

Pokémon Ruby/Sapphire TM/HM List

by nemesis2

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Pokemon Ruby+Sapphire TM and HM list

By nemesis2

Note-Sorry that I am not responding to e-mails at the moment, but unfortunatly my connection is way too slow to answer any of them right now. Ill try to answer some when I have access to the computers at my school as they have a much faster connection. I only get 90 minutes (at most) on the internet per day and I dont want to waste 5 minutes per message answering e-mails when I can do it within 1 at my school. Yes I am impatient and I apologise for any inconvenience but I will reply in the near future.

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=Contents =

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- 1.Contents
- 2.Introduction
- 3.TM list
- 4.HM list
- 5.Fictional Moves
- 6.Version List
- 7.E-mail
- 8.Copyright Info

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=Introduction =

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TM'S have always been an important part of every pokemon game.going back to the RBY days.And Ruby and Sapphire are No Exception.So I have decided to provide a list of every TM/HM in the game.Yes all 58 of them. This guide has only 15 listed now,but by the next update.I hope to have at least 45 completed. Also Later on,I may list all the pokemon who can learn every TM,etc etc.

Well read on!

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=TM list =

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Here I will list every TM/HM and give a rating out of five for each one

TM01

Focus Punch

Power-150

Accuracy-100

Type-Fighting

Rating-**

Will there ever be a 150 power+ move without some kind of severe effect. Truth be told,I havent used this TM much.I think it is based on turn order and switching or something like that.If anything 'irregular' happens

the pokemon using it will lose their focus.

Not one I use Often

TM02

Dragon Claw

Power-80

Accuracy-100

Type-Dragon

Rating-****

Probably the best dragon move. It is kind of like the dragon version of surf, except a little less powerful. IMO, it doesn't paralyze like dragon breath, and DB is also 100% accurate so think about that if they can learn both. Good move though.

TM03

Water Pulse

Power-60

Accuracy-100

Type-Water

Rating-**1/2

It may confuse the opponnet, but 60 damage at the stage you get this TM (from wallace) just doesn't cut it. If it could be gotten earlier, than it would be much more used. Still confuse and damage is good though and with rain dance, it could be a killer.

TM04

Calm Mind

Power-N/A

Accuracy-100

Type-Psychic

Rating-***

Like a downgraded version of Amnesia of RBY which Mewtwo simply pwned with it and totally annihilated entire teams. It only minorly increases SP.ATK and SP.DEF. Still an excellent move to make special sweepers even more powerful.

TM05

Roar

Power-N/A

Accuracy-100

Type-Normal

Rating-1/2

Could be very well the worst TM out of em all. Escaping moves are USELESS!!!
Nuff said.

TM06

Toxic

Power-N/A

Accuracy-100

Type-Poison

Rating-****1/2

Toxic is the only way you should poison an opponnet. It badly poisons them. The amount of hp taken each round will double which means the opponnet will not be lasting long unless they switch. Toxic is used in many movesets, such as spikes/toxic/sandstorm combos and toxicstallers. Very useful and good TM overall.

TM07

Hail

Power-N/A

Accuracy-100

Type-Ice

Rating-***

Another weather condition, this time hail. Hail hurts all pokémon in battle each turn while in effect except for Ice types so make sure you only teach it to ice pokémon. It doesn't have any other effects though, so consider that. Note also that ice types are the only ones immune to this attack. It lasts 5 turns like most weather moves.

Good overall move for ice pokémon and a much needed one too.

TM08

Bulk up

Power-N/A

Accuracy-100

Type-Fighting

Rating-***

Like a physical version of Calm mind, Bulk Up raises ATTACK and DEFENSE instead of special stats. Very good on a physical pokémon to raise its attack and defense even more.

TM09

Bullet Seed

Power-10

Accuracy-100

Type-Grass

Rating-*

Pathetic. Even if it hits 5 times, it will only do 50 damage to those not weak to it. Like most early TMs, stay away.

