

GAME BOY COLOR

POKÉMON

Nintendo

Special Pikachu Edition



DIAMOND

STARTING THE GAME

Continue

Continue playing from the last place where you saved.

- See pg. 16 for more information on saving your game.

To erase your saved data, go to the Title Screen, then simultaneously press **↑** on the + Control Pad, SELECT and the B Button.

Option

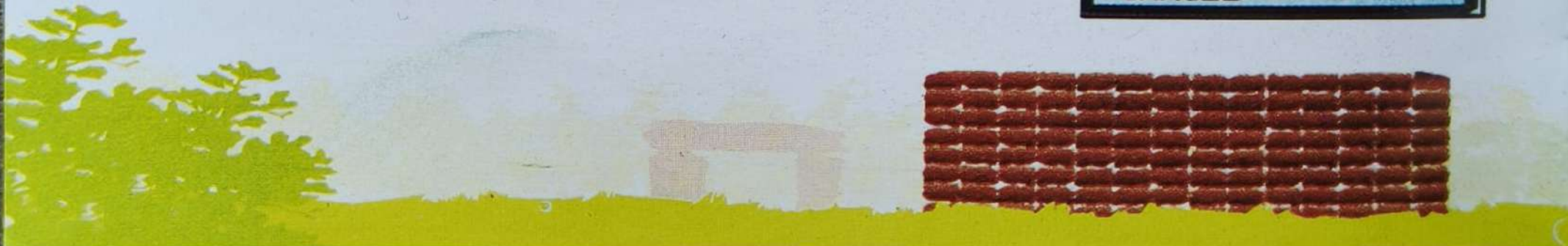
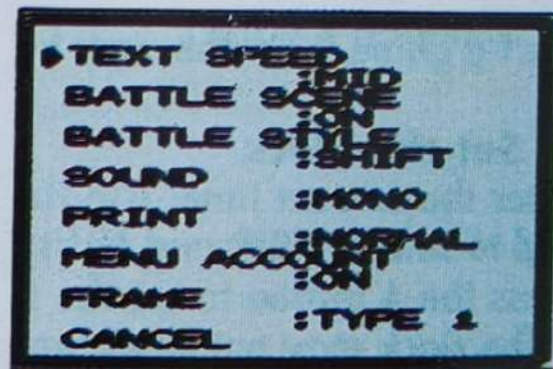
Change certain game settings, such as text speed and battle style. Press **↑** and **↓** on the + Control Pad to select a setting, then press **←** and **→** to change it.

Text Speed

Set the speed at which the text will appear to FAST, MID or SLOW.

Battle Scene

Turn battle animations ON or OFF.



STARTING THE GAME

Battle Style

Choose one of these battle styles to use when fighting Pokémon Trainers.

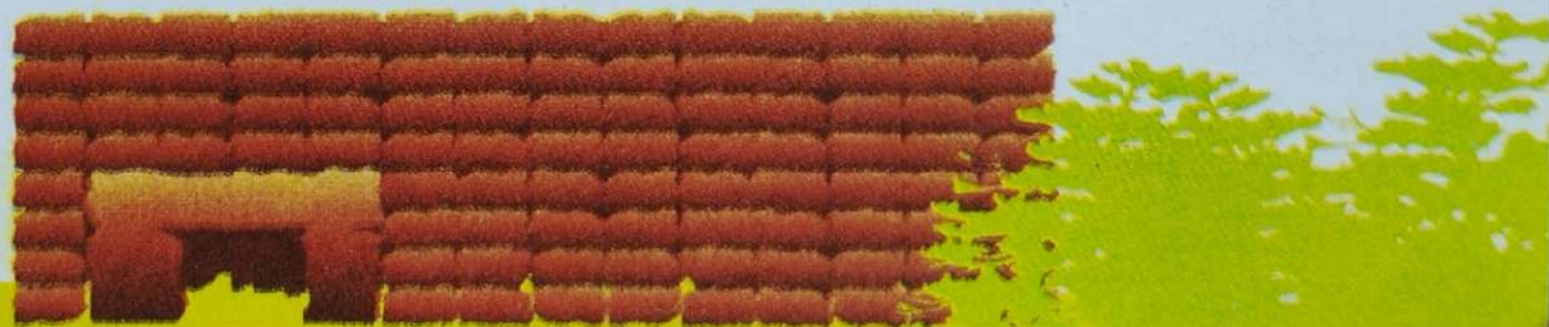
Shift: You may switch Pokémon when your opponent's Pokémon has fainted.
Set: When your opponent's Pokémon has fainted, you will continue to battle with the currently selected Pokémon.

