

Pokemon Ruby FAQ/Walkthrough

by RAMS

Updated to v2.50 on Jan 13, 2004

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

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Name: Pokemon Ruby/Sapphire v 2.0   --
Plattform: GBA                       --
Released:2002                        --
Written by: RAMS                     --
E-mail: rams1801@hotmail.com        --
Version: 2.50                        --
                                     --
Have any suggestion, e-mail them to --
rams1801@hotmail.com                --
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Disclaimer
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If you wanted to suggest what do you want to see in the FAQ just drop me a mail.(my e-mail is at the end of this FAQ). I'll try to include them in the next version of the FAQ(Hopefully:)

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I'm really sorry, if I can't reply to your e-mail, you might want to post at some Pokemon boards instead (see creadits) if you want to get help faster. Please do not e-mail me about where to get the roms.

Other Pokemon FAQ by this author (All could be found at www.gamefaqs.com)

- Evolution Guide
- New Moves Guide
- Items Guide

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1. Version update

=====

v 0.1 4:16 PM 11/24/02

- Basic walktrough is done
- Add some Question in FAQ section

v 0.2 3.16 PM 11/25/02

- Added in info on Safari Zone
- Added in info regarding Latios and Latias
- Added in Info regarding Battle Tower
- New section "new Pokemon"
- More info on Miscallenous section
- fixed the location of HM 02

v 0.3 10:16 AM 11/26/02

- Fixed info regarding the cable car
- Added in more info on the secret base
- Detailed Location for some of the HM

v 0.4 4:58 PM 11/27/02

- Added in a new section, "Pokedex"
- added in new question to the FAQ section
- Added in TM list section
- Detailed solution for the puzzle at the 8 th gym

V 0.5 7:39 PM 11/28/02

- Info about Pokemon that you got after certain events
- List of Pokemon catchable in Safari Zone
- New section

V 0.6 11/30/02

- More Pokedex entries added
- Add in some location of the TM

V 0.7 07:10:54 PM 12/2/02

- More info about your secret base
- More Pokedex Entries
- Added in some profile of the character in the game

V 0.8 06:23:52 AM 13/2/02

- More TM's Location added
- A Detailed Info on Minamo Dept Store
- Secret base items and their prices is added

v 0.9 06:48:56 PM 12/4/02

- All the height and Weight of 202 Pokemon are added
- Secret base section is now a separate section
- New section "contest" is added

v 1.0

- More TM location

v 1.1

- fixed some error
- More info about the infinity ticket

v 1.2

- Chracteristic section added
- Section on Wynaut and Azurill added

v 1.3

- Differences between Ruby/Sapphire added
- Type Chart added (Incomplete)

v 1.4 6:12:38 PM 12/30/02

- info on Shoal cave
- In-game trade section added
- Trainer Card Section added
- More info about the contest
- VBA codes section added
- More detailed info about Infinity (Mugen-no) Ticket
- Evolution guide section added
- Info on Deep Sea Scal and Deep Sea Fang

V 1.5 3:50:52 PM 01/03/03

- All TM location added
- Added in a question in the FAQ section
- Added in small info about Dragon Cave
- New ACSII art
- Changed the name of Milo Town to Muro Town
- New info about cities in Houen
- The walkthrough hits the 100 KB marks :)

V 1.6 6:38:54 AM 01/04/03

- New section added
- A few chracteristic is added to the characteristic Section
- Add in another question in the FAQ section
- Make some changes to some spelling error
- Info on the new feautres of Ruby and Sapphire
- New section "pack guide" is added

- Type Chart completed

v 1.7

- Section on trainer dex has been started. Check back for more updates.
- Basic games information added

v 1.8

- More trainers added to the trainer dex
- correction on getting one of the star
- More detailed TM list

V 1.81

- More detailed contest information (thanks to Azura Stardust)

V 1.82

- Porok Guide added

V 1.83

- A new section about Illusion Island added

V 1.84

- New ACSII art title
- More Detailed TM list

V 1.85

- Pokemon English names added

v 2.0

- Most of the walkthrough has been converted into English where possible. More changes coming soon.

V 2.01

- Some minor correction up to Mauville city
- Cahnging of Japanese Pokemon name in the mini-Pokedex is in process

V 2.02

- Glitch section added
- More corrections for the English version

V 2.03

- More corrections
- Detailed walkthrough of Sea Floor Cavern

V 2.1

- Routes Guide section added
- Pokemart Guide section added

V 2.11

- More routes added in the routes guide
- Redone the trainer eye section

V 2.12

- Routes guide completed 90%
- All names in secret base section is changed into English
- Location of Sun Stone and Moon stone added
- Added in section on Pokeblocks
- New section - Trick House
- Trick House FAQ done up till the third puzzle
- Add in question #16 in the FAQ section.

