

Pokemon Ruby FAQ/Walkthrough

by Team Rocket Elite

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Pokemon Ruby/Sapphire FAQ/Walkthrough

by Team Rocket Elite

E-mail- teamrocketelite@yahoo.com

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Contact Information:

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Version History

Ver 2.50- Changed most of the Japanese names to English names. Updated Shop List. Added to Side Quests section. Updated New attacks list. Updated Hoenn Map. Added a TM List and a HM List.

Ver 2.00- Rewrote most of the walkthrough. Added exp chart. Added more to the Frequently Asked Questions section. Added max exp to Pokedex. Updated Shop List. Updated Map of Houen. Updated New Attacks list. Added Side Quest section. Fixed several typos.

Ver 1.10- Started Walkthrough revision. Added a list of New Attacks for RS.

Ver 1.00- Completed general Pokedex information. Added Egg Groups section.

Ver 0.91- Added Type Affinity, Trainer Eye and Frequently Asked Questions section. Pokedex still needs lots of work.

Ver 0.9- Split up the walkthrough into smaller sections. Added Shop List.

Ver 0.81- Updated Pokedex. Thanks goes to www.pokefor.tk for the name translations of the Pokemon and towns.

Ver 0.8- Completed Walkthrough up to the end of the League and going to the Battle Tower. Divided up the walkthrough into sections.

Ver 0.1- Initial Release. 17 Pokemon in Pokedex, Walkthrough up to first Gym.

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I. Map of Hoenn

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Legend

-/|\ Routes

+ Sea Route/Need Surf

- 1 Littleroot Town
- 2 Oldale Town
- 3 Petalburg City (5th Gym)
- 4 Rustboro City (1st Gym)
- 5 Dewford Town (2nd Gym)
- 6 Slateport City
- 7 Mauville City (3rd Gym)
- 8 Verdanturf Town
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- B Fortree City (6th Gym)
- C Lilycove City
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- E Pacifidlog Town
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- G Ever Grande City 1 & Victory Road
- H Ever Grande City 2
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J Rusturf Tunnel
K Granite Cave
L Fiery Path & Jagged Pass
M Meteor Falls
N Mt. Chimney
O Mt. Pyre
P Seafloor Cavern

Q Sky Pillar
R Safari Zone
S Battle Tower
T Sealed Chamber
U Desert Ruins
V Island Cave
W Ancient Tomb

X Shoal Cave
Y New Mauville
Z Abandoned Ship

II. Walkthrough

i. Up to the First Gym

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Beginning the Game

After the title screen choose the first option to start a new game. After the professor stops talking, you choose your gender. Top is male, bottom is female. Next you choose a name. The first option is to put one in yourself, the other four are predefined names. I suggest that you choose a name. Press Select 2 times to access the English alphabet. Put in a name. When you are done choose the bottom choice on the far left of the screen to submit the name. For the next choice, choose the top option to confirm the name. There is a bit more talking before you appear in a truck. A few moments later you can get out of the truck by exiting to the right. An arrow will appear to show you where to exit. You are now in Littleroot Town(1 on the Map).

Littleroot Town

A person comes out and there is more talking. You automatically go inside a building. Then there is more talking. When it stops, head up the stairs and look at the clock. Set the time using the Left and Right arrow keys and press A to submit the time. Choose the top option to confirm the time. Then there is more talking. Look at the computer on the far right of your room. Choose the top option three times to withdraw the item. Press B a few times to turn off the computer. Go downstairs. Even more talking. Next head outside. Enter the building beside the building you came out of. A little more talking. Go upstairs and talk to the person there. That's your rival. He/she will be the opposite gender of the character you choose. For this guide the rival will be assumed to be male. Go downstairs and leave the building. Go up to leave the town. A person will stop you to talk for a moment, then continue on.

You will see a Poochyena chasing the professor. When you have control again go look at the bag. Choose your starting Pokemon. You will enter your first battle. You have four options: Attack(top left), Item(top right), Switch(bottom left) and Run(bottom right). The only item you have is a Potion. Since your Pokemon isn't damaged, you don't need it right now. You have no Pokemon to switch to. You can't run so your only option is to attack. The Poochyena won't be too much of a challenge. Just use the attack that does damage.

After the battle, you go to the lab back in Littleroot Town. After some talking, you get to keep the Pokemon you choose. You are then given a choice to nickname it. Top is yes, bottom is no. After a bit more talking you get another choice. The game won't proceed until you choose yes, the top choice. Next we finally get to leave the town. Exit north onto Route 101.

Route 101

Continue upwards through Route 101. You may encounter some wild Pokemon. They aren't too powerful and you will easily be able to beat them by just using a damaging attack. The path is straightforward. Eventually you will reach Oldale Town(2 on the map).

Oldale Town

The first building you will see is the Pokemon Centre. It has the letters P.C on the front of it. This is the place where you can heal your injured Pokemon for free. When you enter it, there is a lady at the desk beside a large machine. Talk to her to heal your Pokemon. There is a Pokemon Centre in every town, remember what they look like. You will be visiting them frequently. When you are done, leave Oldale Town through the northern exit onto Route 103.

Route 103

Battle the wild Pokemon here to level up to Lv 6 or higher, you have a tough battle ahead. After you are done, go back to town to heal at the Pokemon Centre. Go to the shop and buy a few Potions(first item, cost 300) then come back to Route 103. At the top of the route you will meet your rival for the second time. When you talk to him, he will challenge you to a battle. Just use a damaging attack, you should win due to your higher level, use a Potion if you need to. Head back to Oldale Town to heal.

Oldale Town

After healing at the Pokemon Centre head for the South end of town and talk to your rival again. Afterwards, travel south back through Route 101 to Littleroot Town.

Littleroot Town

Go into the large building at the South end of town. Walk up and talk to the professor who is standing beside your rival. You will get a Pokedex and 5 Pokeballs. Leave the building and try to exit the town. Before you can leave town, your mom will stop you and give you a pair of Running Shoes. Now you can hold B to run! Travel back through Route 101 and get to Oldale Town again.

Oldale Town

As always heal when you reach the town. If you like you can buy more Pokeballs here now. Anyways, this time exit the town through the West exit. You will enter Route 102.

Route 102

The Pokemon on this route are a little stronger but still no match for your Pokemon. But now you face a new challenge, trainers. Trainer battles are one time events. With exception to trainers that are recorded in your Trainer Eye, after you beat a trainer you can't fight them again. You can't run from a trainer battle and frequently you must battle more than one Pokemon in a row.

On the upside, Trainers give 1.5 times more experience and gives you money when you win. The Trainers on this Route are still no match for you. Just use your damaging attack and you won't have any trouble. Keep going left along this route. Like Route 101 it's very straightforward. You will eventually reach Petalburg City(3 on the map).

Petalburg City

This town has a special place in it called a gym. As you progress through the game, you will need to defeat all the 8 Gym Leaders for badges to enter the Pokemon League. Heal your Pokemon and enter the Gym. Talk to the person inside. Another person will then come in. You will automatically leave the gym and the person will show you how to catch Pokemon. Afterwards you will automatically go back to the gym. You can't battle in this gym until you have 4 badges so leave it and exit the town to the left to access Route 104.

At this point, you may want to catch some Pokemon for your team. In case you weren't paying attention or need a recap, I'm am redescrbing the process here. First, you need to get into a battle with a wild Pokemon. You can not catch the Pokemon of other trainers. After weakening it, use the Pokeball item. If you are lucky, you will catch the Pokemon. If not try again. The more you weaken the opponent Pokemon, the greater your chance of success is. Be careful if you faint the opponent Pokemon, the battle ends and you don't get a chance to catch it. You can also go back to the previous routes for different Pokemon.

Route 104

There are also a few trainers on Route 104. From here on out, you will see trainers just about everywhere. They are a little tougher then the previous tainers, but your Pokemon is still a higher level and you should win easy. Keep in mind to heal as needed. Route 104 is really short. Just go left, then up then left. Eventually you will reach the entrance to Petalburg Woods(I on the map). Go in.

Petalburg Woods

From the start go right. In the lower right corner of the Forest you can find an exit that leads to an item. The item is a Pokeball. Go back into the forest and go all the way to the left. Continue down this path and you will meet up with a member of Team Aqua/Magma who challenges you to a Pokemon Battle. He is a little more difficult then the previous trainers but he is still not too hard. You might have to switch or use a Potion if your Pokemon gets too weak. For your troubles you get a Great Ball. Follow the path and you will leave Petalburg Woods and onto the other side of Route 104.

Route 104

There will be a building in front of you. Enter it and talk to all the people. Next go behind the building for an Potion. After that continue down the path to the right. There are still a couple more trainers. Head onto the bridge. One of the trainers here will challenge you to a 2 on 2 match. Its just like a normal battle with two changes. You need to choose the target of your attacks. Second, you must assign attacks to both Pokemon. However they won't battle if you only have one Pokemon in your team. Keep going up and at the end of the road you will get to Rustboro City(4 on the map).

Rustboro City

The first city with a Gym you can fight in. Once again heal your Pokemon at the Pokemon Centre. Buy some Potions and X Defends in the shop, the trainers you

fight in a gym a much more difficult then the trainers you find elsewhere especially the Gym Leader. You will need the Potions and X Defend. Finally, head for the Gym in the top right corner of the town. This is a Rock Pokemon Gym. The first trainer has a Lv10 Geodude, Lv8 Geodude and a Lv6 Geodude. The next trainer has a Lv11 Geodude. Neither of them will be too much of a problem. The Gym Leader has a Lv14 Geodude and Lv15 Nosepass. Start the battle by using your X Defends and healing with Potions as needed. Then attack using either a Special Based attack or a Physical Attack that isn't resisted by the opponent. The X Defend bonus and healing from Potions should keep you alive to win the battle.

ii. Up to the Second Gym

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Rustboro City

After the gym battle, heal and exit the town to the northeast onto Route 116. You will be stopped by a person. After he stops talking continue to the right.

Route 116

Keep going right along this route. At the end of the route there is the Rusturf Tunnel(J on the map). When you try to enter it a person will talk to you. Afterwards go into the cave. Inside there is a Team Aqua/Magma member. Try to talk to him. Eventually he will battle you. After you beat him, return to Ruseboro City.

Rustboro City

The person will stop and talk to you again. You will be taken to a building. After some more talking leave the building. Go to the building to the left of the Pokemon Centre and talk to the person inside to get HM01 Cut. Teach HM01 to a Pokemon, remember HMs can NOT be overwritten. Dewford Town doesn't have a shop so stock up on Potions here. You may want some X Defend for the next Gym Leader. Heal your Pokemon and head for the South end of town. Talk to your rival there then leave the town through the South exit. Go through the Forest again. You will come to a house with a boat in front of it. Talk to the person inside and say yes. You will arrive in Dewford Town(5 on the map).

Dewford Town

The second Gym is in this town. Heal at the Pokemon Centre before going in. This one is a Fighting Pokemon Gym. First off you will notice that it is dark inside. Head up until you reach the wall. Next go right 6 spaces. You will enter a Trainer battle. The trainer has a Lv14 Meditite. Just use your strongest attacks to win. As you will notice after you beat a trainer the light gets bigger. Next, head all the way up to the wall. Go left six spaces. You can go left to fight a Trainer battle or go up to skip it. The trainer has a Lv14 Machop. Afterwards head up to the wall. Go left for a trainer battle or right to face the Gym Leader. The Trainer has two Lv 12 Meditite and a Lv 12 Machop. The Gym Leader has a Lv17 Machop and Lv18 Makuhita. If you have any X Defends, they will help a lot here.

iii. Up to the Third Gym

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Dewford Town

After the battle, exit the town through the North exit, you will enter Route 106.

Route 106

Follow the land part of the route until you reach Granite Cave(K on the map).
Enter it.

Granite Cave

Talk to the person in front of you to get HM05 Flash. Teach one of your Pokemon HM05, remember HM attacks can NOT be overwritten. Follow the path and go down the stairs. Have your Pokemon use HM05 Flash to light up the cave. Keep following the path. At the split take the top route. Go down the next set of stairs. Keep following the path and go up the next set of stairs. And the next set of stairs. Continue down the path again. At the end talk to the person. You will be seeing this guy a lot in the future. He will give you the Pokemon Navigator and TM47 Steel Wing. Afterwards leave the cave and go back to Dewford Town.

Dewford Town

Heal your Pokemon then go talk to the person beside the boat on the right side of town. Choose the middle option. You will board the ship and head for the next area, Route 109.

Route 109

Fight the trainers in front of you. Head up to Slateport City(6 on the map).
It's not very far.

Slateport City

Heal at the Pokemon Centre. Enter the brown building on the right side of town beside the boats. Go straight up and talk to the person there. Then leave the building. Go into the green building that is above the brown building. Pay the entrance fee and then go up the stairs and prepare for battle against two members of Team Aqua/Magma. Talk to the scientist to start a chain of events leading to a battle. After you've defeated all the trainers, go heal your Pokemon and exit the town through the North Exit. Now entering Route 110.

Route 110

After you go up a bit you can head west onto Route 103 to fight some trainers for experience and money. Regardless of if you choose to fight them or not continue to the right. After the next turn you will meet your rival who challenges you to a battle. I strongly suggest healing before you fight him. You might also want to stock up on Super Potions which can be bought in Slateport City. After you win continue upwards into the next town, Mauville City(7 on the map).

Mauville City

Heal then go to the building to the right of Pokemon Centre. Talk to the person on the right. Choose the top option for his first question. Then he will ask which type of bike you want. The top option is for the Mach Bike, the bottom option is for the Acro Bike. The Mach Bike is faster but you need 4-5 steps to accelerate to top speed. It will allow you to go up mud slopes and run across cracked floor. The Acro Bike allows you to hop sideways. This is used to hop across the thin white rails. Either one is good for now. Talk to the person again and choose the top option if you want to switch between the two bikes. Next go to the Gym. The person in front of it will want to battle you. He has a Lvl6 Ralts. You can go back to heal or enter the Gym. This is an Electric Pokemon Gym. The person with the yellow hair in front of you has a Lvl8

Electrike and a Lv18 Magnemite. The person above him has a Lv19 Ziguzagoon. Go up and step on the button. The trainer on the right of you has three Lv17 Voltorb. Go all the way to the right and talk to the person for a battle. She has a Lv19 Meditite. Next head upwards to the Gym Leader. The Gym Leader has a Lv22 Magnemite, a Lv20 Voltorb and a Lv23 Magnetron. I suggest leveling up to Lv25 for the battle. If you need more experience you can fight trainers to the left and right of town. Also keep in mind that Magnemite and Magnetron are Steel type and are weak to Fire attacks. Useful if you chose Torchic to start. If you still have any spare X Defend, don't bother with them, they won't help too much in this Gym. You can buy X Speed in the mart if you need help out running Voltorb or to compensate for when you get Paralyzed.

iv. Up to the Fourth Gym

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Mauville City

Now that you have your third badge, heal and go to the building to the right of the shop. The person there will give HM06 Rock Smash. Find a Pokemon to teach it to. Then leave the town by the left exit.

