

Pokemon Infinite Fusion Classic Any% 5.1+ Route
By: Alymra

Note: Options configs can carry over from one game to the next. This includes Text Speed Normal/Fast, Battle Effects On/Off, Battle Style Switch/Set, Quick Surf Off/On. All battle options assume Super Effective attacks unless otherwise stated. I will add more detailed battle notes at a later time. Use of the in game speedup mechanic is allowed.

A warning on **Debugger!** This is a Key Item that allows you to act as though your pokemon have fainted to send you back to the last Pokemon Center you rested at without losing any money. The game gives a warning about using it improperly, and that it may cause odd behavior for the game. We use this item during the route and so far from all testing using this specific route, there have been no replicable negative effects involving the use of Debugger. However, if you do not wish to use this item due to the risk being non-zero, whenever Debugger is mentioned you can manually backtrack to the previous location or use Escape Rope. There has been time in the past where Escape Ropes have gone missing from inventory, especially in Mt. Ember just after Zapmolcuno, so Debugger may be the only option outside of walking in those instances. To make sure these areas are brought to your attention, Debugger will be bolded and red during the route path.

Time starts on choosing New Game (IGT starts on New Game selection)

Choose Classic

One letter name, choose Normal difficulty, Normal/Reversed can be chosen at runner's discretion, choose Yes for regular starters, Auto Save and auto download missing sprites at runner's discretion, choose Yes for Skip Intro, one letter name for Rival.

Choose Squirtle (right). Beat rival for level 6. If you do not beat rival reset.

Pick up the Oran Berry on Route 1 on the way to Viridian city then Grab Oak's Parcel in the mart then **Debugger** back home. After returning Oak's Parcel catch go to Viridian City and rest at the Pokemon Center, then head left to Route 22 to catch a Nidoran male, a Rattata and if you're doing dark rock tunnel a Spearow. Avoid all trainers in the area! Ideally the Nidoran catch will be before any other catches. As soon as you get the Nidoran, fuse it with Squirtle and choose Squirtle Head and Nidoran Body (Water/Poison). This lets you get Poison Point as an ability. For its nature: Attack up is the priority with Speed as second priority and Special Attack as third. If at all possible, don't choose a hindering nature for any priority stats. Neutral natures are more preferred than hindering any priority stat. Defense and Special Defense can be hindered without issue unless IVs are garbage. Water Gun and Peck need to be learned moves. Fusing puts Squirtran at the back of the party if the party isn't empty, bring it to first position. Be sure to pick up the Oran Berries and Potion above the route grass then **Debugger**. Note: If your Nidoran is fused you will need to **Debugger** back to Viridian City and go to the Poke Mart and get an extra DNA Splicer to break up the fusion. The Rattata and Spearow can be fused, this is actually ideal because it reduces your encounter number.

This is where I split.

Go to Viridian Forest and head right then up to fight first bug catcher spamming Peck, heal if needed, learn double kick at level 9 teaching over Tackle. At the split left head that direction and fight the second bug catcher, spamming Peck. Continue following the path and fight third bug catcher, spam Peck.

Once in Pewter heal at the Pokemon Center then head up then left to Brock's Gym. Get fresh water from the gym hint man for free, fight girl on right, spam Water Gun, then fight Brock. Choose to use both Squirtran and Spearow. If Dignix uses dig first turn, swap in Spearow and attack the Dignix to ensure no Sturdy then have Spearow faint. Otherwise spam Water Gun.

This is where I split.

After gym go grab a hidden Revive on the north bench under the Cut tree if you need Flash for Rock Tunnel.



Head to the Poke Mart and buy 4 DNA Reversers, 2 Paralyze Heals, and 5 Repels. Go to the Hotel and return the Revive to the youngster on the second floor to then talk to the scientist at the top of the stairs to get Flash (if needed). Head out of town to the right and watch the cutscene before getting on Route 3.

Take the top path but line up your sprite with the right edge of the leftmost tree. The girl trainer can't see you there.