V 2.13

- Trick house FAQ done
- Added in bio for Capt Slate in the character section
- Added in sub-section on S.S. Tidal
- Convert berries name to English
- More trainers in the trainer eye section

V 2.14

- Added in a few VBA codes for the English version
- New Sub-section regarding move tutor, move forgettor and nickname rater
- Done sub section on the towns/cities of Houenn
- Section on the Game corner added
- Added in ribbons section
- Added in a small bio for Lanette in characters section
- Added in breeding section
- Added in starter section

V 2.15

- Done the trainer eye section
- FAQ reached 200 KB
- More breeding info added
- Minor correction on game corner info
- New section - Wild Pokemon

V 2.16

- Add in battle details for battle against Wally
- Add in a new section - Pokeballs

V 2.17

- New info about the Eon ticket and Southern Island

V 2.18

- More characteristic added
- New Section on unobtainable Pokemon

V 2.19

- Added in two new section
- Added in all the egg groups
- More Secret bases items added

V 2.20

- Info about the Soot Sack added in the walkthrough section
- Some corrections in a lot of parts of the walkthrough
- Added in two new info about the lottery and TV.

V 2.21

- Added in info about types of secret base

V 2.22

- Detailed walkthrough on the abandoned ship

V 2.23

- Detailed walktrough on victory road added

V 2.24

- Added in a few minor correction

V 2.25

- New Section "V. Pokemon Center"
- Added info on Meteor Falls section
- Minor Correction for Sky Pllar location
- New Section "W. Mossdeep Space Center"

V 2.26

- Updated Latios & Latias Sub-Section
- Updated the Trainer Eye section
- New questions added in the FAQ section

V 2.30

- Minor Fixes are made
- Added in a new section about Pokemon Red and Green remake

V 2.40

- Minor Fixes are made
- Added in a few details in the walkthrough
- Added in minor details in Steven character information
- More info for Meteor Falls section
- New Information for Fire Red & Leaf Green
- FAQ reaches 250 KB mark
- Changes a few of Japanese names to English
- Fixes some formatting errors
- Added in minor details for Victory Road

V 2.50

- Added in rare berries that you get with each phrases
- Added in details about the second rival battle
- Details regarding the use of Item Finder is added
- Tidbits about Pokemon Colloseum and Fire Red Leaf Green are added
- Modify the disclaimer
- Added in a New Section - National Dex
- Gameshark Codes for National Dex are added
- Fixed some spelling errors
- Updated Section 38. Jirachi and Deoxys
- Rename section 39 to Pokemon Fire Red/Leaf Green
- Added in release dates for Pokemon Fire Red/Leaf Green

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2. Introduction

=====

It has been a few years since Nintendo released a brand new Pokemon RPG. Pokemon Ruby and Sapphire has been hyped as one of the most anticipated game of the year for GBA.

To simply put it, this game really exceed my expectation. The improvement that They've done with the game is just really much for Pokemon players to enjoy.

New Features

- There are two kind of Bike in this game
- 2 on 2 battle against certain trainer
- New HM, Dive
- Contest
- Trainer Eye
- Running Shoes, which work like bicycle of previous games
- New Land
- 135 new Pokemon
- Trick House
- More Complex fishing system (see fishing section for detailed explanation)

There are a few differences between the two version:

Basically, the game is almost identical in gameplay. However, there are a few differences as mentioned below. Besides this difference, some Pokemon might be commonly found in one version while rare in the other version.

Ruby:

- You will fight Team Magma in this game, and Latios could be encountered randomly in the wild after beating the elite four.
- Pokemon exclusive to Ruby are:
Zangoose, SolRock, Groudon, Seedot, Nuzleaf, Shiftry, Mawile
- After you awakened Groudon, the weather will be sunny.
- Latios is catchable randomly in the wild.
- You'll get the Red orb
- The % of certain Pokemon in certain areas might be different (e.g. Plusle and Minun, Volbeat and Illumise)
- You get a Red Tent for beating the Trick House

Sapphire

- You will fight Team Aqua in this game, and Latias could be encountered randomly in the wild after beating the elite four.
- Pokemon exclusive to Sapphire are:
Seviper, Lunatone, Kyogre, Lotad, Lombre, Ludicolo
- After you awakened Kyogre, the weather will be rainy.
- Latias is catchable randomly in the wild.
- You'll get the Blue orb
- The % of certain Pokemon in certain areas might be different (e.g. Plusle and Minun, Volbeat and Illumise)
- you get the blue tent for beating the Trick House

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3. Walkthrough

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NOTE: This walkthrough is based on the Sapphire version of the game. There are some differences between Ruby and Sapphire. This walkthrough will try to cover situations that is true for both version. Unfortunately, there are some areas in which this could not be done. In order to help your search, you might want to use the Find (Ctrl+F) feature.

