

GAMER GUIDE

POKÉMON
LET'S GO PIKACHU
EDITION



the need to know you didn't know you needed



WHAT IS IT?



Pokémon Let's Go Pikachu is a 2018 remake of the 1998 Game Boy role-playing video game *Pokémon Yellow*. *Pokémon Let's Go Pikachu*, alongside its alternate edition *Pokémon Let's Go Eevee*, was released worldwide in November 2018. They were the first main series Pokémon titles launched for the Nintendo Switch.



The two editions take the player back to the Kanto region, where they will be able to catch and train both past and more recent Pokémon alike. There are some key differences between *Pokémon Let's Go Pikachu* and *Pokémon Let's Go Eevee*, but the main difference is the starting Pokémon. For this guide, we will focus on the Pikachu edition.

BREAKDOWN THE BASICS



Pokémon Let's Go Pikachu brings some major changes to the traditional Pokémon experience, but it also shakes up some of the little things on your return to the Kanto region of Generation One, from what items are available and where, to the Trainers you battle and the Pokémon that can be found along the way.

At the very beginning of the game, you'll be asked to pick your own player character. Note that there's not exactly a character customization system, so you'll merely be picking the avatar that you'll use throughout your journey. But after this, you'll have to select the identity of your main rival Pokémon Trainer. A nice little twist, although you can't actually select how your rival looks, you can create a name for them.

Next, you'll want to head over to Professor Oak's laboratory, which is the building southeast of your home. Once there, you'll speak to your rival Trainer to find that Oak is out, so head back outside, and go north in between the houses, to find Oak surrounded by Pidgeys. Now it's time to catch your very first Pokémon - depending on which edition you purchased, this will either be Pikachu and Eevee.



Catching Pokémon

You would think that catching Pokémon in *Let's Go Pikachu* would be one of the game's simplest elements, but it's actually the place where you'll find a lot of the game's hidden depth.

Once you're in the catching phase - normally triggered by walking into the wild Pokémon you see roaming around the world - the simplest explanation is that you need to throw a Poké Ball with the right accuracy and timing, so that it hits the Pokémon on the inside of the coloured, closing circle.

You'll notice the circle itself has several possible colours, too: green, yellow, orange or red. These indicate the chance you have of the Pokémon successfully being caught (green being the highest chance of success, red being the lowest).

While that circle's colour is dictated primarily by the species and level of the Pokémon in question, there are several things you can do to increase your chance of success:

- Use a higher-quality Ball
- Use a Berry
- Land a better throw



There are several types of catch bonuses in *Let's Go Pikachu*, that grant you rewards in the form of XP for accomplishing different things:

- **New Pokémon:** Adds to your XP Multiplier if this is the first time you've caught that species of Pokémon.
- **Nice, Great, or Excellent Throw:** Adds an increased amount to your XP Multiplier as you get better tiers of throw, ranging from nothing for a normal throw to the most for an Excellent.
- **Technique Bonus:** Increases your XP Multiplier if you use the Joy-Con or Poké Ball Plus motion controls in docked mode.
- **First Throw:** Increases the XP Multiplier if you catch the Pokémon with your first throw of a Ball.
- **Size Bonus:** If a Pokémon is large or small (shown by a blue or red swirling aura when you see it in the wild), this grants an extra bonus XP Multiplier.
- **Combo Bonus:** If you've caught more than one of the same type of Pokémon in a row - then a Combo bonus is added to your XP Multiplier. It seems to be the case that the higher the Combo streak, so the more you've caught in a row, then the higher the Combo bonus.