TM10

Hidden Power

Power-Between 10-100

Accuracy-100

Type-Varies

Rating-****

Excellent move. HP is very useful for when you come across pokémon which your pokémon cannot defeat with any of its normal moves (or it is near impossible). An example of this is pikachu vs diglett. Pikachu only has electric moves and diglett will use a ground move. The trainer with diglett will think this is an easy win. Now pikachu uses hidden power and it is water element. The diglett is expecting to be still well alive after HP and it comes up 'its super effective' Diglett faints.

Diglett trainer "What the F***?"

Hidden power brings an element of surprise to battles. It can turn a no win situation into your advantage. That's why it is so widely used. It never gets predictable.

TM11

Sunny Day

Power-N/A

Accuracy-100

Type-Fire

Rating-****

Another great move. SD has many effects on the battle. First it doubles the power of fire moves while halving the power of water moves. Next it eliminates the need for a charge up when using solarbeam. It also makes healing moves more effective and reduces thunders accuracy to 35%. Just teach it to a pokemon who is advantaged by it and you will be fine (ie. dont teach it to water pokemon)

TM12

Taunt

Power-N/A

Accuracy-100

Type-Dark

Rating-**1/2

I don't find this move very useful. I mean why would you want to take damage every turn? Anyway, this can be a good move in some situations, like when you are versing those pokemon who rely to toxic and other status moves. Since they don't have any attacking moves, they will not do anything for 2-3 turns! It isn't great but it has its uses and is better than a lot of other crappy TMS/HMS out there.

TM13

Ice Beam

Power-95

Accuracy-100

Type-Ice

Rating-*****

The best ice move out of them all. Yes it is better than Blizzard. I mean what can you do with 70% accuracy? But this is one of the best attacking moves in the game. Every ice pokemon must have this move (unless they have crap special attack). Plus there is an infinite number of them at the game corner. So one of the best moves in the game in my opinion. Oh it also has a 10% chance of freezing as well.

TM14

Blizzard

Power-120

Accuracy-70

Type-Ice

Rating-**

From Ice Beam to Blizzard. Many beginners will say "Blizzard is more powerful than ice beam so I will use Blizzard instead of Ice Beam". Let me say that 70 accuracy is a Joke. If it had even 80% I would consider it. But blizzard has one of the most inaccurate moves in the game (excluding OHKO attacks) So stay away and stick with ice beam.

TM15

Hyper Beam

Power-150

Accuracy-90

Type-Normal

Rating-**

The recharge is a major bummer. It is the reason I never use this move. It also has only 90 accuracy, which while it is better than some moves *coughblizzardcough* it is not good enough for a recharge move.

There is only ONE pokemon which HB would be useful on, and it is Slaking. Slaking will slack off every second turn and its recharge turn will be the slack off turn for slaking. With a base attack power of 160, it can destroy teams with it. Slaking is the only reason it got 2 stars by the way.

TM16

Light Screen

Power-N/A

Accuracy-100

Type-Psychic

Rating-***1/2

Another useful move. Very useful for those with low special defences. Don't forget that the effects stay for 5 turns even if you switch pokemon, so it is kind of like a baton pass, except without it. Very useful indeed

TM17

Protect

Power-N/A

Accuracy-Decreases with consecutive use

Type-Normal

Effects-Protects you from attacks

Rating-***

Protect is good if you need a spare turn before something comes into/out of effect. For example, if you used protect in a rain Dance you had about 40% energy left from water pulse and one more hit would KO you and Rain dance had already been in effect for four turns, using protect would protect you from the killer blow. Very annoying move.

TM18

Rain Dance

Power-N/A

Accuracy-100

Type-Water

Effects-Causes Rain, Increases water damage, Decreases Fire Damage, thunder never misses, Solarbeams power is only 60 while this is in effect.

Rating-****

Many people think that this would be useful on water pokemon, and it is but what happens if the opponet pulls out a thunder attack? You are more than likely dead unless your pokemon has high special defense. Very useful in Thunder Dance combo. Thunder dance combo is a pokemon that has rain dance surf and thunder and a filler move (usually thunder wave). Only a few pokemon can do this eg. Lanturn. But overall Rain Dance is very useful in many situations and can turn the tide (no pun intended) of the battle.

