Pokemon Yellow Complete Walkthrough

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INTRODUCTION: THE JOURNEY TO BECOME THE VERY BEST

Few video games have left as lasting a mark on pop culture as **Pokemon Yellow**. Released in 1998 for the Game Boy, this special edition of the original Pokemon games was designed to mirror the beloved anime series. Players take on the role of Ash Ketchum, starting with a Pikachu that refuses to stay in its Poké Ball, and journey through the Kanto region to collect all eight Gym Badges, defeat the Elite Four, and become the Pokémon League Champion. This **Pokemon Yellow complete walkthrough** will guide you through every key location, battle, and strategy, ensuring you don't miss a single opportunity on your path to glory.

Whether you are a nostalgic trainer revisiting Pallet Town or a newcomer catching your first Pidgey, this guide covers everything from the best early-game catches to the trickiest puzzles in Silph Co. We'll explore team-building tips, how to obtain all three starter evolutions, and the secrets of Mewtwo. By the end, you'll have all the knowledge needed to conquer the Kanto region. Let's begin your adventure!

1. GETTING STARTED: PALLET TOWN AND VIRIDIAN CITY

Your journey begins in Pallet Town. Professor Oak will greet you and lead you to his lab, where you'll encounter your rival (Blue, if we follow the anime). Unlike Red and Blue versions, in Pokemon Yellow, you always start with a Pikachu. After a brief rivalry scene, you'll receive your Pokédex and a few Poké Balls. Before leaving, be sure to visit your mom's house and save your game.

Route 1 and Viridian City

Travel north on Route 1. This is an excellent opportunity to catch a Pidgey and a Rattata for your early team. Pidgey evolves into Pidgeotto and later Pidgeot, a reliable flying type. In Viridian City, you cannot enter the Gym yet because the Gym Leader is absent. Instead, head to the PokéMart and buy some Potions. Speak to the old man near the Viridian Forest entrance; he will let you pass after showing you how to catch a Pokémon.

2. VIRIDIAN FOREST AND PEWTER CITY

Navigating the Viridian Forest

Viridian Forest is a dense maze of trees and tall grass. This area is packed with Bug-type Pokémon such as Caterpie, Metapod, and Weedle. Since Pikachu has type advantage against flying and water types, but not bugs, be careful. Catch a Caterpie and train it to Butterfree; its Confusion and Sleep Powder will be invaluable against Brock. Alternatively, catch a Nidoran (male or female) on Route 2; they'll be useful later. Watch out for the many trainers – defeat them all to level up your team. Don't forget to pick up the Antidote and Potion hidden in the forest.

Pewter City Gym: Brock

Brock specializes in Rock-type Pokémon. He uses Geodude (level 12) and Onix (level 14). Your Pikachu's electric moves are ineffective against Rock types (they resist Electric). The best strategy: use a Butterfree with Confusion (a Psychic-type move) or a Nidoran with Double Kick. Alternatively, you can teach your Pikachu the move Mega Punch via TM found near Route 2 (or buy from a later vendor). Defeating Brock earns you the Boulder Badge and TM34 (Bide).

3. ROUTE 3, MOUNT MOON, AND CERULEAN CITY

Route 3 and Mount Moon

Head east from Pewter City onto Route 3. Here, you'll encounter trainers with a variety of Pokémon. This is a good place to train before entering Mount Moon. Within the mountain, you'll find many Zubat, Geodude, and Paras. The main challenge is the Rocket Grunt blocking the way, and you'll need to solve a few puzzles involving boulders. At the end of the cave, you'll receive a Helix Fossil or Dome Fossil – choose whichever you prefer; they become Omanyte or Kabuto later. Also, watch for the hidden Moon Stone in the cave, which evolves Nidorino into Nidoking or Nidorina into Nidoqueen.

Cerulean City and the Nugget Bridge

After exiting Mount Moon, you'll arrive in Cerulean City. Before challenging the Gym, head north to the Nugget Bridge. This is a gauntlet of five trainers, ending with a Rocket Grunt. After defeating them, you'll receive a Nugget worth a lot of Poké Dollars. Continue north to Route 24 and 25 to find Bill's Cottage. Help Bill transform back from a Pokémon, and he will give you a ticket to the S.S. Anne (more on that later). Also, you can catch an Abra here – though it only knows Teleport, it's worth catching for later.

Cerulean City Gym: Misty

Misty is a Water-type specialist. Her Pokémon are Staryu (level 18) and Starmie (level 21). Your Pikachu's Thunder Shock is super effective against Water types. If your Pikachu is around level 20-22, you can spam Thunder Shock and finish Starmie quickly. However, Starmie knows Water Pulse, which can confuse your Pikachu. Have some Full Heals ready. After winning, you receive the Cascade Badge and TM11 (BubbleBeam).

4. THE S.S. ANNE AND VERMILION CITY

Cutting Your Way Through the S.S. Anne

With the Cascade Badge, you can now use Cut (though you need HM01, which you'll get later). Head south from Cerulean through Route 5, 6, and into Vermilion City. In Vermilion, board the S.S. Anne. This luxury liner is filled with trainers and items. Your goal is to reach the captain's cabin. Navigate the ship, battle everyone for experience, and find the hidden Rare Candies. The captain is seasick; talk to him to receive HM01 (Cut). After you get it, leave the ship before it sails away. (Note: you cannot return once it leaves, so make sure you've explored everything.)