Sound Choose either MONO or STEREO.

Print Set the darkness for printing to LIGHTEST, LIGHTER, NORMAL, DARKER or DARKEST.
• See pg. 47 for information on printing.

Menu Account Turn the descriptions of commands that appear on the Menu Screen ON or OFF.

Frame Select a design to appear around the edges of different screens.



THE MENU SCREEN

When you are in the field, press START to bring up the Menu Screen. Use the + Control Pad to choose an option, then press the A Button.

POKéDEX

Information is recorded here about Pokémon you see or catch. In addition to reviewing their data, you can listen to their cries and check out where they live. The last Pokémon you view before closing your POKéDEX will be the first to appear the next time you open it.

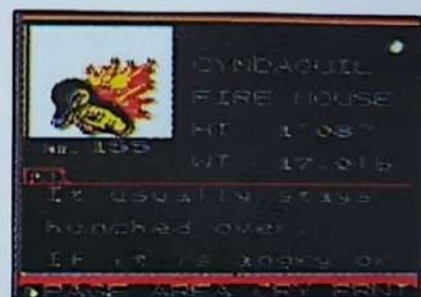
- See pg. 47 for information on printing out your POKéDEX.

Search

Press START to enter Search Mode. You can then search for Pokémon by type, such as Water-type or Fire-type.

Option

Press SELECT to change how the Pokémon are displayed. You can choose to display them in numerical order or alphabetically. Additional ways to display your Pokémon may become available as you progress through the game...



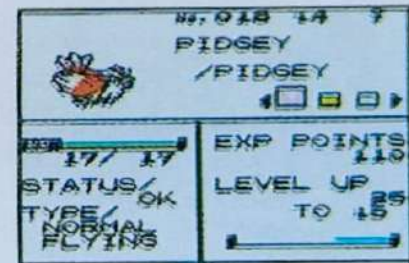
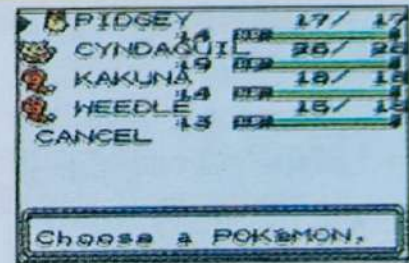
THE MENU SCREEN

Pokémon

View your Pokémon's stats and change their order in the battle lineup.

Stats

Display the status of each of your Pokémon—current level, experience points, etc.—on three separate pages. Press ← and → on the + Control Pad to flip through the pages and press ↑ and ↓ to switch Pokémon.

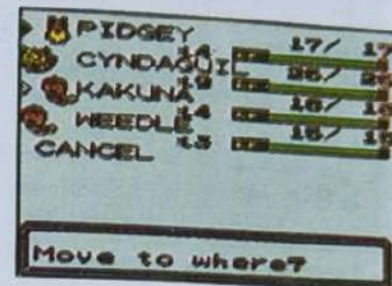


- Type:** Display the Pokémon's type. There are more than 10 types.
- Exp Points:** Display the Pokémon's current number of Experience Points. As Experience Points increase, so does the Pokémon's level.
- Status:** Display the Pokémon's current status.
- HP:** Display current HP and maximum HP for the Pokémon (see pg. 27).
- PP:** Display current PP and maximum PP for the Pokémon (see pg. 27).
- OT:** Display the name of the person who originally caught the Pokémon (OT is short for "Original Trainer.")
- ID No.:** Display the ID Number of the Pokémon's Original Trainer.
- A lottery is held at the Radio Tower using these ID Numbers (see pg. 19).
 - The Pokémon's attack power, defense power, special attack power, special defense power and speed will also be displayed.

