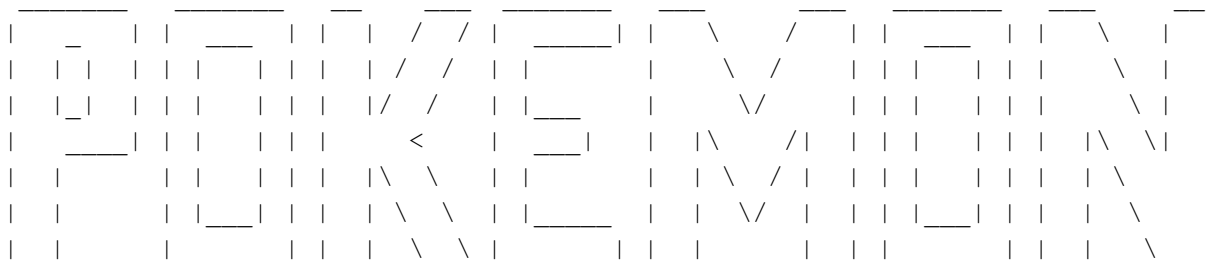


Pokemon Ruby/Sapphire FAQ/Walkthrough

by Seiryu

Updated to v1.1 on Apr 3, 2003



Ruby/Sapphire Version

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+Pokémon Ruby and Sapphire FAQ/Walkthrough +
+Written by Seiryu +
+Started on 12/30/2002 +
+Version 1.1 +
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1. Introduction/Rules
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Ahem. This is my first FAQ, so don't expect it to be the best you've ever seen. Also, I'm not from an English-speaking country, so don't expect my English to be perfect. The main reason I'm writing this FAQ is to help the many people who are new to this game, not only in the RPG part, but also in the battling part, which I consider to be the funniest. Also, I'm bored and need to do something.

*If you have any question about any subject THAT IS NOT EXPLAINED IN THE FAQ, feel free to e-mail me. If it's in the FAQ, your email will be simply deleted. But be aware that I'm not able to check my mail all the time, so it may take a while for you to get the reply.

*DO NOT SPAM, SEND CHAIN LETTERS OR ANYTHING THAT IS NOT RELATED TO THE GAME. If you do, your address will be blocked.

*Include a subject such as Pokémon R/S or anything that makes it easier for me to recognize it as soon as I read the title. I did not open a special e-mail account only because of this FAQ, and due to my lack of patience, I don't even

read the e-mails that have no interesting subjects.

*Do send me tips or any kind of contribution to make this FAQ better, but don't send any stupid rumors or anything, as I can check these with people, boards and a lot of sites.

*Do not put this up on your web site before asking, I'm not such a bad guy and asking won't hurt you.

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2. Notice of Copyright
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3. History of Updating
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Version 1.0 - Finished the Walkthrough based on the Sapphire version. Now playing Ruby to check any differences. Finished a writing a good amount of Side Areas, but will probably add more by the next update, as well as the Pokédex and an introduction to battling.

Version 1.1 - Corrected MANY mistakes along the FAQ and added all the pokémon that appear in each route, instead of just the "new pokémon" (there were a lot of mistakes here either). Added the Miscellaneous Section, with the trainers of the Trainer's Eye.

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4. Introduction to the Game
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I was surprised when I first clocked this game. This is the first pokémon game that actually has a storyline, and it's not a bad one if you ask me, they did pretty well making up something around the theme Pokémon.

A peek in the story of this game

You are a boy/girl that just moved from the Johto region (GSC players should know this), whose father is a gym leader in this region (Hoenn). When the game starts, your mother tells you to pay a visit to Prof. Birch, a pokémon authority of this region and friend of your father, that lives in the city you have just moved to. You end up saving him and getting a starter pokémon from him as a "thank you". Then you visit your father in the gym of a city nearby, and he encourages you to start a pokémon journey with the pokémon you got from Birch, and it turns out that you will get involved in matters that affect even the world itself...

What's new in this game

* This game is not a sequel of the other games like Gold/Silver/Crystal was for Red/Blue/Yellow. This game has no relation at all to the previous versions (GSC had all the other gym leaders, Ash (Red), which you used to control in RBY was the best trainer of the world in GSC and you were able to battle him, etc).

* First of all, you play in a region called Hoenn, like I stated above and there is no Johto and Kanto in this game, even though they are mentioned in the game.

* You cannot catch'em all in this game, as only 202 of the 386 pokémon of the game can be recorded on the pokédex, and 2 of them haven't been found anywhere and are probably going to be gotten through Nintendo events. All of the pokémon are programmed in the game though, but 186 of them can't be found in any way and are probably going to be found in some other way.

* This game can't connect to the previous versions, like GSC could connect to RBY.

* This is the first GBA game that is compatible to the Card e-reader. Some side events can be activated only through this device.

* New 2 vs. 2 battle feature, which allows a player to control 2 pokémon at the same time in the same battle, and even 4 trainers to pair up and control one pokémon each.

* You can now participate in Contests and have your own Secret Hideout.

* The set of TMs is the best of all the three "generations" of Pokémon.

* There are 8 HMs in this game: Cut, Fly, Surf, Strength, Flash, Rock Smash, Waterfall and Dive. Dive is a completely new move, while Rock Smash was turned from a TM to a HM since GSC. Whirlpool, that was a HM in GSC is now just a common move.

* This game has a more legendary pokémon than any of the previous versions: Groudon, Kyogre, Regice, Regirock, Registeel, Latias, Latios, Rayquaza. And not all of them can be caught in both versions. A lot of work, huh?

What hasn't changed at all from the previous versions

* You still gotta catch'em all, I mean, all of the 200 that can be caught.

* You can still pick from a boy and a girl (this hasn't changed if you compare to the Crystal Version).

* You can still trade pokémon with your friends and link battle the normal way (1 on 1).

* You can still breed your pokémon.

Differences between Ruby and Sapphire

* Many pokémon can only be found in Ruby: Seedot, Nuzleaf, Shiftry, Mawile, Zangoose, Solrock, Latios, Groudon.

And some only in Sapphire: Lotad, Lombre, Ludicolo, Sableye, Seviper, Lunatone, Latias, Kyogre (I think that's all).

* You fight Team Magma in Pokémon Ruby, and Team Aqua in Pokémon Sapphire.

* When you free Groudon, the weather will become sunny on the eastern area of Hoenn. When you free Kyogre, the weather will become stormy in the same area.

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5. Walkthrough
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Here we go, the core of this FAQ. This walkthrough will focus on guiding you through the game, by getting only what's strictly necessary to beat it. Any extras will be covered in either the Side Areas section or any other section if I judge it's necessary to make a new one.

I'd also like to point out that you'll see me recommending levels for your pkmn throughout this walkthrough. There are two ways to beat this game in terms of levels: you can get your starter pokémon and train it exclusively, this way it will gain such an amount of experience, that even the gyms that can beat it won't be a problem due to it's high level. Or you can assemble a balanced set of pokémon and train them up to levels that are enough to beat the game.

If you are in a hurry (like me, when writing this), I recommend the first one, but if you want to catch lots of pokémon throughout the way, the second method is better, as the opponents won't die in one hit from your attacks. This walkthrough works around the method of keeping a balanced party, because the other method needs no work, you'll always be in a sky high level if you battle everybody you see.

.....
THIS PART WILL PROBABLY CONTAIN A TON OF SPOILERS. I WILL NOT TRY TO AVOID THEM AND WON'T EVEN MARK THEM IN THE WALKTHROUGH. SO, YES, IF YOU DON'T WANT TO READ THEM, DON'T READ ANYTHING. I WON'T EVEN MARK THE ENDING OF THE GAME AS A SPOILER. DON'T SAY YOU WEREN'T WARNED.
.....

With that out of the way, let the walkthrough start.

Controls: A button: Confirm button.
B button: Cancel button.
L/R button: No function that I know of.
Start button: Opens the Main Menu.
Select button: Shortcut button. Just like in GSC, you can set an important item as a shortcut to be used with the SELECT button.

* For the locations of the wild pokémon, "G)" are the pokémon found on ground, and "W)" are the ones found on water, by surfing.

Once you start your game, Prof. Birch will give you a briefing, just like Oak did in the previous versions. You can choose to be a boy/girl and your name. After that, you will be inside a truck. After a while, it stops. Now you take control of your character. Go outside the truck and you will be at...

:::LITTLEROOT TOWN:::

As soon as you come out the truck, your mom will come out of your house (the

house changes depending on whether you chose a boy or a girl as a character), say something and take you inside the house. A few Machop will be finishing moving your family to this place). Go to your room on the second floor and check the clock on the wall. Set it accordingly so that there's no confusion about pokémon catching or evolving later on. To set it, just move the directional button left or right and press A at the time you want. Just don't tell me that you can't read the time on a clock like this...

After you set the clock, your mom will come in, say something else and leave. Now you can check the PC and withdraw a Potion. Go out of you room, and your mom will tell you to come and watch something important on the TV. Someone is interviewing Norman, your father and Petalburg's Gym Leader. Just when you come to watch it, the interview ends (LOL!). Your mom says that one of your dad's friends lives here, and that his name is Prof. Birch. Leave your house.

Do so and go to the neighbour's house (your rival's). His/her mother (if you picked the boy in the beggining, the rival will be a girl, otherwise, he is a boy) will tell you her child is in the second floor. Go there and speak to him/her. After the rival leaves, do the same and try to leave the city and a boy will stop you to say something (If you try to do this before talking to the rival, he won't let you pass). Move on and you'll soon see that Prof.Birch is being attacked by a Poochyena. He tells you to help him by picking one of the 3 Poké Balls inside his bag. Check the bag and pick one of the 3 Pokémon inside:

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-----	Treecko and his evolved forms are good pure grass pokémon.
Left Ball	They have so-so attack, not-so-good defense, great s.attack,
-----	so-so s.defense, wonderful speed and so-so HP. Will be
Treecko	useful against the 1st, 3rd and 8th gyms, but will suffer
Grovyle Lv.16	against the 4th and 6th gyms. It's ability is Overgrow,
Sceptile Lv.36	which makes grass-type attacks more powerful when the
	pokémon is under 1/3 of its max health.

-----	Torchic is pure Fire, but his evolved forms are
Middle Ball	Fire/Fighting Pokémon. They have wonderful attack,
-----	not-so-good defense, great s,attack, not-so-good s.defense,
Torchic	so-so speed and so-so HP. Will only be useful against the
Combusken Lv.16	1st (if you have it evolved when you reach it) and 5th gym.
Blaziken Lv.36	It's ability is Blaze, which makes fire-type moves more
	powerful when the pokémon is under 1/3 of its max health

-----	Mudkip is pure Water, but his evolved forms are
Right Ball	Water/Ground Pokémon. They have great attack, good defense,
-----	so-so s.attack, good s.defense, bad speed and great HP. Will
Mudkip	be useful against the 1st, 3rd and 4th gym, but as it's only
Marshomp Lv.16	weakness is grass and no gym is of the grass type, you can
Swampert Lv.36	use it almost anywhere. It's ability is Torrent, which
	makes water type moves more powerful when pokémon is under
	1/3 of its health

All of them are good. I have my own opinions about each of them, but I won't say anything not to influence on your choice. Remember that stats are not everything, try to consider movepool and kinds of strategies each pokémon can

use before choosing yours. Also remember that you can trade the other starters with your friends and have all of them.

Engage battle with the Poochyena. It won't be hard. Just pummel him out of the way. You will be back at Prof. Birch's lab. He will thank you and let you keep the pokémon you used to save him. You can also name it now. Leave the city and you will be at...

:::ROUTE 101:::

Wild Pokémon: Wurmple, Zigzagoon, Poochyena

Pretty straight-forward. Build a few levels to your pokémon and since you can't catch anything yet, just go north and you will soon arrive at...

:::OLDALE TOWN:::

Here, heal your starter at the Pokémon Center and buy something if you want to. Now talk to the person beside one of the houses. He'll take you to the shop and give you a Potion. Now keep going up until you reach...

:::ROUTE 103:::

Wild Pokémon: G) Zigzagoon, Poochyena, Wingull

W) Tentacool, Wingull, Pelipper

This very short route (well, it is "very short" because you can't surf yet. If you could, it'd be just "short") there is a guy that is there for nothing, and you rival standing a bit up from where you are. Talk to him/her and the two of you will battle.

Rival battle: Pokémon Trainer Brendan/May

Pokémon: Either Treecko, Mudkip or Torchic at lv.5, depending on which one you picked.

Money: \$300

-Just like in the previous games, your rival will battle you with his/her "fresh-caught" pokémon, while you had some time to level your starter up a bit. The pokémon s/he will have outmatches the one you picked in the beginning typewise. But don't worry, it has the type, but not moves to beat you. If you brought you starter up to level 7 or 8 you should have no problem.

After the match, your rival will ask you to follow him/her back to Prof. Birch's lab. Do that. Once you are back, the Prof. will give you your pokédex and the rival will hand you 5 PokéBalls. Step out of the lab and as you try to leave the city, your mom will stop you and gift you with the Running Shoes. Now, whenever you are outside a building, press and hold the B button and you'll be able to run.

Now make your way back to Oldale Town (try to get a few pokémon and level up your starter). The left exit of the town will now be free (it was blocked before). Use that exit to arrive at...

:::ROUTE 102:::

Wild Pokémon: G) Seedot (R)/Lotad (S), Ralts, Surskit, Zigzagoon, Wurmple, Poochyena

W) Marill, Surskit

Recomended Party: Starter and one more pokémon at lv.8-10

Walk your way through the route battling the trainers and you'll be through it

in no time. Don't forget to pick the potion on the ground.

Oh, try to catch Ralts (a small humanoid creature with a female looking and a red antenna), it is a great psychic pokémon that will help throughout the game and even in real battles if you train it properly...

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When you come across a small garden, check the flowers for berries. Also, you can plant a berry back on the spot you left blank when you took the berry, and the plants will grow back, (but you need to water the plants so that they can grow again, and since you don't have the Wailmer Pail yet, just take the berries).

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When you are done with this route, go west to enter...

