Pokémon Ruby Gym Guide

by Imaku

Updated to v1.05 on Sep 25, 2004

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Gym Guide
Pokemon Ruby Version
Pokemon Sapphire Version
Gameboy Advance
Imaku
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Version 1.05
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* INTRODUCTION *

I suppose I'm a bit late in submitting this guide, seeing how there's already tons of other guides for these games. Hopefully, my guide covers Hoenn's gyms in a much more practical and efficient manner, with info on both the battling and puzzle aspects in a condensed format.

Please note that the info on the leader's items may not be completely accurate. The items listed are the only ones they used during their battles with me. There might be items they didn't use against me, and thus is not listed below.

The P in front of any monetary amount stands for the symbol used for the currency in Hoenn.

* RUSTBORO CITY GYM * Leader: Roxanne Specialty: Rock Pokemon Badge: Stone Badge Effects: raises ATTACK, allows use of CUT outside battle Reward: P1500, TM39 (Rock Tomb) Number of gym trainers: 2 = Roxanne's Pokemon = Geodude (L14) Nosepass (L15) = Roxanne's items = Potion Potion = GYM MAP = KEY | A = advisor person | | | | | | | | |_|_|_ |_|_|_| |_|_| 1_| |_|_| _ _ | _ | _ | | |_|A |_| |_ _ _ D D _ _ _ | = MY ADVICE =

Navigating the gym: this should be no problem. In fact, they made it so you could reach Roxanne without battling any gym trainers. I recommend you fight them anyway, just for the extra money and experience.

Battling the leader: Roxanne's Geodude is a dual ground/rock type, so water and grass type attacks are th most effective. A ground-type or fighting-type attack would also be effective, but not as much. Unlike Geodude, her Nosepass is a single rock-type, so it would be a bit harder to defeat. The same types

are still effective, though. Its Rock Tomb attack will be trouble if your Pokemon aren't leveled up enough, and being a rock type makes Nosepass resistant to normal and flying attacks (the most common types in the early game). These rock types also have relatively low Special Defense, so a special attack would be better here than physical attacks.

Recommended Pokemon: Treecko, Mudkip, Shroomish, Wingull, Combusken, Beautifly,

```
* DEWFORD CITY GYM *
Leader: Brawly
Specialty: Fighting Pokemon
Badge: Knuckle
Badge Effects: L30 Pkmn or below obeys, allows use of FLASH outside battle
Reward: P1800, TM08 (Bulk-Up)
Number of gym trainers: 3
= Brawly's Pokemon =
Machop (L17)
Makuhita (L18)
= Brawly's items =
Super Potion
Super Potion
= GYM MAP =
| W | W | W | W | W | W | W | W | W |
                    |W| x = gym leader
|W|W| + = gym trainer
                         * = advisor person
            | W | W | W | | | | | |
                  | W | W | W |
| W | W | W | W | W | W | W | W |
                  | W | W | W |
                         |W| = wall
| W | W | W | | | | | | |
| W | W |
        | W | W | W | W | W | W | W | W | W |
| W | W | W | W |
                 _ _ | \bar{W} | \bar{W} |
|W|W|W|W|W|W|W|W|W|W|W|W|
|W|W|W|W|W| |W|W|W|W|W|
| W | W | W | W |
| W | W |
| W | W | W |
          | W | W | W | W | W | W | W | W |
_ | \W |
_ | W | W | W | W |
```

= MY ADVICE =

Navigating the gym: This gym is in partial darkness, so you can see only a small circle of things around you. However, that little circle expands every time you defeat a gym trainer, so I recommend you fight every one of them. In truth, you only need to cross paths with one to reach Brawly (see map).

Battling the leader: Brawly's Pokemon are high on attack power, so they may pose a bit of a threat. However, you should do fine as long as you don't use steel-, rock-, dark-, or normal-types. Since Bulk Up multiplies his Pokemon's physical defense, it would be wiser to use Psychic attacks rather than Flying attacks, though both have a type advantage over Fighting. I should mention that Zubat, Dustox, and Beautifly are 4x resistant against Fighting moves.

