

let's go eevee walkthrough

Embarking on the Kanto Journey: A Comprehensive Let's Go Eevee Walkthrough

let's go eevee walkthrough provides an in-depth guide to mastering the vibrant world of Pokémon on the Nintendo Switch. This comprehensive resource will equip trainers with the knowledge needed to navigate the Kanto region, from their initial steps in Pallet Town to becoming the champion of the Pokémon League. We will cover essential strategies for Pokémon catching, battling, training, and uncovering all the secrets this beloved generation has to offer. Expect detailed insights into gym leader challenges, legendary Pokémon encounters, and efficient methods for building a powerful team. This walkthrough aims to be your ultimate companion, ensuring a smooth and enjoyable adventure through the world of Pokémon: Let's Go, Eevee!

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Getting Started in Pallet Town

Your grand adventure in Pokémon: Let's Go, Eevee begins in the tranquil Pallet Town. Upon selecting your starter Pokémon, Eevee, you'll immediately be presented with your first objective: to head towards Viridian City. Professor Oak will provide you with your initial Pokédex and some helpful tips. Before leaving Pallet Town, make sure to interact with your rival and explore the small town to familiarize yourself with the game's mechanics and aesthetic. The journey ahead is long, but the foundation you lay here is crucial for success.

Your starter, Eevee, is a versatile Pokémon capable of evolving into several different forms depending on the evolutionary stone used. Understanding Eevee's potential is key. While this walkthrough focuses on the main narrative, it's wise to start thinking about the type coverage you'll need for your team. Professor Oak's lab is also where you'll receive your first Poké Balls, enabling you to begin your Pokémon catching journey.

Viridian City and the First Gym Challenge

The path from Pallet Town to Viridian City is your first taste of the wild. You'll encounter basic Pokémon like Pidgey and Rattata, perfect for practicing your catching techniques. In Viridian City, you'll meet the iconic Gym Leader, Brock, who specializes in Rock-type Pokémon. Be prepared, as Brock's Geodude and Onix can pack a punch.

To effectively defeat Brock, it's recommended to have a Pokémon with Water or Grass-type attacks. If you haven't caught any yet, exploring the areas around Viridian City or heading back towards Pallet Town might yield suitable candidates. Winning against Brock earns you your first Gym Badge, a symbol of your growing prowess as a trainer.

Pewter City and the Rock-Type Specialist

Continuing your journey, you'll arrive in Pewter City, home to the first Gym Leader you'll face. This city is known for its museum, offering a glimpse into the history of Pokémon. Your primary focus here,

however, will be challenging Brock, the Gym Leader who wields powerful Rock-type Pokémon. His Onix is particularly formidable and requires a strategic approach to overcome.

To counter Brock's Rock-type advantage, bringing along Pokémon with Water or Grass-type moves is essential. Consider catching a Bellsprout or Oddish if you haven't already. Defeating Brock not only grants you the Boulder Badge but also TM34, which teaches the move Bide. This badge signifies your progress and allows you to use the HM Strength outside of battle.

Cerulean City and the Water-Type Trials

The route to Cerulean City introduces new wild Pokémon and the opportunity to encounter trainers on Cycling Road. Cerulean City itself is a hub for Water-type Pokémon and is guarded by the Gym Leader Misty. Her Starmie and Staryu are fast and powerful, making them a significant challenge for unprepared trainers.

To defeat Misty, Grass and Electric-type attacks are your best bet. Look for Pokémon like Pikachu or Bellsprout to add to your team. Upon defeating Misty, you'll receive the Cascade Badge and TM03, which teaches the move Water Pulse. This badge also enables the use of the HM Surf outside of battle, opening up new routes.

Vermilion City and the Electric-Type Gym

Your next destination is Vermilion City, a bustling port town. Here, you'll face Lt. Surge, an Electric-type Gym Leader. His Voltorb and Raichu are known for their speed and paralyzing attacks.

Navigating Lt. Surge's gym often involves a puzzle where you must step on switches to open doors.

To overcome Lt. Surge's Electric-types, Ground-type Pokémon are highly effective as they are immune to Electric attacks. If you haven't found a suitable Ground-type, consider searching in caves. Defeating Lt. Surge rewards you with the Thunder Badge and TM46, teaching Thief. This badge allows for the use of the HM Flash outside of battle, illuminating dark caves.

