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How to Find Mew V 2.0



Mew the 151st Pokemon:

Some of you guys out there is hardly believing there is a way to get mew in the Blue/Red/Yellow, I do kind of see why, because of all of those phony tricks to get it, like “The Truck” although there is a truck, but there is no way to move it by using Strength. A lot of you guys out there say the only way to get Mew in the Color Versions, is the Nintendo Events, Trading it, or using a Hacking device such as the GameShark. But thankfully I have found the TRUE WAY TO FIND MEW, by only using the following things, a Pokemon Game Pak Color Version (Blue, Red, or Yellow. Your choice) and your Gameboy.

I forgot how it goes but I know it when I seen it. When Nintendo’s forum was shut down I was bombed out, I always thought I’ll get it tomorrow, or the next day, and the next. If I remembered the tread’s title it was the Unofficial MissingNo. Hunters thread or something near that kind of title, it explained of course of how to get MissingNo., MissingNo.’s with fossil skin in the Blue/Red/Yellow versions (like what you seen in the Museum near the beginning of the game), and the a non-MissingNo. subject in the Tread that caught my eye, “How to Get Mew in the Blue/Red/Yellow”, of course I hardly remember of all of what it was been said, including the MissingNo. information because it had a couple of hundred of pages, believe it or not, unless you were one of them that viewed and/or posted on the tread.

I decided to track the Mew subject not that long ago. Although this is like my trillionth time search up about this subject, I *did again* search up some sites of how of get Mew, and thankfully this time I have found that trick of how to get Mew on a site that was said on the tread. The first time I have seen the trick on the Tread I didn’t tried it, but this time I did, and it work, I thought “Alright I do not need my GameShark to get Mew anymore”. Down below in my own words, not the site I have visited, of how to capture Mew, and what I have understood that it will work on Blue, Red, AND Yellow.

Sadly you have to restart your game. Play until you get HM 02 Fly, which is located at the house, west of Celadon City. Of course you will also need the badge that enables you to use fly. The next paragraph will explain which Trainers you have to **avoid battles with**.

The Gambler that is between Lavender Town and Saffron City (Route 8). He is standing just east of the entrance to Saffron City, facing north, toward the door of the Underground Path. And the next picture to the right, is Youngster with the black arrows pointing at him, this Youngster is located around Route 25, he’s the 4th trainer after you cross the Nugget Bridge. These are the only 2 trainers you must avoid.



Finding Mew

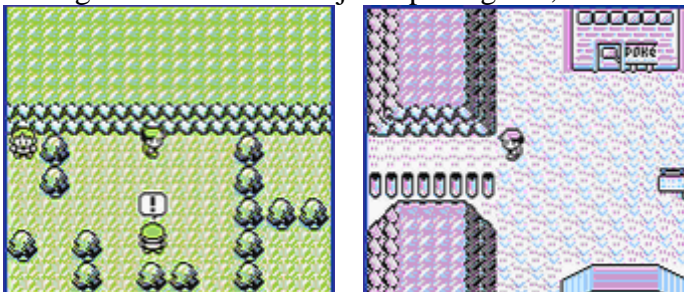
Ok right here we are standing in front of the Underground path in Route 8, this is where you should make sure there is a Pokemon that knows Fly in your Party. This is also a very VERY good time to SAVE YOUR GAME, if you save later, you can not find Mew therefore you have to start over again.



After saving, go one step forward. IMMEDIATELY press Start at the moment you've move that one step, if you get spotted by the Gambler rather than getting the Start Menu up, reload the game, and try again. Once you got your Start Menu up, use the Fly technique you have taught the Pokemon you have chosen to fly, to Cerulean City. Soon after you selected the Cerulean City, the Gambler spots you as though you are going to battle, and then you will fly away.



Please take note your Start button will NOT function after you flow to Cerulean City. Do you know that Youngster I told you not to battle in Route 25? Battle him now, this should make your Start Button Function again. Also note that you shouldn't walk up to the Youngster because it will jam up the game, and have to be force to restart the game.



