

INSTRUCTION BOOKLET

POKÉMON™



STADIUM

The illustration shows two Pokémon characters, Blastoise and Charizard, positioned between the two lines of the title. Blastoise is on the left, and Charizard is on the right, breathing fire. The background of the title area is a yellow gradient with faint, repeating patterns of the Nintendo 64 logo.

NINTENDO⁶⁴



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

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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.

NEED HELP WITH A GAME?

For free, automated game play tips and news, call Nintendo's Power Line at:

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This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707 (U.S. \$1.50 per minute) **1-900-451-4400** (Canada \$2.00 per minute)

6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday
Callers under age 18 need to obtain parental permission to call (prices subject to change)



EVERYONE

MILD ANIMATED VIOLENCE

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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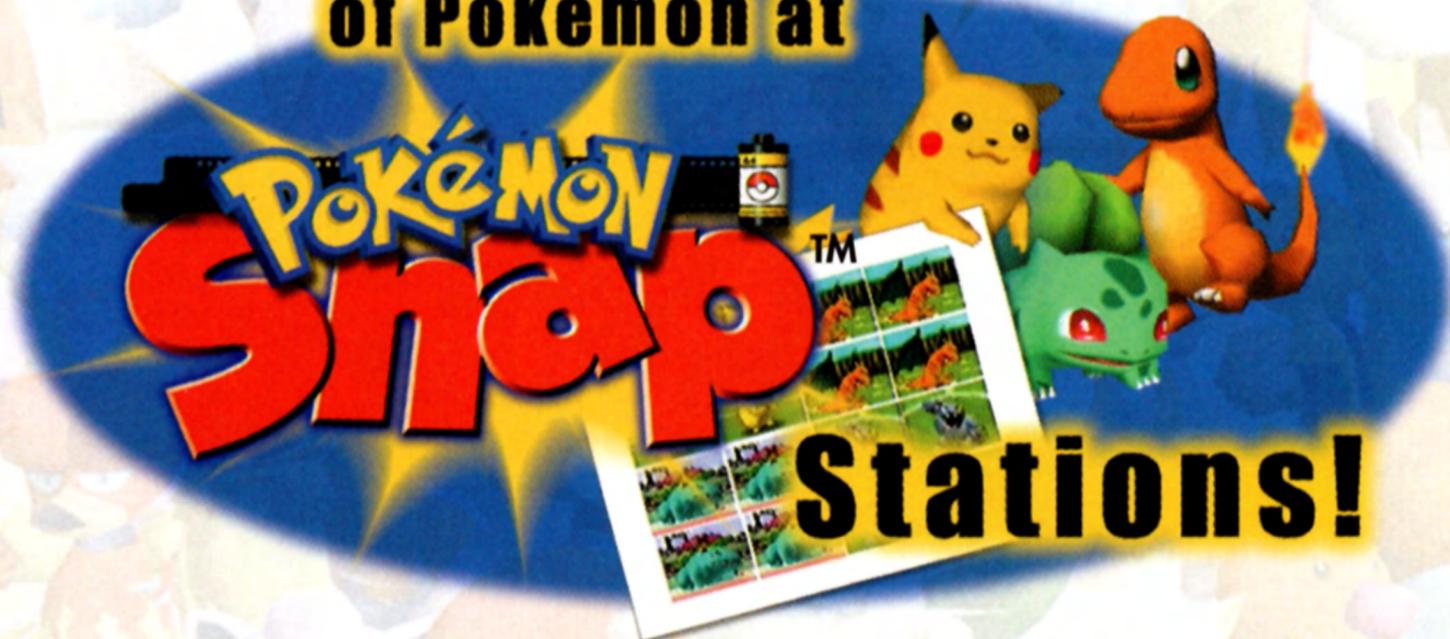
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CONTENTS

<u>Before Turning the Power ON</u>	<u>4</u>	<u>Arranging Items</u>	<u>20</u>
<u>Multi-Player Battles Using Transfer Paks</u>	<u>5</u>	<u>Arranging Boxes</u>	<u>21</u>
<u>Main Controls</u>	<u>6</u>	<u>See List</u>	<u>22</u>
<u>Starting the Game</u>	<u>7</u>	<u>Pokédex</u>	<u>24</u>
<u>Playing the Game</u>	<u>8</u>	<u>Trading Pokémon</u>	<u>25</u>
<u>Battle Now!</u>	<u>8</u>	<u>Victory Palace</u>	<u>26</u>
<u>Event Battle</u>	<u>9</u>	<u>GB Tower</u>	<u>27</u>
<u>Options</u>	<u>10</u>	<u>Kids Club</u>	<u>28</u>
<u>The Pokémon Trainers' Plaza</u>	<u>11</u>	<u>Battling Pokémon</u>	<u>30</u>
<u>Main Menu</u>	<u>11</u>	<u>Selecting Entry Pokémon</u>	<u>30</u>
<u>Stadium</u>	<u>12</u>	<u>Battle Controls</u>	<u>32</u>
<u>Free Battle</u>	<u>14</u>	<u>Battle Progress</u>	<u>34</u>
<u>Gym Leader Castle</u>	<u>16</u>	<u>Continuing</u>	<u>35</u>
<u>Pokémon Lab</u>	<u>17</u>	<u>The Gallery & Snap Stations</u>	<u>36</u>
<u>The PC</u>	<u>18</u>	<u>Tips & Techniques</u>	<u>38</u>
<u>Arranging Pokémon</u>	<u>18</u>	<u>Important Information</u>	<u>41</u>
		<u>Warranty & Service Information</u>	<u>45</u>

**With Pokémon Stadium,
you can print out stickers
of Pokémon at**



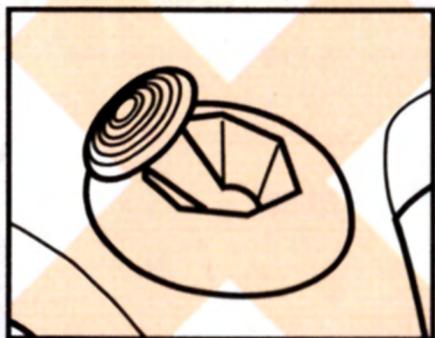
**See page 36 for Pokémon Snap Station
locations and more information!**

The Nintendo® 64 Controller

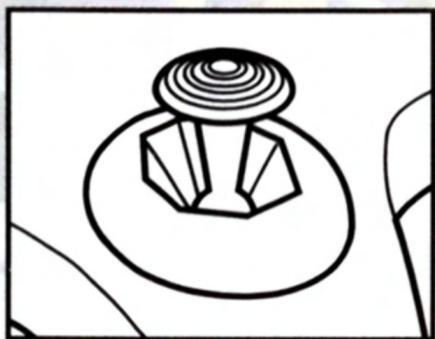
Control Stick Function

The Nintendo 64 Control Stick uses an analog 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 center 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. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.



