

Update as of August 1, 2022: A new video and written tutorial will be linked here on August 18, 2022. Stay tuned!

The Method Video for this written tutorial can also be found at this following link on YouTube:

<https://youtu.be/hTP5vPYqdHQ>

Foreword:

A special thank you to HangarOfRoam, who assisted with the creation of these methods, the video tutorial, testing of these methods, and provided the visual reference maps.

Another special thanks to Jean - who was the first ever true tester of these methods besides HangarOfRoam, and myself.

Introduction:

Hello, my name is Rich, known as “Shiny Ghosthunter Rich” on YouTube and rich_the_GHOST_of_ROAM on Discord and Twitch (as a MOD in HangrOfRoam’s stream), and Pokemon Crystal is my favorite game of all-time. I’ll never forget when Crystal was first released at the end of July 2001, with my birthday a few weeks away that August - it made for the perfect b-day gift to a 10 year old. Especially only having ever played RBY and G/S prior, but never owning them. The Pokemon Crystal bundle with the see-through, clear/crystal-like GBA changed my life forever. During one of my original playthroughs as a kid, I was back tracking out of Union Cave onto Route 32. It was there where I found

and encountered a Raikou for the very first time in my life, never to be seen again by me. Until now.....

GEN 2 Roamers are unique to shiny hunt, in that their shininess is determined only upon their first encounter. This gives the player two options to do the hunt.

First, as a Soft-Reset (SR) before their release (commonly referred to as the "Generation" Method - though misleading, as the shininess is not determined at their generation); OR Second, after their release, anywhere on 16 routes on the map of Johto. This essentially allows the player to "pick their poison" so to speak. Do you save before their release and hunt them specifically on Route 37 or Route 38 to gain higher spawn percentages with the risk of taking more time OR do you do the opposite - hunt them after the release at lower spawn percentages, but with less time taken per attempt to encounter them?

Enter: me. HangarOfRoam's 1,730 hours put into Mahogany Town was a real-life sample size of just how effective Mahogany Method could be. Producing 13.1 'Mons Per Hours (MPH). ([Otherwise known as, pokemon encounters per hour] - which to me is the true measurement of a hunt, when you can determine the MPH to realize what it could realistically take to hit odds at 1/8,192, and thus a shiny Pokemon on average, theoretically. So $8,192/13.1 = 625$ hours, one could expect to hit odds.) However, at this starting juncture in Silver, I did not really have any specific target - I just wanted one of them, any of them to begin with. I had already gotten a shiny Entei in Crystal at this point, so I would have had to do the Mahogany Method anyway, so naturally I wanted to compare how the Release Methods would work. Funny enough, I actually have video recording of when I attempted these

hunts briefly in late December 2018, and the Irony is - I may literally have been the first one who attempted encountering them in RT.38. EmilyLP found her shiny Raikou in April 2019, so I am not sure when her hunt started (or which route for that matter), but most likely it'd be between one of us.

Why did I decide on RT. 38 to begin with over RT. 37? Easy, curiosity. There were two things that intrigued me about this route a lot. #1: Which Pokemon would you encounter here more: Raikou or Suicune? & #2: What the hell happens when something spawns on RT. 39 - where does it jump to?

And with that, on June 13, 2020, the hunt began and consequently so did the recording keep of trial results.

The History:

But first, to understand the evolution of the GEN 2 Roamer hunting methods, credit must go to the pioneers who got the ball rolling to begin with. The user known as "Ice Flame" and his post on Glitch City in June 2016, as well as Metarkrai M, and his youtube video that followed later in that same year, November 2016 - really set the stage for what has been realized now. Especially the former, who was the first one known to mention Mahogany as a starting point.

Though, some of the information at this point is either: out-dated (advising not to use the A-Z pokedex), irrelevant (utilizing Violet City), unclear (claiming to- "resist the temptation to chase it [the beasts]") or incorrect (teleport/flying giving a higher chance of a beast being on a

target route) -- it was still an amazing base to begin with and to start molding.

There were 3 locations where the shinies were found before January 2020: Route 37, Route 38, and Cherrygrove City. In January HangarOfRoam started streaming live on Twitch and highlighted the strength of Mahogany, with putting almost 2k hours into hunting specifically in that town, and completing the shiny trio there.

Further credit has to go to all the people who decided to shiny hunt these roamers and encounter them (with videos on YouTube by the time of this written tutorial):

Cabbage61 (G/S Entei), **EmilyLP** (G/S Raikou), **ShinyMoltres73** (G/S Raikou), **Nick Adams** (G/S Suicune), **the Shiny Perujako** (G/S Entei), **Sonikks** (Crystal Entei), **The StarBook Channel** (complete Crystal Roamer Duo), **HangarOfRoam** (First to complete the Roamer Trio: Crystal Raikou & Crystal Entei, plus G/S Suicune) and myself, **Shiny Ghosthunter Rich** (2nd with multiple Roamers: Crystal Entei and G/S Suicune).

Summary of the Testing:

In addition to the history of these hunts themselves, I wanted to also quickly mention the history of how the particular methods I will be explaining evolved. During the almost 2,000 hours that HangarOfRoam streamed of himself shiny hunting in Mahogany Town, naturally

discussion of how to improve the shiny hunts came up. Cherrygrove and other routes were tested - but ironically the transformation did not begin until after he completed the shiny trio.

It started with one question: "Can you save on a route, and load the game and have the Roamer be on that route?" We knew the answer was no, but the next question is what changed the course of history. "Does Mt. Mortar count as being on Route 42, or does it not count as being on a Route at all?" And thus began the testing of the proto-type method known as the "Kiyo Method". The origin of this method, involves with saving in Mt. Motar, and upon its exit, Dex Checking to see if you landed a Roamer immediately on RT. 42. There was a 9.08% chance of this happening. It pathed the way for everything else explained in this tutorial.

When I did my original shiny hunts, I hunted in increments of one hour, that is how I kept all of my results. My first test run went like this:

Pokemon Silver - RT. 38 w/ Escape Rope, w/ Pokedex checking: 1HR, 45 SR's, 23 Encounters (1 missed encounter, accidentally SR'd when I had a 2nd Roamer on the route), 10 Entei, 10 Raikou, and 4 Suicune.