:::PETALBURG CITY:::

Heal your pokémon as usual and buy anything you want to. Inside the pokémon center there is a guy who asks for your trainer profile. If you give him the correct answers a new option will appear in the main menu, but that is only used for Nintendo events, and has nothing to do with beating the game.

If you try to pass by the gym, a guy will stop you and force you to visit the gym before leaving. Well, since the guy wants you to go to the gym, let's not disappoint him. Now I can go and beat this gym, you say. Well, go into the gym and you'll see...

Enter the gym and talk to the person in this room. As I told you before, he's your father, named Norman. As you talk to him, Wally will come in and ask the leader to teach him how to catch a pokémon, because he's moving to Verdanturf and he wants a pokémon not to feel lonely there. Norman lends him a Zigagoon and asks you to teach Wally how to catch a pokémon. And there you go. Just hit "A" all the time and you'll be done.

After that, you come back to the gym. Norman will tell you that you still don't have a chance against his gym, and tell you to come back after you have 4 badges. He'll recommend the Rustboro Gym for beginners like you. Well, he's your father, he gives the orders. Get out of the gym and keep going west to...

:::ROUTE 104:::

Wild Pokémon: G) Zigagoon, Wurmple, Taillow, Wingull
W) Wingull, Pelipper

Recommended Party: Starter, and 2 more pokémon at level 10-12

I'm recommending these levels so that you don't need to train exclusively for the gym. Just battle the trainer at the beach and get the berries. If you want to, get a Taillow at the grassy area. That item lying on the ground is a PokéBall, but you can't reach it yet. Just leave it alone for now. The house is empty for now, but remember this place, we are coming back here very soon. For now, just head north to enter...

:::PETALBURG WOODS:::

Wild Pokémon: Wurmple, Silcoon, Cascoon, Zigagoon, Taillow, Slakoth,
Shroomish

Recommended Party: Same as Route 104, or maybe one level up for each pokémon ;)

As soon as you enter this place, go east and then south to go back to route 104. Grab that PokéBall and go back to the forest.

Now head left, battle the pokémon and trainers around here. When you go a

little farther into the forest you'll find a man that is kind of desperate. He will talk to you and a Team Magma/Aqua member will appear. Just a little more talk and you will engage battle:

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:::TEAM MAGMA/AQUA:::

Team Magma and Team Aqua is what was left when Team Rocket was disbanded in GSC. Both of the teams seem to want the Team Rocket back, but they are rivals just like you and Prof.Birch's son/daughter. Team Magma is looking for a legendary pokémon that can expand the ground area of the planet, and Team Aqua looks for a pokémon that can flood the whole world to expand the water area, the exact opposite of Team Magma.

If you are playing the Ruby Version, you will battle against the Team Magma throughout the whole game, while your enemy will be Team Aqua if you are playing the Sapphire Version, even though Team Magma will make a small appearance in the Sapphire and Aqua will make a small appearance in the Ruby Version.

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In the battle, The Magma/Aqua guy will use a Poochyena Lv.9. No sweat, a single EMBER of my Torchic lv.14 was able to beat it, but don't leave that Ralts in front of it, since the Poochyena is Dark-type. By the way, most of the Team Magma/Aqua's pokémon are Dark-type, so move that Psychic pokémon to the last slot when you see one of these guys.

After the battle, the "desperate guy" will hand a Great Ball for saving him.

Now keep on and exit to the north and you'll be on the other side of at Route 104.

Before doing anything, talk to the girl to your left and receive TM 09, BULLET SEED. See the TM/HM description section for more details on the move.

Grab the berries and enter the Flower Shop. One of the girls inside will give you a Berry 03. Another one will give you the Wailmer Pail (item used to wet the soil after you plant a berry. Now leave and grab the potion behind the shop you just left.

While crossing the bridge you will notice twins standing there, doing nothing. Notice that they won't stop you, but if YOU talk to them, and have two or more pokémon ready to battle, you'll be in a:

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:::2 VS. 2 BATTLE:::

Well, now I will give you a briefing on how this works. Basically, you send two pokémon, and the opponent sends two pokémon. Then you battle as normal, with the only difference that you can choose your target. Of course there are moves that can hit both opponents and there are moves that hit random opponents as well. Be careful with moves such as EARTHQUAKE: they hit both opponents, but hits the partner of the pokémon who used them as well (unless it's a Flying-type pokémon or has the ability Levitate, which makes the pokémon immune to ground-type moves). Moves such as SELFDESTRUCT and EXPLOSION also hit both enemies and the partner, and as usual, Ghost-types will suffer no damage.

There's also a mode where you can battle together with 3 friends, in which you use 3 pokémon, your friend uses 3 pokémon and you battle together, each one using one pokémon; and also a mode in which you battle a friend using up to six pokémon each, but two at a time. But these are only for linked battles...

For now, just beat the twins and get an idea of the many possible strategies and combinations possible with this new game mode.

Cross the rest of the bridge, grab more berries and talk to the old woman on the right side of the screen for one more berry. :o
Now, once you are done with this route, head north to enter...

:::RUSTBORO CITY:::

There are a few things to do in this city. If you go to the school and talk to the teacher, he'll give you a Quick Claw (the school is beside the Pokémon Center). In a small house on the left part of the city, talk to the guy that is sitting by the table to receive the HM 01, which you can use to teach CUT to a pokémon. In the building at the southwestern part of the city, a boy on the second floor will give you a Premier Ball. Also, there's a X-Defend lying on the ground at the east side of the city, but you must leave the city and make your way around the fence to get it.

Also, there is a child looking for a Slakoth that will give you a Makuhita in exchange.

Now, all that you can do here for now is beating the gym. I hope you trained your pokémon to around lv.13-14, and if you chose Torchic as a starter, be even more careful: this gym uses the Rock-type.

:::RUSTBORO GYM:::

Gym trainers: 2

Rewards: Stone Badge, TM 39

Recommended Party: Starter and two more pkmn at lv.14. Have a water or grass pkmn here for safety. If you started with Torchic, have it evolved to Combusken, or use some other pokemon.

This gym is awfully similar to the Pewter Gym: no secrets, easy trainers...
Battle the trainers and then head to the leader.

Gym Leader Roxanne

Pokémon: Geodude lv.14

Nosepass lv.15

Money: \$1500

You already know how to beat a Geodude, just have a Water or Grass move on one of your pkmn and he's a piece of cake (you didn't get TM 09 for nothing). Just be careful not to leave her pkmn with little health, she will use a Potion making the battle very annoying. And just about every Gym Leader and a lot of trainers in the game use Potions when their Pokémon is almost falling, be aware. Be careful with Nosepass though. It is much more resistant to moves that would beat Geodude in a snap and it attacks much harder than Geodude as well.

When you win, you'll receive the Stone Badge and TM 39. Now, leave the Gym.

As you leave the Gym you'll see that guy from Team Magma/Aqua running towards the city exit. Then you'll see the guy you met at the Petalburg Forest. He will follow the Magma/Aqua guy. Heal your pkmn and follow them. They'll be at Route 116.

Oh, before going to Route 116, you could take a peek at Route 115 (the north

exit of Rustboro). You can't go up the ledges, but there's a Super Potion here.

Now go back and take the east route and you'll be at...

:::ROUTE 116:::

Wild Pokémon: Zigzagoon, Nincada, Whismur, Skitty, Tailow

Recommended Party: Starter and two or three more pkmn at lv.14

As you leave Rustboro City, you will find the same guy (the one from Petalburg Forest). He'll stop you and tell you to go to a cave east from where you are. Beat the trainers and grab the items on the Route. You'll notice that there's a guy blocking the door of a house. There's nothing you can do about it, so enter the cave nearby. Before you enter, talk to the old man and he'll tell you that the guy from Team Magma/Aqua kidnapped his Wingull.

:::RUSTURF TUNNEL:::

Wild Pokémon: Whismur

Recommended Party: Same as Route 116

It's pretty straightforward. There are only Whismurs here, so if you didn't catch them before, do so now. Get the items and talk to the villain. He has the same Poochyena at lv.11. Piece of cake. After the battle, you retrieve the Goods and the old man comes in. He takes his Wingull and tells you to go to his house, back at Route 104 (that house I told you to remember).

Leave the cave. Now you can enter that house, but apparently there isn't anything there... Go back to Rustboro City and as you enter the city, the same guy that was there when you left will notice you have the item that was stolen from him. He'll give you a Great Ball for your efforts (hey, with this one he's already given you two Great Balls... Nice guy him, huh?) and take you to the restricted areas of the Devon company. Now that man will introduce you to his boss, which will give you 3 important items: one you must deliver to Steven in Dewford Town, the other has to be delivered to the shipyard in Slateport City, and the other is your PokéNav.

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:::POKÉMON NAVIGATOR:::

After you get it, there will be a new option in the Main Menu, just below the ITEM option. Open the Navigator (Nav) and you will see four options for now, but I'll explain the fifth one as well:

-The first one is Hoenn Map, in which you can view every city in the Hoenn Continent. Press A here to switch between Zoom In and Zoom Out (Zoom In gives detailed info about the cities and routes you've already visited, while Zoom Out lets you see the whole map).

-The second option shows information about your pokémon's conditions (cool, beauty, cute, smart and tough). You can enhance these with Pokéblocks, and enter contests on each of these. Later on, you can find which pokémon has a certain number of Ribbons and so on.

-The third option is the Trainer's Eye. It shows the number of trainers you've fought, and shows the trainers that battle you again. There are two numbers on the left side of the Trainer's Eye: the first one shows the trainers that battle you again, and the second number shows all the trainers. Actually, the Trainer's Eye is one of the side quests of the game, and there are 69 trainers that you have to find to complete it.

-The fourth option is the Exit option.

-This is the Hall of Fame. It becomes available after you either beat the Elite 5, or get a ribbon in one of the Contests (more on these later).

Now, get out of this place. As you leave, remember the scientist at the bottom-right part of the room: he can revive fossils for you, just give them to him when you find one (relax, I'll tell you when you see one).

Now, heal, buy anything if you want to, and move back to Route 104. Also, get any items that were left behind because you didn't have CUT. As you leave the town, your rival will be there, but won't battle or even stop to talk to you. Just leave.

In Petalburg Woods, cut the trees and a girl will give you a Miracle Seed. At the same part, get a Great Ball and a X Attack. Leave the forest by one of the south exits and you will be back at Route 104. Enter the house and talk to the old man.

Now the old man will take you by boat to...

:::DEWFORD TOWN:::

Well, before doing what you have to do, talk to the fisherman walking beside the GYM to get an Old Rod. A person inside one of the houses will give you a Silk Scarf.

You could beat the GYM right now, or do it later. It's your choice, but I'll do it now.

:::DEWFORD GYM:::

Gym Trainers: 3

Rewards: Knuckle Badge, TM 08

Recommended Party: Starter, and 2 more pkmn at lv.15. A psychic or flying pkmn helps a lot here.

This gym is completely dark, except for a small circle around your character. This circle is expanded as you beat the gym trainers here, so it'd be wise to beat them all. The type used here is fighting, so flying and psychic will have a good time, while normal and rock types should stay away. Beat the gym trainers to light up the place and head to the leader.

Gym Leader Brawly

Pokémon: Machop lv.17

Makuhita lv.18

Money: \$1800

Not a problem if you brought a Psychic or Flying pokémon along. While facing Machop, be careful of SEISMIC TOSS, as it deals damage equal to Machop's level (17 HP dealt to your pkmn) and it could 2-hit-KO my Ralts (while CONFUSION would be a 3-Hit-KO on the same Machop). If you are using a flying pkmn, don't let Machop use Bulk up, as it raises its Attack and Defense. The same strategy goes for Makuhita, but it doesn't seem to have Seismic Toss (or at least I didn't see it).

Also, remember that if the trainer senses his pkmn is in danger, he'll try to heal it, be prepared.

After beating Brawly, he'll hand you the Knuckle Badge and a TM 08.

:::DEWFORD GYM:::

Heal and buy anything that you need. Now head to the western side of the island

:::ROUTE 106:::

Recommended Party: Same as Dewford Gym

Beat the two trainers, all this route does is to connect you with the Granite Cave (why did I waste my time mentioning this place anyway?). :/

:::GRANITE CAVE:::

Wild Pokémon: Nosepass, Mawile (R)/Sableye (S), Makuhita, Geodude, Abra, Aron, Zubat

Recommended Party: Same as before

The first thing you'll see inside this cave is a hiker. Talk to him and you'll receive HM 05, which can be used to teach FLASH to a pkmn. Teach it to something because you'll need it to go further into this cave. In this screen there is also an Escape Rope lying on the floor. Go down the ladder and you will see why you need FLASH. Enter the menu, pick the pkmn that knows the move and select it right above the Summary option (if you didn't know how to use it already ^_'). Actually, you don't really NEED it to proceed, but it helps.

On your way, notice that there's a sandfall which blocks your way up: you can go up these things after you have a Mach Bike. After the sandfall there will be a fork, go south first and get a PokéBall, then head east to go down another ladder.

There's nothing on this floor. Go west, head up the stairs, and then head east until you find a ladder. Go up and then go up the ladder next to it.

Another floor with nothing to do, just walk to the first exit you find. Steven will be there. Talk to him and you'll deliver what you were told to. He'll give you TM 47 in exchange. Nothing else to do here. Make your way back to the town (you don't need to go all the way back into the cave, just jump down the ledges to your right after you leave the room Steven was).

Heal, do anything you need to and talk to the old man that brought you to this place. Now choose the middle option to go to Slateport City. But before Slateport City there is...

:::ROUTE 109:::

Recommended Party: Starter and three more pkmn at lv. 16. I recommend you start training something that resists electricity.

There is a good amount of trainers to battle here. Talk to the right twin to receive a Soft Sand. When you are done with the trainers on the beach, enter that house.

You can buy Soda Pop here, but you need to battle the trainers first. Battle everybody here. The guy that is beside the Soda Pop bottle and he will give you 6 Soda Pops and sell more later.

Leave the house and head north to enter...

