

Pokémon Ruby /Sapphire Jirachi/Deoxys Guide

by Pokemon Legend

Updated to v2.7 on Oct 10, 2005

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Pokemon Ruby/Sapphire Jirachi/Deoxys Guide

Copyright 2004 Dan Costa (pronounced ka-stuh, not koe-stuh)

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E-mail: Gogeta12@yahoo.com

Author: Dan Costa aka Pokemon Legend

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----- (Jirachi) -----
===== [Deoxys] =====
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----- (Jirachi) -----
 ===== [Deoxys] =====

2. Version History:

Version 1.0: 7-20-04. Created the Jirachi guide. Finished it, too.
 Version 1.5: 7-21-04. The guide doubled in size. Added battle strategies and contest info. Added stats. Added EVs. Added mini-section on Rayquaza for double battling
 Version 2.5: 7-22-04. Totally re-worked the guide, combining into it my Deoxys Guide.
 (which i wasnt going to post)
 Version 2.6: 7-29-04. Worked out some technicalities. Nothing major.
 Version 2.7: 10-10-05. Added important note in Intro section.

----- (Jirachi) -----
 ===== [Deoxys] =====

3. Introduction: Hi, i'm Dan. This is my second guide (the first one didn't make it.....oh well) I created this guide to answer every question anyone might have about the star-headed wonder....Jirachi! Not to mention the all-powerful Deoxys, who takes on Rayquaza in movie 7. The 2 Pokemon battle.....to a standstill!
 I hope you find this guide useful.....You should if you came here looking for Jirachi/Deoxys and help on catching them, their moves, etc.
 The Deoxys part of the guide focuses on Normal Form Deoxys, as Attack and Defense Form Deoxys ARE ONLY AVAILABLE IN FIRERED AND LEAFGREEN!
 Sit back and enjoy!
 As of now, the following sites have permission to use this guide:
 *Gamefaqs
 *Neoseeker
 *Supercheats

IMPORTANT NOTE!: Okay.....I don't know how else to say this. DO NOT E-Mail me asking for help with your Gameshark or Action Replay. If you are having problems with it, YOU need to deal with that, not me. The codes I list to get the two secret legendaries are 100% accurate, and if you can't use them properly, it's either:
 a. You have the wrong version of cheat device
 b. You input the code wrong
 c. You expected them to show up in your pc or party when the codes actually make it so that every random battle is against the specified pokemon.
 d. You're using both the Jirachi and Deoxys codes at the same time.
 e. You forgot the Master Code. Let's get something straight here.
 YOU WILL HAVE TO CREATE A NEW GAME FILE IN YOUR GAMESHARK OR ACTION REPLAY AND INPUT MY MASTER CODE AS THE (M) MUST BE ON CODE AS THE FIRST CODE FOR THE NEW GAME SLOT. THE SECOND CODE IS THE POKEMON MODIFIER.

It's not rocket science, okay?! STOP E-MAILING ME ABOUT GS/AR HELP!
 I am SICK AND TIRED of going through the process with people, step-by-

step. I've been doing it for a year now and I refuse to do it any more.

----- (Jirachi) -----
===== [Deoxys] =====

4. Why get Jirachi Anyway?

WHAT? How can you seriously be asking that!? Fine, I'll tell you why.

*First and most importantly, getting Jirachi in your R/S game will fix the berry glitch. This glitch prevents berries from growing, and stops all other time events from happening. (lilycove dept. store rooftop sale, for example) The berry glitch takes place after about a year of gameplay. Get Jirachi and this doesn't apply to you.

*Second, Jirachi is an awesome pokemon. It's max hp is 404, for crying out loud! Even with a low hp nature! Not to mention its other stats, as well as the awesome moves it learns. (It's the only Pokemon that learns Doom Desire!)

*And finally.....Jirachi is one of the coolest-looking pokemons, second only to Rayquaza, in my opinion.

That's why getting Jirachi is more than just a good idea!

----- (Jirachi) -----
===== [Deoxys] =====

4a. And why is Deoxys all that?

.....**stares in disbelief**.....

Here's some reasons for you:

*Deoxys IS A GOD in terms of attack power. (on par with Rayquaza)

*You need Deoxys to complete your Pokedex.

*It has 3 forms (2 of which aren't accessible at all in R/S)

How cool is that?

*Deoxys is so godly powerful and so blindingly fast, it does not need a partner in double battles. Just let it hold Leftovers & make sure that it has Recover, and you're set.

The only bad things about Deoxys are as follows:

*Deoxys has one of the worst DEF and SP DEF ratings in the game. You can, however, get around this with Recover and Leftovers.

*Like any legendary pokemon, Deoxys takes longer to level up. But trust me, a 400+ ATK and SP ATK (and SPEED!) stat are worth it all.

Deoxys.....RULES!

----- (Jirachi) -----
===== [Deoxys] =====

5. Jirachi's Basic Info

Jirachi, the wish pokemon. It is said to appear once every 1,000 years. It will awaken if you sing to it in a pure voice. When it awakens, it is said to grant whatever wish is written on the wish tags on its head. However, if it senses danger, it will fight without awakening.

English Name: Jirachi

Japanese Name: Jiraachi

Type1: Steel

Type2: Psychic

Ability: Serene Grace

Serene Grace makes moves with extra effects (paralysis, sleep, etc.)

induce the extra effects more often when Jirachi uses one of the moves.

