EDUCATION

Pokemon Yellow Walkthrough Guide

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Pokemon Yellow Walkthrough Guide: Mastering the Kanto Region with Pikachu

Embarking on a journey through the Kanto region with a loyal Pikachu by your side is a nostalgic experience that sets **Pokemon Yellow** apart from its predecessors. This **Pokemon Yellow walkthrough guide** will help you navigate every twist and turn, from Pallet Town to the final showdown with your rival. Whether you're revisiting the game or playing it for the first time, this comprehensive walkthrough covers essential strategies, hidden secrets, and key differences from Red and Blue. Get ready to become the very best, like no one ever was.

Getting Started: Your First Steps in Pallet Town

Your adventure begins in Pallet Town, where Professor Oak calls you to his lab. Unlike Red and Blue, you start with a single choice: **Pikachu**. Your rival, always named Blue, will choose Eevee (which evolves into one of three forms based on your battle performance). After receiving your Pikachu, speak with the professor again to get the Pokédex, then visit your rival's house to obtain the Town Map. Before leaving, talk to your mother to heal your Pokémon – a free service you'll use often. Head north to Route 1, where you can catch early wild Pokémon like Pidgey and Rattata. Use this route to level up Pikachu; it learns Thundershock at level 6, which will be invaluable for the first Gym.

Navigating Viridian City and the Road to Pewter City

Viridian City offers your first Poké Mart, where you can buy Poké Balls and potions. The old man who teaches you how to catch Pokémon is also here – talk to him to receive the Teachy TV. Pick up the Parcel in the Poké Mart and deliver it back to Professor Oak in Pallet Town for a chance to get the Pokédex upgrade. After returning, head north again. On Route 2, you can catch a **Caterpie** or **Weedle** to diversify your team. Enter Viridian Forest – a maze filled with bug catchers and wild Pokémon like Kakuna and Metapod. Train Pikachu to at least level 12 before facing Brock. Pikachu's normal moves are weak against Rock-types, so catching a Mankey (found on Route 22) or a Nidoran (on Route 2) with Double Kick is highly recommended. Alternatively, a Butterfree with Confusion can handle Brock's Geodude and Onix.

Defeating the First Three Gyms: Brock, Misty, and Lt. Surge

Pewter City Gym – Brock

Brock uses Rock-type Pokémon: Geodude (level 10) and Onix (level 12). Your Pikachu's Thundershock is ineffective against Rock. The best strategy is to use a Pokémon with a Fighting or Grass move. If you caught a Mankey, evolve it to Primeape around level 18 for Karate Chop. Alternatively, a Butterfree with Confusion (which is Psychic) deals super effective damage to Brock's team. For a simpler path, catch a Nidoran (male) on Route 2 and teach it Double Kick. Train it to level 12, then use it to wipe out Brock's Pokémon. After victory, you receive the Boulder Badge and TM34 (Bide).

Cerulean City – Misty

From Pewter, travel east through Route 3 and Mt. Moon. In Mt. Moon, you'll encounter Team Rocket grunts and find fossils. Choose the Dome Fossil (Kabuto) or Helix Fossil (Omanyte) – either is fine for the Pokédex, but the Helix is more iconic. After exiting, you arrive at Cerulean City. Visit the Pokémon Center and explore the Nugget Bridge. Defeat the five trainers to earn a Nugget. **Misty's Gym**requires a Grass or Electric type. Pikachu's Thundershock is now useful – train it to at least level 18 before challenging her. Her Staryu (level 18) is straightforward, but her Starmie (level 21) is fast and knows Water Pulse. Use Pikachu's Thundershock, but be careful: Starmie's Swift ignores accuracy. Stock up on Super Potions. Alternatively, catch an Oddish or Bellsprout on Route 24/25. After winning, you receive the Cascade Badge and TM11 (Bubblebeam).

Vermilion City – Lt. Surge

Take a detour east to Rock Tunnel (you need Flash from the Pokémon Fan Club chairman in Vermilion). First, go back to Cerulean and head south through Routes 5 and 6. Enter Vermilion City. The SS Anne is docked here – you need to get a ticket from the captain's son in the house next to the gym. Board the ship, defeat all trainers (including your rival), and retrieve HM01 (Cut) from the captain. Teach Cut to a Pokémon like Snorlax (or a Grass-type). Now challenge **Lt. Surge**. His Gym has electric floor puzzles – the answer is to flip the first two trash cans. Surge uses Voltorb (level 21), Pikachu (level 18), and Raichu (level 24). Your Pikachu is at a disadvantage because Raichu has higher speed. The key is to use a Ground-type. Diglett or Dugtrio from Diglett's Cave (near Vermilion) is perfect. Diglett learns Dig and can one-shot Raichu. Alternatively, a Geodude with Dig works. Win to obtain the Thunder Badge and TM24 (Thunderbolt).

