DMG-AAUE-USA

POKÉMON®

GOLD VERSION

TRAINER'S GUIDE

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EVERYONE E CONTENT RATED BY ESRB

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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

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This is the ***Gold*** Version of Pokémon. There is also a ***Silver*** Version, but the story is the same. There are some differences between the two versions, such as how often and which types of Pokémon appear. You can also connect to another Game Boy to battle or trade Pokémon with a friend.

IMPORTANT!

The Gold and Silver Versions of Pokémon are **NOT** compatible with Pokémon Stadium™ for the N64®.

YOUR ADVENTURE BEGINS

In this world live creatures called Pokémon. Humans and Pokémon have lived, worked and played together in harmony for ages. Nevertheless, there are still numerous mysteries surrounding them. In order to find out more about these strange and marvelous creatures, many scientists—such as Professor Elm of New Bark Town—have dedicated their lives to Pokémon research.

Recently, while he was busy with his research, Professor Elm received some mail from one of his acquaintances, Mr. Pokémon. The message said, "I've discovered something fantastic! Please come and see it!!!" Unfortunately, Professor Elm was far too busy to leave his lab, so he called a friend to help him—a young boy named Gold.

"Please go in my place and see what Mr. Pokémon has discovered," said Professor Elm. Always kind and curious, Gold agreed to help.

The Professor then showed Gold three Pokémon and said, "Choose one of these Pokémon to take along with you." Gold was thrilled! This was the first Pokémon Gold had ever had!

Just then, Gold noticed that someone had been lurking in the shadows outside, watching all this through the window. It appeared to be a boy about the same age as Gold, so Gold decided to go outside to talk to him. But when Gold approached the boy, he pushed him backwards, saying, "What are you looking at?!?"

Who was this strange boy, and what had Mr. Pokémon discovered? You're about to find out...

You can set the game's built-in clock to match the time in the real world. For example, if you play the game at night, it will also be night in the game, and you may be able to find some Pokémon that come out only at that time. There are also things in the game, such as "Tuesday Events"—you can participate in the event only if you play on the specified day.

If you are playing Pokémon Gold or Silver in the United States, Daylight Saving Time (DST) may be in effect. For most of the US, DST begins at 2:00 a.m. on the first Sunday of April and lasts until 2 a.m. on the last Sunday of October. There are some areas of the United States that do not observe Daylight Saving Time. Please check your local time when entering the time in Pokémon Gold or Silver.

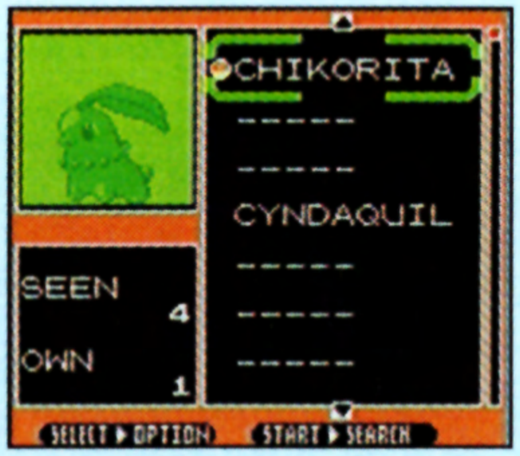
When Daylight Saving Time changes in real life, you should talk to your Mom face-to-face in the game to change the clock setting.

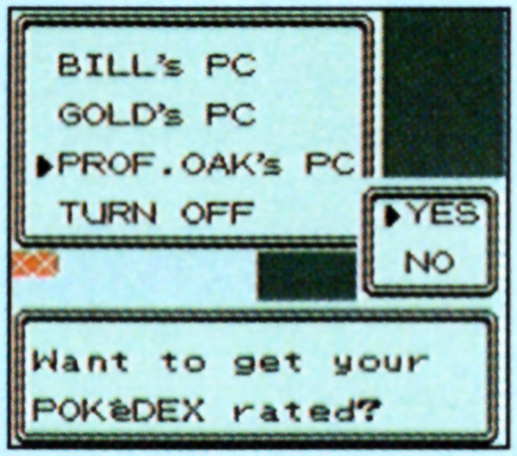
OBJECT OF THE GAME

Catch all kinds of Pokémon!

Your goal is to complete your POKéDEX by collecting lots of different kinds of Pokémon. When you catch a Pokémon, its data will automatically be recorded in your POKéDEX. Professor Oak, another Pokémon researcher, invented the POKéDEX. Use the PC to contact him every once in a while to have him rate how complete your POKéDEX is.

- In order to catch all the Pokémon, thus completing your POKéDEX, you must trade with other versions of the Pokémon game. Work together with your friends to get your POKéDEX as complete as possible!





Try to become the best trainer ever!

Another goal is to improve your skills as a Pokémon Trainer. During your adventures, you'll battle Wild Pokémon, as well as other trainers. Both battles will help you and your Pokémon become stronger. There are also Pokémon Gyms in this world, each of which has a very talented trainer known as the Gym Leader. Only those who can defeat the Gym Leaders will be accepted as true trainers. However, the Gym Leaders have very powerful Pokémon that will be difficult to defeat. It will be a tough fight, but you must be brave and charge into battle!

BASIC CONTROLS

+ Control Pad

Move around in the field; Move the cursor on menu screens

SELECT

Arrange items; Change a Pokémon's MOVE during battle; Use items in the SEL BUTTON (see pg. 13)

A Button

Select a command; Talk to a person in front of you; Check out an item in front of you; Scroll through text (when ▼ appears)

B Button

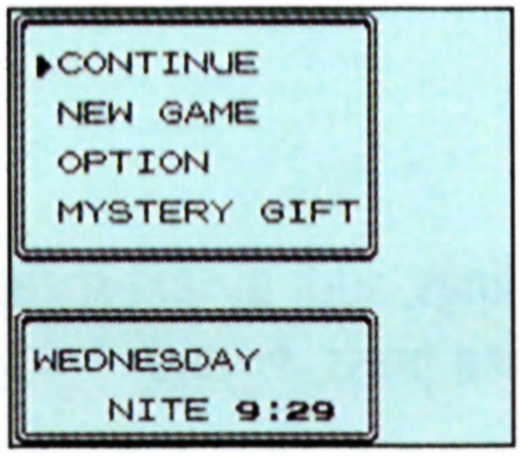
Cancel a command

START

Bring up the menu when in the field

On the Title Screen, press the A Button or START to make the following three options appear. Use the + Control Pad to select the option you want, then press the A Button.

- The CONTINUE option will appear only after you have saved your game.
- The MYSTERY GIFT option will appear once you have reached a certain point in the game (see pg. 45).



New Game

Start a game from the very beginning.

1. Set the Clock

Enter the current time. Use the + Control Pad to select HOUR and MINUTE, then press the A Button to set the time.

- The clock may not keep time perfectly.

2. Pick a Name

Enter a name for your character. You can select one of the names that appear on the screen or enter your own name. To enter your own name, use the + Control Pad to select a letter, then press the A Button to enter it. If you make a mistake, press the B Button to go back one letter. When you've finished entering your name, select END to start your journey!

Continue

Continue playing from the last place where you saved.

• See pg. 16 for more information on saving your game.

To erase your saved data, go to the Title Screen, then simultaneously press ↑ on the + Control Pad, SELECT and the B Button.

Option

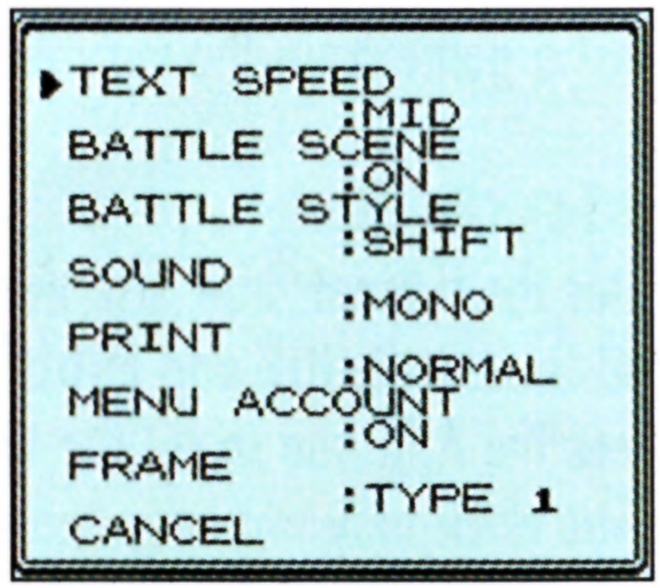
Change certain game settings, such as text speed and battle style. Press ↑ and ↓ on the + Control Pad to select a setting, then press ← and → to change it.

Text Speed

Set the speed at which the text will appear to FAST, MID or SLOW.

Battle Scene

Turn battle animations ON or OFF.



Battle Style

Choose one of these battle styles to use when fighting Pokémon Trainers.

Shift: You may switch Pokémon when your opponent's Pokémon has fainted.
Set: When your opponent's Pokémon has fainted, you will continue to battle with the currently selected Pokémon.

Sound

Choose either MONO or STEREO.

Print

Set the darkness for printing to LIGHTEST, LIGHTER, NORMAL, DARKER or DARKEST.

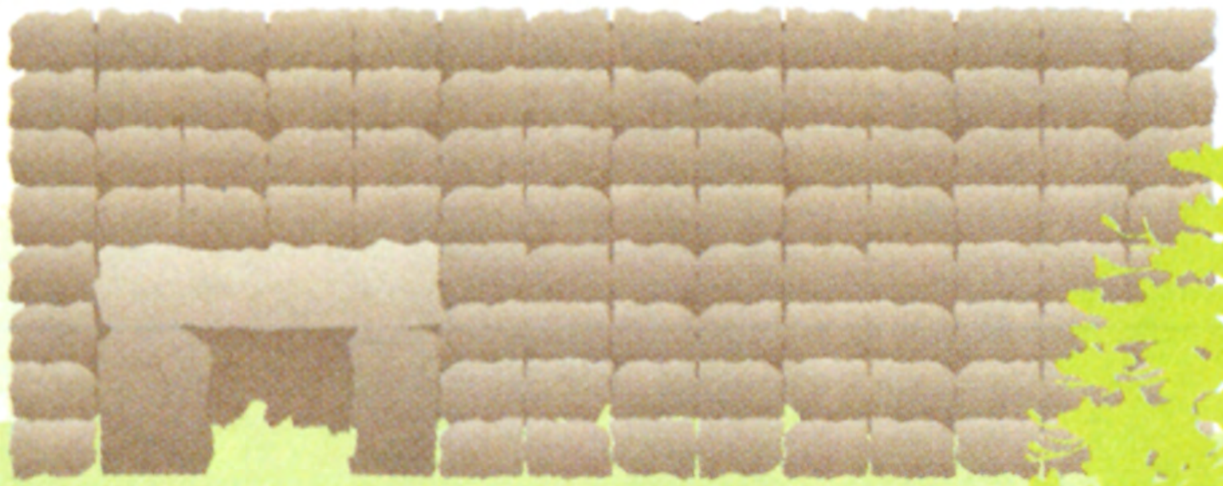
• See pg. 47 for information on printing.

