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There was something magical about experiencing the epic journey of Pokémon Red/Blue and becoming a Pokémon champion, even though we were confined to our little pixelated virtual world of game boy green and gray. Setting off with my new Charmander, with the excitement of catching my first Pokémon, was an exciting experience, even if my first catch turned out to be a miserable Weedle. Although our experiences varied, we all had our trials and our triumphs; our moments of domination and our humiliating failures. Whether it meant getting stuck in one of these treacherous labyrinth caves, not catching a seagull for the tenth time, or falling in the ultimate Elite 4 battle, the game had its challenges. Though, this is partly what made it so enjoyable. Most of the challenges and victories were mainly based on the hands of the Pokémon themselves. After all, they were our monstrous warriors; going to the front line and taking one for the team, so to speak, so our success or failure relied on them. And although the number of original Pokémon from the 1990s is now scarped by a few hundred, there was still quite variance and unpredictability in having 150 Pokémon at your disposal. It didn't take long for us to find out how different they were and it often took some trial and error to play to their strengths. Even most really powerful Pokémon usually came from their quirks and weaknesses, which can make their training a grind. This article will help you sort out which Pokémon are the best of the best, but they will also come up with warnings about blemishes that come from their strengths that make training them harder than you might think. 25 Dragonite: The Dragon Pokémon via: [Pokemon.wikia.com](#) When it comes to raw power, this is the mother of all generation 1 Pokémon, second only to Seagulls and on a par with seagulls in total base statistics. It's kind of a headache to train with his slow pace of level progression and with how much grinding it takes to achieve this ultimate Dratini form, but it's certainly worth it in the end. Being one of the best rare Pokémon-type dragons (not to mention intelligence near human level), Dragonite is resilient and can learn powerful attacks, including a long list of effective TMs (technical machines). 24 Articuno: The Freeze Pokémon via: [Pokemon.wikia.com](#) You must embark on a treacherous journey through the Seafoam Islands and fight the tough Pokémon on your way to nab this legendary bird, but it's more than worth it. I remember Articuno being the first major difference creator in my Pokémon Red lineup against both enemies in the game and real friends, which makes me an almost unstoppable force. It won't always be easy during training, thanks to the slim set of attacks, what Articuno learns is extremely powerful. Can use both Ice Beam and super-powered both of which can freeze the enemy, making them vulnerable immediately. 23 Electrode: Ball Ball by: [boards.fireden.net](#) This electric Pokémon is essentially a ticking time bomb that packs a lot of power and is one of the faster Pokémon. It's just a pity that his 2 most powerful moves, Self Destruct and Explosion, take out pokémon along with his opponent. The electrode provides a truly explosive offense to the Pokémon lineup. Of course, this makes training a long and difficult process if you want to toe the greatest amount of potential from electrodes. While it certainly proves useful as a kind of front-line erding dealer that can take one for the team. 22 Seagulls: The New Species Pokémon Via: [IGN.com](#) Seagulls is so rare that you have to implement risky glitches (at least in red, blue and yellow) to get a chance to catch it. Not only is it hard to find, but perhaps even harder to come by, and just as difficult to train, thanks to the large amount of XP you need to reach level 100. To train him, you need to have a lot of patience, because seagulls will be the usual level 7 when you engage him in battle and he will have a very small set of moves. Still, if you can jump through all these hoops, then the strange branch of The Seagull is certainly worth getting with a powerful mental attack. It can also learn literally every TM in the game. Talk about versatility! 21 Dragonair: The Dragon Pokémon via: [Pokemon.wikia.com](#) Middle Child Dragonite trio, this Pokémon, according to lore, can make rain or snow on command. He can also slide across the sky with his snake body, despite the lack of Dragonite sports wings, so it's no wonder this little guy is hard to train. The look can be confusing when it comes to this deceptively strong Pokémon. It takes a long time to develop Dragonair into a much more exciting Dragonite form, and its average defence makes it fragile, but Pokémon's strength even helps to comb things out. It can learn an extremely powerful attack, Hyper Beam, and contains basic stats that are well above average. 20 Zapdos: The Electric Pokémon via: [Pokemon.wikia.com](#) Do not outdo the legendary bird counterpart, Articuno, Zapdos boasts an equally impressive palette of powerful attributes, distinguished above all by the speed that allows you to measure in battle. He learns one of the most powerful electric attacks in the game, thunder, which can leave his opponent helplessly paralyzed and can learn equally influential TMs such as Sky Attack and Hyper Beam. Unfortunately, training this unfit electrified bird is not an easy task, because its progression rate is very slow and learns a few movements on its own. 19 Kangaskhan: Pokémon parent by: [nintendo-insider.com](#) This Pokémon is perhaps even harder to catch than it is to train because it is only in the Safari Zone. You'll have to resort to less-than-reliable Safari Balls, complete with primitive chucking and rocks for creation. This Pokémon is only in female form and came close to extinction according to his Pokédex entry. Problems with trying to manage management doesn't end there either. It also requires plenty of XP to level up, which means you'll be faced with a slow pace of progress, which further highlights the fact that it doesn't evolve. At least she's hard to pull off, with the hp base stat 105. 