



SACRED GOLD & STORM SILVER

Pokémon Locations

This document exists to give the encounter data for each and every area within Sacred Gold and Storm Silver, both as a reference guide and because it's impossible to view the data within the game itself. Data is listed for all types of encounter (sans Headbutting trees)

Areas are listed in order of accessibility, though there may be one or two exceptions where maps have been shifted around to save space. Times will be specified on the encounters where they actually change between morning, day and night.

There are several types of encounters:

Grass, Cave, Building etc. refer to the generic walking around encounters.

Surf refers to encounters while Surfing atop any body of water in the area.

Old Rod refers to encounters when fishing in the area with the Old Rod.

Good Rod and **Super Rod** likewise refer to those respective rods.

Rock Smash refers to encounters from smashing rocks in that area.

Swarm refers to what will appear if a daily swarm hits that area. Only applies to certain places.

Meridian Sound refers to the replacement for the Hoenn Sound; this plays on Wednesdays as normal, and will attract some evolved forms of Pokémon ordinarily in the area. They may be underlevelled!

Pastoral Sound refers to the replacement of the Sinnoh Sound; this plays on Thursdays as normal, and will attract some rarer Pokémon in the area or some that aren't normally found there at all.

Wild level ranges are also given for the majority of areas; these will refer to the Pokémon found from generic walking (i.e. grass, caves) though in the event of a water route such as Route 40, it instead refers to encounters found while Surfing.

Thanks go to Serebii.net for the images of each area.

New Bark Town

Wild Levels: N/A



Surf: Tentacool (90%), Tentacruel (10%)

Old Rod: Magikarp (60%), Shellder (35%), Chinchou (5%)

Good Rod: Shellder (60%), Chinchou (40%)

Super Rod: Shellder (60%), Lanturn (30%), Gyarados (10%)

Route 29

Wild Levels: 3 – 5



Grass, Morning / Day: Pidgey (20%), Sentret (20%), Starly (15%), Rattata (15%), Zigzagoon (10%), Bidoof (10%), Hoppip (5%), Wurmple (5%)

Grass, Night: Hoothoot (20%), Rattata (20%), Poochyena (15%), Zigzagoon (15%), Bidoof (15%), Wurmple (15%)

Meridian Sound: Furret, Raticate

Pastoral Sound: Plusle, Minun

Route 46

Wild Levels: 4 – 6



Grass, Morning / Day: Geodude (20%), Spearow (20%), Spoink (10%), Swablu (10%), Rattata (10%), Numel (10%), Jigglypuff (10%), Phanpy (10%)

Grass, Night: Geodude (20%), Numel (20%), Spoink (10%), Rattata (10%), Clefairy (10%), Jigglypuff (10%), Houndour (10%), Shinx (10%)

Meridian Sound: Graveler, Fearow

Pastoral Sound: Igglybuff

Cherrygrove City

Wild Levels: N / A



Surf: Marill (95%), Azumarill (5%)

Old Rod: Magikarp (60%), Krabby (30%), Corphish (10%)

Good Rod: Krabby (60%), Finneon (30%), Corphish (10%)

Super Rod: Lumineon (60%), Kingler (30%), Crawdaunt (10%)

Route 30

Wild Levels: 4 – 6



Grass, Morning: Ledyba (20%), Taillow (20%), Lotad (10%), Seedot (10%), Caterpie (10%), Weedle (10%), Kricketot (10%), Surskit (5%), Ralts (5%)

Grass, Day: Caterpie (20%), Weedle (20%), Lotad (10%), Seedot (10%), Taillow (10%), Metapod (10%), Kakuna (10%), Surskit (5%), Ralts (5%)

Grass, Night: Spinarak (20%), Hoothoot (20%), Lotad (10%), Seedot (10%), Caterpie (10%), Weedle (10%), Kricketot (10%), Surskit (5%), Ralts (5%)

Meridian Sound: Lombre, Nuzleaf

Pastoral Sound: Ralts

Surf: Poliwhag (60%), Lotad (30%), Poliwhirl (5%), Lombre (5%)

Old Rod: Poliwhag (60%), Goldeen (30%), Psyduck (10%)

Good Rod: Psyduck (60%), Goldeen (30%), Poliwhirl (10%)

Super Rod: Poliwhirl (60%), Seaking (30%), Golduck (10%)

Route 31

Wild Levels: 6 – 10



Grass, Morning: Ledyba (20%), Bellsprout (20%), Buizel (10%), Shinx (10%), Abra (10%), Natu (10%), Exeggcute (5%), Psyduck (5%), Metapod (4%), Kakuna (4%), Butterfree (1%), Beedrill (1%)

Grass, Day: Wurmple (20%), Bellsprout (20%), Buizel (10%), Shinx (10%), Abra (10%), Natu (10%), Budew (5%), Psyduck (5%), Silcoon (4%), Cascoon (4%), Exeggcute (2%)

Grass, Night: Spinarak (20%), Bellsprout (20%), Psyduck (10%), Shinx (10%), Abra (10%), Natu (10%), Exeggcute (5%), Buizel (5%), Metapod (4%), Kakuna (4%), Beautifly (1%), Dustox (1%)

Meridian Sound: Butterfree, Beedrill

Pastoral Sound: Budew

Surf: Marill (60%), Surskit (35%), Masquerain (5%)

Old Rod: Tentacool (60%), Slowpoke (35%), Feebas (5%)

Good Rod: Tentacool (60%), Slowpoke (30%), Feebas (10%)

Super Rod: Tentacruel (60%), Feebas (30%), Slowbro (10%)

Dark Cave {Violet Side}

Wild Levels: 8 – 10



Cave, Morning / Day: Geodude (20%), Zubat (20%), Bronzor (10%), Makuhita (10%), Sandshrew (10%), Teddiursa (10%), Slugma (10%), Larvitar (4%), Dunsparce (4%), Chingling (2%)

Cave, Night: Geodude (20%), Zubat (20%), Bronzor (10%), Makuhita (10%), Sandshrew (10%), Wynaut (10%), Slugma (10%), Larvitar (4%), Dunsparce (4%), Chingling (2%)

Meridian Sound: Golbat

Pastoral Sound: Chingling

Swarm: Larvitar

Surf: Shellos (60%), Wooper (30%), Gastrodon (10%)

Old Rod: Goldeen (60%), Barboach (30%), Wooper (10%)

Good Rod: Goldeen (60%), Barboach (30%), Quagsire (10%)

Super Rod: Seaking (60%), Whiscash (30%), Quagsire (10%)

Rock Smash: Dunsparce (90%), Nosepass (10%)

Violet City

Wild Levels: N/A



Surf: Poliwhirl (90%), Poliwhirl (10%)

Old Rod: Magikarp (60%), Poliwhirl (30%), Staryu (10%) / **Swarm:** Whiscash

Good Rod: Poliwhirl (60%), Staryu (30%), Chinchou (10%) / **Swarm:** Whiscash

Super Rod: Poliwhirl (60%), Staryu (30%), Lanturn (10%) / **Swarm:** Whiscash

Route 32

Wild Levels: 10 – 12



Grass, Morning / Day: Mareep (20%), Bellsprout (20%), Nincada (15%), Hoppip (15%), Magnemite (15%), Ekans (10%), Pachirisu (5%)

Grass, Night: Mareep (20%), Bellsprout (20%), Nincada (15%), Wooper (15%), Magnemite (15%), Ekans (10%), Drifloon (5%)

Meridian Sound: Flaaffy, Magneton

Pastoral Sound: Drifloon, Pachirisu

Surf: Wooper (60%), Tentacool (30%), Quagsire (5%), Tentacruel (5%)

Old Rod: Tentacool (60%), Psyduck (35%), Qwilfish (5%)

Good Rod: Tentacool (60%), Psyduck (30%), Qwilfish (10%)

Super Rod: Qwilfish (60%), Tentacruel (30%), Golduck (10%)

Ruins of Alph

Wild Levels: 26 – 30



Grass, All Times: Natu (40%), Smeargle (40%), Girafarig (20%)

Rock Smash: Geodude (90%), Nosepass (10%)

Meridian Sound: Xatu

Pastoral Sound: Togepi

Surf: Wooper (90%), Quagsire (10%)

Old Rod: Magikarp (60%), Remoraidd (30%), Dratini (10%)

Good Rod: Magikarp (60%), Remoraidd (30%), Dratini (9%), Dragonair (1%)

Super Rod: Gyarados (60%), Relicanth (30%), Dragonair (5%), Octillery (5%)

Sprout Tower



[2F]

Wild Levels: 9 –12

Building, Morning / Day: Zigzagoon (20%), Rattata (20%), Pidgey (20%), Bidoof (10%), Starly (10%), Meditite (10%), Spinda (5%), Chatot (5%)