Menu Account

Turn the descriptions of commands that appear on the Menu Screen ON or OFF.

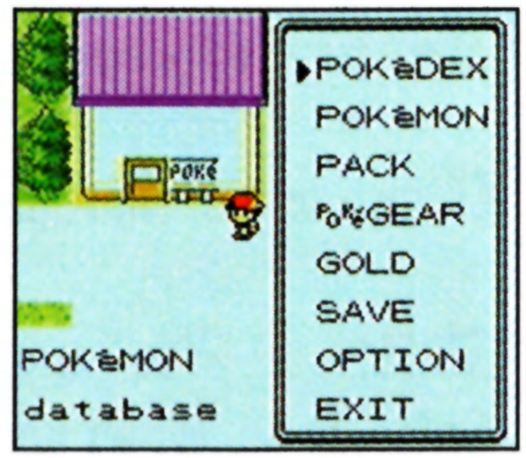
Frame

Select a design to appear around the edges of different screens.



THE MENU SCREEN

When you are in the field, press START to bring up the Menu Screen. Use the + Control Pad to choose an option, then press the A Button.



POKéDEX

Information is recorded here about Pokémon you see or catch. In addition to reviewing their data, you can listen to their cries and check out where they live. The last Pokémon you view before closing your POKéDEX will be the first to appear the next time you open it.

• See pg. 47 for information on printing out your POKéDEX.

Search

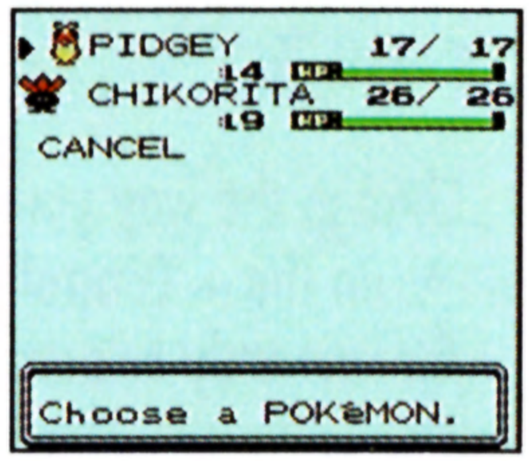
Press START to enter Search Mode. You can then search for Pokémon by type, such as Water-type or Fire-type.

Option

Press SELECT to change how the Pokémon are displayed. You can choose to display them in numerical order or alphabetically. Additional ways to display your Pokémon may become available as you progress through the game...

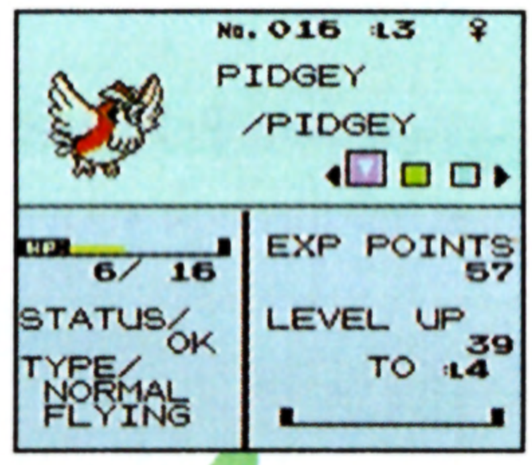
Pokémon

View your Pokémon's stats and change their order in the battle lineup.



Stats

Display the status of each of your Pokémon—current level, experience points, etc.— on three separate pages. Press ← and → on the + Control Pad to flip through the pages and press ↑ and ↓ to switch Pokémon.

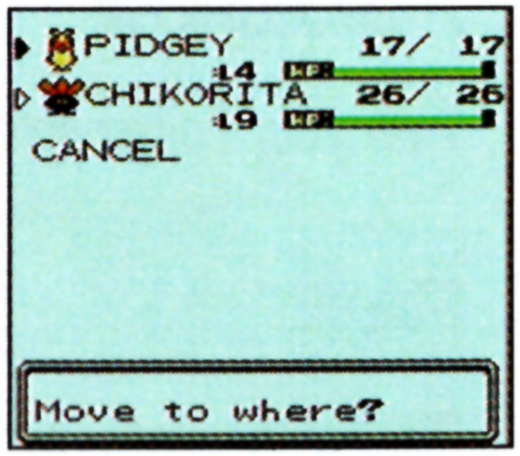


Type: Display the Pokémon's type. There are more than 10 types.
Exp Points: Display the Pokémon's current number of Experience Points. As Experience Points increase, so does the Pokémon's level.
Status: Display the Pokémon's current status.
HP: Display current HP and maximum HP for the Pokémon (see pg. 27).
PP: Display current PP and maximum PP for the Pokémon (see pg. 27).
OT: Display the name of the person who originally caught the Pokémon (OT is short for "Original Trainer.")
ID No.: Display the ID Number of the Pokémon's Original Trainer.

- A lottery is held at the Radio Tower using these ID Numbers (see pg. 19).
- The Pokémon's attack power, defense power, special attack power, special defense power and speed will also be displayed.

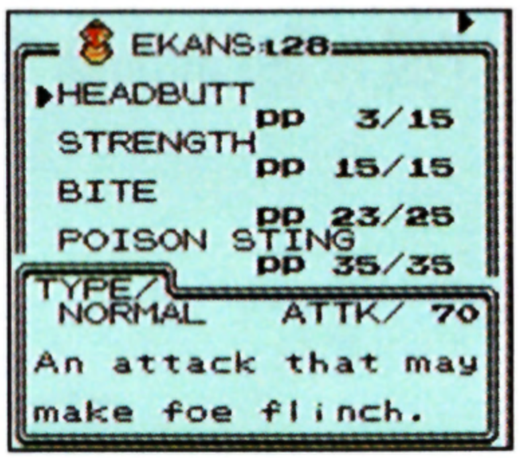
THE MENU SCREEN

Switch



Change the way your Pokémon are arranged in the battle lineup. Press ↑ and ↓ on the + Control Pad to move the cursor to the Pokémon you want to switch the currently selected Pokémon with, then press the A Button.

MOVE



View your Pokémon's MOVEs and PP. Press ← and → on the + Control Pad to scroll through your Pokémon.

Item

Give items to Pokémon to use immediately or to hold for later.

Pack

Display a list of the items you have. Items are automatically divided up according to their types and put into one of the Pack's four pockets. There are also items that you can give to Pokémon to hold.

Items

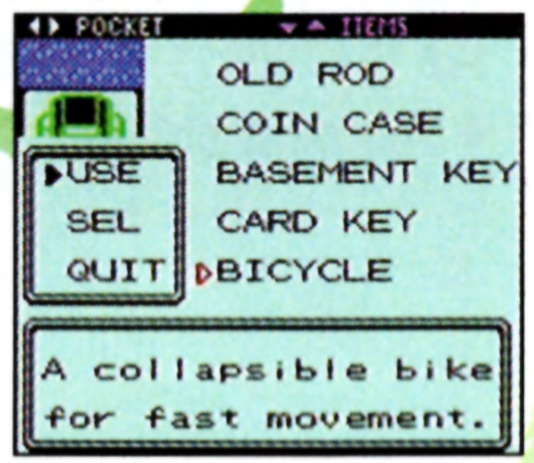
This pocket holds general items, such as POTION, ANTIDOTE and REPEL.

Balls

Poké Balls, which are used to catch Pokémon, are kept in this pocket.

Key Items

Other valuable items that you don't want to lose go in this pocket.



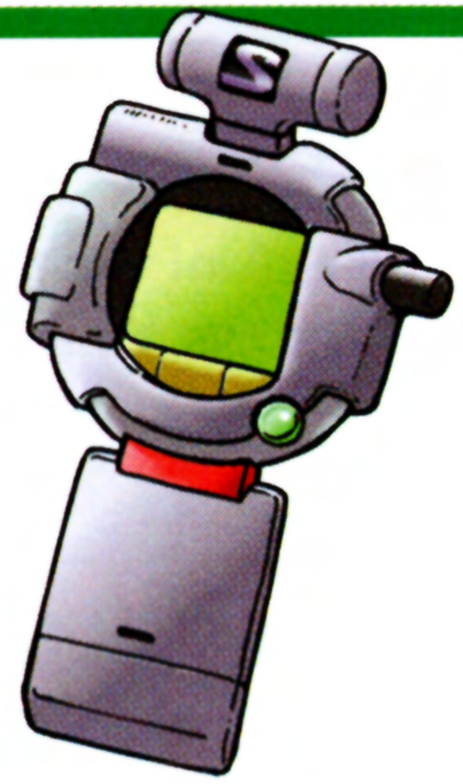
TM / HM

This pocket is for Technical and Hidden Machines.

SEL BUTTON

You can enter some of your Key Items into the SEL BUTTON. Once you have entered an item into the SEL BUTTON, simply press SELECT while moving around in the game to use it. For example, if you enter the BICYCLE, you can ride it just by pressing SELECT. You don't even have to open the Menu Screen, so it's very convenient!

Pokémon Gear (POKéGEAR)



Use your Watch, Town Map, Cell Phone or Radio. Press ← and → on the + Control Pad to switch between these functions.

Watch

Display the current time and day of the week.

