

POKEMON INFINITE FUSION CLASSIC ANY% v6.2.4 SWAMPDOS NOTES

By: Dullahan

With contributions by: Alymra



*Note: This is an advanced route. If you are not comfortable with the basics of the speedrun please go to the Blastking guide and use that to get a good grasp on the speedrun. This route is for people wanting to push top times and will be a reset-heavy route. **The route also assumes that you can do Rock Tunnel without Flash.** RNG can kill your run nearly whenever it wants to. There is safety built in where possible but runs can, and often will, die to something completely out of your control.*

*Instructions in **light blue** are shops, **light purple** are notable fights, **light orange** are specific notes during fights mostly to explain different paths and probabilities, **light pink** are slight modifications from the Classic Any% route and finally any use of the Debugger will be highlighted like this: **Debugger***

- During game start choose Classic, mash through text, name yourself a one character name, choose other starters and pick Hoenn region, name your rival a one character name.
- In the lab, choose Mudkip and nickname it a one character name.
- Run from the lab rival fight to skip it.
- As soon as you get the Parcel, **Debugger** back to your Mom's house.
- Pick up the Oran Berry and the Potion from the Mart employee for safety if needed.
- You'll need to catch a Ratatta to act as your HM Buddy, nickname it a one character name.
 - If you catch a Lv 5 Ratatta this will get you to Lv 6. Review your stats as needed.
- You will want to be fully healed before you start Viridian forest if you didn't take the safety healing items.
- In Viridian Forest head right and fight the first bug catcher. Spam Water Gun. You will hit Lv 6 after the first Caterpie. You want 14 Attack and 10 Speed AT LEAST. 13 is barely runnable at lowest IVs and 9 Speed is a MASSIVE risk at Blaine. If you don't have 14 Attack and/or 10 Speed, reset or proceed at your own risk.

- You are going to want to avoid all other trainers in Viridian Forest. This includes LANA at the very end. Lana is manip-able. If you stand directly on the tile indicated below she will ALWAYS look down. If you hold up as soon as she turns down, you will ALMOST ALWAYS not get caught by her.



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- In Pewter heal at the Pokemon Center, pick up the Revive on the bench, go do the gym and Water Gun everything. Don't forget the free Fresh Water. Teach Rock Tomb to your main then **Debugger** back to the Center.
- At the Mart: **Buy 1 DNA Splicer, 3 DNA Reverser, 4 Repels, 1 Antidote, 2 Para Heals and 5 Potions.** You need to have 500 Pokédollars for the Magikarp before Mt Moon and with the fights you take on the way, if you have at least 200 Pokédollars you'll be able to buy it.
- As soon as you enter Route 3, catch a Spearow and nickname it a one character name. Fuse your new catch with your main. Pick Spearow head and Mudkip body option and combine movesets. Learn Peck and skip any other moves. Your moveset should be Peck, Water Gun, Rock Tomb, and Mud Slap.
- On route 3, only face those two trainers:



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- Use Rock Tomb on the Youngster's Pidtata, use Peck on everything the Bug Catcher throws at you.
- Pick up the Paralyze Heal (and the two random berries for safety if needed. Equip a Lum Berry if you drop one).
- Go inside the PokéCenter, heal and buy the Magikarp.
- Head into Mt Moon and use Repel. You should be at Lv 12 and there are TWO WAYS of getting to the needed minimum level of 15.
 - Repel and try to get a level 13 random encounter. This will guarantee level 15 when fighting the upcoming Bug Catcher twice. If you do not get the encounter before reaching him, you can take a Rock Smash encounter but it will leave you slightly short to 16 against the Rocket. This is riskier as the encounter is not guaranteed.
 - OR
 - Do NOT repel, and take at least 9 random encounters of any level/type. That should guarantee level 15 against the Bug Catcher after the second fight with him. If you are unlucky and only get two level 9 Zubat you will be short to 16 against the Rocket.
- Go to the cutscene trigger, get Rock Smash, teach the TM to your HM Bud. Pick up the Rare Candy on your way to use Rock Smash.
- Skip all trainers until you reach the bug catcher. Fight them twice to get to level 15. You'll learn Aerial Ace instead of Peck. You should be 16 after the first Rocket fight is done. Continue along the path and learn Mud Shot instead of Mud Slap when it comes up.
- During the super nerd fight you can attempt Mud Shot and hope it doesn't have levitate. Otherwise use Aerial Ace.
- Reverse after Super Nerd fight.