Number:

Before getting National Dex: #201
After getting National Dex: #385
Height: 1'00" (1 foot)
Weight: 2.42 lbs. (2 and a half pounds)
Footprint: a tiny upside-down teardrop
Gender: Genderless
Egg Group: Cannot Breed

----- (Jirachi) -----
===== [Deoxys] =====

5a. Deoxys' Basic Info

Deoxys, the D.N.A. Pokemon. It is actually a space virus that was exposed to a laser beam, turning it into a Pokemon. It has regenerative powers as well as enough psychic ability to make Mewtwo and Lugia crap their pants. In movie 7 (not out in US yet) it battled with Rayquaza to a standstill. Then it went into Super Attack Mode Deoxys (only available in FireRed) and beat it so badly that Rayquaza fled. (yes, Deoxys is THAT powerful)

English Name: Deoxys
Japanese Name: Deokishisu
Type1: Psychic
Type2: none
Ability: Pressure
Pressure makes the foe use 2 pp for one move instead of 1.
Number:

Before getting National Dex: #202
After getting National Dex: #386
Height: 5'07" (five feet, 7 inches)
Weight: 134.0 lbs. (134 pounds)
Footprint: a small circle that is ever so slightly pointy on the upper left-hand corner
Gender: Genderless
Egg Group: Cannot Breed

----- (Jirachi) -----
===== [Deoxys] =====

6. Level-up Moves for Jirachi

*Note: STAB means "same type attack bonus". It means that if the move used is the same type as one of your pokemon's types, (or if it's type matches your pokemon's single type) the move's power is boosted by 50%.

Name	Learned at Lvl.	Type
Wish:	starts w/ it	Normal
Info:	At the end of the turn after the turn you use this attack, you heal 50% of your max Hp. Works even if you switch Pokemon.	
PP:	10-16	
Power:	---	
Accuracy:	---	
Confusion:	starts w/ it	Psychic
Info:	10% chance of confusing the opponent.	
PP:	25-40	
Power:	50 (75 STAB)	
Accuracy:	100	
Rest:	05	Psychic

Info: Heals hp and all status changes except FRZ. User falls asleep.

PP: 10-16

Power: ---

Accuracy: ---

Swift: 10 Normal

Info: Always hits.

PP: 20-32

Power: 60 (90 STAB)

Accuracy: ---

Helping Hand: 15 Normal

Info: Increases Teammates ATK power by 50%.

PP: 20-32

Power: ---

Accuracy: 100

Psychic: 20 Psychic

Info: 10% chance of lowering opponents SP. DEF.

PP: 10-16

Power: 100 (150 STAB)

Accuracy: 100

Refresh: 25 Normal

Info: Heals the user of paralysis, burn, or poison.

PP: 20-32

Power: ---

Accuracy: ---

Rest: 30 Psychic

Info: Heals hp and all status changes except FRZ(frozen). User falls asleep.

Learned for the second time.

PP: 10-16

Power: ---

Accuracy: ---

Double-Edge: 35 Normal

Info: Recoils 1/3 of the damage given.

PP: 15-24

Power: 120 (180 STAB)

Accuracy: 100

Future Sight: 40 Psychic

Info: Deals damage 2 turns after it is used.

PP: 15-24

Power: 80 (120 STAB)

Accuracy: 90

Cosmic Power: 45 Psychic

Info: Raises DEF. and SP. DEF.

PP: 20-32

Power: ---

Accuracy: ---

Doom Desire: 50 Steel

Info: Deals damage 2 turns after it is used.

PP: 5-8

Power: 120 (180 STAB)

Accuracy: 85

6a. Level-up Moves for Deoxys
These are Deoxys' Level-up Moves:

Name	Learned at Lvl.	Type
Leer:	starts w/ it	Normal
Info: Lowers opponent's DEF.		
PP: 30-48		
Power: ---		
Accuracy: 100		
Wrap:	starts w/ it	Normal
Info: After it is used, at the end of each of the following turns, the target is hurt a little. Target cannot switch out.		
PP: 20-32		
Power: 15 (27.5 STAB)		
Accuracy: 85		
Night Shade:	05	Ghost
Info: Damage = User's Level		
PP: 15-24		
Power: ---		
Accuracy: 100		
Teleport:	10	Psychic
Info: User flees from battle. No effect in trainer battles.		
PP: 20-32		
Power: ---		
Accuracy: ---		
Knock Off	15	Dark
Info: Target temporarily loses the item it's holding.		
PP: 20-32		
Power: 20 (30 STAB)		
Accuracy: 100		
Pursuit	20	Dark
Info: x2 damage if target switches out.		
PP: 20-32		
Power: 40 (60 STAB)		
Accuracy: 100		
Psychic:	25	Psychic
Info: 10% chance of lowering opponents SP. DEF.		
PP: 10-16		
Power: 100 (150 STAB)		
Accuracy: 100		
Snatch:	30	Dark
Info: If target uses a stat-raising or healing move, it's effect is stolen from the target and put on the user.		
PP: 10-16		
Power: ---		
Accuracy: 100		
Cosmic Power:	35	Psychic
Info: Raises DEF. and SP. DEF.		