Route 117

This route is very straightforward. Just keep going left. You will eventually reach Verdanturf Town(8 on the map)

Verdanturf Town

When you reach the Verdanturf Town, heal and enter the cave in the top left corner of town. This is the other side of the Rusturf Tunnel. Head up and use Rock Smash to break the cracked rocks. The person behind them will give you HM04 Strength. You won't need it for a while, but find a Pokemon to give it to anyways. Afterwards, leave the cave the way you came in. Then leave the town and go back to the Mauville City. When you get there heal and head up to Route 111.

Route 111, 112 & 113

On the left side of Route 111 you will see a person standing in front of a yellow house. If you talk to him and say yes, you will fight 4 trainer consecutively. Afterwards enter the house and talk to the person in the top right. You will get some sort of item. Exit the house and continue upwards on Route 111. Use Rock Smash to break the cracked rocks in your way and continue upwards. Eventually you will reach a desert. You can't go in so stay on Route 111 and go to the left. You get to a mountainous area. On the right you will see a lift leading to Mt. Chimney, but it's blocked by Team Aqua/Magma members. You can't make them move yet. So just remember this place for when you need to go to Mt. Chimney. On the left you will find a cave called the Fiery Path(L on the map). Go into it. It's basically just a long tunnel. At the end you will come out on Route 112. But you will soon go back to Route 111. When you reach the split in the road, go up. You will see a person standing in front of a large tree. He will give you TM43 Secret Power which is used to make secret bases. Next you will see a house. The person inside will heal your Pokemon. When you are done go left onto Route 113. On this route you will see red bumps that resemble a Pokeball. These are actually trainers who will challenge you if you get close. Continue to the left. You will find a house. Go in and talk to the person in white. He will give you an important item. Afterwards continue left on Route 113. After a while you will come to the Fallarbor Town(9 on the map).

Fallarbor Town

Heal. There is nothing else to do so continue left on to Route 114.

Route 114

Head down and across the bridge. Continue going down. You will reach some mountainous area. You can use the steps on the left to get on it. Head down and follow the path. At the end of the path is Meteor Falls(M on the map). Go into it.

Meteor Falls

Go left across the bridge. You will see several Team Aqua and Magma Members. They will talk for a while. Remember that lift near the Fiery Path? That's our next destination. Leave the cave the way you came in and go back to Fallarbor Town.

Fallarbor Town, Route 113 & 111

Heal and continue on backwards to Route 113. Eventually you will reach Route 111 again. Head back to the house on this route for healing. Then continue back down into the Fiery Path. Go through the exit on the other side. Head all the way to the right to get to the lift again. Now the Team Aqua/Magma members are gone. Take the lift up to Mt. Chimney(N on the map).

Mt. Chimney

You will see a Team Aqua and Team Magma blocking your path down. So we must go up. Eventually you will reach a group of Team Aqua and Magma members. None of them will battle you. Continue to the left. Now you will reach the Team Aqua/Magma members who will battle you. Just a little bit further up you will find a Team Aqua/Magma trainer beside a machine. Talk to him to start the battle. He has three Pokemon and he can be difficult as his Pokemon are at quite a high level. Use Super Potions to heal as needed. After the battle, start going back down. Don't use the lift. Go down the path that was previously blocked. You will enter Jagged Pass(L on the map). Keep going down and you will arrive on Route 112. Go left to find Lavaridge Town(A on the map).

Lavaridge Town

Heal and go to the Gym. This one is the Fire Gym. The fog is supposed to be transparent. If you can't see through it, stop using the ROM. The pools of water either send you somewhere or have a trainer will pop out to fight you. In the first room, the pool on the left goes to the next area. The one on the right has a trainer. The trainer has two Lv22 Slugma and a Lv22 Numel. In the next area go into the only other pool. The pool in the top left is the exit.

The pool in the top right has a trainer. The trainer has a Lv24 Kecleon. In the next area enter the pool just above you. The top left pool goes to the next area, the bottom right pool has a trainer. The trainer has a Lv23 Numel and Lv23 Slugma. Once again go to the pool just above you. The top right pool goes to the next area. The top left pool has a trainer in it. The trainer has a Lv24 Meditite. Go into other pool in the next area, the bottom left pool takes you to the next area the top left pool has a trainer. The Trainer has a Lv23 Slugma and a Lv23 Numel. Finally go into pool below you to reach the Gym Leader. The Gym Leader has two Lv26 Slugma and a Lv28 Torkoal. I suggest getting to Lv30 and stocking up on lots of Super Potion. The Torkoal has a really powerful Fire attack called Overheat. But it greatly decreases it's Special Attack every time she uses it. So if you can survive it the first few times, it will get easier. Also Torkoal has a lot of defense. If you are planning to use physical attacks,

buy some X Attack to increase the damage you do. After you win exit the gym. Your rival will stop you outside and give you the item Go-Goggles. Now you can enter the desert!

v. Up to the Fifth Gym

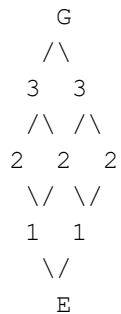
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Lavaridge Town

Exit the town to the right. Now we need to go back to Petalburg City. The one with a gym we couldn't fight in. Petalburg City has another Gym, so if you struggled with the Fuen Town Gym, you should take some time to level up. Head right on to Route 112. Continue right onto Route 111. Then go down to Mauville City. Use the exit on the left to leave town onto Route 117. Continue left to Verdenturf Town. Enter Rusturf Tunnel to reach Route 116. Continue left on Route 116 to reach Rustboro City. Exit down to reach Route 104. Continue downward into Petalburg Woods. Continue downward back onto Route 104. Follow Route 104 to Petalburg City.

Petalburg City

As always heal. The shop in this city has changed. Stock up on Super Potion and X Defend. The next Gym uses Normal type Pokemon so X Defend will help a lot. Finally enter the gym. This Gym has rooms layed out in a Diamond shape.



E- Entrance

1- Trainer 1- Lv27 Delcatty

2- Trainer 2- Lv27 Linoone

3- Trainer 3- Lv27 Zangoose

G- Gym Leader

Follow any path you like to the Gym Leader. It's suggested that you fight all 7 trainers before the Gym Leader for the experience points and money. Next leave the Gym to heal. When you come back follow the doors to reach the Gym Leader. The Gym Leader has a Lv28 Slaking, a Lv30 Vigoroth and a Lv31 Slaking. The Slaking have very high stats, but they also have a set back. Their characteristic makes them lose every second turn. Use the turn to heal or use a X Defend.

vi. Up to the Sixth Gym

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Petalburg City

After the battle heal your Pokemon and visit the house to the left of the gym. Talk to the person inside to get HM03 Surf. Teach it to a Pokemon. Next we need to go to Mauville City. Leave Petalburg City by the right exit to reach Route 102. Continue to the right to reach Oldale Town. Head North to Route 103 and Surf across the gap. You will come to Route 110. Head down a bit and enter the building to reach the Bike Path. Take the Bike Path all the way up. After you leave to Bike Path continue up to Mauville City.

Mauville City, Route 118 & 119

Take this chance to heal your Pokemon. You have a long road ahead. From Mauville City go East onto Route 118. You will get to a large pool of water. Use Surf to cross it and continue right. Eventually a person will stop you to talk for a moment. Afterwards continue to the right a bit and then head up to Route 119. Follow the long Route upwards. You will find a large patch of tall grass just continue up through it. Then go across the bridge and continue upwards. Go up through the next patch of tall grass. Just keep going up. Eventually you will reach a large building. The path right is blocked by Team Aqua/Magma members so go inside the building. In the top left corner of the first floor you can heal your Pokemon by pressing A on the bed. The stairs to the next floor are in the top right corner. On the far left of this floor you will fight one of the head members of Team Aqua/Magma. After her defeat, all Team Aqua/Magma members will leave. The scientists will give you a Castform for saving them. You can heal at the bed again if you like. You have a tough battle ahead. Exit the building and continue to the right. After a bit your rival will challenge you to a battle. He only has 3 Pokemon, but they are quite strong. After the battle he gives you HM02 Fly. Just ahead is the next town, Fortree City(B on the map).

Fortree City

Heal at the Pokemon Center. If you try to enter the gym, you will find an invisible object in your way. Go to the top right house in the town. Talk to everybody there. Then leave town to the right onto Route 120.

Route 120

Go all the way to the right. Then head downwards into the tall grass. After you come out of the tall grass, go left. You will come across a person standing on the bridge. Talk to him and choose the top option to his question. This leads to a battle with a Lv30 Kecleon. After the battle, he will give you the Devon Scope. Now you can find the invisible Kecleon. Go back to Fortree City.

Fortree City

Heal at the Pokemon Center, then head for the Gym. Press A on the invisible Kecleon to make it appear and move out of the way. This is a Flying Pokemon Gym. From the start go right. Walk through the first black gate. The trainer there has a Lv30 Doduo. Walk through the next black gate. Move 1 space right and 1 space up to fight the next trainer. She has a Lv30 Swablu. Next move one space to the left and one space down to unblock the path so you can continue on. You will see two more black gates. Walk through the black gate on the left. Then move it clockwise once. Walk through the black gate on the right. Walk through the black gate on the left again. Then move it clockwise twice. Walk through the black gate on the right. Then continue on to the left. The next trainer has a Lv29 Taillow and a Lv29 Swellow. After fighting the trainer move to the left and go all the way up. Turn the bottom left gate clockwise once. Walk through the top right gate. Then turn it clockwise once. The trainer nearby has a Lv28 Wingull, Lv28 Swellow and a Lv28 Pelipper. Without touching any of the gates walk around to the top left gate. Walk downwards through the gate. Walk around the next wall so you can turn the next gate counter clockwise once. Walk through the next gate and your path is now open. You can now go to the Gym Leader. The Gym Leader has a Lv31 Swellow, Lv30 Pelipper, Lv32 Skarmory and Lv33 Altaria. Your Pokemon should be around Lv38 for this battle.

vii. Up to the Seventh Gym

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Fortree City

After the battle heal at the Pokemon Center. The path to the next town is quite long so stock up on Super Potions before you go. Then exit the town through the Eastern exit and go back to the bridge on Route 120.

Route 120 & 121

This time continue on past the bridge. Just after you cross it will start raining. All battles in this area will start with Rain Dance in effect. The route is pretty straightforward. Just follow the path. Eventually you will reach a large patch of tall grass. To continue on, you need to jump off the ledge near the lower right corner of the patch of tall grass. Soon after it will stop raining. Keep going down. When you reach the bottom turn right and head onto Route 121. Continue going right. Eventually you will see some Team Aqua/Magma members. They will say something then walk off. Follow them and you will see a dock. Remember this place, we will be back later. But for now continue to the right. When you reach the blue fence area, go up a bit then choose the bottom right route. You will soon reach Lilycove City(C on the map).

Lilycove City

Once again heal your Pokemon. In front of the building behind the Pokemon Center you can find your Rival and challenge him to a match. After you win heal and leave Lilycove City through the West exit.

Route 121 & 122

Keep going left until you reach the dock we were at before. Surf downwards following the right wall. Eventually you will find a cave, enter it. You are now in the Mt. Pyre(O on the map).

Mt. Pyre

Ignore the stairs and head left to exit. Once outside follow the path all the way to the top. Near the top it will get foggy. Continue up to the next screen. There will be some Team Aqua/Magma members here to battle you. At the top talk to the Team Aqua/Magma leader. All the Team Aqua/Magma members will leave. The two old people here will tell you something then give you an item. Next Fly to Slateport City.

Slateport City

Heal yourself at the Pokemon Center then go to the building that is just above the Pokemon Center and a little bit to the right. Talk to the person in front of the doorway. You will be taken inside the building. Try to walk up to the Team Aqua/Magma members and they will escape and steal the submarine. Leave the building and fly back to Lilycove City.

Lilycove City

Head for the Northeast corner of town, then go down to the beach. From the beach surf upwards into a cave. You have entered the Team Magma/Aqua Hideout. The Team Aqua Hideout is not the same as the Team Magma Hideout.

Team Aqua Hideout

From the first room of the cave enter the door in the top right corner. Use the teleporter on the right to get an item, use the one on the left to continue. In the new room, use the teleporter on the far left. In the next room use the teleporters in the order Left, Middle, Left, Left. The room you go to has two

v ^
e d

Trainer A has a Lv37 Kirlia.
Trainer B has a Lv36 Kadabra and a Lv36 Kirlia
Trainer C has a Lv37 Xatu
Trainer D has a Lv35 Natu, a Lv35 Girafarig and a Lv35 Kadabra
Trainer E has a Lv36 Ralts and a Lv36 Kirlia
Trainer F has a Lv36 Ralts and a Lv36 Kadabra
Trainers G are the Gym Leaders.(2 on 2)

^>v< Automatic floor
|- Walls
&& Entrance
@ Advice Guy
* Switch(Switches the nearest red tile)
1234 Red Tiles
0 Teleporter(goes back to the start)
abcde Ramp to raised floor

When you enter the gym, step on the automatic floor to the right of you. When you stop moving, flip the switch beside you. This will change Red Tile 3. You can fight Trainer D if you want to. Then step onto the automatic floor that is on the top left from your current position. When you stop go down to the next set of automatic floor. Go up to flip the switch. This will change Red Tile 4. You can also fight trainer F here. Then go back down by talking the automatic floor to the left of the one you just used. Go left to flip the third switch. This will change Red Tile 1. You can fight Trainer A by talking to him. Next step on the automatic floor to the left of the entrance. This will put you in front of Trainer B. After the battle, step on the upwards pointing automatic floor to the right of Trainer B. You will be put in front of Trainer C. After the battle, flip the last switch. Then take the automatic floor to the left of the one you just used. Then use the automatic floor just below you. Finally take the automatic floor to the left of the entrance to get to the Gym Leader. This Gym match is a two on two battle. The Gym Leader has a Lv42 Lunatone and a Lv42 Solrock. After the battle go to the house in the top left corner of the town to get HM08 Dive. Teach it to a Pokemon(like Tentacool).

viii. Up to the Eighth Gym
+++++
Mossdeep City

Heal your Pokemon and go to the South end of town. Go down the second staircase from the right that goes to the water. Surf straight down until the water gets dark then use Dive. Follow to path down until you reach a cave. Inside the cave you will see a submarine. Resurface and you will now be in the Seafloor Cavern (P on the map).

Seafloor Cavern

Go up and into the cave. Continue upwards using Strength to push the rocks. At the split go left. In this area, go left and use Rock Smash on the cracked rock. Next push the round rock down using Strength. Go right and push the next rock out of the way. Continue upward and into the upper left door. Push the first rock up once with Strength. Then go right and push the next rock up twice. Go left and push that Rock left once. Smash the cracked rock above you. Go up and push that rock up once. Smash the cracked rock to your left. Push the next rock left once and go into the door. Surf up then right, then right, then left. Surf up to the door and enter it. Push the rock on your right up once. You are now at a difficult rock puzzle:

```

|  --  |
|1 2 3 |
| 4 5 |-|
|   6 7|-|
|   8 9
--

```

Push Rock 8 left once. Push Rock 4 up once. Push Rock 2 up once. Push Rock 3 right twice. The path will now be clear. Continue upwards and into the next door. You will see another Rock Puzzle.

```

  _D_
|X  X|
|X1 2X|
| 345 |
|6   7|
| 89A |

```

Move Rock A and 8 up once. Move Rock 9 to the left once. Move Rock 4 up once. Move Rock 3 to the left and Rock 5 to the right. Move Rock 1 and 2 up once. Move Rock 4 left once and enter the door.