- Pick up the Dome Fossil because you pour the milk before the cereal.
- Get to Cerulean and heal before you start the bridge rival fight to set your debug point.
- **Cerulean Rival Fight: Rock Tomb his lead, Aerial Ace the rest.**
- Nugget Bridge and the Route 24 Gauntlet should not pose much trouble. Use super effective attacks as you go. You can attempt Mud Shot against Koforb and hope for no Levitate or just use Rock Tomb. Go get the S.S Anne ticket and **Debugger** back to the PokéCenter. IF you do not do Dark Rock Tunnel, you can get Abras north of Cerulean.
- Do not learn Mud Bomb. Pick up the Elixir that is below the backpacker along the way, and the Elixir to the right of Bill's house hidden in the rock.
- Enter Cerulean Gym and pick up the Fresh Water.
- **Misty Fight: Spam Aerial Ace to win the fight.**
- Pick up the Revive on your way to the Vermilion City tunnel. Get the Full Restore in the tunnel.
- When you get to Vermillion, DO NOT ENTER THE POKECENTER. We will Debugger back to Cerulean once we're done here.
- The S.S Anne has a rest point in case you need it.
- The only mandatory trainer has a bunch of goldeen and/or magikarp fusions, Aerial Ace them all and hope you don't get confused.
- Get the Captain's Key, go fight your Rival.
- **S.S Anne Rival Fight: Rock Tomb Nidotto, Aerial Ace everything else.**
- DNA Reverse after you get Cut. Teach Cut to HM Friend (Rattata).
- Go get the Bike Voucher
- Vermillion Gym: Get the Fresh Water. Try to NOT fight the trainers if at all possible.
- Fail and get can'd, nerd. Then fight the trainers anyway.
- Replace Rock Tomb with Rock Slide when it comes up.
- **Surge Fight: Mud Shot everything. Aerial Ace to end the fight if you run out of Mud Shot PP.**
- **Debugger** as soon as you've beaten Surge. DNA Reverser after debugging.
- Go get the bike and **buy 8 Super Repels, 4 DNA Reversers, 2 Revives and at least 4 Super Potions** if able at the mart. If you have more cash pick up more revives/potions.
- **IMPORTANT!!!** If your Marshtomp gets above Lv 33 when you fuse with Magikarp you will be Lv 30 or higher, causing you to have to Move Reminder Aqua Tail. If your Fearow/Marshtomp gets to level 30, when you unfuse the Marshtomp WILL be level 33 and you may have to split Xp across it and the Fearow during the Tower Rival fight.

- There is a VERY small amount of Xp you can have at level 34 and still be BARELY unaffected but DO NOT test your luck with the Xp route. Take AS FEW FIGHT as possible.
- Head East through Route 9 up until Rock Tunnel. Progress to Lavender Town.
- Only take required fights in Rock Tunnel, the first required has 2 Grass Types so Aerial Ace your way through it. The last has a Shelltongue, use Rock Slide on it, and a Pinchoke, use Aerial Ace.
- **IMPORTANT!!!** If your Xp route has been done correctly, your Fearow/Marshtomp should be Lv 29.
- At Lavender Town, rest at the PokéCenter to set a Debugger point.
- **Pokemon Tower Rival fight:** Rock Slide the Nidotto, Aerial Ace everything except the Gyarados, Rock Slide that.
- If everything was done correctly your Exp should look something like this:



- Head West to Celadon.
- Pick up the Big Nugget in the tunnel to Celadon.
- Once in Celadon, pickup the Rare Candy in the trash can on the second floor of the house with the pokeball on it. Then head to the house just to the left, go to the second floor and give the Big Nugget to the hiker for the extra cash.
- Go to the mall to sell every valuable. Buy: 2 Guard Spec, 9 X Atk, 3 X Speed, any healing to get you to 6 total Revives and 12 total Super Potions.
- Before going to the South parts of Celadon to progress the story, go left to get Fly HM, teach it to your flyer and then get the free Super Splicer situated in this house (Girl with blue hair):



