

Pokémon STADIUM

NINTENDO 64

INSTRUCTION BOOKLET

<http://www.replacementdocs.com>

Nintendo®

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NINTENDO 64



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® SYSTEM, GAME PAK OR ACCESSORY.



This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the *Pokémon™* Stadium Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

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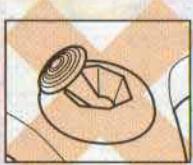
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The Nintendo® 64 Controller

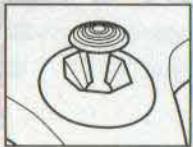
Control Stick Function

The Nintendo 64 Control Stick uses an analogue system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

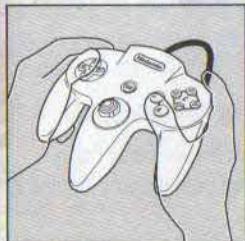


If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it.



Holding the Nintendo 64 Controller

While playing the Pokémons Stadium game, we recommend you use the hand positions shown on the left. By holding the controller like this, you can operate the + Control Pad freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start the game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers in order to play the 2-, 3- or 4-player game modes.



N64 Transfer Pak™

This game is compatible with the Transfer Pak accessory. Before using it, make sure to read the Transfer Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting or removing the Transfer Pak accessory or any Game Boy Game Paks.

BEFORE TURNING THE POWER ON

Please confirm the following connections before turning the power ON:

- Your Pokémons Stadium Game Pak has been properly inserted into the N64 Control Deck.
- When using an N64 Transfer Pak, your Pokémons Red, Blue or Yellow Version Game Pak is properly inserted into the N64 Transfer Pak, and the Transfer Pak has been properly inserted in the correct Controller.
- Please read the Nintendo 64 Transfer Pak Instruction Booklet before using the N64 Transfer Pak included with this Game Pak. See page 5 for more information about using Transfer Paks.

CAUTION:

- If you shake or bump the N64 Transfer Pak during game play, it may impede your game progress.
- Except particular cases in which you are instructed to do otherwise, the Transfer Pak and Game Pak should only be inserted or removed when the power is OFF. If they are inserted or removed while the power is ON, it may cause the loss of all saved data or other game malfunctions.



Important Information about Saving

As a general rule, Game Boy Game Paks should only be inserted into or removed from N64 Transfer Paks when the N64 Control Deck power is OFF. However, if the screen on the right is displayed during a Save Error, please remove your Game Boy Game Pak from the N64 Transfer Pak while the N64 Control Deck is ON.



Then, remove any foreign material from the Game Pak edge connector and re-insert it into the N64 Transfer Pak. It may then be possible to properly resave your data.

If you play this Game Pak on a Game Boy system at this time, you may lose your saved data.

Note: If after several cleaning attempts you are still unable to save, your save data may be corrupted due to some other cause.

MULTI-PLAYER BATTLES USING TRANSFER PAKS

Depending on the number of Transfer Paks you are using, you may have to register your Pokémons data before beginning a multi-player battle in the Free Battle mode. Please refer to the following instructions about using Transfer Paks. See page 30 about selecting and registering Pokémons.



When Using 1 N64 Transfer Pak

First, insert Player 2's Game Boy Game Pak into the Transfer Pak. Insert the Transfer Pak into the connector slot on the 1P Controller and turn the power ON. Choose Free Battle, select the Pokémons you wish to use in battle, then Register your Pokémons. Next, turn the power OFF, remove Player 2's Game Boy Game Pak from the Transfer Pak and insert Player 1's Game Boy Game Pak. Turn the power ON and choose Free Battle. On the Select Entry Pokémons Screen, Player 1 should choose the Game Boy Game Pak data, and Player 2 should choose his or her registered data.



When Using 2 or 4 N64 Transfer Paks

When using the same number of Transfer Paks as there are players, you can immediately begin your battle without turning the power OFF. Just be sure all Game Boy Game Paks and Transfer Paks are properly inserted before turning the power ON. Then, all players may choose their own Game Boy Game Pak data.



When Using 3 N64 Transfer Paks

If 4 players wish to battle using 3 Transfer Paks, follow the instructions for using 2 N64 Transfer Paks to register one player's data on the N64 Game Pak. The other 3 players may then use their Game Boy Game Pak data.



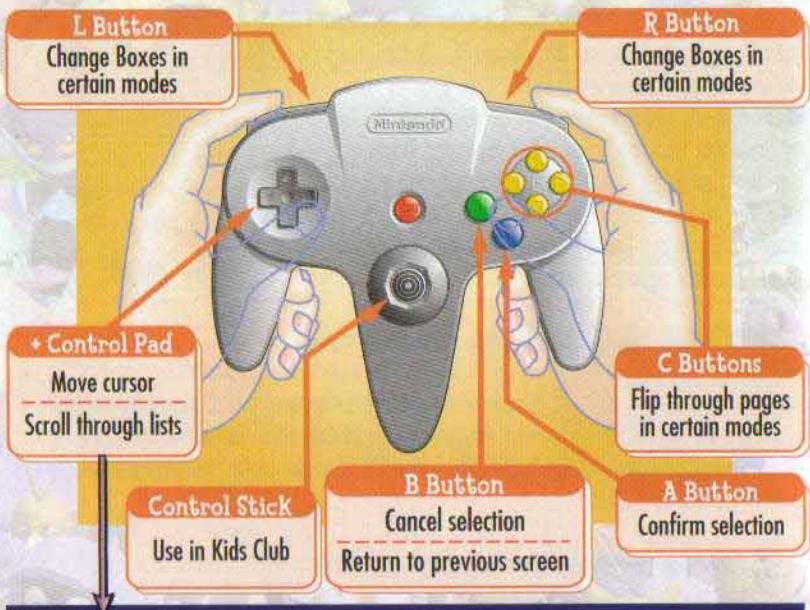
The 1P Controller makes all selections up to the Rule Section Screen.

WELCOME TO POKÉMON STADIUM!

Before proceeding to the Stadium, please review the following basic information:

1 MAIN CONTROLS

While playing Pokémon Stadium, please hold your N64 Controller as shown in the diagram below. The controls described here are the basic controls. For information about controls specific to a particular game mode, please refer to the pages describing that mode.



When **◀** or **▶** appear on either side of the lists in the Pokémon Lab, press **◀** and **▶** on the + Control Pad to scroll between the lists.

