

Pokémon Ruby Pokemon-E Card FAQ

by neo14789

Updated to v1.03 on Feb 7, 2007

This walkthrough was originally written for Pokémon Ruby on the GBA, but the walkthrough is still applicable to the GBA version of the game.

This Pokémon Ruby and Sapphire FAQ answers these questions, How do I activate MYSTERY EVENT? How do I activate Pokémon Battle-e Cards? How do I activate ENIGMA BERRY? How do I use the EON TICKET?

Copyright Info

This FAQ is currently available on Neoseeker (www.neoseeker.com) and is credit by Josh M. (neo14789)

Update History

1.03 Third Version.

Navigation Note

The identifiers I use in the Table of Contents will be used in the actual document, so you can just Find the part you are looking for by hitting Ctrl+F and typing in the letter and number combo that you want to go to.

Table of Contents

-

Copyright Info and Update History

Navigation Note

Section 1: What is a Pokémon-e Card?

1a:EON TICKET

1b:Battle-e Card

Section 2:How do I activate MYSTERY EVENT?

2a:Hardware Requirements

2b:Ru/Sa Instructions

2c:E-Reader Instructions

Section 3:How do I use the Pokémon-e Card?

3a:EON TICKET

3a1:SOUTHERN ISLAND

3b:Battle-e Card

3b1:Trainer ENTRY

3b2:ENIGMA BERRY

Section 4:What happens when I scan new Pokémon-e Cards or after I use the one I scanned in before?

4a:Battle-e Cards

4a1:Trainer ENTRY

4a2:ENIGMA BERRY

4b:EON TICKET

Section 5:Credits and Thanks

Section 1: What is a Pokémon-e Card?

1a:EON TICKET

The EON TICKET is a special ferry pass that takes you to SOUTHERN ISLAND. There, you can catch LATIAS in the Ruby version or LATIOS in the Sapphire version. Note that the ferry S.S. TIDAL won't be complete until you beat the ELITE FOUR and CHAMPION STEVEN.

This Pokémon-e Card was given out during a special tour sponsored by Nintendo or in Nintendo Power Issue 173 (November 2003).

1b: Battle-e Card

Battle-e Cards are special cards produced for the sole purpose of more battles - and new BERRIES. They come in three different sets - Freezing Ray, Hidden Ruins, and Iron Defense. Each contains 16 new TRAINERS and two ENIGMA BERRIES. Eight of the TRAINERS and one of the BERRIES are assigned to the larger set (which is named after the pack itself), and the other TRAINERS and BERRY belong to a second subset. Each subset is named for its TARGET TRAINER - the TRAINER who has three L100 Pokémon and a gold TRAINER CARD. Silver CARD TRAINERS have L80-L90 Pokémon, bronze is L60-L70, and green is L50-L55. The BERRY can be found nowhere else in HOENN - and you only can have one type at a time. You also get a checklist in each subset to track which TRAINERS you have "flattened, rolled up, and tossed aside," in the words of INTERVIEWER GABBY.

Section 2:How do I activate MYSTERY EVENT?

2a: Hardware Requirements

2 Game Boy Advance systems (SP is OK as well)

1 Pokémon Ruby or Sapphire

1 E-Reader

1 Game Boy Advance Link Cable

The Pokémon-e card you wish to scan

2b: Ru/Sa Instructions

You need at least five BADGES in order to use Pokémon-e Cards. Once you have beaten LEADER NORMAN at the PETALBURG GYM, go to the PETALBURG POKÉMON CENTER. There will be a person next to the PC; talk to him. He will ask you to tell him your profile (or edit it if you have made it before). You need to give it to him like this:

MYSTERY EVENT

IS EXCITING

He will tell you that you are a member of the MYSTERY EVENT CLUB. You're done now - unless you want to use the EON TICKET. For that, you need all eight badges and a victory against the ELITE FOUR and CHAMPION STEVEN. Then get the S.S. TICKET from your DAD. Now you can use the EON TICKET.

SAVE and reset the GBA. At the menu, choose MYSTERY EVENT. Then you need the other GBA.

2c:E-Reader Instructions

Once the Ru/Sa game is ready to receive data, hit Scan Card on the GBA with the E-Reader. Slowly scan the card through. The screen will tell you to press the A Button on the GBA with Ru/Sa in it. Do that and a message will appear based on what you scanned. You will then be asked if you want to scan again. If you don't need to, hit No and turn the GBA off. If you do need to, select Yes and start again. Now you can receive the data on the card..

Section 3:How do I use the Pokémon-e Card?

3a:EON TICKET

The EON TICKET is used by going to LILYCOVE CITY and boarding the S.S. TIDAL towards SOUTHERN ISLAND. The stewardess sees your EON TICKET and goes to fetch someone else, who will inform you that you're trying to go to a tiny island. He takes you there anyway. Upon arrival, check your POKÉNAV: you have now entered SOUTHERN ISLAND.

3a1:SOUTHERN ISLAND

SOUTHERN ISLAND has no tall grass, no buildings, no long mazes, no TRAINERS... Just one legendary Pokémon: LATIAS (in Ruby) or LATIOS (in Sapphire). Once you catch, kill, or flee from the Pokémon, it will be gone for good, and you will never be able to return. From the S.S. TDAL, you should head northwest into the covered area. Inside you will find what seems to be some kind of memorial stone. Upon trying to read it, a Pokémon will appear. LATIAS/LATIOS will be at L50 and holding SOUL DEW. After disposing of it in some manner (preferably catching it), return to the S.S. TIDAL and set sail back to LILYCOVE.

3b:Battle-e Card

3b1:Trainer ENTRY

After scanning a Trainer Card, go to MOSSDEEP CITY. The house southeast of the POKÉMON CENTER contains an old man and what is usually a locked door. But after scanning a Trainer Card, the door will be unlocked with the old man blocking it. Talk to him to make him let you in, then battle the TRAINER inside. Finish him/her off and slap an X over them on your checklist. Scan a new one and repeat. Don't forget to write down their last Pokémon.

3b2:ENIGMA BERRY

Pay a little visit to your DAD, NORMAN, at the PETALBURG GYM. He will tell you that he got a rare BERRY and wants you to have it. Plant this to acquire more of it, and then make POKÉBLOCKS out of it. You should test the effects of the berry in battle in case it does something good.

Section 4:What happens when I scan new Pokémon-e Cards or after I use the one I scanned in before?

4a: Battle-e Cards

4a1: Trainer ENTRY

Once you beat a TRAINER, they will stay there. You can come back and continue to beat them. Scanning a new card, however, makes the old trainer go away and puts the new TRAINER in his/her place. Go say hello as only a TRAINER can.

4a2: ENIGMA BERRY

Once you use up all of your old BERRIES, you have to re-scan to get another. If you have ENIGMA BERRIES when you scan in a new kind, all of the ones you have in the PC, held by a Pokémon, in your BAG, or growing will be replaced by the new kind.

4b: EON TICKET

Once you leave SOUTHERN ISLAND, if LATIAS/LATIOS is gone, the EON TICKET will disappear and you cannot return to SOUTHERN ISLAND again, even if you re-scan the card. You will, however, still be able to see it in you POKÉNAV.

Section 5:Credits and Thanks

Once I receive corrections or additions, credit will be given here.