Holding the Nintendo 64 Controller

While playing the Pokémon 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 Pokémon Stadium Game Pak has been properly inserted into the N64[®] Control Deck.
- When using an N64 Transfer Pak, your Pokémon 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 Pokémon 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 Pokémon.



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 Pokémon you wish to use in battle, then Register your Pokémon. 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 Pokémon 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.

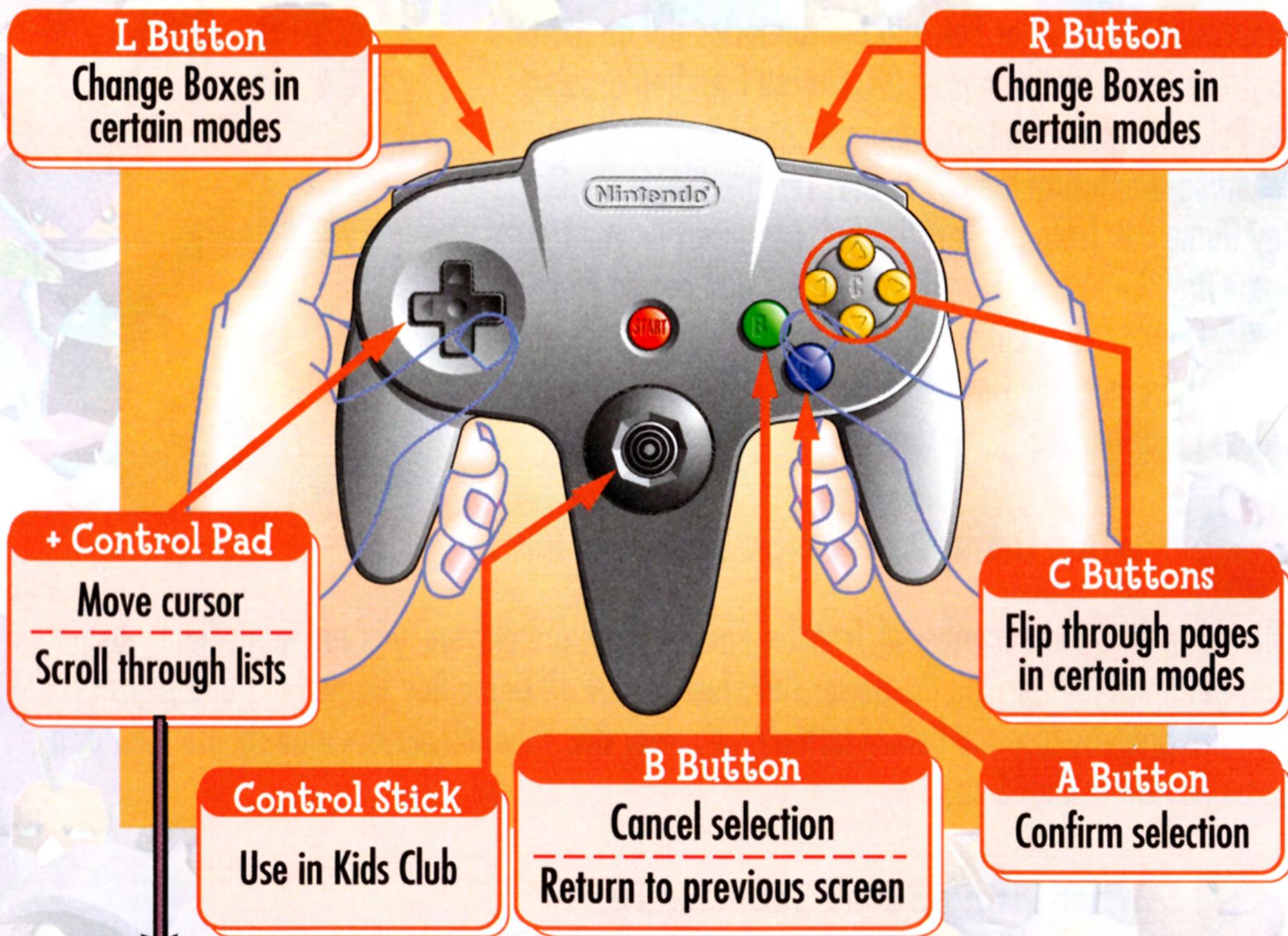
WELCOME TO POKÉMON STADIUM!

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.

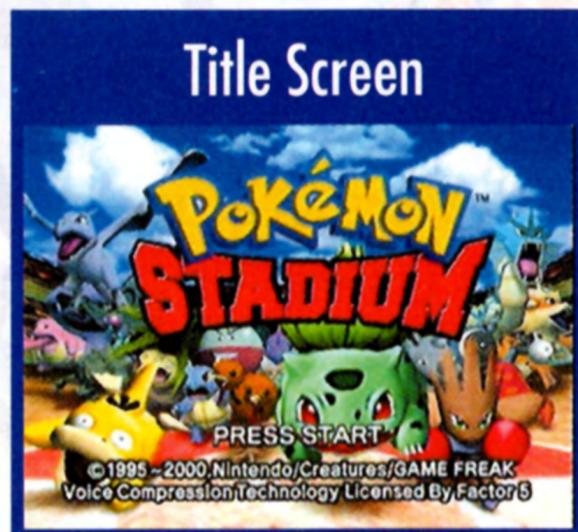
GB BOX 4	
POLIWAG	L10
LAPRAS	L30
ALAKAZAM	L52
GENGAR	L57
ZAPDOS	L70
GOLEM	L60
20/20	

See page 32 for Battle Controls.



Starting the Game

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

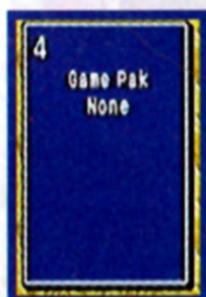


Connected Accessories Check

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.



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.



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.

Necessary Items	
Controllers	1 or 2
Transfer Paks & GB Game Paks	None



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.

POKÉMON INTRODUCTION

Growlithe™

Friendly and loyal, but also jealously protective of its territory. Carelessly approaching it may result in a bite.
(Pokédex excerpt)



◆ 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.

