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

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

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

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

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

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

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

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

INDIGO PLATEAU
  VICTORY ROAD

PEWTER CITY
  VIRIDIAN FOREST
  DIGLETT’S CAVE

VIRIDIAN CITY

Pallet Town

FUCHSIA CITY
  SAFARI ZONE

CINNABAR ISLAND

SEAFOAM ISLANDS

CELADON CITY

SAFFRON CITY
  DIGLETT’S CAVE

VERMILION CITY

SAFARI ZONE

SS. ANNE

ROUTE
  SEA
  UNDERGROUND

CERULEAN CITY

POKEMON TOWER

POWER PLANT

ROCK TUNNEL

SEA COTTAGE

START
THE WORLD OF POKÉMON

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

WHAT ARE POKÉMON?

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

PROFESSOR OAK

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

DEFEAT THE 8 POKÉMON LEADERS

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

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

COMPLETE YOUR POKÉDEX

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

To reach this goal, all of your findings must be recorded in your electronic encyclopedia called a Pokédex. All of the Pokémon data you find will be automatically recorded in your Pokédex.

To catch Pokémon, you will need Poké Balls, which you may purchase from Poké Mart in most towns and cities. You will also need to trade Pokémon with friends who have a different version in order to complete your Pokédex.

• In order to record all Pokémon in your Pokédex, you will need to trade Pokémon with the Red and Blue versions.
YOUR COMPANION, PIKACHU™

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

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

WHAT ABOUT PIKACHU’S MOOD...?

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

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

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

SELECT
Arrange items.

START
Display the Menu screen.

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

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

GETTING STARTED

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

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

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

Option
See Page 15.

HOW TO ERASE A FILE
On the Title screen, press up on the + Control Pad while pressing SELECT and the B Button.

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

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

**POKÉDEX**

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

**Data**

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

**Cry**

Select Cry to hear a Pokémon crying.

**Area**

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

**Print**

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

**Quit**

Select Quit to return to the Menu screen.

**POKÉMON**

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

**Stats**

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

**Switch**

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

**Cancel**

Select Cancel when you want to return to the Menu screen.
**ITEM**
The Item command displays a list of items that you have collected. You may carry up to twenty items at a time.

**Use**
Select this to use the highlighted item.

**Toss**
Select this to throw away the highlighted item.

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

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

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

**Text Speed**
This changes message text speed to three different levels.

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

**Battle Animation**
Turn the animation during a fight to ON or OFF.

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

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

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

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

**EXIT**
This command returns you to the game.
LET'S BEGIN

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

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

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

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

A Gift from Prof. Oak
Professor Oak has prepared a Pokémon for you, but not everything goes according to plan...
ROUTE #1

DANGERS! WILD POKÉMON

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

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

RATTATA

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

VIRIDIAN CITY

YOUR FIRST BATTLE

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

First, the Wild Pokémon appears on the screen.

Next, you exchange attacks with the Wild Pokémon.

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

OAK'S MEMO

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

1. **Viridian Gym**
   You can't get in here yet because it's closed.

2. **Poké Mart**

**Item List**
- **Poké Ball** 200
- **Antidote** 100
- **Pareyz Heal** 200
- **Burn Heal** 250

**Oak's Memo**
The shopkeeper will have a package for me, which I am expecting back at the Lab.

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

**Access Computer**

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

**Your Computer**
Access your computer to deposit or withdraw items. You may carry up to twenty at a time.

**Prof. Oak's Computer**
Access Oak's computer to receive Professor Oak's rating of your progress.
ROUTE #2
Route #2 is between Viridian City and Pewter City. Be careful; this road travels through the Viridian Forest, which has powerful Pokémon lurking about. Make sure you’ve built your Pokémon levels up before traveling here.

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

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

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

Pewter City

Viridian City

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

NO
YES

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

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

Wild Pokémon may escape if their energy is too high.

Oak’s Memo
As you play, the Wild Pokémon you meet will get stronger. You may need to throw more than one Poké Ball to capture them.
VIRIDIAN FOREST
The Viridian Forest is full of danger as
Wild Pokémon lurk in the grassy areas.
You will also find plenty of other
Pokémon Trainers here. This is a great
area to practice your fighting skills.

POKÉ BALL
ANTIDOTE
POTION

TO ROUTE *2

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

I came here with
some friends!