Building, Night: Gastly (20%), Rattata (20%), Bellsprout (20%), Bidoof (10%), Glameow (10%), Stunky (10%), Spinda (5%), Drifloon (5%)

Meridian Sound: Bibarel, Linoone

Pastoral Sound: Spinda

[3F]

Wild Levels: 10 – 13

Building, Morning / Day: Zigzagoon (20%), Rattata (20%), Pidgey (20%), Bidoof (10%), Starly (10%), Meditite (10%), Spinda (5%), Chatot (5%)

Building, Night: Gastly (20%), Rattata (20%), Bellsprout (20%), Bidoof (10%), Glameow (10%), Stunky (10%), Spinda (5%), Drifloon (5%)

Meridian Sound: Bibarel, Linoone

Pastoral Sound: Spinda

Union Cave



[1F]

Wild Levels: 12 – 15

Cave, All Times: Zubat (25%), Sandshrew (25%), Geodude (10%), Whismur (10%), Makuhita (10%), Machop (10%), Aron (5%), Cubone (5%)

Surf: Wooper (60%), Shellos (30%), Quagsire (5%), Gastrodon (5%)

Old Rod: Magikarp (60%), Goldeen (30%), Barboach (10%)

Good Rod: Magikarp (60%), Goldeen (30%), Barboach (10%)

Super Rod: Gyarados (60%), Seaking (30%), Whiscash (10%)

Meridian Sound: Sandslash, Loudred

Pastoral Sound: Gible

[B1F]

Wild Levels: 13 – 16

Cave, All Times: Zubat (25%), Sandshrew (20%), Geodude (10%), Bronzor (10%), Aron (10%), Onix (15%), Bagon (5%), Gible (5%)

Surf: Wooper (60%), Shellos (30%), Quagsire (5%), Gastrodon (5%)

Old Rod: Magikarp (60%), Goldeen (30%), Barboach (10%)

Good Rod: Magikarp (60%), Goldeen (30%), Barboach (10%)

Super Rod: Gyarados (60%), Seaking (30%), Whiscash (10%)

Meridian Sound: Golbat, Steelix

Pastoral Sound: Cubone

[B2F]

Wild Levels: 28 – 30

Cave, All Times: Golbat (20%), Sandslash (20%), Graveler (10%), Sableye (10%), Machoke (10%), Loudred (10%), Mawile (10%), Lickitung (5%), Kangaskhan (5%)

Surf: Wooper (60%), Shellos (30%), Quagsire (5%), Gastrodon (5%)

Old Rod: Magikarp (60%), Goldeen (30%), Barboach (10%)

Good Rod: Magikarp (60%), Goldeen (30%), Barboach (10%)

Super Rod: Gyarados (60%), Seaking (30%), Whiscash (10%)

Meridian Sound: Lickilicky, Exploud

Pastoral Sound: Kangaskhan

Route 33

Wild Levels: 14 – 16



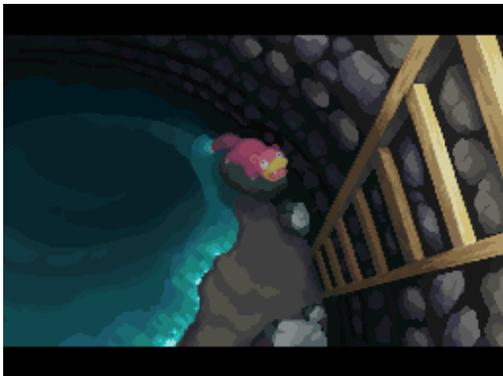
Grass, Morning / Day: Croagunk (20%), Ekans (20%), Skorupi (10%), Slakoth (10%), Swablu (10%), Aipom (10%), Hoppip (10%), Rhyhorn (10%)

Grass, Night: Croagunk (20%), Ekans (20%), Skorupi (10%), Slakoth (10%), Swablu (10%), Aipom (10%), Meowth (10%), Rhyhorn (10%)

Meridian Sound: Toxicroak, Drapion

Pastoral Sound: Lombre

Slowpoke Well



[1F]

Wild Levels: 15 – 16

Cave, All Times: Zubat (20%), Slowpoke (20%), Gastly (10%), Shellos (10%), Shellder (10%), Swinub (10%), Snorunt (10%), Bronzor (10%)

Surf: Slowpoke (90%), Slowbro (10%)

Old Rod: Magikarp (60%), Slowpoke (30%), Barboach (10%)

Good Rod: Magikarp (60%), Barboach (30%), Slowpoke (10%)

Super Rod: Gyarados (60%), Whiscash (30%), Slowbro (10%)

Meridian Sound: Slowbro

Pastoral Sound: Wynaut

[B1F]

Wild Levels: 28 – 33

Cave, All Times: Golbat (20%), Slowpoke (20%), Haunter (10%), Gastrodon (10%), Shellder (10%), Piloswine (10%), Snorunt (10%), Bronzong (10%)

Surf: Slowpoke (60%), Slowbro (40%)

Old Rod: Magikarp (60%), Slowpoke (30%), Barboach (10%)

Good Rod: Magikarp (60%), Barboach (30%), Slowpoke (10%)

Super Rod: Gyarados (60%), Whiscash (30%), Slowbro (10%)

Meridian Sound: Slowbro, Glalie

Pastoral Sound: Wobuffet

Ilex Forest

Wild Levels: 15 – 18



Grass, Morning: Shroomish (20%), Ledyba (20%), Pineco (10%), Exeggcute (10%), Buneary (10%), Budew (10%), Pikachu (5%), Butterfree (5%), Beedrill (5%), Roselia (5%)

Grass, Day: Shroomish (20%), Wurmple (20%), Pineco (10%), Exeggcute (10%), Buneary (10%), Budew (10%), Pikachu (5%), Beautifly (5%), Dustox (5%), Roselia (5%)

Grass, Night: Paras (20%), Spinarak (20%), Pineco (10%), Oddish (10%), Buneary (10%), Venonat (10%), Pikachu (5%), Murkrow (5%), Misdreavus (5%), Carnivine (5%)

Surf: Psyduck (90%), Golduck (10%)

Old Rod: Magikarp (60%), Poliwhirl (40%)

Good Rod: Poliwhirl (90%), Gyarados (10%)

Super Rod: Poliwhirl (60%), Gyarados (30%), Poliwrath (5%), Politoed (5%)

Meridian Sound: Gloom, Venomoth

Pastoral Sound: Pichu

Route 34

Wild Levels: 15 – 19



Grass, All Times: Drowzee (20%), Gulpin (20%), Electrike (10%), Bonsly (10%), Mime Jr. (10%), Abra (10%), Ditto (9%), Snubbull (9%), Kadabra (2%)

Surf: Tentacool (95%), Tentacruel (5%)

Old Rod: Goldeen (60%), Chinchou (30%), Staryu (10%)

Good Rod: Goldeen (60%), Chinchou (30%), Staryu (10%)

Super Rod: Seaking (60%), Staryu (30%), Lanturn (5%), Starmie (5%)

Meridian Sound: Manetric, Hypno

Pastoral Sound: Ralts, Kirlia

Swarm: Kadabra

Route 35

Wild Levels: 17 – 19



Grass, Morning / Day: Nidoran M (20%), Nidoran F (20%), Pidgeotto (10%), Stunky (10%), Glameow (10%), Staravia (10%), Illumise (5%), Volbeat (5%), Ditto (5%), Yanma (5%)

Grass, Night: Nidoran M (20%), Nidoran F (20%), Meowth (10%), Stunky (10%), Glameow (10%), Noctowl (10%), Illumise (5%), Volbeat (5%), Ditto (5%), Yanma (5%)

Surf: Psyduck (90%), Golduck (10%)

Old Rod: Magikarp (65%), Psyduck (35%)

Good Rod: Magikarp (60%), Luvdisc (35%), Psyduck (5%)

Super Rod: Luvdisc (60%), Psyduck (35%), Gyarados (5%)

Meridian Sound: Skuntank, Purugly

Pastoral Sound: Yanma

Swarm: Illumise (SG) / Volbeat (SS)

National Park

Wild Levels: 17 – 19

Bug Catching Contest is unchanged.