This is when you fly to Lavender Town, and head to Route 8 through Lavender Town. The moment you have entered through this near path, the Start Menu will automatically pops open, press B, then... How did you know it was Mew? Is it because of that Picture down below? I knew I shouldn't have added it in there.



How Mew appeared

This is a very “Technical” matter to talk about. But if you want the details... very well. When you fly away from the Gambler, some how the game memorized a battle supposed to happen in Route 8, this is for the reason for the start button stops functioning. The rest hangs on a section of memory, (Blue and Red versions are different than the Yellow version), and this section of memory stores the stats of the last Pokemon you had battled, therefore after beating up that Youngster I have mention to beat up in the Finding Mew instructions, what I have understand will have these values after beating him, known as hexadecimal values. These values were given:

8E 11 00 3C 00 1E 00 1D 00 1C 00 15

These values were given by my source and say that the first byte seems to apply to all of the battles, the second byte is the opponent’s level, and the next ten bytes were the opponent’s stats (HP/Attack/Defense/Speed/Special). Each stat takes up two bytes, atop of that the memory is surrounded be eight bytes on each side, ending up of the value of 07. They have also said that the last byte is very important, what they have explained, is what they call it “least significant byte” of the opponent’s Special Stat, for the reason that the opponent’s Special 21 in standard decimal notation.

So when you came back to Route 8, it continues the battle that was interrupted. For an odd reason, it uses the Memory (the byte CD2D) as a Pokemon identifier for the opponent, the next byte was used as its level. Therefore after battling the Youngster from Route 25, the bytes from that battle generated a Level 7 Mew. If you use this glitch as an advantage, you could be able to get any Pokemon in the Game :).

To make this Long explanation short, this trick uses the memory that contains the opponent’s Special stat as the Pokemon Modifier, the trick below explains how to get the Pokemon you want using this reasoning of how Mew appeared. I believe that the Special stat is equal to the Dec list down below so keep in mind what Pokemon you want and keep that Special stat exact to the Dec of the desired Pokemon.

How to Catch any Pokemon in Blue/Red/Yellow

After beating Youngsters Slowpoke (it has Special 21 [15 hex]) it would of generated Mew. But if you beaten a different opponent, it’ll generate a new Pokemon because each Pokemon has a different Special Stat. The trick will work over and over, unless you have beaten the Gambler, and/or every other trainer in the game.

Follow these steps,

Catch/raise a Pokémon with the proper Special stat ([EG.]153 for Bulbasaur). You can find a complete list of which decimal value is needed for each Pokémon. Here is the list.