I. Game Basics

Skip this section unless this is the first time that you've played any Pokemon games. Veterans from R/B/Y and G/S/C days will find the basic control of Ru/Sa is more or less the same.

Here are the controls in Pokemon Ru/Sa

Directional Pads

This is used to move around the map, or used to move to another option of the menu.

A button

Choose this to confirm an option.

B button

This is used if you want cancel an option.

Start Button

This is used to bring in main menu on the main map.

Select Button

You can register an item and use tem easily by using the select button. You can also re-arrange the order of moves by using this button. An often overlooked button in the days of R/B/Y.

L and R

This button is used for Nothing. However, you can change it's function to work like the A and B button from the setting option.

Start menu

Pokedex - This is simply your Pokedex

Pokemon - Choosing this option will list the Pokemon in your party

Bag - This will take you to your backpack where you can use your items

Poke-Navi - Choosing this option will take you to the Poke-Navi

"Trainer Name" - This will take you to your trainer card. (trainer status)

Save - Self-Explanatory

Option - Use this to cahnge the battle mode, frame styles, etc

Cancel - Self-Explanatory

Stopping evolution

Press the "B" button while your Pokemon is evolving.

Teaching Pokemon a HM/TM

Go to your pack select a TM/HM and use them to one of your Pokemon. (Not all Pokemon may be able to learn a particular moves).

Using a HM in the field

Press A against the obstacle that you want to go through. This works for every HM except for Flash. You could also do it manually by going to the Pokemon status screen and the option to use HM will appear if you check each individual Pokemon.

Someone PC's (later Lanette's PC)

There's an option for you here to change your PC wallpaper as well as rename the boxes. Another useless addition to the Pokemon PC. However, something that will interest you would be the fact that Pokemon will be sent to the next empty boxes. In other words, you don't have to change your PC boxes when its full. No more tearing your hairs out when you discover your PC Box is full when you are throwing a ball at legendary Pokemon.

II. Characters

Brendan (Main Character)

From: Littleroot Town

The main Character of the game. He live in Littleroot Town. He will be your rival if you choose to play as a girl. Along the course of the game, if he is your rival he will help you by giving you items.

May (Main Character)

From: Littleroot Town

The main character of the game. She live in Littleroot Town. She will be your rival if you choose to play as a boy. Along the course of the game, if she is your rival she will help you by giving you items.

Wally

From: Petalburg City

You will meet him in Petalburg City gym, he will catch a Ralts. He is also your 2nd rival in the game. You will battle him a few times during the course of the game. You can challenge him again in Victory Road.

Pokemon: Gardevoir

Steven Stone

From: Mossdeep City

The Champion of the Pokemon Leauge. He will occasionally pops up in the game.

During the course of the game, he will give you TM 47 Iron Wing as well as HM 08 Dive. You'll fight him in the Pokemon league of course He's also the master of the steel Type. He's also the son of Devon Corp president.

Pokemon: Skarmory, Metagross, Cradily, Armaldo, Aggron, Claydoll

Professor Birch

From: Littleroot Town

You helped him when he was attacked by Pochena. In return, he will let you keep the Pokemon. He will also give you the Pokedex. Professor Birch is also the father of your rival. You'll also get your Pokedex from him.

Pokemon: Mudkip, Treecko, Torchic

Norman

The Petalburg City gym leader. When you first visited him, he will tell you to come back to fight him once you've earned 4 badges. He's also the main character father who just moved from Johto.

Pokemon: Slaking, Vigoroth

Archie

From: ???

Leader of the notorious team Aqua.

Maxie

From: ???

Leader of the notorious team Magma.

Captain Slate

From: Slateport City

One of the key figures for your conflict with Team Aqua and Magma, his submarine was the target for team Aqua and Magma in their quest to reach their ambition. Later on, Capt Slate will build the S.S. Tidal which could take you to the battle tower.

Lanette

From: Route 114

The creator of Hoenn Pokemon storage system. She is a parallel of Bill in the older version.

The Beginning

Before the game starts, you will see a screen of Professor Birch talking about Pokemon, just like what Oak and Elm did in the previous version. (The Pokemon shown alongside the professor is Azzuril). You will be asked whether you want to be a boy trainer, or a girl trainer, as well as your name. You can't choose your rival name, and if you choose to be a boy, your rival name will be May. If you choose a girl trainer your rival default name will be Brendan.

