

This is a more condensed guide meant for more experienced players who just need a reminder of the key things to do. If you are looking for an introductory guide, go [here](#).

Level ups:

- **Bulbasaur:** At Lv13, *if learned*, teach Sleep Powder over Leech Seed (Attack Slot 4). At Lv15, teach Take Down over Growl (Attack Slot 3). At Lv19, teach Razor Leaf over Leech Seed/Sleep Powder (Attack Slot 3).
- **Meowth:** At Lv9, teach Fake Out over Growl (Attack Slot 1). At Lv17, teach Screech over Hypnosis (Attack Slot 3).

Beach Cave (4F):

- Adjust moves and settings:
 - Set **Tackle** on Bulbasaur (Attack Slot 1), turn off every move on Meowth except for Scratch (turn off Attack Slots 1&3).
 - Set Top Screen to **Jobs**, set Movement Speed to **Fast**, and Far-off Pals to **Self**.

Zubat+Koffing Fight (15HP on Zubat, 27HP on Koffing):

- Dash **Right** then **Down** (Meowth should attack Koffing on this turn), then dash **DownLeft**, face up and **Tackle Zubat**.

Before Drenched Bluff:

- Equip Power Band on Bulbasaur.

Drenched Bluff (6F):

- Start looking for Geo Pebbles (Iron Thorns later are a good option too)

Before Mt. Bristle:

- Equip Power Band on Meowth.
- Check Kecleon Wares, sell Calcium&Bow, buy whatever good orbs it has.
- Disable Scratch whenever you learn Fake Out.

Mt. Bristle (9F):

- Feed both Iron and Protein to Bulbasaur.
- Disable Bite on Meowth (Attack Slot 4).

Mission Day #1 (3 Mission):

- Check Boards and hope for 3 missions in either Beach Cave or Drenched Bluff.
- Check Bottle if one mission off
- Equip Power Band on Bulbasaur.

Sentry Duty #1:

- Get Adequate.

Mission Day #2 (2 Mission):

- Check Boards for more missions.

Before Waterfall Cave:

- Check Boards for more missions.
- Disable Scratch whenever you learn Fake Out.

Waterfall Cave (8F):

- Set Vine Whip on Bulbasaur (Attack Slot 4)

Mission Day #3 (1 Mission):

- Check Boards for more missions if needed.

Sentry Duty #2:

- Get Perfect.

Filler Day #1:

- Check Boards for more missions if needed.

Before Apple Woods:

- Link VineWhip+Tackle on Bulbasaur. (U+UR+UR+UR+LA+s)
- Link Scratch+Bite on Meowth. (U+U+UR+U+LA+s+U+s)

Apple Woods (12F):

- Set Meowth's Tactic to **Wait There**.

Mission Day #4 (1 Mission):

- Check Boards for more missions if needed.

Sentry Duty #3:

- Get Perfect.

Mission Day #5 (1 Mission):

- Check Boards for more missions if needed.

Craggy Coast (9F):

- Set Top Screen to Team stats (3 left of Jobs)

Before Mt. Horn:

- Deposit every unnecessary item.
- Withdraw Max Elixirs, Reviver Seeds, and the Protein.

Mt. Horn (14F):

- Feed Protein to Bulbasaur.

Foggy Forest (11F):

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Steam Cave (8F) & Upper Steam Cave (7F):

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Groudon Fight (480 HP):

- Dash Left, Sleep Powder/Hypnosis, then use linked moves.

Filler Days #2 and #3:

- Escape Orb or play Beach Cave.

Amp Plains (10F) & Far Amp Plains (9F):

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Manetric Fight (45HP on each Electrike, 160HP on Manetric):

- ~~• Dash Left, turn up and Stun Seed Manetric.~~
 - ~~○ If you have Razor Leaf, set and use it to kill the Electrikes, then turn up and use the linked moves without setting.~~
 - ~~○ Otherwise set the linked moves and use those to kill everything.~~
- Face UpLeft and Razor Leaf the Elektrike there.
- Stun Seed Manetric.
 - If you have Razor Leaf, set and use it to kill the Electrikes, then turn up and use the linked moves without setting.
 - Otherwise set the linked moves and use those to kill everything.

Before Northern Desert:

- Link VineWhip+Tackle+TakeDown on Bulbasaur (LA).
- Link Screech+Scratch+Bite on Meowth (U+RU+RU+LA+s).

Northern Desert (15F):

- Set Razor Leaf for use on Ground types, use cursor memory link moves for the rest.

- Elixir Meowth if PP gets low early, switch to Fake Out if PP is low near end.

Quicksand Cave (10F):

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Quicksand Pit (10F):

- Set link moves whenever finding the first enemy that resists Razor Leaf.

Mesprit Fight (350 HP):

- Dash Left, use link moves. TODO: Investigate if Razor Leaf turn 1 is better.

Crystal Cave (11F):

- Set Razor Leaf on Bulbasaur starting from the first enemy that needs it 6F onwards.

Crystal Crossing (13F):

- Set link moves.

Filler Days #4 and #5:

- Escape Orb or play Beach Cave.

Chasm Cave (8F):

- Use Luminous Orbs on Crossroads.

Dark Hill (15F):

- Set Razor Leaf on Bulbasaur once Claydols start spawning on 5F.

Sealed Ruin (8F) & Deep Sealed Ruin (6F):

- Set link moves on Bulbasaur.

Spiritomb Fight (400 HP):

- Dash Right to swap places with the partner. Razor Leaf if Spiritomb doesn't approach.
- Razor Leaf until Screech from Meowth hits, after that switch to link moves.

Dusk Forest (8F):

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Deep Dusk Forest (12F):

- Set Razor Leaf on Bulbasaur.

Treeshroud Forest (20F):

- Set link moves on Bulbasaur.

Waterfall Cave Revisit (8F):

- Set Razor Leaf on Bulbasaur.

Before Brine Cave:

- Might want to check Kecleon shops.

Brine Cave (9F) & Lower Brine Cave (5F):

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Omastar Fight (100 HP on Omastar, 450 HP on Kabutops):

- Dash Left, Razor Leaf the Omastar on the top Left, then the Omastar on the Top Right, then Kabutops.

Hidden Land (15F) & Hidden Highland (8F):

- Set link moves on Bulbasaur.

Dusknoir Fight (88HP on each Sableye, 550 HP on Dusknoir):

- Throw a Stun Seed at Dusknoir.
- Attack The bottom Sableye.
- Attack more Sableyes until they're all dead.
- Swap Meowth next to Dusknoir, dash down in front of Dusknoir, use Razor Leaf, B+A.

Temporal Tower (13F) & Temporal Spire (10F):

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PRIMAL DIALGA (700 HP):

- Dash Left, throw Stun Seed at Dialga.
 - If Dialga used Roar of Time, move Meowth one tile higher
- Feed Violent Seed to Meowth
- Place Geo Pebbles/Iron Thorns in front of Meowth
- Dash Down
- Razor Leaf Dialga then B+A