(#)Name	Hex	Dec	(#)Name	Hex	Dec	(#)Name	Hex	Dec
-----	---	---	-----	---	---	-----	---	---
(01)Bulbasaur	99	153	(02)Ivysaur	09	9	(03)Venusaur	9A	154
(04)Charmander	B0	176	(05)Charmeleon	B2	178	(06)Charizard	B4	180
(07)Squirtle	B1	177	(08)Wartortle	BC	188	(09)Blastoise	1C	28
(10)Caterpie	7B	123	(11)Metapod	7C	124	(12)Butterfree	7D	125
(13)Weedle	70	112	(14)Kakuna	71	113	(15)Beedrill	72	114
(16)Pidgey	24	36	(17)Pidgeotto	96	150	(18)Pidgeot	97	151
(19)Rattata	A5	165	(20)Raticate	A6	166	(21)Spearow	05	5
(22)Fearow	23	35	(23)Ekans	6C	108	(24)Arbok	2D	45
(25)Pikachu	54	84	(26)Raichu	55	85	(27)Sandshrew	60	96
(28)Sandlash	61	97	(29)Nidoran(F)	0F	15	(30)Nidorina	A8	168
(31)Nidoqueen	10	16	(32)Nidoran(M)	03	3	(33)Nidorino	A7	167
(34)Nidoking	07	7	(35)Clefairy	04	4	(36)Clefable	8E	142
(37)Vulpix	52	82	(38)Ninetales	53	83	(39)Jigglypuff	64	100
(40)Wigglytuff	65	101	(41)Zubat	6B	107	(42)Golbat	82	130
(43)Oddish	B9	185	(44)Gloom	BA	186	(45)Vileplume	BB	187
(46)Paras	6D	109	(47)Parasect	2E	46	(48)Venonat	41	65
(49)Venomoth	77	119	(50)Diglett	3B	59	(51)Dugtrio	76	118
(52)Meowth	4D	77	(53)Persian	90	144	(54)Psyduck	2F	47
(55)Golduck	80	128	(56)Mankey	39	57	(57)Primeape	75	117
(58)Growlithe	21	33	(59)Arcanine	14	20	(60)Poliwag	47	71
(61)Poliwhirl	6E	110	(62)Poliwrath	6F	111	(63)Abra	94	148
(64)Kadabra	26	38	(65)Alakazam	95	149	(66)Machop	6A	106
(67)Machoke	29	41	(68)Machop	7E	126	(69)Bellsprout	BC	188
(70)Weepinbell	BD	189	(71)Victreebell	BE	190	(72)Tentacool	18	24
(73)Tentacruel	9B	155	(74)Geodude	A9	169	(75)Graveler	27	39
(76)Golem	31	49	(77)Ponyta	A3	163	(78)Rapidash	A4	164
(79)Slowpoke	25	37	(80)Slowbro	08	8	(81)Magnumite	AD	173
(82)Magnetron	36	54	(83)Farfetch'd	40	64	(84)Doduo	46	70
(85)Dodrio	74	116	(86)Seel	3A	58	(88)Grimer	0D	13
(87)Dewgong	78	120	(89)Muk	88	136	(90)Shellder	17	23
(91)Cloyster	8B	139	(92)Gastly	19	25	(93)Haunter	93	147
(94)Gengar	0E	14	(95)Onix	22	34	(96)Drowzee	30	48
(97)Hypno	81	129	(98)Krabby	4E	78	(99)Kingler	8A	138
(100)Voltorb	06	6	(101)Electrode	8D	141	(102)Exeggcute	0C	12
(103)Exeggutor	0A	10	(104)Cubone	11	17	(105)Marowak	91	145
(106)Hitmonlee	2B	43	(107)Hitmonchan	2C	44	(108)Lickitung	0B	11
(109)Koffing	37	55	(110)Weezing	8F	143	(111)Rhyhorn	12	18
(112)Rhydon	01	1	(113)Chansey	28	40	(114)Tangela	1E	30
(115)Kangaskhan	02	2	(116)Horsea	5C	92	(117)Seadra	5D	93
(118)Goldeen	9D	157	(119)Seaking	9E	158	(120)Staryu	1B	27

(121)Starmie	98	152	(122)Mr. Mime	2A	42	(123)Scyther	1A	26
(124)Jynx	48	72	(125)Electabuzz	35	53	(126)Magmar	33	51
(127)Pinsir	1D	29	(128)Tauros	3C	60	(129)Magikarp	85	133
(130)Gyarados	16	22	(131)Lapras	13	19	(132)Ditto	4C	76
(133)Eevee	66	102	(134)Vaporeon	69	105	(135)Jolteon	68	104
(136)Flareon	67	103	(137)Porygon	AA	170	(138)Omanyte	62	98
(139)Omastar	63	99	(140)Kabuto	5A	90	(141)Kabutops	5B	91
(142)Aerodactyl	AB	171	(143)Snorlax	84	132	(144)Articuno	4A	74
(145)Zapdos	4B	75	(146)Moltres	49	73	(147)Dratini	58	88
(148)Dragonair	59	89	(149)Dragonite	42	66	(150)Mewtwo	83	131
(151)Mew	15	21						

1. Like the Mew trick fly away from the Gambler battle.
2. Also like the Mew Trick fight any trainer that will walk to you and fight (This is needed enable you to use the Start button again and trigger the Route 8 battle. This is an needed step.)
3. If you want to find another Pokemon besides Mew, find a Ditto in the wild and allow it to transform into your Pokemon that has the Special stat's you wanted. It doesn't matter if another Pokemon appears before Ditto, the only thing matters is that Ditto is the last Pokemon spotted in its Transformed body.
4. Either way beat up the Ditto or run away and immediately fly to Lavender Town and no more battling after Ditto.
5. Enter Route 8, therefore the desire Pokemon will appear.