III. Hoenn

Hoenn is the new region in which the game took place. There are three different kind of cities in Hoenn. Different with Kanto and Johto, Hoenn has its own groups of island. Therefore sea transportation is an important thing. :

Towns-Blue Circle

Cities - Red Circle

Metropolis - Red Oval

List of city:

Littleroot Town

A small town in the Southern Part of the Island

Places of interest: Your House, Your Rivals' house, Birch's Lab

Oldale Town

Located North of Littleroot Town

Places of Interest: None

Petalburg city

West of Kotoki Town, Touka Gym has a gym. On the west of the town, lies Touka Forest

Places of interest: Touka City Gym

Rustboro City

One of the biggest Metropolis in Hoenn. Rustboro City is the home of the company that give you the Poke-Nav

Places of interest: Company building North-West of the town, Gym

Dewford Town

A small peaceful Island on the Southwest of the continent. It is the home of the second gym.

Places of interest: Second gym, Fisherman that gives you old rod, Cave Northwest of the town.

Slateport City

Slateport City is a port city, and it has the biggest beach on Hoenn. You can find the ocean museum here.

Places of interest: Ocean Museum

Mauville City

Here, you can go to the bike shop. Just outside the town, there is power plant and cycling road.

Places of interest: 3rd gym, bike shop

Fallarbor Town

Located on the North of the continent, this is the place where you can get Dig TM, as well as the second leve lof contest house

Places of interest: Contest House

Verdanturf Town

The first town where you can participate in the constest house. Wally also lives here.

Places of interest: Wally's house, Contest House.

Fortree City

On the South-East of the town, you'll be able to find a shop that sells furniture. This furniture could be put in your secret base. Here, you'll also be able to find the 6th gym.

Places of interest: Furniture shop, Hiwamaki Gym, Kecleon"the invisible wall"

Lilicove City

Located at the edge of the western shore, it boast the biggest department store in Hoenn where you could buy various items rangin gfrom TM to Pokeballs. There is also the art museum, where there is a chance for you to get your contest Pokemon painted and get a secret base decoration. This city also houses a contest house.

Places of interest: Dept Store, Art Museum, Contest House

Mossdeep City

An island located at the west of the Hoenn mainland. We learned from the Space research center that the weather condition there is sunny. The Space research center seems to be a white elephan tfor now.

Places of Interest: Steven's house, Space research center, Fisherman house (old rod), Gym

Sootopolis City

Well hidden among the natural barrier, the city could only be accessed through diving. Here, lies the Cave of Origins.

Places of interest: Cave of Origins, Gym.

Pacifidlog Town

Built on a colony of Corsola, this town is the source of information for the three mysteries of Hoenn - The Sky Pillar, the Sealed Chamber, and Mirage island.

Places of interest: None

Ever Grande

Every trainer ultimate dream. In Ever Grande lies the Pokemon League and the gruelling Victory Road.

Places of Interest: Victory Road, The League

A. Littleroot Town - A whole new adventure begins.

Significant Places: Your house, your Rival's house, Professor Birch house

This is the beginning of your adventures. You started out in a truck. It appears that your family is moving in. There will be Machoke carrying stuffs around, and your mom will tell you to go to your room. Go and take a potion out of your PC, look at the clock and set up the time. Now your mother will allow you to come down.

Now, if you look at the TV, you'll know that your father is a gym leader. Now go out. Head to the lab and you'll discover that Professor Birch had went out. You can't go out of the town either, as you'll be stopped by a small boy saying that it's too dangerous out there. So, there are only one place to go - the neighbour's house. Go up to the second floor and you'll see your rival. After talking to her, head back to the entrance of the town. This time you could go out.

After walking for a while, you will see Professor Birch attacked by a wild Poochyena. He will ask you to choose a ball from his bag to help him. you will have three Pokeball to choose from (No prize for guessing that these are the starter. These three starters are: Treecko (Grass), Torchic (Fire), Mudkip (Water). Choose which starter you want, and you will fight the Poochyena

Poochyena lvl 2

You shouldn't have any problem beating this Pokemon. Your starter level should be strong enough to beat Poochyena.

From the three Starter, Grass and Water will have a type advantage for the first gym. However, Torchic will evolve to Combusken at level 16 which can learn Double Kick. Personally, Torchic would be the best choice considering that there is only a few Fire types in the game. At the same time, Fire type is one of the most useful, especially against the Elite Four.

