

- [3] Finished 12/30/2006 (C.1).
- [4] Finished a few TMs (D.1).

- December 31st -

- [1] Finished TM List (D.1).
- [2] Finished HM List (E.1).
- [3] Finished Copyright Information (F.1).
- [4] Finished and Submitted FAQ.

 | - (D.1) TM List - |

```

      /-----\
     /         \
    /  TM #01   \ - Focus Punch
   /   Type    \ - Fighting
  /   Power    \ - 150
 /   Accuracy  \ - 100%
/   Location   \ - Route 115
/   Description \ - At the beginning of the round, user tight its
/-----\      focus; attacks if opponent does not directly
                        damage user during turn.
  
```

-(-----)-

```

      /-----\
     /         \
    /  TM #02   \ - Dragon Claw
   /   Type    \ - Dragon
  /   Power    \ - 80
 /   Accuracy  \ - 100%
/   Location   \ - Meteor Falls
/   Description \ - Regular Damage.
/-----\
  
```

-(-----)-

```

      /-----\
     /         \
    /  TM #03   \ - Water Pulse
   /   Type    \ - Water
  /   Power    \ - 60
 /   Accuracy  \ - 20%
/   Location   \ - Sootopolis Gym
/   Description \ - 20% Chance of confusing the opponent.
/-----\
  
```

-(-----)-

```

      /-----\
     /         \
    /  TM #04   \ - Calm Mind
   /   Type    \ - Psychic
  /   Power    \ - N/A
  
```

```
 / Accuracy \ - N/A
 / Location \ - Mossdeep Gym
 / Description \ - Raises Special Attack and Special Defense by 1+.
 / _____ \
```

-(-----)-

```
 / _____ \
 / TM #05 \ - Roar
 / Type \ - Normal
 / Power \ - N/A
 / Accuracy \ - 100%
 / Location \ - Route 114
 / Description \ - Switches opponent's current Pokemon to another
 / _____ \ Pokemon in the team.
```

-(-----)-

```
 / _____ \
 / TM #06 \ - Toxic
 / Type \ - Poison
 / Power \ - N/A
 / Accuracy \ - 85%
 / Location \ - Fiery Path
 / Description \ - Badly Poisons opponent. Poison damage increases
 / _____ \ each turn; toxic poisoning remains with the
 Pokemon even after swithing out to a different
 Pokemon.
```

-(-----)-

```
 / _____ \
 / TM #07 \ - Hail
 / Type \ - Ice
 / Power \ - N/A
 / Accuracy \ - N/A
 / Location \ - Shaol Cave
 / Description \ - Cancels effect of all other weather moves. For 5
 / _____ \ turns: Damages both Pokemon unless they are ice
 types.
```

-(-----)-

```
 / _____ \
 / TM #08 \ - Bulk Up
 / Type \ - Fighting
 / Power \ - N/A
 / Accuracy \ - N/A
 / Location \ - Dewford Jym
 / Description \ - Raises Attack and Defense by 1+.
 / _____ \
```

- (-----) -

```

 /-----\
 /         \
 / TM #09   \ - Bullet Seed
 / Type     \ - Grass
 / Power    \ - 10
 / Accuracy \ - 100%
 / Location  \ - Route 104
 / Description \ - Attacks 2-5 times in one turn; if one of these
 /-----\   attacks breaks an opponent's substitute, the
                real Pokemon will take damage for the rest of
                the hits.

```

- (-----) -

```

 /-----\
 /         \
 / TM #10   \ - Hidden Power
 / Type     \ - Normal
 / Power    \ - N/A
 / Accuracy \ - 100%
 / Location  \ - Slateport Market or Fortree City
 / Description \ - Varies in power and type depending on the user's
 /-----\   DVs; maximum 70 base power.