:::SLATEPORT CITY:::

Wow! This city is full of attractives! You'll see a fair as soon as you start. Here you can buy items such as the Vitamins, items that permanently boost Attack, Defense, Speed, S.Att, S.Def and HP (even though Calcium used to increase both special attributes before R/S - Zinc now does that). You can also buy dolls for you Secret Hideout, which you will have later on. And later you

will be able to buy the TMs 10 and 43 here (they will be on sale as soon as you get them in the game).

Other interesting places to visit here are: the Name Rater, the Contest House (I'll explain the contests on an apart section of this FAQ), the Pkmn Center, the docks, the Ocean Museum...

Anyways, notice that Team Magma/Aqua is taking over this city and has blocked the exit. Since nothing happens elsewhere, head to the Ship Factory and talk to the first man you find here. Now you can enter the Ocean Museum.

Pay \$50 to enter (-.-). This place is full of grunts from Team Magma/Aqua. One of them will give you TM 46 and run away ;o. Head to the second floor, talk to the person here and you will hear that familiar sound... You know what to do.

The first grunt uses a lv.15 Numel or Carvanha (if you are playing on Ruby or Sapphire respectively); while the second one uses a lv.14 Zubat and a lv.14 Numel/Carvanha (again, Ruby/Sapphire). After the showdown, their leader will come and take them away. Then, you will deliver the item you were told to.

Heal, buy anything you want and head north to...

:::ROUTE 110:::

Wild Pokémon: G) Zigzagoon, Wingull, Plusle, Minun, Electrike, Gulpin, Oddish
W) Tentacool, Wingull, Pelipper

Recommended Party: Starter and 3 more pkmn above lv.18. One of these pkmn MUST beat your rival's starter.

You'll see the entrance for the Cycle Road as soon as you enter this route, but you have no bike, so you gotta walk. You'll soon come to a fork: a house to the north, Route 103 to the west and the same Route 110 to the east. I'll go to Route 103 at first (we've been here before, but this is the other side of the Route)

Just battle the trainers to build up a few levels, you'll need them. Cut the trees for items and berries and then get back to the fork at Route 110.

You can enter the Trick House for a few minigames (see Side Areas section for detailed info on this). The game consists in talking to the Trick Master, accept his challenge, solve a few puzzles to get the password, then enter the door to claim your reward, while getting extra items and battling trainers along the way. The game can be played 8 times, one per badge you have.

Now, just turn right on that fork. You'll soon see your rival on the screen. DO NOT approach without saving your game. S/he will be a tough challenge here and I recommend you level up to at least lv.18 before coming closer. When you are ready, come close and s/he will stop you.

=====
Rival battle: Pokémon Trainer Brendan/May

```
Pokémon: |-----|
          | Torchic      | Mudkip      | Treecko     |<-- Your Starter
          |-----|-----|-----|
          |Shroomish  Lv.18|Grovyale    Lv.20|Shroomish  Lv.18|
          |Numel      Lv.18|Numel      Lv.18|Combusken  Lv.20|
          |Marshtomp  Lv.20|Wailmer     Lv.18|Wailmer     Lv.18|
          |-----|-----|-----|
```

Money: \$1200

-Shroomish isn't hard, but can annoy. Beware its STUN SPORE and its ability, which causes random effect of Poison, Paralysis or Sleep when physically

attacked. Besides, LEECH SEED and MEGA DRAIN will give Shroomish a uncommon staying power, be careful.

-Numel is strong offensively, but lacks defense. Anything that resists fire should face it with no problem.

-Carvanha is the same as Numel. The difference is that it's a Water/Dark type.

-The starter should be taken on carefully. It has already evolved and is at a very high level considering where you are in the game. Beat Grovyle with Flying, Combusken with Water and Marshtomp with Grass.

=====
After the battle you rival will give you a Itemfinder (hey, the rival is much more friendly in this game than he used to be in the previous versions, have you noticed?) and leave on his/her bike.

Keep moving and you will soon be at...

:::MAUVILLE CITY:::

As you enter this city, grab the item behind the fence. After you get it, enter the house that is closest to the item, talk to the man inside and you will get the HM 06. Now you can teach ROCK SMASH to a pkmn.

Now, heal and head to the Bike Shop. Talk to one of the men inside and he will give you one of the two kinds of bike.

=====
:::BIKES:::

The guy in the shop will offer two kinds of bikes:

-The first option is the Mach bike, which can achieve incredibly fast speeds and go up those sandfalls. Also, this one can go through cracks on the floor without falling down since it's fast enough to cross them before they fall.

-The second option is the Acro bike, which isn't so fast, but lets you hop by pressing B and is much cooler. ;) Also, it can be used to cross some railways you will see along the way.

It doesn't matter which one you choose, you can come back and switch bikes it whenever, and as many times as you want. Oh, you may want to set the bike as the "shortcut item" by opening the item menu, selecting the bike and choosing the second option (the top-right one). Now you can get on/off the bike by pressing Select. Also, if you want to switch the shortcut item, just select another item. I often leave either the bike or on of the rods with this status.

=====
Now, you can play some games in the Casino (if you have a Coin Case, that is). To get the Coin Case, you have to buy a Harbor Mail at Slateport City and give it to a boy on the house next to the Pokémon Center.

Anyway, move to the gym, and you will notice that it is blocked. Talk to the person and you will see that it is Wally. Now, answer Yes to his question and you will battle him. All he has is that Ralts he caught before, now at Level 16. It shouldn't be a problem...

:::MAUVILLE GYM:::

Gym Trainers: 4

Rewards: Dynamo Badge and TM 34

Recommended party: Starter, and 3 more pkmn at level 20-above. Have something that resist or beat the electric pkmn here.

There are electric fences blocking your way to the leader. These fences switch places once you press the respective switches (the bolt signs on the floor). It isn't a hard puzzle, just go pressing everything you see and you will be at the leader in no time. If you make a mistake, leave the gym and try again.

Gym Leader Wattson
Pokémon: Magnemite lv.22
 Voltorb lv.20
 Magnetron lv.23
Money: \$2300

I found this hard. The electric pkmn are at a high level and in my case, I did not have a pkmn really resistant to electricity nor any ground-type move on the team. But if you have a Geodude, Nincada, Shedinja, or you started with Mudkip you'll have no problem here. Beware the paralysis that every of his pkmn can cause on you. Attaching a Berry 01 to your pkmn should heal it, avoiding some annoyance. After the battle you will receive the Dynamo Badge and a TM 34.

.....

Now, we are heading west to...

:::ROUTE 117:::

Wild Pokémon: G) Zigzagoon, Roselia, Marill, Oddish, Volbeat, Illumise, Surskit
 W) Marill, Surskit
Recommended Party: Same as Mauville Gym.

This route has one of the most important places of the game: the...

=====
:::DAYCARE CENTER:::

Here you can leave your pkmn leveling up (they gain 1 exp.point every step you take) for \$100 per level gained (plus a \$100 for leaving the pkmn with them), but the best attraction here is undoubtedly the breeding feature. If you didn't know, breeding is an easy way to fill up your dex, as well as a unvaluable instrument in team making. Besides, there are pokémon that can only be gotten through breeding (such as Pichu and Azurill, but not only them), and moves that certain pokémon can only get through breeding (Mudkip can get Mirror Coat, just to mention one example). Remember this place, if your intention is training pkmn to battle your friends in Level 100 battles, you will come here a lot...

=====
Do whatever you want about the Daycare Center, battle the trainers and get the items. This route ends at...

:::VERDANTURF TOWN:::

Not much to do here... Heal and buy anything you need. Inside the Contest House a girl will give you a TM 45, which you can use to teach ATTRACT to your pkmn. For now, teach ROCK SMASH to a pkmn and enter the cave.

You'll notice that this is the other side of that cave that misty cave that has only Whismurs. Battle the trainer and move on. If you exit to the left, you will be at a "hidden point" of Route 116. There is a guy that asks you to find his glasses. Check the ground a few steps to the left and give them to him. He will say that the Blackglasses you found aren't his glasses. Get back to the cave and go north this time. Get the HP UP and talk to the girl beside the rocks. Now, break the rock with ROCK SMASH and the guy behind the rock will

give you the HM 04, that teaches STRENGTH to one of your pkmn.

Head back to Mauville City.

Now, I recommend you go east, to Route 118. You can't go farther in this route simply because you don't have SURF, but the trainers you can reach are in an adequate level for you right now. Just battle the 4 trainers. Finally, head back to Mauville and leave through the north exit.

:::ROUTE 111:::

Wild Pokémon: G) Sandshrew, Trapinch, Cacnea, Baltoy (all in the desert)
W) Marill, Surskit

Recommended Party: The same party of Mauville gym.

If you talk to the guy blocking the house, you'll have to battle the whole family o_O, but you receive a Macho Brace for your efforts.

Now, keep going up and an interviewer and a cameraman will 2v2 battle you. After the battle, she will ask you if you want to be interviewed. Accept and you'll see a screen that looks like the one that appeared when the guy at Petalburg asked for your profile will appear and you have to select a few options. Maybe you will become famous but I don't know what you need to answer here (I noticed that some TV Screens are turned on after you are interviewed, and if you check them, the program is about you, but that's all).

Right ahead, you will see the entrance of a desert. But as soon as you step on the desert, a sandstorm will blow and you can't go on. There is nothing you can do about it now, just head west.

:::ROUTE 112:::

Wild Pokémon: Numel, Machop

Recommended Party: Same as Route 111

Battle the trainers until you come to a gate blocked by two Team Magma/Aqua Grunts. They will not leave, so forget it. Get out of there and enter the cave a bit to the left.

:::FIERY PATH:::

Wild Pokémon: Slugma, Koffing, Grimer, Torkoal

Recommended Party: Whatever you have now should be enough

This cave is just a passage. There is nothing to do here without STRENGTH, and even though you do have the HM, you can't use the move outside battles until you receive the 4th Badge. Just leave north to the other side of Route 112.

To the south is the other entrance of the desert. As usual, the sand will blow. Head north and talk to the guy standing in front of a big tree. You will get a TM 43. You can use this to teach SECRET POWER to a pkmn, move that allows you to climb trees and open little indents on mountains. Inside those holes you can set up your Secret Base. I'll go into more details at another section.

For now, just keep going. Inside the house blocked (in terms) by a bush, a woman will heal your pkmn. Heal and move on. If you have the Mach Bike, you can go up the sandfall and battle a trainer... If you don't, you can do this later. A girl near the berry plants will give you a Berry 16. Keep going east to...

:::ROUTE 113:::

Wild Pokémon: Spinda, Sandshrew, Skarmory

Recommended Party: Four pkmn at lv.23

Notice the ashes falling from the volcano as you enter this route... One thing that you should be aware of: some items and trainers are kind of buried, so don't be scared to enter a battle with something you didn't see very well. And check all the "holes", there are items in some.

Go in that house along the way, talk to the man and he'll give you a Soot Pack. Collect as many ashes as you can by stepping on the grassy area (notice that it becomes green) and then go back to the house to exchange ashes for certain items. (Thanks to AndrOide and Typhlosion from www.pokeland.net for pointing this out for me).

After you are done with the game, grab the TM 32 in one of those holes and move west to...

:::FALLARBOR TOWN:::

Heal at the Pokémon Center, and talk to the girl blocking the PC. She will ask you to visit her at Route 114. If you can enter another house here, a girl will say she saw some Magma/Aqua guys at Route 114.

Two houses left to the Pkmm Center is the house of the Move Tutor. He can make your pokémon remember natural moves that they had at early levels, if you bring him a Heart Scale later on, that is. The only place so far that you could have gotten this item that I know of is the beach east of Mauville, hidden under one of the stones.

Now you can go to the famous Route 114 that everybody talks about.

:::ROUTE 114:::

Wild Pokémon: G) Zangoose (R)/Seviper (S), Seedot (R)/Lotad (S), Nuzleaf (R)/
Lombre (S), Surskit, Swablu
W) Marill, Surskit

Recommended Party: Same as Route 113

Enter the first house you see and talk to the first person you see for a TM 28. If you talk to the other man inside this house... he'll do nothing (that I know of). >:P The old man with a Poochyena on his side will give you a TM 05 (two TMs in one Route :o).

Enter the house and that girl that was blocking the PC at the Pokémon Center will give you a Seedot/Lotad Doll (R/S respectively). She is the person that takes care of the Pokémon Storage System now, and there's an e-mail from Bill in one of the PCs. Go up the mountain, and break some rocks for items. Just keep going and enter the cave on the mountain.

:::METEOR FALLS:::

Wild Pokémon: G) Zubat, Golbat, Solrock (R)/Lunatone (S), Bagon (Need
WATERFALL for Bagon)

W) Zubat, Golbat, Solrock (R)/Lunatone (S)

Recommended Party: You should keep a party at level 25 for now...

Here, go up to get the item. Now get back and cross the bridge. You will see two members of Team Magma/Aqua talking to a scientist. Soon, they notice your presence and prepare to attack you, but the rival team (Aqua if you are playing Ruby, Magma if you are playing Sapphire) comes and they run away.

Now you can go back to the Cable Car (that place that was blocked by team Magma/Aqua before the Fiery Path). You could go back from where you came from, or head south to...

:::ROUTE 115:::

Wild Pokémon: G) Swablu, Taillow, Jigglypuff, Wingull (Need to cross the sea to reach the grassy area)

W) Tentacool, Wingull, Pelipper

You've been here before. You couldn't go up the ledges though. And you can't explore the whole route yet, because you need SURF to access another side of the Route. Just come back when you have SURF, there are nice items there.

Just battle the trainers and go to Rustboro City. From there, cross the misty tunnel to reach Verdanturf, and from there to Mauville. Now go north until you reach the Fiery Path's entrance. Enter the building that was blocked by Team Magma/Aqua before and you'll be on the Cable Car.

:::MT.CHIMNEY:::

Recommended Party: Four pokémon above lv.25

As soon as you come out of the Cable Car you will see members of Team Magma and Aqua battling everywhere. That also means that your way is blocked and you can't go to Lavaridge Town to get your fourth badge. >_<

Well, you gotta do something, don't you? Let's start looking for members of the Teams that do not have their respective opponents, so that you can fill in the empty slot. >:] Talk to everybody here. HAVE A TEAM ABOVE LEVEL 25 HERE. A fighting pokémon helps against the Dark trainers here, as do bug pokémon. Walk up the stairs and look for a Magma/Aqua guy that is not battling (no, you won't battle an Aqua grunt in Ruby, and nor a Magma grunt in Sapphire). Battle the grunt and the admin and you will have to face the leader.