Avoid her and fight the youngster, spam Water Gun. After, walk behind the girl and trigger the bottom bug catcher to bring them to you, spam Peck. If you have not already, equip the Oran Berry to Squirtran. They will automatically re-equip when used if you have any remaining in your inventory. After beating the bug catcher move behind them to AVOID THE MIDDLE YOUNGSTER (They have poliwhag/hoothoot w/ confusion, you will die) when continuing right.



Once you finish going right head down and avoid the next two trainers, grabbing the Paralyze Heal in tall grass and two berry bushes along the way (if you want). Follow the route to the entrance of Mount Moon. Talk to the Nurse for a cutscene then go in and use a Repel. Head right then at the split in the path go left towards the item in front of the smashable rock to see a cutscene. Grab the item, it's a Rare Candy, then leave and get Rock Smash from Brock and teach to Rattata. Go back into Mt. Moon then head up, you will see TM for Venoshock, grab it

and teach it to Squirtran over Peck. Then continue right from there. BEWARE OPTIONAL, head right immediately after stalagmite to avoid her. Fight the Youngster you come across, use Double Kick on the Rattatas and Water Gun on Nidoshrew. Avoid the female hiker running in front of you and fight bug catcher, spam Water Gun. Ignore the first ladder, skip the hiker by being at least one tile to the right of the leftmost wall, then take the ladder above you. If you aren't at least level 15 with Squirtran, refight the bug catcher until 15.

Continue on the path until you see the first Rocket. Head up and break the smashable rock, then continue up into the next area. This is a dark location but you don't need to use Flash. Hold up until you are blocked by a wall. Take one step left, then check the small rock for a Moon Stone then leave by backtracking the path you took. Make sure you are full health! Go back and fight the Rocket you saw, Water Gun the Ekans, use Paralyze Heal or Cheri Berry if you get paralyzed, Venoshock the Patata. Learn Bite at 16, teach over Leer. When prompted, evolve the Nidoran Body to Nidorino. Use the Moon Stone immediately to make it a Nidoking then use a DNA Reverser to make it Nidotle (Water/Poison).

This is where I split.

Afterwards, continue right then head down. At the fork and head right through the rock smash blocked area. Go into the house and buy 5 Fresh Waters from the old man in the house. Go back into Mt. Moon then continue left and follow the path to find a Rocket, Double Kick the Rattata and Water Gun the Ekran. Continue up for a cutscene and a mandatory fight, spam Water Gun. Grab the fossil of your choice (right is faster) then take the ladder on the right. Follow the path to get out of Mt. Moon then keep going right to get to Cerulean.

Head to the Pokemon Center and heal. Rival's Nidotto has Whirlwind, you can deposit everything other than your main if you don't want to deal with it. Head north from Center towards Nugget Bridge and fight Rival. Water Gun spam Nidotto, Double Kick Mantata, Water Gun spam Charsaur, Bite Abra. During Rival you'll likely need to use Fresh Waters (Charmander/Bulbasaur with TAKE DOWN). After Rival go through the Nugget Gauntlet. Bite spam during the first trainer except for Georas (use Double Kick). Second trainer: Bite Abra, Venoshock Pidrow and Manish. Third trainer: Water Gun Ekans, Double Kick Meowshrew. Fourth trainer: Double Kick Rattata, Water Gun spam Kofforb. Don't learn Rapid Spin. Fifth trainer: Water Gun Zukey. Rocket: Water Gun until you have 4 pp left, then switch to Bite if needed. Heal as needed then continue going up and then head right towards Bill's house (Route 25).