Earning XP

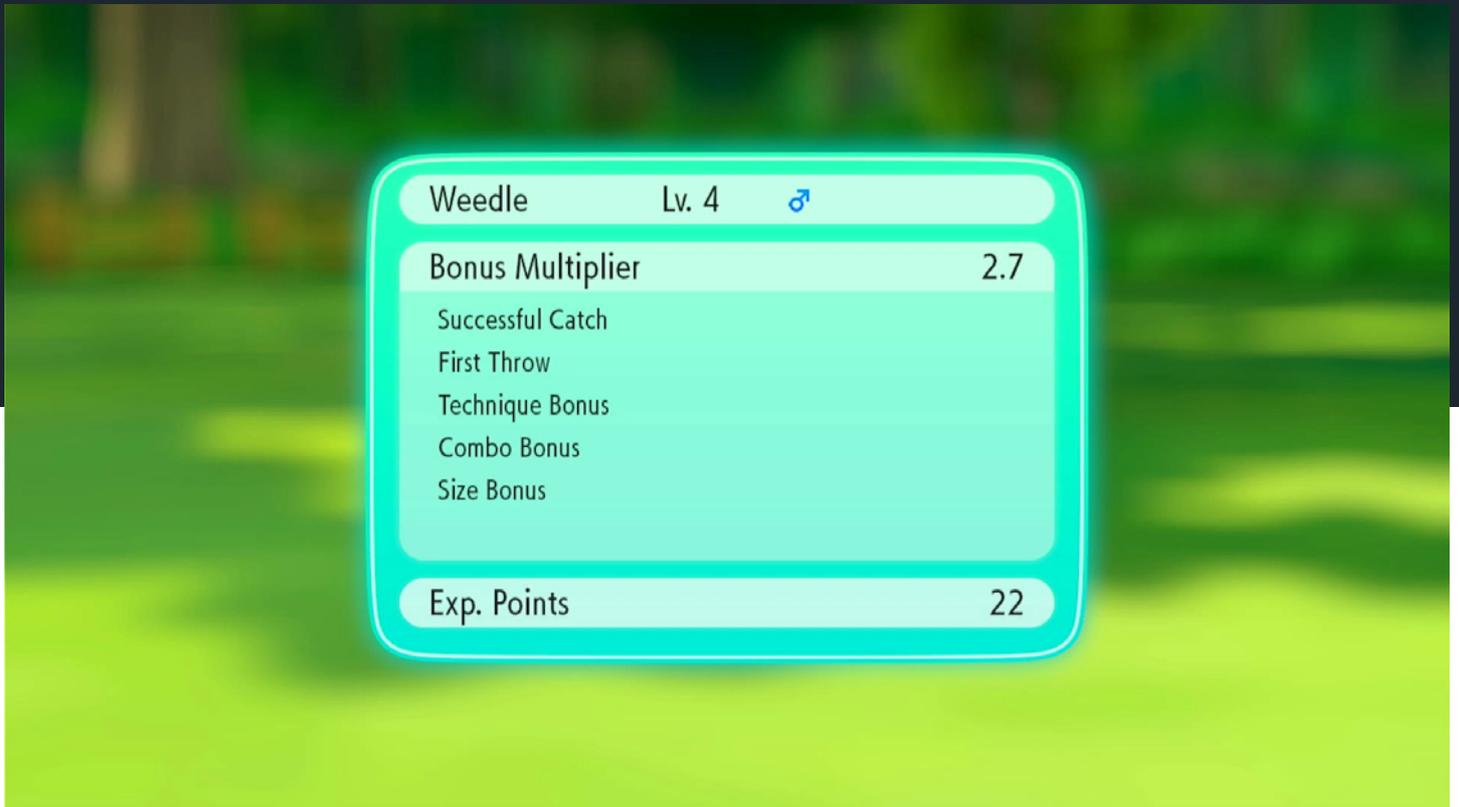
Since random battles are gone, catching Pokémon is the main source of XP. In fact, you can get far more XP catching than battling if you're persistent. Since catching Pokémon usually takes no more than a minute, we recommend catching any Pokémon you see. You get more XP for quality catches (Excellent rating), but you can stack the deck with a couple of tricks.

Catch Combos can greatly increase XP. As you catch the same species over and over again, a catch Multiplier builds that increases the XP you earn with each successive catch. Catching many of the same species also increases your chances of finding a Pokémon of that species with really good stats. So it pays to be dedicated to hunting.

Some Pokémon have a glimmering aura around them. Prioritise these over others, as this marker indicates that the Pokémon is either small or large. Small and large Pokémon dole out more XP by default.

Travel / Riding

The bike shop remains in Kanto, but you can't ride a bike. Nevertheless, a much cooler travel option is available in the form of rideable Pokémon. If you release a Pokémon from its ball, that can be ridden, you will automatically hop on its back instead of seeing it trail behind you.



Training Pokémon

Training a team of Pokémon can be difficult and time-consuming. And while *Let's Go Pikachu* does away with some battling aspects, the training part largely remains the same. In fact, *Let's Go Pikachu* makes it a little easier to train Pokémon and build a competitive team, despite not having breeding.

Combat Points (CP)

In *Let's Go Pikachu*, CP was introduced as a way for players to determine if a Pokémon has good stats or not. Before the arrival of the Appraisal feature and IVs, CP was the one stat that *Let's Go Pikachu* players could rely on, but it's become more muddled in the new Switch games.