Recommended Pokemon: Kadabra, Alakazam, Kirlia, Zubat, Wingull, Taillow,

```
Dustox, Beautifly
* MAUVILLE CITY GYM *
_____
Leader: Wattson
Specialty: Electric Pokemon
Badge: Dynamo
Badge effects: raises SPEED, allows use of ROCK SMASH outside battle
Reward: $2300, TM34 (Shock Wave)
Number of gym trainers: 4
= Wattson's Pokemon =
Magnemite (L22)
Voltorb (L20)
Magneton (L23)
= Wattson's items =
Super Potion
Super Potion
= GYM MAP =
|_|_|_|_|_|
                  KEY
|_|_| L |_|_|
                   L = gym leader
1_1_1_1
          |_|_|_|
|_|_|_|
           |_|_|_|
                   T = gym trainer
|_|_|_|
|#| = power coil
    :: T
             1_1
     ::
                   A = advisor person
|#|* *|#|* *|#|T x| |
x = switch
|_| |#|:::|#|_|_|
                   D = door
l T x
                   : = electric wall pattern 1
         _ |_|_|
|_|_|
|_|_| | | | | | | | | | | | |
                   * = electric wall pattern 2
            |_|_|
1_1_1
|_|_|_ D D _ A|_|_|
= MY ADVICE =
```

Navigating the gym: there's really no way to get to Wattson without battling,

but these electric walls and switchs don't really make a difficult puzzle. You'll get it eventually.

Battling the leader: Wattson's Pokemon can be tricky. The Magnemite and Magneton are part steel, so they're resistant to a LOT of types. One tactic would be to use constant-damage attacks, like Night Shade. Of course, you should also use types which the Magnemite and Magneton are weak to: fighting, fire, and ground. This means easy cruising if you chose Mudkip or Torchic for your starter. If you chose Treecko, you're practically screwed without one of the Pokemon listed below. Shedinja is REALLY good here, since it is completely immune to all of Wattson's Pokemon.

```
immune to all of Wattson's Pokemon.
Recommended Pokemon: Combusken, Marshtomp, Shedinja, Geodude, Breloom,
Makuhita
* LAVARIDGE CITY GYM *
Leader: Flannery
Specialty: Fire Pokemon
Badge: Heat
Badge Effects: L50 or below Pkmn obeys, allows use of STRENGTH outside battle
Reward: P2800, TM50 (Overheat)
Number of gym trainers: 5
= Flannery's Pokemon =
Slugma (L26)
Slugma (L26)
Torkoal (L28)
= Flannery's items =
hyper potion
hyper potion
= GYM MAP =
ground floor
      1 1
             K |
      J| |+
|+
       1_1
1_1
       1_1
|_ G _ _ I|_|L _ _ _ M|
|_|
H | _ |
       |_| $
| F
                KEY
+ | |
|_|
                + = gym trainer
|\_|\_| A, B, C, etc. = portal entrance
| D
       + | _ | _ |
               |_| a, b, c, etc. = portal exit
               | vvv = ledge; can jump down, but not up
       1_1
```

|_|

+| \$ = gym leader

A					
basement					
	To get to Flannery, go through these portals:				
j K 	A, B, D, E, F, G, J, K, L, N. Take 0, A to go out.				
G _ i _ 1 _ m _ _ _					
vvv _ _ _					
E _ _ N _ o					
d _ _ _ _ _ _					
A					
B					

= MY ADVICE =

Navigating the gym: this isn't particularly difficult, as it's just jumping through those portals. The trainers hide in portals themselves and only challenge you when you walk next to them.

Battling the leader: Sunny Day halves the power of all water attacks, so ground and rock moves would be best. Flannery can become a problem due to her Torkoal's Overheat attack. It'll decimate your team the first few attacks, so you should just send out a few scapegoats (level 15 to 20) to take the few first Overheats. Its Attract attack can also cause some trouble, so you might want to use a female or genderless Pokemon.