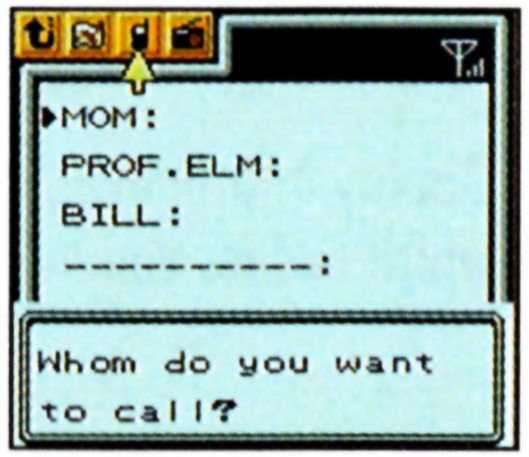
- Press any button to exit POKéGEAR.

Town Map

Display your current location on the map. Press ↑ and ↓ on the + Control Pad to see the names of different towns and locations.

- You must obtain a Map Card before you can use the Town Map.

Cell Phone



Talk to your Mom, Prof. Elm and Pokémon Trainers you meet. Telephone numbers you receive are recorded automatically, so all you have to do is select the name of the person you want to call. You can receive calls as well.

Radio

Listen to radio programs about Pokémon. Press ↑ and ↓ on the + Control Pad to change radio stations. You might just pick up some useful information!

- You must obtain a Radio Card before you can use the Radio.

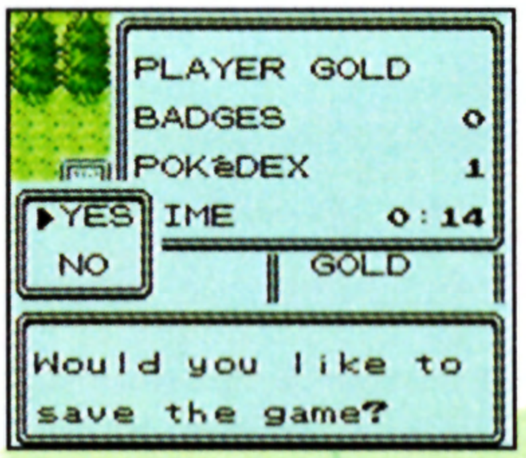
Your Name

Display information, such as the amount of money you have, how long you've been playing, and which badges you have.

Save

Save your game at any time, except during a battle.

- Do not turn your Game Boy or Game Boy Color OFF until the game has finished saving.



Option

Change certain game settings (this information is the same as "Option" on pg. 8).

There are many different buildings and houses in each town. As you walk around, be sure to check out everything and chat with everyone you meet. You might find some useful information.

Pokémon Center

The people here will heal your injured Pokémon for free. You can also do other things here, such as use the PC. A Pokémon Center is the most useful place a Pokémon Trainer can visit!

Healing Your Pokémon

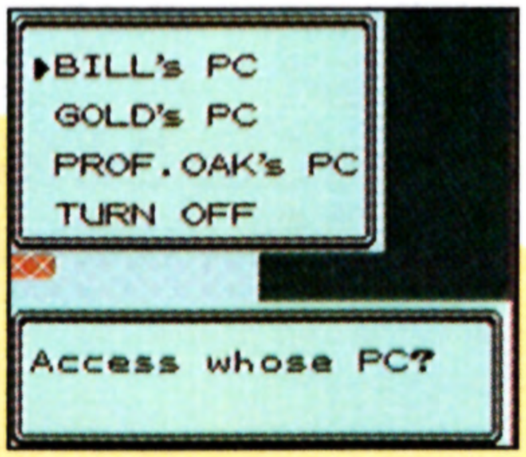
Leave your Pokémon here to completely restore their HP (Hit Points or vitality) and PP (Power Points or number of times you can use a MOVE). Your Pokémon will also recover completely if they are paralyzed, poisoned, etc.

Your PC

Store or withdraw your items. PCs are also available in other buildings.

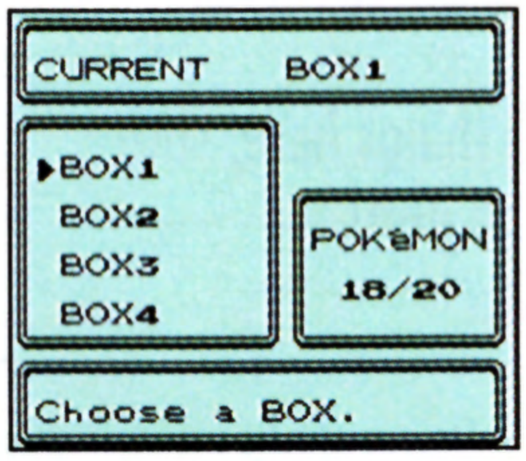
Bill's PC

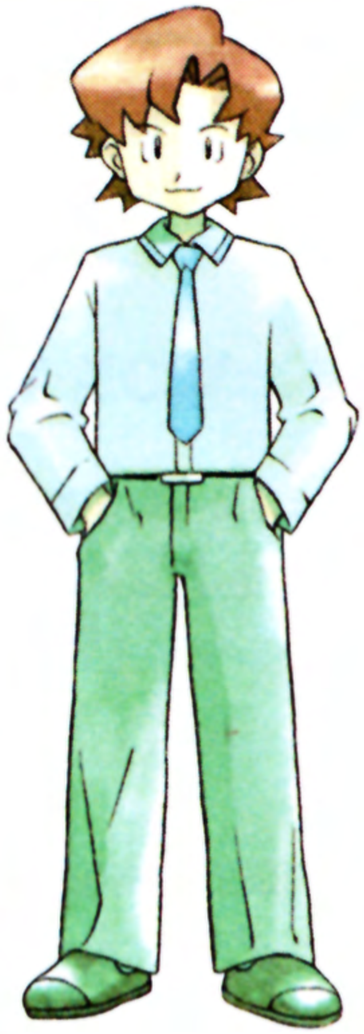
Store or withdraw Pokémon you've captured. You can store up to 20 Pokémon in each of the 14 boxes.



BUILDINGS IN TOWN

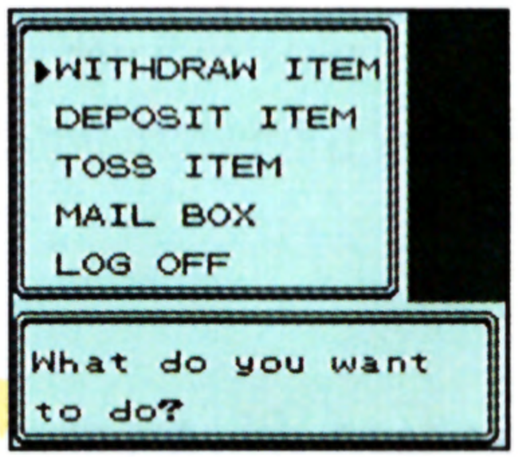
You can carry up to six Pokémon with you. If you are already carrying six Pokémon, any additional Pokémon you catch will be sent directly to Bill's PC. Make sure your box isn't full, or you will be unable to transmit any extra Pokémon you catch.





Your PC

Store and withdraw your items. You can also store your mail here.



Prof. Oak's PC

Have Professor Oak evaluate how complete your POKéDEX is.

Visit a Cable Club (see pg. 38) to battle or trade Pokémon with a friend. You'll find one on the second floor of any Pokémon Center.

Poké Mart

Buy items that can help you on your adventure. Poké Marts in different towns sometimes sell different things.

Department Store

Choose from an incredible selection of items.

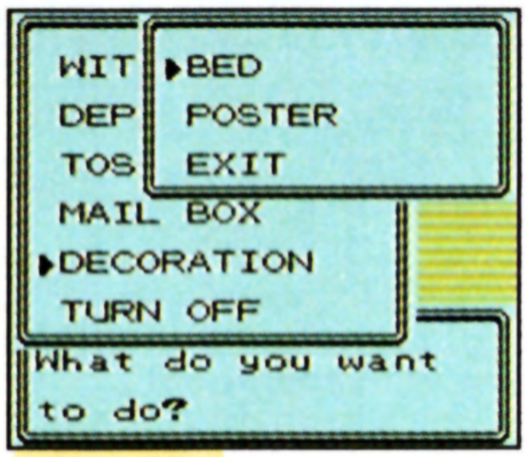
Radio Tower

Tune in to radio programs about Pokémon 24 hours a day. The Radio Tower also holds a lottery based on ID Numbers. If you win, you just might get a great prize!

- The winning number changes every Friday.

Your Room

Add decorations to your room by logging on to your PC.



Name Rater

Visit the Name Rater to change your Pokémon's nicknames.

- You cannot change the nicknames of Pokémon you received in a trade.

Ruins

It is said that there are ancient ruins of something built ages ago near one of the towns. If you explore these ruins, you may find some hints to help you solve their mysteries.

Supporting Cast

Professor Elm

Professor Elm is a scientist who has devoted his life to the study of Pokémon. Though still young, he is well respected by other researchers for his amazing discoveries, such as "Pokémon evolution."

Professor Oak

A long-time friend of Professor Elm, Oak is the acknowledged leader in the field of Pokémon research. He knows a lot about the lives of Pokémon and will check to see how your POKéDEX is coming along.

Your Mom

Mom is very easy going and loves to shop. She'll save some of your money for you if you wish.

You can obtain items in many ways, such as by buying them at stores, finding them during your travels, and receiving them from other people. There are many different types of items, and all of them will come in handy as you go along. The following are just a few of them...

Recovery Items

POTION	Restores Pokémon HP by 20
SUPER POTION	Restores Pokémon HP by 50
SODA POP	Restores Pokémon HP by 60
LEMONADE	Restores Pokémon HP by 80
ANTIDOTE	Cures poisoned Pokémon
AWAKENING	Awakens sleeping Pokémon
PARLYZ HEAL	Heals paralyzed Pokémon
REVIVE	Revives fainted Pokémon and restores HP to half of the Pokémon's maximum HP
ETHER	Restores Pokémon PP by 10

Pokémon Power-Ups

RARE CANDY	Increases a Pokémon's level by one
HP UP	Increases basic HP
PROTEIN	Increases basic Attack Power
DIRE HIT	Causes attacks to easily hit an opponent's weak spot—can be used only during battle

ITEMS

The following items may come in handy.