You will notice that you are in a foggy area. There is only one way to go so continue down the path. At the end you will see Kyogre/Groudon. Step on the square about 4 steps in front of it. This will start a chain of events leading to a battle with a Team Aqua/Magma member. Afterwards you will automatically leave the cave. You will notice that it is raining/sunny. For the next little while, all battles on the right side of the map will have Rain Dance/Sunny Day automatically turned on. Surf near the South end of Sootopolis City(F on the map). You can dive at this location and enter a cave. You will then resurface near the town. Surf straight up to get there.

Sootopolis City

You can't enter the gym yet. So heal and go talk to the people in the top right corner. Bring a Pokemon with Flash and lots of Ultra Balls. You will need them. Now enter the place they show you, the Cave of Origin(F on the map).

Cave of Origin

Go straight up and enter the door. Use Flash to light up the room. Go left from your starting point and follow the path. Go down the stairs. Go down to reach the next staircase. Continue to follow the path. After the next stairs go up. Pick up the next item, its HM07 Waterfall. Teach it to a Pokemon, but you won't need it for a while. Go down the next stairs to reach Kyogre/Groudon. Save before the battle, you only have ONE chance to catch it. Step in front of it to start the battle. Afterwards leave the cave and heal. Next stop, the 8th Gym.

Sootopolis City

The Gym is near the center of the town. Talk to the person standing in front of it and he will fly away. The objective of each puzzle is to crack all the ice, but if you step on one spot twice you fall through.

```

  _F_
|6 7 *|
|5 4 3|
|* 1 2|
--S--

```

For the first puzzle take 1 step up onto the ice, 1 step right, 1 step up, 2 steps left, 1 step up, 1 step right and finally step up onto the stairs that

appear.

```

      F
-----
|6 7 8 K J I H|
|5 * 9 A B C G|
|4 3 2 1 * E F|
-----S-----

```

For the next puzzle, take 1 step up onto the ice, 3 steps left, 2 steps up, 2 steps right, 1 step down, 3 step right, 1 step down, 1 step right, 2 steps up, 3 steps left and finally step on to the stairs that appear.

```

      F
-----
|V W Z 1 4 5 H G D C B|
|U X Y 2 3 * I F E * A|
|T S P O L K J 4 5 6 9|
|* R Q N M 1 2 3 * 7 8|
-----S-----

```

For the next puzzle, take 1 step up onto the ice, 2 steps right, 1 step up, 2 steps right, 1 step down, 1 step right, 3 steps up, 2 steps left, 1 step down, 1 step left, 1 step up, 1 step left, 2 steps down, 2 steps left, 1 step down, 1 step left, 1 step up, 1 step left, 1 step down, 1 step left, 1 step up, 1 step left, 2 steps up, 1 step right, 1 step down, 1 step right, 1 step up, 1 step right, 1 step down, 1 step right, 1 step up, 1 step right, and finally step on to the stairs that appear.

Now you can fight the Gym Leader or you can step onto the cracked ice and fall down to fight the trainers. When you step on the cracked ice you will fall down near a group of trainers. The trainer on the far right has a Lv41 Lombre. The trainer below her has a Lv36 Azurill, Lv38 Marill and a Lv40 Azumarill. The girl in middle has two Lv40 Wailmer. The girl on the left has Lv39 Carvanha, Lv39 Sharpedo and a Lv39 Wailmer. Go down the slope. The person in front of you has a Lv41 Azumarill. The next trainer has a Lv41 Seaking. Go down the slope. Another trainer will battle you. She has a Lv40 Goldeen. the last trainer has a Lv41 Luvdisc. Leave the Gym to heal, then go fight the Gym Leader. The Gym Leader has a Lv40 Luvdisc, Lv42 Whiscash, Lv40 Sealeo, Lv42 Seaking and Lv43 Milotic. After the battle heal your Pokemon. It's time to head for the Pokemon League!

ix. Up to the Elite Five and the Battle Tower
 ++++++

Sootopolis City, Route 128 and Ever Grande City1

Leave the town and Surf towards the South end of Ever Grande City(G on the map). Go up the waterfall using Waterfall, then go into the Pokemon Center. You need Surf, Strength, Flash, Rock Smash and Waterfall to pass through the next cave. When you are ready, leave the Pokemon Center and head for the cave, Victory Road(G on the map).

Victory Road

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From the start head straight up. Go up the stairs and across the bridge, continue on and go down the next ladder. Use Flash to light up the cave. Go right, down a bit then left. Push the boulder left and the next boulder right. Continue down the path that was previously blocked. Use Rock Smash on the cracked rock to continue on. Go up the stairs and across the bridge. At the split go down, you will eventually find another ladder going down. On the next floor head up to the pool of water. Surf all the way to the left and go up the waterfall. Continue to the left until you reach another waterfall. Go down it. Next head right and up the ladder. On the next floor go down. You will come to

some rocks blocking the path. Rock Smash the first cracked rock and push the first boulder down. Then Rock Smash the second cracked rock and continue on. On the next floor head up, across the bridge and then up again. Near the top a trainer will stop you for a battle. He can be tough if you aren't prepared. Afterwards continue on upwards and out of the cave.

Ever Grande City2

A short walk up and you will see a large building, the home of the Pokemon League(H on the map). Enter the building and heal your Pokemon. Afterwards go to the shop and buy as many Hyper Potions(2nd item, cost 1200), Revives(6th item, cost 1500) and Full Heal(5th item, cost 600) you can afford. Put all your HM Pokemon in the PC and take out your strongest Pokemon(if you have an open slot you may want to keep a Pokemon that knows Fly with you). You can go back to the cave if you need any more training, it's recommended that you be at least Lv50, Lv53 to be safe. Talk to the two people in front of the door in the middle. Save you game. Enter the door and prepare for battle with the Elite 4 and Champion.

Approximate stats given.

First Trainer, Dark type Pokemon

Lv46	Mightyena	Dark	HP 134	Att 102	Def 83	Spd 83	SpA 74	SpD 74
Lv48	Shiftry	Dark/Grass	HP 159	Att 115	Def 77	Spd 96	SpA 106	SpD 77
Lv46	Cacturne	Dark/Grass	HP 134	Att 125	Def 74	Spd 69	SpA 125	SpD 74
Lv48	Sharpedo	Dark/Water	HP 140	Att 135	Def 58	Spd 111	SpA 111	SpD 58
Lv49	Absol	Dark	HP 137	Att 147	Def 78	Spd 93	SpA 93	SpD 78

Second Trainer, Ghost type Pokemon

Lv48	Dusclops	Ghost	HP 111	Att 87	Def 144	Spd 43	SpA 77	SpD 144
Lv49	Banette	Ghost	HP 136	Att 132	Def 83	Spd 83	SpA 101	SpD 81
Lv50	Sableye	Ghost/Dark	HP 125	Att 95	Def 95	Spd 70	SpA 85	SpD 85
Lv49	Banette	Ghost	HP 136	Att 132	Def 83	Spd 83	SpA 101	SpD 81
Lv51	Dusclops	Ghost	HP 117	Att 92	Def 153	Spd 46	SpA 82	SpD 153

Third Trainer, Ice type Pokemon

Lv50	Glalie	Ice	HP 155	Att 100	Def 100	Spd 100	SpA 100	SpD 100
Lv52	Glalie	Ice	HP 161	Att 104	Def 104	Spd 104	SpA 104	SpD 104
Lv50	Sealeo	Ice/Water	HP 165	Att 80	Def 90	Spd 65	SpA 95	SpD 90
Lv52	Sealeo	Ice/Water	HP 171	Att 83	Def 93	Spd 67	SpA 99	SpD 93
Lv53	Walrein	Ice/Water	HP 196	Att 106	Def 116	Spd 90	SpA 122	SpD 116

Fourth Trainer, Dragon type Pokemon

Lv52	Shelgon	Dragon	HP 145	Att 119	Def 125	Spd 73	SpA 83	SpD 73
Lv54	Altaria	Dragon/Flying	HP 161	Att 97	Def 118	Spd 108	SpA 97	SpD 135
Lv53	Flygon	Dragon/Ground	HP 164	Att 127	Def 106	Spd 127	SpA 106	SpD 106
Lv53	Flygon	Dragon/Ground	HP 164	Att 127	Def 106	Spd 127	SpA 106	SpD 106
Lv55	Salamence	Dragon/Flying	HP 186	Att 170	Def 110	Spd 132	SpA 143	SpD 110

Fifth Trainer, Steel/Ground/Rock type Pokemon

Lv57	Skarmory	Steel/Flying	HP 158	Att 113	Def 182	Spd 102	SpA 68	SpD 102
Lv55	Claydol	Ground/Psychic	HP 148	Att 99	Def 137	Spd 104	SpA 99	SpD 154
Lv56	Aggron	Steel/Rock	HP 161	Att 145	Def 223	Spd 78	SpA 89	SpD 89
Lv56	Cradily	Rock/Grass	HP 179	Att 113	Def 131	Spd 70	SpA 113	SpD 142
Lv56	Armaldo	Rock/Bug	HP 167	Att 162	Def 134	Spd 72	SpA 100	SpD 111
Lv58	Metagross	Steel/Psychic	HP 178	Att 179	Def 173	Spd 104	SpA 133	SpD 127

After the battle there will be a small talking scene. Then your Rival walks in! Not a good thing. After you are done with him the professor will come talk to you. After all this your Pokemon are registered in the Hall of Fame and the

credits roll. After the credits, enter your game again. You will start inside your house. When you go downstairs a person will talk to you and give you an item. The item lets you take a ship to the Battle Tower. At this point you are free to do whatever you want. Happy training!

III. Side Quests

1. Sky Pillar(catching Rayquaza)
2. Safari Zone
3. Battle Tower
4. Fossils(catching Lileep or Anorith)
5. Sealed Chamber(catching Regirock, Regice and Registeel)

Sky Pillar

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Pacifidlog Town

This is the Side Quest to catch the Legendary Pokemon Rayquaza. It can not be done until after you defeat the Elite 4. First check to make sure you have the Mach Bike with you. You will need it. Go to Mauville City to switch bikes if you have the Acro Bike. To get to the Sky Pillar, first Fly to Pacifidlog Town. If you haven't been there yet, Surf there from Sootopolis City. When you get there, heal and make sure you have plenty of Ultra Balls, you may want some Repel also. Surf right from this town onto Route 131.

Route 131

Surf along the top side of this Route as you Surf Eastwards. You will come to a small hole in the wall, it can be difficult to spot. Surf upwards through the hole. You will see a cave opening. Enter it.

Sky Pillar- Cave

A very short cave. There are no wild Pokemon in here. Exit through the other side. Go up and you will see a large tower. Now entering the Sky Pillar(Q on the map)

Sky Pillar

You are currently on Floor 1. Go left, up and around. Go up the stairs to Floor 2. Now you need to get on your Mach Bike to run over the cracked floor. You need to be at least three spaces away to gain enough speed to run over the cracked floor. Also if you stop or hit a wall while on the cracked floor you will fall back down 1 floor. Changing directions will not cause you to fall through. Bike straight down, and hug the lower wall as you bike left. Next you have to zigzag a bit to avoid hitting the rocks as you bike upwards. Use the stairs to reach Floor 3. No cracked floor here. Just go down, right and around. Go up the stairs to Floor 4. Bike straight down but move to the right a bit. Remember that you need at least three spaces to accelerate fast enough to go over the cracked floor. Go straight down the middle, at the last second turn and go straight up. There will be four squares of cracked floor to the right of you. Fall down either of the middle two holes. You will fall down to Floor 3 in front of the blocked stairs. Go up the stairs to Floor 4. Go up the stairs on the left of you to go to Floor 5. No cracked floor here, once again just go down, right and around. Go up the stairs to reach the rooftop. Go up and you will see Rayquaza. It is a Lv70 Dragon/Flying Pokemon. It has the attacks Outrage, Fly, Extremespeed and Rest. Save your game in front of Rayquaza, like Kyogre/Groudon you only have ONE chance to catch it. If you fail, reset your game and try again. Afterwards you can Fly off the tower.

Safari Zone

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Slateport City

Before we can enter the Safari Zone we need to get the Pokeblock Case. Fly to Slateport City. Enter the red building in the top left corner of town. Talk to the small girl to the left. She will give you a Pokeblock Case. Exit the building and Fly to Lilycove City.

Lilycove City

Exit left onto Route 121.

Route 121

Continue to the left past the blue fence area. You will reach some small steps. Go up and you will come to a building. Enter it. Welcome to the Safari Zone! (R on the map)

Safari Zone Entrance

Go up and then left. The person behind the counter will stop you. There is an entrance fee of 500. Choose the top option to say yes and you will pay the 500. The person will then give you 30 Safari Balls. You will then enter the Safari Zone.

Safari Zone

The Safari Zone is divided into 4 sections. Top Left, Top Right, Bottom Left and Bottom Right. You need the Acro Bick to access the Top Right section. You get there by hopping across the White Rails. The Mach Bicycle is needed to access the Top Left section. You need it to go up the Mud ramp.

Pokemon by location:

Oddish- Top Left, Top Right, Bottom Left, Bottom Right

Gloom- Top Left, Top Right, Bottom Left, Bottom Right

Doduo- Top Left, Bottom Left, Bottom Right

Dodrio- Top Left

Pikachu- Bottom Left, Bottom Right

Wobbuffet- Bottom Left, Bottom Right

Natu- Top Right, Bottom Left, Bottom Right

Xatu- Top Right

Girafarig- Bottom Left, Bottom Right

Phanpy- Top Right

Pinsir- Top Left

Heracross- Top Right

Rhyhorn- Top Left

Psyduck- Top Left (Surf), Bottom Left (Surf)

Golduck- Top Left (Surf)

Magikarp- Top Left/Top Right (Old Rod, Good Rod)

Goldeen- Top Left/Top Right (Old Rod, Good Rod, Super Rod)

Seaking- Top Left/Top Right (Super Rod)

After the time runs out or you run out of Safari Balls, you have to leave.

Battle Tower

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Slateport City or Lilycove City

This Side Quest can not be done until after you defeat the Elite 4. Fly to either Slateport City or Lilycove City. Go to the ship port (top right in Slateport City, bottom left in Lilycove City). Talk to the green hair woman and choose the second option. Then choose the top option to confirm. You will shortly arrive at the Battle Tower (S on the map).

Battle Tower

This location has now been added to your Fly list. It's marked by a Red Square when you use Fly. Go up and enter the large Tower. The Battle Tower is a place where you can battle your team of 3 Lv50 or Lv100 Pokemon against 7 CPU opponents who have similar restrictions. The battles here are much tougher than most of the other battles in the game. Kyogre, Groudon and Rekkuza are banned. Jirachi and Deokishisu are probably also banned. You can not use more than one Pokemon of the same species or have two Pokemon with the same Held Item. You can not use any items inside the Battle Tower. Your Pokemon are automatically returned to full health after every battle. If you manage to defeat all 7 trainers, you will get a cool item. To start a battle talk to the person in the middle. Choose the top option to the first question. Next choose which level you wish to compete in. Select the three Pokemon you wish to enter. Keep in mind, the first Pokemon you choose will be the starter for all 7 trainers. So choose a Pokemon that can handle many different situations. Choose the top option to confirm your choices. Choose the top option to the next three choices to save your game. You will then be taken to your first opponent. Good Luck.