As you can see, 23 Encounters is a ton compared to the aforementioned 13.1 at Mahogany, the key difference however being - Mahogany with 13, beat out my highest at 10 for a single individual roamer. But at this point I wasn't concerned with that - I just wanted to see which route and method would produce the most MPH. I tested every Route 38 and 37 combination you could think of: with and without escape ropes, with and without pokedex. But ultimately it was quickly determined that you need a Pokedex check, no questions asked any longer. Hour #6 was my first at RT. 38 with no escape rope, this is where I found 23 'MPH, 17 of

which were Suicune. This was pretty much the beginning of what would ultimately become a "RT.38 Method", hunting just Suicune and just Raikou (since I already had a shiny Entei, albeit in Crystal though).

I tested RT.37, but the results for Suicune and Raikou were no good - simply put, it all had to do with the number of movements coming out of the burned Tower. With escape rope and going to RT. 37 you only get two movements: the escape rope exit, and the entrance into RT. 37 - essentially, all Entei needs to do is jump (options: rt. 38, rt. 42, or rt. 36) and jump back to RT. 37 from those other said routes. The odds of this happening are: for RT. 38 (1/3 chance to jump back, 33.3%), RT. 42 (1/4 chance, 25%), or RT. 36 (1/4 chance, 25%). But there is also a 1/32 chance that a Roamer could randomize on any given jump. Thus the updated percentages are now: 32.3%, 24.2%, and 24.2% respectively, for an average of 26.9%. So everytime you escape rope from Burned Tower and bike to RT. 37 to try and encounter Entei, there is a 26.9% chance you will encounter it there.

Let's take a look at 2 hours I had recently tested for just Entei on RT. 37 w/ Escape Rope: #1- 71 SR's, 18 Entei ($18/71 = 25.3\%$); #2- 62 SR's, 19 Entei (30.6%). $[(30.6+25.3)/2 = 27.95\%]$. As you can see, my results were VERY close to what was expected, about as dead on as you can get, really. So essentially, you'd have to hit about 75 SR's/hour to average and expect 20 Entei/hour on RT. 37 using escape rope.

Unfortunately, those resets are not quick - it takes about 7 seconds to SR and get to the in-game, another 10 seconds to watch the Roamers release, another 8 seconds to dig/escape rope, another 7 seconds to bike to RT. 37, another 6 seconds to open the PokeDex and check for Entei, so that's 38 seconds and that's before any encounter attempts.

If we just based this on spawns only, and no encounters, we'd get 1.57 resets per minute, or 94-95 SR's per hour. 95 SR's at 26.9% Entei spawning and staying on RT. 37 would be 25-26 Entei expected. But now we would need to factor in encounter time. It takes 5 seconds to equip Pokemon March, and 8 seconds for the Pokemon to scroll across the screen, that's at least 5 minutes and 37 seconds if 26 Entei were seen, not including the bike time to initiate the encounter, which is unpredictable (though, at worst - it usually takes about 25 seconds for one max repel to reach half-empty). So now that we know it takes at least 5 minutes and 37 seconds to encounter 26 Entei at the very least, let's add an encounter time of 10 seconds biking to each of those 26 encounters, and this will give us a total of 4 minutes and 20 seconds. Now we're at 9 mins and 57 seconds, let's say 10 minutes total for encounter time. Now we have to change the 1.57 resets per minute to see our new expected SR's/hr. So 60mins.-10mins. encounter time = 50 mins. total. $50\text{mins.} \times 1.57 \text{ resets/min} = 78.5 \text{ SR's}$. So now we know that we could get 78 SR's in an hour if 10 minutes were spent for encounter time. Now, $78 \text{ SR's} \times 26.9\% \text{ Entei encounters} = 20.9$. This is pretty much a top encounter number we COULD hit, if RNG operates on average (which it won't), AND IF each encounter took 10 seconds of bike time or less (which is too unpredictable to determine). Granted, you could hit really good RNG and hit, say, 35% Entei, which would be 27.3 - but eventually over time, we know the numbers trend towards the mean anyway.

In the beginning, I only used approximate values, but as I got deeper in the hunt, I used very specific calculations to see what expected MPH could be. I calculated just about every route and scenario, I could think of. For example, the best starting route in Johto is Mahogany Town. You

have a 13.5% chance of hitting an encounter per reset/randomization (i.e. teleport/fly) there. However, that includes hitting an encounter on either RT. 42 or RT. 44. The single best place to hit an encounter in one single location, is saving in the gatehouse into RT. 38 (the irony of this route), right in front of the door before exiting into RT. 38. You have a 9.5% chance of hitting an encounter here per reset/randomization.

This is thanks to RT. 39 having effectively a 31/32 chance of landing on RT. 38 per each jump. To make a long calculation short, if you just SR'd for spawns - you could probably see 24/hr., but then you would have to factor in the time to encounter them - which would effectively drop it to about an average of 16MPH, just by "SR'ing", going one step into RT. 38, dex checking, and "SR'ing" if no spawn, otherwise encountering.

The reason why MT. Mortar was picked over this route, is because of the starting location of it being near Mahogany Town already, which is ultimately where all post-release methods will end up. Even more ironic however, is that RT. 38 was the first testing route that produced the first time Crystal Raikou Encounters seen in one single hour were at 27 total. This is because route blocking and route spawning prevention exists in GEN 2.

If you fly/teleport from a route, a Roamer will not spawn and/or jump to that route after the first fly/teleport, effectively allowing route prevention. On the 2nd teleport, the Roamer will still not jump to it. (Keeping in mind of course, there is always a 1/32 chance they could still randomize there). Third teleport breaks the chain. To make a long story short, I used this to my advantage to effectively block RT. 38, and turn RT. 37 into a 1/3 chance, to a 1/2 chance of landing on RT. 42. This method, as you will read, was ultimately transformed back into the RT.

46 location, which was quite simply just a more effective starting location.

NEW Techniques Discovered:

Efficient Dex Optimization:

Using A-Z Pokedex Mode. This is critical because even when hitting the right d-pad button to scroll through 6 pokemon at a time, it still takes a total of 20 seconds to get to the end of the Dex to hit Raikou and complete a Dex check of all 3 Roamers. Enter A-Z Mode: which allows you to get to AND Check any of the 3 Roamers in half that time. BUT you will need to get each Roamer to the top of a “section” in a way that allows you to hit them by using the right d-pad only.

For example, in my set-up in Crystal, with the hit of the right d-pad button only twice, I would already land on Entei. What would take about 17 seconds to scroll to, now only takes about 2 seconds.