See page 32 for Battle Controls.

GB BOX A	
POLIWHIRL	L10
LAPRAS	L80
ALAKAZAM	L62
GENGAR	L67
ZAPDOS	L70
GOLEM	L80

2 STARTING THE GAME



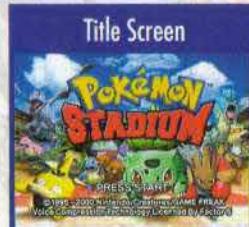
Starting the Game

Confirm that all Controllers, accessories and Game Paks are properly inserted and turn the power ON. After pressing **B** on the Title Screen, the Game Pak Check Screen will appear.



Connected Accessories Check

The Game Pak Check Screen confirms the status of all Controllers and Game Boy Game Paks connected to the N64 Control Deck. The screen display changes depending on the accessories connected. If the status displayed is correct, press the **A** Button and proceed to the Select Screen.



Game Pak Check Screen



If the connected Game Paks are not displayed, they may not be connected properly. Turn the Control Deck OFF and check all connected accessories.



There is no Controller connected.



Only a Controller is connected. You can play certain modes.



A Transfer Pak and Pokémon Game Boy Game Pak are connected to the Controller. Using Game Pak data, all modes can be played.

Game Boy Game Pak Precautions

Even if a Game Boy Game Pak is inserted into the Transfer Pak, the following precautions may be displayed:

Not saved at Pokémon Center.

You will not be able to use the Pokémon Lab PC. Save at a Pokémon Center again.

Unable to find saved data.

Game data cannot be used since the Game Boy Game Pak has no saved data.

Game Pak cannot be used.

The inserted Game Pak is not a Pokémon Game Boy Game Pak. Replace it with the proper Game Pak.

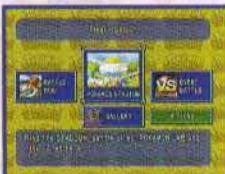
There may be cases in which other Game Boy Game Pak precautions are displayed. Please follow the instructions given on the screen.

3 PLAYING THE GAME



The Stadium and Other Battles

On the Select Screen, you can choose from three modes of play. To compete in Pokémon Stadium's Cups and other game modes, select Pokémon Stadium in the center of the screen. In the two remaining modes, you can compete in other special battles.



Please refer to page 32 for Battle Controls.

Battle Now!

This mode is for players who just want a quick Pokémon battle. Simply select one or two players, and the battle will begin right away! However, you cannot choose which type of Pokémon will be used in the battle. You can only use Pokémon from the pre-formed, well-balanced team of Pokémon.

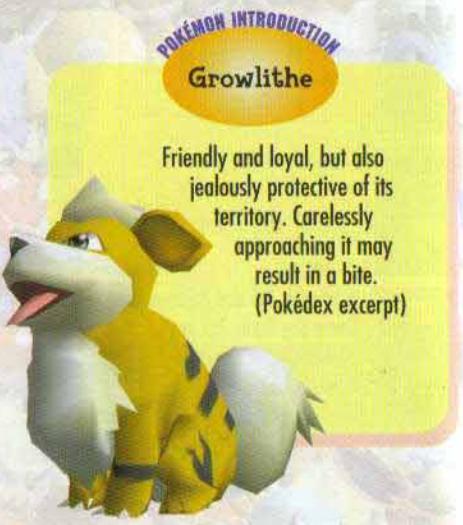


1P Battle

Use the 1P Controller. The computer controls your opponent.

2P Battle

Use both the 1P and 2P Controllers. Battle one-on-one with a friend.



Necessary Items

Controllers	1 or 2
Transfer Paks & GB Game Paks	None

Event Battle

This is a two-player battle mode. Play with two Controllers, each with a Game Boy Game Pak inserted. The six Pokémon currently in your Party in the saved data of each Game Boy Game Pak will take part in the battle. You can play according to the rules of the various Cups in Pokémon Stadium. You can also set a time limit.



Return to the previous screen.

Event Battle Settings

Use the **A** Button and the + Control Pad to change battle time settings.

Battle Time

Set to between 5 minutes and 90 minutes in 5-minute increments. When time is up, the battle ends. If a winner has not been determined, the Trainer with the most Pokémon remaining wins the battle. If both Trainers have the same number of Pokémon remaining, the winner will be determined by the total combined remaining strength (HP) of those Pokémon.

Move Selection Time

This is a time limit for choosing a Pokémon's action. Set this to between 5 and 90 seconds in 5-second increments. Trainers must select actions for their Pokémon within this amount of time. If a Trainer exceeds the time limit, the **Y** attack will be used. (If that attack has been used up, then the next attack in the lineup will be used.)

Necessary Items

Controllers	2
Transfer Paks & GB Game Paks	2 (You may only use Game Paks with 6 Pokémon in the Party.)

Select Cup Rules

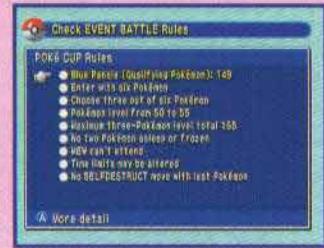
Choose one of the four sets of Cup rules for your Event Battle. If even one Pokémon in the Party of either Game Pak does not meet the Cup rules, the name of the Cup will be shown in red, and it cannot be played.

Battle

The Battle begins using the Pokémon in each player's Party.

Rules

Confirm the rules of the selected Cup.



◆ Options

Set game options such as sound and save data settings.

Sound

Choose Stereo or Mono. When choosing Stereo, check to see that both the left and right output connections on your N64 Control Deck are connected to your television.

Voice

Set the announcer's voice you hear during battle to On or Off.

Delete Saved Data

Delete all the data contained in the N64 Game Pak. When selecting this, choose Yes if it is okay to erase all data.



NOTE: Once all saved data is erased, it is lost and cannot be returned. Be careful when erasing!

POKÉMON INTRODUCTION

Slowbro

If its tail is bitten by a SHELLDER, SLOWPOKE evolves into SLOWBRO. The SHELLDER seems to like its crunchy tail. (Pokédex excerpt)



POKÉMON INTRODUCTION

Gastly

Made of a thin, gas-like substance that induces fainting if you get enshrouded in it. Will not appear if it is very windy. (Pokédex excerpt)



THE POKÉMON TRAINERS' PLAZA

This guide to the PokéTrainers' Plaza introduces the many useful facilities and fun games surrounding PokéStadium.