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



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 **⬆** attack will be used. (If that attack has been used up, then the next attack in the lineup will be used.)

Select Cup Rules

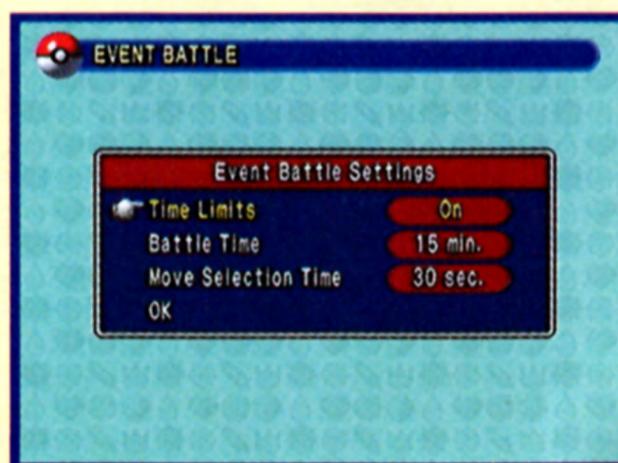
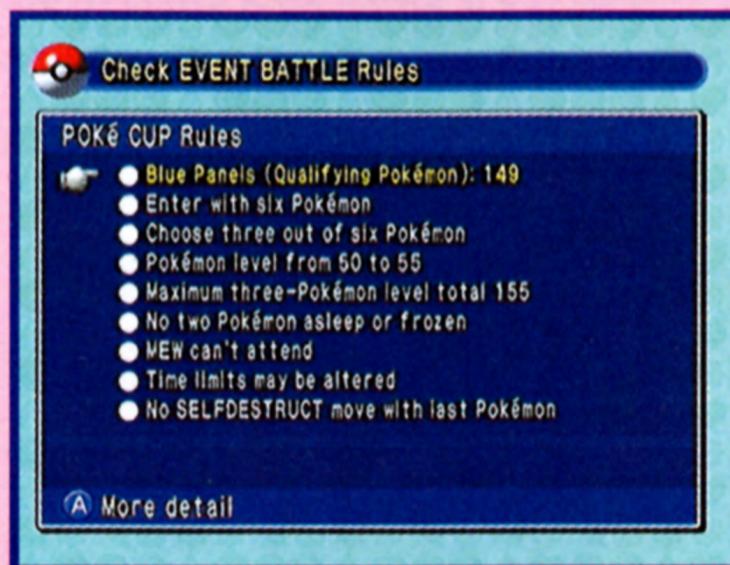
Choose one of the four sets of Cup rules for your Event Battle. If even one Pokémon in the Party of either Game Pak does not meet the Cup rules, the name of the Cup will be shown in red, and it cannot be played.

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)



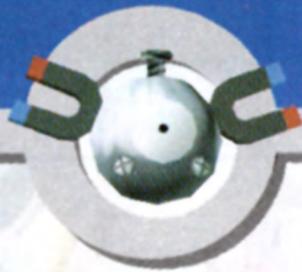
POKÉMON INTRODUCTION

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 Pokémon Trainers' Plaza introduces the many useful facilities and fun games surrounding Pokémon Stadium.



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 Pokémon 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.)

Trainers' Plaza (Main Menu)



1 Stadium ▶ P12

This is a single-player mode. Compete in the various tournaments and battle for victory. There are a total of four tournament Cups.

2 Free Battle ▶ P14

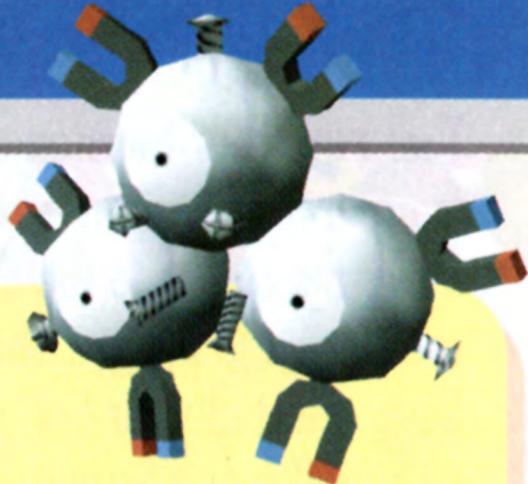
This is a one- to four-player mode. Control one team with a friend and compete in a no-holds-barred battle.

3 Gym Leader Castle ▶ P16

This is a single-player mode. Battle with the Gym Leaders that appeared in the Game Boy versions of Pokémon!

POKÉMON INTRODUCTION

Magnetron™



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

4 Pokémon Lab ▶ P17

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

5 Victory Palace ▶ P26

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

6 GB Tower ▶ P27

Play your Game Boy Pokémon 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 **A** Button. The battle begins once you have selected your Entry Pokémon on the Select Entry Pokémon Screen.

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

See page 32 for Battle Controls.

Basic Rules

- One Trainer battles a computer-controlled Pokémon Trainer.
- 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 Pokémon Lab 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.

Poké Cup

- The official Pokémon 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 Pokémon between levels 15 and 20.
- Combined level of the three Pokémon 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 Pokémon 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 Pokémon 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 favorite Pokémon and your favorite 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 Pokémon Screen, choose the Pokémon 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.



Select the rules. For a tag-team battle, you must choose Anything Goes.