In order to accomplish this you need to do your playthrough and SEE the least amount of Pokemon as possible. Try to encounter no unnecessary wild Pokemon, and battle only required Trainers AND only trainers in the parts of the routes being used in these methods on 37, 38, 42, and 44. This will require a lot of saving and soft resetting in the game to get the perfect set-up.

There is no right or wrong way to do this, it is at the comfort level of the gamer. Another example given, during my Crystal playthrough at the Release Method- I had to hit the down d-pad once first before being

able to hit Entei and Raikou using only the right d-pad button. This extra button press did not bother me at all.

Additionally,

Switching back to New Dex Mode while in A-Z Mode:

This is one of my bigger discoveries. What happens if you want to keep Dex Checking all 3 Roamers at once, OR more importantly, what if you already played-through the entire game already, and you don't want to restart, but you also want to specifically target and hunt Raikou and/or Suicune, who are near the bottom of the Dex?

Well you still can - with this neat and nifty move.

You keep your Dex in A-Z mode. Scroll until you hit Entei, check his location, if you're hunting for it (otherwise just click on Entei), and then back out to the PokeDex list. NOW here's where the magic happens. Hit Select, and change the Dex back to "New" Mode. Once you do it will automatically start you at the last Pokemon you Dex checked, in this case Entei, and now you'll be able to scroll and see Raikou and/or Suicune, with ease. You'll also be able to scroll through all 3 of them just like you would in New Dex mode. Consider this a short-cut, if you will.

Route Blocking, Prevention/Spawning:

The Testing:

I previously mentioned the Kiyo method. This was the iteration of what would ultimately become the RT. 46 Method. During early stages of Kiyo

Method testing, I would often teleport back to Mahogany after not landing a Roamer in an attempt to do so on Route 42. A few times after those teleports back, RT. 43 spawns occurred. These are essentially 50-50 chances of hitting either RT. 42 or RT. 44. I always bike to RT. 42, to attempt hitting a RT. 43 spawn (to avoid surfing on RT. 44). And I noticed that every single time I did, the Roamer would always end up in RT.44. I decided to test this with 20 emulators running the same save state at this point to see the results. 19 of them landed on RT. 44, and 1 randomized somewhere else on the map. This is where I discovered that Route blocking occurs when Teleporting. It also works the same with Flying. You can use a consecutive Fly and/or Teleport to keep the route block a 2nd time. But the chain breaks at the 3rd attempt. I tested a combo of Fly's and Teleport's. I even tested using both on Natu - but no matter what you can only use 2.

The Mechanics:

The Mechanics of this makes sense practically. Think of it this way- if you stepped back and forth between RT. 42 and Mahogany Town repeatedly and then checked the Dex for a Roamer and saw it was on RT. 43, the game designers did not want you to be able to land a Roamer on the route you were previously in, this way. So they essentially route-blocked the prior route you came from. They did not want to just prevent it by just walking, but also teleporting, and flying too. I presume just because of a route like Route 42 which is just next to a town.

BUT, with some logic, we can use this to our advantage. If we know that one route is going to be blocked, but the route that the current Roamer is on, has a 50-50 chance of landing on only 2 routes - guess which

route we can go to, to land the Roamer? Thus in this scenario: RT. 43 effectively has a ~~96.8%~~ 87.5% (note: *We learned later on that the chance of randomizing on route blocks is 1/8 not 1/32) chance of landing on RT. 44 everytime you walk, fly, or teleport back from RT. 42 into Mahogany Town. The other 3.2% chance, and the reason why it's not a 100% guarantee, is because there is always a 1/32 chance that the Roamer randomizes per player movement into a new route, town, and/or area on the map.

So how did we apply this to Route 46? Just like the RT. 42 Block, making RT. 43 have a ~~96.8%~~ 87.5% chance of landing on RT.44. A Route 46 block similarly generates a ~~96.8%~~ 87.5% chance of landing a Roamer on RT. 44, but this time it works whenever there is a spawn on RT. 45. That is because, like RT. 43, RT. 45 also has a 50-50 chance of landing on RT. 44.

But why did we pick Route 46? It's starting position. Starting in the gatehouse connecting RT. 46 and RT. 29 gives you a 12.5% chance of encountering a Roamer off of any given Soft Reset. Combine that with the Route Blocking advantage of creating a ~~96.8%~~ 87.5% chance route previously stated - and you can see why this starting position became so crucial.

Pokemon March:

HangarOfRoam during his Mahogany Town streams, referenced Pokemon March as something which should be considered during these shiny hunts (and something that he used himself). Pokemon March is now considered mandatory for this hunt. This is because Pokemon March becomes far more important as the number of encounters per hour goes up.

Pokemon March is a radio station channel which doubles the encounter rate of wild pokemon. For Roamer's it increases the chance to find a Roamer from a 1% chance per step, to 2%. Still minimal, but beneficial over time.

During testing without Pokemon March, a little less than one-quarter of the encounters seen, max repels would run out before them. With Pokemon March, only about one max repel runs out per 30 encounters - if that. Thanks to the previously mentioned IceFlame, who's data shows that within 250 steps (aka a max repel) one should expect to have had a 91% chance of encountering the Roamer.

Non-Pokedex Method:

Usage:

This Method will benefit people more so looking to just encounter and find the Roamers for Dex Completion, in-game challenges, to access Ho-oh, etc. And not so much for shiny hunting, though it is still viable.

Set-up:

The set-up is really easy.

All you need is to have:

- 1.) Released the Roamers from Burned Tower;
- 2.) A level 17 or higher Pokemon at the top of your party;
- 3.) 1-3 Super Repels (depending on how many you plan on encountering) [- and yes, Super Repel only, no Repel, which is too short and no Max Repel, which is too long], and;
- 4.) The radio card with Pokemon March and not be playing during the Team Rocket Radio Tower take-over (so you would need to do it before your 7th badge and/or after defeating Team Rocket at Radio Tower right after obtaining your 7th badge).

That's it!

Starting Save Location:

So now all you do is save right in the gatehouse connecting Ecruteak City and RT. 38, right before the door exiting into RT. 38, with a Super Repel already on.

The Method:

Off the Soft Reset, you exit the gatehouse into RT. 38, turn on Pokemon March and ride in the grass until the Super Repel ends OR you hit an encounter.

If the Super Repel runs out, soft reset and re-start the process. Then you just keep Soft Resetting until you land the Roamer encounter you desire.

The Basis for the Method:

You have a ~~9.5%~~ ~9% chance of hitting an encounter off a soft reset coming out of the RT. 38 gatehouse.