Grass, Morning: Metapod (20%), Kakuna (20%), Combee (10%), Taillow (10%), Nincada (10%), Burmy (10%), Scyther (5%), Pinsir (5%), Heracross (5%), Kricketune (5%)

Grass, Day: Metapod (20%), Kakuna (20%), Combee (10%), Taillow (10%), Sunkern (10%), Burmy (10%), Scyther (5%), Pinsir (5%), Heracross (5%), Kricketune (5%)

Grass, Night: Metapod (20%), Kakuna (20%), Combee (10%), Poochyena (10%), Nincada (10%), Burmy (10%), Scyther (5%), Pinsir (5%), Heracross (5%), Kricketune (5%)

Meridian Sound: Butterfree, Beedrill

Pastoral Sound: Scyther (SG), Pinsir (SS), Heracross (SG/SS)

Route 36

Wild Levels: 17 – 19



Grass, Morning / Day: Growlithe (20%), Vulpix (20%), Combee (10%), Plusle (10%), Minun (10%), Nidorino (10%), Nidorina (10%), Staravia (5%), Stantler (5%)

Grass, Night: Growlithe (20%), Vulpix (20%), Combee (10%), Plusle (10%), Minun (10%), Nidorino (10%), Nidorina (10%), Noctowl (5%), Stantler (5%)

Meridian Sound: Vespiquen

Pastoral Sound: Bonsly, Mime Jr.

Route 37

Wild Levels: 21 – 24



Grass, Morning / Day: Growlithe (20%), Vulpix (20%), Stantler (10%), Ledian (10%), Pidgeotto (10%), Nidorino (10%), Nidorina (10%), Zangoose (5%), Seviper (5%)

Grass, Night: Growlithe (20%), Vulpix (20%), Stantler (10%), Ariados (10%), Noctowl (10%), Mightyena (10%), Linoone (10%), Zangoose (5%), Seviper (5%)

Meridian Sound: Arcanine, Ninetales

Pastoral Sound: Zangoose, Seviper

Ecruteak City

Wild Levels: N/A



Surf: Poliwhag (90%), Poliwhirl (10%)

Old Rod: Magikarp (100%)

Good Rod: Magikarp (60%), Poliwhag (40%)

Super Rod: Poliwhirl (60%), Gyarados (40%)

Burned Tower



[1F]

Wild Levels: 22 – 23

Cave, All Times: Rattata (20%), Koffing (20%), Zigzagoon (10%), Cubone (10%), Magby (10%), Grimer (10%), Duskull (10%), Shuppet (10%)

Meridian Sound: Raticate, Marowak

Pastoral Sound: Chimecho

[B1F]

Wild Levels: 23 – 24

Cave, All Times: Raticate (20%), Koffing (20%), Linoone (10%), Cubone (10%), Magby (10%), Grimer (10%), Duskull (10%), Shuppet (10%)

Meridian Sound: Weezing, Magmar

Pastoral Sound: Chimecho

Dark Cave {Blackthorn Side}

Wild Levels: 26 – 30



Cave, All Times: Graveler (20%), Golbat (20%), Teddiursa (20%), Slugma (20%), Wobbuffet (15%), Ursaring (5%)

Surf: Shellos (60%), Wooper (30%), Gastrodon (10%)

Old Rod: Goldeen (60%), Barboach (30%), Wooper (10%)

Good Rod: Goldeen (60%), Barboach (30%), Quagsire (10%)

Super Rod: Seaking (60%), Whiscash (30%), Quagsire (10%)

Meridian Sound: Golem, Ursaring

Pastoral Sound: Quagsire

Route 38

Wild Levels: 26 – 27



Grass, Morning / Day: Doduo (20%), Luxio (20%), Magnemite (10%), Mankey (10%), Voltorb (10%), Elekid (10%), Farfetch'd (5%), Miltank (5%), Tauros (5%), Cherubi (5%)

Grass, Night: Meowth (20%), Luxio (20%), Magnemite (10%), Mankey (10%), Voltorb (10%), Elekid (10%), Farfetch'd (5%), Miltank (5%), Tauros (5%), Skitty (5%)

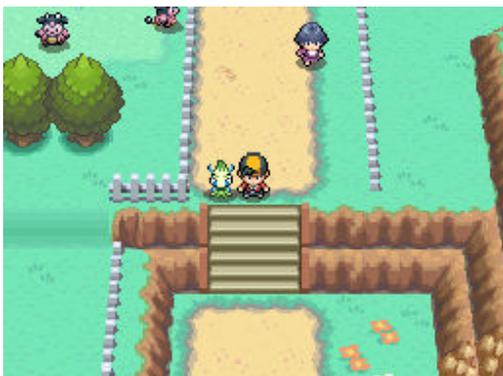
Meridian Sound: Dodrio, Electabuzz

Pastoral Sound: Skitty, Cherubi

Swarm: Farfetch'd

Route 39

Wild Levels: 27 – 28



Grass, Morning / Day: Raticate (20%), Ponyta (20%), Elekid (10%), Mankey (10%), Voltorb (10%), Cherubi (10%), Farfetch'd (5%), Miltank (5%), Tauros (5%), Pidgeotto (5%)

Grass, Night: Raticate (20%), Ponyta (20%), Elekid (10%), Mankey (10%), Voltorb (10%), Meowth (10%), Farfetch'd (5%), Miltank (5%), Tauros (5%), Skitty (5%)

Meridian Sound: Rapidash, Primeape

Pastoral Sound: Skitty, Cherubi

Olivine City

Wild Levels: N/A



Surf: Tentacool (65%), Wingull (30%), Tentacruel (5%)

Old Rod: Magikarp (95%), Saryu (5%)

Good Rod: Magikarp (60%), Saryu (30%), Chinchou (10%)

Super Rod: Saryu (60%), Chinchou (30%), Lanturn (5%), Gyarados (5%)

Route 40

Wild Levels: 25 – 35



Surf: Wingull (60%), Tentacool (30%), Pelipper (5%), Tentacruel (3%), Phione (2%)

Old Rod: Magikarp (60%), Tentacool (40%)

Good Rod: Staryu (60%), Finneon (35%), Corsola (5%)

Super Rod: Finneon (60%), Corsola (30%), Lumineon (10%)

Route 41

Wild Levels: 25 – 35



Surf: Wingull (60%), Mantyke (30%), Mantine (5%), Tentacruel (3%), Phione (2%)

Old Rod: Magikarp (60%), Tentacool (30%), Horsea (10%)

Good Rod: Wailmer (60%), Horsea (30%), Chinchou (5%), Corsola (5%)

Super Rod: Seadra (60%), Corsola (30%), Lanturn (7%), Wailord (3%)

Cianwood City

Wild Levels: N/A



Rock Smash: Shuckle (90%), Kingler (10%)

Surf: Wingull (60%), Tentacool (30%), Pelipper (5%), Tentacruel (5%)

Old Rod: Magikarp (60%), Carvanha (40%)

Good Rod: Carvanha (60%), Clamperl (40%)

Super Rod: Carvanha (60%), Clamperl (30%), Sharpedo (10%)

Route 47

Wild Levels: 41 – 45

* Not accessible without Waterfall.



Grass, Morning / Day*: Farfetch'd (20%), Ditto (20%), Miltank (10%), Gloom (10%), Weepinbell (10%), Fearow (10%), Raticate (10%), Swellow (10%)

Grass, Night*: Venomoth (20%), Ditto (20%), Miltank (10%), Gloom (10%), Weepinbell (10%), Fearow (10%), Raticate (10%), Noctowl (10%)

Meridian Sound: Bellossom, Victreebel

Pastoral Sound: Yanma

Swarm: Altaria

Surf: Wingull (60%), Seel (30%), Spheal (10%)

Old Rod: Magikarp (90%), Tentacool (10%)

Good Rod: Tentacool (60%), Shellder (30%), Chinchou (10%)

Super Rod: Shellder (60%), Tentacool (30%), Tentacruel (7%), Lanturn (3%)

The Cliff Cave

Wild Levels: 30 – 33



Cave: Graveler (20%), Golbat (20%), Baltoy (10%), Machoke (10%), Trapinch (10%), Kingler (10%), Quagsire (10%), Hippopotas (8%), Steelix (2%)

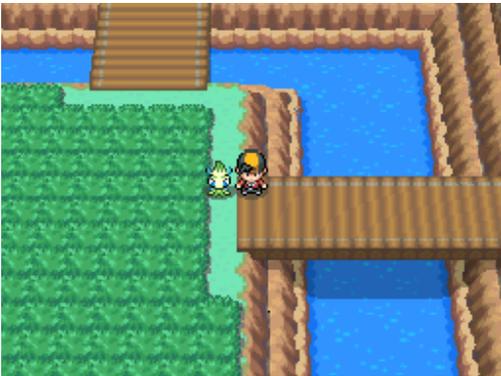
Rock Smash: Krabby (90%), Graveler (10%)

Meridian Sound: Claydol, Hippowdon

Pastoral Sound: Onix, Misdreavus

Route 48

Wild Levels: 30 – 33



Grass, Morning / Day: Farfetch'd (20%), Tangela (20%), Diglett (10%), Gloom (10%), Weepinbell (10%), Girafarig (10%), Kecleon (5%), Chansey (5%), Absol (5%), Tropius (5%)

