

# Pokémon Ruby / Sapphire Gym Leader/Elite Four/Rival Guide Final

by Murk

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|-- POKEMON RUBY/SAPPHIRE VERSION -----|
|-- GYM LEADER/ELITE FOUR/RIVAL GUIDE --|
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|-- Written by: Murk -----|
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 | 1: INTRODUCTION/CONTACT INFORMATION | INTCI |  
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Hello, and welcome to my most recent guide, the Pokemon Ruby and Sapphire boss guide! I will be following the same method of organization that I used back in my HeartGold/SoulSilver guide. I will not be covering Team Aqua or Magma, as I don't see any reason to, since there are only two boss battles involving them, and the admins are basically trainer battles. What I will cover is the rivals, since there are two of them in this game. In this guide, I will be calling the main rival May, since I usually use Brendan, the male counterpart. The other's name is fixed no matter which gender you choose, so I'll call him Wally. I see nothing else to cover in the introduction for the moment.

In case you have any questions, I can be contacted personally at the e-mail up above in the copyright information section. There are certain restrictions for contacting me, listed here:

- If I am contacted for personal issues, even if it is just a message saying a greeting, the e-mail will be ignored and/or deleted. Not to be a jerk, but I'm only responding to e-mails pertaining to my guide.
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Thank you for your patience, and without further ado, I present my guide!

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 | 2: RECOMMENDED TYPES SECTION | RCTPS |

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O-----O-----
|-- TYPE -----|-- WEAKNESSES -----|
O-----O-----
|-- BUG -----|-- FIRE, FLYING, ROCK -----|
|-- DARK -----|-- BUG, FIGHTING -----|
|-- DRAGON -----|-- DRAGON, ICE -----|
|-- ELECTRIC ---|-- GROUND -----|
|-- FIGHTING ---|-- FLYING, PSYCHIC -----|
|-- FIRE -----|-- GROUND, ROCK, WATER -----|
|-- FLYING -----|-- ELECTRIC, ICE, ROCK -----|
|-- GHOST -----|-- DARK, GHOST -----|
|-- GRASS -----|-- BUG, FIRE, FLYING, ICE, POISON -----|
|-- GROUND -----|-- GRASS, ICE, WATER -----|
|-- ICE -----|-- FIGHTING, FIRE, ROCK, STEEL -----|
|-- NORMAL -----|-- FIGHTING -----|
|-- POISON -----|-- GROUND, PSYCHIC -----|
|-- PSYCHIC ----|-- BUG, DARK, GHOST -----|
|-- ROCK -----|-- FIGHTING, GRASS, GROUND, STEEL, WATER -----|
|-- STEEL -----|-- FIGHTING, FIRE, GROUND -----|
|-- WATER -----|-- ELECTRIC, GRASS -----|
O-----O-----
|-- TYPE -----|-- RESISTANCES -----|
O-----O-----
|-- BUG -----|-- GRASS, GROUND, FIGHTING -----|
|-- DARK -----|-- DARK, GHOST -----|
|-- DRAGON -----|-- ELECTRIC, FIRE, GRASS, WATER -----|
|-- ELECTRIC ---|-- ELECTRIC, FLYING -----|
|-- FIGHTING ---|-- BUG, DARK, ROCK -----|
|-- FIRE -----|-- BUG, FIRE, GRASS, ICE, STEEL -----|
|-- FLYING -----|-- BUG, FIGHTING, GRASS -----|
|-- GHOST -----|-- BUG, POISON -----|
|-- GRASS -----|-- ELECTRIC, GRASS, GROUND, WATER -----|
|-- GROUND -----|-- POISON, ROCK -----|
|-- ICE -----|-- ICE -----|
|-- NORMAL -----|-- NONE -----|
|-- POISON -----|-- BUG, FIGHTING, GRASS, POISON -----|
|-- PSYCHIC ----|-- FIGHTING, PSYCHIC -----|
|-- ROCK -----|-- FIRE, FLYING, NORMAL, POISON -----|
|-- STEEL (1) --|-- BUG, DARK, DRAGON, FLYING, GHOST, GRASS, ICE, NORMAL ----|
|-- STEEL (2) --|-- PSYCHIC, ROCK, STEEL -----|
|-- WATER -----|-- FIRE, ICE, STEEL, WATER -----|
O-----O-----
|-- TYPE -----|-- TAKES NO DAMAGE -----|
O-----O-----
|-- BUG -----|-- NONE -----|
|-- DARK -----|-- PSYCHIC -----|
|-- DRAGON -----|-- NONE -----|
|-- ELECTRIC ---|-- NONE -----|
|-- FIGHTING ---|-- NONE -----|
|-- FIRE -----|-- NONE -----|
|-- FLYING -----|-- GROUND -----|
|-- GHOST -----|-- FIGHTING, NORMAL -----|
|-- GRASS -----|-- NONE -----|
|-- GROUND -----|-- ELECTRIC -----|
|-- ICE -----|-- NONE -----|
|-- NORMAL -----|-- GHOST -----|
|-- POISON -----|-- NONE -----|
|-- PSYCHIC ----|-- NONE -----|

```



Both Pokemon can use Rock Tomb, a Rock-type attack with 50 BP that reduces the target's Speed stat by one stage with each hit. It's quite strong at this area of the game, but her Geodude can't really make good use of it. Geodude has too many weaknesses that you can exploit for me to take it too seriously, with 3-4 that you can actually hit at this point. I'd settle for Water- or Grass-types, though, since they get the job done quickly and easily. Both types are readily available in earlier routes, and they're good types to have in general. What I recommend is something like Shroomish or Nuzleaf/Lombre (depending on the game you're playing; Seedot is exclusive to Ruby, and Lotad to Sapphire), as they'd have moves like Absorb/Mega Drain and can learn Bullet Seed. Just use anything you want, really.

Nosepass is in a completely different league from Geodude. It's better in just about every aspect, being a pure Rock-type and having a solid Special Defense, which means that moves like Absorb and Bullet Seed will be almost worthless as offense here. Unfortunately for Treecko users, it's pretty much all Grovyle is able to use here, so all I can recommend here is to persist. Fortunately, this Nosepass isn't particularly strong, but it will still deal some decent damage. Torchic users pretty much have to evolve it into Combusken if they want to win here, since Torchic itself will be crushed otherwise. Combusken is also partly a Fighting-type, and learns Double Kick upon evolution, hitting for double the damage it normally does due to Nosepass being a Rock-type. Mudkip users should have no problems at all, since Marshtomp is also partly a Ground-type and will resist Rock Tomb. It also learns Mud Shot upon evolution, which is a stronger, Ground-type version of Rock Tomb. You have a lot of possibilities for clearing this battle, and all you have to do is know about them and use them. Something else you should know is that Roxanne has two Potions she can use here, so your efforts might be in vain in some cases, but you'll get Nosepass down to nil at some point, rest assured.

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o-----o
|----- DEWFORD GYM LEADER: BRAWLY -----|---- GLG02 ----|
o-----o
|-- SPECIALTY --|--- BADGE ---|--- HM USAGE ---|-- NEW TM --|-- DIFFICULTY --|
o-----o
|-- FIGHTING ---|-- KNUCKLE --|----- HM05 -----|--- TM08 ---|----- 2/10 -----|
o-----o
|-- PRIZE MONEY FOR WINNING --|-- LV AVERAGE --|-- TOTAL EXP POINTS GAINED --|
o-----o
|----- 1,800y -----|----- 15 -----|----- 653 -----|
o-----o

```

```

o-----o
|----- BRAWLY'S POKEMON -----|
o-----o
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
o-----o
|-- MACHOP -----|-- 17 ----|-- FIGHTING --|-- NONE -----|-- GUTS -----|
|-- MAKUHITA ----|-- 18 ----|-- FIGHTING --|-- NONE -----|-- GUTS -----|
o-----o
|-- POKEMON -----|-- MOVESETS -----|
o-----o
|-- MACHOP -----|-- KARATE CHOP, SEISMIC TOSS, LEER, BULK UP -----|
|-- MAKUHITA ----|-- ARM THRUST, KNOCK OFF, SAND-ATTACK, BULK UP -----|
o-----o
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
o-----o
|-- MACHOP -----|-- 319 -----|-- MALE ----|-- NONE -----|

```

```

|-- MAKUHITA ----|-- 334 -----|-- MALE ----|-- NONE -----|
O-----O
O-----O
|----- MURK'S POKEMON -----|
O-----O
|-- POKEMON ----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES ----|
O-----O
|-- COMBUSKEN ---|-- 21 ----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|
|-- NUZLEAF ----|-- 21 ----|-- GRASS -----|-- DARK -----|-- CHLOROPHYLL ---|
O-----O

```

This battle is actually easier than the last, but it can be a bit difficult if you don't have the right types to use. Treecko users unfortunately have a hard time in comparison to the other starters once again. It doesn't seem fair, but it doesn't get easier: the next four gyms render your Grass-types useless with the exception of the fifth gym, where they still don't have it easy. A silver-lining is that the last two gyms are easier with Treecko's line. Anyway, types that excel here are Flying-types. Psychics work just as well, but all you have is Ralts, which is a b\*\*\*\* to find. If you have one and it is at a high level, kudos to you.

Brawly's Pokemon can both use Bulk Up, a move that increases the user's Attack and Defense stats by one stage each. His Machop will usually lead with it, and becomes surprisingly resilient afterward if you're underleveled. After that it will use Karate Chop, a Fighting-type attack that has a very high critical-hit ratio, and Seismic Toss, an attack that deals damage equal to its level. It'll only ever deal 17 damage with it, which is still a fair bit at this stage. The two moves are standard Machop-moves, and have always been used by the line. If it gets enough Bulk Ups in, Karate Chop soon becomes a OH, maybe 2H KO attack, so try to finish it before it becomes too bulky. It isn't that hard. Bulk Up's power doesn't affect Seismic Toss, nor does it weaken Psychic-type damage.

Makuhita isn't too tough, even considering that it's Brawly's main Pokemon. It will probably also lead with Bulk Up, which is actually more impressive on it, and then Arm Thrust or Knock Off, depending on what you use. Arm Thrust is not that good a move, being a Fighting-type version of Fury Swipes, though it does get more powerful with Bulk Up. Knock Off is a low-power Dark-type move which, unsurprisingly, knocks off your hold item. You don't lose it permanently, rest assured. It shouldn't actually be able to use Knock Off until about ten levels from now, but leaders are cheaters. You'll see even more cases of that soon. I recommend the same thing here that I recommended on Machop. Neither are really tough to take down if your levels are up there like mine, which is not hard to accomplish.