Fight the Youngster with Double Kick then go up towards the berry bush (get it if you want) and head right to get the Protein (use it right away), then continue forward and fight the Hiker, spam Double Kick. Fight the spinner Youngster using Bite, continue and fight the spinner hiker using Water Gun. Don't learn Chip Away. Fight the male camper using Bite. In the tree beneath the camper there's a hidden Elixir, grab it. Fight the lass, Bite Oddish, Water Gun Pidgey, Bite Oddras. Avoid the spinner Youngster and avoid the hiker. Get the berry to the right if you want, follow the path then head down towards the water to pick up a super potion below Bill's house if you want, then approach Bill's house but there is an elixir hidden in the rock to the right of the

house. Get the S.S. Anne Ticket then use **Debugger** to warp back to Pokemon Center. Head to Misty gym, get free Fresh Water from hint man, avoid male swimmer, fight mandatory using Water Gun. For Misty, use Double Kick against Jigglydeen, then Venoshock against Oddyu.

This is where I split.

Debugger out when done to heal and avoid dialogue. Teach Water Pulse over Water Gun. If you aren't planning to do Dark Rock Tunnel go buy 3 Great Balls from the Pokemart and head back to Nugget Bridge to catch an Abra in the grass to the left of the end of the bridge. If you have leftover Pokeballs you can attempt to YOLO it, however Great Balls will have a better chance. It will be for Teleport and Flash. Then go out of Cerulean to the south towards Vermillion.

Take the right path at the fork into Route 5 and continue down. Grab the Revive in the tall grass then go into the tunnel to Vermillion. As soon as you go down the stairs check the tile in front of you to pick up a hidden X Sp. Atk, then pickup hidden Full Restore below second to last left traffic cone and an optional hidden Awakening IN last left traffic cone. Exit the tunnel and avoid the bug catcher spinner. Hug the right edge of the lake and go down to skip the female camper and fight the male camper, Water Pulse the Spearow, Double Kick the Oddicate. **DON'T USE POKEMON CENTER WHEN YOU GET INTO THE CITY!** Head down then right at the Pokemart, then down towards the S.S. Anne.

Once inside, use the bunk room bed just to the right of the entrance. Then go up the stairs then left. In the hallway, the third from the left room has a trainer. Fight them, spam Water Pulse, get TM Brick Break. Continue left to get to the ship's deck and head to the back of the boat, avoiding non-mandatory fights. You will have to fight a fisherman, spam Bite, then get the Captain's Key and Paralyze Heal. Return to the first area, heal in your bunk if needed. Rival still has Whirlwind, if you don't want to deal with it there's a PC in the casino. Head right to trigger the Rival fight. Water Pulse spam against Nidotto and try to bait out his Super Potions. Bite on Starbra, should one shot. Double Kick on Manicate. Water Pulse spam on Charsaur. After Rival go up and get Cut from the Captain.

This is where I split.

Retrieve all Pokes from casino room PC if you left any, teach Cut to Rattata, teach Brick Break to Nidoturtle over Double Kick (and Flash to Abra if necessary).

Leave the S.S. Anne, head left at the fork and towards Surge gym. Go into the leftmost house directly above the gym and talk to the Gentleman to pick up Bike Voucher, then go to Surge. Get the free Fresh Water from the hint guy and fight all three trainers. Fight the worker on the left first, Water Pulse the Worker's Voltish and Voltspout. After, DNA Reverse to Warking. **If you do not DNA Reverse you will not be able to clear this gym!** Brick Break the Gentleman's Magnechop, Brick Break the Sailor's Pikeel. Then complete the trash can puzzle to gain access to Surge. Bait two Super Potion when fighting the Voltby if possible by using Brick Break. If you

get both Super Potions out of Surge on Voltby, as long as Light Screen isn't up, move to Bite. Otherwise Brick Break then move to Bite. If you don't get both Super Potions on Voltby, try to use Bite on Pikalett to bait them out. Otherwise spam Water Pulse against Pikalett. For Raibuzz Water Pulse unless Poison Point triggers. If it does, move to Venoshock immediately. Use any Fresh Waters you may have held over as needed. Same with Paralyze Heals.

This is where I split.