PP: 20-32
Power: ---
Accuracy: ---

Recover: 40 Noraml
Info: User is healed by 50% of it's max HP
PP: 20-32
Power: ---
Accuracy: ---

Psycho Boost 45 Psychic
Info: User's SP ATK greatly falls.
PP: 5-8
Power: 140 (210 STAB)
Accuracy: 90

Hyper Beam 50 Normal
Info: Rediculously powerful, but user has to skip it's next turn
to recharge from the loss of power.
PP: 5-8
Power: 150 (225 STAB)
Accuracy: 90

----- (Jirachi) -----
===== [Deoxys] =====

7. Jirachi's Tm/Hm Compatabilities

Tm03-Water Pulse
Type: Water
Info: 20% chance of confusing the opponent.
PP: 20-32
Power: 60 (90 STAB)
Accuracy: 100

Tm04-Calm Mind
Type: Psychic
Info: Raises SP. ATK and SP. DEF.
PP: 20-32
Power: ---
Accuracy: ---

Tm06-Toxic
Type: Poison
Info: Poisons opponent. It gets worse for the opponent with every passing
turn.
PP: 10-16
Power: ---
Accuracy: 85

Tm10-Hidden Power
Type: Normal
Info: ATK power varies for different Pokemon.
PP: 15-24
Power: ---
Accuracy: 100

Tm11-Sunny Day
Type: Fire
Info: Raises the power of Fire moves for 5 turns. Also, Solarbeam can be used

without taking in sunlight first.

PP: 5-8

Power: ---

Accuracy: ---

Tm15-Hyper Beam

Type: Normal

Info: My favorite move. It is obnoxiously powerful, but the user needs to recharge the next turn. Great for one-hit kills.

PP: 5-8

Power: 150 (225 STAB)

Accuracy: 90

Tm16-Light Screen

Type: Psychic

Info: Cuts SP. ATK damage done to the user in half for up to 5 turns.

PP: 30-48

Power: ---

Accuracy: ---

Tm17-Protect

Type: Normal

Info: Negates all forms of damage done to the user. Drawbacks: Cannot attack if you use Protect, and it may fail if used in succession.

PP: 10-16

Power: ---

Accuracy: ---

Tm18-Rain Dance

Type: Water

Info: for 5 turns, Water moves' power is boosted by 50%, Fire moves' power is cut by 50%, and Thunder's accuracy becomes 100.

PP: 5-8

Power: ---

Accuracy: ---

Tm20-Safeguard

Type: Normal

Info: Prevents status abnormalities for 5 turns

PP: 25-40

Power: ---

Accuracy: ---

Tm21-Frustration

Type: Normal

Info: The more the user dislikes you, (or it's trainer if that happens to not be you) the more powerful the attack becomes.

PP: 20-32

Power: ---

Accuracy: 100

Tm24-Thunderbolt

Type: Electric

Info: 10% chance of paralyzing the opponent

PP: 15-24

Power: 95 (142.5 STAB)

Accuracy: 100

Tm25-Thunder

Type: Electric

Info: 30% chance of paralyzing opponent. Damage is doubled if opponent is airborne. Accuracy becomes 100 if used while it's raining.

PP: 10-16

Power: 120 (180 STAB)

Accuracy: 70

Tm27-Return

Type: Normal

Info: The more the user likes you, (or its trainer if your not its trainer) the more powerful the attack becomes

PP: 20-32

Power: ---

Accuracy: 100

Tm29-Psychic

Type: Psychic

Info: My other favorite move. It has a 10% chance of lowering the opponent's SP. DEF.

PP: 10-16

Power: 100 (150 STAB)

Accuracy: 100

Tm30-Shadow Ball

Type: Ghost

Info: Has a 20% chance of lowering opponent's SP. DEF. Only works on Ghost-type Pokemon

PP: 15-24

Power: 80 (120 STAB)

Accuracy: 100

Tm32-Double Team

Type: Normal

Info: Raises evasiveness.

PP: 15-24

Power: ---

Accuracy: ---

Tm33-Reflect

Type: Psychic

Info: Cuts physical damage done to user by 50% for up to 5 turns

PP: 20-32

Power: ---

Accuracy: ---

Tm34-Shock Wave

Type: Electric

Info: Always hits.

PP: 20-32

Power: 60 (90 STAB)

Accuracy: ---

Tm37-Sandstorm

Type: Rock

Info: A useless move in my opinion. Creates a sandstorm that lasts for 5 turns. At the end of a turn in which it is in effect, it damages all Pokemon that aren't Ground, Steel, or Rock-type.

PP: 10-16

Power: ---

Accuracy: ---

Tm40-Aerial Ace

Type: Flying

Info: Extremely fast. Always hits

PP: 20-32

Power: 60 (90 STAB)

Accuracy: ---

Tm42-Facade

Type: Normal

Info: If the user is burnt, poisoned, or paralyzed, this attacks power is doubled.

PP: 20-32

Power: 70 (105 STAB)

Accuracy: 100

Tm43-Secret Power

Type: Normal

Info: Based on where it is used, it has a 30% chance of causing a status change. Here is a list.

If used on: Status Change:

Small grass-----Poison

Tall grass-----Sleep

Cave-----Flinch

Mountain-----Confuse

Sea-----Lowers ATK.

Pond-----Lowers SPEED

Sand-----Lowers ACCURACY

Underwater-----Lowers DEF.