TM19

Giga Drain

Power-60

Accuracy-100

Type-Grass

Effects-Does damage and gives Half of the damage done in HP back to the user

Rating-***

Great move, shame about the PP though. That's why I don't use this move over Solar Beam and a lot of other grass moves. 5PP is pathetic and you know it. It's a shame because this is one of the best grass moves in the game (technically Solarbeam

has 60 power each turn because of the charge up, except in the use of sunny day) If you use this move, bring a few Ethers (if you can). If you are battling other people, avoid this move, because you simply won't be able to use it enough times to wreak havoc on a team.

TM20

Safeguard

Power-N/A

Accuracy-100

Type-Normal

Effects-Prevents status ailments for 5 turns

Rating-***1/2

Useful move to become immune to status ailments. Toxic is very common these days and you need protection against it and other status moves such as paralysis and burn. If your opponent relies on status moves, play this card and the battle will most likely become a lot easier.

TM21

Frustration

Power-Varies

Accuracy-100

Type-Normal

Effects-Does more damage if the pokemon doesn't like the trainer

Rating-***

I only gave this 3 stars as opposed to 4 for return because it is easier to keep your pokemon happy than angry. If your pokemon detests you to the max this move's power is 100 with 100% accuracy.

TM22

Solar Beam

Power-120 (60 if used in rain dance)

Accuracy-100

Type-Grass

Effects-Charges the first turn, attacks the second (no charge required if sunny day is in effect)

Rating-*****

This is one of THE best moves in the game, if you have sunny day. Problem is that this is a grass move and the use of sunny day might force the opponent to bring out a fire type. You could always teach it earthquake if it could, but that still wouldn't counter those annoying Charizards or non-fire pokes with fire moves, but a few pokemon that are fire can learn Solar Beam, namely Houndoom, Arcanine, and Ho-oh as well as sunny day and they can wreak havoc, much like the Thunder Dancers.

TM23

Iron Tail

Power-100

Accuracy-75

Type-Steel

Effects-Hits with an iron tail. May decrease defense

Rating-**

Accuracy Stinks but power is great. Accuracy > power my friends. If it doesn't hit

whats the point of power?I dont like steel moves,they seem inaccurate,even the low powered ones,but go with a skarmory with steel wing if anything.

TM24

Thunderbolt

Power-80

Accuracy-100

Type-Electric

Effects-May paralyze.

Rating-****1/2

Hands down,the best electric move in the game,even better than thunder (see below).Anyway,this is electric's med-high power,100% accurate move and like surf and Flamethrower,it is the best in its element.It may paralyze as well.

TM25

Thunder

Power-120

Accuracy-70 (never miss if used in rain,35 if used in sunny day)

Type-Electric

Effects-May Paralyze and never misses in rain.

Rating-***

This should be only used in Rain Dance Combo's.Otherwise it is only 70 Accurate which is very bad indeed.Only use this move in thunder dance combos.The rest of the time,use Thunder Bolt.

TM26

Earthquake

Power-100

Accuracy-100

Type-Ground

Effects-Causes a powerful quake.

Rating-*****

One of THE most powerful and most used moves in the entire game.It has 100 Accuracy too!Make sure,you have at least one pokemon on your team with this move,its that good.Dont use it on flyers or pokemon which have levitate though. Dont teach the TM to ground pokemon,because they often learn the move by level. So dont waste such a valuable TM.

TM27

Return

Power-Varies

Accuracy-100

Type-Normal

Effects-Does more damage if the pokemon likes the trainer.

Rating-****

Better than frustration because it is easier to make yout pokemon like you rather than hate you but they are both the same besides the love/hate thing in terms of power.If the pokemon really is attatched to you,Return will have 100 base power and with 100 accuracy,it can make it the best normal move in the game!