Vermilion City Gym: Lt. Surge

Lt. Surge uses Electric-types: Voltorb (level 21), Pikachu (level 18), and Raichu (level 24). This Gym has a puzzle of trash cans to find the switches that open the door. Your Pikachu is at a disadvantage – Electric resists Electric. The best approach is to use a Ground-type Pokémon like Diglett (caught in Diglett's Cave on Route 2) or a Nidoran evo with Dig. Alternatively, a Dugtrio with Dig or Earthquake will destroy Raichu. If you have a Sandshrew or Geodude, they also work well. Defeat Surge to earn the Thunder Badge and TM24 (Thunderbolt).

5. ROCK TUNNEL, LAVENDER TOWN, AND CELADON CITY

Navigating the Dark Rock Tunnel

From Vermilion, head east to Route 11 and then north into Rock Tunnel. This cave is pitch black, so you need HM05 (Flash) which you can get from Professor Oak's aide after catching 10 Pokémon. Use Flash to light the way. The cave is filled with Zubat, Geodude, and Machop. There are also many trainers – including some with Rock-type Pokemon. Keep your team

balanced. On the way out, you'll reach Lavender Town.

Lavender Town and Pokémon Tower

Lavender Town is home to the Pokémon Tower, a haunted place where the ghost of Marowak blocks your path. You need a Silph Scope to see the ghost, which you'll obtain later. For now, you can explore the lower floors, but you cannot progress higher. Before leaving, visit the Pokémon Center and buy some Super Potions. Also, talk to Mr. Fuji in the town, though you'll need to rescue him later from Team Rocket.

Celadon City and the Game Corner

From Lavender, travel west through Route 8 to Celadon City. This city has a massive department store where you can buy many TMs and items. The key place is the Game Corner in the basement. Here, you can play slot machines to earn coins, which you can exchange for Pokémon like Porygon or TMs. However, a better use of your time is to challenge the Rocket Hideout. Behind the counter, inspect the poster to reveal a secret switch. This leads to the Team Rocket Hideout, a multi-floor labyrinth. Beat the Rocket grunts, solve the teleport puzzles, and reach Giovanni. He uses Onix, Rhyhorn, and Kangaskhan (levels 25-30). Use Fighting or Water moves. Defeat him to obtain the Silph Scope.

Celadon City Gym: Erika

Erika uses Grass types: Victreebel (level 29), Tangela (level 24), and Vileplume (level 29). Fire, Flying, Ice, and Bug types are strong here. Your Pikachu's Thunderbolt is not very effective, but if you have a Farfetch'd, Pidgeot, or any Fire type (Vulpix, Growlithe) you'll have an edge. After winning, you get the Rainbow Badge and TM21 (Mega Drain).

6. FUSCHIA CITY, SAFARI ZONE, AND SILPH CO.

Fuschia City and the Safari Zone

Travel south from Celadon through Route 16 and 17 (Cycling Road). Be sure to get the Bicycle from the certificate given to you by the Celadon Bike shop owner after showing him a voucher from the Pokémon Fan Club. In Fuschia City, you cannot challenge the Gym yet because the Gym Leader is not present. Instead, go to the Safari Zone. This is a unique area where you cannot use your own Pokémon; you must throw bait or rocks to catch wild Pokémon. The goal is to find the Gold Teeth (dental item) and return them to the Warden at the entrance. He will reward you with HM04 (Strength). Also, you can catch rare

Pokémon like Dratini, Chansey, and Scyther in the Safari Zone. Spend time here.

Return to Lavender Tower and Rescue Mr. Fuji

Now with the Silph Scope, return to Pokémon Tower. Climb to the top, but be prepared to battle many ghosts (they are actually Gastly, Haunter, and Cubone) using the Silph Scope to see them. At the top, you encounter the ghost of Marowak; to defeat it (it's actually a Trainer battle, not a capture), you use the Silph Scope. After defeating the Marowak ghost, you proceed to save Mr. Fuji. He will give you the Poké Flute (essential for waking up Snorlax).

Silph Co. in Saffron City

Now head to Saffron City. The city is blocked by Team Rocket; you need to infiltrate Silph Co. This is a large building with many floors, teleport pads, and Rocket Grunts. Your goal is to reach the top floor and rescue the Silph President. Along the way, you'll find the Master Ball (on the top floor, hidden in a pot) and battle Giovanni again. Giovanni has Nidorino, Persian, and Rhydon (levels 35-37). Use Psychic or Water moves. Defeat him to get the Silph Scope if you didn't already (but you have it) and he'll leave. After rescuing the president, you receive the Master Ball – save it for Mewtwo later!

Saffron City Gyms: Sabrina and the Fighting Dojo

Before challenging Sabrina, visit the Fighting Dojo in Saffron. Here, you can battle five Fighting-type trainers. Win to choose between a Hitmonlee or Hitmonchan (both are good Fighting types). Sabrina's Gym is full of warp panels. She uses Psychic types: Kadabra (level 38), Mr. Mime (level 37), and Alakazam (level 43). Psychic is weak to Bug, Ghost, and Dark (but Dark didn't exist in Gen I). Your best bet is a strong Physical attacker like Snorlax or a Ghost type like Gengar. The best counter is a high-level Gengar with Lick or Shadow Ball. Alternatively, use a strong Normal type like Snorlax with Body Slam. Beat Sab