MAIN MENU



Choose a Place to Visit

In this Trainers' Plaza, you'll find tournament battles in the Stadium, Mini-Games in the Kids Club, and machines to check your Poké data in the Lab. Move the MAGNETON cursor to the place you'd like to visit and press the **A** Button. (Press the **B** Button to return to the previous screen.)



POKÉMON INTRODUCTION

Magneton

Formed by MAGNEMITE that link together when the number of black spots on the sun increases. Fires high-voltage power, etc. (Pokédex excerpt)

4 PokéLab

►P17

This is a mode for organizing your Pokémons and Items. Use the Pokédex to search through the Pokémons you've collected. You can also trade Pokémons with a friend's Game Boy Game Pak.

5 Victory Palace

►P26

Statues of the Pokémons that have won in the Stadium are placed here.

6 GB Tower

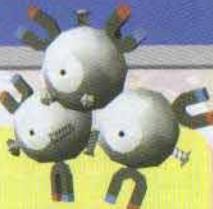
►P27

Play your Game Boy Pokémons game on the N64 in this single-player mode!

7 Kids Club

►P28

Play any of the nine different Mini-Games in this one- to four-player mode. Come here when you want to boost your spirits!





Choose from the Four Cups

There are four tournaments (Cups) to choose from in the Stadium, each with different rules. Move the cursor to the Cup of your choice and press the **B** Button. The battle begins once you have selected your Entry Pokémon on the Select Entry Pokémon Screen.

See page 32 for Battle Controls.

Basic Rules

- One Trainer battles a computer-controlled PokéTrainer.
- The Trainer enters six Pokémon that meet the entry requirements.
- Each of the six Entry Pokémon must be a different Pokémon.
- Before the battle begins, select three Pokémon out of the six entrants.
- The first Trainer to make all of his or her opponent's Pokémon faint is the winner.
- If you win all the battles in the Cup, you win the Cup.
- During battle, you cannot make two or more of your opponent's Pokémon SLEEP at the same time or FREEZE at the same time. However, you can make one of your opponent's Pokémon SLEEP and another one FREEZE at the same time.
- Neither Trainer may use SELFDESTRUCT or EXPLOSION with their final Pokémon. (If a Trainer does so, he or she will automatically lose.)

Important Rule Information

- Use the List on the PC in PokéLab to see which Pokémon can appear in the different Cups (see page 22).
- No Pokémon enhanced or altered by a trick, code, quirk or enhancement device can be used.

Necessary Items	
Controllers	1
Transfer Paks & GB Game Paks	1 (Necessary when you want to enter your own Pokémon in the Cup.)



PoKé Cup

- The official PokéTrainer League tournament.
- Levels 50 - 55.
- Combined level of battling Pokémon is no more than 155.
- Mew can't attend.
- Game difficulty level is 4.



Prime Cup

- All enemy Pokémon are level 100. No limit on Entry Pokémon.
- Game difficulty level is 4.
- No limit on Pokémon levels.
- Mew can attend.



PiKa Cup

- Limited to PokéTrainers between levels 15 and 20.
- Combined level of the three PokéTrainers is no more than 50.
- Mew can't attend.



Petit Cup

- Only Pokémon with a max. height of 6'8" and a max. weight of 44 pounds can take part.
- Pokémon level is between 25 and 30 and combined level is no more than 80.
- Mew can't attend.



About Quitting the Game

Each time you win a battle, you can save your data up to that point and quit the game. The next time you turn the game ON, a Continue Screen will appear before the Title Screen. When using the PokéTrainer currently in your possession on a Game Boy Game Pak—even if you change data on that Game Pak after saving—you will continue your battle with the PokéTrainer you were using when you saved and quit. You can only save one data file at a time. (Once you use that data file, its data will be erased.)



Please see page 35 about Continuing.

2 FREE BATTLE



From Focused Training to the Clamor of Battle!

This is a mode in which you can compete in battles with your favourite Pok  mon and your favourite settings. Up to four players can play at the same time. First, choose which players will battle on the Free Battle Rule Selection Screen. After that, determine the rules. On the Select Entry Pok  mon Screen, choose the Pok  mon that will be used. Then the battle will begin!

Necessary Items	
Controllers	1 to 4
Transfer Paks & GB Game Paks	1 to 4 (Necessary when you want to use Pokémon you have raised.)

See page 30 regarding Battles.

Only the Controllers that are connected to the Control Deck are lit up. Select COM to battle a computer-controlled opponent. You can also choose the computer's skill level.



Basic Rules

- Trainers enter with six Entry Pokémons that meet the entry requirements.
- Three of the six Entry Pokémons are chosen for the battle.
- The first Trainer to cause all of the opposing Trainer's Pokémons to faint, wins.
- When Anything Goes is chosen, all six Entry Pokémons take part in the battle. After choosing your Pokémons, press **Start**.



Please see page 12 for important rule information.

Tag-Team Battles

A Tag-Team Battle is when three or more people play together or when two players want to play as a team against the computer. Tag-Team Battles are different from other battles in the following ways:

- The rules must be set to Anything Goes.
- Each Trainer chooses his or her six Entry Pokémons.
- Each Trainer on each team chooses up to three Pokémons to enter in the battle.
- During battle, a Trainer can only command the Pokémons he or she has entered.



This is one example of a Tag-Team Battle.



The 1P Controller makes all the selections on the Rule Selection Screen.



Raichu

Its electrical attacks may reach 10,000 volts. It discharges electricity from its tail, so it is not harmed by its own power. (Pokédex excerpt)



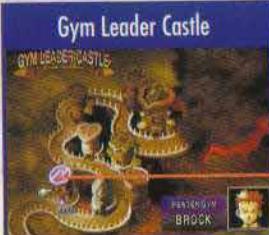
Please see page 5 regarding Transfer Pak use.



A Rematch with the Elite Four!

Battle the Gym Leaders of the PokéMón Red, Blue and Yellow versions in this mode. There are no limitations on the PokéMón you may enter. Beginning with Brock, defeat the Gym Leaders in order as you try to make your way into the depths of the castle.

Please refer to the Important Rule Information listed under Stadium on page 12.



Each Gym Leader has three apprentices training under him or her. To battle with the Gym Leader, you must first defeat the apprentices.