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- It's now time to Super Splice your Marstomp into your Magikarp. Pick the Water/Ground option (Magikarp head/Marstomp body). DO NOT PICK SWIFT SWIM AS AN ABILITY, it will turn into Intimidate on evo which is slow. HOWEVER, as of v6.2.4 when you reverse it will prioritize Intimidate anyway so this is just to save time in the mid-game. Prioritize Atk and Speed for natures. Marstomp moveset.
- Rare Candy your main to trigger the evolution. This should get you to Lv 30 if done right. Skip Flail, teach Mud Shot over Mud Bomb, Bite over Bide, Aqua Tail over Water Pulse/Foresight. Use your second Rare Candy and all vitamins you have picked up on it now.
- Go to the Sewers and make your way to Giovanni.
- **Sewers Giovanni Fight:** Set up 1 guard Spec, 2 X Speed and 3 X Atk on his Arnix. If Arnix ever gets to Stockpile 3 at any point heal yourself to full or RIP your run. Aqua Tail away after being setup.
 - There is a riskier strat where you only use 1 X Speed in favor of using it at Silph Rival. Your only risk is Haunkhan Shadow Balling you into oblivion as you will not outspeed it.
- Pick up the Silph Scope and **Debugger** back to Lavender Town. Head to the Pokémon Tower.
- Only do required fights, Pokemon Tower is rough level wise but use Bite when super effective and Aqua Tail Genwak.
- Once you got the PokéFlute, **Debugger** out.
- Fly to Vermillion and go East to Route 12 to wake the Snorlax up. Run from it. Get Strength from the guy, do not teach it.
- Fly back to Celadon and go left to wake up the second Snorlax and make your way to Fuschia City.

- There is a trick to going down Bike Path at max speedup speed. Just after dodging the first biker, line up on the left edge of the right pathway down towards the top as shown below