TM28

Dig

Power-60

Accuracy-100

Type-Ground

Effects-Digs underground first turn,attacks the second

Rating-**

Earthquake>>>>>>Dig.In RBY,Dig and Earthquake had the same base power (100) However,in GS,Digs power was reduced to 60 and in RS and FR/LG,it remains at 60.Earthquake totally pwns this move because it only takes one turn to use,EQ has almost twice the power of Dig and if your opponet uses earthquake while you are under ground,you will take 2x damage from Earthquake.Not good at all.At least it is useful for one thing,and that is escaping from caves in the field.

TM29

Psychic

Power-90

Accuracy-100

Type-Psychic

Effects-10% chance of decreasing Special Defense.

Rating-***1/2

Hands down,the best psychic move.Its psychic's power move (duh) and in RBY it used to be the most feared move in the game since psychic reigned supreme back in those days.However with the introduction of dark types which give psychics a run for their money,this moves status was slightly downgraded.Its still a great move though,no matter what.Having a psychic poke without psychic is like a pizza without a base or a computer without a monitor,so blah:P

TM30

Shadow Ball

Power-80

Accuracy-100

Type-Ghost

Effects-May decrease Special Defense.

Rating-****

The best attacking ghost move.Too bad though that most ghosts have bad attack so they cant make good use of STAB.Still there are many pokemon which are useful with shadow ball,namely pokemon with high attack.You may want to use it with a special move as well because SB decreases the Sp.Def of a pokemon sometimes,there fore making special attacks more lethal on your opponet.

TM31

Brick Break

Power-70

Accuracy-100

Type-Fighting

Effects-Breaks barriers such as Light Scrrren and reflect

Rating-***1/2

One of the better fighting moves.Although,it has only a base power of seventy, it can be used to stop psuedopassers (Pokemon who use Light Screen/Reflect and switch out) in their tracks.This is the only fighting TM (If you dont count the abomination that is Rock Smash,thats an HM anyway) so it will have to make do.

The only better fighting move in the game would be Cross Chop, which only has 5PP but still you should pick CC over BB if you can. For everyone else, a great move.

TM32

Double Team

Power-N/A

Accuracy-100

Type-Normal

Effects-Increases evasion

Rating-**1/2

Underrated. Evasion moves/Decreasing accuracy moves can sometimes get your opponet (geez, I cant spell that word, damn it...) very frustrated. I hate it when your opponet uses sand attack and DT on you, it ticks you off so that is why I like Double Team, for Annoyance.

TM33

Reflect

Power-N/A

Accuracy-100

Type-Psychic

Effects-Creates Barrier which increases defense power. Stays even if user is switched

Rating-***1/2

TM34

Shock Wave

Power-60

Accuracy-Never Miss

Type-Electric

Effects-Never Misses

Rating-***

TM35

Flamethrower

Power-95

Accuracy-100

Type-Fire

Effects-15% chance of burning

Rating-*****

TM36

Sludge Bomb

Power-90

Accuracy-100

Type-Poison

Effects-30% chance of Poisoning

Rating-****

TM37

Sand Storm

Power-N/A

Accuracy-100

Type-Ground

Effects-Whips up a sandstorm which hits every pokemon except for steel rock and ground types.Lasts 5 turns

Rating-***

TM38

Fire Blast

Power-120

Accuracy-85

Type-Fire

Effects-15% Chance of Burn

Rating-***

TM39

Rock Tomb

Power-50

Accuracy-80

Type-Rock

Effects-Decreases Speed

Rating-*

TM40

Aerial Ace

Power-60

Accuracy-Never Miss

Type-Flying

Effects-Never Misses,even if accuracy has been decreased.

Rating-***1/2

TM41 Torment ***

TM42 Facade ****

TM43 Secret Power ***

TM44 Rest ***1/2

TM45 Attract **1/2

TM46 Thief **1/2

TM47 Steel Wing ***

TM48 Skill Swap ***

TM49 Snatch ***

TM50 OverHeat ***1/2

Sorry I havent given much detail with the last 10,Ill do that next update.

I have still given them a rating so you know their usefulness.

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= HM list =

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HM01

Cut

Power-50

Accuracy-95

PP-30

Type-Normal

Effect in field-Cuts down trees

Rating-*

Not good.Looking on the bright side,At least it is better than tackle.Just get a slave (zigzagoon) and put it on the slave.A move slot should not be wasted on a crap move such as this.