Anywhere

else-----Paralysis

PP: 20-32

Power: 70

Accuracy: 85

Tm44-Rest

Type: Psychic

Info: Heals Hp and all status changes except for freezing. User falls asleep.

PP: 10-16

Power: ---

Accuracy: ---

Tm45-Attract

Type: Normal

Info: Makes opponents of the opposite gender fall in love with the user. Useless to Jirachi since it is genderless.

PP: 15-24

Power: ---

Accuracy: 100

Tm48-Skill Swap

Type: Psychic

Info: The user switches abilities with the opponent/target

PP: 10-16

Power: ---

Accuracy: 100

Hm05-Flash

Type: Normal

Info: The most useless battle move/Hm EVER. Lowers oppnents accuracy.

After you are done with Victory Road, if you don't have it on an Hm slave,

go to Lillycove and delete it ASAP. Teach your pokemon a good move afterward.

PP: 20-32

Power: ---

Accuracy: 70

This concludes the list of Jirachi's Tm/Hm Compatabilities.

----- (Jirachi) -----
===== [Deoxys] =====

7a. Deoxys' Tm/Hm Compatabilities

Tm01-Focus Punch

Type: Fighting

Info: On the first turn, the user channels energy into its fist. On the second turn, a Punch as powerful as the Hyper Beam is released upside the targets head. Looks very cool if performed successfully. However, if the user is hit before the punch can be released, the user loses its focus and has to start the move over.

PP: 20-32

Power: 150 (225 STAB)

Accuracy: 100

Tm03-Water Pulse

Type: Water

Info: 20% chance of confusing the opponent.

PP: 20-32

Power: 60 (90 STAB)

Accuracy: 100

Tm04-Calm Mind

Type: Psychic

Info: Raises SP. ATK and SP. DEF.

PP: 20-32

Power: ---

Accuracy: ---

Tm06-Toxic

Type: Poison

Info: Poisons opponent. It gets worse for the opponent with every passing turn.

PP: 10-16

Power: ---

Accuracy: 85

Tm10-Hidden Power

Type: Normal

Info: ATK power varies for different Pokemon.

PP: 15-24

Power: ---

Accuracy: 100

Tm11-Sunny Day

Type: Fire

Info: Raises the power of Fire moves for 5 turns. Also, Solarbeam can be used without taking in sunlight first.

PP: 5-8

Power: ---

Accuracy: ---

Tm12-Taunt

Type: Dark

Info: If the target uses anything other than an attacking move, that move fails.
Taunt lasts for 2 turns.

PP: 20-32

Power: ---

Accuracy: 100

Tm13-Ice Beam

Type: Ice

Info: Has a 10% chance of freezing the target.

PP: 10-16

Power: 95 (142.5 STAB)

Accuracy: 100

Tm15-Hyper Beam

Type: Normal

Info: My favorite move. It is obnoxiously powerful, but the user needs to recharge the next turn. Great for one-hit kills.

PP: 5-8

Power: 150 (225 STAB)

Accuracy: 90

Tm16-Light Screen

Type: Psychic

Info: Cuts SP. ATK damage done to the user in half for up to 5 turns.

PP: 30-48

Power: ---

Accuracy: ---

Tm17-Protect

Type: Normal

Info: Negates all forms of damage done to the user. Drawbacks: Cannot attack if you use Protect, and it may fail if used in succession.

PP: 10-16

Power: ---

Accuracy: ---

Tm18-Rain Dance

Type: Water

Info: for 5 turns, Water moves' power is boosted by 50%, Fire moves' power is cut by 50%, and Thunder's accuracy becomes 100.

PP: 5-8

Power: ---

Accuracy: ---

Tm20-Safeguard

Type: Normal

Info: Prevents status abnormalities for 5 turns

PP: 25-40

Power: ---

Accuracy: ---

Tm21-Frustration

Type: Normal

Info: The more the user dislikes you, (or it's trainer if that happens to not be you) the more powerful the attack becomes.

PP: 20-32

Power: ---

Accuracy: 100

Tm22-Solarbeam

Type: Grass

Info: On the turn it is used, the user takes in sunlight. On the following turn, the beam is fired. If Sunny Day (or Groudon's Drought) is still working, the beam is fired as soon as the move is used.

PP: 10-16

Power: 120 (180 STAB)

Accuracy: 100

Tm24-Thunderbolt

Type: Electric

Info: 10% chance of paralyzing the opponent

PP: 15-24

Power: 95 (142.5 STAB)

Accuracy: 100

Tm25-Thunder

Type: Electric

Info: 30% chance of paralyzing opponent. Damage is doubled if opponent is airborne. Accuracy becomes 100 if used while it's raining.

PP: 10-16

Power: 120 (180 STAB)

Accuracy: 70

Tm27-Return

Type: Normal

Info: The more the user likes you, (or its trainer if your not its trainer) the more powerful the attack becomes

PP: 20-32

Power: ---

Accuracy: 100

Tm29-Psychic

Type: Psychic

Info: My other favorite move. It has a 10% chance of lowering the opponent's SP. DEF.

PP: 10-16

Power: 100 (150 STAB)

Accuracy: 100

Tm30-Shadow Ball

Type: Ghost

Info: Has a 20% chance of lowering opponent's SP. DEF. Only works on Ghost-type Pokemon.

PP: 15-24

Power: 80 (120 STAB)

Accuracy: 100

Tm31-Brick Break

Type: Fighting

Info: Destroys Barrier, Reflect, and Light Screen.