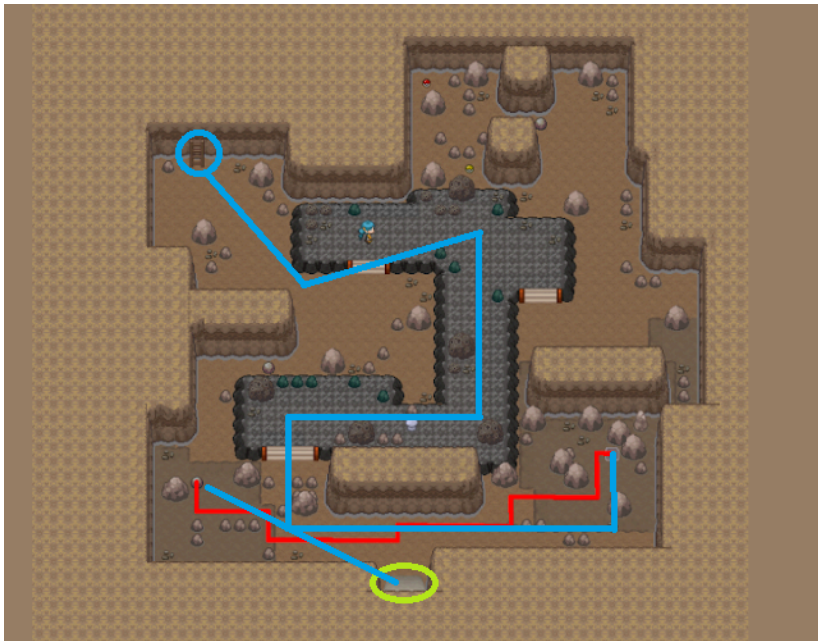


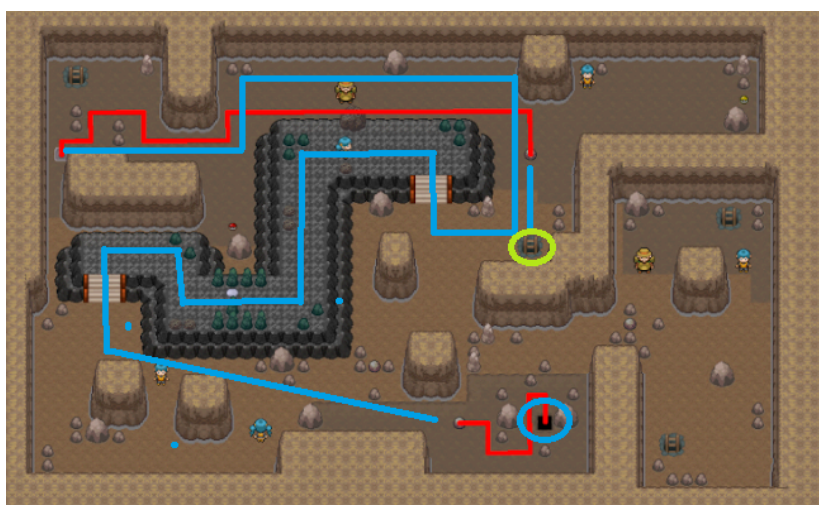
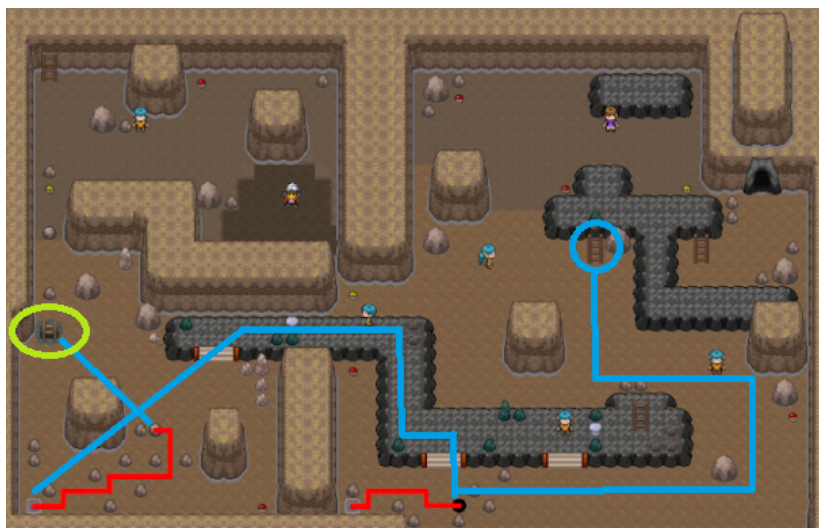
- So long as you do this up high enough, the bikers will all be in a configuration that, as you spawn them while going downwards, you will not get hit but them. This is 100% guaranteed if you do this setup correctly. You will bonk into one but it will not be facing towards you so it is free. Just make sure to head right as soon as you reach the bottom as one of the bikers will catch you if you are not prepared to go right.
- Once in Fuschia, get Surf and do the Lucky Egg quest in the Safari. Do not teach Surf yet.
- Once you got the Lucky Egg, head to Koga's Gym.
- In the Gym, fight EVERYONE until you get to lvl 36 and trigger your evolution. THIS IS REQUIRED.
- **Koga Fight:** Set up 2 X Atk and 1 X Speed. Rock Slide Venomer, Aqua Tail Magnefang, Rock Slide Beether and Aqua Tailx2 Chanuk.

- **Like with Sewers Gio, you can skip the X Speed here if you want to use it on Silph Rival. If you DO NOT skip BOTH it is NOT worth at all. You need BOTH X Spds to out speed Tauros.**
- Fly to Cerulean and head South towards Saffron City.
- Fight the gate guard, Rock Slide twice to clear the Ratduo then Aqua Tail the Golbok.
- Replace Bite with Crunch when applicable.
- Go to F10 and pick up the Elixir and PP Max there. Go to 5F and head left, avoiding the scientist, then go down the middle of the hallway to get to the telepad. Once you step on it, step off and back onto it then head right to get the card key. Head to F6. Head left and then hug the left wall as you go down the hallway. Rescue the 5 employees in the room then pick up the Rare Candy. Every fight is optional up until Rival in there. Go back to F5. Hug the left wall and enter the keycarded door just before the Rocket at the end of the hallway. The orange telepad takes you to the back side of F3 where you can pick up another elixir on the middle right room and a Hyper Potion on the middle left room before going to Silph Rival. The Scientist on the RIGHT is not a battle. The Scientist on the LEFT IS a battle. Use the Telepad in the middle of the floor. Talk to the scientist and he'll tell you there are still Silph employees needing to be saved. Tell him you want to proceed and prepare for Rival fight after you go into the next Telepad.
- **Silph.Co Rival Fight: Set up 4 X Atk. Heal for safety and sweep. Rock Slide Nidogeot, Aqua Tail Tauros, Bite/Crunch Starbra, Rock Slide his starter, Rock Slide Electados.**
- You're quite underleveled for this fight and the Tauros is really dangerous. It's an unfavourable range at +4 with Aqua Tail but becomes guaranteed OHKO with Torrent. Either aim for a Torrent OHKO or be at least +70% HP after Nidogeot.
- If you want to do the risky strat and save the X Speeds noted above, you will use them as a part of the Nidogeot setup. This will likely cause you to heal twice but you are guaranteed to outspeed Tauros.
- **Silph.Co Giovanni Fight: Aqua Tail everything until Genkhan comes out. Crunch it to death. Aqua Tail Sandqueen to finish the fight.**
- Obtain **Totodile** and nickname it a one character name from the Silph Co President. Teach it Surf, use the rare candy on it to evolve it, then teach it Strength.
- Now head to the Saffron city Gym. Learn Dragon Dance instead of your Ground move at lvl 45 and **DNA Reverse before the Gym.**
- **Sabrina Fight: Set up 1 Dragon Dance. Aqua Tail Hypmime, then Dragon Dance a second time on Esreon before KOing it with Aqua Tail. Crunch the rest.**
- Fly to Celadon and learn Ice Punch in the PokéCenter instead of Crunch.
- Head to Erika's Gym. Avoid all optionals, Ice Punch the one mandatory.
- **Erika Fight: 3 Ice Punches. Yep.**