Use DNA Reverser after the fight to go back to Water/Poison type then use **Debugger** to go back to Cerulean. Get the bike from the shop left of the Poke Mart, go to Poke Mart and buy 8 Super Repels and 4 super potions. Leave the city from the Right to Route 9 towards Rock Tunnel. Cut the tree and don't move too far forward after, optional won't get you if you don't move outside of the tree's original spot. Head down then immediately to the right. Keep going right until you come across a trainer blocking your way up. Fight them with Water Pulse spam. Head up and avoid the bug catcher spinner. Grab the Max Potion then fight the Hiker using Water Pulse. Continue going right and avoid the spinner female hiker. Follow the path to get to the Pokemon Center and Rock Tunnel. Heal at the center if you feel you need to, otherwise just go in.

Flash in Rock Tunnel if needed, Super Repel (3 minimum). Skip first two trainers by hugging the walls opposite the first one and avoiding the second's spinning. Follow the path until you get to a fork. Take the up path to a mandatory fight, Venoshock the Oddish and Gloosaur, Brick Break the Jigglyth. After the fight, continue going up and hug the right wall to avoid an option. Then stay right and take the first up path you find, ignore the path left and the ladder, continue going up and fight the spinner hiker, Water Pulse spam. Continue on the path then head left at the fork and take the ladder. Fight the first hiker you see, use Water Pulse, and continue on path to the right. Follow it downward and fight the next hiker you see, Water Pulse spam, then head right and fight the next hiker, Water Pulse spam. Continue on the path and after the ladder keep going left to fight a mandatory hiker girl, using Brick Break then Bite on Jigglypuff, Water Pulse then Bite on Farth, Bite spam on Squirrel. After hiker girl keep heading left then go up and BEWARE SPINNER, avoid them and take the ladder. Fight the two hiker girls: First use Brick Brake on the Rattatas and Water Pulse on the Koffgey, second use Brick Break on Meowth, Water Pulse and Bite on Pidgeotto, and Bite on Haunish. Follow path, keep going left whenever you can, then down to fight the Cool Trainer, using Brick Break on the Shelltung, then Venoshock the Pinchoke. After the fight go left and hug the down wall as you go to get out. Rock Smash and get Max Potion after leaving then fight the optional hiker. You should be Lv 32.

Heal in Lavender Center for Debug point. Pokemon Tower to do Rival and start Rocket sequence. Water Pulse Cuotto, Bite Starbra, GYARADOS HAS THRASH AND LEER! Spam Bite on it and swap to reserve pokes if needed to survive Thrash. You should have one revive and two Max Potions, use them if needed. Water Pulse spam Charsaur. After the fight watch the cutscene.

This is where I split.

Grab the Elixir on the underside of the room then leave (or **Debugger** if you want and get it later). Head left to Route 8, follow the path and keep going left to get to the Celadon Tunnel grabbing berries and avoiding all trainers. Use Cut to get into the grassy area and avoid the majority of the trainers. Beware the bikers when leaving the grassy area. In the tunnel to Celadon go beneath the stairs in the tunnel room to get a hidden Full Restore and grab a hidden Big Nugget on the lower leftmost cone. After the tunnel head left into the city. Go into Celadon Pokemon Center and speak with the Karate Man on the left to learn Ice Punch for \$5000, replace Venoshock, but DO NOT HEAL at the center! Leave and go down towards Celadon Gym, cut the trees and talk to your Rival. Watch the cutscene then Erika joins to start Rocket Sewers.