In *Let's Go Pikachu*, CP seemingly has less bearing on a Pokémon's stats than in *Pokémon Go*. While it's still a good visual for determining a Pokémon's strengths, the implementation of Natures means that CP is less reliable of a stat and more of a representation of a Pokémon's strength.



Nature

Natures are very important in the development of a Pokémon, and are the easiest to determine. A Pokémon's Nature determines which stat grows faster or slower than normal.

Players can check their Pokémon's Nature by going to its summary page. In the top right corner the Nature is shown underneath the Trainer's name. Press the A button to see the stats chart. A stat coloured in red will grow faster than normal, while a stat coloured in blue will grow slower.

If the stats chart doesn't have any colour, that Pokémon has a neutral Nature and no stat will grow faster or slower than normal.

Pokémon caught in the wild will have a random Nature, but in *Let's Go Pikachu* a Trainer can predetermine which Nature the Pokémon they catch or interact with will have.

By visiting the Fortune Teller in the Celadon City Pokémon Center, you can pay them 10,000 Poké Dollars to have Pokémon have a better chance of getting the Nature you want for one day. They will ask which coloured flower to water (increase) and then which coloured flower to let wither (decrease).

Here's each colour and the stat it represents:

Red: Attack

Yellow: Defence

Blue: Special Attack

Green: Special Defence

Pink: Speed



Individual Values (IVs)

Individual Values or IVs are a Pokémon's specific character that affects how much stock is put into individual stats. Each stat of a Pokémon ranges from 0-31.

In *Let's Go Pikachu*, IVs are determined randomly when you catch a Pokémon, but Trainers can find out what they are by talking to the IV Judge after catching at least 30 species of Pokémon. He can be found upstairs in the passageway between Route 11 and 12.

While IVs are random, using the new Catch Combo mechanic can help Trainers catch a Pokémon with high stats. The exact percentages are yet to be determined, but according to Serebii the chance to get guaranteed Max IVs in a Pokémon increases as your Catch Combo grows.

There's another way to guarantee Max IVs in *Let's Go Pikachu*. Mr. Hyper can be found in the Day Care Center on Route 5 (South of Cerulean City) and he can max a Pokémon's IVs in exchange for Bottle Caps.

One Bottle Cap can be exchanged for one Max IV while a Gold Bottle Cap can be exchanged for six Max IVs. The method to obtaining these Bottle Caps is unknown but defeating Mina after leaving the S.S. Anne will provide one.



Effort Values/Candies (EVs)

Effort Values (EVs) were a way for Trainers to battle and earn points toward building certain Pokémon's stats. However, they are non-existent in *Let's Go Pikachu* and instead have been replaced with Candies.

Like Pokémon Go, feeding Pokémon Candy will boost stats. There are two versions of Candy, species-specific and generic. Species-specific Candy can be obtained by releasing Pokémon, obtaining them randomly when you catch a Pokémon or completing minigames in the Pokémon Go Park.