=====

Team Magma/Aqua Leader Maxie/Archie

Pokémon: Mightyena lv.24

Golbat lv.24

Camerupt (R)/Sharpedo (S) lv.25

Money: \$2000

-Mightyena is easy. Beware his ability Intimidate, which will lower your pokémon's attack as soon as it enters the arena. Beat him with fighting moves, or even any strong move.

-Golbat is that annoying thing we all know. Try not to let it SUPERSONIC/CONFUSE RAY you, and beat it with types that can beat Poison/Flying (Psychic, Electric, Ice and Rock).

-Camerupt is a walk in the park if you got any water move on your team. It does attack heavily, but is slow, has many weaknesses, and is pretty weak defensively.

-Sharpedo attacks well but lacks defensive abilities. Use anything that beats him or even a Normal pokémon and you will be through in no time.

=====

After the battle, the Aqua/Magma leader (not the one you just beat) will come and thank you (I think...). Check the machine that Maxie/Archie was using and say yes to take out the meteorite.

Now, go to that path that the battling grunts were blocking, near the Cable Car entrance and go down. You will be in the...

:::JAGGED PASS:::

Wild Pokémon: Numel, Machop, Spink

Recommended Party: Starter and 3 more pkmn at level 26-above. Anything that beats or resists Fire will be more than welcome when you reach Lavaridge, so start training one if you don't have it

Go down this place. Don't worry if you miss anything, you can go back through the Cable Car later. You can use the Acro Bike to go up the ledges here. Just leave the forest and you will be back at Route 112.

Don't fall down the ledges to the east, it is quite annoying to go up the cable car and go down through the pass again. Just go west and you will be at...

:::LAVARIDGE TOWN:::

Heal, inside the Pokémon Center there is a passage to the hot spring beside the Center. I don't know if that does any good for your pokémon... An old man inside the herb shop will give you a item.

An old lady will give you an egg if you have an empty slot on your party. Want to know what's inside? Hatch it yourself, I won't tell >:P

Anyway, buy anything you may need and go to the gym.

::::::::::::::::::::::::::::::::::::::LAVARIDGE GYM:::::::::::::::::::::::::::::::::::::

Gym Trainers: 5

Rewards: Heat Badge and TM 50

Recommended Party: Your pokémon should be at least level 27. A water-type, or rock-type with proper moves is a big help here, but a fire pkmn is enough, since it can resist the guys here. A dragon would be good too, but it's very unlikely that you have one by now (simply because there were no dragons to catch until now and Swablu only becomes Altaria at level 35 :P).

This place is covered by mist, but nothing that should hinder your vision though. Step on the hot springs to be thrown into another room. Beware, some of the hot springs hide trainers (personally, I'd battle every of them). After some forced hopping, you will reach the leader.

Gym Leader Flannery
Pokémon: Slugma lv.26
 Slugma lv.26
 Torkoal lv.28
Money: \$2800

Be extremely careful with this leader. Every of her pokémon can launch a VERY powerful OVERHEAT move, which will cause a lot of trouble if you don't have anything that resists fire. Heck, even my lv.27 Graveler was 2-hit-KO'd by Torkoal with this. The Slugmas are pretty easy, if you followed my advice, but Torkoal is another story... Its OVERHEAT is much more powerful, and it can throw off a very strong BODY SLAM as well, which can even be boosted up by CURSE and it's even an annoyer, with ATTRACT holding you back while it sets up. Beat this guy quickly, or you may end up losing this battle.

After the battle, you get the Heat Badge and a TM 50 (now you have in our hands the feared move that almost made you lose here, OVERHEAT, even though it's not THAT powerful once you get to know it better).

:::::::::::::::::::::::::::::::::::::::

As you get out of the gym, Brendan/May will spot you and give you the goggles, which allow you to walk in the sandstorm. Yes, you can now go the desert.

Now, you have four badges, know what this means? It means that you can beat your father's stupid fat a... (what a bad way to speak of your own father ;[).)

If you go to the desert now, don't forget to pick the fossil. They are strange items on the top-right corner of the desert, one beside the other, but if you pick one of them, the other disappears. One of the fossils becomes Lileep, a Rock/Grass pkmn and the other becomes Anorith, a Rock/Bug pkmn. The Lileep fossil is the one on the left, and the Anorith fossil is the one on the right (DUH!).

For now, let's beat Petalburg Gym. Head to the city and enter the gym.

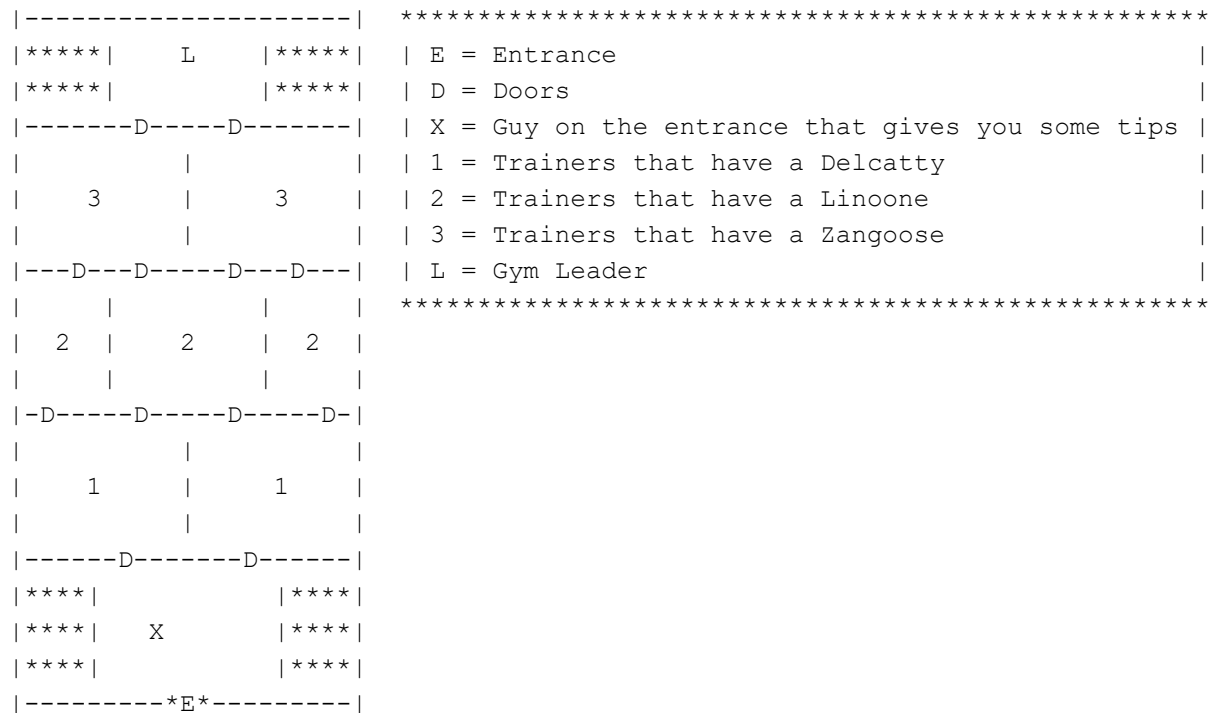
.....PETALBURG GYM.....

Gym Trainers: 7

Rewards: Balance Badge and TM 42

Recommended Party: 4 Pokémon at level 29 or higher. A ghost helps here, but won't save your skin by itself

 This Gym doesn't really have many secrets. When you are in the first room, there are two doors to choose, whatever door you choose, there will be a trainer there and you need to beat him/her to unlock two more doors. The leader is in a room with no more doors, so if you want to battle everybody before the leader, just don't talk to the guy inside a room with no doors. Here's a small map to help you:



Gym Leader Norman

Pokémon: Slaking lv.28

Vigoroth lv.30

Slaking lv.31

Money: \$3100

-The first Slaking attacks with FACADE and FAINT ATTACK. FACADE can't hit ghosts, but FAINT ATTACK can... Also, if the Slaking uses YAWN (a smoke attack), switch immediately, because your pkmn will fall asleep on the next turn. Also, you can take advantage of Slaking's ability, =(Lazy)=, which makes it need a recharge turn, as if every move he uses is a HYPER BEAM.

-Vigoroth is Slaking's early evolution, but it isn't so lazy. The only difference from the Slaking is that Vigoroth attacks with SLASH, and not BRAVADO (SLASH is a bit stronger, but Slaking has a much higher attack stat)

-The last Slaking is a pain, if you cease your attack that is. It loves using FOCUS PUNCH every turn (it looks like a 2-turn move, but it isn't), which is

a 150 power fighting move that attacks last and fails if the user receives damage during charge. Get the point? No matter what you do, do not stop attacking him (of course, a ghost breaks the rule here again, forcing it to use FAINT ATTACK).

You can follow this whole strategy, or simply have a Sableye (Sapphire) at a decent level, as I did, he is immune to the normal moves and suffers normal damage from the dark ones, he can beat this leader with no problem. Having a steel pokémon such as Aron. Mawile (Ruby) or Skarmory here is also a good way to beat this gym, as the only move that can hit those pokémon hard is FOCUS PUNCH, which fails if the pokémon is hit during the charge.

After the battle, you get the Balance Badge and TM 42.

.....

After the battle, enter the house that is to the left of the Gym and talk to the man there. He will give you the HM 03. With this, you can teach SURF to your pkmn.

Now, you can go to the parts of the map you couldn't reach before. A ton of Side Areas open now that you have SURF, but this Walkthrough will only guide you to what is really necessary to beat the game. The Side Areas can be viewed at its respective section.

Now, head to Mauville and then east from there, on that route that had a small waterway...

:::ROUTE 118:::

Wild Pokémon: G) Zigzagoon, Electrike, Manectric, Linoone, Wingull, Kecleon
W) Tentacool, Wingull, Pelipper

Recommended Party: 4-5 pokémon at level 32, and something to SURF you around

There is a battle with the interviewers Gabby and Ty here too. I don't know if you gain anything but fame by being interviewed. And you can get a Super Rod from a fisherman by the right edge of the water.

As you move on, Steven will stop to talk to you. Now, you can go east to Route 123, but there's absolutely nothing to do there now. So, head north and you'll be at...

:::ROUTE 119:::

Wild Pokémon: G) Zigzagoon, Linoone, Oddish, Absol, Tropius, Kecleon
W) Tentacool, Wingull, Pelipper

Recommended Party: Same as before

This Route is BIG, bring healing items along, or you'll have some trouble... There's a really tall grass in here, and I recommend you CUT it off, before trying to get all the trainers and items. If you don't care, just move on. And don't try to cross this grass with a bike.

You'll see a river and a house full of Wingulls nearby. There's nothing in the house, but if you cross the river you will see a item lying near a tree which you can carve to make a Secret Hideout.

Keep going on. You'll soon see the Weather Institute building and a bridge blocked by two Magma/Aqua grunts. You can do nothing about the grunts, so, try the Institute.

Inside the Institute, go left to heal your pkmn in the bed and you can use that PC too. Now, make your day with those Magma/Aqua guys here and go to the second

floor. Keep with the mass destruction until you battle a girl that is blocking the way to three scientists. After beating her, one of the scientists will thank you and if you have an empty slot, he'll also give you a Castform, a strange pokémon that changes its appearance and type with the weather. Hm, keep it if you want to...

Now, heal and go out. Cross the bridge that was blocked and keep struggling along the Route. You'll soon be stopped by someone familiar...

=====

Rival battle: Pokémon Trainer Brendan/May

```
Pokémon: |-----|
          | Torchic      | Mudkip      | Treecko     |<-- Your Starter
          |-----|-----|-----|
          |Shroomish Lv.29|Grovyle Lv.31|Shroomish Lv.29|
          |Numel Lv.29|Numel Lv.29|Combusken Lv.31|
          |Marshtomp Lv.31|Carvanha Lv.29|Carvanha Lv.29|
          |-----|-----|-----|
```

Money: \$1860

This won't be hard, contrary to the last battle, because you should have pkmn with higher level than his/her pkmn.

- Shroomish goes down to fire/ice/flying/poison/bug moves, but has a pretty good staying power and uses LEECH SEED + POISONPOWDER and can annoy like hell.
- Numel bows down to water moves, but can take a beating from ground moves as well. Anything that resists EMBER and MAGNITUDE can beat it with no problem
- Carvanha is pretty easy to beat with a single electric or grass move.

Fighting and Bug are also pretty effective here.

- The starter represents some trouble again... Marshtomp is Water/Ground and should be taken on only by grass pkmn with good grass moves. Grovyle is pure Grass, which makes it a little easier to beat, due to the many weaknesses (see Kinococo); just be careful, because it has a very good S.Atk and is pretty fast. Combusken is Fire/Fighting, and should be taken on with a good water, ground, flying or psychic pkmn; be careful with the strong fighting and fire attacks it can pull off though.

=====

After the battle, Brendan/May will give you a HM 02, which allows you to teach FLY to your pokémon, and then leave by bike.

Keep moving and battling the camouflaged trainers along the way. And don't find it strange if you are (or have been) blocked by something invisible along the way, it's not a bug or anything like that, just something I'll tell you later. Sooner or later, you will find yourself at...

:::FORTREE CITY:::

You may want to heal and buy some healing items and balls here due to the long trip at Route 119. Talk to the old woman in the second house from the left to right on the north part of the city to get the TM 10 (after getting this, you can get this TM at that shop in Slateport). If you try to go to the gym now, another of those "invisible walls" will block you. Nothing you can do here either... For now, just go to...

:::ROUTE 120:::

Wild Pokémon: G) Zigzagoon, Linoone, Oddish, Marill, Absol, Kecleon, Surskit
W) Marill, Surskit

Recommended Party: Four or five pokémon around Lv.34

Here, just go east and then south when you reach a part with tall grass. Just ignore the stairs for now, they are blocked again. You will battle the

interviewer Gabby and her cameraman again here (and again, i have no idea of what to answer...).