Fossils

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Lavaridge Town

This Side Quest can be done after you get the 4th Badge and the Go-Goggles. You will get either a Lileep or Anorith from this Side Quest. Go to Lavaridge Town. Exit right onto Route 112 and continue going until you reach Route 111.

Route 111

Go up until you reach the desert. Enter the desert and head for the top right corner. You will see two fossils laying on the floor. The Fossil on the left is the Root Fossil and will eventually turn into Lileep. The Fossil on the right is the Claw Fossil and will eventually turn into Anorith. After you choose one, the other disappears. Now go to Rustboro City.

Rustboro City

Enter the large building in the top left corner of town. Go right and up the stairs to the second floor. Talk to the scientist in the lower right corner. Choose the top option to his question. Go downstairs. You need to have an open spot in your team to receive the Pokemon. So go back to the Pokemon Centre if you have to. Then go back upstairs and talk to the scientist again to get your new Fossil Pokemon.

Sealed Chamber

+++++

Pacfidlog Town

This is the Side Quest to catch the Legendary Pokemon Regirock, Regice and Reisteel. For this we need two Special Pokemon, a Relicanth and a Wailord. We also need a Pokemon that knows Dig. If you have them, withdraw them from the PC. If not, we need to go catch them. To catch Relicanth, we need to go to

Sootopolis City.

Sootopolis City

Skip this part if you already have a Relicanth. Get a Pokemon that knows Surf, a Pokemon that knows Dive and any other Pokemon you need to help catch Relicanth. Surf to the south end of Sootopolis City and Dive underwater. Exit out the door.

Route 126- Underwater

Surf around in the grassy area. Relicanth is pretty rare. After you find one, catch it. Next we need a Wailord. Go to the surface of the water and Fly to Ever Grande City1.

Ever Grande City1

Skip this part if you already have a Wailord. There are two ways to get a Wailord, evolve a Wailmer or catch one. You can find Wailmer by fishing with the Super Rod on most Routes. Wailmer evolves at Lv40. If you want to go catch one, you find them on Route 129. Surf down the waterfall and head left onto Route 128. Finally go down onto Route 129. Wailord is very rare. It can take a while before you find one. Now lets go back to Pacfidlog Town.

Pacfidlog Town

Make sure you have Relicanth and Wailord in your team. Also take out your Pokemon that knows Dig, a Pokemon that knows Surf and a Pokemon that knows Dive. You may also want a Pokemon that knows Fly. Surf left onto Route 132. You will see a lot of currented water. Hug the bottom wall as you go left until you reach Route 134. You will be standing on an area of shallow water. Walk to the bottom left corner. Walk two spaces up and Surf left. You will see an place to dive. Dive in.

Route 134- Underwater

Surf downwards through the hole in the wall. Follow the path all the way to the bottom. You will see some writing on the wall. Stand infront of it use Dive to return to the surface. You are now in the Sealed Chamber(T on the map).

Sealed Chamber

Go to the very top of the room. You will see some writing on the wall. Stand infront of it and use Dig. A hole will appear in the wall. Go into it. Go to the top of the next room. You will see more writing on the top wall. Put Relicanth in Slot 1 of you team and put Wailord in the last slot. Press A on the writing on the wall. This will open the doors to the hideouts of Regirock, Regice and Registeel. Use Dig to leave the cave. Move down one space and use Dive. Lets start by hunting down Regirock. Fly to Lavaridge Town.

Lavaridge Town

You can deposit Relicanth and Wailord into the PC now. You won't need them anymore. Take out a Pokemon that knows Strength and head right onto Route 112. Keep going right until you reach Route 111. Continue on into desert. Travel to the South end of the desert. You will see a cave opening. Enter it. You are now in the Desert Ruins(U on the map)

Desert Ruins

Walk stright up until you are right infront of the writing on the wall. Walk two spaces right, then two spaces down. Have one of your Pokemon use Strength. A opening will appear in the top wall. Go through the door and you will see Regirock. It is a Lv40 Rock Pokemon. It has the attacks Curse, Superpower, Ancient Power and Rock Throw. Save your game in front of Regirock, remember you only have ONE chance to catch it. If you fail, reset your game and try again. Afterwards, leave the cave and fly to Dewford Town.

Dewford Town

 Make sure you have a Pokemon with Surf and walk north, out of Dewford Town onto Route 106. Without Surfing walk as far top left as you can. Surf straight left, until you reach the wall. Then Surf straight up onto Route 105. Keep going until you see some trees. Walk onto that island. From that island head left all the way to the wall. Finally Surf straight up until you see a cave opening that looks just like Regirock's cave. Enter it. You are now in the Island Cave(V on the map)

Island Cave

 Walk staight up and press A to read the writing on the wall. Press A again. Now all you have to do is wait. Do not push any buttons at all. After a minute or so, a door will automatically open in the wall. Go through the door and you will see Regice. It is a Lv40 Ice Pokemon. It has the attacks Curse, Superpower, Ancient Power and Icy Wind. Save your game in front of Regice, remember you only have ONE chance to catch it. If you fail, reset your game and try again. Only Registeel remains, leave the cave and Fly to Fortree City.

Fortree City

 You must take a Pokemon that knows Fly with you. Leave town to the East. Continue down the Route until you get the bridge after the place which is raining. Go left across the bridge and head down. Go up the stairs on the left, then up through the patch of tall grass. You will see another cave that looks just like Regirock and Regice's caves. You are now in the Ancient Tomb(W on the map)

Ancient Tomb

 Walk straight up and stand in front of the writing on the wall. Then walk down four space. Have a Pokemon use Fly. A door will appear in the top wall. Go through the door and you will see Registeel. It is a Lv40 Steel Pokemon. It has the attacks Curse, Superpower, Ancient Power and Metal Claw. Save your game in front of Regsteel, remember you only have ONE chance to catch it. If you fail, reset your game and try again. Afterwards exit the cave and you're done. You now have Regirock, Regice and Registeel in your possession.

IV. Type Affinity

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      E      F
      l      i      P
N     e     g P G F s      D
o   W c G   h o r l y     G r   S
r F a t r   t i o y c   R h a D t
m i t r a I i s u i h B o o g a e
a r e i s c n o n n i u c s o r e
l e r c s e g n d g c g k t n k l
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Normal | | | | | | | | | | | | |X|*| | |X|
Fire   | |X|X| |O|O| | | | | |O|X| |X| |O|

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Water			0		X				0				0				X					
Electric				0		X		X					*		0				X			
Grass			X		0		X		0		X		0		X		X		X			
Ice			X		X		0		X				0		0				0		X	
Fighting	0					0		X		X		X		X		0		*		0		0
Poison						0		X		X				X		X			*			
Ground			0		0		X			0			*		X		0				0	
Flying					X		0		0					0		X				X		
Psychic								0		0			X						*		X	
Bug			X			0		X		X		X		0			X		0		X	
Rock			0				0		X		X		0		0					X		
Ghost		*												0			0			X		X
Dragon																			0		X	
Dark								X					0			0			X		X	
Steel			X		X		X		0							0					X	

Attacking type is listed on the left.

Defending type is listed on top.

0- Super Effective. Attack will do 2x normal damage.

X- Resistant. Attack will do 0.5x normal damage.

*- Immune. Attack will do nothing, not even damage.

There are no new types.

V. Trainer Eye

These are the 69 trainers that you can get in your Trainer Eye. There is a rumor going around about a 70th trainer. This rumor has proven to be false. There are only 69 different trainers in total.

Note: This section is still in Japanese

1. Aroma Gal

Location: Route 118

2. Archeologist

Location: Route 111

3. Floater Girl

Location: Route 109

4. Floater Boy

Location: Route 109

5. Beach Siblings

Location: Route 124

6. Cool Trainer(f)

Location: Route 111

7. Cool Trainer(m)

Location: Route 111

8. Occultist

Location: Mt. Pyre

9. Lady Cindy

Location: Route 104

10. Beauty Jessica

Location: Route 121

11. Rich Boy Winston

Location: Route 104

12. PokeManiac Steve

Location: Route 114

13. Swimmer(m) Tony

Location: Route 107

14. Blackbelt Nob

Location: Route 115

15. Guitarist Dalton

Location: Route 118

16. Kindler Bernie

Location: Route 114

17. Camping Boy

Location: Mt. Chimney

18. Anniversary

Location: Meteor Falls

19. Bug Maniac

Location: Route 120

20. Psychic(m)

Location: Route 123

21. Psychic(f)

Location: Route 123

22. Gentleman

Location: Route 121

23. School Kid Karen

Location: Route 116

24. Student(m)

Location: Route 116

25. Senior and Junior

Location: Route 117

26. Fan Club(f)

Location: Route 110

27. Fan Club(m)

Location: Route 103

28. Master(m)

Location: Route 115

29. Master(f)

Location: Mt. Chimney

30. Youngster

Location: Route 102

31. Fisherman

Location: Route 106

32. (Bike)Triathlete(f)

Location: Route 110

33. (Bike)Triathlete(m)

Location: Route 110

34. (Swimmer)Triathlete(m)

Location: Route 128

35. (Swimmer)Triathlete(f)

Location: Route 128

36. (Runner)Triathlete(f)

Location: Route 117

37. (Runner)Triathlete(m)

Location: Route 117

38. Dragon Tamer

Location: Meteor Falls

39. Bird Keeper

Location: Route 120

40. Ninja

Location: Route 113

41. Battle Girl

Location: Route 115

42. Parasol Gal

Location: Route 113

43. Swimmer(f)

Location: Route 124

44. Picnic Girl

Location: Mt. Chimney

45. Twins

Location: Route 103

46. Sailor

Location: Route 125

47. Pokemon Collector

Location: Route 110

48. Pokemon Breeder(f)

Location: Route 117

49. Pokemon Breeder(m)

Location: Route 117

50. Pokemon Ranger(f)

Location: Route 119

51. Pokemon Ranger (m)

Location: Route 119

52. Lass

Location: Route 104

53. Bug Catcher

Location: Petalburg Woods

54. Hiker

Location: Route 112

55. Loving Couple

Location: Abandoned Ship

56. Pokemon Trainer

Location: Victory Road

57. Gym Leader (1)

Location: Rustboro City

58. Gym Leader (2)

Location: Dewford Town

59. Gym Leader (3)

Location: Mauville City

60. Gym Leader (4)

Location: Lavaridge Town

61. Gym Leader (5)

Location: Petalburg City

62. Gym Leader (6)

Location: Fortree City

63. Gym Leader (7)

Location: Mossdeep City

64. Gym Leader (8)

Location: Sootopolis City

65. Elite Four (1)

Location: Ever Grande City

66. Elite Four (2)

Location: Ever Grande City

67. Elite Four (3)

Location: Ever Grande City

68. Elite Four (4)

Location: Ever Grande City

69. Champion

Location: Ever Grande City

VI. Experience Chart

Lvl	600000 Erratic	800000 Fast	1000000 Mid-Fast	1059860 Mid-Slow	1250000 Slow	1640000 Fluctuating
2	15	6	8	9	10	4
3	52	21	27	57	33	13
4	122	51	64	96	80	32
5	237	100	125	135	156	65
6	406	172	216	179	270	112
7	637	274	343	236	428	178
8	942	409	512	314	640	276
9	1326	583	729	419	911	393
10	1800	800	1000	560	1250	540
11	2369	1064	1331	742	1663	745
12	3041	1328	1728	973	2160	967
13	3822	1757	2197	1261	2746	1230
14	4719	2195	2744	1612	3430	1591
15	5737	2700	3375	2035	4218	1957
16	6881	3276	4096	2535	5120	2457
17	8155	3930	4913	3120	6141	3046
18	9564	4665	5832	3798	7290	3732
19	11111	5487	6859	4575	8573	4526
20	12800	6400	8000	5460	10000	5440
21	14632	7408	9261	6458	11576	6482
22	16610	8518	10648	7577	13310	7666
23	18737	9733	12167	8825	15208	9003
24	21012	11059	13824	10208	17280	10506
25	23437	12500	15625	11735	19531	12187
26	26012	14060	17576	13411	21970	14060
27	28737	15746	19683	15244	24603	16140
28	31610	17561	21952	17242	27440	18438
29	34632	19511	24389	19411	30486	20974
30	37800	21600	27000	21760	33750	23760
31	41111	23832	29791	24294	37238	26811
32	44564	26214	32768	27021	40960	30146
33	48155	28749	35937	29949	44921	33780
34	51881	31443	39304	33084	49130	37731
35	55737	34300	42875	36435	53593	42017
36	59719	37324	46656	40007	58320	46656
37	63822	40522	50653	43808	63316	50653
38	68041	43897	54872	47846	68590	55969
39	72369	47455	59319	52127	74148	60505
40	76800	51200	64000	56660	80000	66560
41	81326	55136	68921	61450	86151	71677
42	85942	59270	74088	66505	92610	78533
43	90637	63605	79507	71833	99383	84277
44	95406	68147	85184	77440	106480	91998
45	100273	72900	91125	83335	113906	98415
46	105122	77868	97336	89523	121670	107069
47	110052	83058	103823	96012	129778	114205
48	115015	88473	110592	102810	138240	123863
49	120001	94119	117649	109923	147061	131766
50	125000	100000	125000	117360	156250	142500
51	131324	106120	131651	125126	165813	151222
52	137795	112486	140608	133229	175760	163105
53	144410	119101	148877	141677	186096	172697
54	151165	125971	157464	150476	196830	185807
55	158056	133100	166375	159635	207968	196322
56	165079	140492	175616	169159	219520	210739
57	172229	148154	185193	179056	231491	222231

58	179503	156089	195112	189334	243890	238036
59	186894	164303	205379	199999	256723	250562
60	194400	172800	216000	211060	270000	267840
61	202013	181584	226981	222522	283726	281456
62	209728	190662	238328	234393	297910	300293
63	217540	200037	250047	246681	312558	315059
64	225443	209715	262144	259392	327680	335544
65	233431	219700	274625	272535	343281	351520
66	241496	229996	287496	286115	359370	373744
67	249633	240610	300763	300140	375953	390991
68	257834	251545	314432	314618	393040	415050
69	267406	262807	328509	329555	410636	433631
70	276458	274400	343000	344960	428750	459620
71	286328	286328	357911	360838	447388	479600
72	296328	298598	373248	377197	466560	507617
73	305767	311213	389017	394045	486271	529063
74	316074	324179	405224	411388	506530	559209
75	326531	337500	421875	429235	527343	582187
76	336255	351180	438976	447591	548720	614566
77	346965	365226	456533	466464	570666	639146
78	357812	379641	474552	485862	593190	673863
79	367807	394431	493039	505791	616298	700115
80	378880	409600	512000	526260	640000	737280
81	390077	425152	531441	547274	664301	765275
82	400293	441094	551368	568841	689210	804997
83	411686	457429	571787	590969	714733	834809
84	423190	474163	592704	613664	740880	877201
85	433572	491300	614125	636935	767656	908905
86	445239	508844	636056	660787	795070	954084
87	457001	526802	658503	685228	823128	987754
88	467489	545177	681472	710266	851840	1035837
89	479378	563975	704969	735907	881211	1071552
90	491346	583200	729000	762160	911250	1122660
91	501878	602856	753571	789030	941963	1160499
92	513934	622950	778688	816525	973360	1214753
93	526049	643485	804357	844653	1005446	1254796
94	536557	664467	830584	873420	1038230	1312322
95	548720	685900	857375	902835	1071718	1354652
96	560922	707788	884736	932903	1105920	1415577
97	571333	730138	912673	963632	1140841	1460276
98	583539	752953	941192	995030	1176490	1524731
99	591882	776239	970299	1027103	1212873	1571884
100	600000	800000	1000000	1059860	1250000	1640000