HM02

Fly

Power-70

Accuracy-90

PP-15

Type-Flying

Rating-**

Man,not good.2 pecks will do the same thing as a fly.And with those pecks,there is a more chance of a CH since you are using 2 turns.Also Peck is 100% accurate while fly is only 90%.Fly is VERY handy outside of battle.However,it shouldn't be used in battle.

HM03

Surf

Power-95

Accuracy-100

PP-15

Type-Water

Rating-*****

Effect in field-Allows you to travel on water.

The only decent HM.In fact it is one of the most used moves competitively.

It is the water version of the 'reasonable power,perfect accuracy' move.

And they are the best moves in the game.Having a water pokemon without surf is totally pointless,except of course if the pokemon has a (very) low Special Attack.

It is needed to complete the game.And not that there is anything bad about that.

HM04

Strength

Power-80

Accuracy-100

PP-15

Type-Normal

Rating-**1/2

Good,but not great.There are much better alternatives out there.

HM 05

Flash

Power-N/A

Accuracy-70

PP-30

Type-Normal

Effect-Decreases Accuracy

Effect in Field-Lights up dark caves.

Rating-1/2

Oh dear god, this move is Awful. If it had 100 accuracy, like sand attack or Double Team, I might have considered it. Oh well, not everything can be great can it?

HM06

Rock Smash

Power-20

Accuracy-100

PP-30

Type-Fighting

Effects-Decreases defense as well as damages.

Effect in field-Smashed cracked rocks in the way.

Rating 1/2

Almost as bad as the above. Why do Nintendo make the most Awful Moves TMS?

Because this is truly awful. Bigger all, you need this to complete the game.

You don't really need flash.

HM07

WaterFall

Power-80

Accuracy-100

PP-15

Type-Water

Effect in Field-Allows you to go up Waterfalls

Rating-***

Let me say Surf >> Waterfall. All pokes which can learn waterfall can learn surf

so another HM that is pointless in battle, sigh. It is better than Flash and

Rock Smash though, so that's something I guess.

HM08

Dive

Power-60

Accuracy-100

PP-10

Type-Water

Effects-Goes underwater one turn, attacks next.

Effect in Field-Allows you to dive under water.

My Moves

Here I have moves which I have made up and I think should be considered for future games. Here they are.

1. Anhilate

Power-200

Accuracy-100

PP-5

Type-Normal

Effects

After use, it greatly decreases attack. Like a more powerful, physical version of Overheat.

2. Encrypt

Power-N/A

Accuracy-65

PP-5

Type-Ice

Effects

Freezes an enemy.

3.Mind Absorb

Power-N/A

Accuracy-75

PP-10

Type-Psychic

Effects

Absorbs 1-10% of each stat of the enemy and gives it to the user.

4.Hoodoo

Power-35

Accuracy-90

PP-20

Type-Dark

Effects

Does damage and greatly decreases 2 random stats (includes accuracy as well)

5.Cutthroat

Power-OHKO

Accuracy-30

PP-5

Type-Dark

Effects

If it hits,it OHKO'S the pokemon and Steals any item they were holding.

6.Snowfall

Power-N/A

Accuracy-100

PP-5

Type-Ice

Effects

Multiplies ice damage by 1.5,Halves Water and Fire Damage.Ice moves have now a 50% chance of freezing,Blizzards accuracy increases to Never Miss All healing moves now Fail.

7.Lava Surf (HM)

Power-95

Accuracy-100

PP-15

Type-Fire

Effects

Allows you to surf on Lava.

8.Blast (HM)

Power-100

Accuracy-100

PP-10

Type-Normal

Effects

Breaks Cracked Walls.

Impending Doom
Power-N/A
Accuracy-75
PP-5
Type-Dark

If opponent switches to another pokemon, the pokemon switched into play will automatically faint.

From parampreet8@hotmail.com

Friction
Type: Ice
PP:5
Power:150
Accuracy:95

A very powerful ice attack, but sharply lowers attack and speed.