You will soon find a bridge. Cross it and you will see Steven along with one of those "walls" blocking your way. Save your game and talk to him. He'll show you that the invisible thing is just Kecleon, the chameleon pokémon and you will have to battle it.

Kecleon's Color Change ability makes it become of the last type that hit it. This can make the battle very annoying if you hit it with something like SURF, since it'll become a water type after the attack, and the next one won't be effective, but this can be used to your advantage, in example, you can hit it with a water move and then with an electric one. Anyway, defeat or catch it to proceed. If you don't catch this one don't worry, from now on you can catch as many as you want, every of those invisible things are Kecleons and most of them will battle you (and if you happen to miss ALL of them, they still appear at both here and Route 119, on the tall grass, but it's a bit rare).

Anyway, Steven will fly away after the battle. Go back to Fortree and head to the Gym. Talk to the Kecleon and this one will run away, leaving the path open.

::::::::::::::::::::::::::::::::::::FORTREE GYM::::::::::::::::::::::::::::::::::::

Gym Trainers: 4

Rewards: Feather Badge and TM 40

Recommended Party: A good team at around level 34-35. A pokémon with electric or ice moves will have a field day here

There is a small puzzle in this gym. You have to turn those bars to make your way through this gym, but you have to turn them more than once sometimes, so it's not that easy. You'll get the hang of it pretty soon, so there's no need to explain it. Just battle the trainers and move to the leader, so that we can shock her birds out of the sky.

Gym Leader Winona

Pokémon: Swellow Lv.31

 Pelipper Lv.30

 Skarmory Lv.32

 Altaria Lv.33

Money: \$3300

Don't bother using moves such as DOUBLE TEAM if any of your pokémon has them, every pokémon of this gym leader can use AERIAL ACE, which is like a Flying-type SWIFT (ignores accuracy/evasion modifiers).

-Swellow is fast, but doesn't pose much of a threat. Just shock or freeze it or even use ROCK SLIDE/ROCK THROW/ROCK TOMB from a Graveler or something and this guy is done for.

-Pelipper is Water/Flying, meaning Ice won't do that good, but Electric hits even harder here. It's much easier than Swellow, especially if you've taught the TM from Mauville City to a pokémon of yours, but don't leave a Rock pokémon in front of this guy.

-Skarmory is THE physical tank. But a Fire or Electric move will do pretty well and in case you don't have one, moves like SURF can do the job here too...

-Altaria is the nightmare of those of you who were relying on electric pokémon to do the job here (thank god I was using my Gardevoir with THUNDERBOLT). It's a Dragon/Flying pokémon and has EARTHQUAKE on its moveset to compensate the weakness of the other pokémon of the team. And to make things even worse, it's got DRAGON DANCE, which will increase its Attack

This city isn't really our goal for now, but you can take your time and explore the place a little :) . Among the attractives of this city are: the giant store, the move deleter, the hardest of the contest houses, and a Team Magma/Aqua base that you cannot enter yet (notice the many members of Team Magma/Aqua lying around this city). A fat boy inside the house that is closest to the sea will give you TM 44, and a lot of people in this city will give other minor items. Also, a lot of items are hidden under the rocks on the beach, just press A facing one of them.

Now, you may want to go to Giant Store and face the main attraction of the night. Just talk to Brendan/May and answer YES to start the battle.

=====
Rival battle: Pokémon Trainer Brendan/May

```
Pokémon: |-----|
          | Torchic   | Mudkip   | Treecko  |<-- Your Starter
          |-----|-----|-----|
          | Swellow  Lv.31 | Swellow  Lv.31 | Swellow  Lv.31 |
          | Shroomish Lv.32 | Grovyle  Lv.34 | Shroomish Lv.32 |
          | Numel    Lv.32 | Numel    Lv.32 | Combusken Lv.34 |
          | Marshtomp Lv.34 | Carvanha Lv.32 | Carvanha  Lv.32 |
          |-----|-----|-----|
```

Money: \$2040

This last battle against your rival poses no threat to you if you have been following my advice on the levels you should have by now, as all the training your rival had was concentrated on raising Swellow, his/her FLY slave.
-Swellow is quite easy, unless it starts setting up DOUBLE TEAM, then you'll have some trouble... Just don't leave a Fighting, Grass or Bug pokémon in front of the bird and you will be through in no time.
-Shroomish is the annoying kind of guy. Be careful of LEECH SEED and try to kill it fast with a Fire or Flying pokémon.
-Numel is the attacker kind of guy, but not the defensive one. SURF from anything and the little camel is done for.
-Carvanha is the same as Numel, 1-2 hits from any electric or grass move, as well as any fighting or bug moves, they all work fine.
-As long as you fight the starter with a pokémon with the appropriate type-advantage, it will fall easily, if you don't, you may have some problems.

=====
Ok. Buy anything you want at the department store (there's a nice selection of TMs here) and when you are done with the sightseeing at Lilycove, go back to Route 121. This time, go south until you reach a part where you need to SURF, you will be at Route 122. Surf around the mountain and enter it.

:::MT. PYRE:::

Wild Pokémon: Graveyard area: Shuppet, Duskull
Halfway area: Shuppet, Meditite, Vulpix, Wingull
Summit: Shuppet, Duskull, Chimecho (RARE)

Recommended Party: 4 pokémon at level 35 will do it for you

You can do two things inside this tower: battle all the trainers and get the several items that are lying along this tower, including the TM 30, which is a powerful ghost move, and the herbs that allow you to breed for Azurill and Wynaut (go through stairs on the north), or go directly to your objective, which is hunting down the Magma/Aqua guys on the top of the mountain (take the west exit). There are no secrets inside the tower, so I'll guide you directly to your objective (that doesn't mean you can't climb the tower first).

Anyway, exit through the left exit of the first floor. Go to the top of the mountain, while grabbing the items on the floor and hidden on the tombs. You will soon see the Magma/Aqua grunts blocking your way to their leader. Beat them and you will see the leader threatening an old couple. Interrupt the conversation and they will leave. The old woman will then gift you with a item. Leave this place.

Now you have to hunt down Team Magma/Aqua to stop them from awakening Groudon/Kyogre (for Ruby/Sapphire versions respectively). Now, they are trying to get a submarine at Kaina Port so that they can enter the submarine cave where Groudon/Kyogre is sleeping, which means you gotta go back to Slateport. There are two ways to do that: by flying, or by foot. Flying is much easier, but if you go by foot, you can visit a new route, which has trainers for your Trainer's Eye and a few interesting items.

Also, we are coming to the last parts of the game, so if you have been following my advice on the team you should keep, I should state that now is a good time to start training a fifth or even a sixth pokémon (I was recommending four at the moment) so that you don't have too much trouble later on. Now that you are aware, head south of the Mt. Pyre to reach...

:::ROUTE 123:::

Wild Pokémon: G) Zigzagoon, Shuppet, Linoone, Oddish, Gloom, Wingull, Kecleon
W) Tentacool, Wingull, Pelipper

Recommended Party: Five pokémon around level 35

If you have CUT, you can get a Rare Candy on the right side of the screen. Always take the upper path if you want to get all the items and battle the trainers here. The girl beside the berry flowers will give you a TM 19. After getting everything, enter the house and the man will give you 2 berries. The other will ask you another one of those profile things... grab the berries and go to Slateport.

When in Slateport, head to the port and you will see some comotion outside. Mary will be interviewing the scientist that you delivered an item before. Talk to him and the interview will end. You will hear that sound that announces Team Magma/Aqua and as you enter to check the matter the leader and that girl you fought in the Weather Research Laboratory will jump onto the submarine and leave. Now is the time to go back to Lilycove, invade Team Magma/Aqua's base and destroy their evil plan. :o

Fly to Lilycove. The base is on the beach and it will now be open.

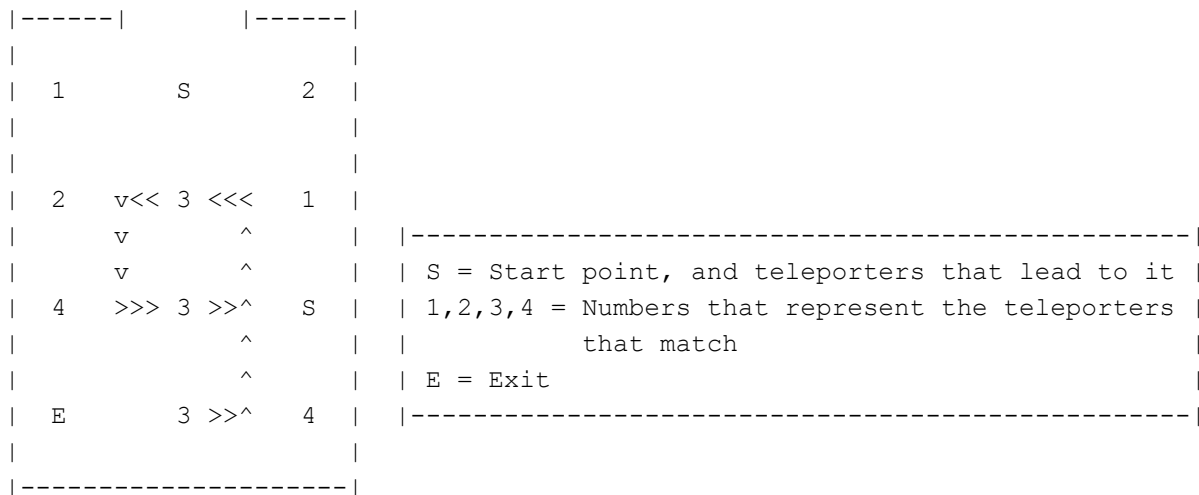
:::TEAM MAGMA/AQUA's BASE:::

Recommended Party: If your team has five pokémon at level 37 you have more than enough to breeze through this place

I recommend you battle everyone here, because you won't be able to battle these trainers anymore once this event is done. Follow the walkthrough and you will have no problem.

Battle the guy runnning around in the first room and go up the stairs. Then, take the right teleporter to get a item, go back and then take the left teleporter. Battle the two grunts in this room, and take the teleporter at the bottom-left part of the room. There is a small puzzle here:

```
|-----|
|*****|      |*****|
|*****|      |*****|
|*****|  S <-|*****|---You start here!
```



This is easier than my horrible "map" makes it look. You start at the "S" on the top of the room and you have to take teleporters until you reach the exit. The teleporters with a certain number lead to other the teleporter with the same number. Only the teleporters with number three are confusing: the one on the middle of the room takes you to the one directly below it. the other "number 3's" take you to the one in the middle of the room.

After you leave through the exit, you will be in a room with four item balls. Two of them are real items and two of them are Lv.30 Electrode (on the Sapphire version the items are the ones on the left, but I heard that on Ruby it's exactly the opposite. I can't confirm though...). By the way, one of the items is the MASTER BALL :D:D:D:D:D:D:D:D:D:D:D:D (don't miss this or any of the items here, because once you leave you cannot come back for the remainder of the game.

Go back to that room you were before and this time, take the teleporter on the right side of the room. Go down the stairs. Battle the guy in this room and take the south teleporter. Grab item, go back and take the right teleporter. Go down the stairs, battle the grunt and go up through one more set of stairs. Battle the girl in this room and take the teleporter. A high-ranked member of Team Magma/Aqua will spot you, but you won't be forced to battle. GO BATTLE HIM AND IGNORE THE OTHER TELEPORTER FOR NOW, as it will take you to the entrance, and you will only want to go to the entrance AFTER you beat him (yeah I fell for it).

The Executive uses a Lv.32 Carvanha, a Lv.32 Sharpedo and a Lv.32 Mightyena but if you are following my recommendations you should be far above that. No sweat!

After the battle, the submarine where the leader is will depart. That guy you just battled will keep you from doing anything. Since you have no choice, leave. Now the Sea Route that was blocked is now open, and the base is now closed.

Noe look for Mossdeep City on the map and SURF there.

:::ROUTE 124 and 125:::

Wild Pokémon: Tentacool, Wingull, Pelipper

Recommended Party: I think you should have five pokémon rounded at Lv.39

There are A TON of trainers on these Sea Routes, and some of them cannot be reached now, because you still can't dive. Other than that, this Route doesn't have much to offer. Head to Mossdeep.

:::MOSSDEEP CITY:::

 First of all, you may want to go to Steven's house at the top-left part of the island. He will give you HM 08, which teaches DIVE to your pokémon. Then, you could talk to the guy near his house, and answer yes to get an item. A guy inside another house, will give you another item if you answer yes, and there is a person inside the Rocket Tower that gives you one more item.

Now, heal and go to the gym, this city is just about it.

:::::::::::::::::::::::::::::::::MOSSDEEP GYM:::::::::::::::::::::::::::::::::

Gym Trainers: 5

Rewards: Mind Badge and TM 04

Recommended Party: Pokémon that can beat Psychic and a good pokémon with SURF at around level 40

 This Gym is a heck annoying labyrinth, with slippering floors and switches that you need to press to go farther. Besides, the psychic pokémon in here are quite strong. I'll draw a small map of the Gym to help you, or make your life even harder... :P

```

*****
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*          t v          LL          x ^ |          *
*          v          | ^ |          *
*          D >          | ^ |          *
*--v-----|          |-----| ^ |          *
*t  4  |  v < < < < < < < < < < < < < *
*          |  Y |-----| ^ |          | U *
*          --| Y |          | ^ |          | U |*
*          | v | 3          t | ^ |          | ^ |*
*          | v |          | ^ |          | ^ |*
*-----  | v |-----v ^ | ^ |-----| ^ |*
*          v ^ | v |          v ^ | ^          | ^ |*
* > > > > > > > C > > > > > > v | ^ |*
* U | v ^ | v | Y | v ^ | ^ | Y 2 ^ |*
* U | v ^ | v | Y | v ^ | ^ | Y > |*
* | ^ | v ^ | v |          t v ^ | ^ < B > ^ |*
* | ^ | v ^ | v |          ^ |-----t ^ |*
* | ^ | v ^ | >          | ^ |*
* | ^ | v ^ | v >          | ^ |*
* | ^ | v ^ < < <          -----| ^ |*
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* | ^ < < < < <          > > > > > ^ |*
* |          ?          x          |*
*****
  
```

```

/-----\
|
|^,v,>,< = North, South, East, West respectively. These are slippery floors. |
|          When you step in one, you'll be carried until there are no more of |
|          these. |
| |
|U,Y = Up and down respectively. These are used to go up and down the |
|          elevations of the gym. |
| |
  
```


surface.

