended (same as Lugia).

Dialga and Palkia: one chance

Dialga and Palkia are gone for good once you catch them, knock them out or run away. Only a loss lets you try again. Save before each battle.

Route 45 Senior Trainer's line

The Route 45 Senior Trainer's "I've only got 1 left" line can't be seen. Harmless.

Arceus and Regigigas out of reach

Arceus can't be summoned in practice, because the Azure Flute can't be obtained after the Hall of Fame. Arceus needs the flute, and the centre circle of the Mystri Stage only reacts if your flute came from the Seven Island shrine keeper's post-game gift, which can't be reached (see [Sevii Islands and Indigo Plateau](#)). The same flute is the way back into the temple after the story, so the post-game Regigigas there is out of reach too.

Unused Kyogre room in Reversal Cave

A second Reversal Cave room with a Kyogre is still in the files, but nothing leads there. Harmless.

Palkia's space cabin

The cabin in Palkia's space can't be entered. So its Abra man and Cynthia scenes never play, and the Mystri Stage Arceus-circle scene can't be seen. Harmless.

Giratina after Lance's visit

Lance's visit could allow a second Giratina, but probably can't in practice. Lance's visit brings Giratina back. It plays only once, as soon as you get home after the final Hall of Fame, and Giratina can only be summoned after that same Hall of Fame entry, so there's no chance to fight it in between. Not confirmed in game.

Route 45 Dragonite counter

The Route 45 Dragonite quest shares a progress counter with early Kanto scenes, harmlessly. The S.S. Anne party scenes, the Vermilion construction clash and the Saffron City scenes use the same counter, and Team Rocket's Saffron takeover resets it. All of these are over before you can reach Route 45, so this can't cause trouble in normal play.

Dungeons, Battle Tower and game-wide events

[Quests on this page](#)

Unown Report notes

The Ruins of Alph Research Center never gives any Unown Report notes. The researcher only ever says his "about 1,500 years old" line. The hidden rooms the later notes depend on can't be reached either: the four chamber walls now lead to the dream-world hall. Whether the ! and ? Unown depend on this wasn't checked.

Hidden Ruins of Alph rooms' exit

A leftover exit in the hidden Ruins of Alph rooms points into Island Forest. It can't be used: the rooms can't be reached. Harmless.

Ho-Oh panel and Silver's battle

Solving the Ho-Oh panel early might make the Molly chapter's dream world skip Silver's battle. Solving the stone panel in the Ho-Oh chamber (north-west) is treated as

"Silver's battle done" in that dream world. It depends on whether the Ho-Oh chamber can be reached before the Molly chapter. If you want to be safe, leave the Ho-Oh panel until after the Molly chapter. Not confirmed in game.

Field moves without the move

Surf, Waterfall and the other field moves work without a Pokémon that knows them. You only need the Badge; your first healthy Pokémon is used. The party menu still only lists moves a Pokémon knows. This is an intended HM-free feature, not itself a bug. The obstacle behavior is verified in the game code; every field-move and party-menu path has not been replayed.

Forest of Time during the bug hunt

Entering the Forest of Time during the Ilex Forest bug hunt may play the wrong scene. The two share a progress counter: the Sammy arrival scene could play with its actors missing, the maze traps could apply, or the Marauder scene could start early. Finish the bug hunt first. Not confirmed in game.

Island Forest wild Pokémon

Island Forest on Six Island has no wild Pokémon in the grass or water until you've solved a Ruins of Alph panel. Fishing works. Solve any one Ruins of Alph panel first. Not confirmed in game.

Evolutions that cannot happen

A few Pokémon have an evolution method that the game never checks, so they can't evolve that way. Pancham never becomes Pangoro, and Gimmighoul, Kubfu, Galarian Yamask, White-Striped Bascuin, Pawmo, Rellor and Finizen never evolve at all through the evolution their data gives them. Galarian Farfetch'd can't become Sirfetch'd by landing critical hits; a regular Farfetch'd still evolves into Sirfetch'd at Lv 40. Eevee can't become Leafeon at a Moss Rock and Nosepass can't become Probopass in a magnetic field, but a Leaf Stone and a Thunder Stone still work. Most of these Pokémon have no source in the game anyway. Each Pokémon's page (for example [Pancham](#)) marks these as not possible and lists any method that still works. Verified in the game code; not tried in game.

Out-of-range story records (save data)

Two scenes write past the end of the game's story records. The Viridian Mart promoter on Route 1, who gives you a Berry Juice, and the end of the Mt. Mortar expedition each note that they've happened in a spot beyond the space the save keeps for story progress. Both scenes still play normally once. What that write changes in your save hasn't been checked. By the original HeartGold save layout it would land in the Pokédex data (marking Weezing as caught, or changing a Pokédex language setting), but this hack's layout wasn't measured. No damage has been seen, and there's no proven way to avoid it: the expedition is needed in the final chapter. Not confirmed in game.