Erika, Koga, and the Pokémon Tower

Celadon City – Erika

After Vermilion, head north to Saffron City – the way is blocked by guards who want a drink. So detour to Celadon City via Rock Tunnel (if you have Flash). In Celadon, visit the Game Corner – don't spend too much; instead, use the hidden Porygon or Dratini. Erika's Gym is filled with Grass-types. Use Fire or Flying moves. Pikachu can learn Flamethrower via TM (but that's rare). A better bet is to catch a Growlithe or Vulpix east of Celadon on Route 7/8. Train it to level 28 for Flamethrower. Alternatively, use a Pidgeot with Fly. Erika uses Victreebel (level 29), Tangela (level 24), and Vileplume (level 29). Burn them repeatedly. After winning, you get the Rainbow Badge and TM21 (Mega Drain).

Pokémon Tower in Lavender Town

From Celadon, go south to Lavender Town. Team Rocket has taken over the Pokémon Tower. Climb the floors battling Ghost-types – Gastly, Haunter, and Cubone. Use a Psychic or Dark type? Actually, Ghosts are weak to Ghost and Psychic, but the only Ghost move available is Lick. Your best bet is to use a Normal-type physical attack held by a Silph Scope (obtained from the Rocket Game Corner basement). Wait – you need the Silph Scope first. The story path: after defeating Erika, go to the Rocket hideout in Celadon (beneath the Game Corner). Defeat Giovanni there, get the Silph Scope, then return to Pokémon Tower. With the Scope, you can see the Ghosts. Use a Psychic type like Abra (evolve to Kadabra later) or a strong Normal attack. The Marowak ghost (mother of Cubone) is a special battle. After defeating all Rocket grunts and saving Mr. Fuji, you receive the Poké Flute – essential for waking Snorlax on the routes later.

Fuchsia City – Koga

Head to Fuchsia City via Cycling Road (or through Routes 15-19). Before the Gym, you must complete the Safari Zone to get HM03 (Surf) and the Gold Teeth. The Safari Zone is a timed mini-game – catch a Dratini, Rhyhorn, or Chansey if you're lucky. Koga's Gym is full of Poison-types and invisible walls. Use Psychic or Ground moves. Koga's team: Koffing (level 37), Muk (level 39), Koffing (level 37), Weezing (level 43). Kadabra

or Alakazam with Psybeam is very effective. Also, a Ground-type like Dugtrio can handle most. After victory, you receive the Soul Badge and TM06 (Toxic).

Sabrina, Blaine, and the Pokémon League Preparations

Saffron City – Sabrina

Now you can finally enter Saffron City. Team Rocket has taken over Silph Co. Enter and fight through all floors. Your rival appears with strong Pokémon. Rescue the president to get a Master Ball. Then challenge Sabrina's Psychic Gym. Her Pokémon are all Psychic types: Kadabra (level 38), Mr. Mime (level 37), Venomoth (level 38), and Alakazam (level 43). Use Dark types? There are none in Gen 1 except Ghost. Gastly/Haunter/Gengar is your best weapon. A Gengar with Lick and Psychic can sweep her. Alternatively, use a strong physical attacker like Snorlax with Body Slam (Normal type deals neutral damage). She awards the Marsh Badge and TM04 (Psywave).

Cinnabar Island – Blaine

Surf south from Fuchsia to Cinnabar Island. The Gym is hidden – you need to answer the quiz to reveal the entrance (answer: yes, yes, no, yes, yes). Blaine uses Fire-types: Growlithe (level 42), Ponyta (level 40), Rapidash (level 42), Arcanine (level 47). Use Water, Rock, or Ground moves. A strong Starmie with Surf can handle them. Alternatively, use Rhydon with Rock Slide. After winning, get the Volcano Badge and TM38 (Fire Blast).

Viridian City – Giovanni (Final Gym)

Return to Viridian City – the Gym is now open. Giovanni uses Ground-types: Rhyhorn (level 45), Dugtrio (level 42), Nidoqueen (level 44), Nidoking (level 45), Rhydon (level 50). Use Water, Grass, or Ice moves. Lapras with Surf or Blizzard is a great choice. Also, use a strong Grass-type like Victreebel. Beat him to receive the Earth Badge and TM27 (Fissure).

Victory Road and the Elite Four

Preparing Your Team for Victory Road

Before entering Victory Road, make sure your Pokémon are at least level 45-50. Use the Master Ball on Mewtwo if you want (optional, but it's after the Elite Four). The Victory Road cave has Rock-type Pokémon and trainers. Use Surf and Strength to navigate. Your rival is here – his team is diverse. After defeating him, you exit to the Pokémon League gate. Stock up on Full Restores, Revives, and Hyper Potions.

Elite Four Battles

Her team: Dewgong, Cloyster, Slowbro, Jynx, Lapras (levels 54-56). Use Fire, Fighting, Rock, or Electric moves. A strong Jolteon or Pikachu (with Thunderbolt) can handle most except Lapras (use Double Kick from a Hitmonlee). Alternatively, use a Machamp with Cross Chop. Slowbro is weak to Bug, but Gengar with Shadow Ball works. Heal often.

Onix (level 53), Hitmonchan (level 55), Hitmonlee (level 55), Onix (level 56), Machamp (level 58). Use Psychic or Flying moves. Kadabra with Psychic can destroy his team. Also, a Pidgeot with Fly works on Hitmonlee/Hitmonchan. His Onix are weak to Water – a Starmie with Surf one-shots them. Beware of Machamp's Karate Chop.

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