POKÉMÓN INTRODUCTION

Hitmonchan

Adept at punching invisibly quick at bullet-train speed. It takes a break every three minutes as it moves around. (Pokédex excerpt)



Necessary Items

Controllers	1
Transfer Paks & GB Game Paks	1 (Needed when you wish to use your own PokéMón.)



If you have not received the Pokédex from Professor Oak in the Red, Blue or Yellow version of PokéMón, or if you have not saved data at a PokéMón Center, you cannot use the majority of the features in the PokéMón Lab.



Arrange Your PokéMón

Use the PokéMón Lab to arrange the PokéMón and Items saved on your Game Boy Game Pak and to save those PokéMón and Items onto your PokéMón Stadium Game Pak. To do so, you must first choose the Game Boy Game Pak you wish to use.

Necessary Items

Controllers	1
Transfer Paks & GB Game Paks	1 or more

PC ► P18



Switch to different Game Boy Game Pak data.

Pokédex Monitor ► P24

Trade PokéMón ► P25



The PC and the machine for trading PokéMón will save data to both the N64 and Game Boy Game Paks. Please keep track of the Game Pak to which your Items and PokéMón are saved. Also, it's a good idea to save rare or powerful PokéMón to your PokéMón Stadium Game Pak.

POKÉMÓN INTRODUCTION

Grimer



Sludge that was transformed when exposed to X-rays from the moon. Loves sludge, industrial waste and other refuse. (Pokédex excerpt)

The PC

Use the PC to arrange your Pokémons and Items from the Game Boy game. You can also save Pokémons and Items that do not fit in your Game Boy Game Pak's memory to your Pokémons Stadium Game Pak.

Arranging Pokémons

You can move Pokémons one at a time between the Party, the GB Box and the N64 Box.

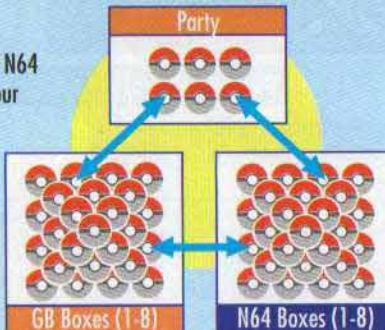


Cautions about Moving Pokémons

In this mode, you can swap Pokémons between the Game Boy Game Pak (Party, GB Box) and the N64 Game Pak. If you move Pokémons from your Party or from a GB Box to the N64 Game Pak, that Pokémon will be erased from the Game Boy Game Pak. When you want to use that Pokémon in a Pokémons Game Boy game, you must move it back to the Game Boy Game Pak you wish to play.

Multiple players can share Pokémons in the N64 Box. By using this feature, you can give your own Pokémons to your friends.

Up to 6 Pokémons can be placed in the Party. Up to 30 Pokémons can be placed in a single N64 Box or GB Box. There are 8 GB Boxes and 8 N64 Boxes, holding up to a total of 240 Pokémons.



Choose Left Box



Choose the Box to be displayed on the left. You cannot choose the Box already displayed on the right.

Choose Right Box



Choose the Box to be displayed on the right. You cannot choose the Box already displayed on the left.

Move Pokémons



Move a Pokémon to a different location. Choose the Pokémon you want to move from the left Box and choose the location in the right Box to which you wish to move it. Press the R Button to move a Pokémon from the right Box to the left Box. (Press the L Button to move from left to right again.)

Return to Menu



Exit this mode. If you have made changes to any of your Boxes, the changes will be lost unless you choose Save and Quit. If you do not wish to save any changes, choose Quit without Saving.

Re-Order Pokémons



Change a Pokémon's position in its Box. Press the R Button to re-order Pokémons in the right Box. (Press the L Button to return to re-ordering the left Box.)

Check Pokémons



View the moves of the Pokémons in the left Box. Press the R Button to check Pokémons in the right Box. (Press the L Button to return to checking Pokémons in the left Box.)

Release Pokémons



Erase the selected Pokémon from the left Box. Press the R Button to erase Pokémons from the right Box. (Press the L Button to switch back to the left Box.)

Pokémons Data Screen

When you select Check Pokémons and choose a Pokémon, a screen like the one on the right will appear. Press the A Button to view explanations of the Pokémon's moves or press B to rearrange its moves.



◆ Arranging Items

Use this function to move and trade Items held, Items in the PC and Items on the N64 Game Pak.

Left Box

Item Explanation



Choose Left Box



Choose the Box to be displayed on the left. You cannot select the Box currently displayed on the right.

Choose Right Box



Choose the Box to be displayed on the right. You cannot select the Box currently displayed on the left.

Move Item



Move an Item from the left Box to the right Box. Press the R Button to move an Item from the right Box to the left Box. (Press the L Button to move from left to right again.)

Re-Order Items



Change the position of Items in the left Box. Press the R Button to re-order Items in the right Box. (Press the L Button to return to re-ordering the left Box.)

Exchange Items



Exchange Items in the left Box with Items in the right Box.

Return to Menu



Return to the PC Menu. (You can also press the **B** Button to return.)

When Moving Items . . .

Items that have been moved to the N64 Game Pak can only be returned to the Game Boy Game Pak from which they were originally moved (unless the ID Number has changed). They cannot be moved to a Game Boy Game Pak with a different ID Number. (Simply put, you cannot give your Items to a friend.) Up to 100 Items can be stored under each ID Number on the N64 Game Pak. It can save up to 4 different ID Numbers.

Items displayed in pink cannot be moved to the N64 Game Pak. (These are Items necessary for playing Poké Ball Plus on the Game Boy.)

Game Pak ID 11111	ID 11111 Items	N64 Game Pak
Game Pak ID 22222	ID 22222 Items	
Game Pak ID 33333	ID 33333 Items	
Game Pak ID 44444	ID 44444 Items	

◆ Arranging Boxes

Move and exchange entire Boxes between the Game Boy and N64 Game Paks.

Game Boy Game Pak



Boxes marked with contain Pokémon. The number to the right of the Poké Ball symbol represents the number of Pokémon in the Box.

Move Box



Move a Box from the Game Boy Game Pak to the N64 Game Pak. Press the R Button to move a Box in the opposite direction. (Press the L Button to move from left to right again.)

Re-Order Boxes



Change the order of Boxes on the Game Boy Game Pak. Press the R Button to change the order of Boxes on the N64 Game Pak.