PP: 15-24

Power: 75 (112.5 STAB)

Accuracy: 100

Tm32-Double Team

Type: Normal

Info: Raises evasiveness.

PP: 15-24

Power: ---
Accuracy: ---

Tm33-Reflect

Type: Psychic
Info: Cuts physical damage done to user by 50% for up to 5 turns
PP: 20-32
Power: ---
Accuracy: ---

Tm34-Shock Wave

Type: Electric
Info: Always hits.
PP: 20-32
Power: 60 (90 STAB)
Accuracy: ---

Tm39-Rock Tomb

Type: Rock
Info: Lowers targets SPEED
PP: 10-16
Power: 50 (75 STAB)
Accuracy: 80

Tm40-Aerial Ace

Type: Flying
Info: Extremely fast. Always hits
PP: 20-32
Power: 60 (90 STAB)
Accuracy: ---

Tm41-Torment

Type: Dark
Info: Target cannot use the same move twice in a row.
PP: 15-24
Power: ---
Accuracy: 100

Tm42-Facade

Type: Normal
Info: If the user is burnt, poisoned, or paralyzed, this attacks power is doubled.
PP: 20-32
Power: 70 (105 STAB)
Accuracy: 100

Tm43-Secret Power

Type: Normal
Info: Based on where it is used, it has a 30% chance of causing a status change. Here is a list.
If used on: Status Change:
Small grass-----Poison
Tall grass-----Sleep
Cave-----Flinch
Mountain-----Confuse
Sea-----Lowers ATK.
Pond-----Lowers SPEED
Sand-----Lowers ACCURACY
Underwater-----Lowers DEF.
Anywhere

else-----Paralysis

PP: 20-32

Power: 70

Accuracy: 85

Tm44-Rest

Type: Psychic

Info: Heals Hp and all status changes except for freezing. User falls asleep.

PP: 10-16

Power: ---

Accuracy: ---

Tm45-Attract

Type: Normal

Info: Makes opponents of the opposite gender fall in love with the user.

Useless to Deoxys since it is genderless.

PP: 15-24

Power: ---

Accuracy: 100

Tm48-Skill Swap

Type: Psychic

Info: The user switches abilities with the opponent/target

PP: 10-16

Power: ---

Accuracy: 100

Tm49-Snatch

Type: Dark

Info: If target uses a stat-raising or healing move, it's effect is stolen from the target and put on the user.

PP: 10-16

Power: ---

Accuracy: 100

Hm01-Cut

Type: Normal

Info: No special effect. Cuts down trees outside of battle.

PP: 30-48

Power: 50 (75 STAB)

Accuracy: 95

HM04-Strength

Type: Normal

Info: No special effect.

PP: 15-24

Power: 80 (120 STAB)

Accuracy: 100

Hm05-Flash

Type: Normal

Info: The most useless battle move/Hm EVER. Lowers opponents accuracy.

After you are done with Victory Road, if you don't have it on an Hm slave, go to Lilycove and delete it ASAP. Teach your pokemon a good move afterward.

PP: 20-32

Power: ---

Accuracy: 70

Hm06-Rock Smash

Type: Fighting

Info: I have only ONE THING to say about RockSmash: DO NOT TEACH IT TO YOUR POKEMON IF YOU CAN HELP IT! This move is horribly weak. Has a 50% chance of lowering the targets DEF.

PP: 15-24

Power: 20-30

Accuracy: 100

----- (Jirachi) -----
===== [Deoxys] =====

8. Battle Strategies Using Jirachi

NOTE!: I recommend that you skip down a section and read through the Rayquaza mini-section before reading this section, just to get a grasp on what Jirachi's double battle partner should be like.

First, let me start off by saying 2 things.

1. The best battle move set for Jirachi to have is the following:

Jirachi @ Leftovers (Leftovers can be found in a trash can on the lower part of the S.S. Tidal)

Psychic

Doom Desire

Wish

Thunder

2. When double battling, MAKE SURE that Jirachi's partner is a strong Rayquaza.

Ok. Now, the strategies:

#1: (Jirachi by itself) Using the above said move set, have Jirachi open with Wish. This will give you time to unleash moves such as Thunder (It may have a low Accuracy, but because of Jirachi's ability, it has a 42% chance of inducing paralysis) or Psychic. Use Doom Desire for the second move though, as it will come back to haunt your foe.

You should get enough damage in so that when wish heals you, you can finish the foe off and be ready for the next Pokemon. Doom Desire is backup. Add in Jirachi's high DEF. (It being Steel-type) and you have got nothing to worry about, except for 3 Pokemon. Houndour, Houndoom, and Groudon.

Leftovers don't hurt, either. But since i do not know exactly when Jirachi will use leftovers, I will give a battle example w/o it.

Example of Battle using strategy #1:

Move 1(Jirachi): Wish

Move 1(foe): Unless its fire/ground-type, no worries

Move 2(Jirachi): Doom Desire

Move 2(foe): see above

Move 3(Jirachi): Thunder or Psychic, depending on foe's type

Move 3(foe): see move 1(foe)

{wish Heal!}

Move 4(Jirachi): see move 3(Jirachi)

(By now, the foe should have fainted. If not, read the next move.