I am not exactly sure all of these values are correct, but I did tried some and work, and since I was only in it for the Mew, this came as a quite a surprise for me. A top of all that this trick I have found is an ill-free trick, and allow anyone to get any Pokemon they want in any Color version, it does not matter if it is a Blue, a Red, or a Yellow version.

The Truck

Ok this is what I have been told (and tried). Once you have beaten Misty, trade with somebody that will be willing to trade a Pokemon that knows cut, skip S.S. Anne and continue the game, that is for the reason for the traded Pokemon that knows cut to skip S.S. Anne. Once you have both the Flying HM, and the Surf HM, fly back to Vermilion City, when you go to S.S. Anne and see the overview of the ship (not inside it) surf to the right, and you will find "The Truck". Although the guy that said about this trick he also says that using Strength on the truck will not work, and there is no Mew, I tried it anyway finding out what he said about not finding Mew was also true.



Introduction to MissingNo. and 'M.

MissingNo. is the name of a glitch what I've heard is in most Pokemon games for gameboy, Pokemon Blue, Red, Yellow, Gold, Silver, Crystal, and newer versions to be more exact. I only know how to find it in Blue and Red. In the Blue and Red versions MissingNo. could also be appear as a name with glitches on both sides of these two keys " 'M' ". it looks like this 

There are a lot of different ideas how MissingNo. came into the game. I've heard it was Mew but it was deleted out of the game, some say it was a bug in the game, some say GameFreak used it to make a shortcut to program the game, some say MissingNo. is known as the PokeGod, and a few other ideas what MissingNo. and M' is, and how it came into the game.

I wouldn't believe about Mew being deleted because if Mew were deleted, MissingNo. might of been a Psychic type of Pokemon not a Type1/Normal Type2/Bird. Another reason is MissingNo. would probably be the number 151 Pokemon not the number 000. And the biggest reason is that because I have used a GameShark in order to capture Mew and it worked, so if using the gameshark to capture it there must be a way to find it without using a hacking device such as the Gameshark to capture it.

Now back to MissingNo., have you realized that I've wrote MissingNo.'s 2nd Type as Bird not Flying? Well that isn't a typo, and here is another thing about MissingNo. if you capture it, and take a look at its moves it'll have Water Gun, Water Gun, and Sky Attack, I do realized that I've wrote Water Gun twice that isn't a typo ether. If you take a look at your Pokemon in the list form, MissingNo. looks like a person. A very cool thing is that MissingNo. evolves into Kangaskhan which I think it only works by using the Rare Candies as the method of leveling up, NOT using battling to level up MissingNo.. I found that quite interesting that both MissingNo. and Kangaskhan knows Water Gun, Water Gun and Sky Attack.

Although capturing MissingNo. then save your game may wreck your game (until starting a new game entry that is), but after capturing and then evolve MissingNo., then soon after evolving it then you save your game I do not think it'll corrupt your save game if you do the extra step of evolving it.

I have been trying a few things with MissingNo. (or M' since it seems to be the same glitch) I have 2 Pokemon Blues, ya I have 2 of the same version. One of the Blues I play the game normally, the other Blue version I've use the GameShark and have done some research with MissngNo.. When I save MissingNo. onto my experimental Blue Pokemon cartridge, I've tried using MissingNo. on Pokemon Stadium 1, the N64 game always freezes when I try to move or release MissingNo. I think it also freezes when I

used it in battling on the Anything Goes rules at the free battle place. I did be able to view what it looks like, when I look at its stats on the Nintendo 64 Game Pokemon Stadium 1, its picture looks like that doll thing when a Pokemon uses the move Substitute.

Now you may be thinking how did I find this MissingNo. thing on the Blue and Red versions? It's pretty simple. What you need is a Pokemon or two that could be able to learn the Flying HM and Surf HM, and you have visited Viridian City and Cinnabar Island at least once. I do recommend having a good strong Pokemon, I would think at least a LV.30 Pokemon on top of your party since MissingNo. has a somewhat good attack, but a poor defense. Go to Viridian City and talk to that Old Guy that shows you how to capture a Pokemon, say No to him when he asks you are you in a hurry. Soon after he demonstrated how to capture a Pokemon, immediately Fly to Cinnabar Island go to the East side of the Island and use Surf, and go up and down the east side of the Island, it should look like that you are half on the island and half in the water. When the Pokemon is going to pop out, the screen should be blacked out a little longer than an usual Pokemon battle this is how you know you have found M' or MissingNo..

