

- D. Sections/Areas
- E. Catchable Pokemon
- F. Items
- G. Contact/Copyright Info

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*===A.===*~ Purpose ~~~~~
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The purpose of the Safari Zone is for you to catch Pokemon that you may need, that aren't found anywhere else. It's basically like a wild safari with Pokemon. You can test your catching skills and have fun doing it, while looking for your favorite Pokemon in the Safari Zone.

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*===B.===*~ Location ~~~~~
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The Safari Zone is located at Route 121, just west of Lilycove City. It is a small white building that will appear towards the top part of the screen.

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*===C.===*~ Basics/Rules ~~~~~
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The rules for the Safari Zone are simple. You must pay a \$500 fee to enter, and you will be able to catch as many Pokemon as you want in the limited time that you have. You are given 30 Safari Balls to use to catch the Pokemon that you want.

Since you can't stay in the Safari Zone forever, you are limited as to how long you are in there. Instead of being limited by the time, you are limited by two things, a 500 step limit, and a run-out on Safari Balls. Some people find that you can stay in the Safari Zone for a longer amount of time by staying in the same spot, and using Sweet Scent to make a Pokewagon come to them, or by hopping on an Acro Bike. Those two things allow Pokewagon to attack you, without taking up any of your steps.

One of the most important things about the Safari Zone guide, is what you need to enter. You must have a Pokelock Case in order for you to enter the Safari Zone. You can find a Pokelock Case in Slateport City's Contest Hall. Once you walk in, go to the left and you will see a girl. Talk to her, and she will give you her spare Pokelock Case.

Why do you need the Pokelock Case? You need it because with it, you are allowed to put a Pokelock on a Pokelock feeder. Putting a certain Pokelock on the feeder makes it so that the Pokewagon in the area that you are in have a specific nature that will allow the Pokewagon to eat the Pokelock, without despising it's taste. It also lowers the chance of the Pokewagon fleeing from battle.

Now, the only thing that you can really do in the Safari Zone is catch the Pokewagon that are in there. You can't battle them with your Pokewagon, and you can't battle other trainers. Even though you may see some other people in the Safari Zone, they're just tip-givers.

Once you're "safaring" and you come across a Pokewagon, you will have the options of: "Ball", "Pokelock", "Go Near", and "Run". "Ball" is obviously throwing a Safari Ball. "Pokelock" lets you throw a Pokelock at the Pokewagon to higher the chances of it not fleeing. "Go Near" allows you to get closer to the Pokewagon, raising your chances of catching the Pokewagon, but raises the risk of the Pokewagon fleeing. And "Run" is obviously running away from the Pokewagon.

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===D.===~ Sections/Areas ~
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The Safari Zone is made up of 3 small areas. Two of the areas require either an Acro Bike or a Mach Bike to enter that area. Why would you want to travel to different areas of the Safari Zone? To find some different Pok<sup>驚</sup>mon that aren't found in other areas.

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\*===E.===\*~ Catchable Pok<sup>驚</sup>mon ~~~~~  
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Below is a list of all the Pok<sup>驚</sup>mon that can be caught in the Safari Zone.

Grass & Rock Smash:

- Dodrio
- Doduo
- Geodude
- Girafarig
- Gloom
- Heracross
- Natu
- Oddish
- Phanpy
- Pikachu
- Pinsir
- Rhyhorn
- Wobbuffet
- Xatu

Surfing & Fishing:

- Goldeen
- Golduck
- Psyduck
- Seaking

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\*===F.===\*~ Items ~~~~~  
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Below is a list of items that can be found in the Safari Zone, and where they are located.

Calcium- Northeastern part of Safari Zone. (requires an Acro Bike)

Max Revive- Southwestern part of Safari Zone. (Surfing required, no bike required)

TM22 (Solarbeam)- North-northwestern part of Safari Zone. (Requires surfing and Mach Bike)

Those are only the visible items. You may occasionally find some hidden items using your Itemfinder.

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*===G.===*~ Contact/Copyright Info ~
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