Starter Evolution and attack learned

Treecko lvl 16 (Grass)

Pound	-
Leer	-
Absorb	6
Quick Attack	11
Pursuit	16
Screech	21
Mega Drain	26

Agility	31
Slam	36
Detect	41
Giga Drain	46

Grovyle lvl 36 (Grass)

Pursuit	17
Screech	23
Mega Drain	29
Agility	35
Slam	41
Detect	47
False Swipe	53

Sceptile (Grass)

Leaf Blade	29
Agility	35
Slam	43
Detect	51
False Swipe	59

Torchic lvl 16 (fire)

Growl	-
Focus Energy	7
Ember	10
Peck	16
Sand Attack	19
Fire-Spin	25
Quick Attack	28
Slash	34
Mirror Move	37
Flamethrower	43

Combusken lvl 36 (Fire/Fighting)

Double Kick	16
Fire-Spin	25
Bulk Up	28
Quick Attack	32
Slash	39
Mirror Move	43
Sky Upper	50

Blaziken (Fire/Fighting)

Slash	32
Blaze Kick	36
Mirror Move	49
Sky Upper	59

Mudkip lvl 16 (Water)

Tackle	-
Growl	-
Mud-Slap	6
Water Gun	10
Bide	15
Foresight	19
Mud-Play	24

Take Down	28
Whirlpool	33
Protect	37
Hydro Pump	42
Reckless	46

Masrhstomp lvl 36 (Water/Ground)

Mud Shot	16
Foresight	20
Mud-play	25
Take Down	31
Muddy Stream	37
Protect	42
Earthquake	46
Reckless	53

Swampert (Water/Ground)

Muddy Stream	39
Protect	46
Earthquake	52
Reckless	61

After you have beaten the Poochyena, Professor Birch will bring you back to his lab in Littleroot Town. Here he will thank you and let you keep the Pokemon for saving him. He will tell you that his daughter/son is currently on route 103. He will ask you to go there. Now it's time to continue and head for the next town. Exit the town and head to route 101.

B. Oldale Town - The Pokemon Center and your Rival

Walk along route 101. There's nothing here, except some wild Pokemon, namely Zigzagoon and Wurmple. You can't catch them yet, so level up one or two levels. Soon enough, you'll be on your way to Oldale Town.

Not much to see here. This town just like Viridian in R/B/Y and Cherrygrove in G/S/C. As usual, there is a Pokemon Center to heal your Pokemon and also a Pokemart. Buy some potions and left for the next route. As usual, Nurse Joy is still in every Pokemon Center. Now the Pokemon Center has it's own escalator. On the second level of the Pokemon Center, you'll be able to find three booths - One for Battling, One for Trading, and one for Mixing Records.

Head North, and after walking for a while, you will find your rival. Be prepared for your first battle. You should have levelled up your Pokemon during the journey so far. The Pokemon he choose will be a starter Pokemon that has a type advantages over your Pokemon. Your rival's Pokemon will be at level 5. It shouldn't be hard to beat him/her if you level up enough. If your rival is a boy, his name would be Brendan, if she's a girl, her name would be May.

Rival Battle Brendan/May

Pokemon:

Treecko lvl 5 or Mudkip lvl 5 or Torchic lvl 5 (Depnding on your starter)

For Example: If you choose Treecko the grass starter your rival will have Torchic the fire starter. This battle should be simple if you level up enough.

Presumably, your starter should be at level 7-8. With this, you will not face any difficulties beating her/him

After beating your rival, go back to Oldale Town and you are now allowed to buy the items in the shop. At the entrance of the town, you will see your rival. Talk to him/her, and he/she will tell you to follow him/her back to Littleroot Town.

Now, go back to Littleroot Town and talk to Professor Birch. He will give you 5 Pokéballs and a Pokédex. Exit the town, and before that while passing your house, your mother will give you a running shoes.

With this running shoes, now you can run by holding the "B" button of your Game Boy. Running Shoes will allow you to travel much faster. It could be used anywhere except in buildings.

Now, head back to Oldale Town again. You might want to capture some Pokémon along the way. Once in Oldale Town, exit the town using the west exit to Route 102. You will find yourself in a route with a few trainers. In this route, you'll be able to catch Pokémon such as Ralts (they are quite rare though). Continue walking along the route and soon you'll arrive at Petalburg City.

C. Petalburg City - Meet your Father here

Significant Places: Petalburg Gym, Wally's house

Go to the Pokémon Center to heal your Pokémon and stock up on the potions. Now go to the gym. A trainer called Wally will come and beg your father to be given a Pokémon. Norman will lend him a Zigzagoon which will be used to catch Ralts. After which, he will take you back to the gym leader. It is your father. He will tell you that he did not have enough experience, and you need 4 badges before you can challenge him. Take note of this and come back to this gym after you've got 4 badges. Now head to the west exit of the town and make your way to Route 104. Fight some of the trainers here, you might want to catch a Pelliper if you want. At the end of the route, you'll end up in Petalburg Forest.

Petalburg Woods

Petalburg Woods will remind you of Viridian Forest. There are heaps of Bug Pokémon bugging you here. Soon enough, you'll bump into a researcher which was attacked by Team Magma/Aqua. This will be your first ever meeting with Team Magma/Aqua, but it certainly won't be the last.