Recommended Pokemon: Marshtomp, Graveler, Golem, Wingull, Aron, Numel, Seaking, Gyarados, Nosepass

```
* PETALBURG CITY GYM *
```

Leader: your dad, Norman Specialty: Normal Pokemon

Badge: Balance

Badge Effects: raises DEFENSE, allows use of SURF outside battle

Reward: \$3100, TM42 (Facade) Number of gym trainers: 7

Norman's Pokemon

```
Slaking (L28)
Vigoroth (L30)
Slaking (L31)
= Norman's items =
hyper potion
hyper potion
= GYM MAP =
Rooms:
                 Zero Reduction
        Speed <
                               > Strength
                   Defense
 Main <
                                            > Gym Leader
       Accuracy <
                               > One-Hit KO
                    Recovery
= MY ADVICE =
Navigating the gym: ah, normal... the plain type. Well, this gym is just the
same -- no tricks, no traps, just your choice of doors and trainers. As
always, I recommend you go through all of the rooms and defeat all the
trainers, but if you want to take the easy way out, the easiest path would be
accuracy, defense, then strength, or speed, zero reduction, then strength.
Battling the leader: you should have a fairly high level fighting Pokemon to
knock them out quickly. If you don't have fighting Pokemon, the next best
thing are Pokemon resistant to normal attacks. Norman's Slaking are high
leveled, but they should be easy to defeat with a type advantage. They can
only attack every other turn, so a Dustox with Protect will be great here. (Use
Protect when it attacks, and attack it when it slacks.) Do NOT use any status
condition on them, since that will double Facade's base power. Focus Punch
will also be a problem, but can be avoided by constantly attacking.
Recommended Pokemon: Machoke, Machamp, Breloom, Hariyama, Sableye, Graveler,
Golem, Aron, Combusken, Nosepass
* FORTREE CITY GYM *
Leader: Winona
Specialty: Flying Pokemon
Badge: Feather
Badge Effects: L70 or below Pkmn obeys, allows use of FLY outside battle
Reward: P3300 (6600 with Amulet Coin!), TM40 (Aerial Ace)
Number of gym trainers: 4
= Winona's Pokemon =
Swellow (L31)
Altaria (L33)
Skarmory (L32)
Pelipper (L30)
```

= Winona's items =

hyper potion

= GYM MAP =

 $|W|W| \mid L \mid |W|W|W|W|W|$ _|_| _ _ | W | W | W | | W | | W | | |\,\|\\|\\|\\|\\|\\|\\| 4 | W | | | W | W | | W | | W | W | W | W | _ | 4_ | | W | W | W | W | |W|W|W| |W|W| |W|W| note: the numbers were placed $| \mathbb{W} | \text{vvvvvvv} | \mathbb{W} |$ | W | | W | | W | W | |W|W|W|W|W|W|W|W| | | |W| | |W| * = finishing point for steps | W | |W| A | W | W | W | W | W | W | $T \mid W \mid$ | W | | W | W | W | _ | _ T _ _ | _ | W | W | _ | | W | __

KEY

T|W| vv = ledge; can jump down but no up |W| L = gym leader |W| T = gym trainer $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ $|_{}$ |W|W|W|W| 1, 2, 3, etc. = revolving door |W|W|W|W| puzzles (see close-ups below)

On the close-ups,

- _| This one is easy enough without any advice. Just go from the left + | * to the right. Simple.
- 2) W W W * W W W W This one is a bit tricky, but you can probably figure it T W out. Here are the steps anyway, just in case. Up, right, M right, right, up, left, down, right, up, left, left, up. WWWW
- 3) W W W W W W Now this one takes a bit of thinking. If you'd rather | _|W W not, the steps are as shown: up, up, right, right, |_ | W down, down, down, left, left, up, up, up, up, left, * W W W down, right, down, down, down, right, right, up, W W + W Wup, up, left, left, left, left, down, left.
- From the edge of the puzzle, go right, right, 4) [image unavailable] right, up, up, right, right, up, left, down, right, right, up, left, left, up, up, left, left, left, down, down, down, down, down, down, down, down, right, right, up, up, up, up, right, right, up, up, up, left, left, left, left, down, down, left.