THE MENU SCREEN

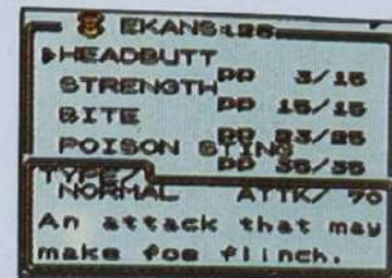
Switch

Change the way your Pokémon are arranged in the battle lineup. Press \uparrow and \downarrow on the + Control Pad to move the cursor to the Pokémon you want to switch the currently selected Pokémon with, then press the A Button.



MOVE

View your Pokémon's MOVES and PP. Press \leftarrow and \rightarrow on the + Control Pad to scroll through your Pokémon.



Item

Give items to Pokémon to use immediately or to hold for later.

THE MENU SCREEN

Pack

Display a list of the items you have. Items are automatically divided up according to their types and put into one of the Pack's four pockets. There are also items that you can give to Pokémon to hold.

Items

This pocket holds general items, such as POTION, ANTIDOTE and REPEL.

Balls

Poké Balls, which are used to catch Pokémon, are kept in this pocket.

Key Items

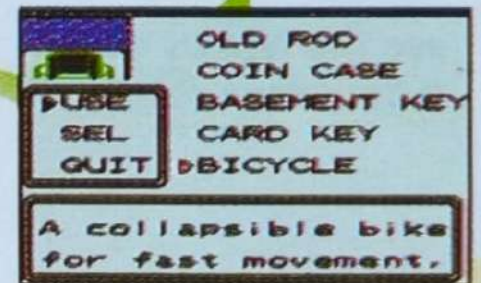
Other valuable items that you don't want to lose go in this pocket.

TM / HM

This pocket is for Technical and Hidden Machines.

SEL BUTTON

You can enter some of your Key Items into the SEL BUTTON. Once you have entered an item into the SEL BUTTON, simply press SELECT while moving around in the game to use it. For example, if you enter the BICYCLE, you can ride it just by pressing SELECT. You don't even have to open the Menu Screen, so it's very convenient!



BATTLE MODE

There are two kinds of Battle Modes. One is for fighting against Wild Pokémon, and the other is for battling other Pokémon Trainers. When a battle starts, the first Pokémon in your lineup will appear. If you win the battle, each Pokémon that participated in the battle will receive a share of the Experience Points. However, if all your Pokémon faint, you will lose the battle, you will be returned to the last Pokémon Center you used, and you will lose half of your money.

Fighting Wild Pokémon


Pokémon live in places such as caves and grassy areas, so when you pass through such places, Wild Pokémon may attack. When they do, you can use a Poké Ball—or another type of ball—to catch them.

Battling a Pokémon Trainer


If you make eye contact with a trainer or walk in front of one, he or she will challenge you to a duel. You cannot run from a battle against a fellow Pokémon Trainer—the battle will continue until a winner is decided. If you are victorious, you will be rewarded with prize money. Also, some trainers may ask for your phone number once the battle is over.