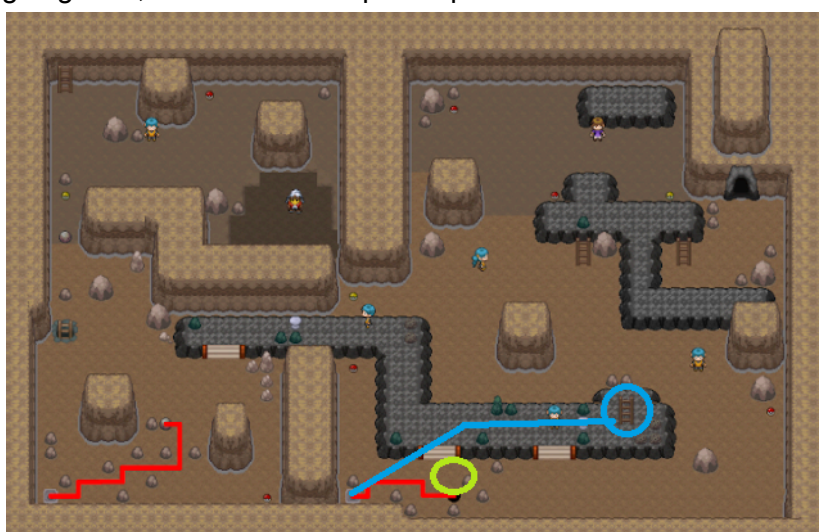
- **Debugger** out. Fly to Pallet Town and make your way down to Cinnabar Island.
- Go inside the Poké Center to set a Debugger point.
- Go to the Mart to **buy 12 Max Repels and use your remaining money for health items, Hyper Potions are the most efficient at all points until you hit Victory Road. Try to have at least 10 Revives as well. For a mild time save in Mt. Ember get an Escape Rope here too.**
- Then head to the Burned Mansion to prompt Blaine to go back to his Gym. I will now let Alymra himself explain the Burned Mansion walkthrough with the Gym answers attached to it:
- *Go into burned mansion, use 1 Max Repel, hug the pillars on the left and go up to get to the stairs, go to the right out of the next room and head up then left to next stairs (beware optional burglar), then go right and push the switch to flip the gates and take the first fall down you come across. Skip Scientist Frisk then continue downstairs. Head to the left and flip the switch, then head to the path up above the stairs, hugging left on the hall to avoid optional. Free Blaine then **Debugger** out.*
- *Go to Blaine gym, then get free Fresh Water from hint man (if you need it). Blaine quiz answers: 16, Nosepass, Rock, Ground/Poison, 6, None.*
- **Blaine Fight:** Set up 2 Dragon Dances. Rock Slide Gloodash and Chardactyl, Aqua Tail everything else.
 - **We lead with Rock Slide because it's 4x effective against Chardactyle and Gloodash has Sunny Day which can mess up your Aqua Tail math. By the time you'd care about the Aqua Tail math you will OHKO Magdon and have a very favorable range on Ninenine.**
- DNA Reverse after Blaine.
- Learn Earthquake at lvl 51 and replace Ice Punch with it. Use PP Max on Earthquake. If you have a PP Up from Rocket Sewers use it on Rock Slide.
- **Debugger** out after the fight and go down to the docks.
- *Head down to Cinnabar docks, you can hug the right and avoid the cutscene. Surf down then use Max Repel (2 needed) and perform the waterway puzzle. Head immediately left and walk on the small island. Go down until you see a current that pushes right to the right of you, take it. Go right while staying as close to the currents below you as you can. You will eventually see a couple tile wide gaps you can go down through, take that path. Follow the path to the right and run into the up current when the right path runs out. Head down through the tiny gap between the currents, then head left and run into the up current when the left path runs out. Head down and go slightly left to see a light blue water path. Get on the light blue water and keep going down until you are blocked by up currents. Head right to get to Mt. Ember, then go up to go in the cave proper.*
- Put your flyer on the second slot for a faster double fight in Mt Ember. Make your way through the gauntlet up until the game's hyper boss. The two trainers after the double battle are spinners. The next mandatory trainer after them is the one guarding the gate button. Use Aqua Tail on Weezing and Rock Slide on Ledzing. Continue past the spinners you avoided and the ones in the cutscene room. Against Archer Earthquake everything except Weedos. You can Rock Slide that. Elixir and heal up before entering the cutscene.