Death face
Type:Ghost
PP:15
Power:N/A
Accuracy:100

A dark ray that harshly lowers the foe's defence and Sp.Def

Storm rage
Type:Electric
PP:20
Power:60
Accuracy:90

A shock attack that may make the foe flinch.

Restore lose: Restores lowered stats of every pokemon in your team and restore their hp by 50.

Cost:2500

You get this item after the 5th gym from every shop.

Peace: this hold item makes pokemon really friendly and calms their anger.

Get this item at Meteor Falls from Team Aqua after you beat Team Magma's boss.

Ko Blast
Type: Steel
PP:5
Power: N/A
Accuracy: 35

A one-Ko hit that kills the foe if the attack is hit.

Rainbow
Type:Water
PP:15
Power:75

Accuracy:100

A blast that looks like a rainbow.

Leaf powder:A hold miracle leaf that powers up grass and poison types attacks.

Glide

Type:Water

PP:30

Power:50

Accuracy:95

A good water type attack. Hi-critical ratio.

Tornado

Type:Flying

PP:15

Power:85

Accuracy:100

Attack that brings up tonados to hurt the foe.

Sharp Claws

Type:Normal

PP:25

Power:65

Accuracy:85

Attack the foe with sharp claws etc. Hi-critical ratio.

Abilities

Pyromaniac-Burns anything that touches it.

Reflecto-Reflects all special attacks back to the user

Berserker-Attack raises every turn

Knight-Defense raises every turn

Magician-Special Attack Raises every Turn

Mind Reader-Immunity to psychic attacks

Pass on-Automatically passes stats if switched (not fainted)

Ice Cold-30% chance of freezing on impact

Prayer-Healing moves heal all HP.

Brightness-Immunity to dark attacks

Nullify-Element immunities are eliminated.

Crazy Dance-Increases Speed while decreases defense every turn.

Pierce-Decreases defense at start of battle.

Curse-Decreases speed of opponnet at beginning of battle

Endurance-Increases HP by 1.5 at beginning of battle (reverts back to normal if switched out or fainted and revived.)

Spirit-When faints,it passes status boosts to next pokemon.

Wonder Skin-Prevents ALL status ailments,except confuse and Attract.

First Strike-Will always get the first move at the beginning of battle

Energy-No charge up required for charge up moves,no rest after Hyper Beam, Frenzy Plant,etc.

Unborn Growth-Raises the lowest stat in battle each turn (stat wise)

Bravery-No effects from Status Ailments

If you have any made up moves,e-mail them to me!

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=Versions =

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Here I will list the updates in each version

Version 1

Listed all TMS up to 40 and gave info on all TMS up to Earthquake (TM26).Also started

Fantasy moves section.All HMS complete.

Next Version

Will complete rest of TMS section and provide PP for each one and their location in Ruby and Sapphire.Also I will correct any mistakes I or somebody else sees.

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=E-mail =

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My email address for all my FAQs is
nemmysmailbox@yahoo.com.au

You may send me

- Additions
- Corrections
- New Fictional Moves
- Praise Mail

You may not send me

- Attachments
- VIRUSES!!!!!!!!!!!!!!
- Info already in this FAQ
- Hate Mail
- E-mail about something else other than my FAQs.

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The following websites can have this FAQ on their website

- www.gamefaqs.com
- www.neoseeker.com
- www.supercheats.com

GameFAQS automatically gets my guides,neoseeker and supercheats had to ask.I might consider giving neoseeker and SC my guides automatically as well,but for now,the only website which has all my FAQs is Gamefaqs.

Look on www.gamefaqs.com for the latest update.Remember any other websites who get my permisssion,KEEP IT UPDATED and do not modify it in any way and ALWAYS keep my name top and bottom.

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=Credits =

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None Yet...

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=My other FAQs =

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Neopets FAQ/Walkthrough Online Only/Web

http://db.gamefaqs.com/computer/online/file/neopets_f.txt

Biggest Guide for Neopets on GameFAQS, at the time of writing. Only to get bigger.

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