Basic Rules

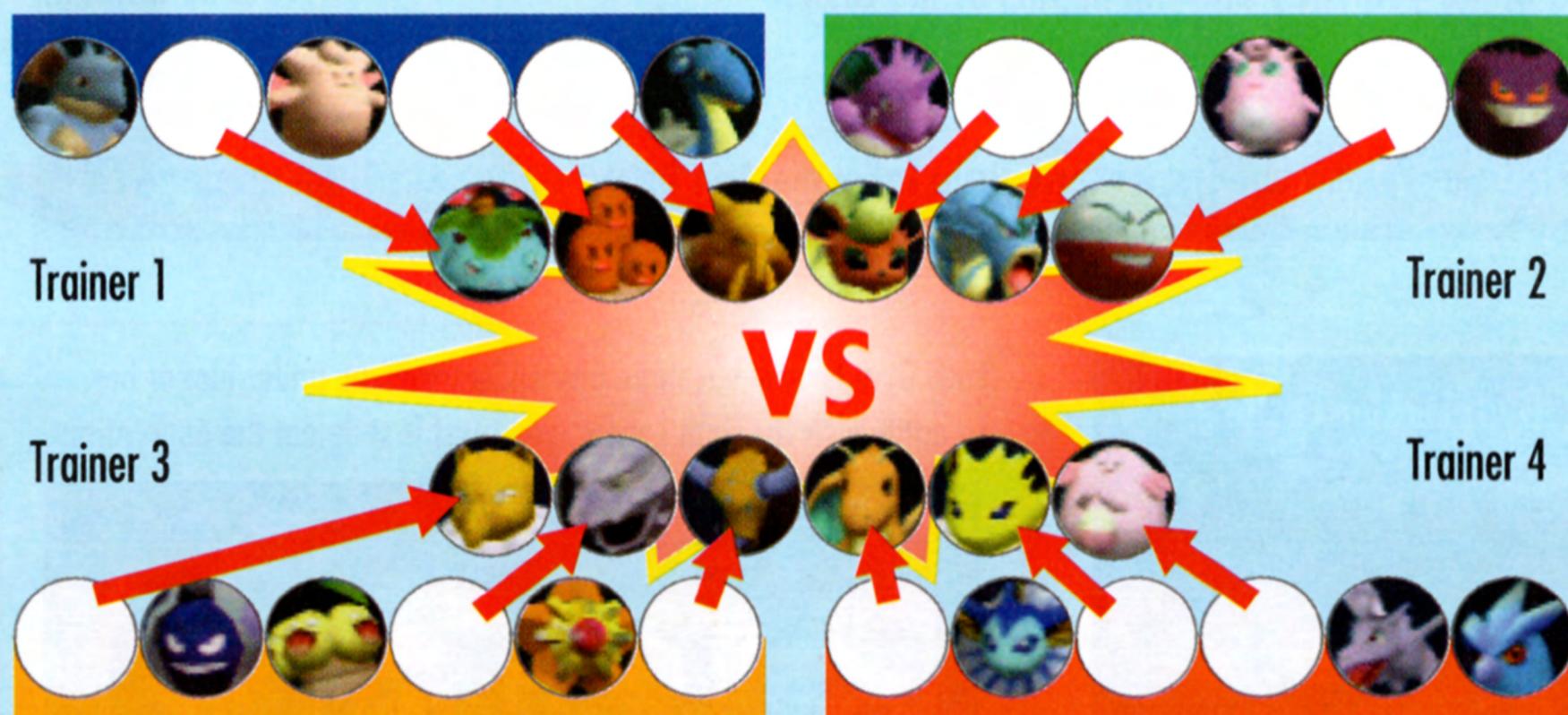
- Trainers enter with six Entry Pokémon that meet the entry requirements.
- Three of the six Entry Pokémon are chosen for the battle.
- The first Trainer to cause all of the opposing Trainer's Pokémon to faint, wins.
- When Anything Goes is chosen, all six Entry Pokémon take part in the battle. After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



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 Pokémon.
- Each Trainer on each team chooses up to three Pokémon to enter in the battle.
- During battle, a Trainer can only command the Pokémon 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.

POKÉMON INTRODUCTION

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.

3

GYM LEADER CASTLE

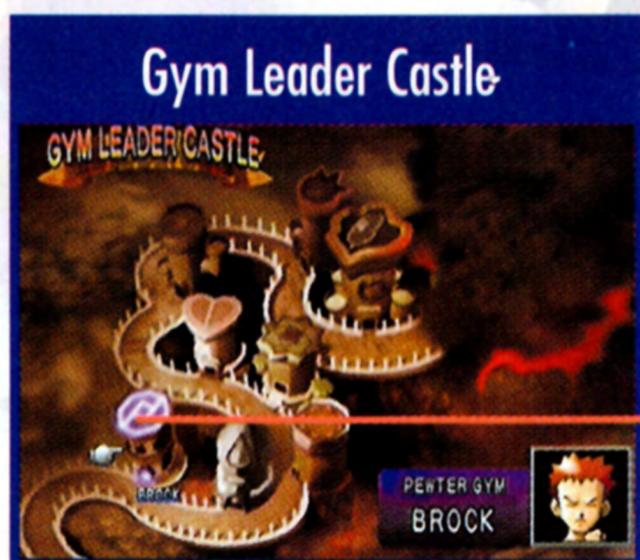


A Rematch with the Elite Four!

Battle the Gym Leaders of the Pokémon Red, Blue and Yellow versions in this mode. There are no limitations on the Pokémon 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.

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

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.



POKÉMON INTRODUCTION

Hitmonchan™

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





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



Arrange Your Pokémon

Use the Pokémon Lab to arrange the Pokémon and Items saved on your Game Boy Game Pak and to save those Pokémon and Items onto your Pokémon 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



This is a sophisticated PC. You can study Pokémon on it, organize your items and so on.

Switch to different Game Boy Game Pak data.

Pokédex Monitor ▶ P24

Trade Pokémon ▶ P25



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

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

◆ Arranging Pokémon

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

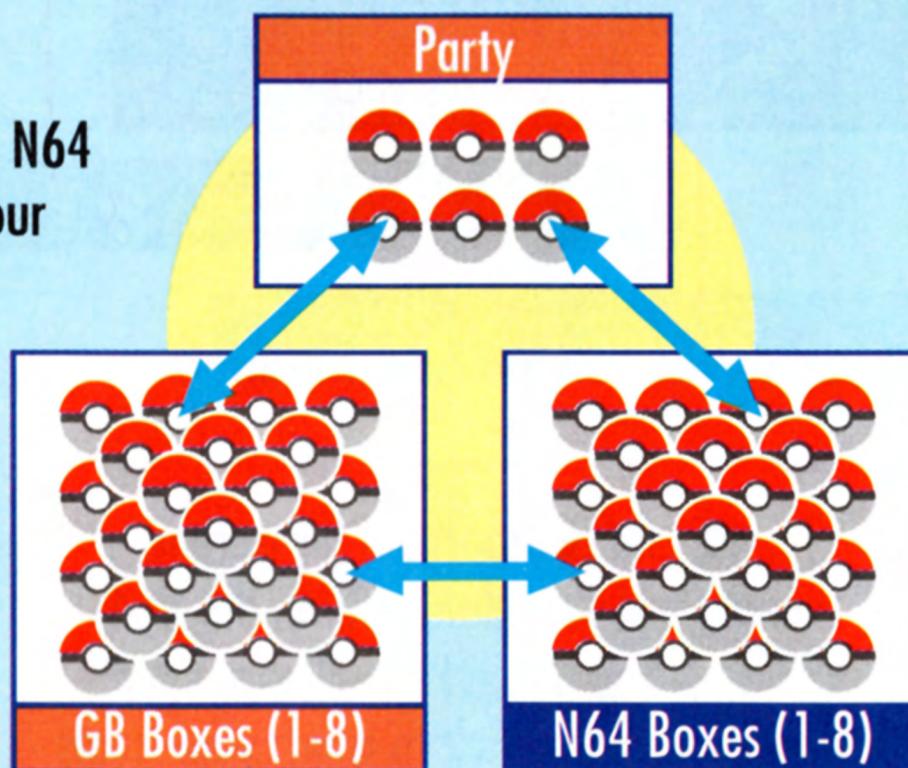


Cautions about Moving Pokémon

In this mode, you can swap Pokémon between the Game Boy Game Pak (Party, GB Box) and the N64 Game Pak. If you move Pokémon 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 Pokémon Game Boy game, you must move it back to the Game Boy Game Pak you wish to play.