Lavender Town and the Pokémon Tower Mystery

Leaving Vermilion City, your path leads to Lavender Town, a somber place dominated by the Pokémon Tower. This location is central to a story arc involving Gastly and Haunter, spirits that inhabit the tower. While not a gym battle, you will encounter your rival here, leading to a mandatory battle.

The Pokémon Tower is a significant landmark in the Let's Go Eevee walkthrough as it introduces you to Ghost-type Pokémon. It also houses the Poké Flute, essential for waking up the Snorlax blocking your path. Navigating the tower requires careful use of Flash and awareness of the Ghost-type Pokémon that reside within.

Celadon City and the Grass-Type Master

Celadon City is the largest city in the Kanto region, boasting a department store, a hotel, and the Grass-type Gym led by Erika. Erika's team, consisting of Pokémon like Gloom and Vileplume, is resistant to many common offensive types.

To effectively defeat Erika, Fire, Ice, Poison, and Flying-type attacks are recommended. Look for Pokémon that can exploit these weaknesses. Winning against Erika earns you the Rainbow Badge and TM19, which teaches Giga Drain. This badge signifies your progress towards the Pokémon League.

Fuchsia City and the Poison-Type Expert

Fuchsia City is home to the Safari Zone and the Gym Leader Koga, a master of Poison-type Pokémon. Koga's gym is known for its maze-like layout, requiring you to navigate through various paths to reach him. His Muk and Weezing can inflict status conditions like poison, making battles challenging.

To overcome Koga, Ground and Psychic-type Pokémon are highly effective. Many Pokémon found in the surrounding areas can provide the necessary offensive capabilities. Upon defeating Koga, you receive the Soul Badge and TM26, which teaches Earthquake, a powerful Ground-type move. This

badge is another step closer to becoming the champion.

Saffron City and the Psychic Powerhouse

Saffron City is a major metropolis and the location of two Gyms. However, you will first encounter Sabrina, the Psychic-type Gym Leader. Psychic-type Pokémon are notoriously powerful in the early generations, known for their high Special Attack and Speed. Sabrina's Alakazam is a particularly potent threat.

To defeat Sabrina, Bug, Ghost, and Dark-type attacks are super effective. However, Bug and Ghost types are not as prevalent early in the game. Consider using Pokémon that resist Psychic attacks or have strong neutral offensive capabilities. Victory earns you the Marsh Badge and TM42, which teaches Psychic. After this, you can challenge the other Gym Leader in Saffron City, the Fighting-type expert, Bruno.

Cinnabar Island and the Fire-Type Challenge

Your journey brings you to Cinnabar Island, where you'll find the Pokémon Mansion and the Fire-type Gym leader, Blaine. Blaine's Fire-type Pokémon, like Arcanine and Ninetales, can be dangerous with their high offensive stats. The Gym itself often features a quiz as part of the challenge.

Water and Ground-type Pokémon are excellent choices for battling Blaine. If you haven't caught a strong Water or Ground-type yet, this is an opportune time to do so. Defeating Blaine earns you the Volcano Badge and TM38, which teaches Fire Blast. This badge, along with the others, prepares you for the Elite Four.

Viridian City Revisited and the Final Gym Battle

After collecting most of the badges, you'll discover that the Viridian City Gym Leader has returned. This leader is none other than Giovanni, the boss of Team Rocket, wielding powerful Ground and

Poison-type Pokémon. This battle serves as a significant test before you face the Elite Four.

To counter Giovanni's formidable team, Grass, Water, Ice, and Psychic-type Pokémon are highly effective. Ensure your team has good type coverage to deal with his varied Pokémon. His Earthquakes can be devastating, so having Pokémon with resistances to Ground-type attacks is beneficial.

The Indigo Plateau and the Elite Four

The Indigo Plateau is the ultimate proving ground, where you'll face the Elite Four and the Champion. Each member of the Elite Four specializes in a different type of Pokémon, presenting a diverse set of challenges. You'll need a well-rounded team with excellent type coverage to succeed.

The Elite Four consists of Lorelei (Ice/Water), Bruno (Fighting/Rock), Agatha (Ghost/Poison), and Lance (Dragon). Preparing your team by leveling up and teaching them appropriate movesets is crucial. Each battle is a test of your strategy, team composition, and endurance. The Champion battle is the final hurdle before you are declared the Pokémon League Champion.