= MY ADVICE =

Navigating the gym: those revolving door puzzles might take you a while, but you'd get them eventually. However, I've provided step by step instructions just in case (see above).

Battling the leader: Winona's first Pokemon, Swellow, uses Double Team a lot, so you might want to use attacks like Faint Attack or Shock Wave (which always hits). Sandstorm and Hail are also plausible Double Team counters. If you use a rock or electric Pokemon, Winona will probably use her Altaria next. It's super fast and would use Earthquake to knock out any rock- or electric-type you have out in one hit before you can do anything about it. Try a different approach, like using Castform. Her Pelipper is part water, so be careful if you use a rock-type. However, being part water-type has made Pelipper more susceptible to electricity. Send out an electric Pokemon to deal with the water bird quickly, preferably a Electrode or Manectric for high speed, or something else with the Quick Claw attached. Eletric is still effective against Skarmory, but Fire works well, too.

recommended Pokemon: Manectric, Electrode, Magneton, Graveler, Golem, Castform, Combusken, Numel, Slugma, Torkoal, Lairon

* MOSSDEEP CITY GYM *

Leader: Tate & Liza

Specialty: Psychic Pokemon

Badge: Mind

Badge Effects: raises SP.ATT. & SP.DEF., allows use of DIVE outside battle

Reward: \$8400 (\$16800 with Amulet Coin!), TM04 (Calm Mind)

Number of gym trainers: 6

= Tate's & Liza's Pokemon =

Solrock (L42) Lunatone (L42)

= Tate's & Liza's items =

hyper potion

hyper potion

hyper potion

hyper potion

= GYM MAP =

[unavailable]

= MY ADVICE =

Navigating the gym: this is the least of your problems. Just keep in mind to flip any switches you see (once!) and always look before you leap.

Battling the leader: Mossdeep is the only gym that you'll have to battle 2vs2. Luckily, Tate & Liza only have a Pokemon each, but each one is level 42. However, both of them are the same type combos: rock and psychic. You should use that to your advantage. Dark and Ghost attacks should be good here. Solrock's Sunny Day reduces water attacks and makes it easy for it to use Flamethrower on any grass Pokemon, so think twice before using either of those. Ground attacks would be completely useless because both Solrock and Lunatone have the "Levitate" ability. In addition to using Dark and Ghost Pokemon, constant-damage attacks would also be good here (Night Shade, Dragon Rage, Seismic Toss). I also recommend you team up on Solrock first, then attack Lunatone after Solrock is knocked out. Remember: Solrock's specialty is physical defense, and Lunatone's is special defense.

Recommended Pokemon: Sableye, Shuppet, Duskull, Shedinja (only after Solrock

```
faints), Cacturne, Sharpedo, Crawdaunt, Nuzleaf, Shiftry
______
    * SOOTOPOLIS CITY GYM *
Leader: Wallace
Specialty: Water Pokemon
Badge: Rain
Badge Effects: all Pokemon obeys, allows use of Waterfall outside battle
Reward: P4300 ($8600 with Amulet Coin!), TM03 (Water Pulse)
Number of gym trainers: 9
  = Wallace's Pokemon =
Luvdisc (L40)
Sealeo (L40)
Milotic (L43)
Whiscash (L42)
Seaking (L42)
  = Wallace's items =
Hyper Potion
Hyper Potion
  = GYM MAP =
ground floor
 |W| |W|W|W| L |W|W|W| |W|
                                                                                          L = gym leader
| W | _ _ _ _ _
                                             _ _ _ _ | W |
 T = gym trainer
D = door
                                                                 _ | W |
| W |
                                                                                            A = advisor person
                                                              |_| | W|
                                                                                            O = ladder
| W |
                                       _ | W |
                                                                                             v = ice slide; can go down, but not up
| W |
                                                 _ _ _ | _ | W |
|W|_|_ _ _ _
_ | W | W | W |
                                                              | W | W | W | | | | | | |
| W | W | W |
| W | W | W | W | W | W | W | W | W |
_ | W | W | W | W | __
                                                | W | W | W | W |
| W | W | W |
                                                         |W|W|W|O
| \hspace{.06cm} | \hspace{.06cm
basement
```