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

TO ROUTE *2

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

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

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

Choose a POKÉMON.
**PEWTER CITY**

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

**Pokémon Centre**

**Poké Mart**

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

**ITEM LIST**
- **Poké Ball** 200
- **Potion** 300
- **Escape Rope** 550
- **Antidote** 100
- **Burn Heal** 250
- **Awakening** 200
- **Parlyz Heal** 200

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

**VS. 1st LEADER / BROCK**
Brock uses Rock-type Pokémon. You will have an easier time defeating him with Grass- or Water-type Pokémon.

**BROCK'S POKÉMON**
- **Geodude** LV 10
- **Onix** LV 12

**OAK'S MEMO**
Fire-type Pokémon need higher experience levels than other types when battling Brock's Rock-type Pokémon.
THE ADVENTURE GOES ON...

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

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

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

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

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

POKÉMON LEADERS

Brook: Pewter City
BOULDER BADGE
The Power of all Pokémon increases a little. It lets you use FLASH any time.

Sabrina: Saffron City
MASH BADGE
Pokémon up to level 70 obey you. Any higher, they are unruly!

Misty: Cerulean City
CASCADE BADGE
Pokémon up to level 30 obey you. Any higher, they are unruly! It lets you use CUT any time.

Koga: Fuchsia City
SOUL BADGE
The defense of all Pokémon increases a little. It lets you use SURF any time.

Lt. Surge: Vermilion City
THUNDER BADGE
The speed of all Pokémon increases a little. It lets you use FLY any time.

Blaine: Cinnabar Island
VOLCANO BADGE
Your Pokémon's special abilities increase a little.

Erika: Celadon City
RAINBOW BADGE
Pokémon up to level 50 obey you. Any higher, they are unruly! It lets you use STRENGTH any time.

Blaine: Cinnabar Island
EARTH BADGE
All Pokémon will obey you!
HINTS

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

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

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

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

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

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

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

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

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

GET 1: WILD POKÉMON
Many of the Pokémon you’ll collect can be found in wild places in the grass, in caves, water, etc.

GET 2: EVENT
You can collect some Pokémon through special events, win one as a prize in the Game Corner, get one by helping a person in need, or capture them at the Safari Zone, etc.

GET 3: LINK
In a Pokémon Centre, you can use a Game Link cable (sold separately) to link your Game Boy system to a friend’s Game Boy system and trade Pokémon between the two Game Pals. Some Pokémon will evolve when you trade them. Also, some Pokémon won’t appear in your version of the game, so you must trade with a friend who has a different version in order to complete your collection.

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

EVOLUTION POKÉMON
Many Pokémon evolve when their experience level increases. In the screen shots below, we see Geodude evolving into Graveler. Train all your Pokémon to higher levels and discover the ones that evolve.
OAK'S MEMO
Think carefully about the types of Pokémon you are battling against. Carrying the appropriate type of Pokémon can make a big difference in your success.

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

POKÉMON TYPE CHART

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

ATTACK

GREAT!  POOR  BAD
BATTLE SCREEN

OAK'S MEMO

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

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

FIGHT

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

PKMN “Pokémon”

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

ITEM

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

RUN

Use it to escape from a battle.

WHO'S FIRST?

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

LEVEL UP

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

TRADE

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

GAME OVER

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

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

STEP 1
Heal all your Pokémon before linking with a friend. Then, both players need to talk to the receptionist in the Link Cable Club at the same time.

STEP 2
Both players need to Save before entering the Cable Club.

STEP 3
Select Trade Center to trade Pokémon with a friend, or select Colosseum to fight against a friend. Press the A Button to confirm.

TRADE CENTER

STEP 4
At the Trade Center, face the center of the table and press the A Button.

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

STEP 5
Move the cursor to the Pokémon you want to trade away and press the A Button.

STEP 6
"Waiting..." will appear on your screen.
STEP 7
You will be asked if you want to trade your Pokémon for your friend's Pokémon. Select TRADE to confirm the deal. If you don't like the Pokémon your friend selected, you can cancel.

STEP 8
After the trade is done, you may return to the Trade Center. Press START and choose RESET; you will return to the Title Screen.

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

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

COLOSSEUM
STEP 9
When you select COLOSSEUM, you will be taken to a room with a table. Face the center of the table and press the A Button to start a fight.

STEP 10
Just before the battle, the number of Pokémon each player has is displayed. Battle results will also be displayed.