Here's the math behind it. You are making one movement coming out the gatehouse onto RT. 38. That means we have to look at all the routes one movements away that connect to RT. 38. There are 3 routes: RT. 42, RT. 37, and the big one, RT. 39. What's so special about RT. 39? Well, it literally has a ~~31/32~~ **7/8** chance of always connecting to RT. 38.

That's because it's at the end of the map, and unlike in the GEN 3 games, the Roamers do not jump to the beginning of the map. The only way a RT. 39 spawn will not land on RT. 38 is in the result of a ~~1/32~~ **1/8** chance of randomization. RT. 37 has a 1/3 chance of landing on RT. 38, and RT. 42 has a 1/4 chance of landing on RT. 38. Add in the ~~1/32~~ **1/8** randomization chances with these odds, and you now get an updated 32.3% chance for RT. 37 and 24.2% chance for RT. 42.

We then need to find the average of our 3 chances. So ~~96.8%~~ **87.5%**, plus 32.3%, plus 24.2%, then dividing that total by the 3 possibilities gives us a total of ~~51.1% or 511/1000~~ **48% or 48/100**. But we're not done yet. There's 3 good routes we just discussed, but there are 16 Johto routes total the Roamers can land on, so that's 3/16. Now we need to multiply the 3/16 by ~~511/1000~~ **48/100**. That gives us ~~1,533/16,000~~ **144/1600**, or in other words - If we soft resetted ~~16,000~~ **1,600** times, then on ~~1,533~~ **144** of those resets, we would have expected to land a Roamer on RT. 38. That fraction in percentage form comes out to be ~~9.58%~~ **9%**. And thus, making RT. 38 the single best route to start off of a soft reset to find a Roamer on.

If you're wondering - the next closest best starting route is RT. 42 from the Kiyo Method, with a ~~9.08%~~ **~8.75%** chance. But anyway, back to the 9% at RT. 38.

1/10.5 is about 9.5%, so out of every 10 or 11 soft resets you do, you should expect to land a Roamer on RT. 38. HOWEVER, if you're in Gold/Silver going for any of the 3, you're essentially "triple hunting" and getting 3 attempts per reset, so you should, in theory, get one after 4 resets. Each reset takes only about 30 seconds, so in just about 2 minutes - you should expect to see one of the Roamers!! Who woulda' thought!

Expected Results:

Disclaimer: RNG varies per game, obviously. Which means you can't actively shiny hunt this way and expect to see 30 'MPH.

However, you still could for all 3 Roamers, expect to see about 20 'MPH consistently. Hunting for less than 3 Roamers, would be too variable to determine.

Pokedex Methods:

This Section Begins the Methods that will all require the desired Roamer(s) to be registered in your PokeDex.

The RT. 46 Method:

Usage:

This Method will benefit people looking for the highest expected 'MPH for targeting one specific Roamer in either Gold, Silver, or Crystal. This method is the current best for any of the 3 Roamers, in any of those 3

games, at the time of writing this tutorial. It's also the best method for hunting both Roamers in Crystal, All 3 Roamers in G/S and/or any combination of 2 Roamers in G/S.

In addition, it is the most satisfying and rewarding, in my opinion. This method is quite literally, "the shiny hunting method of all shiny hunting methods."

Set-Up:

- 1.) Have Released the Legendary Dogs already from Burned Tower, and never encountered them yet to this point;
- 2.) Obtained your 7th Gym Badge;
- 3.) Consequently, defeated Team Rocket in Radio Tower after obtaining your 7th Gym Badge;
- 4.) And as a result of, have received the Radio Card, and set the tuner to the Pokemon March channel;
- 5.) Have saved your Pokedex Mode set to A-Z Mode;
- 6.) An optimized PokeDex, as previously discussed in this tutorial;
- 7.) A Pokemon between levels 30-40 at the top of your party. (to prevent you from encountering a Poliwhirl, the highest leveled wild pokemon at lv.29 in the useful routes, but also not high enough over level 40 - which is the level of the Roaming Dogs);
- 8.) A Pokemon that knows Surf; and

9.) A pokemon that knows Fly/Teleport at the top of your party. This Pokemon should be between levels 30-40 as previously stated OR in the alternative, fainted (and please note: I will reference Teleport in the tutorial, however Fly is about 2 seconds faster. But Teleport is less likely to result in user error).

10.) *Optional: 2 Masterballs. In order to catch a Roamer if you have multiple on the same route. By doing this, you keep the other Roamer(s) in the same Route.*

11.) *Optional: Have caught/fainted Entei. This will ensure that you do not phase if you do not want to. Otherwise, Ironically with Entei Roaming, you are also utilizing the best method for hunting both Roamers in Crystal.*

Starting Save Location:

Save in the gatehouse connecting Routes 29 and 46, which is between New Bark Town and Cherrygrove City. Save in front of the door to the North, where upon exit you would be right in RT. 46.

The Method:

1.) Off the Soft Reset: Start with a Pokedex check. Check to see if the Roamers are on routes: 45, 46, 29, or 30.



If the Roamer is on routes 45 or 29, exit North to RT.46, and Dex check again to see if you hit the Roamer.



If the Roamer is on routes 46 or 30, exit the gatehouse South to RT. 29.
Dex check again to see if you hit the Roamer.



If you hit the Roamer, equip Pokemon March, and encounter it.

If you did not hit the Roamer and/or the Roamer did not even spawn on any of the aforementioned routes, then:

2.) Exit the gatehouse North to RT. 46. Once you are on this route, Teleport to Mahogany Town. This begins #1 of 2 allotted RT. 46 prevention/spawn blocks which you obtain whenever you leave any particular route via walking/flying/teleporting.



3.) Off Teleport #1 in Mahogany Town: Dex check for the Roamer:

a.) See if it hit any of these key GOOD routes ("Good" meaning, you have a CHANCE [percentage of each route's chance in parenthesis] at connecting with them at either RT. 42 or RT. 44 on your first entrance there - and even the second as well):



RT. 37 (32.3%), RT. 38 (32.3%), RT. 42 (24.2%), RT. 43 (48.4%), RT. 44 (32.3%), or RT. 45 (96.8%) (87.5%).

RT. 37: 1/3 (32.3%)

RT. 38: 1/3 (32.3%)

RT. 42: 1/4 (24.2%)

RT. 43: 1/2 (48.4%)

RT. 44: 1/3 (32.3%)

RT. 45: 31/32 (96.8%)

IF a Roamer spawned on RT. 37, 38, 43, or 44 -- Bike to Route 42 and try to encounter them.