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~~~~~
O-----O
|----- MAUVILLE GYM LEADER: WATTSON -----|---- GLG03 ----|
O-----O
|-- SPECIALTY --|---- BADGE ---|---- HM USAGE ---|-- NEW TM --|-- DIFFICULTY --|
O-----O
|-- ELECTRIC ---|-- DYNAMO ---|----- HM06 -----|-- TM34 ---|----- 5/10 -----|
O-----O
|-- PRIZE MONEY FOR WINNING --|-- LV AVERAGE --|-- TOTAL EXP POINTS GAINED --|
O-----O
|----- 2,300y -----|----- 22 -----|----- 1,652 -----|
O-----O
O-----O

```

```

----- WATTSON'S POKEMON -----
--- POKEMON -----
-----
--- MAGNEMITE ---
--- VOLTORB -----
--- MAGNETON -----
-----
--- POKEMON -----
-----
--- MAGNEMITE ---
--- VOLTORB -----
--- MAGNETON -----
---
--- POKEMON -----
-----
--- MAGNEMITE ---
--- VOLTORB -----
--- MAGNETON -----
-----

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```

----- MURK'S POKEMON -----
--- POKEMON -----
-----
--- COMBUSKEN ---
--- SWALOT -----
--- NUZLEAF -----
-----

```

If you have a Ground-type Pokemon with a Ground-type move, you've already won, pretty much. The battle can be frustratingly difficult without one, though. He has two Steel-type Pokemon, which resist 11 out of 17 types. Torchic users are OK if Combusken is leveled up enough, preferably mid-20s or a bit higher. I've already explained the unfortunate circumstances of Treecko users. Mudkip users have it incredibly easy. Here we go.

Magnemite can be tricky for underleveled teams. For some reason it doesn't use Wattson's signature move, instead opting for the weaker Thundershock. Still, I wouldn't get too excited, as it also has Supersonic and Thunder Wave, and both are annoying to deal with. Supersonic induces confusion, and Thunder Wave does paralysis. It also has Sonicboom, which will always deal 20 damage. It doesn't have much stats to speak of, but it'll still withstand not very effective hits anyway, so bring a Fighting- or Ground-type here. I'd say Fire-type as well if there were any available at this point other than the starter.

Voltorb is sort of a joke. It has a high Speed stat, and its evolution has the third-highest Speed stat in the series up to this point, but it actually lacks in everything else. Still, if it uses Selfdestruct on you, it's going to hurt, if not outright KO you. Rollout is a weak Rock-type attack that gains power up until five turns have passed, but doesn't have great accuracy. It shouldn't be conscious long enough for this to be a threat anyway. Spark is a stronger form of Thundershock, and I explained Sonicboom above.

This is the first evolved form you've faced in a gym battle in this game. It's pretty damn strong, too, even if it shouldn't exist for another seven levels - but as I said, leaders cheat. Magnetron uses Wattson's signature move, which is called Shock Wave. It has 60 BP and never misses. If your first thought turned to Swift, you're on the right track. It runs off of Magnetron's awesome Special

Attack stat, so it will do some impressive damage. The rest of its attacks are the same as Magnemite's. The best form of attacking is with your starters that aren't Grovyle, or with something from the Geodude family. You can have Golem, if you want, at this point. Wattson is hard to beat, but there are simple ways to beat him.

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O-----O
|----- LAVARIDGE GYM LEADER: FLANNERY -----|---- GLG04 ----|
O-----O
|-- SPECIALTY --|--- BADGE ---|--- HM USAGE ---|-- NEW TM --|-- DIFFICULTY --|
O-----O
|---- FIRE -----|--- HEAT ----|----- HM04 -----|--- TM50 ---|----- 5/10 -----|
O-----O
|-- PRIZE MONEY FOR WINNING --|-- LV AVERAGE --|-- TOTAL EXP POINTS GAINED --|
O-----O
|----- 2,800y -----|----- 27 -----|----- 1,832 -----|
O-----O

O-----O
|----- FLANNERY'S POKEMON -----|
O-----O
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
O-----O
|-- SLUGMA -----|-- 26 ----|-- FIRE -----|-- NONE -----|-- MAGMA ARMOR ---|
|-- SLUGMA -----|-- 26 ----|-- FIRE -----|-- NONE -----|-- MAGMA ARMOR ---|
|-- TORKOAL -----|-- 28 ----|-- FIRE -----|-- NONE -----|-- WHITE SMOKE ---|
O-----O
|-- POKEMON -----|-- MOVESETS -----|
O-----O
|-- SLUGMA -----|-- OVERHEAT, SMOG, LIGHT SCREEN, SUNNY DAY -----|
|-- SLUGMA -----|-- FLAMETHROWER, ROCK SLIDE, LIGHT SCREEN, SUNNY DAY -----|
|-- TORKOAL -----|-- OVERHEAT, BODY SLAM, FLAIL, ATTRACT -----|
O-----O
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
O-----O
|-- SLUGMA -----|-- 433 -----|-- FEMALE --|-- NONE -----|
|-- SLUGMA -----|-- 433 -----|-- FEMALE --|-- NONE -----|
|-- TORKOAL -----|-- 966 -----|-- FEMALE --|-- NONE -----|
O-----O

O-----O
|----- MURK'S POKEMON -----|
O-----O
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
O-----O
|-- COMBUSKEN ---|-- 33 ----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|
|-- SWALOT -----|-- 33 ----|-- POISON ----|-- NONE -----|-- STICKY HOLD ---|
|-- NUZLEAF -----|-- 33 ----|-- GRASS -----|-- DARK -----|-- CHLOROPHYLL ---|
O-----O

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Flannery's about as difficult to beat as Wattson was, if only because her move of choice is monstrously powerful. Two of her Pokemon can use Overheat, a move with 140 BP, one of the most powerful of its type. No matter what you're using against her, it will likely hurt like hell. The silver-lining is that Overheat reduces the user's Special Attack by two stages with each use, so it gradually becomes weaker.

The first Slugma only has Overheat and Smog to attack with, so it won't be too



tough to take down. It also has Light Screen, which halves special-based hits, and Sunny Day, which powers up Fire-type attacks and weakens Water-type moves. Both together effectively make Water-types worthless here, so stick with Rock- and Ground-types for best results. The second Slugma is better. Flamethrower's a powerful Fire-type attack and possibly the most used competitively, and Rock Slide is the most powerful Rock-type attack at this point in the series. It'll have Light Screen and Sunny Day as well. Fortunately, Slugma in general is not all that strong, and both should go down rather easily. They might even use up a Hyper Potion or two.

Torkoal is probably the most durable main Pokemon you've faced so far. Defense stat of 140 and single typing means that your attacks will only hurt it a bit, unless they're powerful like Magnitude x10. Yes, I'm most likely exaggerating, but seriously, it's tough to take down. The main issue isn't even Overheat. It has Attract, a move that halves the opposite gender's chances of attacking it, though it will seem more like a quarter of the time or less. Body Slam can hit hard and can induce paralysis, which would reduce your chances of launching an attack even further. Basically, it's an a\*\*\*\*\*. I would recommend Water-types here, but with Water Gun and Bubblebeam being the best available attacks right now, I don't think that would help. Your best bet is sticking with Ground- and Rock-types, as they can at least take Body Slam reasonably well, and Rock-type Pokemon can resist Overheat. If your Pokemon's levels are in the 30s, you will be more than fine here. Underleveled ... well, good luck, you'll need it.

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O-----
|----- PETALBURG GYM LEADER: NORMAN -----|---- GLG05 ----|
O-----
|-- SPECIALTY --|--- BADGE ---|--- HM USAGE ---|-- NEW TM --|-- DIFFICULTY --|
O-----
|--- NORMAL ----|-- BALANCE --|----- HM03 -----|--- TM42 ---|----- 6/10 -----|
O-----
|-- PRIZE MONEY FOR WINNING --|-- LV AVERAGE --|-- TOTAL EXP POINTS GAINED --|
O-----
|----- 3,100y -----|----- 30 -----|----- 3,465 -----|
O-----