When you find a square that is a bit different from the others, that seems to hide something buried, check it and you will receive something. This can also mark the place, so that you know where you have been to, and where you still haven't (this is really necessary, because the Underwater is REALLY BIG and you may get lost easily).

:::SOOTOPOLIS CITY:::

You can do practically nothing in this city for now, but you have to come back later, so coming here now leaves this place marked so that you can FLY here from now on.

This city can be divided in three parts: left side, the Gym and the right side. That big lake in the entrance gives access to the three of them. Oh, you can battle Magikarps (surfing) and Gyarados (fishing) in this lake. :x

A girl in a house in the right side of the city will give you a Wailmer Doll if you answer yes to her question. Some people in another house will give you items if you have big Barboaches and Shroomishes (there was a similar game involving Magikarps in the GSC games).

On the left side, you can find the shop, a girl that gives you two items (berries, I believe), a house with a guy that gives you TM 31 and the entrance of a cave, but that is blocked.

Between the two sides is the Gym, but that is blocked as well...

Now is a good time to go back to Mossdeep, heal and then head south. You will see a large strip of water, that is extended until far south from here. Before coming to this place, be sure to have STRENGTH, ROCK SMASH, SURF and DIVE.

Dive onto that stripe of water. You will notice that this underwater area looks different than the previous ones. Keep going south and you will end up in front of the entrance of a cave. Enter, and you'll see a submarine. Press B and go back to the sea. You will see yourself in front of a cave. Go in.

:::SEAFLOOR CAVE:::

Wild Pokémon: G) Zubat, Golbat
W) Tentacool, Zubat, Golbat

Try to get your team to above lv.40. There are several puzzles you need to solve in this cave in order to prevent Team Magma/Aqua from awakening Groudon/Kyogre.

As soon as you enter the cave, a boulder (by boulder, I mean the ones you can push with STRENGTH) will be blocking your way, and a rock (these can be broken with ROCK SMASH) and another boulder will be blocking the left part of this room. Break the rock, and move the boulder close to it to the north, so that you can proceed through that side, and then move the other boulder to the east (so easy and I make sound so hard..., but the next puzzles aren't that easy).

Battle the two grunts and leave through any of the exits. If you pick the north one, you will be right in the second-puzzle room, if not, you will be in a room with two small puzzles, each one leading to an exit, both leading to the same place (but you can battle another trainer if you pick the south-east exit of this room). In this new room there are two exits. The north one takes you to the second-puzzle room (just like the north exit of the first-puzzle room), and the south exit takes you back to the beach in the entrance (you will see that once


```

\\  \\
\BB BB\  Explanation: Wow! This was far by the easiest map I've drawn for all
\ BBB \  my FAQs (this is the only FAQ I have, so...). But solving the puzzle
\B  B\  isn't as easy as the map. One wrong move and you will have to
\ BBB \  re-enter this room.
\      \  Move the middle boulder of the first row to the north. Then move
\      \  either the first boulder or the third boulder to where the middle one
\ --- \  was before. Now move the middle boulder of the second row (it was in
\      \  the first row before) to the left or right, depending on which side
\      \  you are (you will only be able to move it to one side). Now move the
\\_\\_  middle boulder of the third row to the north, and then move the
        remaining boulders of the third row to the left and right, for the
        left and right boulders respectively).
        If you did it right, the fifth row will be completely blocking your
        way. Move the second and fourth boulders of this row to the north,
        and then move the middle boulder out of your way and leave this room.

```

We're getting closer. There is a TM 26 in this misty room, which is used to teach EARTHQUAKE to a pokémon. Move down and save when you spot the legendary pokémon nearby. Now keep on. The leader of Team Magma/Aqua will come and talk to you a bit, then you will engage battle.

```

=====
Team Magma/Aqua Leader Maxie/Archie
Pokémon: Mightyena Lv.41
         Crobat Lv.41
         Camerupt/Sharpedo Lv.43

```

-Not THAT hard, but not a pushover as well. My Blaziken could take care of both Mightyena and Sharpedo with DOUBLE KICK (best fighting move it has learned so far. And I was playing Sapphire, btw). Crobat is annoying, but a good PSYCHIC from my Gardevoir clipped its wings. Camerupt dies to a SURF from practically anything, if you are playing Ruby.

```

=====
After the battle, the Magma/Aqua leader will wake Groudon/Kyogre up. The
legendary pokémon will flee, and after that, the leader of the rival team comes
to tell about the weather disruption caused by the legendary pokémon. You will
be outside the cave, and the weather will be changed. If you play Ruby, the sun
will be glittering (and the move SUNNY DAY will be automatically activated in
every battle). If you play Sapphire, it will be raining and thunderbolts will
flash from time to time (the move RAIN DANCE will be automatically activated in
every battle).

```

The leaders from Magma and Aqua will then leave, and Steven will arrive, tell you something and then leave as well.

Just for curiosity, the weather moves will be activated along the whole eastern coastside of Hoenn, including Lilycove, Sootopolis, Mossdeep and Pacifidlog.

Anyway, you gotta go to Sootopolis City now. If you followed my advice and visited it before, you can now just fly there. Go to the left side of the city, and stock up on some balls (20 or more). Then keep walking around until you find Steven talking to the local gym leader. He notices your arrival and takes you to the entrance of that cave that was previously blocked. Now, the fate of the world lies on your hands >:0 , you must either catch or defeat Groudon/Kyogre in order to put an end to the weather abnormalities.

Whatever =/ . Enter the cave. Just go through the first room. Having a pokémon with FLASH in the second room wouldn't hurt, but if you like to suffer, just

go on without it (you can find the exit by walking left until you find a wall, then up until you bump into another wall, and then right. Just look for a ladder then). Notice that the ground shakes as you come closer to the pokémon, must mean it's quite angry about what happened before...

The third room is also dark, but it's as easy as the last one, even without FLASH (go down until you bump into a wall, then left, then up and look for the ladder). The fourth room is dark and misty, but pretty short. The fifth room is dark, misty and has an important item, the HM 07. To get it, just go up and follow the wall, the item is in the top-left corner of the room. The stairs are just a bit to the right of the item.

You will see Groudon/Kyogre as soon as you reach the sixth room. SAVE! Make the turn around it and it will approach. The two of you will now battle. >:O

It's a Lv.45 Groudon/Kyogre, depending on which version you are playing. The first thing you will notice is that their ability activates the proper weather change as soon as the battle begins (Groudon activates SUNNY DAY, and Kyogre activates RAIN DANCE), and the change remains for the whole battle (or until a pokémon overrides the weather by using a move). Groudon is a ground type, despite the fact the SUNNY DAY is a fire move. Kyogre is water, just like the RAIN DANCE move.

Groudon's moveset is: SLASH, BULK UP, EARTHQUAKE, FIRE BLAST.

Kyogre's moveset is: BODY SLAM, CALM MIND, ICE BEAM, HYDRO PUMP.

It's just one pokémon, but don't waste your time letting it use BULK UP or CALM MIND, because it may end up sweeping your entire team. Try to quickly bring it down to little hp, and if possible put it to sleep. Throw some balls and be patient, it will be yours sooner or later. If you can't catch it on the first time, reset and try again.

Now go back. The weather will be normal again, and you can now challenge Sootopolis' gym leader for a match. Heal and head to the gym. Steven will be in front of the gym and will talk to you. He then flies away and you are free to enter the gym.

::SOOTOPOLIS GYM::

Gym Trainers: 8

Rewards: Rain Badge and TM

Recommended Party: All you need here is a good electric pokémon, and a good grass type too, above lv.40

This gym is a puzzle, and you need to solve it to get to the leader. Despite the icy floors, the gym is water type. Notice that as you step onto the icy floors, they crack, and if you step onto a cracked floor you will fall down on a room full of trainers. In order to proceed, you have to get the whole floor cracked, which will turn the slippery floor connecting a puzzle to the next one into a set of stairs. I'll draw 3 maps, one for each puzzle:

For the maps: @ = Ice stones that are in every room.

Numbers = These represent the sequence of steps you need to take in order to proceed to the next puzzle. "1" is the first square, then you move to "2" and so on...

! = Slippery floor, which you need to turn into a set of stairs.

= Start point.

First puzzle:

```
!
6 7 @
5 4 3  <-- You start in the "#", follow the numerical order and you will be
@ 1 2  through
```

#

Second puzzle:

```

!
6 7 8 19 18 17 16
5 @ 9 10 11 12 15
4 3 2 1 @ 13 14
#

```

Third puzzle:

```

!
31 32 35 36 39 40 17 16 13 12 11
30 33 34 37 38 @ 18 15 14 @ 10
29 28 25 24 21 20 19 4 5 6 9
@ 27 26 23 22 1 2 3 # 7 8
#

```

<--- I recommend you fall down here, and battle all the trainers downstairs (just step twice on the same place). You can gain some exp and have an idea of what you are facing here. Just go through the puzzles again afterwards.

Gym leader Wallace

- Pokémon: Luvdisc Lv.40
- Whiscash Lv.42
- Sealeo Lv.40
- Seaking Lv.42
- Milotic Lv.43

Money: \$4300

The battle is quite hard if you are not prepared. Luvdisc is your minor problem but beware SWEET KISS and ATTRACT. Whiscash is Water/Ground, so a shock will be ineffective against it, but a grass move works great. Sealeo is Water/Ice, so be careful when leaving a grass pokémon in front of it. Seaking is pretty easy to deal with. Milotic is very resistant, and can recover HP. It can use ICE BEAM as well, be careful with this one, as even a strong THUNDERBOLT may not harm it too much if you are in low levels.

After the battle, you receive the Rain Badge and the TM 03.

.....

You can do two things now: go to Evergrande City and challenge the Elite, or visit the many side areas that have become available now that you have DIVE and WATERFALL. Take a look at the side areas for more info on that.

Find Evergrande on the map and SURF there. You know you are on the right path when you find a waterfall, Climb it up and you will be at...

:::EVERGRANDE CITY:::

This is not really a city. Just a beautiful garden full of flowers and a soothing song as its theme. Heal at the center and enter the cave.

:::VICTORY ROAD:::

- Wild Pokémon: G) Golbat, Hariyama, Lairon, Loudred, Zubat, Mauhita, Aron
- Whismur, Medicham, Meditite, Mawile (R)/Sableye (S)
- W) Golbat

Recommended party: Pokémon with all HM moves except CUT and FLY above lv.45.

Be ready for another long journey through this cave. Having many Heal/Revival

items may save your skin in this place, as the wild pokémon will come at lv.40 or higher. Also, have in mind that you need a balanced team above lv.50 to beat the Elite, and this is the ultimate place to earn those levels.

There is a item in the right side of this room. Battle the trainer near the item, and to proceed, cross the bridge that takes you to the left side of the room and go down the ladder.

Light the place up. Move the boulders out of your way and keep going. You can break that lone rock along the way, but it's not necessary. When you find two rocks and two boulders, break the rocks, move the first boulder down and the other up. Battle the trainer and don't jump over the ledge. Get the item upstairs, go back and jump down the ledge near the ladder. Battle the trainer a bit up ahead and move the two boulders a bit more up ahead to get the item. Now go back down and go down the ladder.

(If you want to leave, just go up the waterfall, then down the other waterfall and go up the ladder. From then on, there will be no more forks along the way. But if you want some more items and battle trainers, follow the guide.)

In this third room, you have to Surf in order to proceed. Surf and go up the stairs in the strip of land nearby. Go right and go up the ladder to get the TM 29 in the next room. Go back the ladder and battle the 2 trainers here. Now, go back to where you were. Go up the waterfall and get the item on the ground, near a trainer. Keep going left, and go down the waterfall. Go up the ladder to the right of the waterfall.

If you fall down the ledges to the left, you can battle a trainer, but you will end up on the last room. Anyway, just go on, this room is pretty straight-forward. Break the first rock, so that you can move down the boulder on the left. Break the other rock and proceed (don't touch the other boulder).

This room is also straight-forward. Just move and leave this place.

When you are about to leave the Champion Road, Wally will come to battle you. He has a lv.44 Altaria, a lv.43 Delcatty, a lv.44 Roselia, a lv.41 Magneton and a lv.45 Gardevoir. He's just a common trainer, no need to worry.

Ah! That beautiful song! The flowers! Everything out of a cave is beautiful :P. Go on, you are about to reach the Pokémon League!

:::CHALLENGING THE ELITE FOUR:::

Recommended Party: A good team at lv.50 is necessary to beat this without too much effort.

Enter the building and heal. Take all useless HM moves off your team and teach decent moves to your pokémon. Once you think you are ready, talk to the twins blocking the way and go in. Oh, and by useless HMs, I mean everything but SURF and maybe STRENGTH (if your pokémon is happy, give it RETURN, if not, give FRUSTRATION).

I don't think it's needed to say, but save before each battle and heal after every one of them.

Elite Four Sidney - Dark Type

Pokémon: Mightyena lv.46

Shiftry lv.48

Cacturne lv.46

Sharpedo lv.48

Absol lv.49

Money: \$4900

- A Fighting type pokémon runs the show here. After one BULK UP, my Blaziken lv.47 could KO all of his team with one DOUBLE KICK per pokémon. I didn't even see the moves of his pokémon. :O

Elite Four Phoebe - Ghost Type

Pokémon: Dusclops lv.48
Banette lv.49
Sableye lv.50
Banette lv.49
Dusclops lv.51

Money: \$5100

- Now, this was a hard battle. Ghost pokémon have the skill of being terribly annoying, and I'm terribly unlucky in battle. Dusclops has Confuse Ray, Sableye has Attract and Banette has a high attack stat, uncommon thing for a ghost. Use dark, but be careful.