Team Magma/Aqua

Pokémon: Poocyhena

After defeating him, make your way out of the forest. There are parts of the forest which you will need cut in order to access it. Come back later to access this area and grab some items.

D. Rustboro City - Home to Devon Corp

Significant Places: Devon Corp, Rustboro Gym, Cutter's house

Rustboro City is among one of the biggest cities in the game. On the North-East, is the building where you will get your Poké-Navis later on in the game—the Devon Corp. Heal your Pokémon and head to the gym. The Gym is awfully similar to Pewter City Gym in terms of layout and even the type used.

Rustboro Gym
Gym Leader: Roxeanne
Type: Rock
Badge: Stone Badge
Pokemon:

Geodude lvl 14
Nosepass lvl 15

This could be hard, especially if you choose Torchic as your starting Pokemon. However, if you level up enough during your journey here, you should be able to beat the gym leader and get your first badge and TM 37. If your starter is Torchic, I would recommend to level it up and evolve it immediately into a Combusken in order for it to learn Double Kick which will be helpful against Rock type.

After you step out of the gym, you will see one of team Magma/Aqua member. He will head North, followed by a man in the green suit that you encountered earlier in the forest. Make your way to a tunnel, North-East of the city. Here the man earlier whom you saved in Petalburg Woods will tell you that team Magma/Aqua has run off with the Devon package. In front of the cave's entrance, you will see an old man called Mr Briney that tells you that his Wingull was taken hostage by Team Magma/Aqua. So, go inside and fight the member of Team Magma/Aqua. Once you've beaten Team Aqua/Magma talk again to the guy in Rustboro city who inform you about Team Aqua/Magma.

He will take you to a building, the Devon corporation and give you a Poke-Navi-A new version of pokegear in which you can see the map for your reward of beating team Aqua/Magma. The president of the company will also give to you two things to deliver. One for the champ of Pokemon League, and the other, the Devon package itself for Captain Slate in Slateport City

/Poke Navigator\
=====

Here the features of the Poke Navigator

1. Hoenn Map-Choosing this option will display the map of Hoenn and your current location.
2. Condition - This will show your Pokemon contest stats as well as other Pokemon that have been in a contest before.
3. Trainer-eye-this shows you all trainer that you have fought. There are 70 trainers in total, and you get an additional star if you managed to find all of them. You can battle that trainer again if a pokeball symbol is flashing beside their name.
4. Exit
5. Ribbon- this option will show all the Pokemon that have gotten their ribbon. This option only available if your Pokemon has gotten at least one ribbon.

Before continuing any further make sure you get HM 01 from the house beside Rustboro Pokemon Center. HM 01 is CUT, you can use it to cut bushes as well as grasses.

After rescuing Wingull, it's time to take the rough sea. Go back to Touka Forest and went back to the entrance. (the entrance that is near the beach). Near the forest, there is a house belonging to the old man which Wingull you rescued from Team aqua/Magma earlier. Talk to the Man, and he'll take you to

Dewford Town.

E. Dewford Town - What's hip?

Places of interest: Dewford Hall, Granite Cave, Dewford Gym

Not much to do there, except that you might want to fight some trainers in the North. There is a cave up north. Leave this for a while. Talk to the fisherman by the Pokemon Center to get an old rod. There's a building called Dewford Hall, grabbed the TM 36- Sludge Bomb and run. (everyone here's is obsessed with something :P). Anyway, you could also get a silk scarf from the man living on the house by the jetty. Silk Scarf will raise th power of normal Pokemon moves when you let a Pokemon hold it.

What's Hip and Happening?

On Dewford Hall, you can set the trendy phrase. To do this, talk to the man outside the building. Say no and you'll be prompt to enter a new phrase. Of course, at some instance, some phrases could led to a hilarious situation :P

Dewford Town Gym

This is a fighting Gym. At first it might be hard to see anything as everything is dark. However, the light is slowly lit once you beat the Junior Trainers.

Gym Leader:Brawly

Type: Fighting

Badge: Knuckle Badge

Pokemon

Machop lvl 17

Makuhita lvl 18

It should not be hard to beat this Gym Leader. A Fying Pokemon will be a great help here. So get a Kadabra (If you managed to capture an Abra from the cave). After the battle, the gym leader will give you TM 08-Bulk Up.

Head to the cave North-west of the Island, the Granite Cave, and make your way through until you meet Steven. Once you delivered the memo, the champ will left after giving you TM 47

Go out and now you're ready for the next part of the journey. Make sure you get the HM 05 FLASH from a hiker inside the cave. HM 05 FLASH would be able to be used to light up caves.

Once you have delivered the memo, talked to the Mr Briney who brought you here with a boat. A second option to go to Slateport city will be available. Hop on the boat, and you'll end up in a beach. Fight the trainers for some experience and make your way north to the next city. In fact, by defeating all the trainer in the beach you'll get something from Mr.Sea.