IF the Roamer spawned on either RT. 42 or RT. 45 -- Bike to RT. 44 and try to encounter them there - meaning Dex check for the Roamer once you are in those routes. If it worked and you landed it, good, then encounter it.

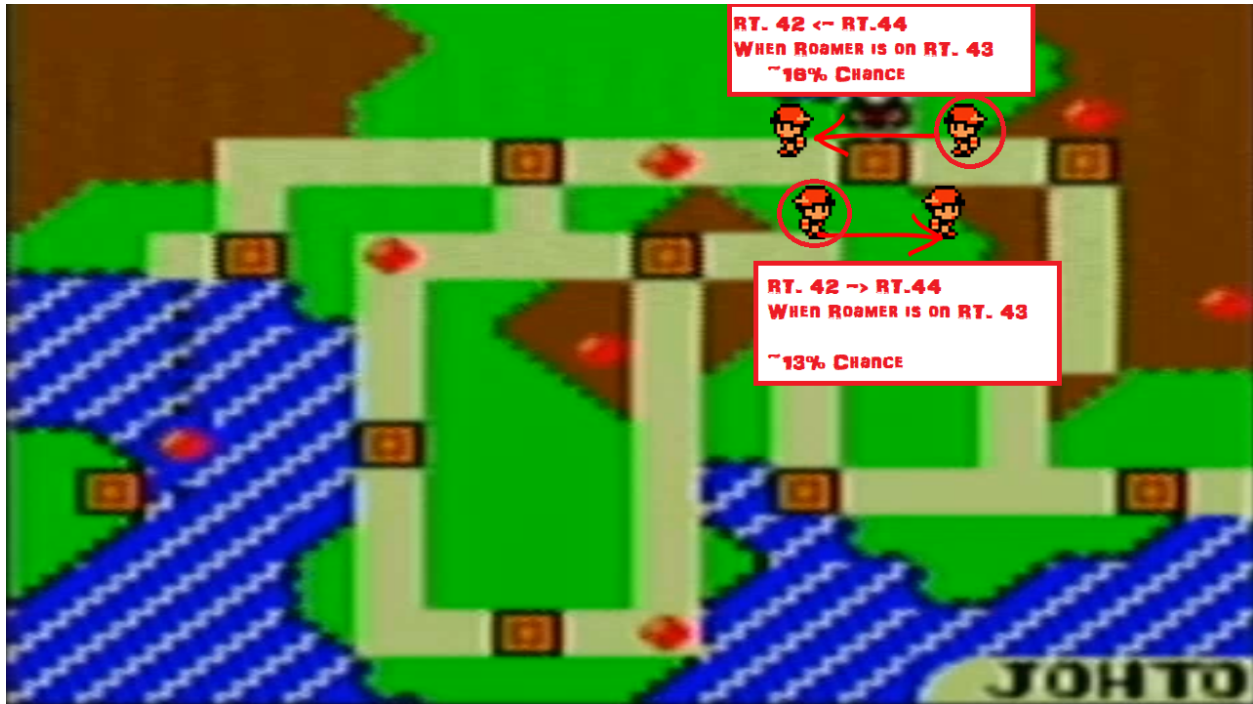


IF you had Roamer spawn on RT. 43, and when you biked to RT. 42 but Dex checked and saw it was on RT. 44 - bike immediately over to RT. 44 and Dex check again (you have a 40.6% chance of still landing the Roamer there).



[It doesn't necessarily have to be a spawn coming from RT. 43 - just use the rule of thumb, that whenever a Roamer is on RT. 44, while you are on RT. 42 - you have a 40.6% chance of landing the encounter on your bike over to RT. 44. The flip situation, would be a 36% chance.]

IF you went to try and encounter a Roamer at either RT. 42 OR RT. 44,
but Dex checked and saw that the Roamer is now on RT. 43, then bike to
the opposing route, and Dex check again.



IF you went to try and encounter a Roamer at RT. 42, but Dex checked and saw that the Roamer is now on Routes: 37 or 38. Then bike back into Mahogany and Dex Check again to see if you hit a "Good route."



Conversely, IF you went to try and encounter a Roamer at RT. 44, but Dex checked and saw that the Roamer is now on Routes: 37, 38, 42, or 45. Then bike back into Mahogany and Dex Check again to see if you hit a “Good route.”



If you hit a “Good” route, then repeat the steps that we just previously discussed about what to do after your first teleport.

If not then you will follow along with these following scenarios:

BUT first keep in mind one very important rule. *If you just re-entered Mahogany Town after leaving either RT. 42 or RT. 44, and Dex Checked for a good route, make sure you attempt your encounter on the opposite route, if possible. This is because you can never leave one route, enter Mahogany Town, and re-enter the route and encounter the Roamer. This mechanic is effectively blocked.*

So, for example: If you got a spawn on RT. 38 after Dex checking after a teleport, and attempted to encounter the Roamer by biking to RT. 42, but on your Dex check in RT.42 saw that it jumped it to RT. 37 instead- you would go back in Mahogany Town and Dex Check again as we just explained.

So if on this particular Dex check in Mahogany you see the Roamer jumped from RT. 37 back to RT. 38- well, you can't go back to RT. 42 to encounter it, it will never land back on that route. Furthermore, RT. 38 and RT. 44 do not connect, so you cannot land the Roamer there either. You now need to enter the gatehouse/closest building to break that chain.

Which I will now discuss:

i.) IF you did not even have a Roamer spawn on any of these GOOD routes then: Dex check to see if you landed a Roamer on any of these 3 routes: RT. 36, RT. 39, or RT. 29.



These are your "MAYBE" routes. Meaning if you go in and out of a gatehouse/building, they have a great chance of landing on one of the "Good" routes previously explained. If you do see a spawn on any of these 3 routes, then get on your bike, and go in and out of the door of the gatehouse connecting Mahogany and RT. 43 (or any closest building of your preference). Then Dex Check to see if you landed a Roamer on one of the aforementioned "Good" routes. If so, follow the steps previously mentioned again. If they landed on one of those 3 routes again, then "rinse & repeat."

4.) IF you had NO good and/or maybe routes after the first teleport - then Teleport a 2nd time. Repeat the steps previously mentioned.