Exchange Boxes



Exchange a Game Boy Game Pak Box for an N64 Game Pak Box. You cannot select an empty Box.

Check Box



View a list of the Pokémon in the selected Box. Move the cursor to any Pokémon you wish to check and press the **A** Button to view its Poké Ball Plus Data Screen. Press the R Button to select N64 Boxes and the L Button to select Game Boy Boxes.

Return to Menu

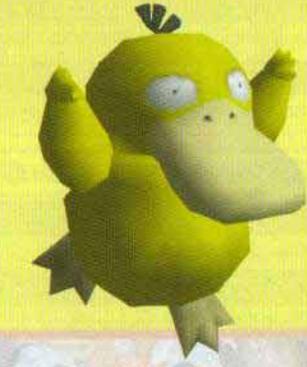


Return to the PC Menu. (You can also press the **B** Button to return.)

POKÉMON INTRODUCTION

Psyduck

Appears unaware and totally vacant. However, if its chronic headache worsens, it starts exhibiting peculiar powers. (Pokédex excerpt)



See List

Check the status of your Pokémons. First, use the + Control Pad and press the **A** Button to select a Box. Pokémons in Boxes marked with will be displayed. Press the **A** Button to mark a Box with or .



The + Control Pad controls the cursor. Press the L Button to scroll vertically through the list of Pokémons and the R Button to scroll horizontally through the list headings. Select a new page of data by pressing the C or Button.

List A to Z

List Pokémons alphabetically by name.

List by No.

List Pokémons by Pokémon number.

Group Pokémons by Cup

Group Pokémons based on which Cups they can enter. Names of Pokémons which do not meet the level requirements of a Cup will be displayed in a different color (RED means its level is too high; GREEN means its level is too low.)

Use Item

Choose an Item to use on a Pokémon. Next, choose the Pokémon on which the item will be used. The names of Pokémons on which the item can't be used are faded.

Select Pokémons to be Listed

Select which Pokémons will be listed.

Cancel Selections

Return Pokémons display to the default, erasing all selections and groupings.

When returning to the PC Menu after changing data, confirm whether or not you will save. (Press the **B** Button to reach the same display.)

Save and Quit

Save your data changes and return to the PC Menu.

Quit Without Saving

Return to the PC Menu without saving your data changes.

Pokémon	Nickname	ID	OT	AREA	TYPE1	TYPE2	MOVE 1	MOVE 2	MOVE 3	MOVE 4	LEVEL	HP	ATTACK	DEFENSE	SPEED	SPECIAL
001 ZAPDOS	ZAPDOS	07252	ASH	PARTY	Electric		THUNDERSHOCK	HYDRO PUMP	THUNDER	HYPER BEAM	51	182	116	98	114	151
002 GYARADOS	GYARADOS	07252	ASH	PARTY	Water		HEADBUTT	SURF	BITE	MEGA PUNCH	52	192	162	122	120	138
003 SNORLAX	SNORLAX	07252	ASH	PARTY	Normal		BODY SLAM	REST	REST	HYPER BEAM	40	217	123	87	45	83
004 GENGAR	GENGAR	07252	ASH	PARTY	Ghost		DREAM EATER	CONFUSE RAY	NIGHT SHADE	HYPNOSIS	43	122	77	70	121	128
005 HORSEA	HORSEA	07252	ASH	GB	1	Water	BUBBLE	SMOKESCREEN	LEER		28	60	27	47	47	50
006 PARAS	PARAS	07252	ASH	GB	1	Bug	SCRATCH				8	23	17	15	10	18
007 ZUBAT	ZUBAT	07252	ASH	GB	1	Poison	LEECH LIFE				8	26	12	10	14	11
008 KAKUNA	KAKUNA	07252	ASH	GB	1	Bug	HARDEN				6	19	8	10	9	7
009 CHARMANDER	CHARMANDER	07252	ASH	GB	1	Fire	SCRATCH	GROWL	EMBER		12	35	19	18	21	20
010 RATTATA	RATTATA	07252	ASH	GB	1	Normal	TACKLE	TAIL WHIP	QUICK ATTACK		10	29	20	15	23	12
011 GEODUDE	GEODUDE	07252	ASH	GB	1	Rock	GUST	SAND ATTACK	QUICK ATTACK		6	24	17	23	10	11
012 PIDGEY	PIDGEY	07252	ASH	GB	1	Normal	TACKLE	DEFENSE CURL			14	39	19	21	25	18
013 GEODUDE	GEODUDE	07252	ASH	GB	1	Rock	ABSORB				11	32	26	28	11	12
014 ODDISH	ODDISH	07252	ASH	GB	1	Grass					12	33	18	21	13	23

L Group or move Pokémons. Press the **A** Button to display the following options:

Group Pokémons

Display only the selected kind of Pokémons.

Group by Type

Display only the selected Pokémons type.

Move

Move the selected Pokémons to a different Box.

Use Item

Use an Item on a Pokémon. The names of Pokémons on which the item cannot be used are faded.

Check

View the details of the selected Pokémons moves. You can also change the order of moves here. (Please see page 19 for details regarding the Pokémons Data Screen.)

When the symbol shown on the left is displayed, you can return to the previous screen without grouping or changing the order of Pokémons or Items.

R

Group or move Pokémons. Press the **A** Button to display the following options:

Nickname

List A to Z

List Pokémons alphabetically by nickname.

Area

List by Area

Group Pokémons by their save location. The order is Party, GB Box 1-8, N64 Box 1-8.

ID

List by No.

List Pokémons numerically by ID number.

Type

Only Display Pokémons of Selected Type

Choose the type by which you will group Pokémons.

Moves

Group Pokémons Based on Moves

Select the move by which you will group Pokémons.

L Group or move Pokémons. Press the **A** Button to display the following options:

Group Pokémons

Display only the selected kind of Pokémons.

Group by Type

Display only the selected Pokémons type.

Move

Move the selected Pokémons to a different Box.

Use Item

Use an Item on a Pokémon. The names of Pokémons on which the item cannot be used are faded.

Check

View the details of the selected Pokémons moves. You can also change the order of moves here. (Please see page 19 for details regarding the Pokémons Data Screen.)

Level

List in Descending Order

List Pokémons from the highest to the lowest level.

List in Ascending Order

List Pokémons from the lowest to the highest level.

Group by Level

Select a level range and list Pokémons within that range. Use the + Control Pad to input the range.