```

- (-----) -

```

 /-----\
 /         \
 / TM #11   \ - Sunny Day
 / Type     \ - Fire
 / Power    \ - N/A
 / Accuracy \ - 100%
 / Location  \ - Route 120
 / Description \ - Cancels effects of all other weather moves. For 5
 /-----\   turns, it increases the power of Fire attacks by
                50%; halves the power of Water attacks; Solar-
                beam fires in one turn; Thunder is 50%
                accurate; Prevents Freezing.

```

- (-----) -

```

 /-----\
 /         \
 / TM #12   \ - Taunt
 / Type     \ - Dark
 / Power    \ - N/A
 / Accuracy \ - 100%
 / Location  \ - 4th Time at Trick House.
 / Description \ - Prevents the opponent from using non-damaging
 /-----\   moves.

```

- (-----) -

/-----\

```
 / TM #13 \ - Ice Beam
 / Type \ - Ice
 / Power \ - 95
 / Accuracy \ - 100%
 / Location \ - Mauville Casino or in the Abandoned Ship.
 / Description \ - 10% Chance of freezing the opponent.
 / _____ \
```

-(-----)-

```
 / TM #14 \ - Blizzard
 / Type \ - Ice
 / Power \ - 120
 / Accuracy \ - 70%
 / Location \ - 4th Floor of the Mega - Mart.
 / Description \ - 10% of freezing the opponent.
 / _____ \
```

-(-----)-

```
 / TM #15 \ - Hyper Beam
 / Type \ - Normal
 / Power \ - 150
 / Accuracy \ - 90%
 / Location \ - 4th Floor of the Mega - Mart.
 / Description \ - Attacks on the first turn, and recharges on next.
 / _____ \
```

-(-----)-

```
 / TM #16 \ - Light Screen
 / Type \ - Psychic
 / Power \ - N/A
 / Accuracy \ - 100%
 / Location \ - 4th Floor of the Mega - Mart.
 / Description \ - Receive half the damage of usual damage from
 / _____ \ special attacks for 5 turns.
```

-(-----)-

```
 / TM #17 \ - Protect
 / Type \ - Normal
 / Power \ - N/A
 / Accuracy \ - 100%
 / Location \ - 4th Floor of the Mega - Mart.
 / Description \ - Evades attack for the same turn, always attacks
 / _____ \ first, and the success rate halves if used over
 and over.
```

-(-----)-

```
  /-----\  
 /         \  
 /  TM #18  \  
 /   Type   \  
 /   Power  \  
 / Accuracy \  
 / Location \  
 / Description \  
 /-----\  
 - Rain Dance  
 - Water  
 - N/A  
 - 100%  
 - Abandoned Ship  
 - Cancels effect of all weather moves. For 5 turns,  
   it increases power of Water attacks by 50%;  
   halves the power of Fire attacks; makes Thunder  
   100% accurate; Solarbeam's power is halved.
```

-(-----)-

```
  /-----\  
 /         \  
 /  TM #19  \  
 /   Type   \  
 /   Power  \  
 / Accuracy \  
 / Location \  
 / Description \  
 /-----\  
 - Giga Drain  
 - Grass  
 - 60  
 - 100%  
 - Route 123  
 - Gains back HP for 1/2 the damage dealt.
```

-(-----)-

```
  /-----\  
 /         \  
 /  TM #20  \  
 /   Type   \  
 /   Power  \  
 / Accuracy \  
 / Location \  
 / Description \  
 /-----\  
 - Safeguard  
 - Normal  
 - N/A  
 - 100%  
 - 4th Floor of the Mega - Mart.  
 - Prevents the opponent from inflicting status  
   ailments for 5 turns.
```

-(-----)-

```
  /-----\  
 /         \  
 /  TM #21  \  
 /   Type   \  
 /   Power  \  
 / Accuracy \  
 / Location \  
 / Description \  
 /-----\  
 - Frustration  
 - Normal  
 - N/A  
 - 100%  
 - Pokemon Fan Club Chairman.  
 - Power increases the more your Pokemon dislikes  
   you; maximum 102 base power.
```