VII. Egg Groups

1 Monster

Monster Group Only:

Aron, Lairon, Aggron

Also in Water 1 Group:

Mudkip, Marshtomp, Swampert

Also in Ground Group:

Whismer, Loudred, Exploud, Rhyhorn, Rhydon

Also in Plant Group:

Tropius

Also in Dragon Group:

Treecko, Grovyle, Sceptile

2 Water 1

Water 1 Group Only:

Clamperl, Huntail, Gorebyss

Also in Monster Group:

Mudkip, Marshtomp, Swampert

Also in Bug Group:

Surskit, Masquerain

Also in Flying Group:

Wingull, Pelipper

Also in Ground Group:

Spheal, Sealeo, Walrein, Psyduck, Golduck

Also in Fairy Group:

Marill, Azumarill

Also in Plant Group:

Lotad, Lombre, Ludicolo

Also in Water 3 Group:

Corphish, Crawdaunt, Corsola

Also in Water 2 Group:

Relicanth

Also in Dragon Group:

Feebas, Milotic, Horsea, Seadra, Kingdra

3 Bug

Bug Group Only:

Wurmple, Silcoon, Beautifly, Cascoon, Dustox, Nincada, Ninjask, Trapinch, Vibrava, Flygon, Pinsir, Heracross

Also in Water 1 Group:

Surskit, Masquerain

Also in Humanshape Group:

Volbeat, Illumise

4 Flying

Flying Group Only:

Tailow, Swellow, Zubat, Golbat, Crobat, Doduo, Dodrio, Skarmory, Natu, Xatu

Also in Water 1 Group:

Wingull, Pelipper

Also in Dragon Group:

Swablu, Altaria

5 Ground

Ground Group Only:

Torchic, Combusken, Blaziken, Poochyena, Mightyena, Zigzagoon, Linoone, Slakoth, Vigoroth, Slaking, Electrike, Manectric, Numel, Camerupt, Torkoal, Spink, Grumpig, Sandshrew, Sandslash, Zangoose, Kecleon, Absol, Vulpix, Ninetales, Girafarig, Phanpy, Donphan

Also in Monster Group:

Whismer, Loudred, Exploud, Rhyhorn, Rhydon

Also in Water 1 Group:

Spheal, Sealeo, Walrein, Psyduck, Golduck

Also in Fairy Group:

Skitty, Delcatty, Mawile, Pikachu, Raichu

Also in Plant Group:

Seedot, Nuzleaf, Shiftry

Also in Humanshape Group:

Spinda

Also in Water 2 Group:

Wailmer, Wailord

Also in Dragon Group:

Seviper

6 Fairy

Fairy Group Only:

Plusle, Minun, Jigglypuff, Wigglytuff

Also in Water 1 Group:

Marill, Azumarill

Also in Ground Group:

Skitty, Delcatty, Mawile, Pikachu, Raichu

Also in Plant Group:

Shroomish, Breloom, Roselia

Also in Mineral Group:

Snorunt, Glalie

Also in Indeterminate:

Castform

7 Plant

Plant Group Only:

Oddish, Gloom, Vileplume, Bellossom

Also in Monster Group:

Tropius

Also in Water 1 Group:

Lotad, Lombre, Ludicolo

Also in Ground Group:

Seedot, Nuzleaf, Shiftry

Also in Fairy Group:
Shroomish, Breloom, Roselia

Also in Humanshape Group:
Cacnea, Cacturne

8 Humanshape

Humanshape Group Only:
Abra, Kadabra, Alakazam, Makuhita, Hariyama, Sableye, Machop, Machoke, Machop, Machop, Meditite, Medicham

Also in Bug Group:
Volbeat, Illumise

Also in Ground Group:
Spinda

Also in Plant Group:
Cacnea, Cacturne

9 Water 3

Water 3 Group Only:
Tentacool, Tentacruel, Lileep, Cradily, Anorith, Armaldo, Staryu, Starmie

Also in Water 1 Group:
Corphish, Crawdaunt, Corsola

10 Mineral

Mineral Group Only:
Shedinja, Geodude, Graveler, Golem, Nosepass, Magnemite, Magnetron, Voltorb, Electrode, Lunatone, Solrock, Baltoy, Claydol, Beldum, Metang, Metagross

Also in Fairy Group:
Snorunt, Glalie

11 Indeterminate

Indeterminate Group Only:
Ralts, Kirlia, Gardevoir, Gulpin, Swalot, Slugma, Magcargo, Grimer, Muk, Koffing, Weezing, Shuppet, Banette, Duskull, Dusclops, Chimecho, Wobbuffet

Also in Fairy Group:
Castform

12 Water 2

Water 2 Group Only:
Goldeen, Seaking, Carvanha, Sharpedo, Barboach, Whiscash, Chinchou, Lanturn, Luvdisc

Also in Water 1 Group:
Relicanth

Also in Ground Group:
Wailmer, Wailord

Also in Dragon Group:

Magikarp, Gyarados

13 Dragon

Dragon Group Only:

Bagon, Shelgon, Salamence

Also in Monster Group:

Treecko, Grovyle, Sceptile

Also in Water 1 Group:

Feebas, Milotic, Horsea, Seadra, Kingdra

Also in Flying Group:

Swablu, Altaria

Also in Ground Group:

Seviper

Also in Water 2 Group:

Magikarp, Gyarados

14 No EGGs

No EGGs Group Only:

Azurill, Igglybuff, Pichu, Wynaut, Regirock, Regice, Registeel, Latias, Latios,
Kyogre, Groudon, Rayquaza, Jirachi, Deoxys

VIII. Shop list

Oldale Town(Before you get the Pokedex)

Potion	300
Antidote	100
Parlyz Heal	200
Awakening	250

Oldale Town

PokeBall	200
Potion	300
Antidote	100
Parlyz Heal	200
Awakening	250

Petalburg City(Before you get 4 Badges)

PokeBall	200
Potion	300
Antidote	100
Parlyz Heal	200
Awakening	250
Escape Rope	550
Repel	350
X Speed	350
X Attack	500
X Defend	550
Orange Mail	50

Petalburg City

PokeBall 200
Great Ball 600
Potion 300
Super Potion 700
Antidote 100
Parlyz Heal 200
Awakening 250
Escape Rope 550
Repel 350
X Speed 350
X Attack 500
X Defend 550
Orange Mail 50

Route 104- Flower Shop

Red Plant 3000
Tropical Plant 3000
Pretty Flowers 3000
Colorful Plant 5000
Big Plant 5000
Gorgeous Plant 5000

Rustboro City

PokeBall 200
Potion 300
Super Potion 700
Antidote 100
Parlyz Heal 200
Escape Rope 550
Repel 350
X Speed 350
X Attack 500
X Defend 550

Slateport City

PokeBall 200
Great Ball 600
Potion 300
Super Potion 700
Antidote 100
Parlyz Heal 200
Escape Rope 550
Repel 350
Harbor Mail 50 *This is the mail you need for the Coin Case*

Slateport City- Market Bottom Left

Azurill Doll 3000
Marill Doll 3000
Skitty Doll 3000

Slateport City- Market Right

TM10 3000 Hidden Power
TM43 3000 Secret Power

Slateport City- Market Middle Left

Protein 9800
Iron 9800
Carbos 9800
Zinc 9800
Calcium 9800
HP Up 9800

Slateport City- Market Top Left

Red Brick 500
Yellow Brick 500
Blue Brick 500
Red Balloon 500
Blue Balloon 500
Yellow Balloon 500
C Low Note Mat 500
D Note Mat 500
E Note Mat 500
F Note Mat 500
G Note Mat 500
A Note Mat 500
B Note Mat 500
C High Note Mat 500

Mauville City

PokeBall 200
Great Ball 600
Super Potion 700
Antidote 100
Parlyz Heal 200
Awakening 250
X Speed 350
X Attack 500
X Defend 550
Guard Spec. 700
Dire Hit 650
X Accuracy 950

Mauville City- Casino Left

50 Coins 1000
500 Coins 10000

Mauville City- Casino Middle

TM32 30000(1500Coins) Double Team
TM29 70000(3500Coins) Psychic
TM35 80000(4000Coins) Flamethrower
TM24 80000(4000Coins) Thunderbolt
TM13 80000(4000Coins) Ice Beam

Mauville City- Casino Middle

Treecko Doll 20000(1000Coins)
Torchic Doll 20000(1000Coins)
Mudkip Doll 20000(1000Coins)

Verdanturf Town

Great Ball	600
Nest Ball	1000
Super Potion	700
Antidote	100
Parlyz Heal	200
Awakening	250
Burn Heal	250
Ice Heal	250
Repel	350
X Special	350
Fluffy Tail	1000

Fallarbor Town

Great Ball	600
Super Potion	700
Antidote	100
Parlyz Heal	200
Escape Rope	550
Super Repel	500
X Special	350
X Speed	350
X Attack	500
X Defend	550
Dire Hit	650
Guard Spec.	700

Lavaridge Town

Great Ball	600
Super Potion	700
Antidote	100
Parlyz Heal	200
Awakening	250
Burn Heal	250
Revive	1500
Super Repel	500
X Speed	350

Fortree City

Great Ball	600
Ultra Ball	1200
Super Potion	700
Hyper Potion	1200
Antidote	100
Parlyz Heal	200
Awakening	250
Revive	1500
Super Repel	500
Wood Mail	50

Fortree City- Decoration Shop Left

Small Desk	3000
Pokemon Desk	3000
Heavy Desk	6000

Ragged Desk	6000
Comfort Desk	6000
Brick Desk	9000
Camp Desk	9000
Hard Desk	9000

Fortree City- Decoration Shop Right

Small Chair	2000
Pokemon Chair	2000
Heavy Chair	2000
Ragged Chair	2000
Comfort Chair	2000
Brick Chair	2000
Camp Chair	2000
Hard Chair	2000

Lilycove City-F2 Right Shop

Potion	300
Super Potion	700
Hyper Potion	1200
Max Potion	2500
Revive	1500
Repel	350
Super Repel	500
Max Repel	700
Wave Mail	50
Mech Mail	50

Lilycove City-F2 Left Shop

PokeBall	200
Great Ball	600
Ultra Ball	1200
Escape Rope	550
Full Heal	600
Antidote	100
Parlyz Heal	200
Burn Heal	250
Ice Heal	250
Awakening	250
Fluffy Tail	1000

Lilycove City-F3 Right Shop

X Speed	350
X Special	350
X Attack	500
X Defend	550
Dire Hit	650
Guard Spec.	700
X Accuracy	950

Lilycove City-F3 Left Shop

Protein	9800
Calcium	9800
Iron	9800
Zinc	9800

Carbos 9800
HP Up 9800

Lilycove City-F4 Right Shop

TM17 3000 Protect
TM20 3000 Safeguard
TM33 3000 Reflect
TM16 3000 Light Screen

Lilycove City-F4 Left Shop

TM38 5500 Fire Blast
TM25 5500 Thunder
TM14 5500 Blizzard
TM15 7500 Hyper Beam

Lilycove City-F5 Far Right Shop

Surf Mat 4000
Thunder Mat 4000
Fire Blast Mat 4000
Powder Snow Mat 4000
Attract Mat 4000
Fissure Mat 4000
Spikes Mat 4000
Glitter Mat 2000
Jump Mat 2000
Spin Mat 2000

Lilycove City-F5 Right Shop

Ball Poster 1000
Green Poster 1000
Red Poster 1000
Blue Poster 1000
Cute Poster 1000
Pika Poster 1500
Long Poster 1500
Sea Poster 1500
Sky Poster 1500

Lilycove City-F5 Left Shop

Pika Cushion 2000
Round Cushion 2000
Zigzag Cushion 2000
Spin Cushion 2000
Diamond Cushion 2000
Ball Cushion 2000
Grass Cushion 2000
Fire Cushion 2000
Water Cushion 2000

Lilycove City-F5 Far Left Shop

Pichu Doll 3000
Pikachu Doll 3000
Marill Doll 3000

Jigglypuff Doll 3000
Duskull Doll 3000
Wynaut Doll 3000
Baltoy Doll 3000
Kecleon Doll 3000
Azurill Doll 3000
Skitty Doll 3000
Swablu Doll 3000
Gulpin Doll 3000

Lilycove City-F6 Vending Machines

Fresh Water 200
Soda Pop 300
Lemonade 350

Mossdeep City

Ultra Ball 1200
Net Ball 1000
Dive Ball 1000
Hyper Potion 1200
Full Heal 600
Revive 1500
Max Repel 700
X Attack 500
X Defend 550

Sootopolis City

Ultra Ball 1200
Hyper Potion 1200
Max Potion 2500
Full Heal 600
Revive 1500
Max Repel 700
X Attack 500
X Defend 550
Shadow Mail 50

Ever Grande City

Ultra Ball 1200
Hyper Potion 1200
Max Potion 2500
Full Restore 3000
Full Heal 600
Revive 1500
Max Repel 700

IX. New Attacks

Blast Burn, Hydro Cannon, Hard Plant and Volt Tackle are not learned by any known Pokemon through any known means. All known Pokemon that learn Icicle Spear, learn it as an Egg Move.

Fake Out
Power: 40
Type: Normal

Accuracy: 100%

PP: 10

Effects: Always goes first. Causes the opponent Pokemon to Flinch. This attack can only be used on the first turn your Pokemon is out.

Uproar

Power: 50

Type: Normal

Accuracy: 100%

PP: 10

Effects: Your Pokemon will not fall asleep for 2-5 turns.

Stockpile

Power: ---

Type: Normal

Accuracy: 100%

PP: 10

Effects: Your Pokemon will store up 1 level of energy. Can be used to store a maximum of 3 levels of energy.

Spit Up

Power: 100

Type: Normal

Accuracy: 100%

PP: 10

Effects: Releases all energy that was stored through the attack "Stockpile". Does damage based on the amount of energy released.

Swallow

Power: ---

Type: Normal

Accuracy: 100%

PP: 10

Effects: Releases all energy that was stored through the attack "Stockpile". Your Pokemon heal an amount of HP based on the amount of energy released.

Heat Wave

Power: 100

Type: Fire

Accuracy: 90%

PP: 10

Effects: Small chance of Burning the opponent Pokemon.

Hail (TM07)

Power: ---

Type: Ice

Accuracy: 100%

PP: 10

Effects: All non-ice type Pokemon will lose 12.5% of their HP every turn for the next 5 turns. Hail counts as a Weather Status. It will replace any other Weather Status currently active.

Torment (TM41)

Power: ---

Type: Dark

Accuracy: 100%

PP: 15

Effects: The opponent Pokemon can not use the same attack twice in a row.

Flatter

Power: ---

Type: Dark

Accuracy: 100%

PP: 15

Effects: Confuses the opponent Pokemon and raises their Special Attack by 2 levels.