HP/ATTACK/DEFENSE/SPEED/SPECIAL

List in Descending Order

List from the highest to the lowest rating.

List in Ascending Order

List from the lowest to the highest rating.

The only items that can be used here are those that strengthen Pokémons.

Pokédex

Use the Pokédex to view Pokémon data, including the areas where Pokémon can be found. Pokémon which you have in the currently selected Game Boy Game Pak are marked by a . Pokémon which you don't currently have, but have caught in the past, are marked by a . Only the names of Pokémon you have seen but never caught are displayed.

Press the Button to display Pokémon alphabetically or by number.



Data

View information regarding a Pokémon's height, weight and behavior. When only a Pokémon's name is displayed, there is no data available.

Cry

Listen to the Pokémon's cry.

Area

View the area that the selected Pokémon naturally inhabits. A map of the Pokémon world appears, with a symbol indicating where the Pokémon can be found. Use the + Control Pad to select an area and press the Button for more detailed map information.

You can also press the R Button to view the Game Boy Town Map.



Pokémon you've seen but haven't caught are shown partially transparent.



POKÉMON INTRODUCTION
Farfetch'd



Always carries the stalk of an unidentified plant. The stalk is said to be used for making a nest or as a weapon. (Pokédex excerpt)

Trading Pokémon

Trade Pokémon between two Game Boy Game Paks. Two Transfer Paks are required to trade. Also, saved data for both Game Boy Game Paks is limited to data that has been saved at a Pokémon Center.

Necessary Items

Controllers	2
Transfer Paks & GB Game Paks	2 (Requires Game Paks that have been saved at a Pokémon Center.)

Choose Game Paks

Choose the first Game Pak that will be trading. You should choose the Game Pak on the left when entering the Pokémon Lab.



Choose Pokémon

Each player must choose the Pokémon on his or her Game Pak to trade. Move the cursor to a Pokémon and press the Button to view its Data Screen. Press the Button again to confirm.

Press the L or R Button to switch between your Party and your Boxes.

Completing the Trade

After each Trainer has chosen a Pokémon to trade, the trade begins. After finishing the trade, data can be saved on each Game Pak by choosing either Save and Quit or Save and Continue. If you do not wish to save, choose Quit without Saving.



- All Pokémon trading is controlled by the 1P Controller.
- Pokémon that evolve after being traded in this mode will evolve the same as they would after being traded between two Game Boy systems.

The Valor of Hall of Fame Pokémons!

Statues of Pokémons that have been victorious in either the Stadium or the Gym Leader Castle are placed here in the Hall of Fame. Press **↔** and **→** on the + Control Pad or press the L and R Buttons to scroll through the statues.



Press the **A** Button to view a Pokémons data and the victory that put it in the Hall of Fame.

POKÉMON INTRODUCTION

Cleable



Its ears are very sensitive, so it does not like loud noises or busy places. Will not come out in front of people. (Pokédex excerpt)

POKÉMON INTRODUCTION

Lickitung



Its tongue, twice its body's length, moves around freely to catch prey. Its licks cause a tingling sensation. (Pokédex excerpt)

Play Pokémons on the N64!

You can play your Game Boy Pokémons game using the N64 and a TV.



You cannot operate the game while Game Boy Pokémons data is being transferred to the N64. Please wait until the "Loading..." display disappears.

Menu

Press the **C** Button during game play to view the Menu Screen.

Continue Game

Play your Pokémons game.

Quit Game

Quit your game and return to the Trainers' Plaza.

Help & Config.

Set the functions of START and SELECT on the Game Boy to **START** or the L, R, C **↔** or C **↑↓** Buttons on the N64 Controller. Use the + Control Pad and the **A** Button to change the settings. (You can also set these functions by simply pressing the button you wish to use.)



 If you save your data while in the GB Tower, "Saving..." will be displayed on-screen. Do not turn the power OFF at this time under any circumstances!



Select a Mode

You can play nine different Mini-Games. First, choose from two different modes:

Pick a Game

Choose any game you'd like to play. Each game makes up a single match.

Who's the Best?

Play many different Mini-Games. The first player to reach the set number of wins (between one and nine) wins the match. The first Mini-Game is determined randomly. After that, the player with the fewest wins chooses the next one.



Select the Players

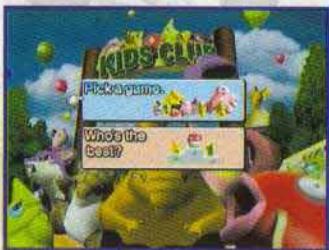
Next, select the number of people who will play. Simply press the **A** Button of the Controller you will use. (The COM symbol will then change to the symbol of the Controller you will use.) If you will be playing with any COM characters, you can set the computer's difficulty level after choosing Ready!



Choose a Mini-Game

Move the cursor to the Mini-Game you'd like to play and press the **A** Button. The rules and controls will be displayed. Press **B** to begin the game.

Necessary Items	
Controllers	1 to 4
Transfer Paks & GB Game Paks	None



POKÉMON INTRODUCTION
Drowzee



It puts its enemy to sleep and eats the victim's dreams. Said to have descended from the legendary beast, Baku. (Pokédex excerpt)

MAGIKARP'S SPLASH

Press the **A** Button to make MAGIKARP jump. The player with the highest count wins. Timing your button presses is the key.



SNORE WAR

Four DROWZEE try to cast HYPNOSIS on one another. Focus on the swinging pendulum!



EKANS HOOP HURL

Aim for the DIGLETT that pop up out of the ground and hurl your EKANS hoop at them. Tilting your Control Stick the right amount is key.



CLEFAIRY SAYS

Press the + Control Pad in the order instructed by the CLEFAIRY teacher. If you miss too many times, you get dizzy.



THUNDERING DYNAMO

Press the same button as displayed on the lamp to charge electricity. Pressing the wrong button drains electricity.



ROCK HARDEN

HARDEN when rocks come hurling down on you. However, HARDEN consumes HP, so don't HARDEN for too long!



RUN, RATTATA, RUN

Race toward the finish, jumping to clear the hurdles. Repeated button presses and well-timed jumps are the key.



SUSHI-GO-ROUND

The player who eats the most expensive sushi wins. Eat the same kind of sushi several times in a row for higher points.



DIG! DIG! DIG!

The first player to make SANDSHREW DIG down to water wins! Timing your button presses is the key.



