Twitch Plays: Pokemon Blue <Strategy document>

Link: http://tinyurl.com/TPPBlueStrat

General information

(The general information page contains current progress, party state, events, and other information) **How to comment:** Right-click and hit comment or Ctrl+Alt+M



Current goal: None

Bold means the step is done.

Steps

- 1. Defeating the Elite 4 strategy: As noted, the primary strategy is to powerlevel Blastoise so he can wipe the Elite 4.
 - a. We do not have any items nor does our current strategy require buying items.
 Read the rest of the strategy for items. We know about needing healing items, we've been grinding Elite 4 for 22 hours straight. The reason we aren't is detailed below. It just takes way too long, especially with so many people.
 - b. We run out of Surf PP and most of our Strength PP after defeating Lance. It seems that we can get by own powerleveling Blastoise so he burns less PP up to Lance. With the influx of viewers, it's pretty much impossible to buy items. We're better off continuing to powerlevel to see if we can get a good run going to carry it over to the rival fight and not spam Bubble on Alakazam. The reason we ran out of Surfs on the first attempt on Gary was because Blastoise had to kill Lorelei.
 - c. Deciding when and how to use healing items:

- i. Once we reach the Rival at least once, therefore confirming we can reach him, we may start trying to buy Full Restores (We accomplished this!). We will only use these the next time we battle or defeat Lance. Why not sooner? Because dying to Lance means we aren't one shotting pokemon and we will lose anyways. We would only be wasting time trying to heal every single battle when we can grind up faster and very likely finish sooner.
- ii. Buying the actual healing items (This means Full Restore) is almost impossible because we can burn our money on Ultra Balls and other stuff. We tried for 20 minutes at one point with no success. We should only think about it once Blastoise is level 100 as we almost finished without healing items at level 87.
- iii. How to actually heal once we start? It's actually much, much easier to heal Blastoise during battles because we can just spam Down, Left, and A to cycle through the items as opposed to the overworld. Blastoise can take hits from most enemies and apart from Agatha's first pokemon, we should be safe doing so. However, we just bought a shit load of Ultra Balls and now may end up throwing balls instead of healing if we every buy healing items.
- iv. This all assumes we buy full restores in the first place instead of Ultra Balls and Ice Heals. We'll have to continue grinding money and purchase attempts until we have a few.
- v. Do we actually need to heal or can we brute force it? Unlikely as we keep getting paralysis from Lapras's Body Slam and Gengar's Poison.
- 2. We're switching Hitmonlee to first spot over Nidoqueen so he can wipe Lorelei and Bruno. then we'll have to switch to Blastoise during battle at Agatha and hopefully not die.
 - a. Blastoise can do most of the work after Lorelei and Bruno, as long as he hits all his Surfs on Agatha.
- 3. Lorelei:
 - a. Dewgong will spam Rest because it thinks it's super effective against Hitmonlee, a Fighting type. Slowbro will spam Amnesia for the same reason.
 - b. We can setup Hitmonlee with Meditate against either of these so he can wipe Lorelei with Jump Kick or Rolling Kick. Fighting is super effective against Ice, so Hitmonlee can one shot everything.
 - c. This makes it easy to save Blastoise PP against Lorelei by using Hitmonlee as well as some powerleveling for Hitmonlee.
 - d. If Blastoise gets hit by Growl, we need to switch out or it wastes Strength PP.
- 4. Bruno
 - a. Blastoise will one shot everything with Surf pretty much.
 - b. Onix is weak to Water attacks and will die from a Bubble.
 - c. Hitmonlee can wipe Bruno if he sets up a couple Meditates on Onix then goes Rolling Kicks and stuff on the rest.
- 5. Agatha
 - a. Blastoise will one shot everything with Surf pretty much.
 - b. We have to hit Surf against the level 56 Gengar and 60 Gengar. He uses Night Shade, which always hits for 56 damage. He will also use Hypnosis first turn. The level 60 Gengar will use Toxic, which is fine while we're grinding.
 - c. All of Agatha's pokemon inflict confusion. If we get hit a couple times, we will likely get a Toxic or Hypnosis, essentially killing the run. We can't really switch out as we might get weepinbell killed before Venusaur.