Elite Four Glacia - Ice Type

Pokémon: Glalie lv.50
Sealeo lv.52
Sealeo lv.52
Glalie lv.52
Walrein lv.53

Money: \$5300

- This girl's pokémon are pretty powerful and to make that worse you will receive constant damage from HAIL. Be careful of Walrein's SHEER COLD, that can One-Hit KO your pokémon. The same pokémon (a bit leveled up) that could beat the dark pokémon in a snap were almost completely wiped out here.

Elite Four Drake - Dragon Type

Pokémon: Shelgon lv.52
Altaria lv.54
Flygon lv.53
Flygon lv.53
Salamence lv.55

Money: \$5500

- Boy, the only reason you don't get screwed here is because four of his five pokémon have quadruple weakness against Ice (Shelgon is the only one that has a 2x weakness against it). Anything with a decent sp.atk and ICE BEAM can destroy Drake in a snap.

Champion Steven

Pokémon: Skarmory lv.57
Claydol lv.55
Aggron lv.56
Cradily lv.56
Armaldo lv.56
Metagross lv.58

Money: \$11600

- Hey, he's the champion, this battle couldn't be easy at all. And it isn't. Note that he doesn't rely on only one type of pokémon, in fact, his team seems to be based around the Steel (Skarmory, Aggron and Metagross), Rock (Aggron, Cradily and Armaldo) and Psychic (Claydol and Metagross) types.

The Skarmory he uses is going to be standard pretty soon, with Toxic and Spikes, use fire. Claydol is a strong Ground/Psychic, but a good water type can easily doom him. Aggron is Rock/Steel, and has an incredibly high defense, but is 4x weak against fighting and ground (both very commonly found). Cradily is a good Rock/Grass pokémon, but some strong ICE BEAMS or fighting moves can easily take care of it. Armaldo is Rock/Bug, and Water can take care of it.

Metagross is a pain. It's at an absurd level, has very high stats, and its METEOR MASH could beat even some of my pokémon protected by REFLECT. Fire or Ground moves should be used by fast pokémon against Metagross, these are its only weaknesses as it's a Steel/Psychic type.

Now your rival and Prof. Birch will appear and you'll have a fast conversation. Steven then takes you to the Hall of Fame, in which you register your pokémon as the Pokémon League Champions, and earn a Ribbon for each of them.

Okay, watch the ending, and load your game again when it's over. You'll be in your house, and as you go down the stairs your father gives you the ticket to ride from Slateport to Lilycove. This ship can also take you to the Battle Tower.

Congrats, you are done with the game, and all there is left are some Side Areas that couldn't be accomplished before beating the game. Keep reading for info on some of them.