5.) IF you had NO good and/or maybe routes on the 2nd teleport - then Teleport a 3rd time. Repeat the steps previously mentioned.

6.) IF you had NO good and/or maybe routes again after the 3rd and final teleport - then this time you Soft Reset, and begin the entire process again from start.

The Basis for the Method:

You have a 12.1% chance of hitting an encounter off a soft reset coming out of the RT. 46 gatehouse. You then have an 17.2% chance of hitting an encounter off teleport 1 and teleport 2, and finally a 13.6% chance of landing an encounter of teleport 3 - for an average of 15.02% $[(12.1\% + 17.2\% + 17.2\% + 13.6\%)/4 \text{ chances}]$.

Or, in other words, you have a 15.02% chance of hitting an encounter per reset.

Here's the math behind the initial starting location.

In the RT. 46 gatehouse, we have to look at all the routes one movements away that connect to RT. 46 to the North, and all the routes one movement away that connect to RT. 29 in the South.

There are 4 routes total, and all remarkably have 48.4% chances: RT. 45, RT. 46, RT. 29, and RT. 30.

We then need to find the average of our 4 chances, but they all yield the same exact percentages, 48.4% - so it makes this part easy, the average remains 48.4%. But we're not done yet. There's 4 good routes

we just discussed, but there are 16 Johto routes total the Roamers can land on, so that's 4/16, or simplified to 1/4. Now we need to multiply the 1/4 by 121/250 (48.4% in fraction form). That gives us 121/1,000, or in other words - If we soft resetted 1,000 times, then on 121 of those resets, we would have expected to land a Roamer on either RT. 46 or RT. 29. That fraction in percentage form comes out to be 12.1%. **And thus, making RT. 46 the single best gatehouse to start off of a soft reset to find a Roamer on.**

1/8 is about 12.5%, so out of every 8 or 9 soft resets you do, you should expect to land a Roamer on RT. 46. HOWEVER, if you're in Gold/Silver going for any of the 3, you're essentially "triple hunting" and getting 3 attempts per reset, so you should, in theory, get one after 2-3 resets. In addition, since these numbers are what you would expect to actually hit an encounter- expect half of your visits to RT. 29 and RT. 46 not to land, since after-all it is still a 48.4% chance of connecting.

Here's the math behind the first 2 teleports and the RT. 46 Block.

Off the first two teleports into Mahogany Town. There is a 17.2% chance of landing a Roamer encounter.

As previously stated there are 6 key routes that connect from Mahogany Town to RT. 42 and RT. 44. They are: 37, 38, 42, 43, 44, and 45.

The percentages of each to hit either RT. 42 or RT. 44 are as follows, with randomizations already factored in: RT. 37 (32.3%), RT. 38 (32.3%), RT. 42 (24.2%), RT. 43 (48.4%), RT. 44 (32.3%), or RT. 45 (96.8%) **87.5%.**

RT. 45 went from being a 48.4% chance to a remarkable 96.8% chance, because the teleport from RT. 46, now blocks any RT. 45 spawns from jumping to that route, so their only options are jumping to RT. 45 at a $\frac{31}{32} \cdot \frac{7}{8}$ chance (96.8%) 87.5% or Randomizing at a $\frac{1}{32} \cdot \frac{1}{8}$ chance (3.2%).

We then need to find the average of our 6 chances, which comes out to be, 44.4%. But, like the other calculations - we're not done yet. There's 6 good routes we just discussed, but there are 16 Johto routes total the Roamers can land on, HOWEVER, RT. 46 is now effectively blocked from getting a spawn. That means there are really only 15 routes applicable on the map now. In other words, 6/15 as opposed to 6/16. As stated before, RT. 46 only has $\frac{1}{32} \cdot \frac{1}{8}$ randomized chance of getting a spawn there. so 6/15 multiplied by $\frac{31}{32} \cdot \frac{7}{8}$ (chance of not randomizing) is $\frac{31}{80}$, or 38.75%.

Now we need to multiply the $\frac{31}{80}$ by $\frac{111}{250}$ (44.4% in fraction form). That gives us $\frac{3,441}{20,000}$, or in other words - If we teleported from RT. 46, 20,000 times, then on 3,441 of those resets, we would have expected to land a Roamer on either RT. 42 or RT. 44 after our first try. That fraction in percentage form comes out to be 17.2%. **And thus, making the RT. 46 block the single best route to complete a route block from via Teleport/Fly.**

Here's the math behind the last teleport in Mahogany Town.

Off the last teleport back into Mahogany Town. There is a 13.5% chance of landing a Roamer encounter.

As previously stated there are 6 key routes that connect from Mahogany Town to RT. 42 and RT. 44. They are: 37, 38, 42, 43, 44, and 45.

The percentages of each to hit either RT. 42 or RT. 44 are as follows, with randomizations already factored in: RT. 37 (32.3%), RT. 38 (32.3%), RT. 42 (24.2%), RT. 43 (48.4%), RT. 44 (32.3%), or RT. 45 (48.4%).

RT. 45 reverted back to being a 48.4% chance, because the 3rd teleport breaks the original chain formed from the RT. 46 block. Now any RT. 45 spawn can jump back to that route.

We then need to find the average of our 6 chances, which comes out to be, 36.3%. But, like the other calculations - we're not done yet. There's 6 good routes we just discussed, but there are 16 Johto routes total the Roamers can land on. And the route spawning also ended so it's back from 15 to 16 possible starting routes again.

Now we need to multiply the 6/16 by 363/1,000 (36.3% in fraction form). That gives us 1,089/8,000, or in other words - If we teleported from already being in Mahogany back into Mahogany, in attempt to randomize the Roamers then, 1,089 times out of 8,000 of those teleports, we would have expected to land a Roamer on either RT. 42 or RT. 44 after our first try. That fraction in percentage form comes out to be 13.6%. **And thus, making Mahogany Town the single best Town to shiny hunt Roamers in.**

Expected Results:

Expect to hit around 24-25 'MPH when you first try this method, but as you get better, expect to see about 27-29 'MPH, single hunting a specific targeted Roamer.

Expect to hit around 27-30 'MPH when you first try this method, but as you get better, expect to see about 31-34 'MPH, single hunting a specific targeted Roamer, with BOTH Entei and Raikou roaming in Crystal. *Ironically here, you still just target whichever you prefer to get more, and you'll get about 28 of that Roamer, and about 4 of the other Roamer. If you want an even split you can Dex check both, but expect to see about 28 'MPH, but also an even split of about 14/14 each.*

Expect to hit around 32-34 'MPH when you first try this method, but as you get better, expect to see about 35-39 'MPH, single hunting all 3 Roamers in Gold/Silver!