```

```

O-----
|----- NORMAN'S POKEMON -----|
O-----
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
O-----
|-- SLAKING -----|-- 28 ----|-- NORMAL ----|-- NONE -----|-- TRUANT -----|
|-- VIGOROTH ----|-- 30 ----|-- NORMAL ----|-- NONE -----|-- VITAL SPIRIT --|
|-- SLAKING -----|-- 31 ----|-- NORMAL ----|-- NONE -----|-- TRUANT -----|
O-----
|-- POKEMON -----|-- MOVESETS -----|
O-----
|-- SLAKING -----|-- FACADE, FAINT ATTACK, YAWN, ENCORE -----|
|-- VIGOROTH ----|-- FACADE, FAINT ATTACK, SLASH, FURY SWIPES -----|
|-- SLAKING -----|-- FACADE, FOCUS PUNCH, YAWN, SLACK OFF -----|
O-----
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
O-----
|-- SLAKING -----|-- 1,260 -----|-- MALE ----|-- NONE -----|
|-- VIGOROTH ----|-- 810 -----|-- MALE ----|-- NONE -----|
|-- SLAKING -----|-- 1,395 -----|-- MALE ----|-- NONE -----|
O-----

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O-----O
|----- MURK'S POKEMON -----|
O-----O
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
O-----O
|-- BLAZIKEN ----|-- 37 ----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|
|-- SWALOT -----|-- 37 ----|-- POISON ----|-- NONE -----|-- STICKY HOLD ---|
|-- NUZLEAF -----|-- 37 ----|-- GRASS -----|-- DARK -----|-- CHLOROPHYLL ---|
O-----O

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NOTE: These movesets were taken directly from Bulbapedia. Honestly, Norman has no motivation to use moves other than Facade, Yawn, Slash and Focus Punch, and I didn't have Ditto.

Yep, you finally get to battle your dad after waiting for so long. As it turns out, he was right to send you on to fight other gyms first. His team is filled with absolute beasts. He's a huge cheater for having Slaking at those levels - Vigoroth doesn't evolve until level 36. They can only attack every second turn because of Truant, but Slaking usually deals enough damage for two turns. He's also got Vigoroth, which is strong, but nowhere near Slaking-level. Still, its ability doesn't restrict it from attacking every turn, and it cannot be put to sleep in addition to that. Here we go.

All three of his Pokemon can use Facade, a Normal-type move with 70 BP. It has twice as much power if the user is paralyzed, burned or poisoned. DO NOT allow either of his Slaking to have either of the three. They are more than powerful enough without an additional Attack boost. The first Slaking also has the move Faint Attack, the Dark-type version of Swift, which is presumably there to use against Ghost-types. It also has Yawn, which puts the target to sleep the turn after. Encore forces the target to use the move it used last over and over for a few turns unless you switch or use items.

Vigoroth is next, and isn't really much compared to the first Slaking. It does a lot of damage with Slash and Facade, but just isn't strong enough to tank an exceptional hit. It also has Faint Attack, but probably won't use it much. Its Attack is still higher than most, so tread carefully, but Vigoroth is only the calm between the storm, if that makes sense.

The second Slaking is Norman's staple Pokemon, and possibly the easiest to KO. It usually uses Focus Punch, a Fighting-type attack with 150 BP. Yeah, 150 BP. The catch is that if the user takes damage in the same turn it tries to attack with Focus Punch, the attack fails, and since Slaking can only attack once per two turns, you're essentially preventing its attacks altogether. It does still have Facade, so don't get too excited. It also has Slack Off, an HP-recovering move, but I've never actually seen it use Slack Off, so I'm just taking Bulbapedia's word for it. The first Slaking is harder IMO, but this one can be just as hard, so watch out. Fighting-types are your best bet for this gym, but your Steel-types are awesome here, too. Lairon is awesome here, if you can stand to raise one.

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O-----O
|----- FORTREE GYM LEADER: WINONA -----|----- GLG06 -----|
O-----O
|-- SPECIALTY --|--- BADGE ---|--- HM USAGE ---|-- NEW TM --|-- DIFFICULTY --|
O-----O
|--- FLYING ----|-- FEATHER --|----- HM02 -----|--- TM40 ---|----- 3/10 -----|

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-----o
|-- PRIZE MONEY FOR WINNING --|-- LV AVERAGE --|-- TOTAL EXP POINTS GAINED --|
-----o
|----- 3,300y -----|----- 31 -----|----- 4,609 -----|
-----o

-----o
|----- WINONA'S POKEMON -----|
-----o
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
-----o
|-- SWELLOW -----|-- 31 ----|-- NORMAL ----|-- FLYING ----|-- GUTS -----|
|-- PELIPPER ----|-- 30 ----|-- WATER -----|-- FLYING ----|-- KEEN EYE -----|
|-- SKARMORY ----|-- 32 ----|-- STEEL -----|-- FLYING ----|-- KEEN EYE -----|
|-- ALTARIA -----|-- 33 ----|-- DRAGON ----|-- FLYING ----|-- NATURAL CURE --|
-----o
|-- POKEMON -----|-- MOVESETS -----|
-----o
|-- SWELLOW -----|-- AERIAL ACE, QUICK ATTACK, ENDEAVOR, DOUBLE TEAM -----|
|-- PELIPPER ----|-- AERIAL ACE, WATER GUN, PROTECT, SUPERSONIC -----|
|-- SKARMORY ----|-- AERIAL ACE, STEEL WING, AGILITY, SAND-ATTACK -----|
|-- ALTARIA -----|-- AERIAL ACE, DRAGONBREATH, EARTHQUAKE, DRAGON DANCE -----|
-----o
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
-----o
|-- SWELLOW -----|-- 1,075 -----|-- FEMALE --|-- NONE -----|
|-- PELIPPER ----|-- 1,053 -----|-- FEMALE --|-- NONE -----|
|-- SKARMORY ----|-- 1,152 -----|-- FEMALE --|-- NONE -----|
|-- ALTARIA -----|-- 1,329 -----|-- FEMALE --|-- NONE -----|
-----o

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-----o
|----- MURK'S POKEMON -----|
-----o
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
-----o
|-- BLAZIKEN ----|-- 44 ----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|
|-- SWALOT -----|-- 43 ----|-- POISON ----|-- NONE -----|-- STICKY HOLD ---|
|-- NUZLEAF -----|-- 43 ----|-- GRASS -----|-- DARK -----|-- CHLOROPHYLL ---|
|-- ELECTRODE ---|-- 43 ----|-- ELECTRIC --|-- NONE -----|-- STATIC -----|
-----o

```

Don't feel obligated to level up as much as I did. Honestly, I chose only four Pokemon to level up for the time being, and there are half a dozen or so extra routes to level up at; plus, my three Pokemon I already had were already high-leveled before then. You should still be approaching level 40 or so, but there are those who come to Fortree first to beat the gym and get Fly before they go for the extra routes, so the difficulty varies for everyone. For me, Electrode basically destroyed this gym.

All four of her Pokemon can use Aerial Ace, a Flying-type move with 60 BP that never misses. It should sound familiar by now. Her Pokemon are fast, but don't have the movesets to back themselves up. Take Swellow, for example. It has the ever-annoying Double Team, so expect to see it a few times. Endeavor lowers HP of your Pokemon to match Swellow's, and won't work if your HP is already lower than its own. It isn't tough to take down.

Pelipper isn't really worth going into detail for. It will use Protect once or twice, and then it'll get KO'd by a Thunderbolt. It does have Supersonic, just in case you don't KO it right away. Skarmory is fairly tough, and has the move

Steel Wing - you got the TM for it a long while back - for STAB'd damage. It's not too fast, but has Agility to increase Speed by two stages per use. Defense is easily its best stat, with as much as Torkoal, but you should be aiming for its Special Defense anyway with Flamethrower or Thunderbolt.

Her staple Pokemon is Altaria, and it is your first encounter with a dragon in this game. It has Dragon Dance, a move that increases both Attack and Speed by one stage each, which is awesome. This makes Earthquake even more powerful. If you're using Steel-types here, I'd recommend not using them against Altaria. I do recommend a Pokemon with Ice Beam, since it has a 4x weakness to Ice-types, though there aren't any available at this point. There are only three Ice-type families in this game, and all of them are only obtainable around the next gym in terms of when you can get them. Still, Ice Beam is available here, so you'd be smart to use it on Altaria. Dragonbreath is a decent attack that can induce paralysis, so take note of it. All in all, she's a lot easier to beat than the last few gyms.

~~~~~

```

o-----o
|----- MOSSDEEP GYM LEADERS: TATE AND LIZA -----|---- GLG07 ----|
o-----o
|-- SPECIALTY --|--- BADGE ---|--- HM USAGE ---|-- NEW TM --|-- DIFFICULTY --|
o-----o
|--- PSYCHIC ---|--- MIND ----|----- HM08 -----|--- TM04 ---|----- 5/10 -----|
o-----o
|-- PRIZE MONEY FOR WINNING --|-- LV AVERAGE --|-- TOTAL EXP POINTS GAINED --|
o-----o
|----- 8,400y -----|----- 42 -----|----- 2,700 -----|
o-----o

```

```

o-----o
|----- TATE AND LIZA'S POKEMON -----|
o-----o
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
o-----o
|-- SOLROCK -----|-- 42 ----|-- ROCK -----|-- PSYCHIC ---|-- LEVITATE -----|
|-- LUNATONE ----|-- 42 ----|-- ROCK -----|-- PSYCHIC ---|-- LEVITATE -----|
o-----o
|-- POKEMON -----|-- MOVESETS -----|
o-----o
|-- SOLROCK -----|-- PSYCHIC, SOLARBEAM, FLAMETHROWER, SUNNY DAY -----|
|-- LUNATONE ----|-- PSYCHIC, HYPNOSIS, CALM MIND, LIGHT SCREEN -----|
o-----o
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
o-----o
|-- SOLROCK -----|-- 675 EACH / 1,350 ---|-- NONE ----|-- NONE -----|
|-- LUNATONE ----|-- 675 EACH / 1,350 ---|-- NONE ----|-- NONE -----|
o-----o

```

```

o-----o
|----- MURK'S POKEMON -----|
o-----o
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
o-----o
|-- BLAZIKEN ----|-- 48 ----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|
|-- SWALOT -----|-- 48 ----|-- POISON ----|-- NONE -----|-- STICKY HOLD ---|
|-- RHYDON -----|-- 48 ----|-- GROUND ----|-- ROCK -----|-- LIGHTNINGROD --|
|-- SHIFTRY -----|-- 49 ----|-- GRASS -----|-- DARK -----|-- CHLOROPHYLL ---|
|-- ELECTRODE ---|-- 48 ----|-- ELECTRIC --|-- NONE -----|-- STATIC -----|

```

-----  
 This is the first gym leader battle which is also a double battle. Solrock and Lunatone are a pair here for obvious reasons, and have all the weaknesses of a Psychic-type Pokemon - but also the weaknesses of Rock-types. You can't damage them with Ground-types, so don't bother trying: they have Levitate, which lets them float in midair like Flying-types. Water- and Grass-types are great here, but you'll have to get around Solrock's Solarbeam and Flamethrower, which hits the two respectively for super-effective damage. Sunny Day improves on both of these attacks, too.

Their signature move, Calm Mind, is used by Lunatone, who is the defense here. Calm Mind is the special-based version of Bulk Up, so Psychic will hit harder, and almost everything that hits it super-effectively does less damage. You can still use the Steel-type here - Aggron is awesome - but be careful of Solrock. Dark-types are awesome here since they are immune to Psychic, but Lunatone can use Hypnosis and will almost always target your Dark-type with it. Oh, and its Light Screen weakens your special-based damage even further. Basically, Water-types don't have much here. So what can you do?

Honestly, I still recommend Water-types. You have Surf, which hits both of the opponent's Pokemon, and it will still deal some respectable damage to both. If you have Rain Dance, that's even better. Crawdaunt and Sharpedo get honorables for also being part Dark-type, resisting Psychic entirely, though Sharpedo has no real Defense stats to speak of, so Solarbeam will hit it horrendously hard. Throw in another type that can stand up well to Psychics, and you have a solid duo that will likely take this duo down. There are many possibilities here, so use your imagination. You'll come up with something.

~~~~~

```

-----
|----- SOOTOPOLIS GYM LEADER: WALLACE -----|---- GLG08 ----|
-----
|-- SPECIALTY --|--- BADGE ---|--- HM USAGE ---|-- NEW TM --|-- DIFFICULTY --|
-----
|---- WATER ----|--- RAIN ----|----- HM07 -----|--- TM03 ---|----- 4/10 -----|
-----
|-- PRIZE MONEY FOR WINNING --|-- LV AVERAGE --|-- TOTAL EXP POINTS GAINED --|
-----
|----- 4,300y -----|----- 41 -----|----- 6,952 -----|
-----
  
```

```

-----
|----- WALLACE'S POKEMON -----|
-----
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
-----
|-- LUVDISC -----|-- 40 ----|-- WATER -----|-- NONE -----|-- SWIFT SWIM ----|
|-- WHISCASH ----|-- 42 ----|-- WATER -----|-- GROUND ----|-- OBLIVIOUS ----|
|-- SEALEO -----|-- 40 ----|-- WATER -----|-- ICE -----|-- THICK FAT ----|
|-- SEAKING ----|-- 42 ----|-- WATER -----|-- NONE -----|-- SWIFT SWIM ----|
|-- MILOTIC ----|-- 43 ----|-- WATER -----|-- NONE -----|-- MARVEL SCALE --|
-----
|-- POKEMON -----|-- MOVESETS -----|
-----
|-- LUVDISC -----|-- WATER PULSE, FLAIL, ATTRACT, SWEET KISS -----|
|-- WHISCASH ----|-- WATER PULSE, EARTHQUAKE, AMNESIA, RAIN DANCE -----|
|-- SEALEO -----|-- WATER PULSE, AURURA BEAM, BODY SLAM, ENCORE -----|
|-- SEAKING ----|-- WATER PULSE, HORN DRILL, FURY ATTACK, RAIN DANCE -----|
  