- d. Don't bother using the Pokeflute if he uses Hypnosis. If we don't hit Surf the first time, we're going to die most of the time spamming Strength.
- 6. Lance
 - a. We need to teach Blizzard (TM14) to Blastoise over Bubble or Water Gun. If we
 accidentally teach it to Nidoqueen, we can continue with her in first slot so she levels up.
 We may also end up tossing it and have to level Nidoqueen anyways to beat the
 Gyarados for Blastoise.
 - b. Blastoise can tank damage from all of Lance's pokemon as long as Dragonair doesn't use Thunderbolt or Dragonite doesn't use Thunder. It's rare for either to do so, so we're pretty safe.
 - c. Surf does enough damage to all his pokemon that it will kill in two hits. Dragonite dies in three surfs.
 - d. Aeoradactyl is weak to Water attacks and will die in one.
 - e. We need to kill Dragonite in two Strength attacks. He will use Barrier and then Hyper Potion, essentially burning 5-6 Strengths and likely killing us if we're low.
- 7. Rival
 - a. Gyarados is as bad as on Lance. We have to hit Strength or start eating Dragon Rage. Surf also deals decent damage.
 - b. Alakazam has high special so Surf may not two shot as well as him having Recover. We have to hit with Strength before he can use Reflect.
 - c. We can Surf the rest of his pokemon until Venusaur.
 - d. At Venusaur, we'll get in a Strength or Surf before getting killed as we'll be almost dead.
 - e. Weepinbell will kill Venusaur if we get to him with Weepinbell alive. This is pretty hard since we have to do a switch at Agatha and constant trolls.

Elite 4 Strategy

- People are complaining we can't do this because either being high level (I100) isn't enough or he doesn't have enough PP. Guess what? A high enough level pokemon will one shot most of the pokemon. There 26 pokemon total with the Elite 4 and both Strength and Surf has 15 PP. If these don't one shot, like Surf on Lorelei, we have two other attacks to burn.
- 2. What is the backup plan if Blastoise really can't? We are going to level Nidoqueen, that's already our backup plan. Why are we leveling her? Because she knows Surf, Strength, and Thunderbolt.
- 3. We can use Hitmonlee to wipe Lorelei and Bruno easily, why don't we put him in first place and train him? Because we still have to deal with Agatha, Lance, and Rival after that. Hitmonlee is useless for all of them. Nidoqueen can roll through the entire Elite 4 once she is a high enough level. We end up spending time leveling a pokemon that doesn't help as much another pokemon can.
- 4. Catching new pokemon? We haven't touched a PC this entire run and we will release all our pokemon as soon as we do. There aren't any useful pokemon to catch because we already caught one of the most useful and flexible pokemon in the game, Nidoqueen (or Nidoking). Our full pokemon box fortunately prevents this. To obtain a new pokemon, we would have to switch boxes, which is even worse.
- 5. Still don't think we can run with just Blastoise (or with Nidoqueen)? Go look at all the speedruns of Pokemon, they use these pokemon to finish at around level 52 while we

have all the time in the world to level and brute force it. If anyone still doesn't like it, too bad. You definitely don't have a better strategy other to whine and bitch that someone is being a control freak trying to follow this strategy.

8. We have Kabuto with the scientist. We will grab our lord and savior after the Elite 4 is done, hopefully not releasing all our pokemon.