THE END? #####
#####

=====
6. Side Areas
=====

Here is the place all of the areas/events that are not necessary to beat the game will be listed. As I just stated, you don't need to do these to beat the game, but you get some rewards and some of them are really cool.

~~~~~

:::CLIMBING THE SKY PILLAR:::

When you can do this: As soon as you beat the Elite Four  
Wild Pokémon: Mawile (R)/Sableye (S), Golbat, Claydol, Banette, Altaria  
Recommended Party: Anything below the levels you used for the Elite Four is not acceptable here.

-----  
The Sky Pillar is east of Pacifidlog Town, but can only be seen/reached after you beat the Elite 4. But before doing that, be sure to have a Mach Bike before coming here. Also, bringing many Ultra Balls would be a nice idea.

When you are ready, fly to Pacifidlog and surf east, but stay on the top of the and don't go too far away from Pacifidlog (don't change the route you are, the Sky Pillar is very close to Pacifidlog. you know when you are on the right way when you find a cave with no pokémon inside connecting you to the tower itself.

The pokémon inside here are all beyond level 45, and the Altaria can reach even level 60, be prepared.

1st floor: The first floor is just the beginning and has no secrets, just move ahead.

2nd floor: See the cracks on the floor? You need to use the Mach Bike to cross them fast enough not to fall down. Take your time and you can do this, there's no more advice I can give. head to the third floor. BTW, you don't battle wild pokémon on the cracked floors.

3rd floor: Straight-forward.

4th floor: This is a pain. You must cross the entire floor without slowing the

bike down for one second. I recommend saving before trying this. The only advice I can give is: Use your first time as a recognition of the floor, so that you can study the path and the best way to ride your bike through. Once you get to cross the whole floor, fall on one of the two cracks on the middle. Falling on any other of them will make you do the whole thing again.

3rd floor: You should be near a set of stairs that is normally blocked. Go up.

4th floor: Go up again. Don't be dumb enough to go for the cracks.

5th floor: Straight-forward with no cracks. You are almost there. :)

6th floor: This is it. You've reached the roof of the Sky Pillar. Heal your pokémon and try to have a resistant sleep inducer (I froze it before catching, but you may not have this luck). SAVE!, get your balls ready and talk to the Dragon.

Rayquaza lv.70 - Type: Dragon/Flying  
Moveset: FLY | REST | EXTREMESPEED | OUTRAGE

This is no pushover, but if you can put it to sleep it will help a lot. I was lucky enough to fire an ICE BEAM from my Kyogre and leave it with less than 5% of health and frozen (i mean, lucky enough to do this on the seventh try ;[), and it still took me some 15 Ultra Balls to catch it. This monster is the best pokémon stat-wise, but doesn't take well an ICE BEAM due to the weakness both of its types have against Ice. Rock and Dragon will do fine as well, but avoid killing it by accident. Be VERY patient and it will be yours within 20 balls or so (less if you are lucky).

You can fly off the roof of this place, so there's no need to go down the whole dungeon again.

=====

:::THE THREE REGIS:::

When you can do this: When you get the 7th gym badge.

Recommended Party: A fast sleep inducer (not necessary) and a few pokémon that can take hits from the Regis. Lv.45 should be enough.

-----

Before anything, read the recipe below and get all of the ingredients ready: :P

\* You need the moves FLY, DIG and STRENGTH on your party. Doesn't matter if it is on the same pokémon or if you have one for each.

\* Catch a Relicanth. These can be found by diving near Sootopolis City, but are pretty rare.

\* Catch a Wailord. They can be found by surfing east of Pacifidlog Town (Route 129), but be patient as their appearance rate is of 1%. Or you could fish for a Wailmer (almost anywhere, but I used to find them easily near the Safari Zone) and evolve it at lv.40.

\* Learn how to read braille, I'm not going to tell you how to solve the puzzle, find out by yourself (ok, ok, just kidding).

Now that you are prepared, go to Pacifidlog Town and surf west. Try to stay near the bottom of the screen and let the strong current carry you along. PAY ATTENTION while the current is carrying you and try to find a spot where you can dive (deep-blue water, but I know you knew that). It's not a giant spot surrounded by stones, it's a very small spot that is near the bottom of the screen. If you can't reach it in the first try, fly back to Pacifidlog and try

again.

Ok, now that you reached it, dive. Keep going down until you find a submerse plate with inscriptions in braille. Go back to the surface.

Go to the wall with inscriptions in the middle and check it. Now enter the menu and use dig with a pokémon (just like you'd use surf in front of the water, for example). The wall will crack open.

Now, be sure to have Relicanth on the first slot of your party and Wailord on the last slot. Go to the wall with braille inscriptions in the middle and check it. An earthquake should begin if you did it right. Now move out of here.

I'm sure you have noticed some rocky formations along the way. I've even pointed one out in the walkthrough, y'know, west of Safari Zone. Well, you couldn't enter these because there was no entrance, but now that you caused an earthquake, the story may not be the same, let's check them.

Pick one, Regice, Registeel, Regirock \*asks sister to pick a random number from 1 to 3\* \*sister picks 2\*. Let us go for Registeel first. :P

You should remember this. I mentioned it on the Walkthrough. Fly to Lilycove and head west until there is no more west to go. Go up some stairs near a berry garden and enter the place. A braille inscription will be ahead of you (in all the three Regi Caves). Go to the middle of the room and use FLY. The wall will open for you and Registeel will be ahead, waiting. This and the other Regis are at lv.40. They are of the type of their respective names, so Registeel is pure steel-type. Clip its HP down to as close to 0 as possible and put it to sleep. I said "as close to 0 as possible" because these guys are hard to catch, and you don't have 3 Master Balls in stock (you have one that you probably have used for Rayquaza or Groudon/Kyogre, or even better, use it for Latios/Latias if it's not used up yet). Be patient and you'll catch it.

\*sister now picks 3\*

Fly to Lavaridge Town. Heal if needed be and head to the desert. The cave is on the southern end of the desert. Another braille wall is here. Stay in front of it, take two steps right, and then two steps down. Use STRENGTH on this spot. Battle Regirock and use the same strategy of Registeel to catch it.

\*sister picks 0\* =/ \*hits her\* >]

Fly to Dewford Town. From there, surf up until you see a small island with a trainer and a lot of trees. Cross to the left side of this island and surf up. Enter the cave. Check the braille wall and wait. Don't move for a few minutes and the wall will open. Regice will be waiting for you. Use the same old strategy and it will be yours.

=====  
:::PURSUITING LATIOS AND LATIAS:::

When you can do this: After beating the Elite Four.

Recommended Party: Fast Trapper or Sleep Inducer under lv.40, a FLY slave and the rest of the team could be the same used for the Elite.

-----  
If you have played the Gold/Silver/Crystal games, you should remember what you had to do to catch Raikou, Entei and Suicune (Suicune was caught differently in Crystal). Well, it's the same for Latios and Latias, being the only difference the fact you can trap Latios and Latias (Mean Look, Block, Spider Web...) while Raikou, Entei and Suicune would Roar you away if you tried to do that.

I first must state that Latios is exclusive for Ruby, and Latias is exclusive for Sapphire, so if you are playing Ruby, your pokémon is Latios and vice-versa.

Get the pokémon I recommended ready, and stock up on balls. This is the most recommended pokémon to use your Master Ball, as it takes too much work to chase it around the world, but if you have used it up, unlucky of you... ;[

First of all, you need to track it down. To do that, all you need is luck. Look for pokémon in grassy areas and sea routes (I don't think it appears in caves and other dungeons) until you find it. You may find it all of a sudden, or find it after looking around for a while, or even take an eternity to find it. It's just a matter of luck.

Or you could just trade it to a friend to get its location on the dex, and then trade it back, making it much easier to find the pokémon.

\*\*\*Thanks to Tinydragon123 from reminding me about trading the pokémon to locate it, I had used this method in GSC, but I forgot to try it out in RS\*\*\*

Once you meet it (it is at lv.40.), you can take two kinds of attitude:

- 1: Attack it and let it run away (it will always run away on the first turn),
- 2: Trap it or put it to sleep, forcing it to attack you (in case of trap), then clip its HP down and throw balls at it.

You can also use a Master Ball at once, and it's over.

If you caught it on the first try, congratulations. If you let it run, notice that it is now recorded on your pokédex. It's location IS SHOWN on the pokédex, but that location changes very quickly (the pokémon floats around the whole Hoenn). What you have to do is fly somewhere - never fly to the place that is currently shown on the dex, by the time you get there it'll have already left - and check the location. If the pokémon is there, you can look around for it. If not, try somewhere else.

Oh, and if you are in the same place as the pokémon, use a repel and move a pokémon under lv.40 (preferentially lv.38 or 39) to the first slot of your party, that way every pokémon under the level of the pokémon on the top of your party will not battle with you, but don't use a pokémon over lv.40, because Latios/Latias will also be repelled that way.

Keep trying and start throwing balls once its HP is low enough to be caught. As always, patience is the key, have a lot of it and you will have the little Dragons (they are both Dragon/Psychic) sooner or later.

=====  
:::PROBLEM IN NEW MAUVILLE:::

When you can do this: It's available as soon as you get the SURF HM.

Wild Pokémon: Magnemite, Voltorb, Magnetron, Electrode

Recommended Party: Same party you used to beat Petalburg Gym

-----  
When you have a pkmn with SURF, go to Mauville City and talk to the Gym Leader, that will be standing outside the gym. He will ask you to turn off something at New Mauville for him. Accept and he will give you the New Mauville Key. Now, head south of Mauville and SURF from a spot near the north entrance of the Cycle Road. SURF east from there and you will be at New Mauville, a kind of cave under the Cycle Road. Now, there are a few puzzles that you need to solve before getting to the reactor. Press those switches on the floor to open a gate and close another. More exactly, a gray switch opens all gray doors while closing all green ones, and a green switch opens all green doors while closing all gray ones. I'll make it easier for you and tell you exactly what to do.



Press the only switch on the first room (there's nothing else to do, is there?) and go through the gate that will open. Then press the green switch to open another gate, but don't press the next gray switch, because the door you opened with the green switch will close. Go up through the thin entrance, and get the item. Press the switch under the ball and go up and left (to the right side there is a ball, but that is a disguised Voltorb, and the switch under it should not be pressed...). When you find two switches with item balls on them, the ball on the left is a Paralyz Heal and the one on the right is a Voltorb. Whatever you do with the balls, don't press the switches. A bit up ahead and you'll find another of these sets of switches, but this time you need to press the gray one to proceed further. The ball on the green switch contains a item, and the ball on the gray switch contains a... Voltorb :P. Now you should be at the room of the reactor. That pink switch in the middle of the room is the thing that will turn the reactor off. After turning it off, don't forget to pick the Thunderstone in this same room.

Now, to get out of here, press the gray switch, and a green one. Now, go down through that thin passage and go right, get the Ultra Ball along the way and you will soon see those stairs. Get out of this place and head back to Mauville City. Talk to the Gym Leader and he will give you a TM 24, which teaches THUNDERBOLT to a pokémon of yours.

=====

### :::THE ABANDONED SHIP:::

When you can do this: It's available as soon as you get SURF, but you can't visit the whole ship without DIVE.

Wild Pokémon: Tentacool, Tentacruel (only on the 2 surfing spots)

Recommended Party: The trainers here aren't above lv.30, so it's nothing to worry about if you come here later on in the game.

-----

I bet you have seen the abandoned ship before, but if you don't remember its location, it is east of Dewford Town. When you arrive there, enter :P .

There are a few trainers in the ship, I'd battle them all, but it's your choice to do so or not.

Go down the first set of stairs and when you find three doors on the bottom of the room, enter the middle one. You should find a small spot of water with an even smaller spot where you can dive. Dive, go a bit to the west and then go up when you find a lighter blue water.

You will see a cabin with six doors, but only two of them are open, and one of these are blocked by those trash cans. From now on, I'll refer to the doors like this:

1 = The first door from left to right. Same for 2 and 3

B = Doors that are in the bottom part of the room.

T = doors that are in the top part of the room.

So, if I say 1B, it's the first door of the bottom part of the room, and so on.

When you first enter, the only door available is the 3B. As you enter, you will see something blink somewhere in the room. Go there and check it for a key. get the Water Stone here as well and leave.

The key you've just gotten opens the door 1B. But now, there will be two blinks at the same time, and only one of them is the key. Memorize both and check the spots. If you can't remember the spots, just leave and re-enter the room. Also, there is a TM 18 in this room.

The new key is used to open the door 1T. Now there are three blinks. Check them and get out of the room.

The new key opens the door 3T. But this time, there will be no blinks, the blinks are in the room beside it, and you need to see the blinks by entering the door 2T and then coming to this room to check them. Get the key and then go to the door 2B (the last one) Get the Scanner inside and leave. Also, don't forget to get the TM 13 from one of the rooms near the place where you need to dive.

BTW: You can give the Scanner to the captain in Slateport in exchange for either a Deepsea Fang or a Deepsea Scale, items used to equip Clamperl and evolve it to either Huntail or Gorebyss.

=====  
:::SHOAL CAVE:::

When you can do this: As soon as you can reach it. Pay attention to the tide though.

Wild Pokémon: G) Zubat, Spheal, Snorunt, Golbat  
W) Tentacool, Zubat, Spheal

Recommended Party: Whatever, the pokémon here are pretty weak. Just bring a few recovery items together due to the number of battles you may have to face.

-----  
This cave is near Mossdeep, a little north of the city. This is a very peculiar cave which is affected by the tides, and thus, by the time of the day.

When it's high tide, you can get four blue shards inside this place, when the tide is low, certain items can be found there and Spheal can also be found only at a particular area of the low-tide Shoal Cave.

=====  
:::METEOR FALLS:::

When you can do this: After beating the Sootopolis Gym, which is when you are able to use WATERFALL outside of battles.

Wild Pokémon: G) Zubat, Golbat, Solrock (R)/Lunatone (S), Bagon  
W) Zubat, Golbat, Solrock (R)/Lunatone (S)

Recommended party: HM Slaves with WATERFALL and SURF plus a few strong pokémon above lv.42

-----  
We've been here before as part of an in-game event, but we couldn't explore the entire cave due to the lack of SURF and WATERFALL at that time. Now is the time to do this.

If you don't remember where this is, it's located southwest of Fallarbor Town. Enter this place, use SURF near the waterfall and then climb it up. Enter through the passage. Go down the ladder a bit ahead, and then go up another one a bit to the left from that one. Grab the TM 23 and go down the ladder again.

Now go north until you find another ladder to climb up. Battle the old couple that uses Hariyama and Medicham. Keep going up and there will be a Dragon trainer with two Altarias to battle. Now go down these "ledges", but try to stay on the left side so that you can reach another ladder to go down. Do so, and then use SURF on the water area nearby and go north. You will reach a small stripe of land with a passage you can go through. Inside this place there is a small stripe of water with an item on the other side. Grab the item (TM 02) and take your time in this place looking for pokémon. This small area (only the one surrounding the TM 02, but not including the water) is the only place in the game where you can find Bagon, a rare Dragon pokémon.

When you are done, leave this room and instead of going back from where you came, surf through the right side and enter the other room for a HP UP. Now you are free to leave this cave. =)

=====  
:::MIRAGE ISLAND::: (Thanks to Armando Meziat, LinkSSJ6 and JP Nogueira for  
info on how to get to this place and what you get here)  
When you can do this: As soon as you are able to reach Pacifidlog Town (you  
have to meet a few other conditions as well...)

Wild Pokémon: Wynauts from lv.5 to 50 ;x

Recommended Party: Damn, you will only find Wynauts, why worrying about party?

-----  
This island is on Route 130, but you can't see it normally. You have to have in  
your party a mirage pokémon, which would be a pokémon whose gender value is the  
same as the gender modifier.

Gender Value would be a random number from 0 to 255 that is determined when you  
meet the pokémon for the first time, or when you receive its egg. This number  
determines gender, if the pokémon is a shiny or not and if it's a mirage (dunno  
if this is related to something else).

Gender Modifier is the number that is the intersection between a male and  
female pokémon. Let's take Mudkip for an example: it's gender modifier is 31,  
thus anything between 0 and 31 is female, anything between 32 and 255 is female  
and only 31 is mirage. But if you take, let's say, Salamence as an example, its  
gender modifier is 127: 0-127 female, 128-255. 127 is mirage.

Remember that you have no control on this number, so the chances of getting a  
mirage pokémon is 1/256. To know if your pokémon is a mirage, talk to an old  
man in Pacifidlog Town and he will tell if the island can be seen. If it can,  
head east of Pacifidlog (this place has a lot of secrets near it, huh?) up to  
Route 130, the island is there.

Here you can find Wynauts and a special berry (n.36, i believe).

=====  
7. Miscellaneous  
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This is the section where some of the features of the game such as the Secret  
Base and Trainer's Eyes will be explained, as well as item lists and such. Of  
course I don't have the time to do ALL of this at once, so just wait for more  
updates :P .

|-----|  
| Trainer's Eye |  
|-----|

The Trainer's Eye is an option which you can access at your PokeNav, that shows  
the number of battles against trainers, and registers some trainers for future  
battles. When you first battle any of the trainers listed below, they will be  
registered in the Trainer's Eye. To know when they want to battle again, check  
the Trainer's Eye and look for a mark next to the name (Wally, the gym Leaders  
and the Pokémon League Trainers are exceptions: Wally can only be fought on  
certain occasions, the Gym Leaders can only be battled when you battle for the  
badge and the Pokémon League can be battled anytime after you beat the game).

Here goes the list of trainers of the Trainer's Eye:

| Number | Name            | Location  |
|--------|-----------------|-----------|
| 01     | Aroma Lady Rose | Route 118 |

|    |                        |                 |
|----|------------------------|-----------------|
| 02 | Ruin Maniac Dusty      | Route 111       |
| 03 | Tuber Lola             | Route 109       |
| 04 | Tuber Ricky            | Route 109       |
| 05 | Sis and Bro Rita & Sam | Route 124       |
| 06 | Colltrainer Brooke     | Route 111       |
| 07 | Cooltrainer Wilton     | Route 111       |
| 08 | Hex Maniac Valerie     | Mt.Pyre         |
| 09 | Lady Cindy             | Route 104       |
| 10 | Beauty Jessica         | Route 121       |
| 11 | Rich Boy Winston       | Route 104       |
| 12 | Pokémaniac Steve       | Route 114       |
| 13 | Swimmer(M) Tony        | Route 107       |
| 14 | Black Belt Nob         | Route 115       |
| 15 | Guitarist Dalton       | Route 118       |
| 16 | Kindler Bernie         | Route 114       |
| 17 | Camper Ethan           | Jagged Pass     |
| 18 | Old Couple John & Jay  | Meteor Falls    |
| 19 | Bug Maniac Brandon     | Route 120       |
| 20 | Psychic Cameron        | Route 123       |
| 21 | Psychic Jacky          | Route 123       |
| 22 | Gentleman Walter       | Route 121       |
| 23 | School Kid Karen       | Route 116       |
| 24 | School Kid Jerry       | Route 116       |
| 25 | Sr. and Jr. Anna & Meg | Route 117       |
| 26 | Pokéfan isabel         | Route 118       |
| 27 | Pokéfan Miguel         | Route 113       |
| 28 | Expert Timothy         | Route 115       |
| 29 | Expert Shelby          | Mt.Chimney      |
| 30 | Youngster Calvin       | Route 102       |
| 31 | Fisherman Elliot       | Route 106       |
| 32 | Triathlete Abigail     | Route 110       |
| 33 | Triathlete Benjamin    | Route 110       |
| 34 | Triathlete Isaiah      | Route 128       |
| 35 | Triathlete Katelyn     | Route 128       |
| 36 | Triathlete Maria       | Route 117       |
| 37 | Triathlete Dylan       | Route 117       |
| 38 | Dragon Tamer Nicolas   | Meteor Falls    |
| 39 | Bird Keeper Robert     | Route 120       |
| 40 | Ninja Boy Lao          | Route 113       |
| 41 | Battle Girl Cyndy      | Route 115       |
| 42 | Parasol Lady Madeline  | Route 113       |
| 43 | Swimmer(F) Jenny       | Route 124       |
| 44 | Picknicker Diana       | Jagged Pass     |
| 45 | Twins Amy & Liv        | Route 103       |
| 46 | Sailor Ernest          | Route 125       |
| 47 | Collector Edwin        | Route 110       |
| 48 | Pkmn Breeder Lydia     | Route 117       |
| 49 | Pkmn Breeder Isaac     | Route 117       |
| 50 | Pkmn Ranger Catherine  | Route 119       |
| 51 | Pkmn Ranger Jackson    | Route 119       |
| 52 | Lass Haley             | Route 104       |
| 53 | Bug Catcher James      | Petalburg Woods |
| 54 | Hiker Trent            | Route 112       |
| 55 | Young Couple Lois&Hal  | Abandoned Ship  |
| 56 | Pkmn Trainer Wally     | Victory Road    |
| 57 | Leader Roxanne         | Rustboro        |
| 58 | Leader Brawly          | Dewford         |
| 59 | Leader Wattson         | Mauville        |
| 60 | Leader Flannery        | Lavaridge       |
| 61 | Leader Norman          | Petalburg       |

|       |                   |             |  |
|-------|-------------------|-------------|--|
| 62    | Leader Winona     | Fortree     |  |
| 63    | Liza & Tate       | Mosdeep     |  |
| 64    | Leader Wallace    | Sootopolis  |  |
| 65    | Elite Four Sidney | Ever Grande |  |
| 66    | Elite Four Phoebe | Ever Grande |  |
| 67    | Elite Four Glacia | Ever Grande |  |
| 68    | Elite Four Drake  | Ever Grande |  |
| 69    | Champion Steven   | Ever Grande |  |
| ----- |                   |             |  |

More to come...

=====  
8. FAQ (Frequently Asked Questions)  
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This is the section where I'll answer some of the Frequently Asked Questions of Ruby/Sapphire (it isn't called FAQ for nothing). If you have a question, email-me at vctmachado@aol.com and I'll answer you question, but try not to ask what can be answered by reading the FAQ.

Q: Is Johto or Kanto in the game?

A: No, they are not, don't believe anyone who says they are.

Q: I've been playing for hours, and even though the clock shows [insert time here] and it's still sunlight. Why doesn't the game turn into night time?

A: There is no night time in this game. For matters of pokémon evolution and such, the time ranges of day and night is the same as GSC, but it will never become "dark".

Q: I've reached Sootopolis, but I can't enter the gym? What should I do?

A: This is answered in the Walkthrough, but you need to beat Team Magma/Aqua on the Seafloor Cave, then beat or catch Kyogre/Groudon in the Cave of Origin, which is inside Sootopolis. The gym will be open then.

Q: My Trainer's Eye shows only 69 trainers, but I heard there were 70, where is the last one?

A: It was proved that there's no 70th trainer, you can not find him because he isn't there.

Q: I can't battle the trainers in the first gym (Petalburg), why is that?

A: This is the fifth gym, get four badges and you can battle Norman (your dad).

Q: How do I get the Coin Case?

A: Buy a harbour Mail at Slateport and give it to the guy in the house beside the Pokémon center.

Q: Where do I get the Pokéblock Case?

A: Talk to a girl inside the Contest House of Slateport City.

Q: How do you get Shedinja?

A: Have an empty slot on your party and evolve Nincada at lv.20 as usual. Even though the evolution shows it turning to Ninjask, when you check your party you will have both Ninjask AND Shedinja.

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9. Credits  
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This is the section in which I will give credit to all the people that participated in the construction of this FAQ, no matter what kind of contribution.

For now:

- The Gamefaqs (www.gamefaqs.com) Pokémon Ruby/Sapphire Board. The people in there are very helpful when you need, with tips here and there, so it's hard to point out each one.
- The Pokeland (www.pokeland.net) pokémon forum. It's probably the best pokémon forum of Brazil and it's responsible for a lot of what I know of Ruby/Sapphire as well as the previous versions of Pokémon.
- Corpse (Gabriel), for MANY info on the english names of almost of every pkmn, characters and so on before the official english version was released; correcting mistakes along the faq; for info on the pokémon locations etc (it'd take an eternity to list everything .\_.)
- AndrOide and Typhlosion for tips on the minigame of catching ashes.
- Armando Meziat, JP Nogueira and LinkSSJ6 for tips on the Mirage Island.
- TinyDragon123, for reminding me of trading Latios/Latias to your game to track it down.
- Myself, for writing this FAQ.
- CJayC (webmaster of Gamefaqs) for putting this up and keeping an excelent site.
- Nintendo/Game Freak/Creatures, for making an excellent game.
- Sorry if I missed anyone, just tell me and I'll add you here.

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10. Conclusion  
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Well, as you could see, I left a few sections blank, so this faq isn't complete yet. I intend to post more Side Areas and the Miscellaneous section by the next update and if possible the pokédex. After that, the battling guide will have to wait some more.

If you want to contact me: vctmachado@aol.com or on the Mediadriven server in the channel #battlearena, using either the nick Seiryu, or Vitor.

You can also find me on the Gamefaqs Ruby/Sapphire board by the nickname CrimsonTDRamon, and on the Pokeland.net board by the nickname CrimsonDragon.

Again, if you want this on your site, contact me through this email. Doing so without asking is a violation of Copyright.

Hpoee you have enjoyed! :)

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##### NOW, THIS IS THE END! #####  
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