Grass, Night: Houndour (20%), Tangela (20%), Diglett (10%), Gloom (10%), Weepinbell (10%), Girafarig (10%), Kecleon (5%), Chansey (5%), Absol (5%), Tropius (5%)

Meridian Sound: Tangrowth, Dugtrio

Pastoral Sound: Happiny

Route 42

Wild Levels: 30 – 32



Grass, Morning / Day: Flaaffy (20%), Fearow (20%), Hippopotas (10%), Cacnea (10%), Arbok (10%), Sandslash (10%), Munchlax (10%), Trapinch (10%)

Grass, Night: Flaaffy (20%), Golbat (20%), Hippopotas (10%), Cacnea (10%), Arbok (10%), Sandslash (10%), Munchlax (10%), Trapinch (10%)

Meridian Sound: Cacturne, Vibrava

Pastoral Sound: Tyrogue

Surf: Goldeen (95%), Seaking (5%)

Old Rod: Goldeen (100%)

Good Rod: Goldeen (65%), Carvanha (35%)

Super Rod: Goldeen (60%), Carvanha (30%), Seaking (7%), Sharpedo (3%)

Mt. Mortar



[1F]

Wild Levels: 31 – 34

Cave, All Times: Graveler (30%), Golbat (30%), Rhyhorn (10%), Lairon (10%), Meditite (10%), Marill (10%)

Surf: Marill (95%), Azumarill (5%)

Meridian Sound: Rhydon, Medicham

Pastoral Sound: Azurill

Swarm: Solrock (SG) / Lunatone (SS)

Old Rod: Goldeen (100%)

Good Rod: Goldeen (65%), Barboach (35%)

Super Rod: Goldeen (60%), Barboach (30%), Seaking (5%), Whiscash (5%)

[1F-2]

Wild Levels: 33 – 37

Cave, All Times: Graveler (20%), Golbat (20%), Rhyhorn (10%), Lairon (10%), Marill (10%), Hariyama (10%), Clefairy (5%), Medicham (5%), Solrock (5%), Lunatone (5%)

Meridian Sound: Rhydon, Azumarill

Pastoral Sound: Cleffa, Clefairy

[1F-3]

Wild Levels: 41 – 45

Cave, All Times: Graveler (20%), Golbat (20%), Rhydon (10%), Lairon (10%), Azumarill (10%), Hariyama (10%), Clefairy (5%), Medicham (5%), Solrock (5%), Lunatone (5%)

Surf: Marill (95%), Azumarill (5%)

Meridian Sound: Golem, Clefable

Pastoral Sound: Cleffa, Azurill

Old Rod: Goldeen (100%)

Good Rod: Goldeen (65%), Barboach (35%)

Super Rod: Goldeen (60%), Barboach (30%), Seaking (5%), Whiscash (5%)

[B1F]

Wild Levels: 33 – 35

Cave, All Times: Graveler (20%), Golbat (20%), Rhyhorn (10%), Lairon (10%), Machoke (10%), Hariyama (10%), Clefairy (5%), Marill (5%), Metang (5%), Pupitar (5%)

Surf: Marill (95%), Azumarill (5%)

Meridian Sound: Clefable, Azumarill

Pastoral Sound: Riolu

Old Rod: Goldeen (100%)

Good Rod: Goldeen (65%), Barboach (35%)

Super Rod: Goldeen (60%), Barboach (30%), Seaking (5%), Whiscash (5%)

Route 43

Wild Levels: 34 – 36



Grass, Morning / Day: Pidgeotto (20%), Girafarig (20%), Exeggcute (10%), Kirlia (10%), Swablu (10%), Bibarel (10%), Linoone (10%), Manectric (10%)

Grass, Night: Venomoth (20%), Girafarig (20%), Exeggcute (10%), Kirlia (10%), Swablu (10%), Bibarel (10%), Linoone (10%), Manectric (10%)

Meridian Sound: Altaria

Pastoral Sound: Happiny, Chansey

Surf: Slowpoke (100%)

Old Rod: Magikarp (100%)

Good Rod: Magikarp (100%)

Super Rod: Gyarados (100%)

Lake of Rage

Wild Levels: 10 – 50



Surf: Magikarp (100%)

Old Rod: Magikarp (95%), Feebas (5%)

Good Rod: Magikarp (60%), Gyarados (30%), Feebas (10%)

Super Rod: Magikarp (60%), Feebas (30%), Gyarados (7%), Milotic (3%)

Whirl Islands



[1F]

Wild Levels: 34 – 36

Cave: Krabby (20%), Seel (20%), Psyduck (20%), Spheal (20%), Golbat (10%), Shellder (10%)

Meridian Sound: Kingler, Dewgong

Pastoral Sound: Staryu

Surf: Horsea (90%), Seadra (10%)

Old Rod: Horsea (100%)

Good Rod: Horsea (100%)

Super Rod: Horsea (60%), Seadra (40%)

[B1F]

Wild Levels: 35 – 38

Cave: Krabby (20%), Seel (20%), Shellder (20%), Spheal (20%), Golbat (10%), Golduck (10%)

Meridian Sound: Kingler, Dewgong

Pastoral Sound: Staryu

[B2F]

Wild Levels: 37 – 39

Cave: Krabby (20%), Seel (20%), Shellder (20%), Spheal (20%), Golbat (10%), Golduck (10%)

Meridian Sound: Sealeo, Dewgong

Pastoral Sound: Staryu

Surf: Horsea (90%), Seadra (10%)

Old Rod: Horsea (100%)

Good Rod: Horsea (100%)

Super Rod: Horsea (60%), Seadra (38%), Kingdra (2%)

[B3F]

Sacred Gold Wild Levels: 47 – 49

Storm Silver Wild Levels: 42 – 44

Cave: Kingler (20%), Dewgong (20%), Shellder (20%), Sealeo (20%), Golbat (10%), Golduck (10%)

Meridian Sound: Cloyster, Crobat

Pastoral Sound: Staryu, Starmie

(See near bottom for Bell Tower).

Route 44

Wild Levels: 38 – 39



Grass, Morning / Day: Tangela (20%), Lickitung (20%), Butterfree (10%), Beedrill (10%), Beautifly (10%), Skiploom (10%), Nuzleaf (10%), Cherrim (5%), Altaria (4%), Vespiquen (1%)

Grass, Night: Tangela (20%), Lickitung (20%), Butterfree (10%), Beedrill (10%), Dustox (10%), Venomoth (10%), Nuzleaf (10%), Snover (5%), Altaria (4%), Vespiquen (1%)

Swarm: Remoraid

Meridian Sound: Tangrowth, Lickilicky

Pastoral Sound: Combee, Lombre

Surf: Lotad (60%), Poliwhag (30%), Poliwhirl (5%), Lombre (5%)

Old Rod: Magikarp (90%), Remoraid (10%)

Good Rod: Magikarp (60%), Remoraid (40%)

Super Rod: Magikarp (60%), Remoraid (30%), Gyarados (7%), Octillery (3%)

Ice Path



[1F]

Wild Levels: 37 – 40

Cave: Golbat (30%), Swinub (30%), Snover (15%), Spheal (10%), Seel (10%), Smoochum (5%)

Meridian Sound: Piloswine

Pastoral Sound: Smoochum

[B1F]

Wild Levels: 38 – 41

Cave: Golbat (30%), Swinub (30%), Shellder (10%), Spheal (10%), Seel (10%), Smoochum (5%), Delibird (5%)

Meridian Sound: Piloswine, Sealeo

Pastoral Sound: Delibird

[B2F]

Wild Levels: 40 – 43

Cave: Golbat (30%), Piloswine (30%), Sealeo (10%), Dewgong (10%), Snorunt (10%), Jynx (5%), Delibird (5%)

Meridian Sound: Glalie, Frosllass

Pastoral Sound: Delibird, Jynx

[B3F]

Wild Levels: 42 – 44

Cave: Golbat (30%), Piloswine (30%), Sealeo (10%), Dewgong (10%), Glalie (10%), Jynx (5%), Sneasel (5%)

Meridian Sound: Mamoswine, Walrein

Pastoral Sound: Jynx, Sneasel

Blackthorn City

Wild Levels: N/A



Surf: Magikarp (100%)

Old Rod: Magikarp (97%), Dratini (3%)

Good Rod: Magikarp (97%), Dratini (3%)

Super Rod: Magikarp (97%), Dratini (3%)

Route 45

Wild Levels: 42 – 45



Grass, All Times: Graveler (30%), Grumpig (20%), Donphan (10%), Camerupt (10%), Torkoal (10%), Gligar (10%), Vibrava (5%), Skarmory (5%)

Meridian Sound: Gliscor, Golem

Pastoral Sound: Rhyhorn, Vibrava

Swarm: Rhydon

Surf: Magikarp (100%)