Will-O-Wisp

Power: ---

Type: Fire

Accuracy: 75%

PP: 15

Effects: Burns the opponent Pokemon.

Memento

Power: ---

Type: Dark

Accuracy: 100%

PP: 10

Effects: Your Pokemon faints and the opponent Pokemon's Attack and Special Attack are lowered by 2 levels.

Facade (TM42)

Power: 70

Type: Normal

Accuracy: 100%

PP: 20

Effects: If your Pokemon is Poisoned, Paralyzed or Burned, this attack does more damage.

Focus Punch (TM01)

Power: 150

Type: Fighting

Accuracy: 100%

PP: 20

Effects: Always goes last. If the opponent Pokemon damages your Pokemon with an attack the same turn you use Focus Punch, the attack fails.

Smellingsalt

Power: 60

Type: Normal

Accuracy: 100%

PP: 10

Effects: If the opponent Pokemon is Paralyzed, this attack does more damage then heals the opponent of Paralysis.

Follow Me

Power: ---

Type: Normal

Accuracy: 100%

PP: 20

Effects: Your Pokemon will absorb attacks for your partner.

Nature Power

Power: ---

Type: Normal

Accuracy: 95%

PP: 20

Effects: The actual attack changes based on the location of the battle.

Charge

Power: ---

Type: Electric

Accuracy: 100%

PP: 20

Effects: The next Electric attack your Pokemon uses does extra damage.

Taunt (TM12)

Power: ---

Type: Dark

Accuracy: 100%

PP: 20

Effects: The opponent Pokemon can only use attacks that do damage.

Helping Hand

Power: ---

Type: Normal

Accuracy: 100%

PP: 20

Effects: Only works in 2 on 2 battles. Always goes first and increases the power of your partners attack.

Trick

Power: ---

Type: Psychic

Accuracy: 100%

PP: 10

Effects: Your Pokemon switches Held Items with the opponent Pokemon.

Role Play

Power: ---

Type: Psychic

Accuracy: 100%

PP: 10

Effects: Your Pokemon copies the characteristic of the opponent Pokemon.

Wish

Power: ---

Type: Normal

Accuracy: 100%

PP: 10

Effects: After your next turn, your current Pokemon regains 50% of it's total HP. Still works after switching.

Assist

Power: ---

Type: Normal

Accuracy: 100%

PP: 20

Effects: A attack is chosen at random from the movesets of all the other Pokemon in your team. Your Pokemon uses the choosen attack.

Ingrain

Power: ---

Type: Grass

Accuracy: 100%

PP: 20

Effects: Your Pokemon can no longer switch out, but it regains 1/16th of its

Max HP every turn.

Superpower

Power: 120

Type: Fighting

Accuracy: 100%

PP: 5

Effects: Lowers your Pokemon's Attack and Defense.

Magic Coat

Power: ---

Type: Psychic

Accuracy: 100%

PP: 15

Effects: Always goes first. Reflects Special Effects done by attacks.

Recycle

Power: ---

Type: Normal

Accuracy: 100%

PP: 10

Effects: Your Pokemon regains their Held Item.

Revenge

Power: 60

Type: Fighting

Accuracy: 100%

PP: 10

Effects: Always goes last. If the opponent Pokemon damages your Pokemon with an attack the same turn you use Revenge, the attack does double damage.

Brick Break (TM31)

Power: 75

Type: Fighting

Accuracy: 100%

PP: 15

Effects: Removes Reflect, Light Screen from the opponent Pokemon.

Yawn

Power: ---

Type: Normal

Accuracy: 100%

PP: 10

Effects: After one turn, the opponent Pokemon falls asleep unless they Switch out.

Knock Off

Power: 20

Type: Dark

Accuracy: 100%

PP: 20

Effects: The opponent Pokemon loses its held item.

Endeavor

Power: ---

Type: Normal

Accuracy: 100%

PP: 5

Effects: Reduces opponents HP the same level as your Pokemon.

Eruption

Power: 150

Type: Fire

Accuracy: 100%

PP: 5

Effects: As your Pokemon's HP decreases so does Eruption's power.

Skill Swap(TM48)

Power: ---

Type: Psychic

Accuracy: 100%

PP: 10

Effects: Your Pokemon switches characteristics with the opponent Pokemon.

Imprison

Power: ---

Type: Psychic

Accuracy: 100%

PP: 10

Effects: The opponent Pokemon can not use any attacks that your Pokemon currently knows.

Refresh

Power: ---

Type: Normal

Accuracy: 100%

PP: 20

Effects: Removes Burn, Freeze and Paralysis statuses from your Pokemon.

Grudge

Power: ---

Type: Ghost

Accuracy: 100%

PP: 5

Effects: If the opponent Pokemon uses an attack to knock out your Pokemon, the PP of that attack drops to 0.

Snatch (TM49)

Power: ---

Type: Dark

Accuracy: 100%

PP: 10

Effects: Always goes first. Cancels the opponent's attack and your Pokemon uses the attack the opponent was going to use. This attack only works once. You must switch out before you can use it again.

Secret Power (TM43)

Power: 70

Type: Normal

Accuracy: 100%

PP: 20

Effects: This attack has a different special effect depending on the location of the battle.

Dive (HM08)

Power: 60

Type: Water

Accuracy: 100%

PP: 10

Effects: Your Pokemon charges for one turn and attacks on the second. It cannot be hit by most attacks while it is charging.

Arm Thrust

Power: 15

Type: Fighting

Accuracy: 100%

PP: 20

Effects: Hits the opponent Pokemon 2-5 times.

Camouflage

Power: ---

Type: Normal

Accuracy: 100%

PP: 20

Effects: Your Pokemon's type changes depending on the location of the battle.

Tail Glow

Power: ---

Type: Bug

Accuracy: 100%

PP: 20

Effects: Your Pokemon's Special Attack goes up 2 levels.

Luster Purge

Power: 70

Type: Psychic

Accuracy: 100%

PP: 5

Effect: High chance of lowering the opponent Pokemon's Special Defense.

Mist Ball

Power: 70

Type: Psychic

Accuracy: 100%

PP: 5

Effect: High chance of lowering the opponent Pokemon's Special Attack.

Featherdance

Power: ---

Type: Flying

Accuracy: 100%

PP: 15

Effects: Lowers the opponent Pokemon's Attack by 2 levels.

Teeter Dance

Power: ---

Type: Normal

Accuracy: 100%

PP: 20

Effects: Confuses the opponent Pokemon and your partner Pokemon.

Blaze Kick

Power: 85

Type: Fire

Accuracy: 90%

PP: 10

Effects: Higher than normal Critical Hit Rate. Small chance of burning the opponent Pokemon.

Mud Sport

Power: ---

Type: Ground

Accuracy: 100%

PP: 15

Effects: Electric attacks deal 50% less damage to your Pokemon.

Ice Ball

Power: 30

Type: Ice

Accuracy: 90%

PP: 20

Effects: Your Pokemon uses this attack for 5 turns or until you miss. The power doubles after every use.

Needle Arm

Power: 60

Type: Grass

Accuracy: 100%

PP: 15

Effect: Does double damage to opponents who have used Minimize. Good chance of Flinching the opponent Pokemon.

Slack Off

Power: ---

Type: Normal

Accuracy: 100

PP: 10

Effects: Your Pokemon heals 50% of its Max HP.

Hyper Voice

Power: 90

Type: Normal

Accuracy: 100%

PP: 10

Effects: None.

Poison Fang

Power: 50

Type: Poison

Accuracy: 100%

PP: 15

Effects: Good chance of badly poisoning the opponent Pokemon.

Crush Claw

Power: 75

Type: Normal

Accuracy: 95%

PP: 10

Effects: High chance of lowering the opponent Pokemon's Defense.

Blast Burn

Power: 150

Type: Fire

Accuracy: 90%

PP: 5

Effects: If the attack works, your Pokemon must recharge during the next turn.

Hydro Cannon

Power: 150

Type: Water

Accuracy: 90%

PP: 5

Effects: If the attack works, your Pokemon must recharge during the next turn.

Meteor Mash

Power: 100

Type: Steel

Accuracy: 85%

PP: 10

Effects: Small chance of increasing your Pokemon's Attack.

Astonish

Power: 30

Type: Ghost

Accuracy: 100%

PP: 15

Effects: Does double damage to opponents who have used Minimize. Good chance of Flinching the opponent Pokemon.

Weather Ball

Power: 50

Type: Normal

Accuracy: 100%

PP: 10

Effects: This attack's type changes to the current weather.

Aromatherapy

Power: ---

Type: Grass

Accuracy: 100%

PP: 5

Effects: Removes all Status Effects from all the Pokemon in your team.

Fake Tears

Power: ---

Type: Dark

Accuracy: 100%

PP: 20

Effects: Lowers the opponent Pokemon's Special Defense by 2 levels.

Air Cutter

Power: 55

Type: Flying

Accuracy: 95%

PP: 25

Effects: Higher than normal Critical Hit Rate.

Overheat (TM50)

Power: 140

Type: Fire

Accuracy: 90%

PP: 5

Effects: Your Pokemon's Special Attack goes down by 2 levels.

Odor Sleuth

Power: ---

Type: Normal

Accuracy: 100%

PP: 40

Effects: Your Pokemon's attacks will ignore the opponent Pokemon's evasion bonuses.

Rock Tomb (TM39)

Power: 50

Type: Rock

Accuracy: 80%

PP: 10

Effects: Decreases the opponent Pokemon's Speed.

Silver Wind

Power: 60

Type: Bug

Accuracy: 100%

PP: 5

Effects: Small chance of raising your Pokemon's Attack, Defense, Speed, Special Attack and Special Defense.

Metal Sound

Power: ---

Type: Steel

Accuracy: 85%

PP: 40

Effects: Lowers the opponent Pokemon's Special Defense by 2 levels.

Grasswhistle

Power: ---

Type: Grass

Accuracy: 55%

PP: 15

Effects: Opponent Pokemon falls asleep.

Tickle

Power: ---

Type: Normal

Accuracy: 100%

PP: 20

Effects: Lowers the opponent Pokemon's Attack and Defense.

Cosmic Power

Power: ---

Type: Psychic

Accuracy: 100%

PP: 20

Effect: Raises your Pokemon's Defense and Special Defense.

Water Spout

Power: 150

Type: Water

Accuracy: 100%

PP: 5

Effects: As your Pokemon's HP decreases so does Water Spout's power.

Signal Beam

Power: 75

Type: Bug

Accuracy: 100%

PP: 15

Effects: Small chance of confusing the opponent Pokemon.

Shadow Punch

Power: 60

Type: Ghost

Accuracy: 100%

PP: 20

Effects: Never Misses.

Extrasensory

Power: 80

Type: Psychic

Accuracy: 100%

PP: 30

Effects: Does double damage to opponents who have used Minimize. Good chance of Flinching the opponent Pokemon.

Sky Uppercut

Power: 85

Type: Fighting

Accuracy: 90%

PP: 15

Effects: Can hit a Pokemon that has used Fly.

Sand Tomb

Power: 15

Type: Ground

Accuracy: 70%

PP: 15

Effects: Opponent Pokemon loses 1/16 of its max HP and cannot switch out for the next 2-5 turns.

Sheer Cold

Power: ---

Type: Ice

Accuracy: 30%

PP: 5

Effects: One Hit KO! Accuracy increases if your Pokemon is a higher level than the opponent Pokemon.

Muddy Water

Power: 95

Type: Water

Accuracy: 85%

PP: 10

Effects: Good chance of lowering the opponent Pokemon's Accuracy.

Bullet Seed (TM09)

Power: 10

Type: Grass

Accuracy: 100%

PP: 30

Effects: Hits the opponent Pokemon 2-5 times.

Aerial Ace (TM40)

Power: 60

Type: Flying

Accuracy: 100%

PP: 20

Effects: Never misses.

Icicle Spear

Power: 10
Type: Ice
Accuracy: 100%
PP: 30
Effects: Hits the opponent Pokemon 2-5 times.

Iron Defense
Power: ---
Type: Steel
Accuracy: 100%
PP: 15
Effects: Increases your Pokemon's Defense by 2 levels.

Block
Power: ---
Type: Normal
Accuracy: 100%
PP: 5
Effects: The opponent Pokemon can not switch out.

Howl
Power: ---
Type: Normal
Accuracy: 100%
PP: 40
Effects: Increases your Pokemon's Attack.

Dragon Claw (TM02)
Power: 80
Type: Dragon
Accuracy: 100%
PP: 15
Effects: None.

Frenzy Plant
Power: 150
Type: Grass
Accuracy: 90%
PP: 5
Effects: If the attack works, your Pokemon must recharge during the next turn.

Bulk Up (TM08)
Power: ---
Type: Fighting
Accuracy: 100%
PP: 20
Effects: Increases your Pokemon's Attack and Defense.

Bounce
Power: 85
Type: Flying
Accuracy: 85%
PP: 5
Effects: Your Pokemon charges for one turn and attacks on the second. It cannot be hit by most attacks while it is charging.

Mud Shot
Power: 55
Type: Ground
Accuracy: 95%

PP: 15

Effects: Lowers the opponent Pokemon's Speed.

Poison Tail

Power: 50

Type: Poison

Accuracy: 100%

PP: 25

Effects: Small chance of Poisoning the opponent Pokemon. Higher than normal Critical Hit rate.

Covet

Power: 40

Type: Normal

Accuracy: 100%

PP: 40

Effects: If your Pokemon has no Held Item, it steals the opponent's Held Item.

Volt Tackle

Power: 120

Type: Electric

Accuracy: 100%

PP: 15

Effects: Your Pokemon takes a large amount of recoil from the attack.

Magical Leaf

Power: 60

Type: Grass

Accuracy: 100%

PP: 20

Effect: Never misses.

Water Sport

Power: ---

Type: Water

Accuracy: 100%

PP: 15

Effects: Fire Attacks deal 50% less damage to your Pokemon.

Calm Mind (TM04)

Power: ---

Type: Psychic

Accuracy: 100%

PP: 20

Effects: Increases your Pokemon's Special Attack and Special Defense.

Leaf Blade

Power: 70

Type: Grass

Accuracy: 100%

PP: 15

Effects: Higher than normal Critical Hit Rate.

Dragon Dance

Power: ---

Type: Dragon

Accuracy: 100%

PP: 20

Effects: Increases your Pokemon's Attack and Speed.

Rock Blast

Power: 25

Type: Rock

Accuracy: 80%

PP: 10

Effects: Hits the opponent Pokemon 2-5 times.

Shock Wave (TM34)

Power: 60

Type: Electric

Accuracy: 100%

PP: 20

Effects: Never misses.

Water Pulse (TM03)

Power: 60

Type: Water

Accuracy: 100%

PP: 20

Effects: Small chance of Confusing the opponent Pokemon.

Doom Desire

Power: 120

Type: Steel

Accuracy: 85%

PP: 5

Effects: Attack hits after 3 turns. Ignores weakness and Resistance.

Psycho Boost

Power: 140

Type: Psychic

Accuracy: 90%

PP: 5

Effects: Your Pokemon's Special Attack goes down by 2 levels.