If so, repeat for the next battle)

Move 4(foe): see move 1(foe)

{Doom Desire!} (foe should faint, as a result of a high-powered STAB-boosted Doom Desire, since nothing is resistant against it. If by some miracle your foe survived, just keep using Thunder/Psychic)

#2: (double battle, Jirachi and Rayquaza)

This battle guide assumes your foe has 6 Pokemon.

Have Jirachi open with Wish. If there is a(n)....

*Ice-type Pokemon on the foes side, have Rayquaza use it's fire move to school it. The same thing goes for multiple Ice-types on the foe's team.

*Fire-type Pokemon on the foe's side, have Rayquaza use Surf to blow it away. The same thing goes for multiple Fire-types on the foe's team.

The same thing goes for Ground-types. Use Surf on them, too.

The foe's attacks shouldnt matter to Jirachi's DEF./SP DEF. and Rayquaza's lack of weaknesses (you got rid of the Ice-type, remember?) On turn 2, have Jirachi target the foe of your chioce for Doom Desire, and do not attack that chosen foe for the remainder of the battle. Have Rayquaza attack the other Pokemon opponent, (the one not chosen by Doom Desire) exploiting it's weakness if possible. The foe's attacks still shouldn't matter.

On turn 3, have Jirachi use Wish, just to have it do something. Rayquaza should attack the Pokemon not chosen by Doom Desire (the chosen one should still be alive) and if the one not chosen faints from being attacked (It should faint, seeing as how Rayquaza should attack before Jirachi gets to make its move) You have been following my instructions well. The foe's attack should be next to useless because Wish will heal your Pokemon at the end of this turn. You should have this:

You-

Pokemon on the battlefield: 2, hp: close to full/ full (both PKMN)

Pokemon down: 0

Pokemon in reserve, waiting to come out: depends on how many you have with you besides Jirachi and Rayquaza.

Enemy-

Pokemon on the battlefield: 2, hp: full (both PKMN)

Pokemon down: 3

Pokemon in reserve: 1

For turn 4, have Jirachi use Wish as backup, then Have Rayquaza knock off the one not chosen with the attack that works best against it. Their attacks STILL shouldnt matter to you, and Doom Desire should finally get of the chosen Pokemon. For turn 5, Just attack the last Pokemon with Rayquaza.

NOTE: Have Rayquaza K.O. any Ice, Fire, and Ground-types that are sent out, as soon as they come out, because they are the only threats to your team.

Battle Example:

Move 1(Jirachi): Wish

Move 1(Rayquaza): Attack the Pokemon of your choice with the move of your choice, exploiting its weakness if at all possible.

Move 1(foes): shouldnt matter, as you should have gotten rid of any threats to your team that your foe had on the 1st turn by now

Move 2(Jirachi): Doom Desire on a chosen Pokemon

Move 2(Rayquaza): Attack the one not chosen, making use of its weakness if you can

Move 2(foes): see move 1(foes)

Move 3(Jirachi): Wish

Move 3(Rayquaza): Attack the one not chosen (or the one replacing it)

Move 3(foes): REALLY shouldn't matter, as Wish will heal you now

WISH HEAL!

Move 4(Jirachi): Wish

Move 4(Rayquaza): see move 2(Rayquaza)

Move 4(foes): doesn't matter

DOOM DESIRE HITS!

Move 5(Jirachi): Attack the last Pokemon your foe has, making use of its weakness if possible

Move 5(Rayquaza): see Move 5(Jirachi)

----- (Jirachi) -----
===== [Deoxys] =====

8a. Rayquaza mini-section

This section explains what moves Rayquaza should have for being Jirachi's partner, where to get Rayquaza, and Rayquaza's stats/EVs.

Rayquaza's move set for double battles w/ Jirachi:

Rayquaza @ Mystic Water (Mystic Water is attached to Castform)

Hyper Beam

Surf (Must have this! Very important!)

and either:

Flamethrower

Blizzard

or:

Fire Blast

Ice Beam

Getting Rayquaza:

You'll need:

-Mach Bike

-Ultra (at least 30) or Master Ball (1)

-A Pokemon that knows Thunder Wave (preferably Magnetron, since it is steel-type and is resistant to Fly, Extremerespeed, and Outrage) Lvl: at least 55

-A Swampert (or other Blizzard-compatible Pokemon that knows Blizzard) that knows Blizzard Lvl: at least 65

-You also need to have beaten the Elite Four

Fly to Pacifidlog Town. Surf north as far as you can go, then Surf right until you see a cave. Enter it and go up and around until you are outside the entrance to a tower. This is Sky Pillar, home to Rayquaza, as well as wild Dusclops and Altaria. Go inside and work your way up until you come to a room with cracks in the floor. Get on your Mach Bike. You need to ride across the floor: down, left, then up. Here's the catch: YOU CANT RUN INTO ANYTHING! If you do, you slow down and fall through the cracks to the previous floor. After you make it across, go up 2 floors to reach another one of these annoying cracked-floor puzzles. This one is VERY hard, but worth it for Rayquaza. The reason its hard is because you need to stop on one of the 2 middle cracked spaces at the north part of the room and fall through to get to the door you couldnt reach before. Go through it, then up until you reach a huge green thing. Enter Rayquaza. Before you press A next to it to make it battle, however, do 2 things. Switch Magnetron (or your Thunder Wave Pokemon) to the left of the list so it goes out first. THEN SAVE! Ok. Now you are ready. Walk up to it and press A.

~~~~~  
Legendary Pokemon Battle: Rayquaza  
~~~~~

Pokemon I used: N/A

Ball(s) I used: Master Ball, 1st turn (I have many)

I'm assuming you don't want to use your Master ball, unless you have more than one, so this battle guide will rely on the Ultra Ball. First, have Magnetron (or your Thunder Wave Pokemon) use Thunder Wave. Paralyzing Rayquaza is very important. Then, attack it until one of 2 things happen.