Old Rod: Magikarp (97%), Dratini (3%)

Good Rod: Magikarp (97%), Dratini (3%)

Super Rod: Magikarp (97%), Dratini (3%)

Dragon's Den

Wild Levels: 10 – 40



Surf: Magikarp (60%), Dratini (30%), Gyarados (10%)

Old Rod: Magikarp (93%), Dratini (7%)

Good Rod: Magikarp (90%), Dratini (7%), Gyarados (3%)

Super Rod: Magikarp (60%), Dratini (30%), Gyarados (7%), Dragonair (3%)

Tohjo Falls

Wild Levels: 43 – 45



Cave: Raticate (20%), Azumarill (20%), Slowbro (20%), Dewgong (10%), Golbat (10%), Bronzong (10%), Quagsire (10%)

Meridian Sound: Crobat

Pastoral Sound: Azurill, Chingling

Surf: Goldeen (60%), Slowpoke (30%), Seaking (10%)

Old Rod: Magikarp (95%), Goldeen (5%)

Good Rod: Magikarp (60%), Goldeen (40%)

Super Rod: Goldeen (90%), Gyarados (7%), Seaking (3%)

Route 27

Wild Levels: 42 – 45



Grass, Morning / Day: Doduo (20%), Skiploom (20%), Ponyta (20%), Dodrio (10%), Rapidash (10%), Sandslash (10%), Arbok (10%)

Grass, Night: Wooper (20%), Houndour (20%), Ponyta (20%), Quagsire (10%), Rapidash (10%), Sandslash (10%), Arbok (10%)

Meridian Sound: Jumpluff

Pastoral Sound: Grumpig

Swarm: Feebas

Surf: Buizel (93%), Floatzel (7%)

Old Rod: Luvdisc (100%)

Good Rod: Luvdisc (100%)

Super Rod: Luvdisc (100%)

Route 26

Wild Levels: 44 – 46



Grass, Morning / Day: Dodrio (20%), Skiploom (20%), Rapidash (20%), Magneton (10%), Kangaskhan (10%), Sandslash (10%), Arbok (10%)

Grass, Night: Quagsire (20%), Houndoom (20%), Rapidash (20%), Magneton (10%), Kangaskhan (10%), Sandslash (10%), Arbok (10%)

Meridian Sound: Jumpluff

Pastoral Sound: Granbull

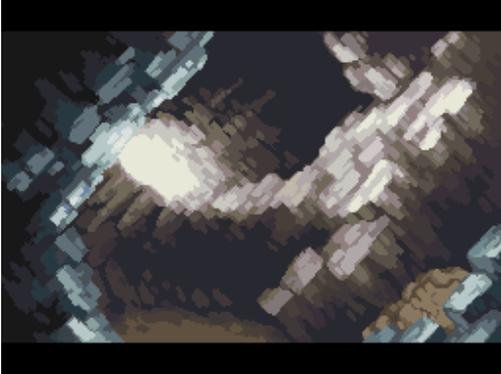
Surf: Buizel (93%), Floatzel (7%)

Old Rod: Luvdisc (100%)

Good Rod: Luvdisc (100%)

Super Rod: Luvdisc (60%), Lanturn (35%), Tentacruel (5%)

Victory Road



[1F]

Wild Levels: 44 – 46

Cave: Golbat (20%), Graveler (20%), Rhydon (10%), Ursaring (10%), Donphan (10%), Marowak (10%), Steelix (10%), Bronzong (10%)

Meridian Sound: Crobat, Golem

Pastoral Sound: Chimecho, Marowak

[2F]

Wild Levels: 44 – 46

Cave: Machoke (20%), Hariyama (20%), Golbat (10%), Lairon (10%), Loudred (10%), Graveler (10%), Medicham (5%), Magnetron (5%), Venomoth (5%), Kadabra (5%)

Meridian Sound: Exploud, Aggron

Pastoral Sound: Chimecho, Marowak

[3F]

Wild Levels: 45 – 46

Cave: Donphan (20%), Ursaring (20%), Golbat (10%), Lairon (10%), Mawile (10%), Sableye (10%), Gabite (5%), Magnetron (5%), Metang (5%), Kadabra (5%)

Rock Smash: Graveler (90%), Nosepass (10%)

Meridian Sound: Alakazam, Aggron

Pastoral Sound: Chimecho, Marowak

Vermilion City

Wild Levels: 27 – 53



Surf: Wingull (95%), Pelipper (5%)

Swarm: Lanturn

Old Rod: Tentacool (100%)

Good Rod: Tentacool (67%), Chinchou (30%), Shellder (3%)

Super Rod: Tentacruel (60%), Shellder (33%), Lanturn (7%)

Rock Smash: Krabby (90%), Shuckle (10%)

Diglett's Cave

Wild Levels: 15 – 63



Cave: Diglett (80%), Hippopotas (10%), Dugtrio (10%)

Meridian Sound: Hippowdon

Pastoral Sound: Dunsparce

Route 6

Wild Levels: 45 – 48



Grass, Morning / Day: Pidgeotto (25%), Kadabra (25%), Raticate (20%), Weepinbell (20%), Cherrim (10%)

Grass, Night: Persian (25%), Kadabra (25%), Raticate (20%), Weepinbell (20%), Gloom (10%)

Meridian Sound: Hippowdon

Pastoral Sound: Dunsparce

Surf: Psyduck (95%), Golduck (5%)

Old Rod: Magikarp (95%), Poliwhirl (5%)

Good Rod: Magikarp (60%), Poliwhirl (40%)

Super Rod: Poliwhirl (90%), Magikarp (7%), Poliwhirl (3%)

Route 2 - North

Wild Levels: 45 – 49



Grass, Morning / Day: Beautifly (25%), Dustox (25%), Ledian (20%), Staravia (10%), Pachirisu (10%), Cherrim (10%)

Grass, Night: Beautifly (25%), Dustox (25%), Ariados (20%), Bibarel (10%), Pachirisu (10%), Yanma (10%)

Meridian Sound: Pidgeot

Pastoral Sound: Pikachu, Burmy

Route 3

Wild Levels: 46 – 49



Grass, Morning / Day: Fearow (20%), Staravia (20%), Pidgeotto (15%), Primeape (15%), Nidorino (15%), Nidorina (15%)

Grass, Night: Fearow (20%), Jigglypuff (20%), Noctowl (15%), Primeape (15%), Nidorino (15%), Nidorina (15%)

Swarm: Spinda

Meridian Sound: Wigglytuff, Staraptor

Pastoral Sound: Growlithe, Vulpix

Route 4

Wild Levels: 46 – 50



Grass, All Times: Fearow (25%), Raticate (25%), Arbok (20%), Purugly (10%), Skuntank (10%), Jigglypuff (9%), Wigglytuff (1%)

Meridian Sound: Wigglytuff

Pastoral Sound: Sandslash

Surf: Goldeen (93%), Seaking (7%)

Old Rod: Magikarp (60%), Goldeen (30%), Seaking (10%)

Good Rod: Magikarp (60%), Goldeen (30%), Seaking (10%)

Super Rod: Magikarp (60%), Goldeen (30%), Seaking (10%)

Mt. Moon



[1F]

Wild Levels: 47 – 51

Cave: Golbat (30%), Clefairy (20%), Graveler (20%), Sandslash (15%), Parasect (15%)

Meridian Sound: Crobat, Golem

Pastoral Sound: Chimecho

[2F]

Wild Levels: 48 – 50

Cave: Golbat (24%), Clefairy (20%), Graveler (14%), Sandslash (10%), Parasect (10%), Chimecho (10%), Solrock (5%), Lunatone (5%), Clefable (1%)

Meridian Sound: Clefable

Pastoral Sound: Chimecho

[Outside]

Wild Levels: 40 – 50

Surf: Wooper (63%), Poliwhirl (32%), Quagsire (5%)

Old Rod: Magikarp (100%)

Good Rod: Magikarp (90%), Poliwhirl (10%)

Super Rod: Poliwhirl (100%)

Cerulean City

Wild Levels: 20 – 50



Surf: Hoppip (60%), Goldeen (30%), Skiploom (7%), Masquerain (3%)

Old Rod: Magikarp (60%), Goldeen (30%), Seaking (10%)

Good Rod: Goldeen (90%), Seaking (10%)

Super Rod: Staryu (60%), Seaking (30%), Dratini (7%), Dragonair (3%)

Route 5

Wild Levels: 47 – 50



Grass, Morning / Day: Pidgeotto (20%), Raticate (20%), Kadabara (10%), Jigglypuff (10%), Machop (10%), Weepinbell (10%), Meditite (10%), Chatot (10%)