W	T	Т	W
W			W
W T		Т	W
	$\mathbb{W} \mid \mathbb{W} \mid \nabla \mid \mathbb{W} \mid \mathbb{W}$	W W W	W
W W W W	$\mathbb{W} \mid \mathbb{W} \mid \nabla \mid \mathbb{W} \mid \mathbb{W}$	W W W	W
W W W		W W	W
W W W	Т	W W	W
W W W _	T _	_ W W	W
	$\mathbb{W} \mid \mathbb{W} \mid \nabla \mid \mathbb{W} \mid \mathbb{W}$		
W W W W	$\mathbb{W} \mid \mathbb{W} \mid \nabla \mid \mathbb{W} \mid \mathbb{W}$	W W W	W
W W W W	$W \mid T$ $\mid W$	W W W	W
W W W W	$W \mid \qquad \mid W$	W W W	W
W W W W	$\mathbb{W} \mid \underline{} \qquad \mathbb{T} \mid \mathbb{W}$	W W W	W
W W W W	$\mathbb{W} \mid \mathbb{W} \mid \nabla \mid \mathbb{W} \mid \mathbb{W}$	W W W	W
W W W W	$\mathbb{W} \mid \mathbb{W} \mid \nabla \mid \mathbb{W} \mid \mathbb{W}$	W W W	W
W W W		$O \mid W \mid W$	W
W W W		W W	W
W W W		W W	W
W W W _		_ W W	W

= MY ADVICE =

Navigating the gym: it's odd how this water gym has an ice puzzle... well, anyway, the ice tiles here will crack when stepped on, then break when stepped on again. To reach Wallace, you must crack every ice tile without falling through. All the trainers are in the basement, so if you get the puzzles right, you don't have to battle any of them! Of course, I recommend you battle them anyway for experience and money. Anyhow, the first ice puzzle is simple enough without any explanation. The second one isn't too hard, either, but it might take you longer and maybe multiple tries. The third one, however, can really be frustrating for those who aren't good at these kind of puzzles. Even if you are, it's still a bit difficult to solve. Here's the steps for that third puzzle (starting at the edge of the stairway): 1 up, 2 right, 1 up, 2 right, 1 down, 1 right, 3 up, 2 left, 1 down, 1 left, 1 up, 1 left, 2 down, 2 left, 1 down, 1 left, 1 up, 1 left, 2 up, 1 right, 1 down, 1 right, 1 up, 1 r

Battling the leader: Wallace's water Pokemon should be taken care of fairly easily with a group of electric and grass Pokemon. Don't use grass for Sealeo or Milotic, and don't use electric for Whiscash. Instead, use fighting or electric for Sealeo and grass for Whiscash. What I like is how his entire team is completely susceptible to Shedinja. Watch out for Luvdisc's Sweet Kiss though (if using Shedinja). A Pokemon with Thunder will be good when one of his Pokemon uses Rain Dance.

Recommended Pokemon: Electrode, Sceptile, Manectric, Magneton, Breloom, Lombre, Ludicolo, Nuzleaf, Shiftry, Tropius, Gloom, Vileplume, Bellosom, Plusle, Minun, Roselia, Chinchou, Lanturn, Machoke, Machamp, Hariyama, Meditite, Medicham, Shedinja, Cacturne

* Contact Information *

If you feel the need to tell me I should correct or add something to this guide, by all means go ahead. My email is aniki3564 (at) hotmail (dot) com . Please include your online alias and/or name if you expect to be given credit; if you don't give some identification, I'll simply list your email. Also, try to make the message's subject revelant to this guide, as so I don't confuse the message for something else (ie. spam).

* Legal Issues *

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* Version History *

- 01.05 -- Proof-reading. General corrections with spelling, etc. Decided on leaving out movesets entirely. [September 25, 2004]
- 01.00 -- First draft, has just about everything except one and a half gym maps. Leaders' Pokemon's movsets are partially done. Could also add the gym trainers' info. [August 6, 2004]

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