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

Up to 6 Pokémon can be placed in the Party. Up to 30 Pokémon 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 Pokémon.



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 Pokémon



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.

Exchange Pokémon



Exchange a Pokémon in the left Box with one in the right Box.

Re-Order Pokémon



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

Check Pokémon



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

Release Pokémon



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

Pokémon Data Screen

When you select Check Pokémon 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 **START** 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.

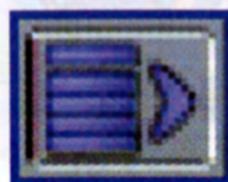


Choose Left Box



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 Pokémon 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.



N64
Game Pak

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.)

Return to Menu



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

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

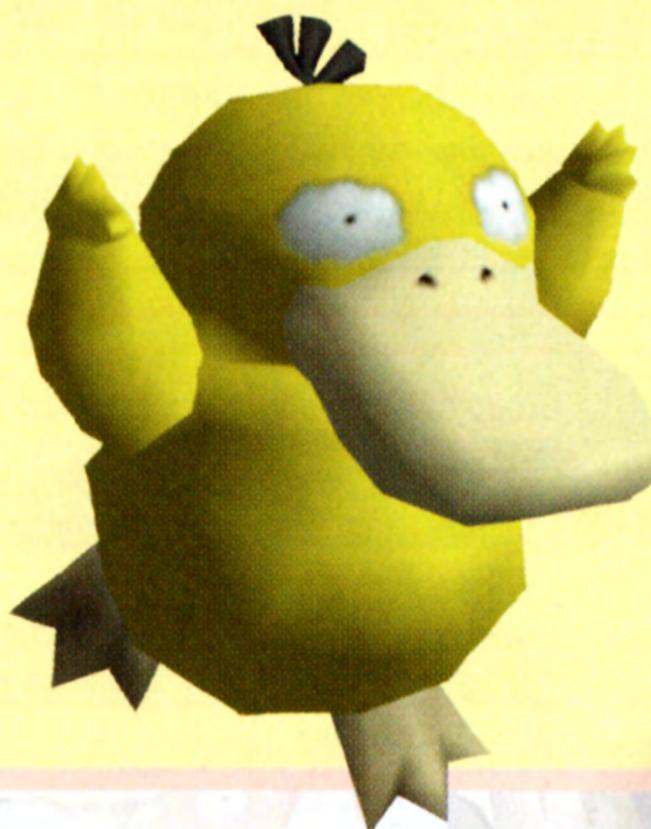


View a list of the Pokémon in the selected Box. Move the cursor to any Pokémon you wish to check and press the  Button to view its Pokémon Data Screen. Press the R Button to select N64 Boxes and the L Button to select Game Boy Boxes.

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 Pokémon. First, use the + Control Pad and press the **A** Button to select a Box. Pokémon 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 Pokémon 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 Pokémon alphabetically by name.

List by No.

List Pokémon by Pokémon number.

Group Pokémon by Cup

Group Pokémon based on which Cups they can enter. Names of Pokémon 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 Pokémon on which the Item can't be used are faded.

Select Pokémon to be Listed

Select which Pokémon will be listed.

Cancel Selections

Return Pokémon 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
001	ZAPDOS	ZAPDOS	07252	ASH	PARTY	Electric
002	GYARADOS	GYARADOS	07252	ASH	PARTY	Water
003	SNORLAX	SNORLAX	07252	ASH	PARTY	Normal
004	GENGAR	GENGAR	07252	ASH	PARTY	Ghost
005	HORSEA	HORSEA	07252	ASH	GB 1	Water
006	PARAS	PARAS	07252	ASH	GB 1	Bug
007	ZUBAT	ZUBAT	07252	ASH	GB 1	Poison
008	KAKUNA	KAKUNA	07252	ASH	GB 1	Bug
009	CHARMANDER	CHARMANDER	07252	ASH	GB 1	Fire
010	RATTATA	RATTATA	07252	ASH	GB 1	Normal
011	GEODUDE	GEODUDE	07252	ASH	GB 1	Rock
012	PIDGEY	PIDGEY	07252	ASH	GB 1	Normal
013	GEODUDE	GEODUDE	07252	ASH	GB 1	Rock
014	ODDISH	ODDISH	07252	ASH	GB 1	Grass

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

Group Pokémon

Display only the selected kind of Pokémon.

Group by Type

Display only the selected Pokémon type.

Move

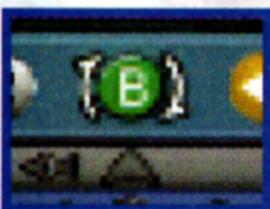
Move the selected Pokémon to a different Box.

Use Item

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

Check

View the details of the selected Pokémon's moves. You can also change the order of moves here. (Please see page 19 for details regarding the Pokémon 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 Pokémon or Items.

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

Nickname

List A to Z

List Pokémon alphabetically by nicknames.

ID

List by No.

List Pokémon numerically by ID number.

Type

Only Display Pokémon of Selected Type

Choose the type by which you will group Pokémon.

Area

List by Area

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

Moves

Group Pokémon Based on Moves

Select the move by which you will group Pokémon.