-(-----)-

```
  /-----\  
 /         \  
 /  TM #22  \  
 /-----\  
 - Solarbeam
```

```
 /      Type      \ - Grass
 /      Power     \ - 120
 /      Accuracy  \ - 100%
 /      Location   \ - Safari Zone
 /      Description \ - Takes in sunlight at the first turn, then attacks
 /_____ \      on second.
```

-(-----)-

```
 /_____ \
 /      TM #23    \ - Iron Tail
 /      Type      \ - Steel
 /      Power     \ - 100
 /      Accuracy  \ - 75%
 /      Location   \ - Meteor Falls
 /      Description \ - 30% Percent of lowering opponent's Defense by 1+.
 /_____ \
```

-(-----)-

```
 /_____ \
 /      TM #24    \ - Thunderbolt
 /      Type      \ - Electric
 /      Power     \ - 95
 /      Accuracy  \ - 100%
 /      Location   \ - Mauville Casino or Turn of the Mauville Generator
 /      Description \ - 10% Chance of paralyzing the opponent.
 /_____ \
```

-(-----)-

```
 /_____ \
 /      TM #25    \ - Thunder
 /      Type      \ - Electric
 /      Power     \ - 120
 /      Accuracy  \ - 70%
 /      Location   \ - 4th Floor of the Mega - Mart
 /      Description \ - 30% Chance of paralyzing the opponent.
 /_____ \
```

-(-----)-

```
 /_____ \
 /      TM #26    \ - Eartquake
 /      Type      \ - Ground
 /      Power     \ - 100
 /      Accuracy  \ - 100%
 /      Location   \ - Seafloor Cavern
 /      Description \ - Double the power when used on a Pokemon that is
 /_____ \      currently using Dig.
```

-(-----)-

```
  /-----\  
 /         \  
 /  TM #27  \  
 /         \  
 /  Type    \  
 /         \  
 /  Power   \  
 /         \  
 /  Accuracy \  
 /         \  
 /  Location \  
 /         \  
 /  Description \  
 /         \  
 /-----\  
          - Return  
          - Normal  
          - N/A  
          - 100%  
          - Pokemon Fan Club Chairman  
          - The more the Pokemon likes the trainer, the more  
            damage is conflicted. 102 is maximum power.
```

-(-----)-

```
  /-----\  
 /         \  
 /  TM #28  \  
 /         \  
 /  Type    \  
 /         \  
 /  Power   \  
 /         \  
 /  Accuracy \  
 /         \  
 /  Location \  
 /         \  
 /  Description \  
 /         \  
 /-----\  
          - Dig  
          - Ground  
          - 60  
          - 100%  
          - Route 114  
          - In the first turn, user burrows underground and  
            evades all attacks except for Earthquake,  
            Magnitude and Fissure; in the second turn, user  
            attacks.
```

-(-----)-

```
  /-----\  
 /         \  
 /  TM #29  \  
 /         \  
 /  Type    \  
 /         \  
 /  Power   \  
 /         \  
 /  Accuracy \  
 /         \  
 /  Location \  
 /         \  
 /  Description \  
 /         \  
 /-----\  
          - Psychic  
          - Psychic  
          - 100  
          - 100%  
          - Mauville Casino or Victory Road.  
          - 10% Chance of lowering opponent's Special Defense  
            by 1.
```

-(-----)-

```
  /-----\  
 /         \  
 /  TM #30  \  
 /         \  
 /  Type    \  
 /         \  
 /  Power   \  
 /         \  
 /  Accuracy \  
 /         \  
 /  Location \  
 /         \  
 /  Description \  
 /         \  
 /-----\  
          - Shadow Ball  
          - Ghost  
          - 80  
          - 100%  
          - Mount. Pyre  
          - 20% Chance of lowering opponent's Special Defense  
            by 1.
```

-(-----)-

```
  /-----\  
 /         \  
 /  TM #31  \  
 /         \  
 /  Type    \  
 /         \  
 /-----  
          - Brick Break  
          - Fighting
```


/ Power \ - 75
/ Accuracy \ - 100%
/ Location \ - Sootopolis City
/ Description \ - Breaks Reflect and Light Screen's effect if in
/ play.