ESCAPE ROPE	Use for escaping from places such as caves
REPEL	Prevents weak Wild Pokémon from attacking in places like grassy areas • Effective for up to 100 paces.
SUPER REPEL	Prevents weak Wild Pokémon from attacking. It is a more effective version of REPEL.
ITEMFINDER	Use to find hidden items

Key Items

BICYCLE	Allows you to move around twice as fast as when walking
OLD ROD	Use this near water to catch water Pokémon
GOOD ROD	Lets you catch water Pokémon that can't be caught using the OLD ROD
COIN CASE	Use this to carry coins that you can use to play games at the Game Corner
S.S. TICKET	Permits passage on the S.S. Aqua

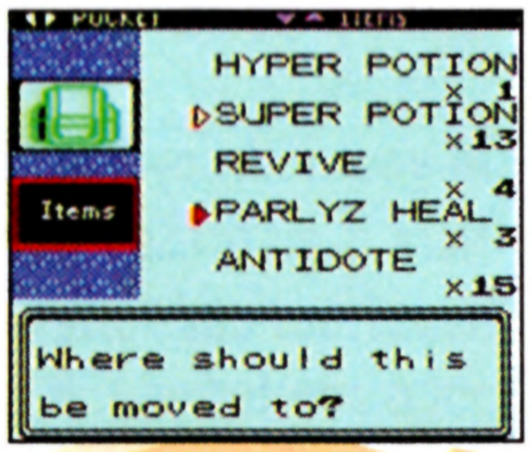
Give these to a Pokémon to see their effects...

BERRY	Restores some of a Pokémon's HP during a battle when HP falls • Can also be used outside of battle.
PSNCUREBERRY	Cures a Pokémon of poisoning during a battle • Can also be used outside of battle.
BURNT BERRY	Thaws a frozen Pokémon during a battle • Can also be used outside of battle.
CHARCOAL	Increases the power of Fire-type MOVEs
PINK BOW	Increases the power of Normal-type MOVEs
LEFTOVERS	Restores HP little by little during a battle
QUICK CLAW	Occasionally allows your Pokémon to strike first
KING'S ROCK	Occasionally causes your opponent's Pokémon to flinch

How do you arrange the items in your Pack?

Select PACK on the Menu Screen. Move the cursor to the item you want to move, then press SELECT. Next, move the cursor to the place where you want to move the item, then press SELECT or the A Button.

• You cannot move an item to a different pocket.



Varieties of Balls

POKé BALL	Catches Wild Pokémon
GREAT BALL	Catches Wild Pokémon more efficiently than a Poké Ball
ULTRA BALL	Catches Wild Pokémon more efficiently than a Great Ball
MASTER BALL	Catches Wild Pokémon 100% of the time
LURE BALL	Makes it easier to catch Pokémon by fishing
FAST BALL	Makes it easier to catch Pokémon that try to escape quickly

There is a BERRY that turns into a Poké Ball!

On your journey you will find some places where fruit-bearing trees grow. There is an artisan in one of the towns who will take the Apricorn from one of these trees and turn it into a special Poké Ball. If you find him, ask him to make one for you. It is said, however, that he will do this only for someone he likes. If you take an Apricorn from one of these trees, a new Apricorn will grow back by the next day.

Technical and Hidden Machines

Both Technical and Hidden Machines allow your Pokémon to learn new MOVEs. Technical Machines (TM) can be used only once, but you can use Hidden Machines (HM) as often as you like. Different types of Pokémon will be able to learn different MOVEs.

Examples of MOVEs Used in the Field

FLASH	Lights up pitch-black caves, making it easier to get around
CUT	Instantly cuts down trees that block the road
FLY	Instantly returns you to a town you've previously visited
SURF	Lets you move across bodies of water, such as the sea or rivers
STRENGTH	Moves heavy rocks
WHIRLPOOL	Allows you to move safely across a whirlpool
WATERFALL	Lets you climb up torrential waterfalls

- MOVEs learned with a Hidden Machine can be used both in battles and in the field.

ROCK SMASH	Smashes rocks that block the road
DIG	Lets you escape from places such as caves
HEADBUTT	May cause a Pokémon to appear when used on a tree

- Some, but not all, MOVEs learned with a Technical Machine can be used both in battles and in the field.

BATTLE MODE

There are two kinds of Battle Modes. One is for fighting against Wild Pokémon, and the other is for battling other Pokémon Trainers. When a battle starts, the first Pokémon in your lineup will appear. If you win the battle, each Pokémon that participated in the battle will receive a share of the Experience Points. However, if all your Pokémon faint, you will lose the battle, you will be returned to the last Pokémon Center you used, and you will lose half of your money.

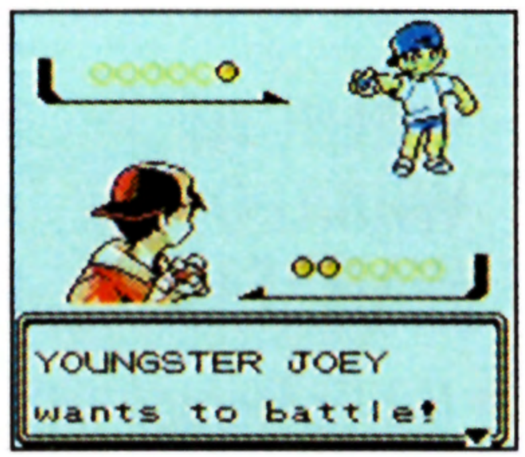
Fighting Wild Pokémon

Pokémon live in places such as caves and grassy areas, so when you pass through such places, Wild Pokémon may attack. When they do, you can use a Poké Ball—or another type of ball—to catch them.

Battling a Pokémon Trainer

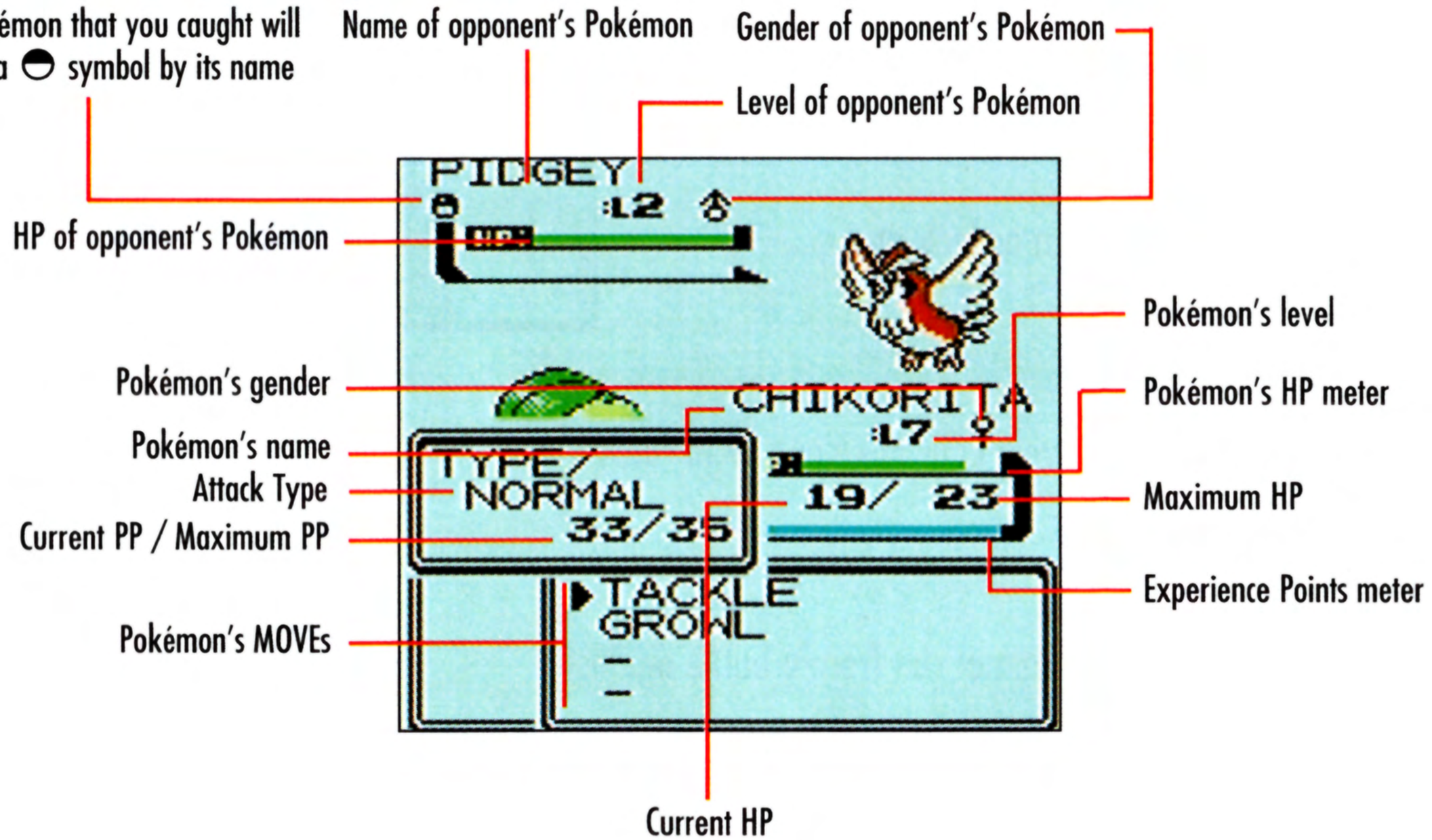
If you make eye contact with a trainer or walk in front of one, he or she will challenge you to a duel. You cannot run from a battle against a fellow Pokémon Trainer—the battle will continue until a winner is decided. If you are victorious, you will be rewarded with prize money. Also, some trainers may ask for your phone number once the battle is over.

- You cannot capture an opponent's Pokémon.



During a battle against a trainer, the number of Pokémon you each have will be indicated by a ◓ symbol.

Looking at the Battle Screen



HP Pokémon's vitality. When HP reaches 0, the Pokémon faints and can't battle anymore.

PP Number of times a particular MOVE can be used. When PP reaches 0, the Pokémon can't use that MOVE anymore.

Experience Points Meter How close the Pokémon is to reaching the next level.