General strategy

- Selecting attacks: Hit up -> a and spam left. This avoids hitting the items menu and allows us to cycle to a different attack if needed. If someone is hitting right, they are trolling.
- Overworld travel: Spam b if you see someone hit start or a. These are trolls trying to bring up the menu to waste time.
- Lag: There is a 20-45 second delay on the stream. Watch the chat to decipher the next series of moves and predict what other people will put it. With luck, you can setup the sequence you need with your own input. Refresh the stream to reduce delay.
- Leveling: We are powerleveling Blastoise. The main reason that overleveled pokemon completely break the game. This is why you use a single pokemon in speed runs. Leveling our other pokemon are a last resort for when Blastoise keeps dying.
- Suiciding: It's faster to fight trainers for leveling, so even if we die on trainers, it's fast leveling and we don't have to use a center. This saves an enormous amount of time.
- Money: We do not need money for anything.We will fight many more trainers later on. We won't be buying potions, repels, or pokeballs as we will just lose them.
- Start buffering: Start buffering only work with 6000 or 60000 viewers where you have ~300 commands a minute. This does not work with 200-600 viewers.
- Running away: Hit right -> b, followed by down -> a. This guarantees we don't hit items and counter trolls then hit the run away. this will also get out of the pokemon menu.
- Exp. All: Some people are suggesting grabbing this. It doesn't do what you think.
 - We have to catch 50 pokemon to obtain it, which is impossible.
 - *"It shares experience gained from battle equally between all party members."*
 - Experience is split between all 6 pokemon in the party, most we will never use on the Elite 4. If we need to powerlevel, that will turns hours of work into days or weeks since we can't and won't deposit specific pokemon and we have 5 more text boxes after every pokemon defeated.

Pokemon

Blastoise (<u>Moves learned</u>)

- Level 52: Hydro Pump We want this move, hit a when he's level 51 for some attempt.
- Blastoise will be learning Surf and Strength. These are both solid damage and cannot be removed.
- We lost Ice Beam, but that's not a big deal. By the time we get to the elite 4, our pokemon will be overpowered enough without it. As in, Blastoise will be killing lance with

Strength in one hit. Brute force is the end game.

- Blizzard: The low PP is fine because we need this for Lance and Gary. We will probably level Nidoqueen to have enough PP total.
- We can't get Body Slam because the SS Anne already left.

Nidoqueen:

- Now that we have Nidoqueen with Surf, Thunderbolt, and Strength, she can wipe Lorelei with Thunderbolt or at least make progress.
- We also need Thunderbolt to kill Gyarados, our only other options being Blizzard or Strength, which are way worse.
- She may accidently learn Blizzard instead of Blastoise, hopefully not removing Thunderbolt. In that case, we definitely have to level her or spend a very long time grinding Blastoise until he can survive.

Weepinbell:

- Do not get leaf stone until level 38. Why? Because Victreebel doesn't learn any moves. If we buy the leaf stone before that, we may use it on him unintentionally.
 - <u>http://bulbapedia.bulbagarden.net/wiki/Weepinbell_%28Pok%C3%A9mon%29/G</u> eneration_l_learnset#By_leveling_up
 - <u>http://bulbapedia.bulbagarden.net/wiki/Victreebel_%28Pok%C3%A9mon%29/Ge</u> <u>neration_l_learnset#By_leveling_up</u>
- Weepinbell learns Slam at level 45, but this is too long for viewers to wait to see Victreebel.
- We can teach Victreebell Mega Drain and Toxic, we want Toxic out of our inventory anyways as Blastoise can accidentally be taught it.

Diglett (<u>Moves learned</u> as Dugtrio)

- Diglett evolves to Dugtrio at level 26. He can be a powerhouse with the current rock slide, slash, and earthquake.
- Slash: Critical chance in gen 1 is high, so this is very powerful.
- Earthquake: Earthquake is like hot liquid love that caresses you with power. We are pretty much guaranteed to get it as he doesn't learn any moves after this.
- We need to remove Dig on Diglett so we don't Dig out of Abandoned Mansion or Victory Road. This requires moving around his moveset.