-(-----)-

/ TM #32 \ - Double Team
/ Type \ - Normal
/ Power \ - N/A
/ Accuracy \ - 100%
/ Location \ - Raises evasion by 1+.
/ Description \ - Route 113 or Mauville Casino.

-(-----)-

/ TM #33 \ - Reflect
/ Type \ - Psychic
/ Power \ - N/A
/ Accuracy \ - 100%
/ Location \ - 4th Floor of the Mega - Mart.
/ Description \ - Receives half of the damage of usual damage from
/ Physical Attacks for 5 turns.

-(-----)-

/ TM #34 \ - Shock Wave
/ Type \ - Electric
/ Power \ - 60
/ Accuracy \ - 100%
/ Location \ - Mauville Gym
/ Description \ - Ignores evasion and accuracy modifiers.

-(-----)-

/ TM #35 \ - Flamethrower
/ Type \ - Fire
/ Power \ - 95
/ Accuracy \ - 100%
/ Location \ - Mauville Casino
/ Description \ - 10% Chance of burning the opponent.

-(-----)-

```

      /-----\
     /         \
    /  TM #36  \ - Sludge Bomb
   /   Type   \ - Poison
  /   Power   \ - 90
 /  Accuracy  \ - 100%
/   Location  \ - After getting Balance Badge: Dewford Town.
/  Description \ - 30% of poisoning the opponent.
/-----\

```

-(-----)-

```

      /-----\
     /         \
    /  TM #37  \ - Sandstorm
   /   Type   \ - Rock
  /   Power   \ - N/A
 /  Accuracy  \ - 100%
/   Location  \ - Route 111 Desert.
/  Description \ - Cancels effects of all other weather moves. For 5
/-----\      turns: Time-dependant recovery moves'
                    effectiveness halved; causes 1/16 max HP to
                    both Pokemon unless they are Ground, Rock or
                    Steel types; hits Pokemon even if they have
                    Substitute.

```

-(-----)-

```

      /-----\
     /         \
    /  TM #38  \ - Fire Blast
   /   Type   \ - Fire
  /   Power   \ - 120
 /  Accuracy  \ - 85%
/   Location  \ - 10% Chance of burning the opponent.
/  Description \ - 4th Floor of the Mega - Mart.
/-----\

```

-(-----)-

```

      /-----\
     /         \
    /  TM #39  \ - Rock Tomb
   /   Type   \ - Rock
  /   Power   \ - 50%
 /  Accuracy  \ - 80%
/   Location  \ - Rustboro Gym
/  Description \ - Lowers opponent's speed by 1.
/-----\

```

-(-----)-

```

      /-----\
     /         \
    /  TM #40  \ - Aerial Ace

```


-(-----)-

```

  /-----\
 /         \
/   TM #45   \ - Attract
/   Type     \ - Normal
/   Power    \ - N/A
/   Accuracy \ - 100%
/   Location  \ - Verdanturf Contest Foyer/Verdanturf Battle Tent.
/   Description \ - Attract Pokemon of the opposite gender, even if
/-----\      they have a Substitute - 50% Chance of
                    opponent's attack failing.

```

-(-----)-

```

  /-----\
 /         \
/   TM #46   \ - Thief
/   Type     \ - Dark
/   Power    \ - 40
/   Accuracy \ - 100%
/   Location  \ - Slateport Museum
/   Description \ - Steals opponent's held item.
/-----\

```

-(-----)-

```

  /-----\
 /         \
/   TM #47   \ - Steel Wing
/   Type     \ - Steel
/   Power    \ - 70
/   Accuracy \ - 95%
/   Location  \ - Granite Cave - Talk to steven
/   Description \ - 10% Chance of raising user's Defense by 1+.
/-----\