```

```

|-- MILOTIC -----|-- WATER PULSE, ICE BEAM, TWISTER, RECOVER -----|
O-----|
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
O-----|
|-- LUVDISC -----|---- 942 -----|-- FEMALE --|-- NONE -----|
|-- WHISCASH -----|-- 1,422 -----|-- MALE ----|-- NONE -----|
|-- SEALEO -----|-- 1,096 -----|-- MALE ----|-- NONE -----|
|-- SEAKING -----|-- 1,530 -----|-- MALE ----|-- NONE -----|
|-- MILOTIC -----|-- 1,962 -----|-- MALE ----|-- NONE -----|
O-----|

```

```

O-----|
|----- MURK'S POKEMON -----|
O-----|
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
O-----|
|-- BLAZIKEN -----|-- 51 ----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|
|-- SWALOT -----|-- 51 ----|-- POISON ----|-- NONE -----|-- STICKY HOLD ---|
|-- RHYDON -----|-- 51 ----|-- GROUND ----|-- ROCK -----|-- LIGHTNINGROD --|
|-- SHIFTRY -----|-- 51 ----|-- GRASS -----|-- DARK -----|-- CHLOROPHYLL ---|
|-- GOREBYSS -----|-- 51 ----|-- WATER -----|-- NONE -----|-- SWIFT SWIM ----|
|-- ELECTRODE ---|-- 51 ----|-- ELECTRIC --|-- NONE -----|-- STATIC -----|
O-----|

```

I would have expected the final gym leader to be something impressive ... this guy isn't hard at all. I don't know why they have a Water-type gym after moves like Surf become available, because his signature move, Water Pulse, has nadda on Surf. All five of his Pokemon can use it. It has 60 BP and can confuse your Pokemon sometimes. Here we go.

He leads with Luvdisc, which has a good Speed stat, but no real stats to speak of otherwise. It can't really hurt you, so anything you use should take it out handily. It's mostly there as an irritation device, using Sweet Kiss, a lower-accuracy version of Confuse Ray, and Attract. You should nail it on hit 1, but if you don't, try not to get discouraged. It isn't hard to take down at all.

He'll likely use Whiscash next, which negates any strategy that involves using an Electric-type to sweep this battle by being part Ground-type. It has a huge Grass-type weakness, but no other weaknesses. It'll likely use Rain Dance, for its partners, and then Amnesia to increase Special Defense by two stages. Some Grass-type attacks might actually take more than one hit to KO Whiscash if its Special Defense goes up, but it's not too likely. Earthquake is there for STAB but you shouldn't be using an Electric-type anyway, you dummy.

It's safe to use them against Sealeo, the Hoenn version of Dewgong, which uses some decent attacks. Aurora Beam is a decent Ice-type move with 65 BP that may decrease the target's Attack stat. You've seen Body Slam and Encore before. It has some great HP going for it, but should not last too long against Electric-types. Fighting-types also work well here.

Seaking is the reason you don't want it to be raining. It has good Speed, that gets doubled while raining due to its Swift Swim ability. Horn Drill will only work if your level is lower than Seaking's, which shouldn't be an issue anyway if you're taking advantage of the trainer rebattles. It will use Rain Dance if it isn't raining already, and Water Pulse can be annoying, so watch out.

Milotic, Wallace's staple Pokemon, is awesome. It has awesome Special Defense, so your Electric- and Grass-types might not have it so easy. Ice Beam is there for Grass-types, and it has great Special Attack, so you should probably leave them out. Twister is a weak Dragon-type move, and I don't know why Milotic has

it here. Recover will get annoying if you can't manage to take too much HP out of it. Finally, its ability will jump up its Defense stat by a large margin if you inflict it with a status condition. Have fun. Electric-types are still the best choice here, especially something like Magneton, which resists Ice Beam.

And that's that. You've beaten the gyms of Hoenn.

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=====
| 4: ELITE FOUR GUIDE | EFG00 |
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O-----O
|----- MURK'S POKEMON -----|
O-----O
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
O-----O
|-- BLAZIKEN ----|-- 60 ----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|
|-- SWALOT -----|-- 60 ----|-- POISON ----|-- NONE -----|-- STICKY HOLD ---|
|-- RHYDON -----|-- 60 ----|-- GROUND ----|-- ROCK -----|-- LIGHTNINGROD --|
|-- SHIFTRY -----|-- 60 ----|-- GRASS -----|-- DARK -----|-- CHLOROPHYLL ---|
|-- GOREBYSS ----|-- 60 ----|-- WATER -----|-- NONE -----|-- SWIFT SWIM ----|
|-- ELECTRODE ---|-- 60 ----|-- ELECTRIC --|-- NONE -----|-- STATIC -----|
O-----O
|-- POKEMON -----|-- MOVESETS -----|
O-----O
|-- BLAZIKEN ----|-- FLAMETHROWER, BRICK BREAK, AERIAL ACE, BULK UP -----|
|-- SWALOT -----|-- SLUDGE BOMB, ICE BEAM, SHADOW BALL, TOXIC -----|
|-- RHYDON -----|-- EARTHQUAKE, ROCK SLIDE, FACADE, IRON TAIL -----|
|-- SHIFTRY -----|-- GIGA DRAIN, FAINT ATTACK, EXTRASENSORY, BRICK BREAK ----|
|-- GOREBYSS ----|-- SURF, PSYCHIC, ICE BEAM, AMNESIA -----|
|-- ELECTRODE ---|-- THUNDER, EXPLOSION, CHARGE, RAIN DANCE -----|
O-----O
|-- POKEMON -----|-- GENDER --|-- HOLD ITEM -----|-- USE DURING ELITE FOUR --|
O-----O
|-- BLAZIKEN ----|-- MALE ----|-- CHARCOAL -----|-- 1ST, 3RD, CHAMPION ----|
|-- SWALOT -----|-- MALE ----|-- NEVERMELTICE --|-- 2ND, CHAMPION -----|
|-- RHYDON -----|-- MALE ----|-- HARD STONE ----|-- 4TH, CHAMPION -----|
|-- SHIFTRY -----|-- MALE ----|-- MIRACLE SEED --|-- 2ND, CHAMPION -----|
|-- GOREBYSS ----|-- MALE ----|-- MYSTIC WATER --|-- 4TH, CHAMPION -----|
|-- ELECTRODE ---|-- NONE ----|-- SILK SCARF ----|-- 1ST, 3RD, CHAMPION ----|
O-----O

```

As opposed to doing five separate lineups for a series of consecutive battles, here's my lineup going into the Elite Four. I'm pretty damn overleveled, which isn't required to clear the Elite Four, but I would recommend levels above 50, at the very least, if you want a surefire victory. I tend to favor diversity - type coverage is awesome - but that's also your call. Here we go.

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O-----O
|----- ELITE FOUR BATTLE 1: SIDNEY -----|---- EFG01 ----|
O-----O
|-- SPECIALTY --|--- BADGE ---|--- HM USAGE ---|-- NEW TM --|-- DIFFICULTY --|
O-----O
|---- DARK -----|---- N/A ----|----- NONE -----|--- NONE ---|----- 3/10 -----|
O-----O

```

```

|-- PRIZE MONEY FOR WINNING --|-- LV AVERAGE ---|-- TOTAL EXP POINTS GAINED --|
O-----O
|----- 4,900y -----|----- 47 -----|----- 8,493 -----|
O-----O

O-----O
|----- SIDNEY'S POKEMON -----|
O-----O
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
O-----O
|-- MIGHTYENA ---|-- 46 ----|-- DARK -----|-- NONE -----|-- INTIMIDATE ----|
|-- SHIFTRY -----|-- 48 ----|-- GRASS -----|-- DARK -----|-- CHLOROPHYLL ---|
|-- CACTURNE ----|-- 46 ----|-- GRASS -----|-- DARK -----|-- SAND VEIL ----|
|-- SHARPEDO ----|-- 48 ----|-- WATER -----|-- DARK -----|-- ROUGH SKIN ----|
|-- ABSOL -----|-- 49 ----|-- DARK -----|-- NONE -----|-- PRESSURE -----|
O-----O
|-- POKEMON -----|-- MOVESETS -----|
O-----O
|-- MIGHTYENA ---|-- CRUNCH, TAKE DOWN, ROAR, SAND-ATTACK -----|
|-- SHIFTRY -----|-- EXTRASENSORY, FAKE OUT, SWAGGER, DOUBLE TEAM -----|
|-- CACTURNE ----|-- FAINT ATTACK, NEEDLE ARM, LEECH SEED, COTTON SPORE ----|
|-- SHARPEDO ----|-- CRUNCH, SURF, SLASH, SWAGGER -----|
|-- ABSOL -----|-- AERIAL ACE, SLASH, SNATCH, SWORDS DANCE -----|
O-----O
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
O-----O
|-- MIGHTYENA ---|-- 1,261 -----|-- MALE ----|-- NONE -----|
|-- SHIFTRY -----|-- 1,861 -----|-- MALE ----|-- NONE -----|
|-- CACTURNE ----|-- 1,744 -----|-- MALE ----|-- NONE -----|
|-- SHARPEDO ----|-- 1,800 -----|-- MALE ----|-- NONE -----|
|-- ABSOL -----|-- 1,827 -----|-- MALE ----|-- SITRUS BERRY ----|
O-----O

```

The first member of the Elite Four isn't particularly difficult to handle. The Dark-type in general wasn't much until gen 4, where the physical/special split gave the physical hitters a fighting chance. Up until then, all Dark-type hits were special-based, and most of his team suffers for that reason. He can still pose a threat in other areas; still, I found Wallace to be more difficult.

He leads with Mightyena, a Pokemon you have faced many, many times before now. Thank your lucky stars that this one doesn't have Swagger. It has Take Down, a Normal-type move that causes recoil damage but hits hard, and Crunch, which is not all that good on Mightyena for the reason I gave in the above paragraph. I don't think you need too much help in dealing with Mightyena of all things; it isn't that different from the dozen you've seen before.

Shiftry is the evolved form of Nuzleaf, and you may or may not have seen it in previous battles. I know the collector Edwin has one, if you rebattle him four times. Anyway, this one will likely lead with Fake Out before using Swagger. I know, I hate it too. It also has Extrasensory, a Psychic-type attack that uses 80 BP and 30 PP, making it pretty awesome. It also has Double Team. Very quel-surprise there. It has too many weaknesses for me to want to list.

Unless you've cleared the Trick House up to this point, Cacturne may be new to you. It evolves from Cacnea, which you saw in the desert. Needle Arm is unique to its family, and has a chance of causing flinching. It has Faint Attack too, and both get STAB. Cotton Spore lowers your Speed by two stages and Leech Seed saps one-eighth of your health each turn and gives it to his Pokemon. Cacturne has the same weaknesses as Shiftry.