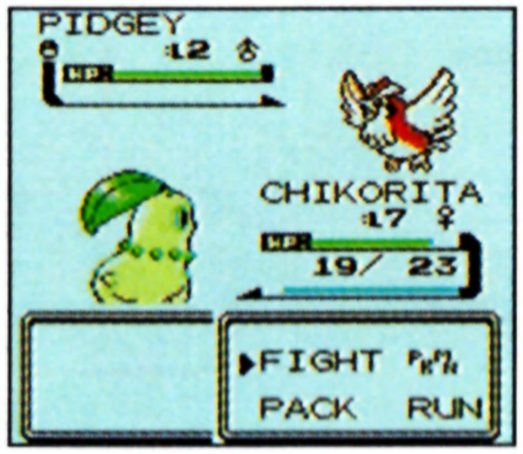
Pokémon's Gender ♂ is male, and ♀ is female. (Some Pokémon are neither.)

- You can use items to restore HP and PP. You can also heal your Pokémon at a Pokémon Center for free.

BATTLE MODE

Battle Commands

Fight
Display the Pokémon's MOVEs. Select one to attack.



PKMN
Change to another Pokémon or look at a Pokémon's stats.

Pack
Use items in the Pack to revive your Pokémon or to catch Wild Pokémon.

Run
Escape from a battle. (You cannot run from a battle against a trainer.)

When Status is Affected

If you get hit by an opponent's special attack, your Pokémon's status might be affected. However, you can use your items to help your Pokémon recover. Or you can take it to a Pokémon Center where it will recover completely at no charge.

POISON	Gradually decreases HP during the battle. If the POISON doesn't wear off, HP will continue to decrease even after the battle is finished.
PARALYZE	Numbs the Pokémon's body and makes it difficult for it to use its MOVEs
SLEEP	Puts opponent to sleep, making it unable to fight
ICE	Freezes Pokémon so that it cannot fight
BURN	Gradually decreases HP during the battle
FAINT	When HP reaches 0, the Pokémon can no longer battle

- Pokémon may also become CONFUSED during battles.

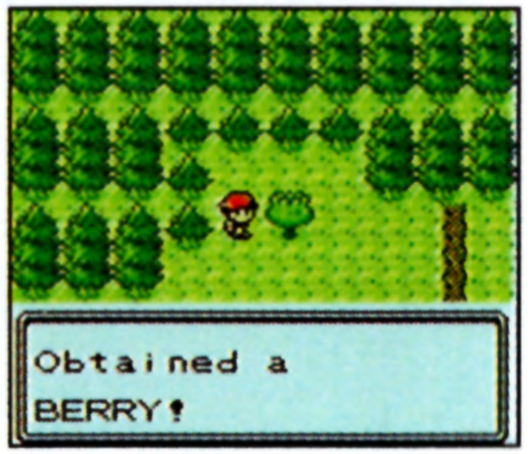
Hints for Fighting

Use a Pokémon's type to your advantage.

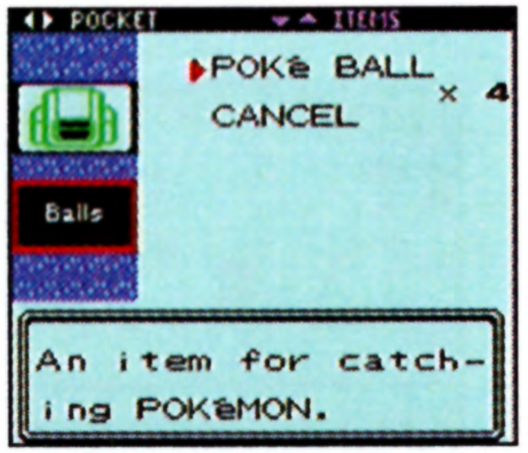
The various types of Pokémon—such as Electric, Grass, etc.—each have different strengths and weaknesses against other types. For example, Water-type MOVEs have the greatest effect on Fire-type Pokémon, while Ground-type MOVEs have no effect on Flying-type Pokémon. Use these qualities to your advantage to come up with an effective battle strategy.

Give your Pokémon a BERRY.

Fruit-bearing trees grow in various places. The BERRIES that grow on these trees have different effects, such as curing poison or paralysis. If you let a Pokémon hold one of these BERRIES, it will be able to recover when it receives damage in battle. There are also some items other than BERRIES that Pokémon can hold (see pg. 23).



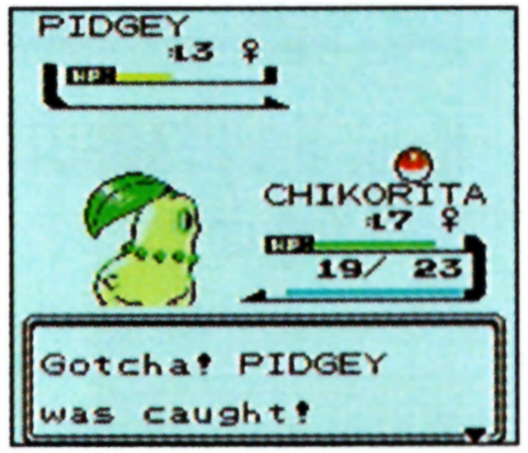
You can catch a Wild Pokémon with a Poké Ball. Once you are in Battle Mode, select PACK. Next, choose a Poké Ball to throw at the Pokémon and capture it. After you have caught the Pokémon, you can give it a nickname.



The Secret to Catching Pokémon

If you use a Poké Ball on a Pokémon that has taken very little damage, it will break free of the ball. You must first weaken the Pokémon by attacking it until its HP is low. It will also be easier to catch the Pokémon if you put it to sleep, poison it, etc.

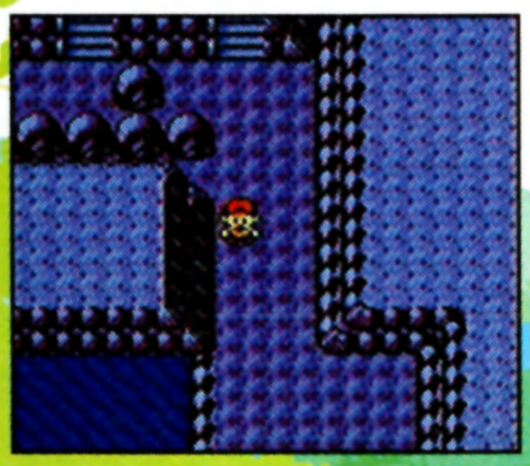
• See pg. 24 for information on the different types of Poké Balls.



Where to Find Pokémon

You will run into Wild Pokémon if you walk in the grass along the side of the road.

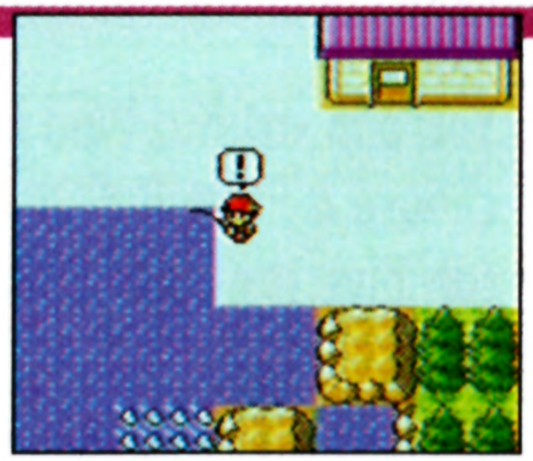
- If your Pokémon's HP is low, and you don't want to fight, avoid walking in grassy areas.



Inside caves, Wild Pokémon can be found all over the place.

CATCHING AND RAISING POKéMON

Water-type Pokémon may appear when you are crossing a lake or the ocean. You can also use a Fishing Rod by the water to catch some Pokémon.



A Bug-Catching Contest is held several times a week at a certain park. If you participate, you might just be able to catch some rare Pokémon!

If you use HEADBUTT while facing a tree, a Wild Pokémon might come tumbling down.

Different Pokémon will appear at different times of day.

Based on how you set the clock at the beginning of the game, time in the game will pass just as it does in real life. Also, different types of Pokémon will appear at different times of day (MORN, DAY or NITE). For example, the Pokémon HOOTHOOT™ seems to be nocturnal and will come out only at night. Even if you've been to a certain area before, try going there again at a different time of day.

Here's a hint for raising weak Pokémon.

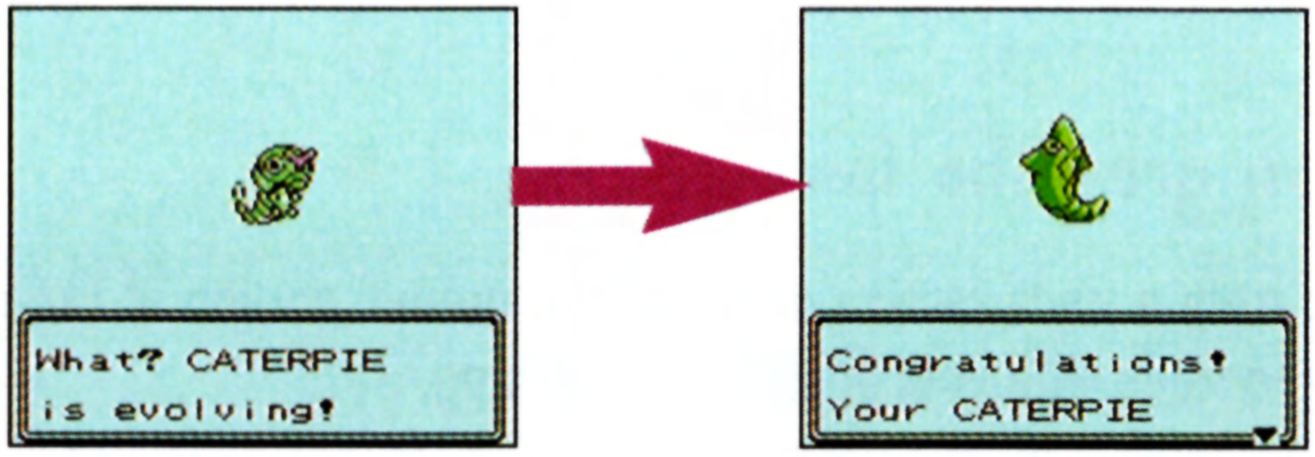
First of all, place the weak Pokémon first in your battle lineup. Then, immediately switch to another Pokémon as soon as you enter Battle Mode. As long as you win the battle, even the weaker Pokémon that didn't fight will receive a portion of the Experience Points. This takes a bit of effort, but by repeating these steps, you can slowly but steadily increase the level of a weak Pokémon.

Traded Pokémon grow the fastest.

Pokémon you receive from a trade receive a larger-than-normal portion of Experience Points when they win a battle. Try to trade with your friends a lot (see pg. 38).