THE WEENIE HUT, JR. METHOD!

That's right, the "Weenie Hut, Jr. Method." In my opinion, you have essentially turned the true "hunt and battle" of finding a GEN 2 Roaming Dog into a glorified Soft Reset Hunt. But hey, I am not here to judge - but rather, only provide methods. Since I am the one who discovered this method, that makes me the biggest (or rather, smallest?) Weenie of them all, right?

Usage:

This Method will benefit people more so looking to either multi-hunt and/or just more casually shiny hunt these Roamers. It can almost be seen as the equivalent of a really long soft reset starter hunt.

Set-up:

The set-up is really easy, and almost exactly like the Non-PokeDex method previously discussed.

All you need is to have:

- 1.) Released the Roamers from Burned Tower;
- 2.) A level 17 or higher Pokemon at the top of your party;
- 3.) At least 4 Max Repels and/or at least 6 Super Repels (do not use just regular Repels);
- 4.) The radio card with Pokemon March and not be playing during the Team Rocket Radio Tower take-over (so you would need to do it before your 7th badge and/or after defeating Team Rocket at Radio Tower right after obtaining your 7th badge);
- 5.) The Roamer(s) you are seeking, registered in your PokeDex;
- 6.) Have saved your Pokedex Mode set to A-Z Mode; and
- 7.) An optimized PokeDex, as previously discussed in this tutorial.
- 8.) *Optional: 2 Masterballs. In order to catch a Roamer if you have multiple on the same route. By doing this, you keep the other Roamer(s) in the same Route.*

That's it!

Starting Save Location:

Save right in the gatehouse connecting Ecruteak City and RT. 38, right before the door exiting into RT. 38, with a Max Repel already on.

The Method:

Off the Soft Reset, you exit the gatehouse into RT. 38, and Dex check for the Roamer(s) Desired.

If you did not land said Roamer(s) on RT. 38, then soft reset and re-start this process.

If you did land a Roamer(s) spawn on RT. 38, then turn on Pokemon March, and ride in the grass until you hit the encounter.

Expected Results:

You can actually hit up to 30+ 'MPH single hunting this method targeting all 3 Roamers, and about 19 'MPH targeting 1 specific Roamer.

Double Hunting can yield up to 40+ 'MPH when targeting all 3 Roamers, and 30+ 'MPH when targeting just 1 specific Roamer. Just remember, "millage" may vary per user when double hunting, depending on how one is skilled, and/or whether they decide to do synchronized vs. unsynchronized double-hunting.

THE UPDATED RELEASE METHODS

These Methods will benefit people looking for an alternative method to hunt either Entei (in either G/S or Crystal), Suicune (in G/S), or All 3 Roamers in Crystal.

These methods largely remain the same, but with a few new optimizations carried over from the other methods previously discussed.

Usage:

These Methods are more targeted towards people looking to casually shiny hunt more early on in the game and/or have an alternative method for multi-hunting. I would not recommend these for people looking to specifically target just Entei or Suicune because there is always a chance to phase.

Additionally, this method does not benefit specific Raikou hunting in any way.

Set-up:

The set-up is really easy, and almost exactly like the prior known Release Methods used.

All you need is to have:

- 1.) Not released the Roamers from Burned Tower yet in your save;
- 2.) A level 17 or higher Pokemon at the top of your party;
- 3.) At least 4 Max Repels and/or at least 6 Super Repels (do not use just regular Repels);
- 4.) The radio card with Pokemon March and not be playing during the Team Rocket Radio Tower take-over (**so you would need to do it before your 7th badge** and/or after defeating Team Rocket at Radio Tower right after obtaining your 7th badge (Gold/Silver only));
- 5.) The Roamer(s) you are seeking, registered in your PokeDex;
- 6.) Have saved your Pokedex Mode set to A-Z Mode; and
- 7.) An optimized PokeDex, as previously discussed in this tutorial.

8.) Optional #1: Two Masterballs. In order to catch a Roamer if you have multiple on the same route. By doing this, you keep the other Roamer(s) in the same Route.

9.) Optional #2: One Escape Rope at the top of your bag item list, if you are specifically looking to hunt Entei only

10.) Optional #3: Post-Badge 7 and defeated Radio Tower- have a pokemon with fly and/or teleport.

That's it!

Starting Save Location:

Save right in the Burned Tower, one step away before walking up and initiating the Roamer Release cutscene. Have your Bike registered with a Max Repel already on, and escape rope in item position #1 (if you favor Entei).

The Method #1- Entei only in G/S/C:

Off the Soft Reset, you take one step up to initiate the Roamer Release cutscene. After the cutscene, use the escape rope to exit the Burned Tower.

Immediately bike South-East towards RT. 37.

Upon entering RT. 37, PokeDex check to see if Entei is on the Route. If so, great - turn on Pokemon March and encounter it. If not, then Soft Reset and rinse & repeat.

Expected Results:

Expect 18-20 total 'MPH with this method. You'll typically see about 17 Entei, and 3 Raikou/Suicune combinations. Meaning you have about a 10-15% chance of phasing with this Method.

The Method #2- Entei only, in Gold/Silver, ONLY:

This method must be performed post-badge #7, after having beaten Team Rocket from Radio from Tower. You will also need a Pokemon with Fly/Teleport. Additionally, obviously, you have not yet released the Roamers from Burned Tower.

Off the Soft Reset, you take one step up to initiate the Roamer Release cutscene. After the cutscene, use the escape rope to exit the Burned Tower.

Immediately bike South-East towards RT. 37.

Upon entering RT. 37, PokeDex check to see if Entei is on the Route. If so, great - turn on Pokemon March and encounter it.

If not, then Fly to Mahogany Town.

Here you will complete the Mahogany, similar to the RT. 46 Method previously discussed. The main difference here is you've now transported away from RT. 37 as opposed to RT. 46. This creates a RT. 37 block, effectively turning Roamer spawns on RT. 38 to have a $\frac{1}{2}$ chance of landing on RT. 42 now (after your first 2 fly's) as opposed to the original $\frac{1}{3}$ chance.

After the first Fly you check to see if you have a good route, and attempt it. If not, Fly again. Repeat one more time. If no good attempt spawns after the 3rd Fly, then Soft Reset, rinse & repeat.