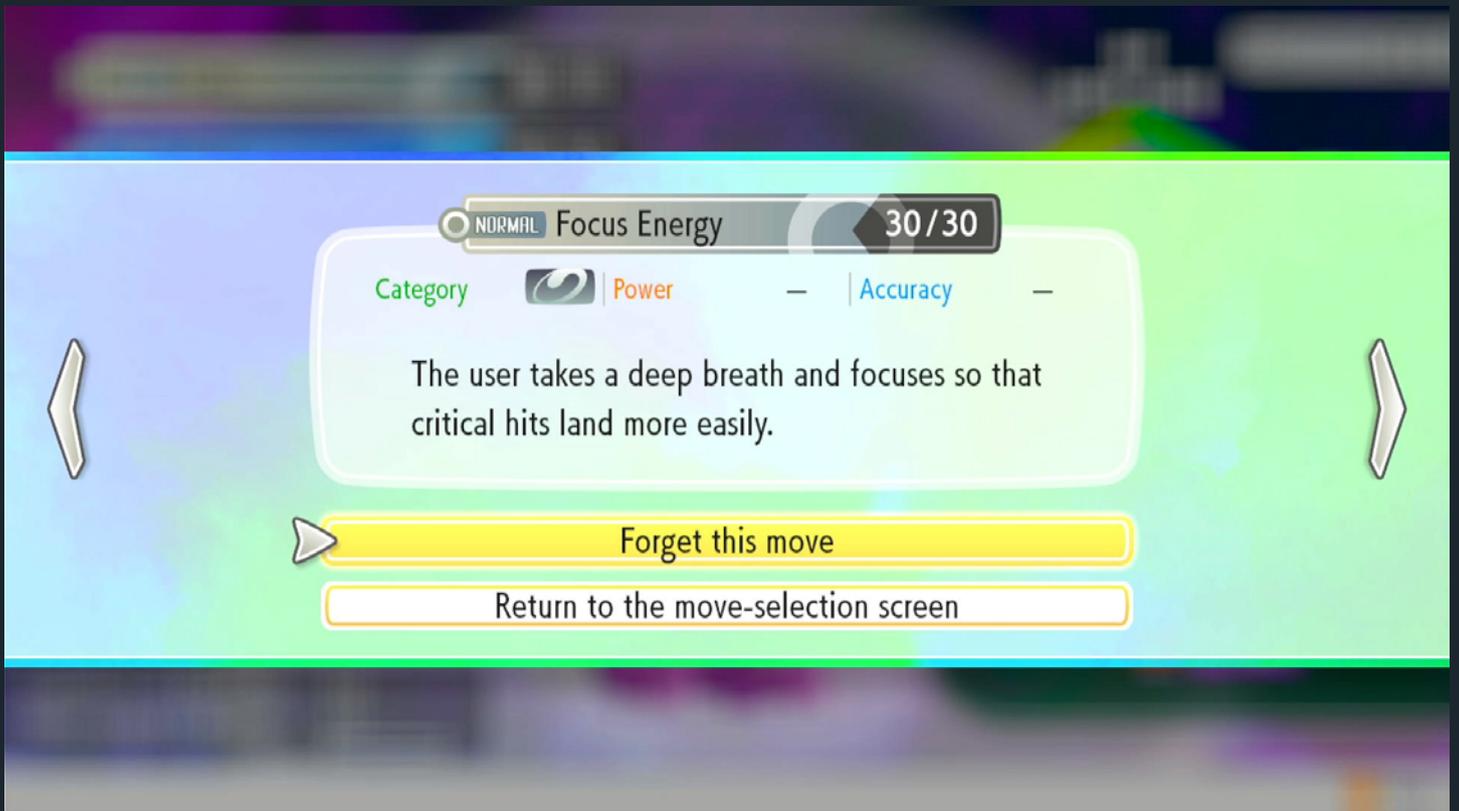
Species-specific Pokémon Candy will raise all stats by one, while the generic Candy are separated by the stat.

- Smart Candy (Sp Atk)
- Health Candy (HP)
- Mighty Candy (Attack)
- Tough Candy (Defence)
- Courage Candy (Sp Def)
- Quick Candy (Speed)

These Candy come in three sizes that can only be used for Pokémon at certain levels. Normal size Candy can be used by anyone, Large for Level 30 and above, and Extra Large for Level 60 and above.

That way to use the Candy is to determine which stats you want to increase first. If you want a speedy Pokémon, you'll want to feed it as much Quick Candy as possible until it can't anymore. As a Pokémon's level increases, the more Candy it will need.

Let's Go Pikachu does a good job of telling Trainers if a Pokémon can take a Candy so pay attention.



Technical Machines (TMs)

TMs, the special items that allow you to teach your Pokémon new moves, work pretty similarly in *Let's Go Pikachu* to how they do in the other mainstream Pokémon games. There are fewer than usual, compared to recent entries, thanks to a reduced roster of Pokémon and a stripped-back experience that's much closer to the originals like Pokémon Red, Blue and Yellow.

If you're new to Pokémon - or returning for the first time in a while - there are a few basics to bear in mind with TMs. Here's a quick rundown of useful things to know:

- You can use TMs as many times as you like - unlike the originals, TMs are no longer one-time-use items. Use them on as many Pokémon as you see fit.
- The same Pokémon can use the same TM again if you delete the move - it can't learn two of the same move of course, but say your Pokémon forgot the Thunder Wave you taught it, you can just use the TM again if you change your mind and want it back.
- There are no HMs - these hard-to-unlearn versions of TMs are no longer in the game, and are instead replaced in *Let's Go* by Secret Techniques that you learn along the way.
- Not every Pokémon can use every TM - this is a basic one that most people will know, but note that just because you have the Waterfall TM, for instance, that doesn't mean your Pikachu can learn it.
- TMs are one of the best ways to make your Pokémon stronger - ultimately, this is the most important thing to know about TMs: use them! They can transform mediocre Pokémon into strong ones by giving them better type coverage or more utility, and can give access to strong moves much earlier than Pokémon would learn them themselves.



Secret Techniques

Longtime Pokémon players will remember HMs as a way to teach Pokémon special moves that are used both in battle and while wandering around the world to affect the environment. For example, the HM Cut is both a Normal-Type attack in battle and a handy way to chop down path-blocking shrubbery.