-It kills your Magneton. Fat chance, I know, but a Lvl. 70 Rayquaza is no laughing matter. If this happens, switch to Swampert (or your Blizzard Pokemon)

-It uses Rest. If this happens, use Thunder Wave until it wakes up and is able to be paralyzed. Paralyze it and switch to Swampert (Blizzard Pokemon) Once Swampert/ Blizzard Pokemon is out, smash Rayquaza with Blizzards until its HP is very, very, very low. I'm talking like 1 millimeter of health left. If you can't do this for whatever reason, get as close to 1 millimeter as you can (without killing it) and hope it doesn't use rest. When you have met these conditions.....

-health: I((((((((((((((((I=amount of health left.

-Rayquaza is paralyzed

.....Throw an Ultra Ball at it. To ensure maximum catching potential, repeatedly tap the A button like a madman as soon as the ball hits the floor.

If you accidentally killed it, save and reset, then do the battle over.

~~~~~

### Rayquaza's Stats

Here is a list of Rayquaza's max stats/ EVs

#### Key:

<= with a nature that increases that particular stat

>= with a nature with decreases that particular stat

^= with a nature that does nothing to that particular stat

|       | <   | >   | ^   |
|-------|-----|-----|-----|
| HP    | 414 | 414 | 414 |
| ATK.  | 438 | 359 | 399 |
| DEF.  | 306 | 251 | 279 |
| SP    |     |     |     |
| ATK.  | 438 | 359 | 399 |
| SP    |     |     |     |
| DEF.  | 306 | 251 | 279 |
| SPEED | 317 | 260 | 289 |

#### EV advice from Dan:

You should be primarily concerned with building up Rayquaza's ATK. and SP ATK. That way, it has the power to K.O. the opponent's Pokemon in one shot during double battles.

This concludes the Rayquaza mini-section.

----- (Jirachi) -----  
===== [Deoxys] =====

### 8b. Battle Strategy Against Jirachi

Use Groudon. Every good move it knows is super-effective on Jirachi.

Move set for Groudon against Jirachi:

- Groudon @ (either Soft Sand or Charcoal. You decide.)
- Earthquake
- Eruption
- Fire Blast
- Dig

It should also have the power to K.O. Jirachi in one hit

----- (Jirachi) -----  
===== [Deoxys] =====

### 8c. Battle Strategy Using Deoxys

This strategy applies to both normal and double battles, as Deoxys is powerful enough so that it doesn't matter who its partner is.

Deoxys @ Leftovers

Hyper Beam

Recover

Psycho Boost

Shadow Ball

Have Deoxys open with Psycho Boost. It may reduce its SP ATK, but its other moves rely on ATK. As for Recover, it always restores half of Deoxys' max HP. If by some....MIRACLE.....your foe lives after that, either Shadow Ball (if your foe is Ghost or Psychic-type) or Hyper Beam (if it's anything else-type) it. The only time you should have to Recover is if you use Hyper Beam and the foe has more Pokemon. When their next Pokemon comes out, it has an opportunity to damage you, and Deoxys' DEF leaves something to be desired.

Battle Example:

Move 1 (Deoxys): Psycho Boost

Move 1 (foe): (if it didn't die) unless it heavily damages you, don't worry.

Move 2 (Deoxys): Depending on the situation, any move except Recover or Psycho Boost.

And that's all you should have to do.

----- (Jirachi) -----  
===== [Deoxys] =====

### 8d. Battle Strategy Against Deoxys

If you are unfortunate enough to battle a well-trained Deoxys, may the Force be with you. This is your best bet though:

Sableye @ Spell Tag

Astonish

Faint Attack

Shadow Ball

Knock Off

Sableye is immune to Hyper Beam and Psycho Boost. Also, Shadow Ball is only normally effective against it. You should be able to live through the 1st move to use Shadow Ball on Deoxys. That should do it in. If it doesn't, use Astonish next turn.

----- (Jirachi) -----  
===== [Deoxys] =====

### 9. Contest Guide for Jirachi

NOTE: The Jirachi you enter in a contest should be a separate one from your battle Jirachi.

First, make sure that Jirachi's nature is any of these 4:

-Calm

-Gentle

- Careful
- Sassy

Now, get its SMART stat up to max with the correct Pokeblocks. Go to the Pokemon Fan Club in Slateport City with Jirachi as your lead Pokemon (SMART stat maxed) and talk to the guy behind the big table. He'll give you a Green Scarf. Put it on Jirachi so that it's SMART stat reaches its absolute limit.

Now teach it the following moves:

Jirachi @ Green Scarf  
 Confusion  
 Calm Mind  
 Psychic  
 Future Sight

Heres what to do:

NOTE: This works best if you go first on the first 4 appeals

Appeal 1: Calm Mind  
 Appeal 2: Future Sight  
 Appeal 3: Calm Mind  