Grass, Night: Mightyena (20%), Raticate (20%), Kadabara (10%), Jigglypuff (10%), Machop (10%), Weepinbell (10%), Meditite (10%), Persian (10%)

Meridian Sound: Medicham

Pastoral Sound: Staravia, Swellow

Route 24

Wild Levels: 47 – 51



Grass, Morning / Day: Weepinbell (20%), Kirlia (20%), Skiploom (15%), Staravia (15%), Pidgeotto (15%), Roselia (10%), Surskit (5%)

Grass, Night: Weepinbell (20%), Kirlia (20%), Gloom (15%), Noctowl (15%), Mightyena (15%), Roselia (10%), Surskit (5%)

Meridian Sound: Jumpluff

Pastoral Sound: Surskit

Surf: Hoppip (60%), Goldeen (30%), Skiploom (7%), Masquerain (3%)

Old Rod: Magikarp (60%), Goldeen (30%), Seaking (10%)

Good Rod: Goldeen (90%), Seaking (10%)

Super Rod: Saryu (60%), Seaking (30%), Dratini (7%), Dragonair (3%)

Route 25

Wild Levels: 47 – 52



Grass, Morning / Day: Sunkern (20%), Buneary (20%), Vigoroth (15%), Combee (15%), Weepinbell (15%), Exeggcute (15%)

Grass, Night: Venomoth (20%), Buneary (20%), Vigoroth (15%), Combee (15%), Weepinbell (15%), Exeggcute (15%)

Meridian Sound: Sunflora, Lopunny

Pastoral Sound: Venonat, Slakoth

Swarm: Lairon

Surf: Hoppip (60%), Goldeen (30%), Skiploom (7%), Masquerain (3%)

Old Rod: Magikarp (60%), Goldeen (30%), Seaking (10%)

Good Rod: Goldeen (90%), Seaking (10%)

Super Rod: Staryu (60%), Seaking (30%), Dratini (7%), Dragonair (3%)

Route 9

Wild Levels: 49 – 51



Grass, All: Primeape (25%), Fearow (20%), Arbok (20%), Nidorina (15%), Nidorino (15%), Marowak (5%)

Meridian Sound: Nidoqueen, Nidoking

Pastoral Sound: Marowak, Kangaskhan

Swarm: Flaaffy

Surf: Goldeen (60%), Seaking (40%)

Old Rod: Magikarp (60%), Goldeen (30%), Seaking (10%)

Good Rod: Goldeen (90%), Seaking (10%)

Super Rod: Seaking (100%)

Route 10

Wild Levels: 47 – 52



Grass, All: Fearow (20%), Luxio (20%), Electrode (15%), Flaaffy (10%), Raticate (10%), Manetric (10%), Electabuzz (10%), Pikachu (5%)

Meridian Sound: Luxray, Ampharos

Pastoral Sound: Pichu, Elekid

Surf: Fearow (60%), Chinchou (40%)

Old Rod: Chinchou (100%)

Good Rod: Chinchou (93%), Lanturn (7%)

Super Rod: Lanturn (100%)

Rock Tunnel



[1F]

Wild Levels: 52 – 55

Cave: Graveler (20%), Golbat (20%), Lairon (10%), Makuhita (10%), Cubone (10%), Ditto (10%), Mankey (10%), Magnemite (10%)

Meridian Sound: Hariyama, Magneton

Pastoral Sound: Absol, Kangaskhan

[B1F]

Wild Levels: 53 – 56

Cave: Graveler (20%), Golbat (20%), Lairon (10%), Hariyama (10%), Marowak (10%), Primeape (10%), Magneton (10%), Kangaskhan (5%), Onix (5%)

Rock Smash: Nosepass (100%)

Meridian Sound: Aggron, Steelix

Pastoral Sound: Onix, Kangaskhan

Route 8

Wild Levels: 50 – 54



Grass, Morning / Day: Growlithe (25%), Vulpix (25%), Kadabra (20%), Xatu (20%), Staravia (10%)

Grass, Night: Growlithe (25%), Vulpix (25%), Kadabra (10%), Haunter (10%), Xatu (20%), Banette (10%)

Meridian Sound: Arcanine, Alakazam (SG) / Gengar, Ninetales (SS)

Pastoral Sound: Duskull, Shuppet

Route 12

Wild Levels: 20 – 55



Surf: Slowpoke (90%), Slowbro (10%)

Swarm: Relicanth (Fish)

Old Rod: Magikarp (100%)

Good Rod: Poliwhag (60%), Goldeen (30%), Horsea (10%)

Super Rod: Seadra (60%), Poliwhirl (30%), Qwilfish (10%)

Route 13

Wild Levels: 50 – 54



Grass, Morning / Day: Nidorina (25%), Nidorino (25%), Swellow (20%), Skiploom (20%), Farfetch'd (10%)

Grass, Night: Nidorina (25%), Nidorino (25%), Swellow (20%), Quagsire (20%), Noctowl (10%)

Meridian Sound: Jumpluff

Pastoral Sound: Bonsly, Mime Jr.

Swarm: Chansey

Surf: Slowpoke (90%), Slowbro (10%)

Old Rod: Magikarp (100%)

Good Rod: Poliwhag (60%), Goldeen (30%), Horsea (10%)

Super Rod: Seadra (60%), Poliwhirl (30%), Qwilfish (10%)

Route 14

Wild Levels: 51 – 55



Grass, Morning / Day: Nidorina (25%), Nidorino (25%), Swellow (24%), Skiploom (20%), Chansey (6%)

Grass, Night: Nidorina (25%), Nidorino (25%), Swellow (24%), Venomoth (20%), Chansey (6%)

Meridian Sound: Jumpluff

Pastoral Sound: Bonsly, Mime Jr.

Route 15

Wild Levels: 51 – 55



Grass, Morning / Day: Nidorina (25%), Nidorino (25%), Swellow (20%), Skiploom (20%), Ditto (10%)

Grass, Night: Nidorina (25%), Nidorino (25%), Swellow (20%), Venomoth (20%), Ditto (10%)

Meridian Sound: Jumpluff

Pastoral Sound: Ditto

Route 11

Wild Levels: 50 – 55



Grass, All: Hypno (30%), Raticate (20%), Plusle (15%), Minun (15%), Linoone (10%), Luxio (10%)

Meridian Sound: Luxray

Pastoral Sound: Tangela, Munchlax

Fuchsia City

Wild Levels: 10 – 20



Surf: Magikarp (100%)

Old Rod: Magikarp (100%)

Good Rod: Magikarp (97%), Gyarados (3%)

Super Rod: Magikarp (70%), Gyarados (30%)

Route 18

Wild Levels: 50 – 56



Grass, Morning / Day: Grimer (35%), Gulpin (20%), Fearow (20%), Muk (10%), Magcargo (10%), Dodrio (5%)

Grass, Night: Grimer (35%), Gulpin (20%), Fearow (20%), Muk (10%), Magcargo (10%), Murkrow (5%)

Meridian Sound: Swalot, Honchkrow

Pastoral Sound: Ninjask

Route 17

Wild Levels: 52 – 55



Grass, Morning / Day: Grimer (35%), Gulpin (20%), Fearow (20%), Muk (10%), Magcargo (10%), Dodrio (5%)

Grass, Night: Grimer (35%), Gulpin (20%), Fearow (20%), Muk (10%), Magcargo (10%), Misdreavus (5%)

Meridian Sound: Swalot, Misagmius

Pastoral Sound: Dusclops, Drifblim

Route 16

Wild Levels: 52 – 55



Grass, All: Grimer (35%), Gulpin (20%), Skorupi (20%), Muk (10%), Magcargo (10%), Drapion (5%)

Meridian Sound: Drapion, Swalot

Pastoral Sound: Ninjask

Route 7

Wild Levels: 50 – 54



Grass, Morning / Day: Weepinbell (20%), Pidgeotto (20%), Staravia (15%), Growlithe (10%), Vulpix (10%), Jigglypuff (10%), Raticate (10%), Kadabra (5%)

Grass, Night: Weepinbell (20%), Gloom (20%), Houndour (15%), Growlithe (10%), Vulpix (10%), Jigglypuff (10%), Persian (10%), Houndoom (5%)

Meridian Sound: Bellossom

Pastoral Sound: Linoone, Bibarel

Celadon City

Wild Levels: 15 – 20



Surf: Grimer (90%), Muk (10%)

Viridian City

Wild Levels: 1 – 70



Surf: Poliwhg (100%)

Old Rod: Poliwhg (100%)

Good Rod: Psyduck (100%)

Super Rod: Goldeen (100%)

Route 2 - South

Wild Levels: 45 – 49



Grass, Morning / Day: Butterfree (25%), Beedrill (25%), Ledian (20%), Pidgeotto (10%), Pachirisu (10%), Cherrim (10%)