18 Seagull: Genetic Pokémon through: [pokemon.wikia.com](#) Just watch Pokémon: The first film to realize how indomitable and unsurpassed the legendary Mewtwo is, so it would make sense just because catching and training this psychic beast is not an easy feat. Seagull boasts the highest total base statistic in Pokemon Red/Blue, weighing 590. This is a rare case of Pokémon being so high level and powerful that this training actually becomes a long and laborious process. It is so highly aligned and strong that few battles will give you significant XP. While the fact that he's already standing at level 70 when you find him and he's the most powerful Pokémon in the game means you probably won't care. 17 Moltres: The Flame Pokémon via: [pokemon.wikia.com](#) It wasn't exactly my favorite of the 3 legendary Pokémon birds, but the numbers don't lie. This fiery bird has the highest total of base stats between 3 and learns a devastating sky attack at level 60. Catching this coveted legendary Pokémon is not an easy task, and training is also not without obstacles. Like its legendary counterparts, it takes a lot of XP to level it up, and its slim learning set makes it difficult to use in combat. Even with factoring in TM, you can only learn a few fire moves. 16 Gyarados: Surprisingly Lame Pokémon Via: [HobbyConsolas](#) It's not easy to try to train a giant wild water dragon like Gyarados. Although after the completion of the tedious process of evolving Magikarp into this beast, from there it is from the hill. This mighty Godzilla sea is certainly an important step up from the utterly useless Magikarp. While progress in leveling this guy is still quite slow, at least he can finally keep his own in the fight once he has evolved from Magikarp, and in a significant way, with Hydro Pump and Hyper Beam attacking teaches. It also makes the top 10 threshold for the highest total base statistic. 15 Snorlax: Sleeping Pokémon Via: [TheDailyDot.com](#) This massive, lazy Pokémon is something of a double-edged sword. On the one hand, it is one of the slowest gen 1 pokémon, which makes training something of a headache because it will be prone to keeping some wallops. Remember not to wake up a sleeping giant... While the snorlax, um, lacks speed, it does more than make up for in pure offensive power and its massive HP strap, the latter of which is only second to Chansey. It can also adopt an impressive number of TM's that range from electric to water-water movements. 14 Aerodactyl: Fossil Pokémon via: [Pokemon.wikia.com](#) This ancient dinosaur-esque rock/flying type wasn't just worth the effort Many. First it was necessary to find the fossil of Old Amber, which then regenerated into Aerodactyl. What is Pokémon Pokémon elementary abilities that it makes up for in raw power. Even when you get one, leveling it up is a slow and tedious process, especially since it never evolves and uses a small rather than a particularly diverse set of learned moves and TMs. Still, it's a sport of devastating high attack combos and speed base stats, and the moves it doesn't teach are quite strong. 13 Rhydon: The Drill Pokémon via: [Pokemon.wikia.com](#) One of the strongest types of rock and land, Rhydon comes from a slow but solid school. He is equipped with both raw offensive and defensive prowess, making him the Pokémon of choice for those who prefer brute force over elementary tinsel. Unfortunately, when dealing with Rhydon, you also need some patience, as this is painfully slow in both level progression and speed during battle. You also have to rely heavily on TMs if you really want to get the most out of this Pokémon, because all of its learned attacks are normal types. 12 Exeggutor: Coconut Pokémon by: [www.tecnocino.it](#) When it comes to grass types anyway, this strange egg in the face of Pokémon is almost a crop cream. Not only does it have basic statistics that catch the top 10, but it can learn a range of useful mental movements and lull your victim to sleep with hypnosis. However, you'll have to rely on TMs a lot because its natural learning kit is amazingly small. It also requires a large amount of XP to align, and is prone to many different elements, so Exeggutor trainers need to be careful when using one. 11 Arcanine: Legendary Pokémon Via: [PokemonForever.com](#) One of firestone's uses is all you need to turn Growlithe into an even more awesome Arcanine fire-hound. Unfortunately, this Pokémon looks much more intimidating than it is, at least when it comes to its slow progress and a small learning kit that contains only one fire movement; Embed. You might as well stick to your Charizard. Nor can it accept many TMs, although it can at least get the powerful Double-Edge, Hyper Beam and Skull Bash from them. It also has an impressive statistic sheet, with a three-digit attack and total base stats that are good for the top 10 spots. 10 Dratini: The Dragon Pokémon via: [allgamers.com](#) When you ask someone who has played original Pokémon games which Pokémon is the hardest to train, there is a good chance that Dratini will be at the top of the list. Training this Dragonite-in-the-making is quite a hassle. This Pokémon needs an insealing training time, requiring as much as 1,250,000 XP to reach level 100. Compare that with, say, Jigglypuff, who only needs 800,000 to reach the same point. But hey, at least he can learn one of the most powerful moves on his own, Hyper Beam, and eventually evolves into one of Pokémon's strongest all-rounder, Dragonite. 