

# 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  
September 25, 2004  
Version 1.05

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\* INTRODUCTION \*

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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.











Slaking (L28)  
Vigoroth (L30)  
Slaking (L31)

= Norman's items =

hyper potion  
hyper potion

= GYM MAP =

Rooms:

		Zero Reduction		
	Speed	<	>	Strength
Main	<	Defense	>	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, Machop, Breloom, Hariyama, Sableye, Graveler, Golem, Aron, Combusken, Nosepass

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\* FORTREE CITY GYM \*  
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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



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. Electric is still effective against Skarmory, but Fire works well, too.

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

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\* MOSSDEEP CITY GYM \*  
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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



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= 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, 1 down, 1 left, 1 up, 1 left, 2 up, 1 right, 1 down, 1 right, 1 up, 1 right, 1 down, 1 right, 1 up, 1 right, 1 up.

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, Magnetron, Breloom, Lombre, Ludicolo, Nuzleaf, Shiftry, Tropius, Gloom, Vileplume, Bellossom, Plusle, Minun, Roselia, Chinchou, Lanturn, Machoke, Machop, Hariyama, Meditite, Medicham, Shedinja, Cacturne

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* Contact Information *
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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 relevant to this guide, as so I don't confuse the message for something else (ie. spam).

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\* Version History \*  
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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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