The Reason I would Believe MissingNo. appears in Pokemon Blue and Red.

The reason I would believe MissingNo. appeared here on the east side of Cinnabar Island is because surfing the edge of the east side of the island is also a trick to battle Pokemon you find only on land in the water. Lets say you've gone looking for Pokemon through the Unknown Dungeon then go to Cinnabar Island and as I said surf on the East side of the Island and guess what? The Pokemon that could appear in the Unknown Dungeon will appear in the water. Since you can not be able to capture a Pokemon in Cities and that you have been shown how to capture a Pokemon in Viridian City, that is hint one of the reasons MissingNo. appears, and hint two when you are shown how to capture a Pokemon it is specially modified how to catch one, Weedle will always appear when you are shown how to catch one, Old Man will appear instead of you and your selected name, and there are only 50X Poke Balls in the pack, and one more thing the Poke Ball he thrown always succeeded capturing it, not like the average Poke Ball. There for *Viridian City* is the last place you've **found Pokemon** and the Pokemon that can appear in the city appears in the water, hence how MissingNo. came into a Game.

Taking Advantage on MissingNo. in Pokemon Blue and Red.

I also can multiply items in large amounts using MissingNo.. Put an Item you want to multiply on the sixth slot in your bag, let's say we're going to multiply the Master Ball since you only can get 1 of them in the game, unless you use Pokemon Stadium 2 to transfer them to you cartridge. This is when you battle MissingNo. using the instructions that I've give above to find it. Once you are battling it make it faint or run away. When you take a look at your bag you'll see that there is a glitch as a number next

to the Master Ball. The reason for the glitch is because it is over the containing limit of 99X per slot, it is some were over 100 in that slot, if your go see your Master Balls on your Pokemon Stadium 1 or 2, you could see the specific number of how many Master Balls you have in that slot, how ever you could not transfer these numbers over the limit of 99. You have to transfer in 99s, which is of course the limit of 99 per 1 slot. If you use Pokemon Stadium 2 and deposit your items in the N64 item cases you can transfer to another, Blue, Red, or Yellow version. Be sure the game is saved in the Pokemon Center so you could transfer the multiplied Master Balls or any other multiplied items into your cartridge.

To get a Kangaskhan with 2 Water Guns and a Sky Attack simply multiply your Master Balls, and Rare Candies using the multiply your Items with MissingNo. trick and, capture a MissingNo.. Use your Rare Candies on MissingNo. this may take a while if MissingNo.'s level is over 100. Then when it evolves you only see Kangaskhan not like your typical evolving Pokemon, which flashes the two Pokemon together. After evolving into Kangaskhan it **should** be ok to save it.

Heads up for the MissingNo./'M. Trick and How to Capture ANY Pokemon in any Color Version

This little section is a problem I have encounter when I have used the "How to capture any Pokemon / How to capture Mew" and How to find MissingNo./'M.

When you do the MissingNo. trick first, it'll work. However, the problem I have is when I find a Pokemon I want using the "Capture any Pokemon" trick first. That's when I try to find MissingNo., I only found land Pokemon in the water NOT the MissingNo.. I have followed the instructions like any other time before doing the Capture ANY Pokemon trick, but it didn't work. I have surfed for a while thinking maybe the not Pokemon, but still land Pokemon appears.

These are some of my suggestions to find MissingNo.:

1. Use the "Find Any Pokmon" trick to find MissingNo. I have found it a few times, I do not know what Special Stat you would need to find MissingNo. but I know it works.
2. Have two versions, one to find MissingNo., and another version to find any Pokemon you want.
3. I do not really recommend this, but I am pretty sure you can use a hacking device like a Game Genie or a Game Shark to find MissingNo.