Sapphire players have seen Sharpedo a few times now. It's Team Aqua's main. It has the worst defenses I have ever seen, and virtually any attack you use will KO it, if not come close to doing so. Its ability robs you of one-sixteenth of your HP if you physically tough it, and you've seen the rest before.

Absol is Sidney's staple Pokemon, a pure Dark-type with superb Attack and m'eh stats otherwise. It takes advantage of its Attack stat with its two attacks, a smart choice. Snatch steals the effects of your stat-changing moves and boosts its own stats with them. Swords Dance boosts its own Attack stat by two stages to make it even stronger. Finally, Pressure forces you to use two PP with each move instead of one. Hopefully you still have some Ethers and Elixirs from the journey here.

~~~~~

```

o-----o
|----- ELITE FOUR BATTLE 2: PHOEBE -----|---- EFG02 ----|
o-----o
|-- SPECIALTY --|--- BADGE ---|--- HM USAGE ---|-- NEW TM --|-- DIFFICULTY --|
o-----o
|---- GHOST ----|---- N/A ----|----- NONE -----|--- NONE ---|----- 4/10 -----|
o-----o
|-- PRIZE MONEY FOR WINNING --|-- LV AVERAGE --|-- TOTAL EXP POINTS GAINED --|
o-----o
|----- 5,100y -----|----- 49 -----|----- 8,604 -----|
o-----o

```

```

o-----o
|----- PHOEBE'S POKEMON -----|
o-----o
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
o-----o
|-- DUSCLOPS ----|-- 48 ----|-- GHOST -----|-- NONE -----|-- PRESSURE -----|
|-- BANETTE ----|-- 49 ----|-- GHOST -----|-- NONE -----|-- INSOMNIA -----|
|-- SABLEYE ----|-- 50 ----|-- GHOST -----|-- DARK -----|-- KEEN EYE -----|
|-- BANETTE ----|-- 49 ----|-- GHOST -----|-- NONE -----|-- INSOMNIA -----|
|-- DUSCLOPS ----|-- 51 ----|-- GHOST -----|-- NONE -----|-- PRESSURE -----|
o-----o
|-- POKEMON -----|-- MOVESETS -----|
o-----o
|-- DUSCLOPS ----|-- SHADOW PUNCH, CURSE, CONFUSE RAY, FUTURE SIGHT -----|
|-- BANETTE ----|-- SHADOW BALL, FAINT ATTACK, SPITE, WILL-O-WISP -----|
|-- SABLEYE ----|-- SHADOW BALL, FAINT ATTACK, PSYCHIC, ATTRACT -----|
|-- BANETTE ----|-- SHADOW BALL, PSYCHIC, TOXIC, SKILL SWAP -----|
|-- DUSCLOPS ----|-- SHADOW BALL, ICE BEAM, EARTHQUAKE, CONFUSE RAY -----|
o-----o
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
o-----o
|-- DUSCLOPS ----|-- 1,840 -----|-- FEMALE --|-- NONE -----|
|-- BANETTE ----|-- 1,879 -----|-- FEMALE --|-- NONE -----|
|-- SABLEYE ----|-- 1,050 -----|-- FEMALE --|-- NONE -----|
|-- BANETTE ----|-- 1,879 -----|-- FEMALE --|-- NONE -----|
|-- DUSCLOPS ----|-- 1,956 -----|-- FEMALE --|-- SITRUS BERRY -----|
o-----o

```

There really weren't that many Ghost-types to choose from, were there? Four of her five Pokemon can use Shadow Ball, the most powerful Ghost-type attack from pre-gen 4. Her staple Pokemon also has a variety of different-type attacks; it can hit 11 out of 17 Pokemon for super-effective damage. Your best bet here is Dark-types, assuming they have defenses. Here we go.

Her first Dusclops is her weakest. It uses Future Sight to hit you three turns later for Psychic-type damage and Shadow Punch, which is the Ghost-type attack form of all the never-missing attacks you've seen throughout the game. Confuse Ray and Curse will whittle down your HP, but if it does use Curse, its HP will be cut in half, making it easier to KO. The second Dusclops is her powerhouse, and has Shadow Ball for a STAB'd 120 base power. It also has Confuse Ray ... I think you know how annoying that is. Ice Beam and Earthquake are coverage used against random types you might be using. Finally, both Dusclops have Pressure, which you saw in your battle with Sidney just now. Enjoy.

She also has a pair of Banettes, the evolved form of Shuppet. One has Psychic, a powerful move, and Toxic, which poisons you for progressively increasing HP-whittling damage. Have Full Heals ready, because it adds up quickly. You might not have seen Skill Swap before now: it switches the abilities of the Pokemon, as long as they stay in battle. I think it's commonly used in double battles - you can imagine how useful it would be when used against Slaking. As it is, it has Insomnia, which prevents sleep. Spite lowers the PP of the last attack you used by two to five PP at random. Finally, Will-O-Wisp burns your Pokemon. You shouldn't have too much trouble.

You may have seen Sableye before. It's only found in the wild in Dewford Cave, and only in Sapphire. Its attacks are fairly standard at this point, and for a reason I will never understand, it has Attract. It doesn't have any weaknesses unless you use Foresight on it, and then it has a Fighting-type weakness. Just don't bother worrying about weaknesses, it isn't that hard to KO anyway.

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O-----O
|----- ELITE FOUR BATTLE 3: GLACIA -----|---- EFG03 ----|
O-----O
|-- SPECIALTY --|--- BADGE ---|--- HM USAGE ---|-- NEW TM --|-- DIFFICULTY --|
O-----O
|----- ICE -----|---- N/A ----|----- NONE -----|--- NONE ---|----- 3/10 -----|
O-----O
|-- PRIZE MONEY FOR WINNING --|-- LV AVERAGE --|-- TOTAL EXP POINTS GAINED --|
O-----O
|----- 5,300y -----|----- 51 -----|----- 9,060 -----|
O-----O

```

```

O-----O
|----- GLACIA'S POKEMON -----|
O-----O
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
O-----O
|-- GLALIE -----|-- 50 ----|-- ICE -----|-- NONE -----|-- INNER FOCUS ---|
|-- SEALEO -----|-- 50 ----|-- ICE -----|-- WATER -----|-- THICK FAT -----|
|-- SEALEO -----|-- 52 ----|-- ICE -----|-- WATER -----|-- THICK FAT -----|
|-- GLALIE -----|-- 52 ----|-- ICE -----|-- NONE -----|-- INNER FOCUS ---|
|-- WALREIN -----|-- 53 ----|-- ICE -----|-- WATER -----|-- THICK FAT -----|
O-----O
|-- POKEMON -----|-- MOVESETS -----|
O-----O
|-- GLALIE -----|-- ICE BEAM, CRUNCH, LIGHT SCREEN, HAIL -----|
|-- SEALEO -----|-- ICE BALL, SURF, BODY SLAM, HAIL -----|
|-- SEALEO -----|-- BLIZZARD, DIVE, ATTRACT, HAIL -----|
|-- GLALIE -----|-- ICE BEAM, CRUNCH, SHADOW BALL, HAIL -----|
|-- WALREIN -----|-- BLIZZARD, SURF, BODY SLAM, SHEER COLD -----|
O-----O

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```

|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
O-----|
|-- GLALIE -----|-- 2,002 -----|-- FEMALE --|-- NONE -----|
|-- SEALEO -----|-- 1,371 -----|-- FEMALE --|-- NONE -----|
|-- SEALEO -----|-- 1,425 -----|-- FEMALE --|-- NONE -----|
|-- GLALIE -----|-- 2,083 -----|-- FEMALE --|-- NONE -----|
|-- WALREIN -----|-- 2,179 -----|-- FEMALE --|-- CITRUS BERRY -----|
O-----|

```

Glacia was even more limited in what she could use than Phoebe was, a big flaw that shows in this battle. Revert all five of them back to form 1, and this is a team of Spheals and Snorunts. It's a shame they didn't bring Kanto Ice-types over, but oh well. Anyway, you've seen Sealeo before. Walrein is the evolution finale. Glalie is a pure Ice-type with surprisingly decent stats. Four Pokemon on her team can use Hail, a weather-changing move that hurts all Pokemon other than Ice-types for five turns. Sounds like Sandstorm, doesn't it? Luckily, its ability to make Blizzard 100 percent accurate wasn't introduced until gen 4.

Her pair of Glalies is quite strong, but have the standard weaknesses of their type. Fire is wonderful here, as is Rock if you can find one that isn't also a Ground-type. Ice Beam is the Thunderbolt of Ice-types, and is awesome. You are well-aware of Crunch and Light Screen. The second one is the same, except it's got Shadow Ball over Light Screen. They don't take much to bring down, but you should have some potions ready. Oh, by the way, they have Inner Focus. Try not to waste your efforts making them flinch.

You've already dealt with Sealeo before. The first one is actually intelligent and has Surf, which is awesome, and Ice Ball, which isn't. If you know Rollout from previous battles, you know what Ice Ball will do. The other one has Dive, which is also an HM move, and one you've had to use during your journey. It is basically the Water-type version of Dig, so it's good, but Surf is better. The other one also has Blizzard, the strongest attack of its type, but not the one anyone should be using if they have access to Ice Beam. It has Attract, which, I'm sure you know, is there solely to aggravate. They have every weakness that a Water-type has, and a couple of Ice-type weaknesses as well, so you'll be OK against them.