FIGHT: Select the ability and fight.
PKMN: You can change your Pokémon.
ITEM: You can not use Item.
RUN: Press RUN, and you will lose.
COLOSSEUM 2

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

POKÉ CUP

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

PIKA CUP

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

PETIT CUP

A battle between teams of three different kinds of Pokémon. Pokémon level is between 25 and 30. The combined level of the three Pokémon is no more than 80. Only Pokémon that have not grown more than 6'8" in height and 99 pounds in weight can take part in the battle. Mew may not enter.

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

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

2. Select COLOSSEUM 2 and press the A Button.

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

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

<table>
<thead>
<tr>
<th></th>
<th>Yellow</th>
<th>Red</th>
<th>Blue</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yellow</td>
<td>0</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Red</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Blue</td>
<td>X</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

\* Competition in Colosseum 2 is possible only with two Yellow versions!
PRINTING POKÉDEX DATA

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

HOW TO PRINT

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

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

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

4. Select PRINT and confirm with the A Button.

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

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

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

OAK'S MEMO

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

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

ITEMS

TYPES OF BALLS

<table>
<thead>
<tr>
<th>ITEM</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>POKE BALL</td>
<td>This ball catches Pokémon. The cost is reasonable.</td>
</tr>
<tr>
<td>GREAT BALL</td>
<td>This ball performs better than a Poké Ball.</td>
</tr>
<tr>
<td>ULTRA BALL</td>
<td>This ball performs better than a Great Ball.</td>
</tr>
<tr>
<td>SAFARI BALL</td>
<td>This special ball is for capturing Pokémon in Safari Zone.</td>
</tr>
<tr>
<td>MASTER BALL</td>
<td>This ball can capture a Pokémon 100% of the time.</td>
</tr>
</tbody>
</table>

MYSTERY ITEMS

<table>
<thead>
<tr>
<th>ITEM</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>FIRE STONE</td>
<td>This stone has a connection to Fire Pokémon.</td>
</tr>
<tr>
<td>THUNDER STONE</td>
<td>This stone has a connection to Electric Pokémon.</td>
</tr>
<tr>
<td>WATER STONE</td>
<td>This stone has a connection to Water Pokémon.</td>
</tr>
<tr>
<td>LEAF STONE</td>
<td>This stone has a connection to Grass Pokémon.</td>
</tr>
<tr>
<td>MOON STONE</td>
<td>This stone has a connection to Moon Pokémon.</td>
</tr>
<tr>
<td>HELIX FOSSIL</td>
<td>You will need to find the secret of this item.</td>
</tr>
<tr>
<td>DOME FOSSIL</td>
<td>You will need to find the secret of this item.</td>
</tr>
<tr>
<td>OLD AMBER</td>
<td>You will need to find the secret of this item.</td>
</tr>
</tbody>
</table>

RECOVERY ITEMS

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

<table>
<thead>
<tr>
<th>Item</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rare Candy</td>
<td>Increases a Pokémon's level by 1.</td>
</tr>
<tr>
<td>HP Up</td>
<td>HP level will increase.</td>
</tr>
<tr>
<td>Protein</td>
<td>Attack power points will increase.</td>
</tr>
<tr>
<td>Iron</td>
<td>Defense power points will increase.</td>
</tr>
<tr>
<td>Carbos</td>
<td>Speed points will increase.</td>
</tr>
<tr>
<td>Calcium</td>
<td>Special ability points will increase.</td>
</tr>
<tr>
<td>X Attack</td>
<td>Available only in battle, attack power will increase.</td>
</tr>
<tr>
<td>X Defend</td>
<td>Available only in battle, defense power will increase.</td>
</tr>
<tr>
<td>X Speed</td>
<td>Available only in battle, speed will increase.</td>
</tr>
<tr>
<td>X Special</td>
<td>In battle, special ability will increase.</td>
</tr>
<tr>
<td>Guard Spec.</td>
<td>In battle, enemy Pokémon can't use special attack.</td>
</tr>
<tr>
<td>Dire Hit</td>
<td>In battle, your attacks will be more effective.</td>
</tr>
<tr>
<td>X Accuracy</td>
<td>In battle, your chance of hitting will increase.</td>
</tr>
<tr>
<td>PP Up</td>
<td>PP level will increase.</td>
</tr>
</tbody>
</table>

### Special Items

<table>
<thead>
<tr>
<th>Item</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pokedex</td>
<td>Record Pokémon data in this high-tech index.</td>
</tr>
<tr>
<td>Town Map</td>
<td>This map will help you navigate the world of Pokémon.</td>
</tr>
<tr>
<td>TM</td>
<td>Get Technical Machines from many people.</td>
</tr>
<tr>
<td>HM</td>
<td>Get Hidden Machines from many people. See page 30.</td>
</tr>
</tbody>
</table>