Grass, Night: Butterfree (25%), Beedrill (25%), Ariados (20%), Noctowl (10%), Pachirisu (10%), Yanma (10%)

Meridian Sound: Pidgeot

Pastoral Sound: Sunkern, Budew

Route 1

Wild Levels: 48 – 60



Grass, Morning / Day: Pidgey (20%), Rattata (20%), Sentret (10%), Zigzagoon (10%), Bidoof (10%), Starly (10%), Pidgeotto (5%), Raticate (5%), Furret (5%), Staravia (5%)

Grass, Night: Hoothoot (20%), Rattata (20%), Ponyta (10%), Zigzagoon (10%), Bidoof (10%), Shinx (10%), Noctowl (5%), Raticate (5%), Rapidash (5%), Luxio (5%)

Meridian Sound: Staraptor, Bibarel

Pastoral Sound: Furret, Skiploom

Swarm: Linoone

Pallet Town

Wild Levels: 1 – 70



Surf: Marill (100%)

Old Rod: Finneon (100%)

Good Rod: Tentacool (100%)

Super Rod: Staryu (100%)

Route 21

Wild Levels: 54 – 59



Grass, All: Tangela (32%), Mr. Mime (28%), Raticate (15%), Pelipper (15%), Gastrodon (10%)

Surf: Wingull (63%), Wailmer (32%), Pelipper (5%)

Meridian Sound: Tangrowth

Pastoral Sound: Floatzel, Lickitung

Old Rod: Tentacool (100%)

Good Rod: Tentacool (67%), Chinchou (30%), Shellder (3%)

Super Rod: Tentacruel (60%), Shellder (33%), Lanturn (7%)

Route 22

Wild Levels: 54 – 59



Grass, All: Fearow (30%), Dodrio (30%), Raticate (15%), Primeape (15%), Rapidash (10%)

Surf: Poliwhag (63%), Buizel (37%)

Meridian Sound: Poliwhirl

Pastoral Sound: Lombre, Nuzleaf

Old Rod: Poliwhag (100%)

Good Rod: Poliwhag (100%)

Super Rod: Poliwhirl (98%), Politoed (2%)

Cinnabar Island

Wild Levels: 40 – 55



Surf: Tentacool (90%), Tentacruel (7%), Relicanth (3%)

Old Rod: Tentacool (100%)

Good Rod: Tentacool (67%), Chinchou (30%), Shellder (3%)

Super Rod: Tentacruel (60%), Shellder (33%), Lanturn (7%)

Route 20

Wild Levels: 5 – 60



Surf: Tentacool (60%), Wingull (30%), Pelipper (5%), Tentacruel (3%), Wailord (2%)

Old Rod: Magikarp (90%), Goldeen (10%)

Good Rod: Goldeen (60%), Finneon (30%), Clamperl (10%)

Super Rod: Lumineon (60%), Seaking (30%), Huntail (5%), Gorebyss (5%)

Route 19

Wild Levels: 5 – 60



Surf: Tentacool (60%), Wingull (30%), Pelipper (5%), Mantine (5%)

Swarm: Mantine (Surf)

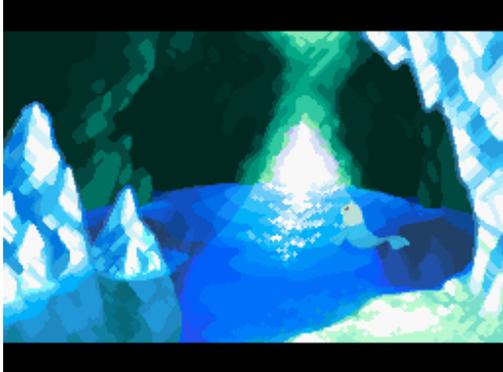
Old Rod: Magikarp (90%), Goldeen (10%)

Good Rod: Goldeen (60%), Finneon (30%), Clamperl (10%)

Super Rod: Lumineon (60%), Seaking (30%), Huntail (5%), Gorebyss (5%)

Rock Smash: Krabby (90%), Kingler (10%)

Seafoam Islands



[1F]

Wild Levels: 48 – 58

Cave, All Times: Zubat (30%), Psyduck (30%), Slowpoke (30%), Golbat (10%)

Meridian Sound: Golduck, Slowbro

Pastoral Sound: Staryu

[B1F]

Wild Levels: 49 – 59

Cave, All Times: Seel (25%), Golbat (20%), Slowbro (20%), Piloswine (20%), Snorunt (15%)

Meridian Sound: Glalie, Frosllass

Pastoral Sound: Kingler, Golduck

[B2F]

Wild Levels: 56 – 60

Cave, All Times: Golbat (35%), Dewgong (20%), Kingler (10%), Piloswine (10%), Slowbro (10%), Sealeo (10%), Glalie (5%)

Meridian Sound: Walrein, Mamoswine

Pastoral Sound: Frosllass, Slowking

[B3F]

Wild Levels: 56 – 60

Cave, All Times: Golbat (25%), Dewgong (20%), Kingler (10%), Sealeo (10%), Piloswine (10%), Glalie (10%), Delibird (5%), Sneasel (5%), Jynx (5%)

Meridian Sound: Weavile, Mamoswine

Pastoral Sound: Delibird, Jynx

[B4F]

Wild Levels: 57 – 60

Cave, All Times: Golbat (25%), Dewgong (20%), Kingler (10%), Sealeo (10%), Piloswine (10%), Glalie (10%), Delibird (5%), Sneasel (5%), Jynx (5%)

Meridian Sound: Crobat, Walrein

Pastoral Sound: Lapras

Surf: Spheal (60%), Tentacool (30%), Staryu (8%), Lapras (2%)

Old Rod: Magikarp (90%), Horsea (5%), Krabby (5%)

Good Rod: Magikarp (60%), Krabby (30%), Horsea (5%), Shellder (5%)

Super Rod: Gyarados (60%), Seadra (30%), Shellder (5%), Kingler (5%)

Viridian Forest

Wild Levels: 60 – 68



Grass, Morning: Weepinbell (25%), Gloom (25%), Ledian (10%), Nuzleaf (10%), Scyther (10%), Pinsir (10%), Wormadam (5%), Mothim (5%)

Grass, Day: Weepinbell (25%), Gloom (25%), Tropius (10%), Nuzleaf (10%), Scyther (10%), Pinsir (10%), Wormadam (5%), Mothim (5%)

Grass, Night: Parasect (25%), Gloom (25%), Ariados (10%), Carnivine (10%), Murkrow (10%), Misdreavus (10%), Wormadam (5%), Mothim (5%)

Meridian Sound: Shiftry, Vileplume

Pastoral Sound: Ambipom, Raichu

Swarm: Heracross

Bell Tower / Tin Tower



[2F, 3F]

Sacred Gold Wild Levels: 40 – 43

Storm Silver Wild Levels: 45 – 48

Building: Rattata (35%), Zigzagoon (20%), Golbat (20%), Gastly (15%), Shuppet (5%), Duskull (5%)

Meridian Sound: Haunter, Linoone

Pastoral Sound: Shuppet, Duskull

[4F, 5F, 6F]

Sacred Gold Wild Levels: 41 – 44

Storm Silver Wild Levels: 46 – 49

Building: Raticate (30%), Linoone (20%), Golbat (20%), Haunter (15%), Shuppet (5%), Duskull (5%), Ditto (5%)

Meridian Sound: Dusclops, Banette

Pastoral Sound: Ditto

[7F, 8F, 9F]

Sacred Gold Wild Levels: 41 – 45

Storm Silver Wild Levels: 46 – 50

Building: Raticate (20%), Haunter (20%), Golbat (15%), Dusclops (10%), Banette (10%), Swablu (10%), Natu (5%), Bronzor (5%), Ditto (5%)

Meridian Sound: Altaria, Xatu

Pastoral Sound: Bronzor, Ditto

[10F]

Sacred Gold Wild Levels: 43 – 45

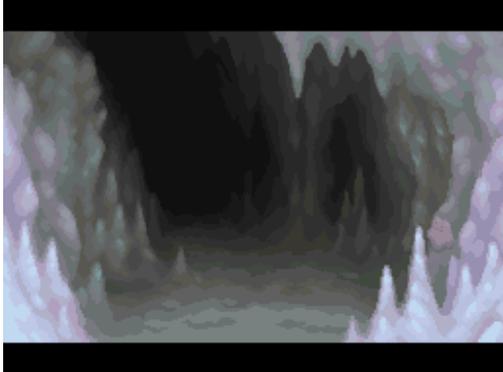
Storm Silver Wild Levels: 48 – 50

Building: Raticate (20%), Ditto (20%), Golbat (10%), Altaria (10%), Xatu (10%), Haunter (10%), Claydol (5%), Solrock (5%), Bronzong (5%), Lunatone (5%)