X. TM List

TM01- Focus Punch

Location:

TM02- Dragon Claw

Location:

TM03- Water Pulse

Location:

TM04- Calm Mind

Location:

TM05- Roar

Location:

TM06- Toxic

Location:

TM07- Hail

Location:

TM08- Bulk Up

Location:

TM09- Bullet Seed

Location:

TM10- Hidden Power

Location:

TM11- Sunny Day

Location:

TM12- Taunt

Location:

TM13- Ice Beam

Location:

TM14- Blizzard

Location:

TM15- Hyper Beam

Location:

TM16- Light Screen

Location:

TM17- Protect

Location:

TM18- Rain Dance

Location:

TM19- Giga Drain

Location:

TM20- Safeguard

Location:

TM21- Frustration

Location:

TM22- Solarbeam

Location:

TM23- Iron Tail

Location:

TM24- Thunderbolt

Location:

TM25- Thunder

Location:

TM26- Earthquake

Location:

TM27- Return

Location:

TM28- Dig

Location:

TM29- Psychic

Location:

TM30- Shadow Ball

Location:

TM31- Brick Break

Location:

TM32- Double Team

Location:

TM33- Reflect

Location:

TM34- Shock Wave

Location:

TM35- Flamethrower

Location:

TM36- Sludge Bomb

Location:

TM37- Sandstorm

Location:

TM38- Fire Blast

Location:

TM39- Rock Tomb

Location:

TM40- Aerial Ace

Location:

TM41- Torment

Location:

TM42- Facade

Location:

TM43- Secret Power

Location:

TM44- Rest

Location:

TM45- Attract

Location:

TM46- Thief

Location:

TM47- Steel Wing

Location:

TM48- Skill Swap

Location:

TM49- Snatch

Location:

TM50- Overheat

Location:

XI. HM List

HM01- Cut

Location: Rustboro City

HM02- Fly

Location: Route 119

HM03- Surf

Location: Petalburg City

HM04- Strength

Location: Rusturf Tunnel

HM05- Flash

Location: Granite Cave

HM06- Rock Smash

Location: Mauville City

HM07- Waterfall

Location: Mossdeep City

HM08- Dive

Location: Cave of Origin

XII. Pokedex

#1 Treecko

Type: Grass

Egg Group: Monster/Dragon

Experience at Lv100: 1059860

#2 Grovyle

Type: Grass

Egg Group: Monster/Dragon

Experience at Lv100: 1059860

#3 Sceptile

Type: Grass

Egg Group: Monster/Dragon

Experience at Lv100: 1059860

#4 Torchic

Type: Fire

Egg Group: Ground

Experience at Lv100: 1059860

#5 Combusken

Type: Fire/Fighting

Egg Group: Ground

Experience at Lv100: 1059860

#6 Blaziken
Type: Fire/Fighting
Egg Group: Ground
Experience at Lv100: 1059860

#7 Mudkip
Type: Water
Egg Group: Monster/Water 1
Experience at Lv100: 1059860

#8 Marshtomp
Type: Water/Ground
Egg Group: Monster/Water 1
Experience at Lv100: 1059860

#9 Swampert
Type: Water/Ground
Egg Group: Monster/Water 1
Experience at Lv100: 1059860

#10 Poochyena
Type: Dark
Egg Group: Ground
Experience at Lv100: 1000000

#11 Mightyena
Type: Dark
Egg Group: Ground
Experience at Lv100: 1000000

#12 Zigzagoon
Type: Normal
Egg Group: Ground
Experience at Lv100: 1000000

#13 Linoone
Type: Normal
Egg Group: Ground
Experience at Lv100: 1000000

#14 Wurmple
Type: Bug
Egg Group: Bug
Experience at Lv100: 1000000

#15 Silcoon
Type: Bug
Egg Group: Bug
Experience at Lv100: 1000000

#16 Beautifly
Type: Bug/Flying
Egg Group: Bug
Experience at Lv100: 1000000

#17 Cascoon
Type: Bug
Egg Group: Bug
Experience at Lv100: 1000000

#18 Dustox
Type: Bug/Poison
Egg Group: Bug
Experience at Lv100: 1000000

#19 Lotad
Type: Water/Grass
Egg Group: Water 1/Plant
Experience at Lv100: 1059860

#20 Lombre
Type: Water/Grass
Egg Group: Water 1/Plant
Experience at Lv100: 1059860

#21 Ludicolo
Type: Water/Grass
Egg Group: Water 1/Plant
Experience at Lv100: 1059860

#22 Seedot
Type: Grass
Egg Group: Ground/Plant
Experience at Lv100: 1059860

#23 Nuzleaf
Type: Grass/Dark
Egg Group: Ground/Plant
Experience at Lv100: 1059860

#24 Shiftry
Type: Grass/Dark
Egg Group: Ground/Plant
Experience at Lv100: 1059860

#25 Taillow
Type: Normal/Flying
Egg Group: Flying
Experience at Lv100: 1059860

#26 Swellow
Type: Normal/Flying
Egg Group: Flying
Experience at Lv100: 1059860

#27 Wingull
Type: Water/Flying
Egg Group: Water 1/Flying
Experience at Lv100: 1000000

#28 Pelipper
Type: Water/Flying
Egg Group: Water 1/Flying
Experience at Lv100: 1000000

#29 Ralts
Type: Psychic
Egg Group: Indeterminate
Experience at Lv100: 1250000

#30 Kirlia
Type: Psychic
Egg Group: Indeterminate
Experience at Lv100: 1250000

#31 Gardevoir
Type: Psychic
Egg Group: Indeterminate
Experience at Lv100: 1250000

#32 Surskit
Type: Bug/Water
Egg Group: Water 1/Bug
Experience at Lv100: 1000000

#33 Masquerain
Type: Bug/Water
Egg Group: Water 1/Bug
Experience at Lv100: 1000000

#34 Shroomish
Type: Grass
Egg Group: Fairy/Plant
Experience at Lv100: 1640000

#35 Breloom
Type: Grass/Fighting
Egg Group: Fairy/Plant
Experience at Lv100: 1640000

#36 Slakoth
Type: Normal
Egg Group: Ground
Experience at Lv100: 1250000

#37 Vigoroth
Type: Normal
Egg Group: Ground
Experience at Lv100: 1250000

#38 Slaking
Type: Normal
Egg Group: Ground
Experience at Lv100: 1250000

#39 Abra
Type: Psychic
Egg Group: Humanshape
Experience at Lv100: 1059860

#40 Kadabra
Type: Psychic
Egg Group: Humanshape
Experience at Lv100: 1059860

#41 Alakazam
Type: Psychic
Egg Group: Humanshape
Experience at Lv100: 1059860

#42 Nincada
Type: Bug/Ground
Egg Group: Bug
Experience at Lv100: 600000

#43 Ninjask
Type: Bug/Flying
Egg Group: Bug
Experience at Lv100: 600000

#44 Shedinja
Type: Bug/Ghost
Egg Group: Mineral
Experience at Lv100: 600000

#45 Whismur
Type: Normal
Egg Group: Monster/Ground
Experience at Lv100: 1059860

#46 Loudred
Type: Normal
Egg Group: Monster/Ground
Experience at Lv100: 1059860

#47 Exploud
Type: Normal
Egg Group: Monster/Ground
Experience at Lv100: 1059860

#48 Makuhita
Type: Fighting
Egg Group: Humanshape
Experience at Lv100: 1640000

#49 Hariyama
Type: Fighting
Egg Group: Humanshape
Experience at Lv100: 1640000

#50 Goldeen
Type: Water
Egg Group: Water 2
Experience at Lv100: 1000000

#51 Seaking
Type: Water
Egg Group: Water 2
Experience at Lv100: 1000000

#52 Magikarp
Type: Water
Egg Group: Water 2/Dragon
Experience at Lv100: 1250000

#53 Gyarados
Type: Water/Flying
Egg Group: Water 2/Dragon
Experience at Lv100: 1250000

#54 Azurill
Type: Normal
Egg Group: No EGGs
Experience at Lv100: 800000

#55 Marill
Type: Water
Egg Group: Water 1/Fairy
Experience at Lv100: 800000

#56 Azumarill
Type: Water
Egg Group: Water 1/Fairy
Experience at Lv100: 800000

#57 Geodude
Type: Rock/Ground
Egg Group: Mineral
Experience at Lv100: 1059860

#58 Graveler
Type: Rock/Ground
Egg Group: Mineral
Experience at Lv100: 1059860

#59 Golem
Type: Rock/Ground
Egg Group: Mineral
Experience at Lv100: 1059860

#60 Nosepass
Type: Rock
Egg Group: Mineral
Experience at Lv100: 1000000

#61 Skitty
Type: Normal
Egg Group: Ground/Fairy
Experience at Lv100: 800000

#62 Delcatty
Type: Normal
Egg Group: Ground/Fairy
Experience at Lv100: 800000

#63 Zubat
Type: Poison/Flying
Egg Group: Flying
Experience at Lv100: 1000000

#64 Golbat
Type: Poison/Flying
Egg Group: Flying
Experience at Lv100: 1000000

#65 Crobat
Type: Poison/Flying
Egg Group: Flying
Experience at Lv100: 1000000

#66 Tentacool
Type: Water/Poison
Egg Group: Water 3
Experience at Lv100: 1250000

#67 Tentacruel
Type: Water/Poison
Egg Group: Water 3
Experience at Lv100: 1250000

#68 Sableye
Type: Dark/Ghost
Egg Group: Humanshape
Experience at Lv100: 1059860

#69 Mawile
Type: Steel
Egg Group: Ground/Fairy
Experience at Lv100: 800000

#70 Aron
Type: Steel/Rock
Egg Group: Monster
Experience at Lv100: 1250000

#71 Lairon
Type: Steel/Rock
Egg Group: Monster
Experience at Lv100: 1250000

#72 Aggron
Type: Steel/Rock
Egg Group: Monster
Experience at Lv100: 1250000

#73 Machop
Type: Fighting
Egg Group: Humanshape
Experience at Lv100: 1059860

#74 Machoke
Type: Fighting
Egg Group: Humanshape
Experience at Lv100: 1059860

#75 Machamp
Type: Fighting
Egg Group: Humanshape
Experience at Lv100: 1059860

#76 Meditite
Type: Fighting/Psychic
Egg Group: Humanshape
Experience at Lv100: 1000000