Hitmonlee (Moves learned)

- This guy will wreck shit on most pokemon where we don't have a type advantage.
- Rolling Kick has a chance to flinch, so we can brute force stuff where we can wipe.
- We must avoid learning Focus Energy because it's absolute complete shit.
- Mega Kick will kick ass if he gets that high.

Tools

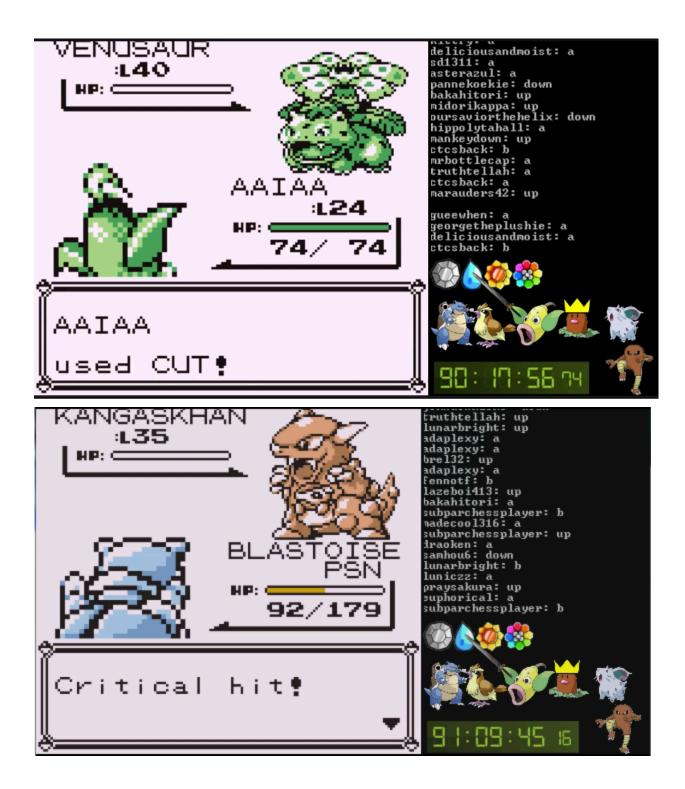
- TPP Blue general information
- Filtering chat commands to see conversation (Reddit thread)