Pokémon Evolution

There are some Pokémon that evolve and change form as they grow. A Pokémon can evolve when its level increases, through the use of an Evolution Stone, or if it is traded. There is also a rumor that there are other ways they can evolve...

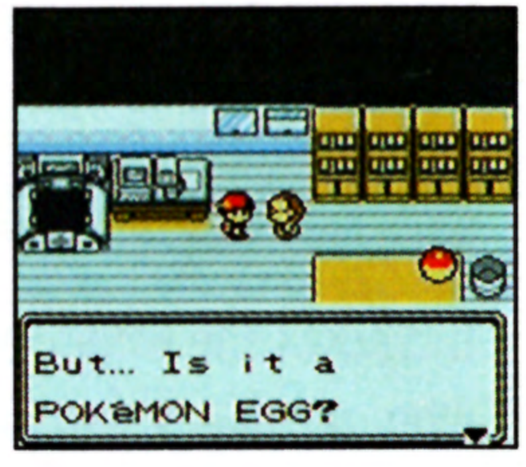


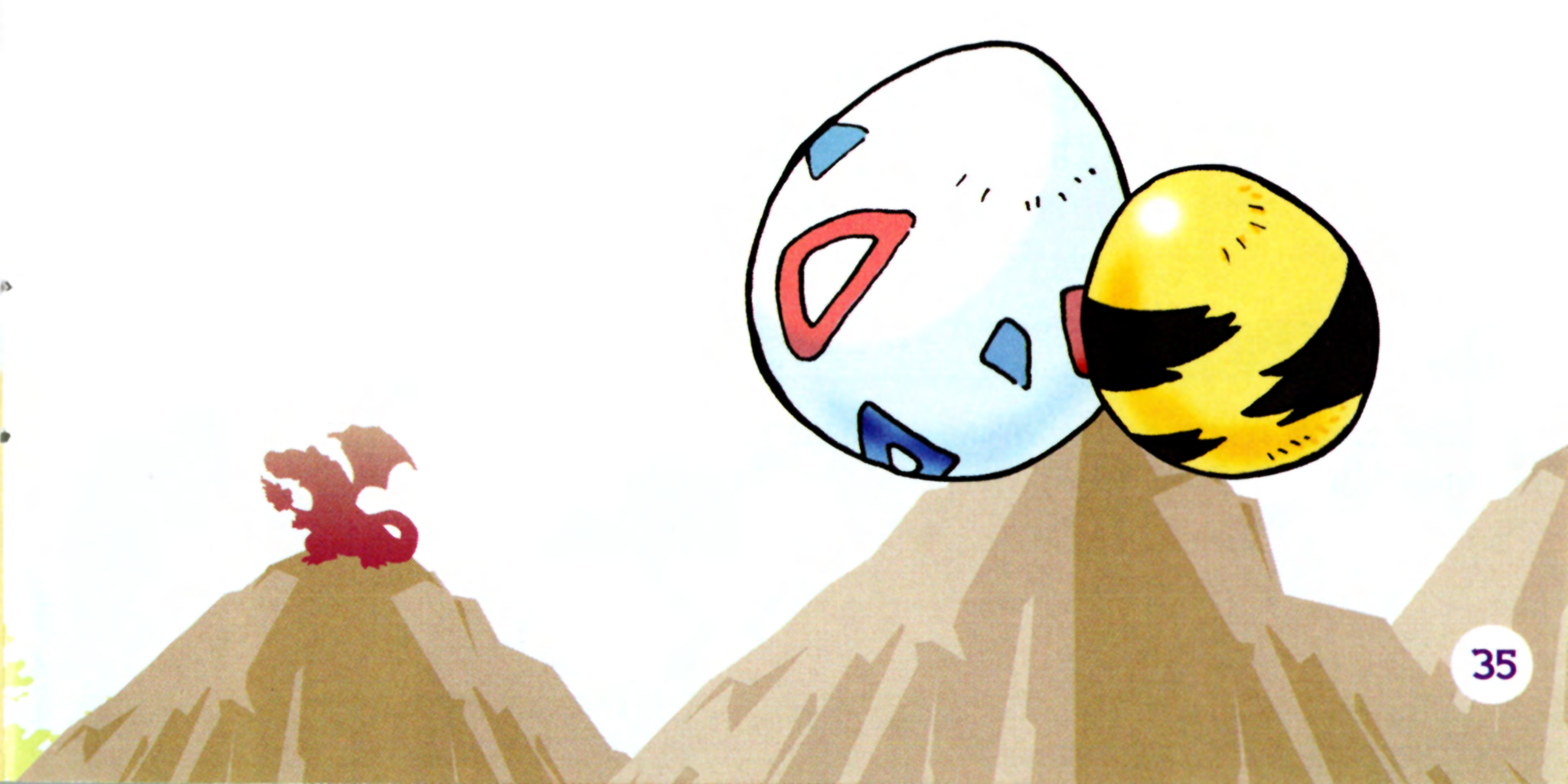
Leave your Pokémon at a Daycare.

In a certain town there is an older couple who will raise your Pokémon for you. You can leave up to two Pokémon with them at a time. It takes a while to raise them, so wait a bit before you come back to check on them. You will also need to pay the couple a small fee when you receive your Pokémon from them.

A Pokémon Egg was found?!?

There are many unsolved mysteries about Pokémon, and the Pokémon Egg is just one of these. If you leave a couple of your Pokémon at a Daycare, you may return to find an egg...





GYM LEADERS AND BADGES

There is a Leader in every Pokémon Gym. Every Leader is a tough, specialized trainer. For example, one Leader may be an expert with bird Pokémon, while another strikes with Ice-type attacks. However, if you are able to beat a Gym Leader, you'll receive an official Pokémon League Badge as evidence of your impressive victory. Wearing these badges gives you some sort of affect...

Violet City Gym's Falkner — Zephyr Badge

Increases the attack power of your Pokémon. Allows you to use Flash, even outside of battle.

Azalea Town Gym's Bugsy — Hive Badge

Causes all Pokémon of Level 30 and below to obey you, even if you got them in a trade. Allows you to use CUT, even outside of battle.

Goldenrod City Gym's Whitney — Plain Badge

Increases your Pokémon's speed. Allows you to use STRENGTH, even when outside of battle.

Ecruteak City Gym's Morty — Fog Badge

Causes all Pokémon of Level 50 and below to obey you, even if you got them in a trade. Allows you to use SURF, even when outside of battle.

Cianwood City Gym's Chuck — Storm Badge

Causes all Pokémon of Level 70 and below to obey you, even if you got them in a trade. Allows you to use FLY, even when outside of battle.

Olivine City Gym's Jasmine — Mineral Badge

Increases your Pokémon's defensive power.

Mahogany Town Gym's Pryce — Glacier Badge

Strengthens your Pokémon's special attack and special defense. Allows you to use WHIRLPOOL, even when outside of battle.

Blackthorn City Gym's Clair — Rising Badge

Causes all Pokémon to obey you. Allows you to use WATERFALL, even when outside of battle.

LINKING UP TO TRADE OR BATTLE

Use a Game Link® cable (sold separately) to have fun trading or battling your friends with Pokémon Gold and Pokémon Silver.

- You cannot have link battles with the Red, Blue or Yellow Versions of Pokémon (see pg. 41). See pg. 42 for more information on trading Pokémon. Also, please do not attempt to trade or battle with a foreign version of Pokémon, or your data will be corrupted.

Preparing to Link Up

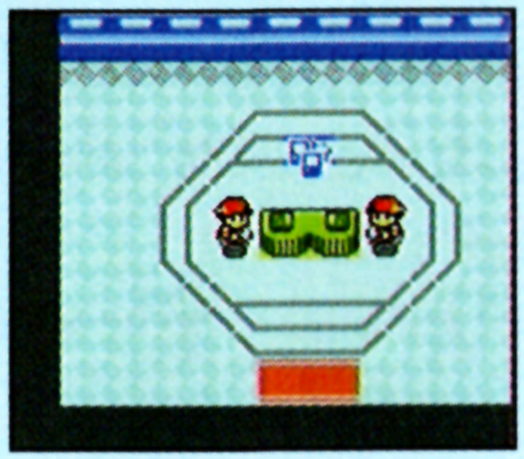
Connect two Game Boy systems using a Game Link cable. Turn the power ON, select CONTINUE, then go to a Cable Club on the second floor of any Pokémon Center. If you are trading with a Gold or Silver Version, head to the Trade Center. If you are battling with a Gold or Silver Version, go to the Colosseum. If you are trading with a Red, Blue or Yellow Version, speak to the receptionist at the Time Capsule.

Trading at the Trade Center

Follow the instructions that the receptionist gives you. Your data will be saved automatically before the trade begins.

LINKING UP TO TRADE OR BATTLE

Enter the Trade Center, face each other at the table in the middle of the room, then press the A Button.



A list of the Pokémon you can trade will appear. Select STATS to check the status of your Pokémon, then figure out which Pokémon you will trade. When you are ready, select TRADE.

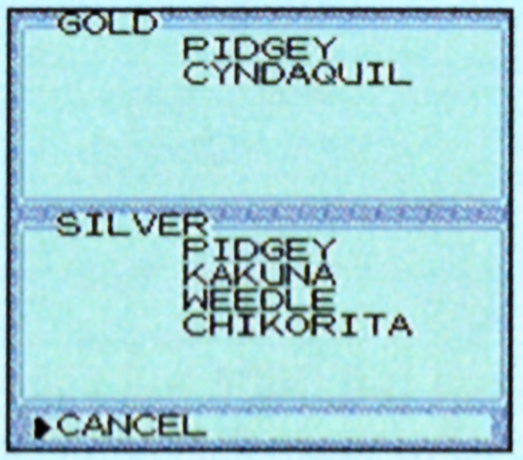
After a little while, TRADE / CANCEL will appear on the screen. Select TRADE, then press the A Button to begin the trade. Your Pokémon will then be transmitted through the Game Link cable.

- Pokémon that evolve by being traded will evolve at this time.

LINKING UP TO TRADE OR BATTLE

Once the trade is complete, select CANCEL to return to the Trade Center screen.

- The traded Pokémon will be saved at this point.