BATTLING POKÉMON

This section explains how to choose Pokémons for a battle and breaks down the flow of battles.

1

SELECTING ENTRY POKÉMON



Selecting Pokemon Data

After selecting the rules and your opponent in the Stadium, Gym Leader Castle or Free Battle, the screen shown on the right will appear when you choose Battle. This is where you choose the Pokémons you will use. How you select your Pokémons is divided into the following three methods, depending on where your Pokémons data is.



Choosing a Game Boy Game Pak

You can build any team of six Pokémons you like from those saved on your Game Boy Game Pak. Press the L and R Buttons to switch between your Party and a Box. Only Pokémons that meet the entry requirements of the selected Cup are displayed.



Chosen Pokémon display window.

List of Pokémons in the selected Box. Only Pokémons that meet entry requirements are displayed.

Press the L or R Button to change Boxes. You can also choose Rental Pokémons.

After choosing six Pokémons, the following four commands appear:

OK

Use the six chosen Pokémons as your Entry Pokémons.

OK to Register

Use the six chosen Pokémons as your Entry Pokémons and register them at the same time.

Reselect Some Pokémon

Reselect Pokémon one at a time.

Reselect All Pokémon

Cancel all selections and reselect all six Pokémons.



Choosing Registered Pokémon

If you have already registered a team of Pokémons, you can choose your Entry Pokémons from the registered team.



About Registering

You will find it easier to choose Pokémons if you register a team that you use often. Also, if you register a team, you can use those Pokémons even if you do not have a Game Boy Game Pak. If you choose to register, the Ditto on the N64 Game Pak simply transforms, so your Pokémons remain on your Game Boy Game Pak.

You can register a total of ten teams for each of the six rule sets: four Cups, Free Battle and Gym Leader Castle.



Choosing Rental Only

Basically, this option follows the same procedures as choosing a Game Boy Game Pak. However, since you can only choose from among the Rental Pokémons, you cannot use the L and R Buttons to switch Boxes.



You cannot use the L and R Buttons.

About Rental Pokémon

Rental Pokémons are those Pokémons included on the Pokémon Stadium Game Pak. Pokémons that meet the varying rules (except for Mew and Mewtwo) are available. Even if you do not have Pokémons which you have trained on your own, you can enter all Cups by using Rental Pokémons. You can also create teams by combining Rental Pokémons and your own Pokémons.

POKÉMON INTRODUCTION Ekans

Slithers silently through grass, searching for its favourite food—PIDGEY and SPEAROW eggs. (Pokédex excerpt)



2 BATTLE CONTROLS



Select Pokémon Screen

Choose the Pokémon you will send into battle on the Select Pokémon Screen. In the four Cups and in the Gym Leader Castle, choose three of your six Entry Pokémon. Under Anything Goes, choose between one and six Pokémon. The first Pokémon you choose will be the first to do battle.

Reselect all
Pokémon.



Highlight selected
Pokémon.

Press the button of the
Pokémon you
wish to choose.

Press the button of any
Pokémon while holding
down the R Button to view
that Pokémon's data.

Tag-Team Battles

Choose the Pokémon you wish to use from the two teams available. You can choose up to six. During battle, each player will control the Pokémon from his or her own team.



In-Battle Pokémon Assignment
When using three Pokémon in the four Cups and the Gym Leader Castle, Pokémon are assigned to the C Buttons as shown in the picture on the left. Under Anything Goes, Pokémon are assigned to the buttons as shown in the picture on the right.



During Battle: Choosing a Strategy

Determine the commands you will issue to your Pokémon. In tag-team battles, only the Trainer of the Active Pokémon can choose Battle. However, any player may choose Pokémon or Run.

Run
Give up.
You will
automatically
lose the
match.



Pokémon
Change Pokémon.

Battle
Use a
move.



During Battle: Choosing Battle

Choose the move you will use by pressing the appropriate C Button.

Return to Strategy
Selection Screen.



View available
moves.

Choose a move.



During Battle: Choosing Pokémon

Press a C Button or the **A** or **B** Button to choose which Pokémon you'll use.

Return to Strategy
Selection Screen.



View available
Pokémon.

Choose a
Pokémon.

Move Arrangement

Pokémon moves from the Game Boy game are assigned to the N64 Controller buttons as shown on the right. Refer to this arrangement when choosing moves during battles.

①	BUBBLEBEAM	PP	20/20
②	BLIZZARD	PP	5/ 5
③	HYDRO PUMP	PP	5/ 5
④	SURF	PP	15/15



Viewing the Battle Screen



Trainer's Name

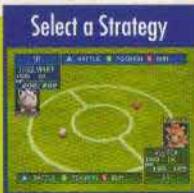
Status
Name, level, status and HP
of the current Pokémon.

Strategy Window
Give commands to the Pokémon awaiting instructions.

Poké Balls
The Pokémon in a Poké Ball marked with an X has fainted.

This chart outlines the flow of battle.

Strategy Selection



First, choose a strategy for your Pokémons.

Battle
A
Cancel
L

Choose a Move
Press one of the C Buttons to choose an attack.

Hold the R Button
Release

Check Moves
Normal 14/15 SING
Psychic 10/10 PSYCHIC
Psychic 10/10 BODY SLAM
Seismic Toss 20/20 Seismic Toss

Run
Run
Quit?
Yes
Lose

Change Pokémons.

Choose Pokémons
Press the A, B or one of the four C Buttons to choose a Pokémon.
Hold the R Button
Release

Check Pokémons
1P 1P
150 JIGGLYPUFF HP: 202/202
150 RATTATA HP: 117/117
150 ZUBAT HP: 127/127

Use A, B, C when not playing Anything Goes.

Strategy Set!

When both Trainers have chosen their strategies . . .

To Battle!



Moves and Pokémon names are not displayed during battle so that your opponent cannot guess your choice of action. Press the R Button to check the Pokémon's name and moves. When battling a friend, it is a good idea to memorize which button is assigned to which move or Pokémon. (See page 32.)

Battle Progress



In the Stadium, if you have a perfect win against an opponent (defeating your opponent without any of your Pokémons fainting), you will earn an extra continue. Even if you lose in the Stadium, you can restart from the battle you lost.

NOTE: This is only effective when proceeding through one Cup. Additionally, you can Save and Quit after losing a battle if you have a continue.



Extra Continue

4 TIPS & TECHNIQUES

This section introduces important tips & techniques to help you enjoy PokéStadium.