Super Repel in the area (2). Take the path left then up, fight the Rocket, use Ice Punch on Rattibat then Water Pulse Koffing. Continue going up and climb the ladder you see. Ignore the PC and go down the ladder on the far right. Go down and stand on the board that's overhanging the ledge. Then go back to the PC and raise the water, go back down the ladder you came up. At the dual Rockets talk to the one on the left to make it a single battle so you don't have to fight the one on the right, use Water Pulse then Ice Punch. Continue on the path and use the boards to cross the water. Then at the next ladder go up and drain the water, go down the ladder you came from. Keep following the path and avoid the trainers. Go up the stairs on the right and stand on the overhanging board. After the board drops, grab the PP Up then raise the water level. Cross the board and head up to the dual rockets. You only ever fight the female Rocket solo but she uses two Pokemon. Use Brick Break on Ditorb and Water Pulse the Pikachu. Go into the tunnel then you will be forced to split up with Erika. Take the left path. Go up then left then left, get on the next pad in the upper left and go up, then take the path in front of the spinner down. Fight the Rocket in front of the door out, using Water Pulse spam. Don't learn Thrash. Heal to full before leaving the room. Leave the room and get BOTH Max Revives at the end of the two paths. Continue up to fight Giovanni. Water Pulse spam Arnix, Gio should use Max Potion, repeat until Arnix goes down or swaps to Rhyras. Water Pulse Rhyras when it comes out. You are not faster than Haunkahn. Bite for super effective, use Max Revives as needed because you will need them. Heal at any point if you need it. Get Silph Scope.

This is where I split.

Then use **Debugger** to warp back to Lavender Town. Go back to Pokemon Tower. Use 1 Super Repel when you get to F2. Fight everything except the Boy guarding the TM. Use Bite or any other super effective move against the trainers you come across. Use the heal pad as needed after it becomes open to you. Pick up the HP Up guarded by the trainer under the heal pad and use it immediately. The possessed girl above the heal pad guards an escape rope if you don't want to Debugger out. You should be Level 38 before fighting Genwak. Get Poke Flute.

This is where I split.

DNA Reverser to Water/Ground type and **Debugger** out, then go upstairs in the Pokemon Center to teach Blastking Megahorn from the move reminder for \$1000. Teach over Bite. Teleport to Vermillion and head right through Route 11 towards Snorlax (use Super Repel in grass if desired), wake up Snorlax then run from it to get Strength. Teleport to Celedon and go to department store. Sell nuggets, fossil, and any etc... buy medicine on F1 and X items on F3, **11x X Attack, 3x X Defense, 1x X Speed, 5x X Sp Atk,** get up to 6x Revives in inventory then spend the rest on up to 6x Super Potions but keep \$1,000 for Safari Zone. Go out of the city to the left, waking up Snorlax and running from it, to go down bike path to get to Fuscia City. Avoid all bikers, go at normal speed if needed to ensure you don't get any optionals.

Go to Fuscia Hotel, talk with Chansey karate man, head next door and talk to Janine to get Strength, then go to the Safari Zone. Use a Super Repel if desired and follow the route to get Surf until you get to the house in Area 2. Take the transition to the right of the house to get into Area 5. Follow the path right and go through the double rock smash obstacle to get to the house with the Chansey Trainer (person in the house wearing red). Then immediately quit the Safari Zone and start it back up to go get Surf then quit the Safari Zone again. Head to the Chansey Trainer in the Hotel then talk to Chansey, get and equip Lucky Egg, then teach Surf to Blastking over Water Pulse.

This is where I split.

Go to Celedon. You can deposit pokes at Center then go right from Celedon if you don't want the upcoming rocket to be a double battle. Avoid optionals and using super effective moves on the mandatory until you get to Saffron checkpoint. Fight the Rocket, use Ice Punch on Ratduo turn one then use Surf the rest of the fight. Leave the checkpoint, head down to rest at the Pokemon Center then head up, grab the Max Revive that you see along the way, then keep heading right to get into Silph Co.