- **Zapmolcuno Fight:** This fight hinges on how many Rock Slides the legendary trio dodges or gets flinched by. Your first Rock Slide hits will be weakened by their held berries. You are mainly wanting to see flinches from the first hits. **Spam Rock Slide until one or two heads die and then finish the fight with Aqua Tail.** Be aggressive even if you're low HP because the sooner one head is down, the sooner the fight is over. In this version the birds have Tailwind. If Tailwind is used, you WILL NOT outspeed two of the heads. You want to instead waste as much time healing/reviving as possible until it peters out.
- Once you're done, Fly to Viridian City, enter the PokéCenter to set up a Debugger point and head to the Gym. Stick to the middle path to only hit 2 trainers. Aqua Tail them all.
- **Giovanni Fight:** Use your second Guard Spec. to avoid Bulldoze's speed drop. Set up 2 Dragon Dances then sweep with Aqua Tail. Earthquake the Electrico.
- **Debugger** out. Head West to fight your rival.
- **Rival Fight:** Set up 2 Dragon Dances. Then sweep.
- DNA Reverse after that fight.
- There is a Cool Trainer that is a mandatory just after the RV. They have a Victrussey. You will want to Rock Slide that to force a flinch and O it out.
- Once you get to the Victory Road gauntlet, heal up. Here's a walkthrough with the pushing in Red, the running in Blue, bright Green circles are entry points and Blue Circles are exit points:





- NOTE: the last trainer on this screen that you'll pass is no longer a girl that runs back and forth! It is a spinner with a Hypno/Snorlax. If you take the under path instead of going over, it is easier to skip the spinner.





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- Congrats, Schwarzie would be proud!
- Once you're at the League, buy as much healing items if you need to. Time to beat the Elite 4.
- Your moveset will be like this before entering:



- **Lorelei Fight:** Dragon Dance x4 and sweep. Earthquake Magmorgong, Aqua Tail Mamobro, Rock Slide the rest.
- Out of that fight, use a DNA Reverser OR YOU WILL NOT WIN THE NEXT FIGHT!!!

- **Bruno Fight:** Dragon Dance x2, healing as needed. Mavire can ONLY hurt you with Cross Chop, which only has 5 PP. After 5 Cross Chops and an Focus Energy Bruno will swap the Mavire out for Scicross. Earthquake Mavire, Aqua Tail Marochan, Rock Slide then Earthquake Steechamp because it has Sturdy now, Aqua Tail Scicross, Aqua Tail Magnenix.
- Use Elixir to refresh your PP
- **Agatha Fight:** Dragon Dance x3. Rock Slide Misbat, Aqua Tail Umbter and Snorgar, Earthquake the rest.
- Elixir if you need (again).
- **Lance Fight:** Dragon Dance x3. Rock Slide Dragodos, Rock Slide Togenite, Aqua Tail Tyrandactyl (healing if needed), Earthquake the rest.
- **Champion Fight:** Dragon Dance x3. Rock Slide Nidogeot, Rock Slide Blazitile, Earthquake Tautor, Earthquake Starkazam, Earthquake Rhypmortar, Rock Slide Electivire.
- Timer ends as the credits start.