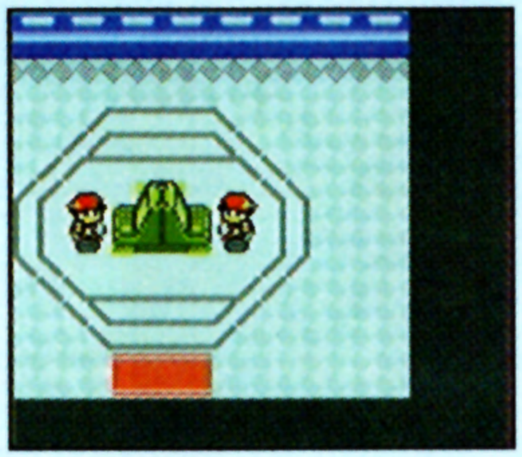
Let a Pokémon hold an item before you trade.

Before you trade at a Trade Center, you can give an item to your Pokémon. In other words, you can trade items using Pokémon. You can give a rare or useful item to your friend this way. Also, if you give them Mail, you can exchange letters. There is a rumor that trading items this way will have some sort of effect on Pokémon that evolve...

Battle at the Colosseum

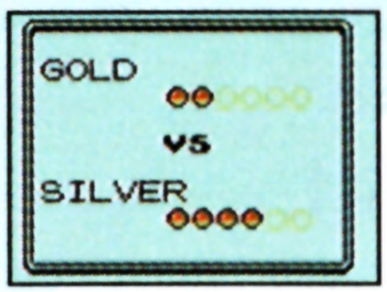
Unlike normal battles, you can't use items when battling in the Colosseum. Also, if you Run, you will lose the battle. It is a good idea for you and your friend to come up with your own rules. For example, you may want to limit the types of Pokémon that can be used or battle only with Pokémon that are Level 20 or below. If you do this, your battles will be even more fun!

- You cannot battle with a Red, Blue or Yellow Version.

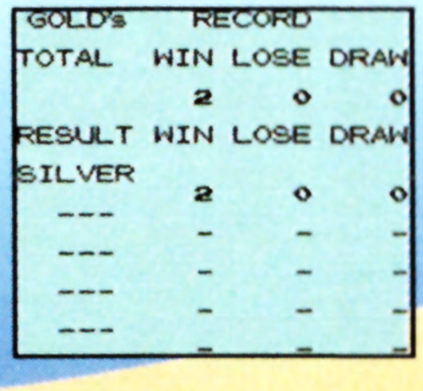


The receptionist will show you to the Colosseum room. You and your friend should both sit at the table, then press the A Button to enter Battle Mode.

The Pokémon each of you has will be displayed just before you start to battle. The results will be displayed once the winner has been decided.



- There is a poster to the left of the Reception Counter where your battle record will be recorded.



LINKING UP TO TRADE OR BATTLE

Trading at the Time Capsule

You can use the Time Capsule to trade Pokémon with a Red, Blue or Yellow Version of Pokémon.

- The Time Capsule will be under construction at the beginning of the game, but it should become available after you play for a while.

IMPORTANT!

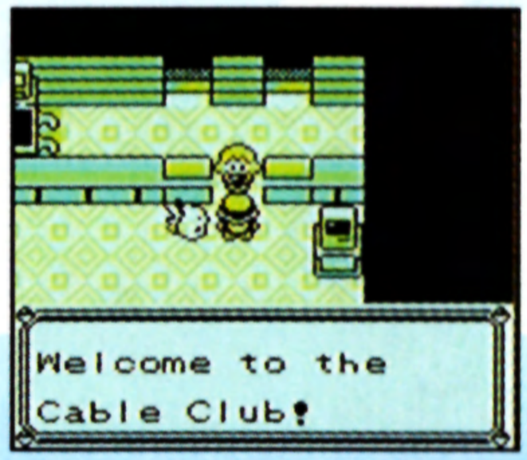
You can't trade Pokémon that do not appear in the Red, Blue or Yellow Version. Also, Pokémon with MOVEs that do not appear in these versions cannot be traded.

CHIKORITA™ does not appear in the Red, Blue or Yellow Version.

The text says, "You can't take the ODDISH with a SWEET SCENT." The MOVE, SWEET SCENT, does not appear in the Red, Blue or Yellow Version.

Chat with the Time Capsule's receptionist.

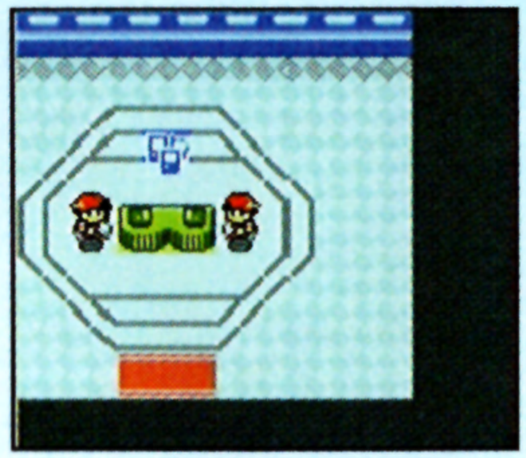
- In the Red, Blue and Yellow Versions, speak with the Cable Club receptionist.



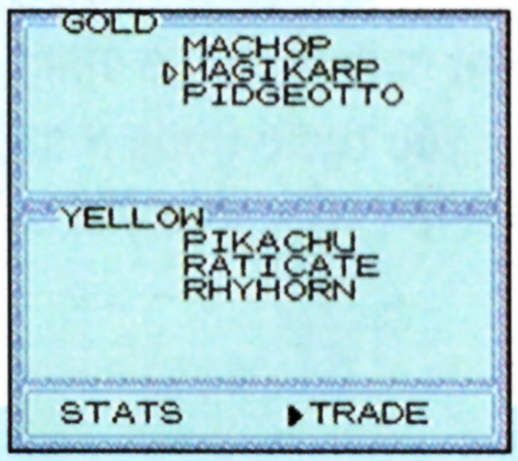
LINKING UP TO TRADE OR BATTLE

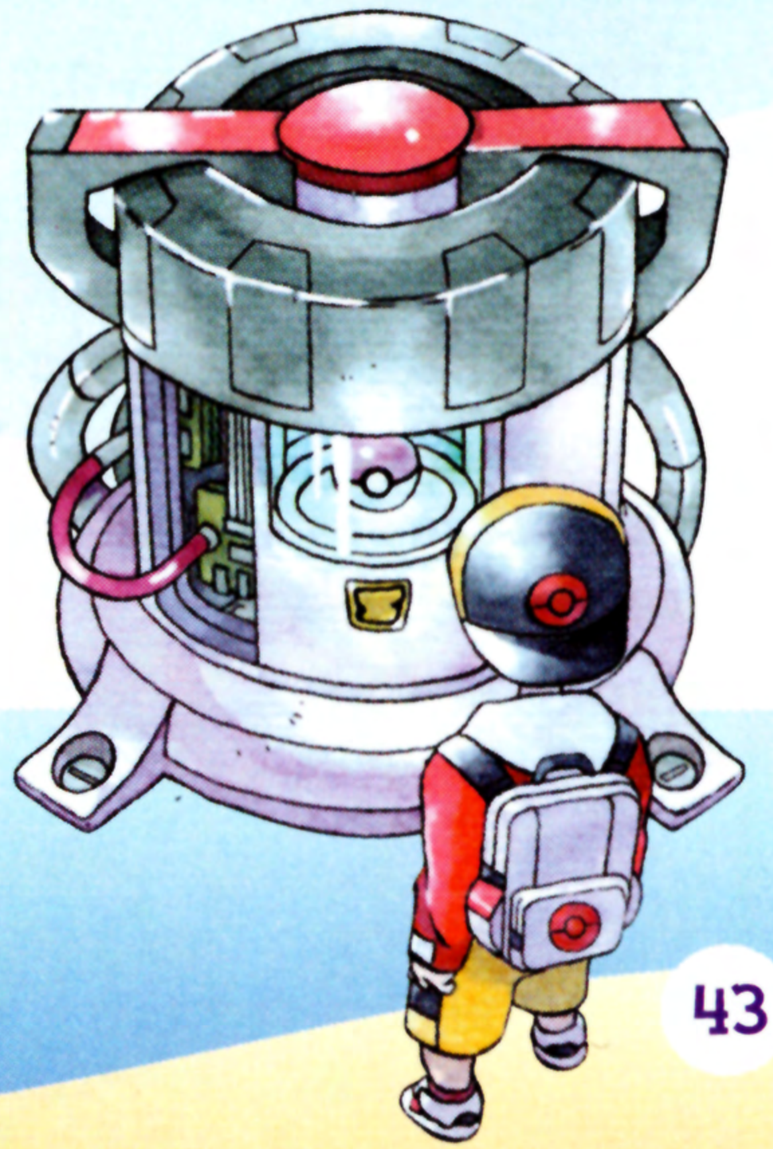
Save your data before you start the trade.

You will be shown to the Time Capsule. Face each other at the center table, then press the A Button.



A list of the Pokémon you can trade will appear. Select STATS to check the status of your Pokémon, then figure out which Pokémon you will trade. When you are ready, select TRADE.





LINKING UP TO TRADE OR BATTLE

After a little while, TRADE / CANCEL will appear on the screen. Select TRADE, then press the A Button to begin the trade. Your Pokémon will then be transmitted through the Game Link cable.

- Pokémon that evolve by being traded will evolve at this time.

Once the trade is complete, select CANCEL to return to the Trade Center screen.

- The traded Pokémon will be saved at this point.

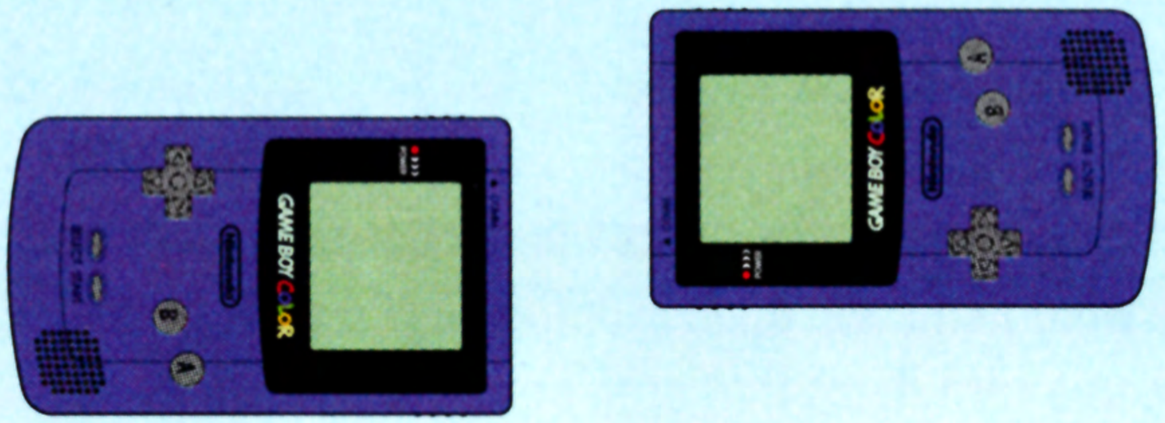
There's someone who can make your Pokémon forget their MOVEs?