```

-(-----)-

```

  /-----\
 /         \
/   TM #48   \ - Skill Swap
/   Type     \ - Psychic
/   Power    \ - N/A
/   Accuracy \ - 100%
/   Location  \ - Mount. Pyre
/   Description \ - Exchanges abilities with the opponent.
/-----\

```

-(-----)-

```

  /-----\
 /         \
/   TM #49   \ - Snatch
/   Type     \ - Dark
/   Power    \ - N/A
/   Accuracy \ - 100%

```

/ Location \ - Lilycove/Slateport Ferry
/ Description \ - If used on the same turn, user steals the
/ _____ \ opponent's non-damaging supporting moves.

- (-----) -

/ _____ \
/ TM #50 \ - Overheat
/ Type \ - Fire
/ Power \ - 140
/ Accuracy \ - 90%
/ Location \ - Lavaridge Gym
/ Description \ - Lowers user's Special Attack by 2 after each use.
/ _____ \

| - (E.1) HM List - |

/ _____ \
/ HM #01 \ - Cut
/ Type \ - Normal
/ Power \ - 50
/ Accuracy \ - 95%
/ Location \ - Rustboro City
/ Description \ - Regular Damage.
/ _____ \

- (-----) -

/ _____ \
/ HM #02 \ - Fly
/ Type \ - Flying
/ Power \ - 70
/ Accuracy \ - 95%
/ Location \ - Rival - Route 119
/ Description \ - First turn, user goes in air and evades all
/ _____ \ attacks except for certain attacks, and then
attacks in second.

- (-----) -

/ _____ \
/ HM #03 \ - Surf
/ Type \ - Water
/ Power \ - 95
/ Accuracy \ - 100%
/ Location \ - Petalburg City - Wally's House
/ Description \ - Regular Damage.
/ _____ \

- (-----) -

```

      /-----\
     /         \
    /  HM #04  \ - Strength
   /   Type   \ - Normal
  /   Power   \ - 80
 /  Accuracy  \ - 100%
/   Location  \ - Rusturf Tunnel - Rock Smash needed
/  Description \ - Regular Damage.
/-----\

```

- (-----) -

```

      /-----\
     /         \
    /  HM #05  \ - Flash
   /   Type   \ - Normal
  /   Power   \ - N/A
 /  Accuracy  \ - 70%
/   Location  \ - Granite Cave
/  Description \ - Lowers opponent's accuracy by 1.
/-----\

```

- (-----) -

```

      /-----\
     /         \
    /  HM #06  \ - Rock Smash
   /   Type   \ - Fighting
  /   Power   \ - 20
 /  Accuracy  \ - 100%
/   Location  \ - Mauville City
/  Description \ - 50% Chance of lowering opponent's Defense by 1.
/-----\

```

- (-----) -

```

      /-----\
     /         \
    /  HM #07  \ - Waterfall
   /   Type   \ - Water
  /   Power   \ - 80
 /  Accuracy  \ - 100%
/   Location  \ - Cave of Origin.
/  Description \ - Regular Damage.
/-----\

```

- (-----) -

```

      /-----\
     /         \
    /  HM #08  \ - Dive
   /   Type   \ - Water
  /   Power   \ - 60
 /  Accuracy  \ - 100%
/   Location  \ - Mossdeep City - Given by Steven.
/-----\

```

```
/      Description      \ - First turn, user goes into the water and evades  
/_____ \    all attacks, and in the second, user attacks.
```

```
*****  
| - (F.1) Copyright Information - |  
*****
```

This FAQ is only allowed to be posted in the following sites:

www.gamefaqs.com
www.gamespot.com
www.cheatcodes.com
www.ign.com
www.supercheats.com

If other site owners would like to add this FAQ to there list, then they must e-mail me at matrix_unit@hotmail.com for permission.

This File is Copyright 2006 Uman Shahzad

- End of File -
- EOF -

This document is copyright MicroProject and hosted by VGM with permission.