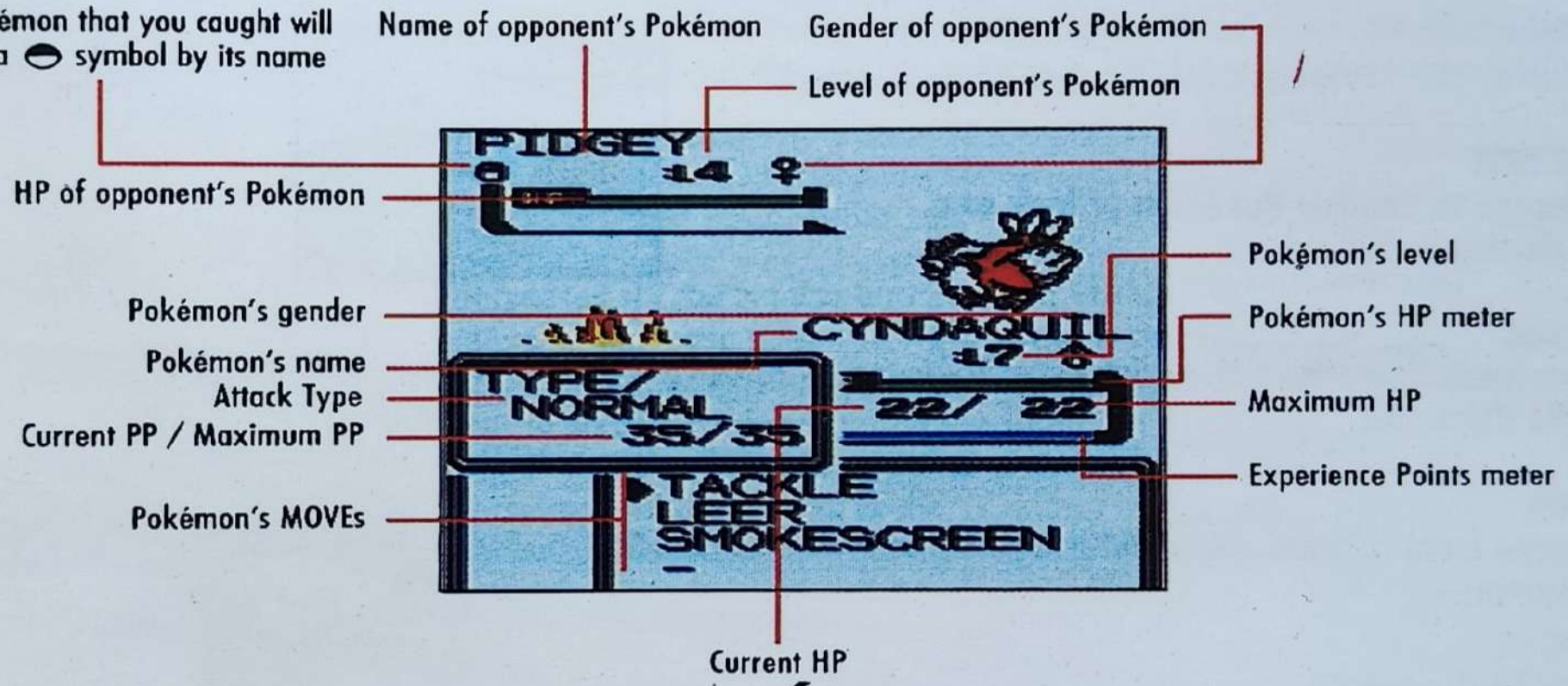
- You cannot capture an opponent's Pokémon.



During a battle against a trainer, the number of Pokémon you each have will be indicated by a  symbol.

Looking at the Battle Screen

A Pokémon that you caught will have a  symbol by its name



- HP** Pokémon's vitality. When HP reaches 0, the Pokémon faints and can't battle anymore.
- PP** Number of times a particular MOVE can be used. When PP reaches 0, the Pokémon can't use that MOVE anymore.
- Experience Points Meter** How close the Pokémon is to reaching the next level.
- Pokémon's Gender** ♂ is male, and ♀ is female. (Some Pokémon are neither.)

• You can use items to restore HP and PP. You can also heal your Pokémon at a Pokémon Center for free.

BATTLE MODE

Battle Commands

Fight

Display the Pokémon's MOVES. Select one to attack.

PKMN

Change to another Pokémon or look at a Pokémon's stats.

Pack

Use items in the Pack to revive your Pokémon or to catch Wild Pokémon.

Run

Escape from a battle. (You cannot run from a battle against a trainer.)



When Status is Affected

If you get hit by an opponent's special attack, your Pokémon's status might be affected. However, you can use your items to help your Pokémon recover. Or you can take it to a Pokémon Center where it will recover completely at no charge.

POISON	Gradually decreases HP during the battle. If the POISON doesn't wear off, HP will continue to decrease even after the battle is finished.
PARALYZE	Numbs the Pokémon's body and makes it difficult for it to use its MOVES
SLEEP	Puts opponent to sleep, making it unable to fight
ICE	Freezes Pokémon so that it cannot fight
BURN	Gradually decreases HP during the battle
FAINT	When HP reaches 0, the Pokémon can no longer battle

- Pokémon may also become CONFUSED during battles.





POKÉMON

Special Pikachu Edition



DIAMOND

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