Expected Results:

Expect 21-24 total 'MPH with this method. You'll typically see about 21 Entei, and 3 Raikou/Suicune combinations. Meaning you have about a 8-12% chance of phasing with this Method.

The Method #3- Suicune only in Gold/Silver:

Off the Soft Reset, you take one step up to initiate the Roamer Release cutscene. After the cutscene, bike down to the ladder, and out the door to exit the Burned Tower.

Immediately bike West towards RT. 38 (so go through the gatehouse and onto the route).

Upon entering RT. 38, PokeDex check to see if Suicune is on the Route. If so, great - turn on Pokemon March and encounter it. If not, then Soft Reset and rinse & repeat.

Expected Results:

Expect 19-22 total 'MPH with this method. You'll typically see about 19 Suicune, and 3 Raikou/Entei combinations. Meaning you have about a 9-13% chance of phasing with this Method.

The Method #4- Suicune only, in Gold/Silver, ONLY:

This method must be performed post-badge #7, after having beaten Team Rocket from Radio from Tower. You will also need a Pokemon with

Fly/Teleport. Additionally, obviously, you have not yet released the Roamers from Burned Tower.

Off the Soft Reset, you take one step up to initiate the Roamer Release cutscene. After the cutscene, bike down to the ladder, and out the door to exit the Burned Tower.

Immediately bike West towards RT. 38 (so go through the gatehouse and onto the route).

Upon entering RT. 38, PokeDex check to see if Suicune is on the Route. If so, great - turn on Pokemon March and encounter it.

If not, then Fly to Mahogany Town.

Here you will complete the Mahogany, similar to the RT. 46 Method previously discussed. The main difference here is you've now transported away from RT. 38 as opposed to RT. 46. This creates a RT. 38 block, effectively turning Roamer spawns on RT. 37 to have a $\frac{1}{2}$ chance of landing on RT. 42 now (after your first 2 fly's) as opposed to the original $\frac{1}{3}$ chance.

After the first Fly you check to see if you have a good route, and attempt it. If not, Fly again. Repeat one more time. If no good attempt spawns after the 3rd Fly, then Soft Reset, rinse & repeat.

Expected Results:

Expect 23-26 total 'MPH with this method. You'll typically see about 21 Suicune, and 3 Raikou/Suicune combinations. Meaning you have about a 7-11% chance of phasing with this Method.

The Method #5, V. 1.0- ALL 3 Roamers in G/S, (or any combination of 2 Roamers in G/S) - WITH PREFERENCE TO ENCOUNTERING SUICUNE MORE:

Off the Soft Reset, you take one step up to initiate the Roamer Release cutscene. After the cutscene, bike down to the ladder, and out the door to exit the Burned Tower.

Immediately bike West towards RT. 38 (so go through the gatehouse and onto the route).

Upon entering RT. 38, PokeDex check the Roamers you desire, to see if any of them are on the Route. If so, great - turn on Pokemon March and encounter it/them. If not, then Soft Reset and rinse & repeat.

If you have two or more Roamers on the same route, then Masterball the first one or two (if you don't mind not having all Roamers being shiny in the same save file)- this ensures the Roamers stay on the Route. If you PokeDex check and see a Roamer on RT. 38 BUT also see one or two of the other Roamers on either: RT. 39, RT. 42, or RT. 37 - then RUN (or wait for the Roamer to flee battle) after encountering the first Roamer. PokeDex check again to see if the other Roamer(s) jumped onto RT. 38. If so, great, encounter them. If not, Soft Reset.

Expected Results:

Expect 26-34 total 'MPH with this method, in Gold/Silver with all 3 Roamers. You'll typically see about 16 Suicune, 9 Raikou, and 3 Entei, but results will vary widely.

The Method #5, V. 2.0- ALL 3 Roamers in G/S, (or any combination of 2 Roamers in G/S), or BOTH Roamers in Crystal - WITH PREFERENCE TO ENCOUNTERING ENTEI MORE:

Off the Soft Reset, you take one step up to initiate the Roamer Release cutscene. After the cutscene, use the escape rope to exit the Burned Tower.

Immediately bike West towards RT. 38 (so go through the gatehouse and onto the route).

Upon entering RT. 38, PokeDex check the Roamers you desire, to see if any of them are on the Route. If so, great - turn on Pokemon March and encounter it/them. If not, then Soft Reset and rinse & repeat.

If you have two or more Roamers on the same route, then Masterball the first one or two (if you don't mind not having all Roamers being shiny in the same save file)- this ensures the Roamers stay on the Route. If you PokeDex check and see a Roamer on RT. 38 BUT also see one or two of the other Roamers on either: RT. 39, RT. 42, or RT. 37 - then RUN (or wait for the Roamer to flee battle) after encountering the first Roamer. PokeDex check again to see if the other Roamer(s) jumped onto RT. 38. If so, great, encounter them. If not, Soft Reset.

Expected Results:

Expect 26-34 total 'MPH with this method, in Gold/Silver with all 3 Roamers. You'll typically see about 13 Entei, 8 Raikou, and 6 Suicune, but results will vary widely.

Expect 22-26 total 'MPH with this method, in Crystal with BOTH Roamers. You'll typically see about 15 Entei and 9 Raikou, but results will vary widely.

FINAL REMARKS:

I really hope this guide helped, whether you are just looking to encounter these Roamers for Dex completion, Shiny Hunting, or just to see them for the FIRST time!

If you have trouble with this guide at all, please do not hesitate to reach out to me, Shiny Ghosthunter Rich, on YouTube **OR as rich_the_GHOST_of_ROAM on Discord [in HangarOfRoam's Discord (preferred)] - I am happy to help.** Again, a special thanks to HangarOfRoam for co-founding these new and updated methods with me. You can find us at the following links:

The Method Video for this written tutorial:

HangarOfRoam's Discord Channel, "The Empire of ROAM":

<https://discord.com/channels/676356444702113802/676358809911820288>

HangarOfRoam's Twitch Channel: <https://www.twitch.tv/hangarofroam>

HangarOfRoam's YouTube Channel:

<https://www.youtube.com/channel/UCNHld712v53CNUSWQa1HWcw>

HangarOfRoam's Twitter: <https://twitter.com/HangarOfRoam>

Shiny Ghosthunter Rich's, my, YouTube Channel:

<https://www.youtube.com/thevenusaursjungle>

Shiny Ghosthunter Rich's, my, Twitter: https://twitter.com/rich_gastly