F. Slateport City - The gateway to the sea

You will find Team Magma/Aqua crowding around a building. That's the ocean museum. If you tried to get out of the city and head North, you'll find your way blocked by several minions of team Magma/Aqua. There is also a contest house here. (the red building). In this house, you could participate in the contest. However, you would need to obtain the contest pass first from Verdanturf Town. Talk to the little girl to obtain Pokeblock Case. By obtaining this, you would be able to blend berry using the berry blender. With this, you will also be able to enter the Safari Zone. (later in the game). This is a key item that you definitely must get.

So, in Slateport city, head for a building that resemble a warehouse and talk to the man with the balding head called Dock. He will tell you that Capt Slate is nowhere to be seen. Now head back to the Ocean Museum. You'll discover that team Magma/Aqua has entered the museum.

The Ocean Museum is full of Team Magma/Aqua member. Talk to one of the member at the ground floor. He will remember you as the little twerp whom he fought earlier. He'll give you TM 46 (Thief). By using this TM you'll be able to steal item off wild Pokemon.

Head for the stairs and talk to the scientist. Suddenly, two Team Magma/Aqua member will come and you will fight them. After beating them, the leader of Team Magma/Aqua will come, and they will teleport away. By doing this, you'll rescue Dr Slate who'll be thanking you for the Devon package.

Heal your Pokemon and head North. You will find that now team Magma/Aqua is not blocking your way anymore. So just went straight and turn right. Here you will battle your rival once again. His/Her starter Pokemon will have evolved by now. So make sure that you levelled up for this fight.

Rival Battle #2:

If you choose Treecko as a your starter
Shroomish lvl 18
Wailmer lvl 18
Combusken lvl 20

If you choose Torchic as a your starter
Shroomish lvl 18
Numel lvl 18
Marshtomp lvl 20

If you choose Mudkip as a your starter
Wailmer lvl 18
Numel lvl 18
Grovyle lvl 20

After you managed to beat your rival, you can continue on your journey. Before that though, your rival will give you an itemfinder. You should be familiar with this item if you've played Pokemon before. For the sake of the uninitiated though, the Itemfinder helps you to find hidden item on the ground. If your item finder indicate that there are items nearby, your character will immediately faces that direction after you use your itemfinder. If you happen to stand just under the item, you'll spin around in the area.

Now, just continue along route 110 and you will find yourself in Mauville City. At the junction between route 103 and 110, there's a trick house. Look for more details about it in the trick house section of this FAQ.

G. Mauville City - The Electrifying city

There is a bike shop here. Talk to the owner, and he will give you an acro bike in which you can hop around. There are two choices, the Mach bike and the Acro bike. The Mach bike could be used to get past ledges and mud-ramp, whereas the Acro bike could be used to hop around and could be used to get past the white ramp. To view the manual for both bike, check the notes on the table.

Now you will be able to enter the bicycle-only route. Not much there, except some trainers which you can battle. It's also serves as a shortcut from

Mauville to Slateport and vice versa.

In front of the gym, you will meet Wally, the guy who you encountered at Petalburg City gym earlier. Wally will be your second rival. He insisted to challenge the gym leader despite the objection of his uncle. To prove himself, he will challenge you for a battle. His Pokemon will be a level 16 Ralts. It shouldn't be hard if you can make it so far into the game.

Trainer: Wally

Pokemon: Ralts lvl 16

After the battle, Wally will exit the town and head West to Verdanturf Town. In Verdanturf, you'll be able to find the first contest house. On the route between Mauville and Verdanturf, you'll also be able to find the Day Care Center.

Now head to the gym. This gym is an electric gym, so if you have ground/Rock Pokemon it will be a great help here. You'll need to zig-zagged you way through before you reach the gym leader.

Gym leader: Wattson

Type: Electric

Badge: Dynamo Badge

Pokemon:

Magnemite lvl 22

Voltorb lvl 20

Magnetron lvl 23

This should be easy, especially if you have a fire Pokemon in your team. Use a fire Pokemon to finish off Magnemite and Magnetron. After winning the battle, you will get the badge as well as TM 34. If you start out with Mudkip and has evolved it, this battle will be a breeze.

After you have beaten the gym leader, talk to the scientist living on the house right of the shop in the town and he will give you HM 06 Rock Smash. With Rock Smash, you can destroy rocks and you can continue to north to route 111.