 Appeal 4: Confusion  
 Appeal 5: Psychic

----- (Jirachi) -----  
 ===== [Deoxys] =====

#### 9a. Contest Guide for Deoxys

Your Contest Deoxys can be the same as your battle Deoxys. Just tech it Calm Mind to replace Hyper Beam, then after you are done, teach it Hyper Beam again. Do the same thing as you would do with Jirachi, Pokeblocks and the Green Scarf.

Deoxys @ Green Scarf  
 Calm Mind  
 Shadow Ball  
 Recover  
 Psycho Boost

Appeal 1: Calm Mind  
 Appeal 2: Psycho Boost  
 Appeal 3: Calm Mind  
 Appeal 4: Psycho Boost  
 Appeal 5: Shadow Ball

----- (Jirachi) -----  
 ===== [Deoxys] =====

#### 10. EVs and Stats for Jirachi

This is a list of Jirachi's max stats, and my advice on EVs.

Key:

- <= with a nature that increases that particular stat
- >= with a nature with decreases that particular stat
- ^= with a nature that does nothing to that particular stat

|       | <   | >   | ^   |
|-------|-----|-----|-----|
| HP    | 404 | 404 | 404 |
| ATK.  | 328 | 269 | 299 |
| DEF.  | 328 | 269 | 299 |
| SP    |     |     |     |
| ATK.  | 328 | 269 | 299 |
| SP    |     |     |     |
| DEF.  | 328 | 269 | 299 |
| SPEED | 328 | 269 | 299 |

Dan's EV advice: Build up Jirachi's SP ATK. and SP DEF.

Dan's other advice: Use whatever money you don't need to buy stat boosters for Jirachi

----- (Jirachi) -----  
 ===== [Deoxys] =====

#### 10a. EVs and Stats for Deoxys

This is a list of Deoxys' max stats and my EV advice.

Key:

<= with a nature that increases that particular stat

>= with a nature with decreases that particular stat

^= with a nature that does nothing to that particular stat

|       | <   | >   | ^   |
|-------|-----|-----|-----|
| HP    | 304 | 304 | 304 |
| ATK.  | 438 | 359 | 399 |
| DEF.  | 218 | 179 | 199 |
| SP    |     |     |     |
| ATK.  | 438 | 359 | 399 |
| SP    |     |     |     |
| DEF.  | 218 | 179 | 199 |
| SPEED | 438 | 359 | 399 |

----- (Jirachi) -----  
 ===== [Deoxys] =====

#### 11. How to get Jirachi

By now, you are probably thinking to yourself, "Man! Jirachi is the stuff!

I want it! Dan, please tell me how to get it!" Ok. I will.

There are 4 known ways to obtain Jirachi in R/S:

\*The first way is by having in your possession a Pokemon: Colosseum Bonus Disc. You can get Jirachi from it. (you'll need a GBA-Gamecube link, and of course, a Gamecube)

\*The second way is this: If you have a European or Australian Pokemon Channel, you can download Jirachi from it after completing the game.

\*The 3rd way is by obtaining it from a Nintendo event. (I hate it when they do this. The event, of course, already happened)

\*the 4th, easiest, and fastest way to get Jirachi (This is the way I used, as i am getting one from my friends bonus Disc, but needed it to write this guide) is to use a Gameshark or Action Replay. Here i have listed the Gameshark SP and action replay codes for it.

Gameshark SP-  
Pokemon Ruby Master code-0000B13000AB  
1003A82A0007  
Pokemon Sapphire Master code-000056D0000A  
1003A82A0007

The Jirachi code- 83007D220199

Action Replay-  
Pokemon Sapphire Master code-  
A2E564FE 0FB58A54  
B4564EFE 23F44BF2  
Pokemon Ruby Master code-  
A2E564FE 0FB58A54  
530823D9 16558191

The Jirachi code-  
89CF0941 3F293D81

----- (Jirachi) -----  
===== [Deoxys] =====

#### 11a. How to get Deoxys

And by now you probably want Deoxys like you want a million dollars.  
There are 3 ways to get Deoxys, and only one is currently available,  
and 1 will never be available again.

- \*Nintendo Event (it already happened)
- \*Trade it to Ruby/Sapphire from FireRed/LeafGreen (not out yet)
- \*Gameshark/Action Replay

Gameshark SP-  
Pokemon Ruby Master code-0000B13000AB  
1003A82A0007  
Pokemon Sapphire Master code-000056D0000A  
1003A82A0007

The Deoxys code- 83007D22019A

Action Replay-  
Pokemon Sapphire Master code-  
A2E564FE 0FB58A54  
B4564EFE 23F44BF2  
Pokemon Ruby Master code-  
A2E564FE 0FB58A54  
530823D9 16558191

The Deoxys Code-  
88F7CB8E EE360350

.....And thats how to get Jirachi and Deoxys. This is the end of my guide,  
and I hope you liked it,

Dan

----- (Jirachi) -----  
===== [Deoxys] =====

#### 12. Legal Stuff

I do not own Pokemon, Jirachi, Deoxys or Rayquaza. All rights belong to Satoshi Taijiri, in association with Nintendo and Game Freaks. This guide however, is mine, and as of now can ONLY be used on the sites listed at the top of this guide.

----- (Jirachi) -----  
===== [Deoxys] =====

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