GENERAL

pokemon yellow walkthrough guide

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Pokémon Yellow Walkthrough Guide: Mastering the Classic Game

Pokémon Yellow, released for the Game Boy in 1998, is more than just a remake of Pokémon Red and Blue. It brings the world of Kanto to life with an animated Pikachu that follows you around, a storyline that mirrors the original anime, and a handful of unique gameplay twists. Whether you're a nostalgic fan reliving your childhood or a newcomer eager to explore the first generation, this comprehensive walkthrough will guide you through every step of your journey from Pallet Town to the Pokémon League.

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Getting Started: Your First Steps

Choosing Your Starter

When you boot Pokémon Yellow, the first decision you'll face is choosing your starter Pokémon. The options are:

- Charmander – Fire type, great for early Water and Rock types.
- Squirtle – Water type, excels against Fire and Rock.
- Bulbasaur – Grass type, useful against Water, Rock, and Ground.

Each starter has its own strengths and weaknesses, but the game's narrative is slightly tailored toward Charmander. If you prefer a balanced team, consider choosing a starter that complements the types you'll encounter early on.

Setting Up Your Game Boy

Before diving into the adventure, ensure your Game Boy is fully charged or connected to a power source. Load Pokémon Yellow, and when the title screen appears, press **Start** to begin. The game will prompt you to create a name for your character and choose a gender. Remember, the gender selection will affect certain dialogue lines but not gameplay.

Initial Items and Pikachu

At the start of the game, you'll receive a Poké Ball, a Potion, and a Pokégear. The Pokégear is an essential item that allows you to check your inventory, view your Pokémon's stats, and access the in-game map. After leaving Pallet Town, you'll meet Professor Oak, who will give you a Poké Ball and the first hint about Pikachu's role in the

story.

Early Game: Routes, Trainers, and Items

Route 1 – The First Battle

Leaving Pallet Town, you'll walk along Route 1. The first encounter is a simple Trainer battle against a Grass-type Pokémon. This battle serves as a tutorial, teaching you the basics of turn order, move selection, and the importance of type advantages.

Tip: Use a **Bug Catcher** if you have one, but if not, a normal **Poké Ball** will suffice. Make sure to keep your Pokémon's HP high by using Potions when needed.

Route 2 – Meeting Your First Trainer

On Route 2, you'll face a **Trainer** with a **Wartortle**. This is your first real test of strategy. The Wartortle is a Water type, so a Fire-type move from your starter will have an advantage. If you're playing as a Grass starter, consider using a **Vine Whip** for a type advantage.

Item Discovery: Pokégear and Poké Radar

While exploring Route 2, you'll find a Poké Radar in a cave. This device allows you to locate hidden items and Pokémon. Use it to find hidden Poké Balls and other useful items. It also reveals the location of the **Pokégear** if you're missing it.

Key Items: Poké Ball, Potion, and Pokégear

- Poké Ball – Essential for catching Pokémon.
- Potion – Restores 20 HP. Use it strategically during battles.
- Pokégear – Gives you a map and a quick inventory check.

Encountering Pikachu

The hallmark of Pokémon Yellow is the animated Pikachu that follows you. After you defeat the first Trainer on Route 2, you'll receive a letter from Professor Oak asking you to meet him in the town of Viridian. Once you arrive, a Pikachu will appear and start following you around. Pikachu is a normal type but has a powerful move, **Thunder Shock**, that can be useful early on.

First Battle: The Pokémon League

Before heading to the Pokémon League, you'll need to collect the **Pokémon Badge** from the first Gym Leader. The route to the first Gym is straightforward, but you'll need to navigate the forest and a few caves to reach it. Keep an eye on the map for hidden items and use your Pokégear to avoid getting lost.

Team Building: Choosing and Training Your Pokémon

Building a Balanced Team

A balanced team is the backbone of any successful Pokémon Yellow run. Aim for a mix of types to cover weaknesses:

- Starter Pokémon – Your core, often a Fire, Water, or Grass type.
- Electric Type – Pikachu or another Electric type for Water and Flying types.
- Rock/Steel Type – For handling Ground, Flying, and Ice types.
- Ice Type – Useful against Dragon, Flying, Grass, and Ground.
- Psychic Type – Covers Fighting and Poison.

Leveling Up Efficiently

To level up quickly, focus on battles that offer the highest experience points. Use the **Pokégear** to track experience and identify which Pokémon need the most training. Remember, experience points are not always proportional to the number of battles; the type of opponent and the move used can affect the experience gained.

Movesets: Choosing the Right Moves

When your Pokémon learns new moves, prioritize those that provide type coverage. For example:

- Charmander – Flamethrower for powerful fire damage.
- Squirtle – Hydro Pump for high damage.
- Bulbasaur – Solar Beam for strong Grass attacks.
- Pikachu – Thunderbolt for powerful Electric attacks.

Item Management: Potions, Antidotes, and Rare Candies

Keep a balanced inventory of healing items. The **Antidote** is essential for curing poison, while the **Rare Candy** can be a game-changer for leveling a Pokémon by a single level. Use Rare Candies sparingly on Pokémon that are close to a level cap or need a quick boost before a Gym battle.

Gym Leaders: Strategies and Tips

Gym 1 – Brock (Rock Type)

Brock's gym in Pewter City features Rock, Ground, and Flying types. If you're playing as a Water or Grass starter, you'll have an advantage. Pikachu's **Thunderbolt** is also effective. Keep your Pokémon's HP high with Potions and use **Rock Smash** if you have a Fire or Ground type move.

Gym 2 – Misty (Water Type)

Misty's gym in Cerulean City focuses on Water, Ground, and Rock types. If you're playing as a Grass starter, you'll have a type advantage. Use **Vine Whip** or **Leaf Blade** to take down Misty's Pokémon quickly. Pikachu can also be useful for its Electric moves against Water types.

Gym 3 – Lt. Surge (Electric Type)

Lt. Surge's gym in Vermilion City features Electric types. A strong **Ground** type move is essential. If you're playing as a Grass starter, use **Vine Whip** or **Leaf Blade** to deal heavy damage. Pikachu should be used carefully, as its Electric moves are ineffective against Electric-type Pokémon.

Gym 4 – Erika (Grass Type)

Erika's gym in Celadon City features Grass types. Use a **Fire** type move such as **Flamethrower** or **Fire Blast**. If you have a Water starter, this will also be an advantage. Keep your Pokémon's HP high and use **Thunderbolt** from Pikachu to finish off any remaining Grass-type Pokémon.

Gym 5 – Koga (Poison Type)

Koga's gym in Fuchsia City focuses on Poison types. A **Ground** or **Psychic** type move is effective. Use **Earthquake** if you have a Ground-type Pokémon or **Psychic** if you have a Psychic-type Pokémon. Keep an eye on your Pokémon's status and use Antidotes if needed.

Gym 6 – Sabrina (Psychic Type)

Sabrina's gym in Saffron City features Psychic types. A strong **Ice** or **Rock** type move is recommended. If you're playing as a Water starter, use **Hydro Pump** or **Surf** to deal high damage. Keep your Pokémon's HP high and use

Thunderbolt from Pikachu to finish the battle.

Gym 7 – Brawly (Fighting Type)

Brawly's gym in Cinnabar Island focuses on Fighting types. A **Flying** or **Psychic** type move is effective. Use **Fly** if you have a Flying-type Pokémon or **Psybeam**if you have a Psychic-type Pokémon. Keep your Pokémon's HP high and use Thunder

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