TYPE2	MOVE 1	MOVE 2	MOVE 3	MOVE 4	LEVEL	HP	ATTACK	DEFENSE	SPEED	SPECIAL
Flying	THUNDERSHOCK	DRILL PECK	THUNDER		51	162	116	96	114	151
Flying	HYDRO PUMP	SURF	BITE	HYPER BEAM	52	192	162	122	120	138
	HEADBUTT	BODY SLAM	REST	MEGA PUNCH	46	217	123	87	45	83
Poison	DREAM EATER	CONFUSE RAY	NIGHT SHADE	HYPNOSIS	43	122	77	78	121	128
	BUBBLE	SMOKESCREEN	LEER		28	60	27	47	47	50
Grass	SCRATCH				8	23	17	15	10	16
Flying	LEECH LIFE				8	26	12	10	14	11
Poison	HARDEN				5	19	8	10	9	7
	SCRATCH	GROWL	EMBER		12	35	19	18	21	20
	TACKLE	TAIL WHIP	QUICK ATTACK		10	29	20	15	23	12
Ground	TACKLE				8	24	17	23	10	11
Flying	GUST	SAND-ATTACK	QUICK ATTACK		14	39	19	21	25	18
Ground	TACKLE	DEFENSE CURL			11	32	26	28	11	12
Poison	ABSORB				12	33	18	21	13	23

Level

List in Descending Order

List Pokémon from the highest to the lowest level.

List in Ascending Order

List Pokémon from the lowest to the highest level.

Group by Level

Select a level range and list Pokémon 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 Pokémon.

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 C  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 **A** Button to view its Data Screen. Press the **A** 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 Pokémon!

Statues of Pokémon 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 Pokémon's data and the victory that put it in the Hall of Fame.

Necessary Items

Controllers	1
Transfer Paks & GB Game Paks	None

POKÉMON INTRODUCTION

Clefable™



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)

6 GB TOWER



Play Pokémon on the N64!

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



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

Necessary Items

Controllers	1
Transfer Paks & GB Game Paks	1



Menu

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

Continue Game

Play your Pokémon 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 or the L, R, C or C Buttons on the N64 Controller. Use the + Control Pad and the 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!

7 KIDS CLUB



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 **START** 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)

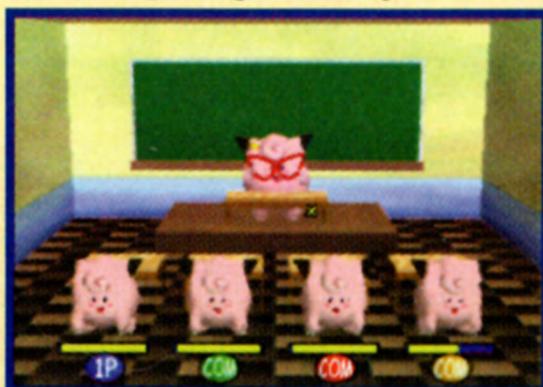
MAGIKARP™'S SPLASH

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



CLEFAIRY™ SAYS

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



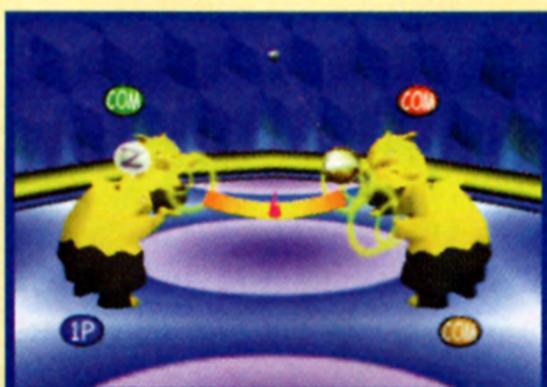
RUN, RATTATA™, RUN

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



SNORE WAR

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



THUNDERING DYNAMO

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



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.



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.



ROCK HARDEN

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



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 Pokémon for a battle and breaks down the flow of battles.

1 SELECTING ENTRY POKÉMON



Selecting Pokémon 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 Pokémon you will use. How you select your Pokémon is divided into the following three methods, depending on where your Pokémon data is.



Choosing a Game Boy Game Pak

You can build any team of six Pokémon 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 Pokémon that meet the entry requirements of the selected Cup are displayed.

Chosen Pokémon display window.

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



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

After choosing six Pokémon, the following four commands appear:

OK

Use the six chosen Pokémon as your Entry Pokémon.

Reselect Some Pokémon

Reselect Pokémon one at a time.

OK to Register

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

Reselect All Pokémon

Cancel all selections and reselect all six Pokémon.



Choosing Registered Pokémon

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



About Registering

You will find it easier to choose Pokémon if you register a team that you use often. Also, if you register a team, you can use those Pokémon 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 Pokémon 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 Pokémon, you cannot use the L and R Buttons to switch Boxes.



You cannot use the L and R Buttons.

About Rental Pokémon

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

POKÉMON INTRODUCTION

Ekans™

Slithers silently through grass, searching for its favorite 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.

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



Highlight selected Pokémon.

Press the button of the Pokémon you wish to choose.

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

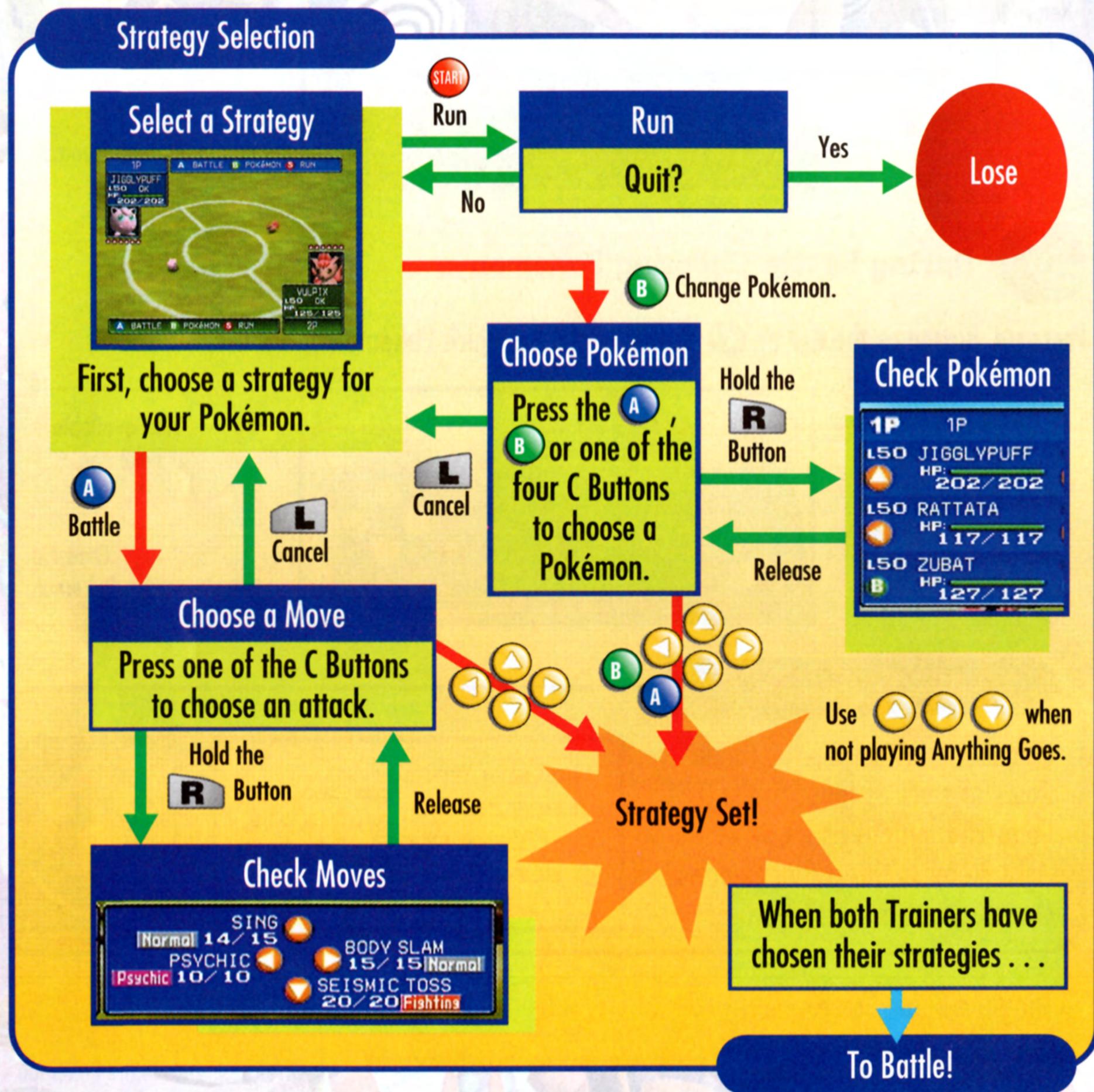
Status
Name, level, status and HP of the current Pokémon.