Types of PokéMon

There are many different types of PokéMon. Each type of PokéMon has strengths and weaknesses against other types. There are also different types of moves. If you know which type of move will be "super effective" against an opponent's PokéMon, you can use it to your advantage in battle. Refer to the chart below.

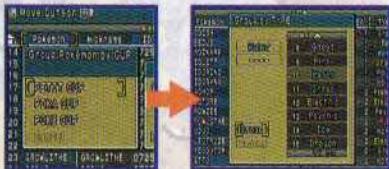


PokéMon Type of Defending PokéMon

Attack Type of Attacking PokéMon	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON
NORMAL															
FIRE															
WATER															
ELECTRIC															
GRASS															
ICE															
FIGHTING															
POISON															
GROUND															
FLYING															
PSYCHIC															
BUG															
ROCK															
GHOST															
DRAGON															

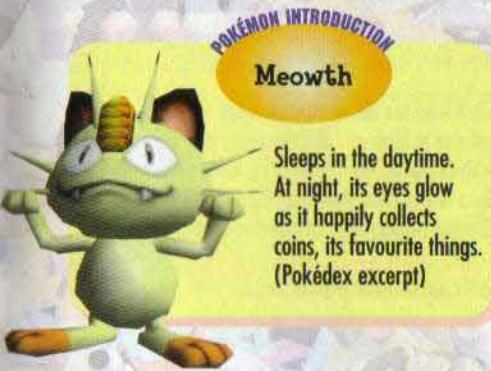
Using the List Effectively

When you have collected a lot of PokéMon, it can be difficult to find the PokéMon you want to use in battle. In these instances, using the List can be helpful. For instance, suppose you want to find Water PokéMon to use in the Petit Cup. First, group PokéMon by Cup and choose the Petit Cup. Only PokéMon that can enter the Petit Cup will be displayed. Next, group PokéMon by type and choose Water. Then, only Water PokéMon that may enter the Petit Cup will be displayed. After that, just look at their different moves and choose your PokéMon. Once you learn to use the List, it can be a very useful mode. Learn to use the List to give your teams of PokéMon the advantage!



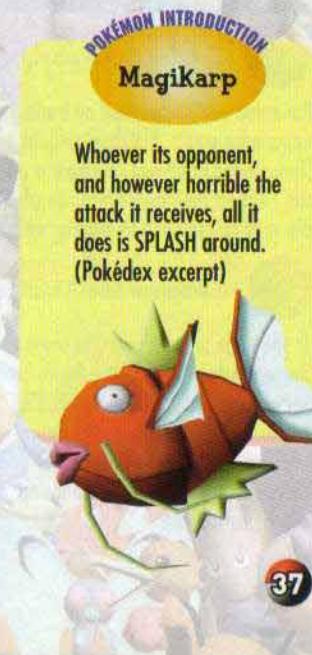
Don't Look at Your Opponent's Controller!

If you and a friend are bottling, you can see what commands your friend is giving by watching his or her Controller. Anyone who uses this sneaky trick can never be considered a true PokéMon Master. Don't do this under any circumstances!



The Secret of Nicknames

In PokéStadium, the colour of your PokéMon can vary depending on the nicknames given to them. Even if two PokéMon have the same nickname but different Game Pak ID numbers, their colours will differ. What colours are your PokéMon?



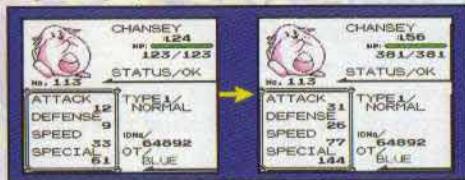
Pokémon Stadium: First Steps on the Road to Victory!

This section introduces important tips about effectively raising your Pokémons.



Train Pokémons from Lower Levels for Higher Stats!

When catching Pokémons for use in tournaments, it is best to catch and train low-level wild Pokémons. Pokémons trained at lower levels attain higher abilities. As shown in the screens below, a low-level Pokémon trained to level 55 has higher ATTACK and DEFENSE power than a Pokémon captured in Cerulean Cave. Of course, some Pokémons caught in Cerulean Cave can immediately be used in the Poke Cup, but they might not match up against Pokémons that have long battling experience with their Trainer.



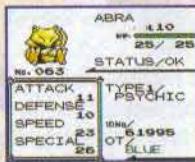
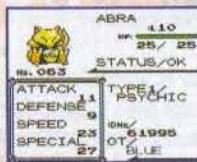
Traded Pokémons: Beware the Easy Path

Pokémons you've received by trading with a friend are easier to train since they receive more experience points, but their abilities will not rise as high as Pokémons you catch on your own. Since traded Pokémons receive more experience points, their levels rise more quickly, but you can't expect their abilities to rise after only a few battles. However, Pokémons such as Jynx that can only be obtained by trading with a different version are not affected by this.



Compare the Abilities of Captured Pokémons!

If you hope to train your Pokémons to be the most powerful, you should check their stats immediately after catching them. Even wild Pokémons of the same type and level can have very different ATTACK and DEFENSE power. Try to catch many Pokémons of the same type and level. Then, compare their stats before choosing which one to train.



IMPORTANT INFORMATION

To those currently playing their Pokémon Game Boy Game Pak...



Even if the Pokémons you are currently collecting do not meet the various Cup rules of Pokémon Stadium, *there is no need to start your game of Pokémon over again*. You can simply catch new Pokémons that meet the basic Cup requirements, then raise them to the appropriate level.

If you do decide to start your game over so you can thoroughly study the different HMs and TMs, be aware that you will lose all your saved data by doing so. *It is strongly advised that you move the Pokémons you have already collected to the N64 Boxes (under Organize Boxes on the PC Menu in Pokémon Lab)—especially any prized Pokémons.*

Also, if you restart your game of Pokémon on the Game Boy, your Game Pak ID number will change. In that case, you will be unable to access Items stored in the N64 Boxes under your old ID number.



In Pokémon Stadium, if you try to use Pokémons from your Game Boy Game Pak that were enhanced or altered by a trick, code, quirk or enhancement device, there is a strong possibility that your Game Boy Pokémon data will be erased. It is also possible that such data will prevent you from proceeding through Pokémon Stadium.

Beware! Once data has been erased, it cannot be recovered. Nintendo cannot be held responsible for lost data.

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