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. Go to floor 4 and avoid encounters. Get to the room in the lower left hand area of F4 and pick up the Full Heal, Full Restore, and Protein. 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 Carbos and Rare Candy. Use the Protein and Carbos. Head back to the entrance of the floor and go to F7. To the left of the elevator is a female Rocket. Fight her using Ice Punch on the first two Pokes and Brick Break on the Golsey. In the room she's guarding grab the Hyper Potion. Go to F8, **rest in the bed and grab the X Defense** then head to the elevator. Go to Floor 10 and fight the rocket on the path on the left. Brick Break the Raticate and surge the Fearbone. Go into the room and pick up the PP Max, it is the middle item in the group of three at the bottom right of this room. You should be close to Level 43. Once you are at or very close to Level 43 go to F3 and fight the female Rocket guarding the area down from the elevator. If you need to fight optionals to get to 43 do so. The Scientist to the left in F3 should get you there. Once at Level 43 teach Earth Power over Brick Break. After the female Rocket on F3 go into the sealed room on the left and use the Telepad. 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. If you need safety items, F4 in the bottom left corner has a Full Heal, a Full Restore, and a Protein. You can also go back to F8 to heal if any fights go really bad.

Rival Setup: **X Defense x2, X Sp Atk x3**. Heal as needed during setup, that's why you got the Hyper Potion. Surf and/or Earth Power your way to victory. If Electados uses Light Screen switch to Ice Punch until it wears off then go back to Surf. **IF YOU ARE PLAYING VERSION 6 ELECTADOS IS FLYING TYPE!** You get a free rest after Rival. No setup needed on Giovanni but you may need to use healing. Remember if you only have one Poke if you deposited them earlier! Use Surf whenever possible to hit multiple pokes. Don't worry about Rival helping you, the AI is not going to be 100% reliable. Once down to only one Poke remaining, use whatever super effective move you can to help 0 it out.

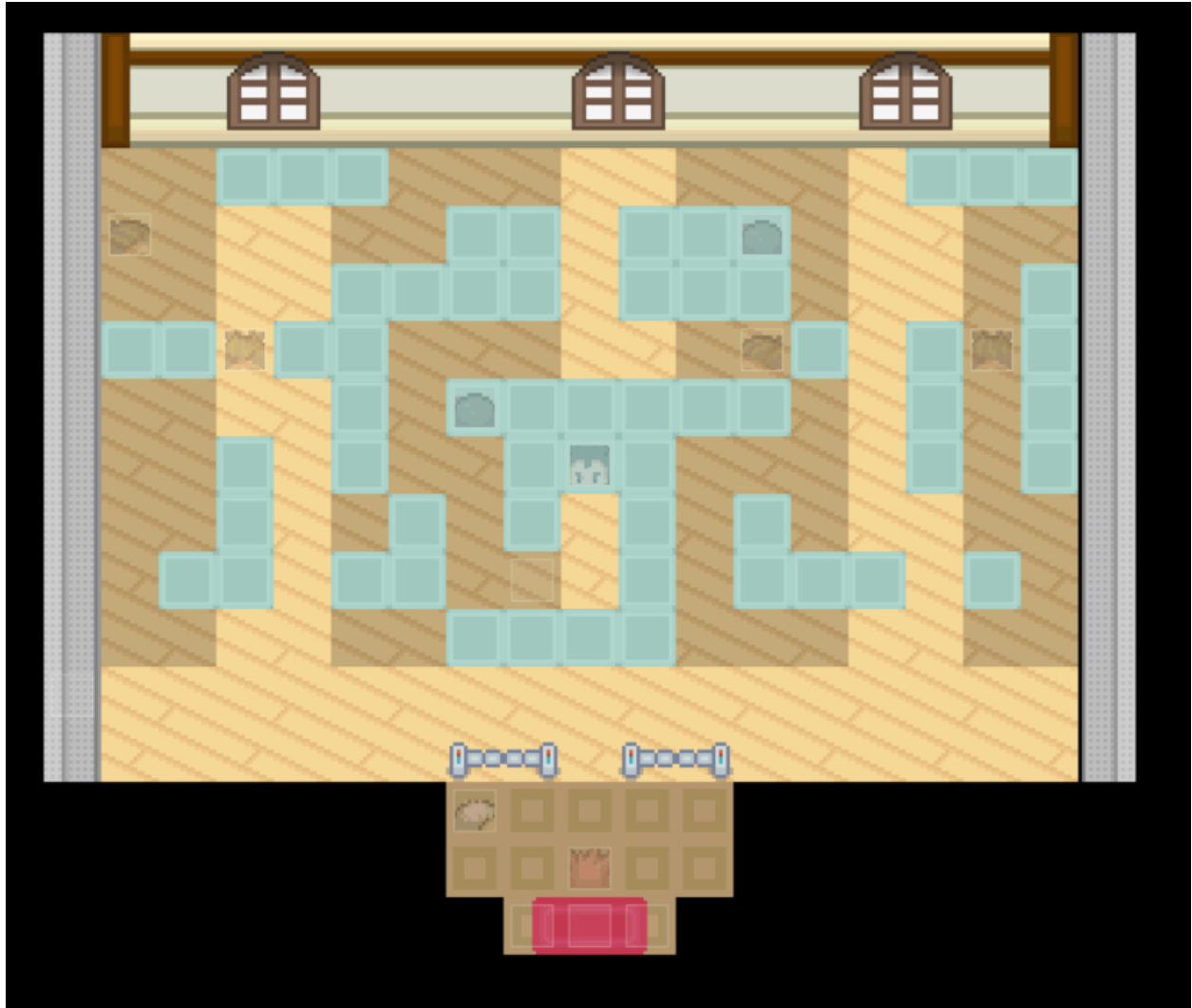
This is where I split.