In *Let's Go Pikachu* you can instead get the more convenient Secret Techniques. These are special skills only used outside of battle that your partner Pokémon learns, so unlike HM moves, all the Secret Techniques can be known by a single Pokémon. They can clear foliage (Chop Down), fly you to previous locations (Sky Dash), allow you to travel through the water (Sea Skim), and more.

Another notable difference between these useful skills and HM moves is that you can begin using Secret Techniques as soon as you discover them, without having to possess a specific Gym Badge.

Environment

Let's Go Pikachu contains 151 Pokémon locations. Some Pokémon are tied to the *Pikachu* or *Eevee* edition or they have different spawns in either version.

- Route 1
- Route 2
- Route 3
- Route 4
- Route 5
- Route 6
- Route 7
- Route 8
- Route 9
- Route 10
- Route 11
- Route 12
- Route 13
- Route 14
- Route 15
- Route 16
- Route 17
- Route 18
- Route 19
- Route 20
- Pallet Town
- Viridian City
- Pewter City
- Cerulean City
- Lavender Town
- Vermilion City
- Celadon City
- Fuchsia City
- Cinnabar Island
- Indigo Plateau
- Saffron City
- Viridian Forest
- Mt. Moon
- Rock Tunnel
- Power Plant
- Diglett's Cave
- Seafoam Islands
- Victory Road
- Cerulean Cave
- Pokémon Tower
- SS Anne
- Team Rocket Hideout
- GO Park complex
- Pokémon Mansion
- Silph Co.
- Pokémon League
- Faraway Place
- Mystery Zone



TIPS & TRICKS

There is much to do and many Pokémon to catch throughout the Kanto region, so it's a good idea to have a plan before diving into the action. To help you get started on your journey, we've compiled some helpful tips that will prepare you for the quest at hand. Whether you're a longtime Pokémon fan or this is your first time playing a Pokémon RPG, these hints will prove useful as you attempt to complete your Pokédex and become the Pokémon League Champion.

Catch Ample Pokémon

It may seem like pretty obvious advice for a Pokémon game, but one of the most important things that you can do in these titles is catch a lot of Pokémon. First of all, catching Pokémon is essential to earning XP. You can also earn Candies by catching Pokémon which are used to increase the stats of your Pokémon.

Another benefit of catching multiple Pokémon is that you will occasionally encounter one of Professor Oak's assistants hanging out in the gate at the end of a route. They're interested to see how many different species of Pokémon you've caught and will reward you with items and new gameplay functions if you meet their requirements.

Make Use of Lures

You will be able to purchase Lures at any Poké Mart or at the Celadon Department Store once you've earned two Gym Badges. Lures cause an increased number of Pokémon, especially rare Pokémon, to appear in your immediate vicinity for a limited time.

Creating a flood of wild Pokémon in your path might cause a delay in reaching your next destination. But for the reasons we've already mentioned (and more!), it is well worth your time to catch as many wild Pokémon as you can, especially early in the game. Don't be tempted to just rush to the next area—take some time to wander the tall grass in search of Pokémon and throw a few Poké Balls.

As you progress in your adventure, you will eventually find more-powerful Lures for sale. Super Lures and Max Lures become available for purchase once you earn four and six Gym Badges, respectively. The effects of these upgraded items last longer than those of a standard Lure, giving you more time to build your Pokémon collection.



Create Catch Combos

There's yet another reason to lure multiple wild Pokémon to your location - Catch Combos. By catching the same species of Pokémon consecutively over and over, you will build up your Catch Combo. As your combo count increases, you will earn more Candies to power up your Pokémon. It will also increase the odds of encountering a Pokémon that has more impressive stats, allowing you to form a stronger team.

Find Helpful Items With Pokémon

Although your partner Pokémon will prove to be a faithful companion as you explore the Kanto region, don't forget that you can also bring another Pokémon out of its Poké Ball to have it travel with you. Aside from it simply being a ton of fun to have another Pokémon follow you around, there are benefits to reap as well.

For example, your Pokémon companion will occasionally spot hidden items as you travel. When your Pokémon stops following you and runs over to a spot on the ground, that's good news for you! The Pokémon may uncover items such as Berries, sellable items (such as Nuggets or Big Pearls), and even stones that can be used to evolve certain Pokémon.



CONCLUSION

This guide should help you get started as you first dive into *Let's Go Pikachu*, but there's plenty more to discover in the Kanto region. Explore everywhere and see what you can discover..gotta catch em all!