9 Canine Pokémon through: [pokemon.wikia.com](#) This 3 form of Abra constantly nap shows how effective and entertaining psychic Pokémon are to fight with. It's a sport Learn-set, with various powerful moves such as Psybeam, Psychic and Confusion, and is compatible with a fairly long list of fixed TMs. You can transform Kadabra into Alakazam by trading with a friend. Still, keeping this mind-bending Pokémon alive can be a challenge, as his poor defensive stats makes Alakazam accountable in combat and thus difficult to train at a decent pace. 8 Cloyster: Bivalve Pokémon via: [pokemon.wikia.com](#) One of the strongest water pokémon in red/blue, Cloyster proves to be a fairly defensive powerhouse, sporting defense of 180 and total base stats that fall in the top ten generation 1 Pokémon. While managing this massive shelled Pokémon can be challenging, starting with a simple act of obtaining one that can only be achieved by finding the WaterStone - a rare item found in only a few places. Cloyster's low PZ and speed tend to balance his solid defenses. 7 Machop: Superpower Pokémon via: [forums.spacebattles.com](#) As if it wasn't enough that this strong pokémon fight has relatively slow progress, first you need to train Machop and Machoke and then find someone who wants to swap Pokémon to get him into final form, Machamp. His actual speed in combat is similarly slow, making him a bit vulnerable. This final form of Machop packs quite a blow. Still, you can't deny the power that this champion offers, weighing in as many as 130 attack and 425 total base stats, which is located in the upper echelon generation 1 Pokémon. 6 Ditto: Transform Pokémon via: [yuki.la](#) this small speck manifestation is quite strange even by Pokémon standards. Ditto is the definition of a double-edged sword, as Pokémon trainers from Red/Blue quickly learned when trying to align. A copycat of the Pokémon world. His main ace in the well is that he can take the form of any Pokémon he faces in battle and can use his own moves against them. While this makes it extremely versatile, it also makes a degree of unpredictability. In addition, it is difficult to exploit elemental weaknesses, because you will take on the same elemental forms as your opponents. 5 Blastoise: The Shellfish Pokémon Via: [PokemonFanon.Wikia.com](#) When you start a game against Squirtle, you have the edge right off the bat in many ways, between his solid defense and the elemental advantage against Brock and his Pokémon rock lineup. It also learns the powerful movement of the water pump at a relatively low level. At the same time, however, progress may be a bit slow as he tries to strengthen his mega-turtle-wielding canon. First, it is essentially completed educational movements (of course sans TMs) after only level 52, and the relatively high frequency of grass types can make it difficult for Pokémon. 4 Lapras: Transport Pokémon Via: [TheGameHaus.com](#) beasts of the sea are endangered Pokémon according to Pokémon, and certainly it seems that this way when to find one to catch. Even if you're lucky enough to snag one, their rate of progression to equalize is very slow, and the fact that there's no developed form makes it difficult to maintain motivation enough to consistently train one. Still, there's just something inherently cool about ice pokémon (the pun isn't designed), and in addition comes with lots of HP, it has a pretty powerful learning kit. This includes ice beam and hydro pump, which can erase rocks and fire types with relative ease. 3 Gengar: The Shadow Pokémon via: [youtube.com](#) In addition to being in the Ghost Pokémon category, which is one of the coolest, most powerful elemental types in games, it's quite echiding and packs a punch with its effective Dream Eater movement. It can also evolve from a Haunter (which also means it takes the strongest form) as fast as level 25 in Red/Blue. Still, as one might suspect, this sinister pokémon spirit is not easy to manage. It's hard to catch the Spooky or Haunted, but you need to engage in trading to develop the Haunter in Gengar. And while he can learn a lot of TMs, his own learning kit is pretty naked. 2 Charizard: Pokémon Flame through: [pinterest.com](#) Just ask Ash Ketchum how difficult this rebellious beast can be to train. This winged fire dragon is forged with some degree of difficulty when choosing it as the beginning of Pokémon in Red/Blue. This is especially true during the first couple gym games because they are uncoothly filled with rock and Pokémon water, both of which are not ideal for fire types. Still, patience eventually pays off because Charizard may be the most amazing of the starting 3, he can learn powerful moves like fire blast, not to mention, he has a significant advantage in speed compared to Blastoise and Venusaur. 1 Venusaur: Seed Pokémon via: [comicbook.com](#) This grass mammoth is very useful in combat in many ways, not least of which is its resilience and elemental superiority against the many early gym trainers that are waiting for you in Red/Blue. It is also a type of poison - a fact that people often forget about - increasing its versatility and giving it useful damage during the poison powder movement and learning the impressive attack of the Solar Beam. While Venusaur needs some time to train with relatively slow progress and a lack of powerful attacks, it certainly helps that he is fastest in getting the starting 3 final forms, evolving from Ivysaur at level 32, compared to 36 for Charizard and Blastoise. Next 10 Regular Pokemon that are actually rarer than legends themes related to author Stephen Lagioia (209 articles published) more from Stephen Lagioia Lagioia

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