Walrein is just a stronger Sealeo. You'll probably KO it the same way, but you should be aware of Sheer Cold, which is a OHKO move. It isn't an issue if your levels are like mine, but it's easy to come to this point in the game with low levels, and if you do, it could actually be a problem. OHKO moves, as the name suggests, are moves that deal an automatic KO, even if you are at full health, or are of a type that resists it. Trust me, it really isn't that hard to level yourself beyond 53 at this point. Anyway, it also has Blizzard, Body Slam, and Surf. Have fun.

```

~~~~~
O-----|
|----- ELITE FOUR BATTLE 4: DRAKE -----|---- EFG04 -----|
O-----|
|-- SPECIALTY --|--- BADGE ---|--- HM USAGE ---|-- NEW TM --|-- DIFFICULTY --|
O-----|
|--- DRAGON ----|---- N/A ----|---- NONE -----|--- NONE ---|---- 5/10 -----|
O-----|
|-- PRIZE MONEY FOR WINNING --|-- LV AVERAGE --|-- TOTAL EXP POINTS GAINED --|
O-----|
|----- 5,500y -----|----- 53 -----|----- 10,818 -----|
O-----|

```

```

-----o
|----- DRAKE'S POKEMON -----|
o-----o
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
o-----o
-- SHELGON -----	-- 52 ----	-- DRAGON ----	-- NONE -----	-- ROCK HEAD -----
-- ALTARIA -----	-- 54 ----	-- DRAGON ----	-- FLYING -----	-- NATURAL CURE --
-- FLYGON -----	-- 53 ----	-- GROUND ----	-- DRAGON ----	-- LEVITATE -----
-- FLYGON -----	-- 53 ----	-- GROUND ----	-- DRAGON ----	-- LEVITATE -----
-- SALAMENCE ---	-- 55 ----	-- DRAGON ----	-- FLYING ----	-- INTIMIDATE ----
o-----o				
-- POKEMON -----	-- MOVESETS -----			
o-----o				
-- SHELGON -----	-- DRAGON CLAW, CRUNCH, ROCK TOMB, PROTECT -----			
-- ALTARIA -----	-- DRAGONBREATH, TAKE DOWN, REFRESH, DRAGON DANCE -----			
-- FLYGON -----	-- DRAGONBREATH, FLY, DIG, SANDSTORM -----			
-- FLYGON -----	-- DRAGONBREATH, CRUNCH, FLAMETHROWER, SAND-ATTACK -----			
-- SALAMENCE ---	-- DRAGON CLAW, CRUNCH, FLY, FLAMETHROWER -----			
o-----o				
-- POKEMON -----	-- EXP POINTS GAINED --	-- GENDER --	-- HOLD ITEM -----	
o-----o				
-- SHELGON -----	-- 1,603 -----	-- MALE ----	-- NONE -----	
-- ALTARIA -----	-- 2,175 -----	-- MALE ----	-- NONE -----	
-- FLYGON -----	-- 2,236 -----	-- MALE ----	-- NONE -----	
-- FLYGON -----	-- 2,236 -----	-- MALE ----	-- NONE -----	
-- SALAMENCE ---	-- 2,568 -----	-- MALE ----	-- SITRUS BERRY -----	
o-----o

```

He's a lot like Lance (FR/LG), except all of his Pokemon are Dragon-types. You probably noticed the issue before getting to this sentence, but I will comment on it anyway: all five of his Pokemon are weak to Ice-types, four of them with double weaknesses. If you're at high levels, this battle will be a joke.

Shelgon is a lot like the cocoon Pokemon, except much stronger. It has a great Defense stat, pretty good Attack, and the rest is not worthy of comment. These moves are all old hat to you except Dragon Claw, which is a more powerful form of Dragonbreath that doesn't paralyze you. It may waste one or two of your Ice Beams with Protect, but otherwise it falls easily.

You've faced two Altarias before now, and Winona's was the best. This one uses Take Down and Refresh over Earthquake and Aerial Ace, and while Refresh can be a decent move - it's Full Heal in attack form - Take Down is not that special. You'll have an easy KO here.

Both Flygons have Dragonbreath, and your Ground-type attacks will not have any effect due to Levitate. That's OK, since you should be attacking with Ice-type Pokemon anyway. The first one can use Fly and Dig, two-turn moves with decent-ish power going for them. It also has Sandstorm. The second one has Crunch, an attack you're probably bored of now, and Flamethrower, a counter for Ice-types ... not that it matters anyway, since it will still fall to them. Flamethrower is a good move on Drake's part, but Flygon isn't strong or fast enough to make good use of it if you're already at higher levels.

Salamence is this gen's version of Dragonite, with higher Special Attack. It's got some decent defenses, but Ice Beams and Blizzards will still knock it out. The only attack it uses that runs off its impressive Attack stat is Fly, which it rarely uses. Flamethrower's there for obvious reasons, and Dragon Claw gets the STAB. As great a Pokemon as it is, its insane weakness to Ice-types is its undoing in-game and otherwise. Still, it may give you a challenge.

And now, the champion.

```
~~~~~  
O-----O  
|----- ELITE FOUR CHAMPION: STEVEN -----|---- EFG05 ----|  
O-----O  
|-- SPECIALTY --|--- BADGE ---|--- HM USAGE ---|-- NEW TM --|-- DIFFICULTY --|  
O-----O  
|---- STEEL ----|---- N/A ----|----- NONE -----|--- NONE ---|----- 7/10 -----|  
O-----O  
|-- PRIZE MONEY FOR WINNING --|-- LV AVERAGE --|-- TOTAL EXP POINTS GAINED --|  
O-----O  
|----- 11,600y -----|----- 56 -----|----- 14,161 -----|  
O-----O  
  
O-----O  
|----- STEVEN'S POKEMON -----|  
O-----O  
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|  
O-----O  
|-- SKARMORY ----|-- 57 ----|-- STEEL -----|-- FLYING ----|-- KEEN EYE -----|  
|-- CLAYDOL -----|-- 55 ----|-- GROUND -----|-- PSYCHIC ---|-- LEVITATE -----|  
|-- AGGRON -----|-- 56 ----|-- STEEL -----|-- ROCK -----|-- STURDY -----|  
|-- CRADILY -----|-- 56 ----|-- ROCK -----|-- GRASS -----|-- SUCTION CUPS --|  
|-- ARMALDO -----|-- 56 ----|-- ROCK -----|-- BUG -----|-- BATTLE ARMOR --|  
|-- METAGROSS ---|-- 58 ----|-- STEEL -----|-- PSYCHIC ---|-- CLEAR BODY ----|  
O-----O  
|-- POKEMON -----|-- MOVESETS -----|  
O-----O  
|-- SKARMORY ----|-- STEEL WING, AERIAL ACE, TOXIC, SPIKES -----|  
|-- CLAYDOL -----|-- EARTHQUAKE, ANCIENTPOWER, REFLECT, LIGHT SCREEN -----|  
|-- AGGRON -----|-- EARTHQUAKE, THUNDER, SOLARBEAM, DRAGON CLAW -----|  
|-- CRADILY -----|-- ANCIENTPOWER, GIGA DRAIN, SLUDGE BOMB, CONFUSE RAY ----|  
|-- ARMALDO -----|-- ANCIENTPOWER, SLASH, AERIAL ACE, WATER PULSE -----|  
|-- METAGROSS ---|-- METEOR MASH, PSYCHIC, EARTHQUAKE, HYPER BEAM -----|  
O-----O  
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|  
O-----O  
|-- SKARMORY ----|-- 2,052 -----|-- MALE ----|-- NONE -----|  
|-- CLAYDOL -----|-- 2,227 -----|-- NONE ----|-- NONE -----|  
|-- AGGRON -----|-- 2,460 -----|-- MALE ----|-- NONE -----|  
|-- CRADILY -----|-- 2,412 -----|-- MALE ----|-- NONE -----|  
|-- ARMALDO -----|-- 2,400 -----|-- MALE ----|-- NONE -----|  
|-- METAGROSS ---|-- 2,610 -----|-- NONE ----|-- SITRUS BERRY -----|  
O-----O
```

I wasn't surprised in the slightest. I doubt you were, either.

We've seen this guy ... oh, four or five times over the adventure, so it might have been obvious that you were going to face him eventually. He says he's the authority of Steel-type Pokemon, but he only actually has three. He's actually the authority of sand-based Pokemon, as not one of his team would be inflicted with any damage from Sandstorm. All six of his Pokemon are quite strong. You'd better have some good levels and a strong team if you want a win, let alone an easy one. Here we go.

He leads with Skarmory, which you faced along with Altaria in your battle with Winona. This one is pretty similar, except it uses Toxic and Spikes, which can build up in damage over time if you're constantly switching your Pokemon. It's

got the same weaknesses Winona's had, and except for being 25 levels higher, I see no real differences here. Take it down the same way.

Claydol is actually pretty awesome. It's the evolved form of Baltoy, which you have seen a few times throughout your journey. It has tons of Defense and tons more Special Defense, and will boost both with Reflect and Light Screen if you give it the chance. Ancientpower is a Rock-type move with a low 60 BP and even lower 5 PP, but it may boosts all five of its stats by one stage each. If it's able to do that, Earthquake will wreck your s\*\*\*. On the whole, it's not quite fast and not even all that strong, and it has all of the normal weaknesses you know of Ground- and Psychic-types. If you have Brick Break, I recommend it for its barrier attacks. I know it's not strong against Claydol, but you and I are thinking long-term here.

Aggron is normally a beast, but this one sucks. The only attack it has that is actually using its great Attack stat is Earthquake, which is obviously strong, but it uses three other attacks that run off its Special Attack, a stat Aggron does not have much of. Use Earthquake yourself, since it has a double weakness to it, or a Fighting-type attack. I'd say use Water-types, but it uses Thunder and Solarbeam, which may actually take them out. It's like the twins' Solrock, in some sense, so it's your choice here.

You've never seen Cradily or Armaldo before unless you've had one or the other for yourself. Cradily is the defense, and Armaldo is the attacker. They're the fossil Pokemon of this game. Cradily cannot be switched out by anything you've got due to its ability, Suction Cups, and like Cradily it has Ancientpower. It also has Giga Drain and Sludge Bomb. Giga Drain takes half of the total damage it deals to you and heals itself with it, and Sludge Bomb is the Poison-type's strongest attack. Armaldo also has Ancientpower, and three attacks you're very familiar with. It cannot be hit critically due to Battle Armor. Both Pokemon's weaknesses are similar in that they're both Rock-types, while Cradily includes Ice- and Bug-types and Armaldo includes Rock-types. Cradily also has the ever-annoying Confuse Ray, so be ready with Full Heals.

His staple Pokemon, Metagross, is moreorless a Steel-type Dragonite. It has an incredible set of Attack and Defense stats, only really bested by legendaries, and its typing leaves it with few weaknesses, the only one of which avoids the brutal smackdown being Ground-type. Aside from Psychic, which can still deal a lot of STAB'd damage, all of its attacks are going to hit really hard. I doubt you've seen Meteor Mash before: it's a Steel-type attack with 100 BP, and will sometimes increase its already powerful Attack even further. It also has Clear Body, which prevents its stats from being reduced. Fire-types can work supposing you can get by Earthquake; if not, it can't hit Ground-type Pokemon with a super-effective hit. As usual, you have a number of possibilities here. You'll just have to choose carefully.

And that's that. Congrats. You're the champion.

