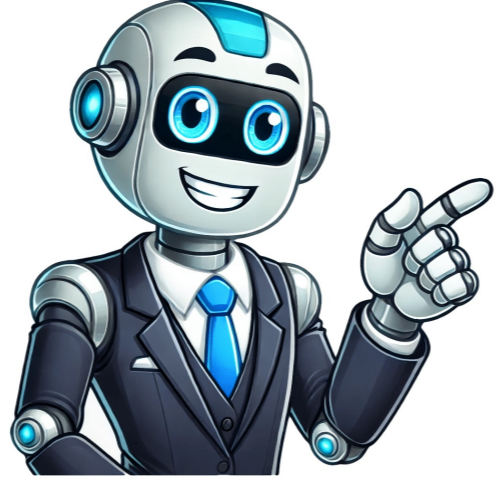


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Fire red safari zone guide

Safari Balls are given out to trainers by gate attendants before entering the Safari Zone for wild Pokémon encounters. The objective is to catch wild Pokémon using these balls. To achieve this, one must throw bait or rocks at specific Pokémon to distract them, and then use the correct combination of actions. If the balls run out or the trainer moves 600 paces, they will automatically return to the gate. In battle, the Strength move doubles as a standard attack, comparable in power and accuracy to Tri Attack and Drill Peck. As with all HM's, it cannot be removed using normal methods (like the Move Deleter), so give it to a Pokémon that requires damage output but lacks other useful skills. Items can be found throughout the area: * Main Area: + Nugget: on the island + Leaf Stone: hidden near the Nugget * Area One: + Leaf Stone: on a ledge + Full Restore: west of the rest house + TM11 Sunny Day: in the grass near the lake + Max Potion: close to the entrance to Area Two * Area Two: + TM47 Steel Wing: between two trees + Protein: west of the rest house + Quick Claw: near the middle * Area Three: + Gold Teeth: south of the west entrance to Area Two + TM32 Double Team: left of the Teeth + Max Revive: southwest corner of the area + Revive: hidden near the Secret House + HM03 (Surf): given by the man in the Secret House It's worth noting that Quick Claw is a reusable item that can be held by Pokémon, potentially aiding them in battle. This might be useful for slower Pokémon. This region offers a high chance to encounter rare Pokémon, such as Scyther in FireRed or Pinsir in LeafGreen. It's recommended to stay here until one of these Pokémon is caught. Some notable areas include: * Area 1: Kangaskhan * Area 2: Chansey * Area 3: Tauros New Pokémon can be found in the area, including: * #102 Exeggcute: an awkward Grass/Psychic-type with average stats and a limited moveset. * #113 Chansey: a rare and hard-to-catch Pokémon with excellent hit points and the ability to learn Softboiled. It's worth catching for its potential in battle and its unique skillset. * #111 Rhyhorn: a Pokémon with no type-specific attacks, making it less effective than other types. Given text here Kangaskhan is a unique Pokémon with an assortment of moves. Its defense and attack are exceptional, although not as strong as Tauros'. Kangaskhan's moves, Fake Out and Dizzy Punch, make it a formidable opponent. However, it lacks in offensive capabilities compared to other Normal-type Pokémon. Tauros has excellent stats but its offense is merely average. Despite this, it excels with its Stomp attack that causes flinching. However, Tauros can learn Strength, making it a viable option. Venonat, a Bug/Poison Pokémon, boasts an impressive array of moves including Psybeam and Psychic. It has decent Speed and Special Defense stats but struggles to make the most of them. Venonat evolves into Venomoth at level 31. Psyduck is another Water-type Pokémon that can be caught through fishing. However, it starts with limited attacks and only gains access to more powerful moves later on. Slowpoke grows stronger as it advances in levels. Its combination of Water and Psychic moves makes for a formidable team. Slowpoke and its evolved form Slowbro also learn Surf, making them highly effective. The Safari Zone is home to rare Pokémon and interesting items. Catching Pokémon in the zone requires strategy, with rules including limiting attacks and items to 30 Safari Balls. Throwing stones can make Pokémon angrier, increasing the chances of a successful catch, but it may also cause them to run away. It's essential to throw multiple stones and use bait to keep Pokémon around longer. Down the steps and continue north where another short stairway appears. Go up, then east, down the next stairs, and head west to find the Area 2 exit. Once inside Area 2, navigate through the tall grass, going up the steps, taking a flight of stairs down again, and continuing north until you reach a pond. From there, head east into more tall grass, turn left when unable to proceed further, and pick up the