After the fight **Debugger** out and head up and then follow the path to the right to get to Sabrina gym. Boss Rush Start.

Get free Fresh Water from hint man. Puzzle is lower right, lower left, up. Fight the first trainer using Megahorn on first poke, then Surf on Mabro, then Megahorn on Kadapoke. At the double trainer talk to the one on the left, use Megahorn on her, then the one on the right, use Earth Power on him. You don't need to worry about double battling if you don't have any pokes in your party but your main though. Heal before Sabrina if needed and safety save if you want. **Sabrina Setup: X Attack x1** immediately, if her lead doesn't use Nasty Plot use a second, otherwise Megahorn. If Megahorn doesn't sweep a poke use Ice Punch to help knock them down. **Use your second X Attack during her second poke** if needed then keep Megahorn-ing.

This is where I split.

Debugger out, pick up your pokes from the center if they are deposited, teleport to Fuscina, fight Koga. Below is the invisible wall puzzle.



Get free Fresh Water from hint man, avoid optionals, there's one mandatory on the way, use Ice Punch on the first and Earth Power on the second. Use Earth Power on Venomer. If it disables you use Surf until no longer disabled. Use Surf on Magnefang. Use Surf on Beether. Use Earth Power on Chanuk, heal if needed.

This is where I split.

Teleport to Celedon then fight Erika. Avoid optionals, there's one mandatory on the way. Ice Punch spam everything you fight.

This is where I split.

Debugger out. Teleport to Pallet then Super Repel and surf going down to Cinnabar Island, take care to avoid trainers. Go to the Pokemon Center and heal to set a Debugger point. Go to the Poke Mart and buy 15 Hyper Potions and 15 Max Repels. 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. Fight Frisk, using Surf spam, then grab Carbos next to stairs and 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. Blaine quiz answers: 16, Nosepass, Rock, Ground/Poison, 6, None. No setup needed. First poke knows Solar Beam but you should be able to beat it before it fires even if used on first turn. Open with Surf, then if it uses Sunny Day use Earth Power. Surf spam FTW after.

This is where I split.

Debugger out. 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 gap 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. **AS OF VERSION 6 MT. EMBER INTERIOR HAS ENCOUNTERS.** Path is fairly linear until the third mandatory battle. Follow it and fight the mandatory Rockets.

First Rocket: Surf then Ice Punch Wheezing, Earth Power Tentaode.

Duo Rocket: Earth Power Lickibok, Ice Punch Weebell.