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=====  
| 5: RIVAL GUIDE | RVG00 |  
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o-----o  
|----- RIVAL BATTLE 1: MAY, BATTLE 1 -----|---- RVG01 ----|  
o-----o

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|-- PRIZE FOR WINNING --|-- LV AVERAGE --|-- CITY / ROUTE --|-- DIFFICULTY --|
|----- 300y -----|----- 5 -----|--- ROUTE 103 ----|----- 1/10 -----|

|----- MAY'S POKEMON -----|
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
|----- IF PLAYER CHOSE TREECKO -----|
|-- TORCHIC -----|-- 5 -----|-- FIRE -----|-- NONE -----|-- BLAZE -----|
|----- IF PLAYER CHOSE TORCHIC -----|
|-- MUDKIP -----|-- 5 -----|-- WATER -----|-- NONE -----|-- TORRENT -----|
|----- IF PLAYER CHOSE MUDKIP -----|
|-- TREECKO -----|-- 5 -----|-- GRASS -----|-- NONE -----|-- OVERGROW -----|
|-- POKEMON -----|-- MOVESETS -----|
|-- TORCHIC -----|-- SCRATCH, GROWL -----|
|-- MUDKIP -----|-- TACKLE, GROWL -----|
|-- TREECKO -----|-- POUND, LEER -----|
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
|-- TORCHIC -----|-- 69 -----|-- MALE -----|-- NONE -----|
|-- MUDKIP -----|-- 70 -----|-- MALE -----|-- NONE -----|
|-- TREECKO -----|-- 67 -----|-- MALE -----|-- NONE -----|

|----- MURK'S POKEMON -----|
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
|-- TORCHIC -----|-- 7 -----|-- FIRE -----|-- NONE -----|-- BLAZE -----|

```

This is the first trainer battle of the game, so there's not much to say about it one way or the other. Your level should be 7 or 8 by now, so you haven't an excuse as to why you'd lose to her here. If you knew to grab the Potion in the PC at home, you've likely got this one won anyway.

```

|----- RIVAL BATTLE 2: MAY, BATTLE 2 -----|----- RVG02 -----| | |
|-- PRIZE FOR WINNING --|-- LV AVERAGE --|-- CITY / ROUTE --|-- DIFFICULTY --|
|-- 1200y, ITEMFINDER --|-- 19 -----|--- ROUTE 110 ----|----- 3/10 -----|

|----- MAY'S POKEMON -----|

```

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-----
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
-----
|----- IF PLAYER CHOSE TREECKO -----|
-----
|-- WAILMER -----|-- 18 ----|-- WATER -----|-- NONE -----|-- WATER VEIL ----|
|-- SHROOMISH ---|-- 18 ----|-- GRASS -----|-- NONE -----|-- EFFECT SPORE --|
|-- COMBUSKEN ---|-- 20 ----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|
-----
|----- IF PLAYER CHOSE TORCHIC -----|
-----
|-- SHROOMISH ---|-- 18 ----|-- GRASS -----|-- NONE -----|-- EFFECT SPORE --|
|-- NUMEL -----|-- 18 ----|-- FIRE -----|-- GROUND ----|-- OBLIVIOUS ----|
|-- MARSHTOMP ---|-- 20 ----|-- WATER -----|-- NONE -----|-- TORRENT -----|
-----
|----- IF PLAYER CHOSE MUDKIP -----|
-----
|-- WAILMER -----|-- 18 ----|-- WATER -----|-- NONE -----|-- WATER VEIL ----|
|-- NUMEL -----|-- 18 ----|-- FIRE -----|-- GROUND ----|-- OBLIVIOUS ----|
|-- GROVYLE -----|-- 20 ----|-- GRASS -----|-- NONE -----|-- OVERGROW -----|
-----
|-- POKEMON -----|-- MOVESETS -----|
-----
|-- NUMEL -----|-- EMBER, TACKLE, GROWL -----|
|-- SHROOMISH ---|-- MEGA DRAIN, TACKLE, STUN SPORE, LEECH SEED -----|
|-- WAILMER -----|-- WATER GUN, ROLLOUT, SPLASH, GROWL -----|
|-- COMBUSKEN ---|-- EMBER, DOUBLE KICK, PECK, FOCUS ENERGY -----|
|-- MARSHTOMP ---|-- WATER GUN, MUD SHOT, BIDE, FORESIGHT -----|
|-- GROVYLE -----|-- ABSORB, QUICK ATTACK, FURY CUTTER, PURSUIT -----|
-----
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
-----
|-- NUMEL -----|-- 339 -----|-- FEMALE --|-- NONE -----|
|-- SHROOMISH ---|-- 250 -----|-- FEMALE --|-- NONE -----|
|-- WAILMER -----|-- 528 -----|-- FEMALE --|-- NONE -----|
|-- COMBUSKEN ---|-- 607 -----|-- MALE ----|-- NONE -----|
|-- MARSHTOMP ---|-- 612 -----|-- MALE ----|-- NONE -----|
|-- GROVYLE -----|-- 603 -----|-- MALE ----|-- NONE -----|
-----
-----
|----- MURK'S POKEMON -----|
-----
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
-----
|-- COMBUSKEN ---|-- 22 ----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|
|-- GULPIN -----|-- 22 ----|-- POISON ----|-- NONE -----|-- STICKY HOLD ---|
|-- NUZLEAF -----|-- 22 ----|-- GRASS -----|-- DARK -----|-- CHLOROPHYLL ---|
-----

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May's caught two more Pokemon since your previous battle, which vary depending on what starter she chose. No matter what, you will be facing a Fire-, Water-, and Grass-type here. On the whole, she is not hard unless you're underleveled. It's easy to be underleveled at this point if you didn't train much on Dewford and its cave, and have only done trainer battles since the first gym battle. I personally try to have levels that I have listed above by this point, but it's different with everyone.

If your levels are like mine, this battle is easy. Treecko users will probably have the most trouble, since Combusken is actually pretty tough. Torchic users



will be next on the list, as Marshtomp has only one weakness. Grovyle is fast, but not strong. Combusken's Double Kick and Marshtomp's Mud Shot are strong at this point of the game, and Mud Shot lowers your Speed when used. A Grass-type will crush Marshtomp if it's leveled-up enough. Combusken has Water-, Flying-, and Psychic-type weaknesses, all of which are available at this point. Grovyle has all the normal weaknesses of a Grass-type Pokemon. It shouldn't be hard to beat May, really.

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O-----O
|----- RIVAL BATTLE 3: WALLY, BATTLE 1 -----|---- RVG03 ----|
O-----O
|-- PRIZE FOR WINNING --|-- LV AVERAGE --|-- CITY / ROUTE --|-- DIFFICULTY --|
O-----O
|----- 960y -----|----- 16 -----|---- MAUVILLE ----|----- 1/10 ----|
O-----O

```

```

O-----O
|----- WALLY'S POKEMON -----|
O-----O
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
O-----O
|-- RALTS -----|-- 16 ----|-- PSYCHIC ---|-- NONE -----|-- SYNCHRONIZE ---|
O-----O
|-- POKEMON -----|-- MOVESETS -----|
O-----O
|-- RALTS -----|-- GROWL, CONFUSION, DOUBLE TEAM, TELEPORT -----|
O-----O
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
O-----O
|-- RALTS -----|-- 240 -----|-- MALE ----|-- NONE -----|
O-----O

```

```

O-----O
|----- MURK'S POKEMON -----|
O-----O
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
O-----O
|-- COMBUSKEN ---|-- 25 ----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|
|-- GULPIN -----|-- 25 ----|-- POISON ----|-- NONE -----|-- STICKY HOLD ---|
|-- NUZLEAF -----|-- 25 ----|-- GRASS -----|-- DARK -----|-- CHLOROPHYLL ---|
O-----O

```

You remember when you helped Wally catch a Ralts much earlier on? This is him, and that's the same Ralts. This has to be the easiest rival battle in history. He is dangerously underleveled and using a weak Pokemon. Pretty much any types you can think of can waste this Ralts. The trainers in the previous route were more challenging than this.

Just like with May, he will give you prize money equal to 60 times the highest level on his team ... in this case, his Ralts.

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O-----O
|----- RIVAL BATTLE 4: MAY, BATTLE 3 -----|---- RVG04 ----|
O-----O
|-- PRIZE FOR WINNING --|-- LV AVERAGE --|-- CITY / ROUTE --|-- DIFFICULTY --|
O-----O

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|-- 1860y, HM02 (FLY) --|----- 30 -----|---ROUTE 119 ----|----- 3/10 -----|

○-----○

○-----○

|----- MAY'S POKEMON -----|

○-----○

|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|

○-----○

|----- IF PLAYER CHOSE TREECKO -----|

○-----○

|-- WAILMER -----|-- 29 ----|-- WATER -----|-- NONE -----|-- WATER VEIL ----|

|-- SHROOMISH ---|-- 29 ----|-- GRASS -----|-- NONE -----|-- EFFECT SPORE --|

|-- COMBUSKEN ---|-- 31 ----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|

○-----○

|----- IF PLAYER CHOSE TORCHIC -----|

○-----○

|-- SHROOMISH ---|-- 29 ----|-- GRASS -----|-- NONE -----|-- EFFECT SPORE --|

|-- NUMEL -----|-- 29 ----|-- FIRE -----|-- GROUND ----|-- OBLIVIOUS ----|

|-- MARSHTOMP ---|-- 31 ----|-- WATER -----|-- NONE -----|-- TORRENT -----|

○-----○

|----- IF PLAYER CHOSE MUDKIP -----|

○-----○

|-- WAILMER -----|-- 29 ----|-- WATER -----|-- NONE -----|-- WATER VEIL ----|

|-- NUMEL -----|-- 29 ----|-- FIRE -----|-- GROUND ----|-- OBLIVIOUS ----|

|-- GROVYLE -----|-- 31 ----|-- GRASS -----|-- NONE -----|-- OVERGROW ----|

○-----○

|-- POKEMON -----|-- MOVESETS -----|

○-----○

|-- NUMEL -----|-- EMBER, MAGNITUDE, TAKE DOWN, FOCUS ENERGY -----|

|-- SHROOMISH ---|-- MEGA DRAIN, HEADBUTT, POISONPOWDER, LEECH SEED -----|

|-- WAILMER -----|-- WATER PULSE, ROLLOUT, WHIRLPOOL, ASTONISH -----|

|-- COMBUSKEN ---|-- DOUBLE KICK, PECK, SAND-ATTACK, BULK UP -----|

|-- MARSHTOMP ---|-- MUD SHOT, TAKE DOWN, MUD SPORT, FORESIGHT -----|

|-- GROVYLE -----|-- LEAF BLADE, FURY CUTTER, PURSUIT, SCREECH -----|

○-----○

|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|

○-----○

|-- NUMEL -----|-- 546 -----|-- FEMALE --|-- NONE -----|

|-- SHROOMISH ---|-- 403 -----|-- FEMALE --|-- NONE -----|

|-- WAILMER -----|-- 850 -----|-- FEMALE --|-- NONE -----|

|-- COMBUSKEN ---|-- 942 -----|-- MALE ----|-- NONE -----|

|-- MARSHTOMP ---|-- 949 -----|-- MALE ----|-- NONE -----|

|-- GROVYLE -----|-- 936 -----|-- MALE ----|-- NONE -----|

○-----○

○-----○

|----- MURK'S POKEMON -----|

○-----○

|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|

○-----○

|-- BLAZIKEN ----|-- 42 ----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|