#77 Medicham
Type: Fighting/Psychic
Egg Group: Humanshape

Experience at Lv100: 1000000

#78 Electrike

Type: Electric

Egg Group: Ground

Experience at Lv100: 1250000

#79 Manetric

Type: Electric

Egg Group: Ground

Experience at Lv100: 1250000

#80 Plusle

Type: Electric

Egg Group: Fairy

Experience at Lv100: 1000000

#81 Minun

Type: Electric

Egg Group: Fairy

Experience at Lv100: 1000000

#82 Magnemite

Type: Electric/Steel

Egg Group: Mineral

Experience at Lv100: 1000000

#83 Magnetron

Type: Electric/Steel

Egg Group: Mineral

Experience at Lv100: 1000000

#84 Voltorb

Type: Electric

Egg Group: Mineral

Experience at Lv100: 1000000

#85 Electrode

Type: Electric

Egg Group: Mineral

Experience at Lv100: 1000000

#86 Volbeat

Type: Bug

Egg Group: Bug/Humanshape

Experience at Lv100: 600000

#87 Illumise

Type: Bug

Egg Group: Bug/Humanshape

Experience at Lv100: 1640000

#88 Oddish

Type: Grass/Poison

Egg Group: Plant

Experience at Lv100: 1059860

#89 Gloom

Type: Grass/Poison

Egg Group: Plant

Experience at Lv100: 1059860

#90 Vileplume

Type: Grass/Poison

Egg Group: Plant

Experience at Lv100: 1059860

#91 Bellossom

Type: Grass

Egg Group: Plant

Experience at Lv100: 1059860

#92 Doduo

Type: Normal/Flying

Egg Group: Flying

Experience at Lv100: 1000000

#93 Dodrio

Type: Normal/Flying

Egg Group: Flying

Experience at Lv100: 1000000

#94 Roselia

Type: Grass/Poison

Egg Group: Fairy/Plant

Experience at Lv100: 1059860

#95 Gulpin

Type: Poison

Egg Group: Indeterminate

Experience at Lv100: 1640000

#96 Swalot

Type: Poison

Egg Group: Indeterminate

Experience at Lv100: 1640000

#97 Caryanha

Type: Water/Dark

Egg Group: Water 2

Experience at Lv100: 1250000

#98 Sharpedo

Type: Water/Dark

Egg Group: Water 2

Experience at Lv100: 1250000

#99 Wailmer

Type: Water

Egg Group: Ground/Water 2

Experience at Lv100: 1640000

#100 Wailord

Type: Water

Egg Group: Ground/Water 2

Experience at Lv100: 1640000

#101 Numel

Type: Fire/Ground

Egg Group: Ground

Experience at Lv100: 1000000

#102 Camerupt

Type: Fire/Ground

Egg Group: Ground

Experience at Lv100: 1000000

#103 Slugma

Type: Fire

Egg Group: Indeterminate

Experience at Lv100: 1000000

#104 Magcargo

Type: Fire/Rock

Egg Group: Indeterminate

Experience at Lv100: 1000000

#105 Torkoal

Type: Fire

Egg Group: Ground

Experience at Lv100: 1000000

#106 Grimer

Type: Poison

Egg Group: Indeterminate

Experience at Lv100: 1000000

#107 Muk

Type: Poison

Egg Group: Indeterminate

Experience at Lv100: 1000000

#108 Koffing

Type: Poison

Egg Group: Indeterminate

Experience at Lv100: 1000000

#109 Weezing

Type: Poison

Egg Group: Indeterminate

Experience at Lv100: 1000000

#110 Spink

Type: Psychic

Egg Group: Ground

Experience at Lv100: 800000

#111 Grumpig

Type: Psychic

Egg Group: Ground

Experience at Lv100: 800000

#112 Sandshrew

Type: Ground

Egg Group: Ground

Experience at Lv100: 1000000

#113 Sandslash

Type: Ground

Egg Group: Ground

Experience at Lv100: 1000000

#114 Spinda

Type: Normal

Egg Group: Ground/Humanshape

Experience at Lv100: 800000

#115 Skarmory

Type: Steel/Flying

Egg Group: Flying

Experience at Lv100: 1250000

#116 Trapinch

Type: Ground

Egg Group: Bug

Experience at Lv100: 1059860

#117 Vibrava

Type: Ground/Dragon

Egg Group: Bug

Experience at Lv100: 1059860

#118 Flygon

Type: Ground/Dragon

Egg Group: Bug

Experience at Lv100: 1059860

#119 Cacnea

Type: Grass

Egg Group: Plant/Humanshape

Experience at Lv100: 1059860

#120 Cacturne

Type: Grass

Egg Group: Plant/Humanshape

Experience at Lv100: 1059860

#121 Swablu

Type: Normal/Flying

Egg Group: Flying/Dragon

Experience at Lv100: 600000

#122 Altaria

Type: Dragon/Flying

Egg Group: Flying/Dragon

Experience at Lv100: 600000

#123 Zangoose

Type: Normal

Egg Group: Ground

Experience at Lv100: 600000

#124 Seviper

Type: Poison

Egg Group: Ground/Dragon

Experience at Lv100: 1640000

#125 Lunatone

Type: Rock/Psychic

Egg Group: Mineral

Experience at Lv100: 800000

#126 Solrock

Type: Roc/Psychic

Egg Group: Mineral

Experience at Lv100: 800000

#127 Barboach

Type: Water/Ground

Egg Group: Water 2

Experience at Lv100: 1000000

#128 Whiscash

Type: Water/Ground

Egg Group: Water 2

Experience at Lv100: 1000000

#129 Corphish

Type: Water

Egg Group: Water 1/Water 3

Experience at Lv100: 1640000

#130 Crawdaunt

Type: Water/Dark

Egg Group: Water 1/Water 3

Experience at Lv100: 1640000

#131 Baltoy

Type: Ground/Psychic

Egg Group: Mineral

Experience at Lv100: 1000000

#132 Claydol

Type: Ground/Psychic

Egg Group: Mineral

Experience at Lv100: 1000000

#133 Lileep

Type: Rock/Grass

Egg Group: Water 3

Experience at Lv100: 600000

#134 Cradily

Type: Rock/Grass

Egg Group: Water 3

Experience at Lv100: 600000

#135 Anorith

Type: Rock/Bug

Egg Group: Water 3

Experience at Lv100: 600000

#136 Armaldo

Type: Rock/Bug

Egg Group: Water 3

Experience at Lv100: 600000

#137 Igglybuff

Type: Normal

Egg Group: No EGGS

Experience at Lv100: 800000

#138 Jigglypuff

Type: Normal

Egg Group: Fairy

Experience at Lv100: 800000

#139 Wigglytuff

Type: Normal

Egg Group: Fairy

Experience at Lv100: 800000

#140 Feebas

Type: Water

Egg Group: Water 1/Dragon

Experience at Lv100: 600000

#141 Milotic

Type: Water

Egg Group: Water 1/Dragon

Experience at Lv100: 600000

#142 Castform

Type: Normal

Egg Group: Fairy/Indeterminate

Experience at Lv100: 1000000

#143 Staryu

Type: Water

Egg Group: Water 3

Experience at Lv100: 1250000

#144 Starmie

Type: Water/Psychic

Egg Group: Water 3

Experience at Lv100: 1250000

#145 Kecleon

Type: Normal

Egg Group: Ground

Experience at Lv100: 1059860

#146 Shuppet

Type: Ghost

Egg Group: Indeterminate

Experience at Lv100: 800000

#147 Banette

Type: Ghost

Egg Group: Indeterminate

Experience at Lv100: 800000

#148 Duskull

Type: Ghost

Egg Group: Indeterminate

Experience at Lv100: 800000

#149 Dusclops

Type: Ghost

Egg Group: Indeterminate

Experience at Lv100: 800000

#150 Tropius

Type: Grass/Flying

Egg Group: Monster/Plant

Experience at Lv100: 1250000

#151 Chimecho

Type: Psychic

Egg Group: Indeterminate

Experience at Lv100: 800000

#152 Absol

Type: Dark

Egg Group: Ground

Experience at Lv100: 1059860

#153 Vulpix

Type: Fire

Egg Group: Ground

Experience at Lv100: 1000000

#154 Ninetales

Type: Fire

Egg Group: Ground

Experience at Lv100: 1000000

#155 Pichu

Type: Electric

Egg Group: No EGGs

Experience at Lv100: 1000000

#156 Pikachu

Type: Electric

Egg Group: Ground/Fairy

Experience at Lv100: 1000000

#157 Raichu

Type: Electric

Egg Group: Ground/Fairy

Experience at Lv100: 1000000

#158 Psyduck

Type: Water

Egg Group: Water 1/Ground

Experience at Lv100: 1000000

#159 Golduck

Type: Water

Egg Group: Water 1/Ground

Experience at Lv100: 1000000

#160 Wynaut

Type: Psychic

Egg Group: No EGGs

Experience at Lv100: 1000000

#161 Wobbuffet

Type: Psychic

Egg Group: Indeterminate

Experience at Lv100: 1000000

#162 Natu

Type: Psychic/Flying

Egg Group: Flying

Experience at Lv100: 1000000

#163 Xatu

Type: Psychic/Flying

Egg Group: Flying

Experience at Lv100: 1000000

#164 Girafarig

Type: Normal/Psychic

Egg Group: Ground

Experience at Lv100: 1000000

#165 Phanpy

Type: Ground

Egg Group: Ground

Experience at Lv100: 1000000

#166 Donphan

Type: Ground

Egg Group: Ground

Experience at Lv100: 1000000

#167 Pinsir

Type: Bug

Egg Group: Bug

Experience at Lv100: 1250000

#168 Heracross

Type: Bug/Fighting

Egg Group: Bug

Experience at Lv100: 1250000

#169 Rhyhorn

Type: Ground/Rock

Egg Group: Monster/Ground

Experience at Lv100: 1250000

#170 Rhydon

Type: Ground/Rock

Egg Group: Monster/Ground

Experience at Lv100: 1250000

#171 Snorunt

Type: Ice

Egg Group: Fairy/Mineral

Experience at Lv100: 1000000

#172 Glalie

Type: Ice

Egg Group: Fairy/Mineral

Experience at Lv100: 1000000

#173 Spheal

Type: Ice/Water

Egg Group: Water 1/Ground

Experience at Lv100: 1059860

#174 Sealeo

Type: Ice/Water

Egg Group: Water 1/Ground

Experience at Lv100: 1059860

#175 Walrein

Type: Ice/Water

Egg Group: Water 1/Ground

Experience at Lv100: 1059860

#176 Clamperl

Type: Water

Egg Group: Water 1

Experience at Lv100: 600000

#177 Huntail

Type: Water

Egg Group: Water 1

Experience at Lv100: 600000

#178 Gorebyss

Type: Water

Egg Group: Water 1

Experience at Lv100: 600000

#179 Relicanth

Type: Water/Rock

Egg Group: Water 1/Water 2

Experience at Lv100: 1250000

#180 Corsola

Type: Water/Rock

Egg Group: Water 1/Water 3

Experience at Lv100: 800000

#181 Chinchou

Type: Electric/Water

Egg Group: Water 2

Experience at Lv100: 1250000

#182 Lanturn

Type: Electric/Water

Egg Group: Water 2

Experience at Lv100: 1250000

#183 Luvdisc

Type: Water

Egg Group: Water 2

Experience at Lv100: 800000

#184 Horsea

Type: Water

Egg Group: Water 1/Dragon

Experience at Lv100: 1000000

#185 Seadra

Type: Water

Egg Group: Water 1/Dragon

Experience at Lv100: 1000000

#186 Kingdra

Type: Water/Dragon

Egg Group: Water 1/Dragon

Experience at Lv100: 1000000

#187 Bagon

Type: Dragon

Egg Group: Dragon

Experience at Lv100: 1250000

#188 Shelgon

Type: Dragon

Egg Group: Dragon

Experience at Lv100: 1250000

#189 Salamence

Type: Dragon/Flying

Egg Group: Dragon

Experience at Lv100: 1250000

#190 Beldum

Type: Steel/Psychic

Egg Group: Mineral

Experience at Lv100: 1250000

#191 Metang

Type: Steel/Psychic

Egg Group: Mineral

Experience at Lv100: 1250000

#192 Metagross

Type: Steel/Psychic

Egg Group: Mineral

Experience at Lv100: 1250000

#193 Regirock

Type: Rock

Egg Group: No EGGs

Experience at Lv100: 1250000

#194 Regice

Type: Ice

Egg Group: No EGGs

Experience at Lv100: 1250000

#195 Registeel

Type: Steel

Egg Group: No EGGs

Experience at Lv100: 1250000

#196 Latias

Type: Dragon/Psychic

Egg Group: No EGGs

Experience at Lv100: 1250000

#197 Latios

Type: Dragon/Psychic

Egg Group: No EGGs

Experience at Lv100: 1250000

#198 Kyogre

Type: Water

Egg Group: No EGGs

Experience at Lv100: 1250000

#199 Groudon

Type: Ground

Egg Group: No EGGs

Experience at Lv100: 1250000

#200 Rayquaza

Type: Dragon/Flying

Egg Group: No EGGs

Experience at Lv100: 1250000

#201 Jirachi

Type: Steel/Psychic

Egg Group: No EGGs

Experience at Lv100: 1250000

#202 Deoxys

Type: Psychic

Egg Group: No EGGs

Experience at Lv100: 1250000

XIII. Frequently Asked Questions

1. Which Pokemon are not available in either Ruby or Sapphire version?
2. Which Pokemon are only available in Sapphire Version?
3. Which Pokemon are only available in Ruby Version?
4. How do you catch Jirachi and Deoxys?
5. Are there any new Eevee evolutions?
6. Are Johto, Kanto, Orange Islands, etc. in this game?
7. What is the best Starter Pokemon?
8. Why can't I fight in the Touka City Gym?
9. Why can't I see through this fog in the 4th Gym?
10. What are the new Legendary Pokemon?
11. What are the new types are there in Ruby/Sapphire Version?
12. How many new Pokemon are there in Ruby/Sapphire Version?
13. What is the Japanese Release Date of this game?
14. What is the Canadian/US Release Date of this game?
15. What is the European Release Date of this game?
16. Where can I find a ROM of this game?
17. What's up with Nukenin? It only has 1 HP.
18. Can you trade with Red/Blue/Yellow/Gold/Silver/Crystal Version?
19. How do you cross the "White Rails"?

1. Which Pokemon are not available in either Ruby or Sapphire version?

There are 186 Pokemon that can not be caught or received in either Ruby or Sapphire version. In alphabetical order they are: Aerodactyl, Aipom, Ampharos, Arbok, Arcanine, Ariados, Articuno, Bayleef, Beedrill, Bellsprout, Blastoise, Blissey, Bulbasaur, Butterfree, Caterpie, Celebi, Chansey, Charizard, Charmander, Charmeleon, Chikorita, Clefable, Clefairy, Cleffa, Cloyster, Croconaw, Cubone, Cyndaquil, Deoxys, Delibird, Dewgong, Diglett, Ditto, Dragonair, Dragonite, Dratini, Drowzee, Dugtrio, Dunsparce, Eevee, Ekans, Electabuzz, Elekid, Entei, Espeon, Exeggcute, Exeggutor, Farfetch'd, Fearow, Feraligatr, Flaaffy, Flareon, Forretress, Furret, Gastly, Gengar, Gligar,

Granbull, Growlithe, Haunter, Hitmonchan, Hitmonlee, Hitmontop, Ho-oh, Hoothoot, Hoppip, Houndoom, Houndour, Hypno, Ivysaur, Jirachi, Jolteon, Jumpluff, Jynx, Kabuto, Kabutops, Kakuna, Kangaskhan, Kingler, Krabby, Lapras, Larvitar, Ledian, Ledyba, Lickitung, Lugia, Magby, Magmar, Mankey, Mantine, Mareep, Marowak, Meganium, Meowth, Metapod, Mew, Mewtwo, Miltank, Misdreavus, Moltres, Mr. Mime, Murkrow, Nidoking, Nidoqueen, Nidoran Female, Nidoran Male, Nidorina, Nidorino, Noctowl, Octillery, Omanyte, Omastar, Onix, Paras, Parasect, Persian, Pidgeot, Pidgeotto, Pidgey, Piloswine, Pineco, Politoed, Poliwhag, Poliwhirl, Poliwrath, Ponyta, Porygon, Porygon2, Primeape, Pupitar, Quagsire, Quilava, Qwilfish, Raikou, Rapidash, Raticate, Rattata, Remoraid, Scizor, Scyther, Seel, Sentret, Shellder, Shuckle, Skiploom, Slowbro, Slowking, Slowpoke, Smeargle, Smoochum, Sneasel, Snorlax, Snubbull, Spearow, Spinarak, Squirtle, Stantler, Steelix, Sudowoodo, Suicune, Sunflora, Sunkern, Swinub, Tangela, Tauros, Teddiursa, Togepi, Togetic, Totodile, Typhlosion, Tyranitar, Tyrogue, Umbreon, Unown, Ursaring, Vaporeon, Venomoth, Venonat, Venusaur, Victreebel, Wartortle, Weedle, Weepinbell, Wooper, Yanma and Zapdos

2. Which Pokemon are only available in Sapphire Version?

There are 7 Pokemon that can only be caught or received in Sapphire Version. In alphabetical order they are: Kyogre, Latias, Lunatone, Nuzleaf, Seedot, Seviper and Shiftry.

3. Which Pokemon are only available in Ruby Version?

There are 7 Pokemon that can only be caught or received in Ruby Version. In alphabetical order they are: Groudon, Latios, Lombre, Lotad, Ludicolo, Solrock and Zangoose.

4. How do you catch Jirachi and Deoxys?

Currently there are no known way to catch Jirachi or Deoxys.

5. Are there any new Eevee evolutions?

No. Eevee isn't even in the game.

6. Are Johto, Kanto, Orange Islands, etc. in this game?

Nope. They aren't in the game. All known evidence of their existence was either faked or unreliable.

7. What is the best Starter Pokemon?

Treecko has the easiest start. Torchic has the hardest. But Torchic's evolution, Blaziken is the best by far against the Elite 4. But for Link battling, that's up to you.

8. Why can't I fight in the Petalburg City Gym?

That's actually the 5th Gym, not the first. Come back after getting 4 Badges.

9. Why can't I see through this fog in the 4th Gym?

Change the settings on your emulator. Or better yet, don't use the ROM.

10. What are the new Legendary Pokemon?

Kyogre, Groudon and Rayquaza are the main ones, equivalent to Mewtwo, Lugia and

Ho-oh of RBYGSC. Latios, Latias, Regirock, Regiice, Registeel, Deoxys and Jirachi are the other ones equivalent to Articuno, Zapdos, Moltres, Mew, Raikou, Entei, Suicune and Celebi.

11. What are the new types are there in Ruby/Sapphire Version?

There aren't any new types. The same 17 are still here.

12. How many new Pokemon are there in Ruby/Sapphire Version?

There are 185 new Pokemon in Ruby/Sapphire Version.

13. What is the Japanese Release Date of this game?

November 21, 2002. It has already been released.

14. What is the Canadian/US Release Date of this game?

March 17, 2003.

15. What is the European Release Date of this game?

July 2003. Thanks goes to TEGolduck for this information.

16. Where can I find a ROM of this game?

ROM's are illegal. Don't use them.

17. What's up with Shedinja? It only has 1 HP.

It's immune to all non-super effective attacks. Only Fire, Flying, Rock, Ghost and Dark types attacks can hit it. But it is effected by weather effects, etc. So Sandstorm or Curse will knock it out instantly.

18. Can you trade with Red/Blue/Yellow/Gold/Silver/Crystal Version?

No. Ruby/Sapphire Version are NOT compatible with any previous Pokemon game. You can not battle, trade or interact in anyway between them.

19. How do you cross the "White Rails"?

You need to use the Acro Bike. While on the rail, press the direction and B at the same time to hop over to the next rail.

XIV. Acknowledgements

Nintendo, Game Freak, Creatures and Pokemon- For making this game possible.

<http://user.yagb.de/meowth346/> - Pokemon Forever Best Pokemon Ruby/Sapphire website on the net.

<http://www.actionace.com/pfx/> - Pokemon Forest X. Best Pokemon website ever. Ignited my original interest in Pokemon.

<http://pokegym.thedojo.com/> - Another great website I used to go to.

<http://www.math.miami.edu/~jam/azure/index.htm>- Azure Heights. Yet another great website.

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