Third Rocket Fight: Surf Goiccate. If sturdy use Ice Punch.

Follow the path to the right and fight the following rockets.

Fourth Rocket: Earth Power Golkhan.

Fifth Rocket: Surf then Ice Punch Wheezing, Surf twice against Ledzing.

Push the switch to lower the barricade then backtrack to continue down that path. Revive any KO'ed reserve pokes. You should be at least level 56 before approaching Zapmolcuno. There are two optionals you can fight during the staggered cutscenes leading up to the fight. Use them if you need more experience. There is one last mandatory fight before Zapmolcuno, Surf then Earth Power Hounape, Surf Weedos twice, Earth Power Steeldoom. Right after the fight use the two Rare Candies that were previously picked up (one from Mt. Moon one from Silph) to get to 58 minimum. Use an Elixir to get Surf back to above 12 uses (need at least 13). Heal as needed, take the Safety Save.

Zapmolcuno: You cannot setup, you take three hits a turn and Articuno knows Haze. Spam surf. Use other pokes as needed to revive. If you take a crit from any of them first turn, reload and try

again. If Ancient Power procs twice for any of the heads, reset and try again. Once you're down to one bird left either keep using Surf or use Ice Punch if Zapdos is the last one.

This is where I split.

When you win, walk out of Mt. Ember (there's a bug where escape ropes are removed from your inventory at some point during the area). You must watch the cutscene upon exiting Mt. Ember for Giovanni to appear at his gym. Don't go with the sailor on the Seagallop.

Teleport to Viridian and go to Giovanni gym. Get free Fresh Water from hint man. Go left then head up and keep going up. Fight the Karate Man, use Surf, then go up and take a right. If you need a Revive there's one down otherwise keep going up. Fight the Cool Trainer and Surf spam. Follow the path then take a left to get to Giovanni. Bring in your backup Pokes for revive fodder just in case something goes TERRIBLY wrong. Giovanni setup: X Defense x2, X Sp Atk x3. Surf spam after. Heal if needed.

This is where I split.

Teach Earthquake over Earth Power after the fight and use the PP Max on it. Head to Route 23 to get to the next Rival fight. Be aware, you did NOT fight the Youngster above the Route 23 grass patch you caught Nidoran in. Enjoy your lost of PP if you are not paying attention. Rival: No setup. Ice Punch Nidogeot, Megahorn Taucute, Earthquake Charsaur, Surf Maghorn, Earthquake Electados **OR ICE PUNCH IT IF VERSION 6**, Megahorn Starkazam. Continue to head Route 26 to Toujou Falls and Victory Road.

Avoid all optional trainers on the way. You will likely need to reduce game speed and use Surf to avoid encounters. Mandatory Psychic has an Espeon, Megahorn it. Use a Max Repel when you hit the grass. Head left and then start surfing to the right until you can't anymore. Head down then get on the bridge. Avoid the running Cool Trainer then Surf below and around the trainer in the green shirt. You can clip into the corner of the bridge and not disembark, continue around to the left and get back on land to the left when the spinner isn't looking at you. From here head up and into the cave that's on the left. Once out of the cave continue to use Max Repels, pick up the first item in the grass you see for a Rare Candy and follow the path, taking the lower route and then favor going right as much as possible until you get to the RV. Before the RV is a mandatory Cool Trainer, Surf spam. You can rest in the RV if needed. Continue on, take the right path then favor going up and right as much as possible. There is a mandatory Cool Trainer just after you take your first right, Megahorn the Venutoise and prepare to use a Revive because it has Petal Blizzard, use Ice Punch after. Just before Victory Road there is another Cool Trainer, use Surf spam. Heal your Pokes and buy any safety healing items you may need. Teach Strength to Blastking over Megahorn and complete Victory Road, you should have enough Max Repels to complete it without running out.

Victory Road screencaps courtesy of Dullahan

Time ends on fade to black after Hall of Fame and IGT is shown.