|-- SWALOT -----|-- 42 ----|-- POISON ----|-- NONE -----|-- STICKY HOLD ---|

|-- NUZLEAF -----|-- 41 ----|-- GRASS -----|-- DARK -----|-- CHLOROPHYLL ---|

|-- ELECTRODE ---|-- 41 ----|-- ELECTRIC --|-- NONE -----|-- STATIC -----|

○-----○

This battle is more or less the same battle you had on Route 110. The one real difference is that her levels have jumped by 11 each, and the moves are better as a result. Level-wise, she's on par with Norman, but she is nowhere near him difficulty-wise. Just note that if it's raining when you battle her, Wailmer -

assuming she's using one - will be tougher, though it's still nothing special.  
If you can use Thunder, it will never miss while it's raining. Not much else I  
can tell you here.

```

-----
|----- RIVAL BATTLE 5: MAY, BATTLE 4 -----|---- RVG05 ----|
-----
|-- PRIZE FOR WINNING --|-- LV AVERAGE --|-- CITY / ROUTE --|-- DIFFICULTY --|
-----
|----- 2040y -----|----- 32 -----|---- LILYCOVE ----|----- 3/10 ----|
-----

-----
|----- MAY'S POKEMON -----|
-----
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
-----
|----- IF PLAYER CHOSE TREECKO -----|
-----
|-- SWELLOW -----|-- 31 ----|-- NORMAL ----|-- FLYING ----|-- GUTS -----|
|-- WAILMER -----|-- 32 ----|-- WATER -----|-- NONE -----|-- WATER VEIL ----|
|-- SHROOMISH ----|-- 32 ----|-- GRASS -----|-- NONE -----|-- EFFECT SPORE --|
|-- COMBUSKEN ---|-- 34 ----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|
-----
|----- IF PLAYER CHOSE TORCHIC -----|
-----
|-- SWELLOW -----|-- 31 ----|-- NORMAL ----|-- FLYING ----|-- GUTS -----|
|-- SHROOMISH ----|-- 32 ----|-- GRASS -----|-- NONE -----|-- EFFECT SPORE --|
|-- NUMEL -----|-- 32 ----|-- FIRE -----|-- GROUND ----|-- OBLIVIOUS ----|
|-- MARSHTOMP ---|-- 34 ----|-- WATER -----|-- NONE -----|-- TORRENT -----|
-----
|----- IF PLAYER CHOSE MUDKIP -----|
-----
|-- SWELLOW -----|-- 31 ----|-- NORMAL ----|-- FLYING ----|-- GUTS -----|
|-- WAILMER -----|-- 32 ----|-- WATER -----|-- NONE -----|-- WATER VEIL ----|
|-- NUMEL -----|-- 32 ----|-- FIRE -----|-- GROUND ----|-- OBLIVIOUS ----|
|-- GROVYLE -----|-- 34 ----|-- GRASS -----|-- NONE -----|-- OVERGROW ----|
-----
|-- POKEMON -----|-- MOVESETS -----|
-----
|-- SWELLOW -----|-- QUICK ATTACK, WING ATTACK, ENDEAVOR, DOUBLE TEAM -----|
|-- NUMEL -----|-- MAGNITUDE, TAKE DOWN, FOCUS ENERGY, AMNESIA -----|
|-- SHROOMISH ----|-- MEGA DRAIN, HEADBUTT, POISONPOWDER, LEECH SEED -----|
|-- WAILMER -----|-- WATER PULSE, WHIRLPOOL, ASTONISH, MIST -----|
|-- COMBUSKEN ---|-- DOUBLE KICK, PECK, SAND-ATTACK, BULK UP -----|
|-- MARSHTOMP ---|-- MUD SHOT, TAKE DOWN, MUD SPORT, FORESIGHT -----|
|-- GROVYLE -----|-- LEAF BLADE, FURY CUTTER, PURSUIT, SCREECH -----|
-----
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
-----
|-- SWELLOW -----|-- 1,075 -----|-- FEMALE --|-- NONE -----|
|-- NUMEL -----|-- 603 -----|-- FEMALE --|-- NONE -----|
|-- SHROOMISH ----|-- 445 -----|-- FEMALE --|-- NONE -----|
|-- WAILMER -----|-- 939 -----|-- FEMALE --|-- NONE -----|
|-- COMBUSKEN ---|-- 1,033 -----|-- MALE ----|-- NONE -----|
|-- MARSHTOMP ---|-- 1,040 -----|-- MALE ----|-- NONE -----|
|-- GROVYLE -----|-- 1,026 -----|-- MALE ----|-- NONE -----|
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O-----O
|----- MURK'S POKEMON -----|
O-----O
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
O-----O
|-- BLAZIKEN -----|-- 45 -----|-- FIRE -----|-- FIGHTING --|-- BLAZE -----|
|-- SWALOT -----|-- 45 -----|-- POISON -----|-- NONE -----|-- STICKY HOLD ---|
|-- RHYDON -----|-- 44 -----|-- GROUND -----|-- ROCK -----|-- LIGHTNINGROD --|
|-- NUZLEAF -----|-- 44 -----|-- GRASS -----|-- DARK -----|-- CHLOROPHYLL ---|
|-- ELECTRODE ---|-- 44 -----|-- ELECTRIC --|-- NONE -----|-- STATIC -----|
O-----O

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This is your final battle against May, so if you're like me, you might be just a little annoyed that aside from catching a Swellow, she has not changed much. We don't even get to see her starter's fully-evolved form; hell, we don't even get to see Camerupt or Breloom. Her new Swellow is the toughest Pokemon on her team, but you've dealt with it against Winona, and this one is worse. Your own levels should be in the low 40s at the very least by this point anyway. There, synopsis over.

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O-----O
|----- RIVAL BATTLE 6: WALLY, BATTLE 2 -----|----- RVG06 -----|
O-----O
|-- PRIZE FOR WINNING --|-- LV AVERAGE --|-- CITY / ROUTE --|-- DIFFICULTY --|
O-----O
|----- 2700y -----|----- 43 -----|-- VICTORY ROAD --|----- 5/10 -----|
O-----O

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O-----O
|----- WALLY'S POKEMON -----|
O-----O
|-- POKEMON -----|-- LVL. --|-- 1ST TYPE --|-- 2ND TYPE --|-- ABILITIES -----|
O-----O
|-- ALTARIA -----|-- 44 -----|-- DRAGON -----|-- FLYING -----|-- NATURAL CURE --|
|-- DELCATTY -----|-- 43 -----|-- NORMAL -----|-- NONE -----|-- CUTE CHARM ----|
|-- ROSELIA -----|-- 44 -----|-- GRASS -----|-- POISON -----|-- POISON POINT --|
|-- MAGNETON -----|-- 41 -----|-- ELECTRIC --|-- STEEL -----|-- MAGNET PULL ---|
|-- GARDEVOIR ---|-- 45 -----|-- PSYCHIC ---|-- NONE -----|-- SYNCHRONIZE ---|
O-----O
|-- POKEMON -----|-- MOVESETS -----|
O-----O
|-- ALTARIA -----|-- DRAGONBREATH, AERIAL ACE, SAFEGUARD, DRAGON DANCE -----|
|-- DELCATTY -----|-- FAINT ATTACK, ASSIST, SING, CHARM -----|
|-- ROSELIA -----|-- MAGICAL LEAF, GIGA DRAIN, TOXIC, LEECH SEED -----|
|-- MAGNETON -----|-- THUNDERBOLT, TRI ATTACK, SCREECH, SUPERSONIC -----|
|-- GARDEVOIR ---|-- PSYCHIC, CALM MIND, DOUBLE TEAM, FUTURE SIGHT -----|
O-----O
|-- POKEMON -----|-- EXP POINTS GAINED --|-- GENDER --|-- HOLD ITEM -----|
O-----O
|-- ALTARIA -----|-- 1,771 -----|-- MALE -----|-- NONE -----|
|-- DELCATTY -----|-- 1,270 -----|-- FEMALE --|-- NONE -----|
|-- ROSELIA -----|-- 1,432 -----|-- MALE -----|-- NONE -----|
|-- MAGNETON -----|-- 1,414 -----|-- NONE -----|-- NONE -----|
|-- GARDEVOIR ---|-- 2,005 -----|-- MALE -----|-- NONE -----|
O-----O
O-----O

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| MURK'S POKEMON |      |          |          |              |
|----------------|------|----------|----------|--------------|
| POKEMON        | LVL. | 1ST TYPE | 2ND TYPE | ABILITIES    |
| BLAZIKEN       | 56   | FIRE     | FIGHTING | BLAZE        |
| SWALOT         | 56   | POISON   | NONE     | STICKY HOLD  |
| RHYDON         | 56   | GROUND   | ROCK     | LIGHTNINGROD |
| SHIFTRY        | 56   | GRASS    | DARK     | CHLOROPHYLL  |
| GOREBYSS       | 56   | WATER    | NONE     | SWIFT SWIM   |
| ELECTRODE      | 57   | ELECTRIC | NONE     | STATIC       |

You might be thinking, "What the hell?" right now. Yeah, this is the same dude we crushed so easily back in Mauville City, when all he had was a weak, under-leveled Ralts. Not only is his Ralts fully-evolved now, but Wally now also has four other fully-evolved Pokemon on his team which cover a decent type range.

The main challenge in this battle is the fact that it takes place right at the end of Victory Road, and you might have some worn-out Pokemon with you, set to be KO'd. Hopefully you have some potions and revives on hand. I still wouldn't worry too much about it, though. He's tough, but nothing special.

If your first Pokemon has Ice Beam, watch it destroy Altaria with one shot. If it doesn't, note that Altaria is much like Winona's, and has most of the moves hers had. Safeguard prevents all of your status condition-inflicting moves, if you have any. He also has Magneton, which is a much stronger form of Wattson's Magneton. A Ground-type would wreck it with no problem, as always. Roselia and Delcatty are easily dealt with, as you've seen for most of the game. Both have annoying abilities, but don't have the defense to hold it together for long. A Steel-type works against both. Delcatty has Assist, which lets it use whatever move its team members have at random. His best Pokemon is Gardevoir, which can use Psychic to wreck wounded teams. It also has Double Team, but that's easily beaten by Faint Attack, which is strong against Gardevoir. Basically, give him everything you've got. He's easier than you think.

That's it. That's all. No more synopses for this guide.

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| 6: FINAL NOTES/CLOSING | FNCLS |

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I'd like to give a special thanks to the following:

- Me, Murk, for making this guide.
- You, the reader, for bearing with me long enough to reach the special thanks section in the first place. I realize my puns are awful and duly apologize.
- CJayC and SBAllen, the former for making this website and the latter for his continued service in keeping it running. We miss you terribly, Ceejus.
- Psypoke and Bulbapedia, because I would never have been able to fill out all the movesets and such for every Pokemon without them.
- Nintendo, for making these two excellent games.

Well, that's it. Smell ya later.

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