Meridian Sound: Gengar

Pastoral Sound: Claydol, Bronzong

Cerulean Cave



[1F]

Wild Levels: 60 – 64

Cave, Morning: Golbat (40%), Graveler (15%), Sandslash (10%), Gloom (10%), Weepinbell (10%), Venomoth (5%), Parasect (5%), Ditto (5%)

Cave, Day: Golbat (40%), Haunter (10%), Kadabra (10%), Graveler (10%), Machoke (10%), Electrode (5%), Wobbuffet (5%), Bronzong (5%), Magnetron (5%)

Cave, Night: Golbat (20%), Magnetron (20%), Hypno (15%), Arbok (10%), Venomoth (10%), Rapidash (10%), Parasect (5%), Kadabra (5%), Raichu (4%), Ditto (1%)

Rock Smash: Nosepass (100%)

Meridian Sound: Exploud, Alakazam

Pastoral Sound: Porygon, Ditto

Surf: Golduck (60%), Slowbro (40%)

Old Rod: Magikarp (100%)

Good Rod: Poliwhg (60%), Goldeen (40%)

Super Rod: Krabby (60%), Slowbro (30%), Seadra (5%), Seaking (5%)

[2F]

Wild Levels: 64 – 68

Cave, Morning: Golbat (40%), Graveler (15%), Ditto (10%), Sandslash (10%), Rhyhorn (10%), Rhydon (5%), Gloom (5%), Weepinbell (5%)

Cave, Day: Golbat (20%), Graveler (20%), Wobbuffet (10%), Solrock (10%), Lunatone (10%), Electrode (10%), Arbok (5%), Sandslash (5%), Bronzong (5%), Magnetron (5%)

Cave, Night: Dodrio (20%), Venomoth (20%), Kadabra (15%), Electrode (10%), Marowak (10%), Rhydon (10%), Wigglytuff (5%), Chansey (5%), Ditto (5%)

Meridian Sound: Alakazam, Rhyperior

Pastoral Sound: Porygon, Chansey

[B2F]

Wild Levels: 68 – 72

Cave, Morning: Golbat (40%), Ditto (15%), Graveler (15%), Rhydon (10%), Rhyhorn (10%), Chansey (5%), Lickitung (5%)

Cave, Day: Golbat (20%), Bronzong (20%), Dusclops (10%), Chimecho (10%), Banette (10%), Rhydon (10%), Magcargo (5%), Haunter (5%), Magmar (4%), Electabuzz (4%), Steelix (2%)

Cave, Night: Rhydon (20%), Electrode (20%), Marowak (15%), Raichu (10%), Parasect (10%), Chansey (10%), Ditto (10%), Sandslash (5%)

Rock Smash: Nosepass (100%)

Meridian Sound: Dusknair, Lickilicky

Pastoral Sound: Clefairy, Arbok

Surf: Gyarados (60%), Tentacruel (30%), Lanturn (5%), Quagsire (5%)

Old Rod: Barboach (60%), Finneon (40%)

Good Rod: Whiscash (60%), Lumineon (30%), Seadra (5%), Seaking (5%)

Super Rod: Seadra (60%), Lumineon (30%), Whiscash (5%), Seaking (5%)

Route 28

Wild Levels: 58 - 64



Grass, Morning / Day: Tangela (25%), Ponyta (25%), Rapidash (10%), Ursaring (10%), Donphan (10%), Dodrio (10%), Manectric (10%)

Grass, Night: Tangela (25%), Ponyta (20%), Rapidash (10%), Ursaring (10%), Donphan (10%), Quagsire (10%), Manectric (10%), Sneasel (5%)

Meridian Sound: Tangrowth

Pastoral Sound: Arbok

Surf: Poliwhag (90%), Poliwhirl (10%)

Old Rod: Luvdisc (90%), Poliwhag (10%)

Good Rod: Luvdisc (60%), Poliwhag (30%), Poliwhirl (10%)

Super Rod: Poliwhirl (60%), Luvdisc (30%), Gyarados (10%)

Mt. Silver {Outside}

Wild Levels: 59 - 65



Grass, Morning / Day: Tangela (35%), Manectric (25%), Rapidash (10%), Ursaring (10%), Donphan (10%), Dodrio (10%)

Grass, Night: Tangela (25%), Manectric (20%), Rapidash (10%), Ursaring (10%), Donphan (10%), Quagsire (10%), Dusclops (10%), Sneasel (5%)

Meridian Sound: Tangrowth

Pastoral Sound: Arbok

Surf: Poliwhag (90%), Poliwhirl (10%)

Old Rod: Luvdisc (90%), Poliwhag (10%)

Good Rod: Luvdisc (60%), Poliwhag (30%), Poliwhirl (10%)

Super Rod: Poliwhirl (60%), Luvdisc (30%), Gyarados (10%)

Mt. Silver



Mt. Silver contains seven separate sections, with 1F, 2F, 3F, outside areas and two extensions to 1F.

[1F – Entrance Room]

Wild Levels: 50 – 64



Cave, Morning / Day: Phanpy (20%), Teddiursa (20%), Donphan (15%), Ursaring (15%), Quagsire (10%), Magmar (10%), Larvitar (5%), Graveler (5%)

Cave, Night: Quagsire (20%), Golbat (20%), Golduck (20%), Graveler (20%), Donphan (5%), Ursaring (5%), Larvitar (5%), Misdreavus (5%)

Meridian Sound: Pupitar

Pastoral Sound: Larvitar

Surf: Golbat (60%), Seadra (30%), Horsea (10%)

Old Rod: Goldeen (60%), Krabby (30%), Corphish (10%)

Good Rod: Goldeen (60%), Krabby (30%), Corphish (10%)

Super Rod: Seaking (60%), Kingler (30%), Crawdaunt (10%)

[1F – Side Room]

Wild Levels: 50 – 64



Cave, Morning / Day: Parasect (45%), Golduck (20%), Quagsire (15%), Shelgon (15%), Bagon (5%)

Cave, Night: Parasect (35%), Golduck (20%), Quagsire (15%), Shelgon (15%), Misdreavus (10%), Bagon (5%)

Meridian Sound: Shelgon

Pastoral Sound: Paras, Bagon

[1F – Back Room]

Wild Levels: 64 – 68



Cave, Morning / Day: Golbat (20%), Graveler (20%), Steelix (20%), Rhydon (20%), Quagsire (10%), Pupitar (10%)

Cave, Night: Golbat (20%), Graveler (20%), Steelix (20%), Rhydon (20%), Misdreavus (10%), Quagsire (5%), Pupitar (5%),

Meridian Sound: Rhyperior

Pastoral Sound: Pupitar

[2F – Spiral Cave]

Wild Levels: 62 – 66



Cave, Morning / Day: Golbat (25%), Graveler (25%), Magneton (20%), Mawile (10%), Sableye (10%), Solrock (10%)

Cave, Night: Golbat (25%), Graveler (20%), Dusclops (10%), Magneton (10%), Mawile (10%), Sableye (10%), Lunatone (10%), Misdreavus (5%)

Meridian Sound: Magnezone

Pastoral Sound: Solrock, Lunatone

[Outside – Snowy Area]

Wild Levels: 54 - 65



Grass, Morning / Day: Abomasnow (30%), Medicham (20%), Loudred (20%), Sneasel (10%), Piloswine (10%), Snover (5%), Absol (5%)

Grass, Night: Abomasnow (20%), Loudred (20%), Medicham (10%), Noctowl (10%), Golbat (10%), Sneasel (10%), Piloswine (10%), Snover (5%), Absol (5%)

Meridian Sound: Mamoswine, Weavile

Pastoral Sound: Absol

[Outside – Mountainous Area]

Wild Levels: 60 – 64



Grass, Morning / Day: Onix (30%), Gligar (20%), Graveler (20%), Lairon (10%), Machoke (10%), Skarmory (5%)

Grass, Night: Golbat (40%), Gligar (10%), Onix (10%), Graveler (10%), Lairon (10%), Machoke (5%), Vibrava (5%), Skarmory (5%)

Meridian Sound: Gliscor, Flygon

Pastoral Sound: Skarmory

[3F – Final Cave]

Wild Levels: 64 – 68



Cave, Morning / Day: Golbat (25%), Gabite (20%), Bronzong (15%), Mawile (10%), Sableye (10%), Magnetron (10%), Machoke (10%)

Cave, Night: Golbat (25%), Gabite (20%), Bronzong (15%), Mawile (10%), Sableye (10%), Machoke (10%), Magnetron (5%), Dusclops (5%)

Meridian Sound: Machamp

Pastoral Sound: Mawile, Sableye