Sometimes the receptionist at the Time Capsule won't allow you to start, even though your Pokémon appears in the Red, Blue or Yellow Version. If so, the Pokémon must have learned a MOVE that does not appear in the other versions. If the Pokémon could forget that MOVE, you could trade it at the Time Capsule. Now, if only there were someone who could make your Pokémon forget their MOVEs...

MYSTERY GIFT

You can send and receive Mystery Gifts to and from friends using the built-in Infrared Communications Port. This is a fun way to increase the various types of items you have.

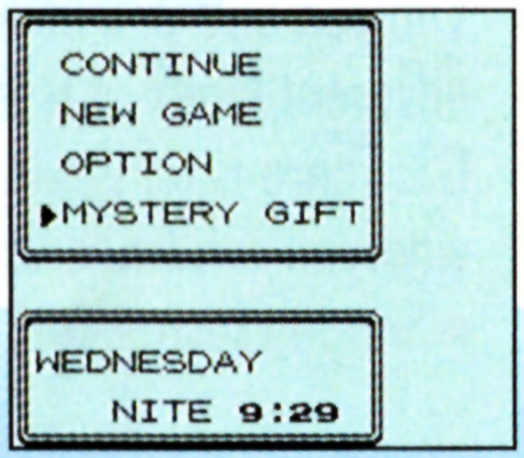
- You can only send a Mystery Gift between two Game Boy Color systems.
- You can get items from either the second floor of a Pokémon Center or from the PC in your house.



You won't be able to send or receive Mystery Gifts at first. Talk to the girl on the fifth floor of the Department Store in Goldenrod City (Game Boy Color only), then save your game. The next time you play, MYSTERY GIFT will appear on the menu.

How to Use the Mystery Gift

Turn both Game Boy Color systems ON. On the Title Screen, press START or the A Button to bring up the menu. Select MYSTERY GIFT, then press the A Button.



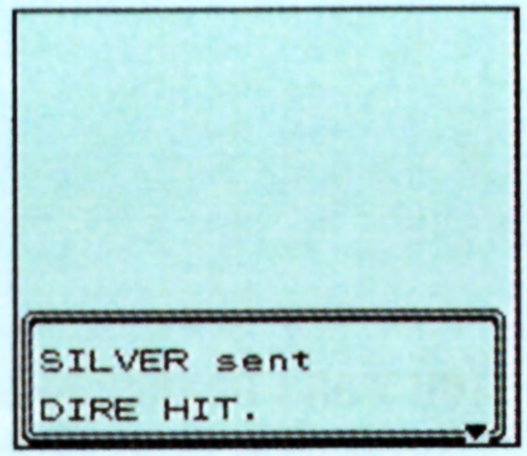
MYSTERY GIFT

When the Game Link Screen appears, align the triangle marks on the tops of your Game Boy Color systems and place them within 2 inches of each other.

- To increase the chance of success, place the systems on a flat surface, such as a table.

When one of you presses the A Button, the items will appear on both of your screens. You won't know what items will appear until you press the button. You may be able to get some rare items that aren't even sold in stores. Try this with as many friends as you can.

- You can use the Mystery Gift up to five times a day, but you can only receive a gift from the same friend once a day.



Communicating with Pokémon Pikachu™ 2 GS

You can also use the Mystery Gift with a Pokémon Pikachu 2 GS (sold separately). You can receive different kinds of items depending on the number of watts you've saved on your Pokémon Pikachu 2 GS. There is no limit to the number of times you can communicate with a Pokémon Pikachu 2 GS or who you can trade with each day.

- See the Instruction Booklet for Pokémon Pikachu 2 GS.

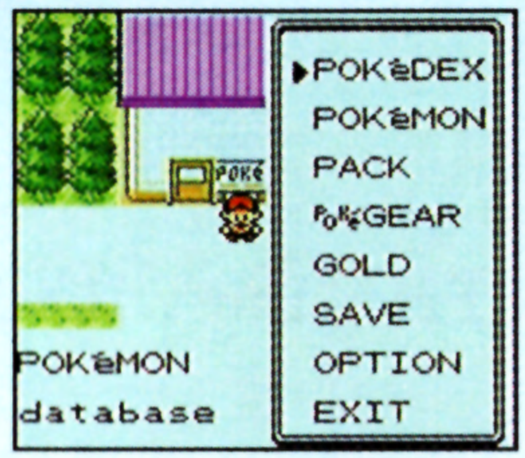
You can use a Game Boy® Printer (sold separately) to print out Pokémon data from your POKéDEX and from Bill's PC.

• See pg. 9 for information on changing the darkness of the printout.

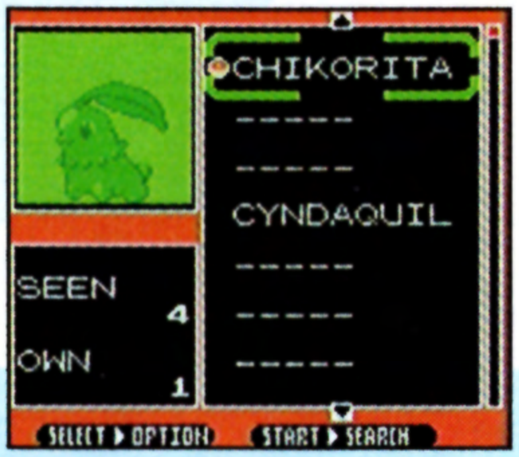
Printing the POKéDEX

Connect your Game Boy system to the Game Boy Printer, then turn the power ON on both the Game Boy system and the Game Boy Printer.

Select CONTINUE. Once the game begins, go to the Menu Screen and select POKéDEX.



Select the Pokémon you want to print, then press the A Button.



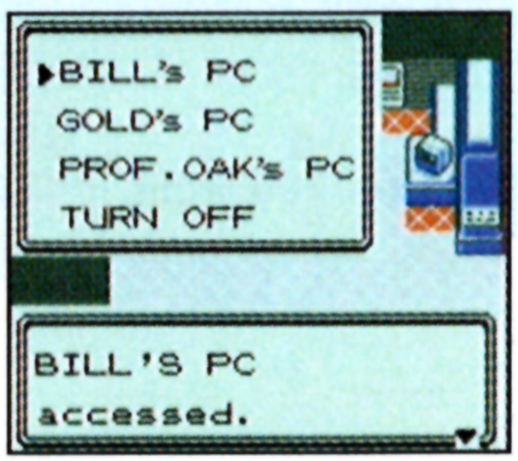
PRINTING

Select PRINT, then press the A Button to begin printing. Press the B Button to cancel printing.

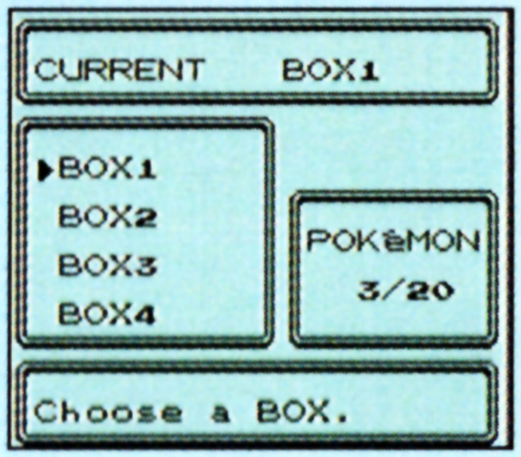
Printing with Bill's PC

Connect your Game Boy system to the Game Boy Printer, then turn the power ON on both the Game Boy system and the Game Boy Printer.

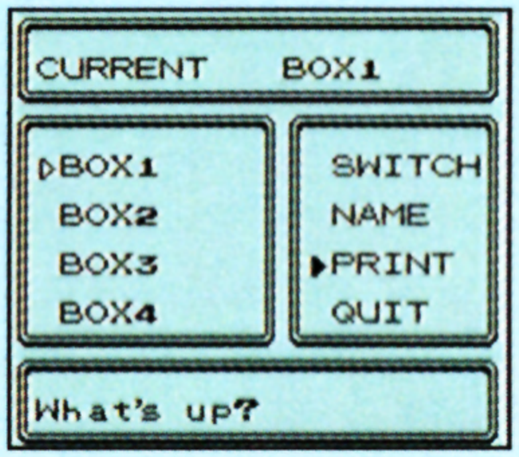
Select CONTINUE. Once the game begins, log on to Bill's PC.



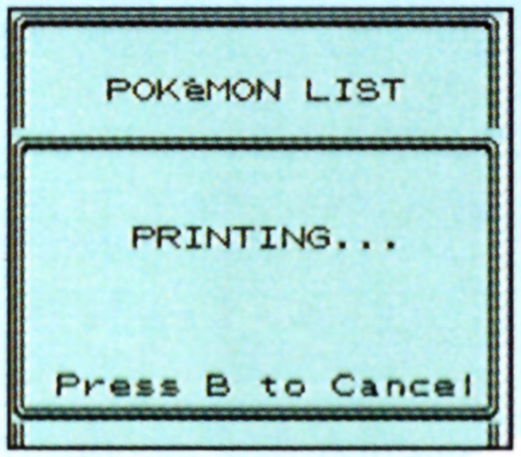
Select CHANGE BOX, then decide which box you want to print.



When PRINT appears, press the A Button.



The Pokémon list will begin to print. Press the B Button to cancel printing.



In addition to the POKéDEX and Bill's PC, you can also print Mail and Pokémon Status. Maybe you can print other things, too...? You'll have to play the game to find out!

NOTES

NOTES

IMPORTANT:

REV. B

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