Post-Game Content and Legendary Encounters

Upon becoming the Champion, the game doesn't end. Let's Go, Eevee offers extensive post-game content. This includes the opportunity to catch all the legendary Pokémon from the Kanto region, such as Articuno, Zapdos, Moltres, and Mewtwo. You can also revisit gyms, participate in rematches, and complete your Pokédex.

The legendary Pokémon encounters often require specific conditions to be met or involve challenging puzzles. Mewtwo, in particular, is a very powerful Pokémon found in the Cerulean Cave and requires significant preparation. Completing the Pokédex and catching all available Pokémon is a major undertaking that extends the longevity of the game.

Tips for Efficient Pokémon Catching and Training

To excel in your *let's go eevee* walkthrough, efficient Pokémon catching and training are paramount. Utilize the synergy bonus by chaining catches of the same Pokémon; this increases your chances of catching rarer variants and yields more experience points and Stardust. Always aim for Excellent or Great throws with berries to maximize your success rate.

When it comes to training, focus on building a balanced team. Don't neglect Eevee's potential; consider its various evolutions based on your team's needs. Utilize Pokémon Centers for healing, and don't be afraid to swap Pokémon in and out of your party to gain experience. Completing trainer battles and challenges in the wild will provide consistent experience gains. Remember to utilize the Candy system effectively to boost your Pokémon's stats.

Q: What is the best starter Pokémon in Let's Go Eevee?

A: While Eevee is your starter and can evolve into powerful forms, its initial versatility makes it a strong choice. However, the "best" starter depends on your preferred playstyle and team composition. Eevee's multiple evolution paths offer significant strategic depth.

Q: How do I catch Mewtwo in Let's Go Eevee?

A: Mewtwo can be found in the Cerulean Cave after you have become the Pokémon League Champion. You will need to explore the cave and solve its puzzles to reach Mewtwo's lair. Be prepared for a challenging battle.

Q: What is the purpose of chaining Pokémon catches?

A: Chaining Pokémon catches means repeatedly catching the same species of Pokémon without interruption. This method increases your chances of encountering shiny Pokémon, yields more experience points, and grants bonus Stardust and Candy.

Q: How can I get more Candy in Let's Go Eevee?

A: You can obtain Candy by catching Pokémon, sending Pokémon to Professor Oak, and by finding them scattered throughout the game world. Certain rare candies can also significantly boost a Pokémon's stats.

Q: Which Pokémon are best against the Elite Four in Let's Go Eevee?

A: A balanced team with type coverage is essential. For Lorelei, strong Fire and Electric Pokémon are effective. Bruno can be defeated with Psychic and Flying types. Agatha's Ghost and Poison types are vulnerable to Psychic and Ground types, respectively. Lance's Dragon types can be countered with Ice and Dragon moves.

Q: How do I evolve Eevee in Let's Go Eevee?

A: Eevee can evolve into Vaporeon (Water Stone), Jolteon (Thunder Stone), Flareon (Fire Stone), Espeon (Level up with high friendship during the day), Umbreon (Level up with high friendship during the night), Leafeon (Leaf Stone), or Glaceon (Ice Stone).

Q: What is the significance of the Shiny Charm?

A: The Shiny Charm is an item that significantly increases your chances of encountering Shiny Pokémon. It can be obtained after catching all 151 Pokémon in the Kanto Pokédex.

Q: Can I trade Pokémon between Let's Go Eevee and Pokémon GO?

A: Yes, you can transfer Pokémon from Pokémon GO to Pokémon: Let's Go, Eevee. This allows you to bring Pokémon you've caught in the mobile game into the Switch title.

Q: What are the best moves for Eevee itself?

A: Eevee can learn a variety of moves. Its signature move, "Last Resort," is powerful but can only be used once it has bonded with its trainer. Its ability to learn moves from TMs makes it adaptable to many situations.

Q: How do I increase my Pokémon's friendship level?

A: Friendship can be increased by walking with your Pokémon, using them in battle, feeding them berries, and keeping them from fainting. A high friendship level is crucial for evolving Eevee into Espeon or Umbreon.

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