### Miscellaneous

<table>
<thead>
<tr>
<th>Item</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nugget</td>
<td>This item is not very effective unless you're after gold.</td>
</tr>
<tr>
<td>Gold Teeth</td>
<td>These belong to the warden of Safari Zone.</td>
</tr>
<tr>
<td>S.S. Ticket</td>
<td>A boarding ticket for the S.S. Anne.</td>
</tr>
<tr>
<td>Pokedex</td>
<td>A popular doll. Try using it during battle.</td>
</tr>
<tr>
<td>Silph Scope</td>
<td>This allows you to identify a ghostly Pokémon.</td>
</tr>
<tr>
<td>Poké Flute</td>
<td>It wakes up sleeping Pokémon. It's handy during battle.</td>
</tr>
<tr>
<td>Old Rod</td>
<td>Use this rod to fish for water Pokémon.</td>
</tr>
<tr>
<td>Good Rod</td>
<td>This rod can catch Pokémon that the OLD ROD can't.</td>
</tr>
<tr>
<td>Super Rod</td>
<td>The best rod. It catches Pokémon that the other rods can't.</td>
</tr>
<tr>
<td>Itemfinder</td>
<td>This handy machine helps you find items.</td>
</tr>
<tr>
<td>Exp. All</td>
<td>Share experience points with Pokémon who didn't fight.</td>
</tr>
<tr>
<td>Coin</td>
<td>Use these at the Game Corner.</td>
</tr>
<tr>
<td>Coin Case</td>
<td>Save a maximum of 9,999 coins in this.</td>
</tr>
<tr>
<td>Fresh Water</td>
<td>During battle, it will restore HP a little.</td>
</tr>
<tr>
<td>Soda Pop</td>
<td>During battle, it will restore HP a lot.</td>
</tr>
<tr>
<td>Lemonade</td>
<td>During battle, it will restore HP a lot more.</td>
</tr>
</tbody>
</table>

### Field Moving

<table>
<thead>
<tr>
<th>Item</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bicycle</td>
<td>This is too expensive for a child to buy.</td>
</tr>
<tr>
<td>Escape Rope</td>
<td>This rope can pull you out of a cave instantly.</td>
</tr>
<tr>
<td>Repel</td>
<td>Spray on and weak. Pokémon will avoid you for a while.</td>
</tr>
<tr>
<td>Super Repel</td>
<td>This spray lasts longer than Repel.</td>
</tr>
<tr>
<td>Max Repel</td>
<td>This spray lasts longer than Super Repel.</td>
</tr>
</tbody>
</table>
POKEMON LIST

No.001 POKÉMON
No.002 IVYSAUR
No.003 VENUSAUR
No.004 CHARMANDER
No.005 CHARMELION
No.006 CHARIZARD
No.007 SQUIRTLE
No.008 WARTORTLE
No.009 BLASTOISE
No.010 CATERPIE
No.011 METAPOD
No.012 SPEAROW
No.013 PIDGEOTTO
No.014 PIDGEY
No.015 RATTAYA
No.016 RATTAYA
No.017 RATTAYA
No.018 RATTAYA
No.019 RATTAYA
No.020 RATTAYA
No.021 RATTAYA
No.022 RATTAYA
No.023 RATTAYA
No.024 RATTAYA
<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
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</thead>
<tbody>
<tr>
<td>049</td>
<td>Diglett</td>
</tr>
<tr>
<td>050</td>
<td>Psyduck</td>
</tr>
<tr>
<td>051</td>
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<td>052</td>
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<td>072</td>
<td>No.072</td>
</tr>
</tbody>
</table>

**No.049 - 072**

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WARRANTY FOR THE NINTENDO GAME BOY (GAME PAK) BY NINTENDO AUSTRALIA PTY. LTD.

The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Nintendo Australia Pty. Ltd. (Nintendo) warrants to the original consumer/purchaser that this GAME BOY ("GAME PAK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Nintendo will repair or replace the (GAME PAK) at its option, free of charge.

To receive this warranty service, contact Nintendo's Head Office.

The undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

NINTENDO AUSTRALIA HEAD OFFICE ADDRESS:
Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179 Australia
Phone : 1300 36 27 46

* NINTENDO HELPLINE 190 224 1001
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