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.



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

Your / Your Team's Action

Opponent's / Opposing Team's Action

Who's Fastest?

The SPEED of each Pokémon is compared. The one with the highest SPEED attacks first.

Change Pokémon?

If either side has chosen to change Pokémon, the change will occur before any attacks.

Yes

Leading Attack



Trailing Attack



1 side changes Pokémon

Pokémon Change



No

No

Fainted?

Fainted?

Yes

Yes

Any Pokémon Remaining?

If the Trainer still has Pokémon, the battle continues.

Yes

No

END BATTLE!

The first Trainer to make all of his or her opponent's Pokémon faint is the winner.



Choose from the C Buttons when not playing Anything Goes.

Choose one of the remaining Pokémon.

Both Pokémon Change

To Strategy Selection

Continuing

In the Stadium, if you have a perfect win against an opponent (defeating your opponent without any of your Pokémon 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

THE GALLERY & POKÉMON SNAP STATIONS

You can use the Gallery in Pokémon Stadium to snap pictures and create stickers of your very own Pokémon. First, choose Gallery on the Select Screen.

Snap Photo!

Take photos of your favorite Pokémon. See page 37 for more information.

Move Photo

Organize, swap or delete the photos in your Album. Press the **A** Button to select or place a photo. Press the **C** Button for an enlarged view of a photo.

Pick Photo

Choose photos from your Album to turn into stickers. Press the **A** Button to select a photo. Press the **C** Button for an enlarged view of a photo.

Stickers

Place your photos in any order you like. Press the **A** Button to select or place a photo.



4 x 4 or 16 x 1

Choose stickers of 4 different Pokémon (4 stickers per Pokémon) or 16 different Pokémon (1 sticker per Pokémon).

Print

Print the selected photos as stickers. This option is only available at Pokémon Snap Stations.

Quit

Exit the Gallery.

Pokémon Snap Stations

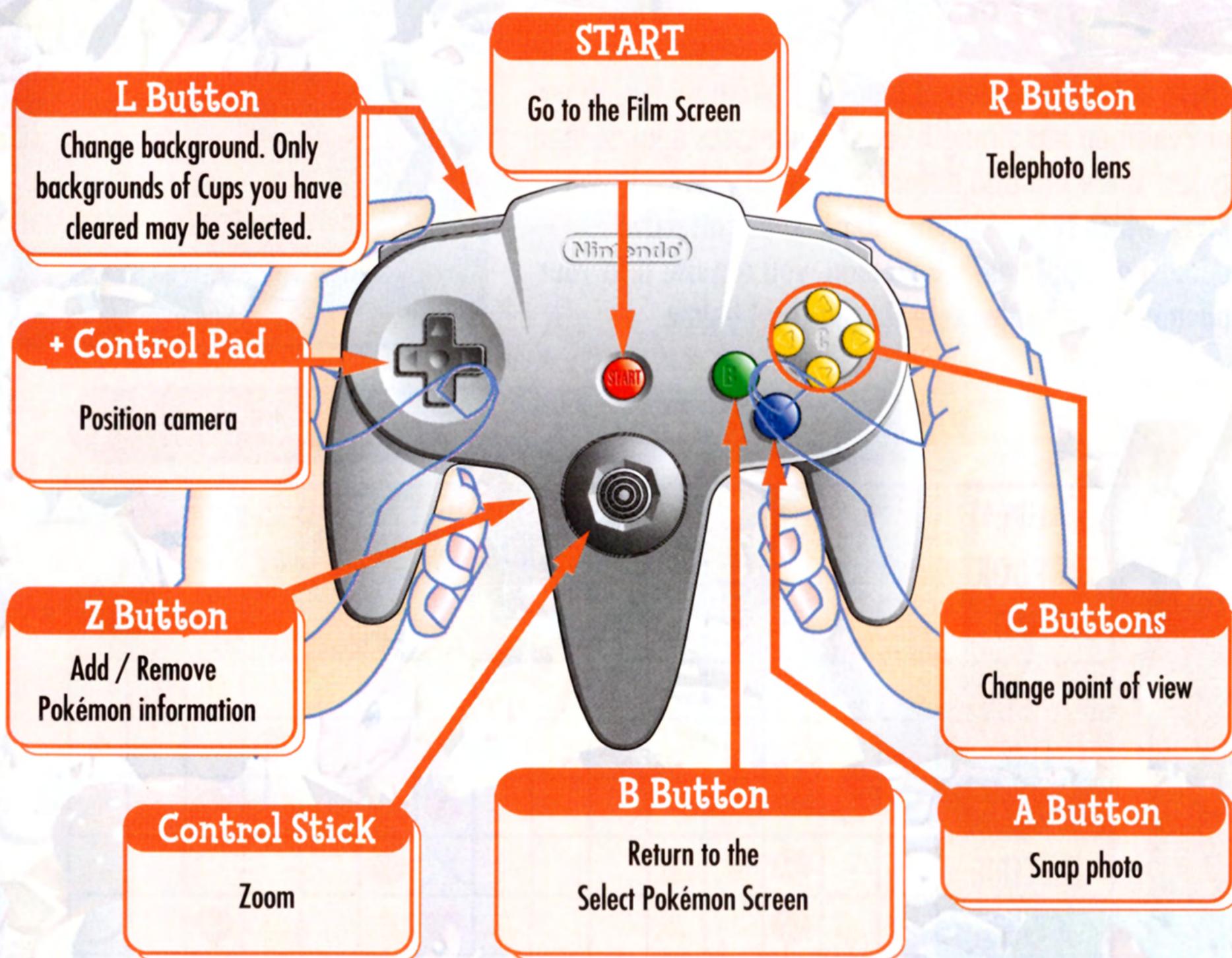
To create stickers of your Pokémon, take pictures of your Pokémon and select photos to save in your Album. (See page 37.) Next, choose the number of photos you wish to print as stickers (4 or 16) and select Pick Photo to choose the photos you will print. After arranging your photos on the sticker sheet, choose Quit and save your changes. Next, bring your Pokémon Stadium Game Pak to the nearest Pokémon Snap Station, purchase a prepaid card at the counter, and insert your Game Pak and prepaid card in the appropriate slots in the Snap Station. (Follow the instructions on the Snap Station.) Then, just enter the Gallery, select the Print option and press the **A** Button to print out your stickers!