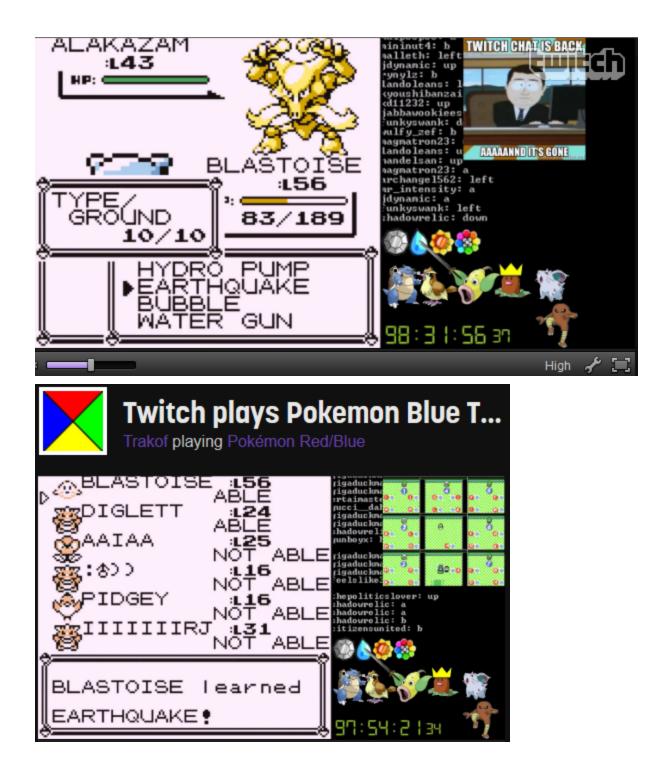
Trolling

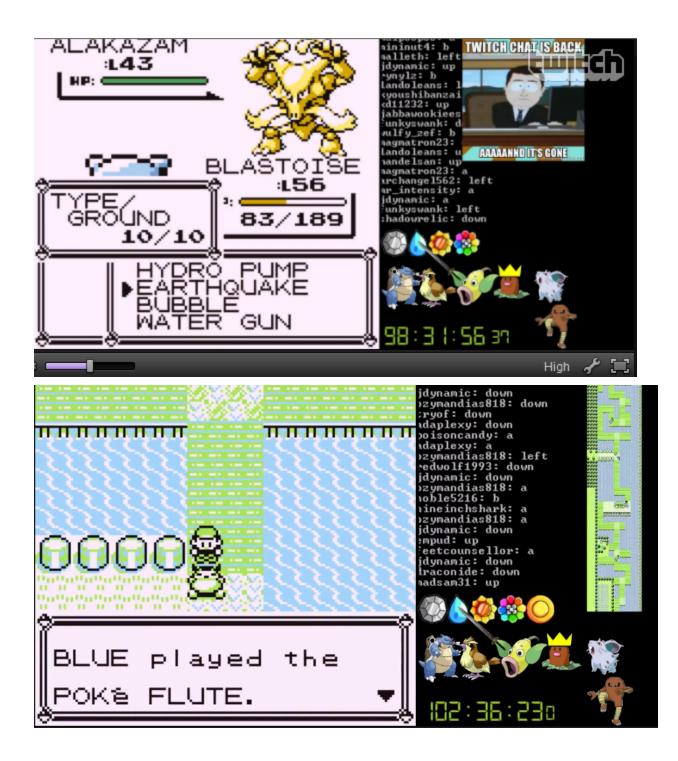
- Trakof has said not to call for bans. Let the mods ban at their own discretion.
- As blue moves ahead of red, it will get more attention and attract people from red, mostly trolls. They are trolling because they don't want to see other streams succeed as they feel they aren't a part of the group on the other streams.
- We can counter this by welcoming trolls and flamers to work together with us. You can yell at them to go away if they continue trolling, we don't have the time.
- The mods will ban rarely and only for the obvious trolls. It's up to us to deal with the other trolls.

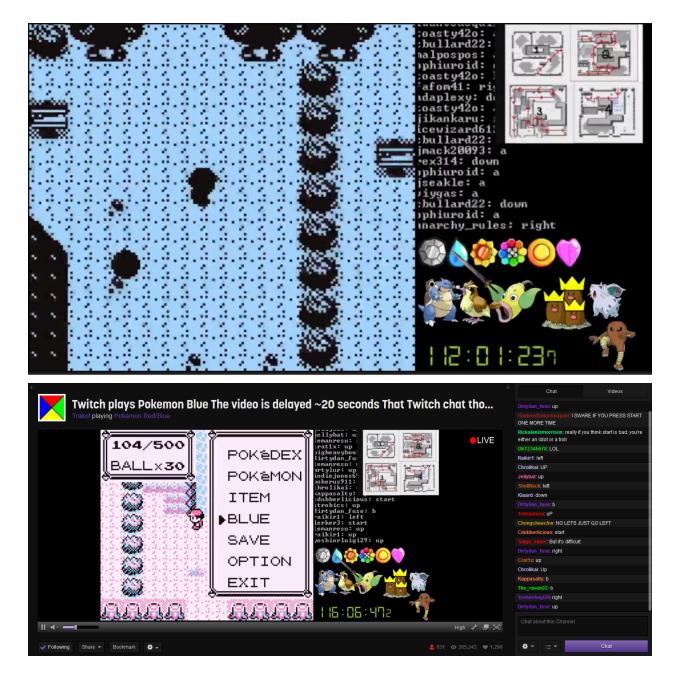


Image Gallery









Moment we dug out of the Safari Zone.