Protein power-up on the way. This will bring you close to Area 3; continue south and exit this map to enter it. In Area 3, collect the Gold Teeth and grab TM32 outside a small hut, which contains Surf inside. Teach this HM to your Pokémon for powerful water attacks and river crossing abilities. With the Gold Teeth in hand, return to Fuchsia City's Warden's house below the pond, and as a reward, receive HM04 (Strength). Use Strength on the boulder to the right, allowing you to grab the Rare Candy. Other notable items include Nugget at the entrance area (requires Surf), Leaf Stone, Max Potion, Quick Claw in Area 1, TM11 (Sunny Day) and Full Restore in Area 1, TM47 (Steel Wing) in Area 2, Protein in Area 2, Gold Teeth in Area 3, and TM32 (Double Team) and Max Revive in Area 3. In the Safari Zone, you can access four areas for a fee. Your time will run out when you walk 500 steps or use all 30 of your Safari Balls. During encounters, you have three options: catch the Pokémon, run away, use bait to distract it, or use a Rock to make it angry and easier to catch. Some Pokémon are exclusive to the Safari Zone and have low encounter rates, making them challenging to catch. The text provides information on the encounter rates of various Pokémon in the Safari Zone for both Pokémon FireRed and LeafGreen games. It also lists the items that can be obtained in each section, along with their corresponding numbers on the map. The maps are more detailed than usual, making it easier to navigate without wasting steps. Some notable encounters include the Chansey and Exeggute, which have relatively high encounter rates, while others like Nidoran (F) and Scyther have lower rates. The text also highlights some exclusive Pokémon that can be caught in the Safari Zone. **Safari Zone Encounter Rates** The FireRed Safari Zone is a challenging but entertaining pitstop where you can catch rare Pokémon. To increase your chances of success, it's essential to know the encounter rates for each Pokémon. **Tall Grass Encounter Rates** * Some Pokémon have higher chances of appearing in tall grass: + Dratini: 15-25% (Level 15-25) + Goldeen: 40% (Level 15-25) + Psyduck: 4% (Level 15-35) + Seaking: 40% (Level 20-30) **Fishing Rod Encounter Rates** * Use the old rod to catch: + Magikarp: 100% (Level 5) * Use the good rod to catch: + Goldeen: 60% (Level 5-15) + Magikarp: 20% (Level 5-15) + Poliwhg: 20% (Level 5-15) **Super Rod Encounter Rates** * Catch rare Pokémon using the super rod: + Dratini: 1% (Level 25-35) + Goldeen: 40% (Level 15-25) + Psyduck: 4% (Level 15-35) + Seaking: 40% (Level 20-30) **Tips for Success** * Complete all side quests and collect items before entering the Safari Zone. * Save your game before entering to avoid wasting money if you fail to catch a Pokémon. * Be prepared to encounter rare Pokémon by knowing their rates. Note that this paraphrased version still includes the essential information from the original text, but in a more concise and readable format. Freedoms are granted as long as terms are followed. Attribution is required — You must give credit , provide a link to the license and declare if changes were made . You can do so in any manner that makes sense, but not in a way that suggests you have backing from the licensor or your use. ShareAlike — If you remix, transform or build upon material, you must distribute your contributions under the same license as the original. No restrictions are allowed — You cannot apply terms that legally limit others from doing anything the license allows. Public domain elements or exceptions do not require compliance . No guarantees are given — The license does not provide all necessary permissions for your intended use, like publicity, privacy, or moral rights. You can find exclusive Pokémon that don't appear anywhere else in Kanto. This guide is from Bulbapedia and covers the Pokémon FireRed and LeafGreen games. Note that it's not for the original Red and Blue versions, which have their own separate guide. The walkthrough is divided into 20 parts, starting with Pallet Town and exploring various routes, cities, and gyms throughout the Kanto region.

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