Visit pokemon.com or call 1-800-859-4521 for Snap Station locations.



Snapping Photos

After choosing Snap Photo on the Gallery Screen, you can snap photos of Pokémon saved on your Game Boy Game Pak data, or you may choose Rental Pokémon. Select the How to Snap option for instructions on taking photos.



Once you've finished snapping photos, press START to access the Film Screen. Mark the photos you wish to save in your Album by selecting a photo and pressing the **A** Button. Press the **C**  Button for a full-screen view of a photo. The Album only holds 36 photos, so if you cannot mark a photo, select Go to Album to delete old photos you no longer need. When finished, select Go to Gallery. All unmarked photos will be deleted. After taking your photos, arrange them in the Album any way you like and follow the instructions on page 36 to print them out as stickers.

4

TIPS & TECHNIQUES

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



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

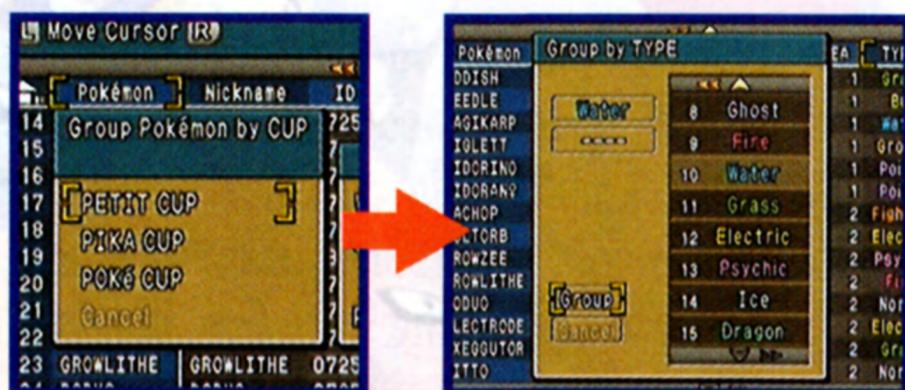
Attack Type of Attacking Pokémon

	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 battling, 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!

POKÉMON INTRODUCTION

Meowth™



Sleeps in the daytime. At night, its eyes glow as it happily collects coins, its favorite things. (Pokédex excerpt)

POKÉMON INTRODUCTION

Magikarp™

Whoever its opponent, and however horrible the attack it receives, all it does is SPLASH around. (Pokédex excerpt)



The Secret of Nicknames

In Pokémon Stadium, the color 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 colors will differ. What colors are your Pokémon?

Pokémon Stadium: First Steps on the Road to Victory!

This section introduces important tips about effectively raising your Pokémon.



Train Pokémon from Lower Levels for Higher Stats!

When catching Pokémon for use in tournaments, it is best to catch and train low-level wild Pokémon. Pokémon 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 Pokémon caught in Cerulean Cave can immediately be used in the Poke Cup, but they might not match up against Pokémon that have long battling experience with their Trainer.

 CHANSEY No. 113 HP: 124 123/123 STATUS/OK ATTACK 12 DEFENSE 9 SPEED 33 SPECIAL 61 TYPE 1/NORMAL IDNo/ 64892 OT/ BLUE	→	 CHANSEY No. 113 HP: 156 381/381 STATUS/OK ATTACK 31 DEFENSE 26 SPEED 77 SPECIAL 144 TYPE 1/NORMAL IDNo/ 64892 OT/ BLUE	→	 CHANSEY No. 113 HP: 156 354/354 STATUS/OK ATTACK 13 DEFENSE 12 SPEED 61 SPECIAL 138 TYPE 1/NORMAL IDNo/ 64892 OT/ BLUE
---	---	---	---	---



Traded Pokémon: Beware the Easy Path

Pokémon 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 Pokémon you catch on your own. Since traded Pokémon receive more experience points, their levels rise more quickly, but you can't expect their abilities to rise after only a few battles. However, Pokémon such as Jynx™ that can only be obtained by trading with a different version are not affected by this.



Compare the Abilities of Captured Pokémon!

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

 ABRA No. 063 HP: 110 25/ 25 STATUS/OK ATTACK 11 DEFENSE 9 SPEED 23 SPECIAL 27 TYPE 1/ PSYCHIC IDNo/ 61995 OT/ BLUE	→	 ABRA No. 063 HP: 110 25/ 25 STATUS/OK ATTACK 11 DEFENSE 10 SPEED 23 SPECIAL 26 TYPE 1/ PSYCHIC IDNo/ 61995 OT/ BLUE
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IMPORTANT INFORMATION

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

 Even if the Pokémon 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 Pokémon 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 Pokémon you have already collected to the N64 Boxes (under Organize Boxes on the PC Menu in Pokémon Lab)—especially any prized Pokémon.*

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 Pokémon 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.*

NOTES





IMPORTANT:

Rev. B

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Rev. K

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