H. Fiery Path

After walking for sometime you will arrive at a junction. One to the left and one ahead. As for now, you cannot choose to go ahead as the sandstorm will be blocking you. Now, Go and enter the cave. There are paths blocked by a boulder which you can't move yet since you didn't have strength yet. Find your way to the exit and just follow the path until you encounter a town. Before that, you might want to get TM 43 from the trainer in front of the big tree. Along the way, you will passed an area covered with Volcanic Ash (Route 113). At Route 113, lie the Glass Workshop. Talk to the owner who will give you a soot sack. Using this soot sack, you could collect ashes while walking in ash-covered grasses. You could exchange this ashes for Flutes, as well as secret base decorations. The flute works just like Pokeflute, for example blue flute awakens a sleeping Pokemon, and Red Flute cancels out the effect of attract.

Yellow Flute	250 ashes
Red Flute	500 ashes
Blue Flute	500 ashes
White Flute	1000 ashes
Black Flute	1000 ashes
Pretty Chair	6000 ashes
Pretty Desk	8000 ashes

I. Fallarbor Town

Not much to do here. Get the TM 28 Dig from the small boy in one of the house. There is however, the move tutor. (For explanation on the move tutor, refer to the sub-section on miscallenaous section).

Fallarbor contains the second contest house. If you have gotten the contest pass easlier from Verdanturf, and win any of the beginner contest, you can have your Pokemon to participate in these contest.

In one of the house, you will learn from the girl there that a scientist called Professor Cosmo has gone to the golden cave in the south. After you have rescued the scientist, go back and talk to him to get a TM. Ouside the town, is Lannette's house. She is Ru/Sa version of Bill in this game. After you meet her, your Pokemon box PC will be renamed LANETTE's PC.

Heal your Pokemon, stock up on the potions and left the town. After passing the bridge, you should find yourself among a rocky terrains. There are plenty of secret base around this area. Walk a little and you should find an entrance to a cave - The Meteor Falls.

J. Meteor Falls - Revelation of evil plot

Enter the cave, and you will see team Aqua talking to a scientist. Soon, Team Magma will confront team Aqua and both of them will left. Talk to the scientist, and you will learn that team Magma/Aqua has run off with a meteorite. Take note of this place. Lateron when you have gotten the waterfall, you'll be able to go deeper to the cave and eventually reach a place where you can catch the elusive Bagon. Now, its time to proceed with the journey, you might want to capture Solrock or Lunatone (Depending on your version), to add a psychic Pokemon to your arsenal.

Now, continue walking. The cave is a short one, and you should be able to go out of it effortlessly. Now you will find yourself back on the path to Rustboro City.

From Rustboro city, make your way back to Mauville City by going to Shidake Town. To go there, head East from Rustboro City and use rock smash on the boulder. You will get HM 04 Strength for smashing the boulder, however you can't use them yet until you beat the 4th gym. From Verdanturf town, just continue Eastward until you reach Mauville. From Mauville city, head North until you arrive at the cave again. This time go to the house to take the cable car up to Mt Chimney.

K. Mt Chimney - Stop Team Aqua/Magma!

Once you stepped out of the cable car, it will be on a volcano that was snowing. You will see members of Team Magma and Aqua seems to be having a fight. You cannot go to the town yet, as team Aqua/Magma is blocking the way. Head up, and fight the Team Aqua/Magma members on the way. At the top, you will find Archie/Maxie (leader of Aqua/Magma team) near the stolen meteorite. Defeat him, and he will left the volcano. The leader of the other team will come and thank you for beating his opponent.

Team Aqua battle

Mightyena lvl 24
Golbat lvl 24
Sharpedo lvl 24

Shouldn't be too much of a problem, provided that you've level up enough for this fight. Now with team Magma and Aqua gone you should be able to continue further down to the town through the Jagged Path

Jagged Path

You'll arrive at Jaged Path soon. There is really nothing crucial to the game here, there is a wild Spink that you could catch though. Make your way down, until you reach a city - Lavaridge City.

L. Lavaridge Town - The Fiery Town

It will be helpful if you have a water Pokemon here, as your next fight will be a Fire Gym.

Enter the gym, and you will notice something like a spring in each section. This is just like Sabrina's Gym in R/B/Y and G/S/C. Walking to the hot spring in the gym will teleport you to the other section. Work your way to the gym leader, and defeat it. Now you should be able to use strength outside battle. If the area here seems foggy and you are using the emulator, check the FAQ section. You shouldn't encounter any problems with the graphics if you are playing using legitimate cartridge.

Gym Leader :Flannery
Type: Fire
Badge: Heat Badge
Pokemon

Slugma lvl 26
Slugma lvl 26
Torkoal lvl 28

Use Water Pokemon or Rock Pokemon here. After you managed to defeat him, you'll receive TM 50 which contain Overheat, a move more powerful than Fire Blast in term of base damage. It is also a good move to use on contest However, it gets weaker each turn. This battle should be a breeze if you leveled up enough.

Once you stepped out of the gym, your rival will come and give you a Go-Google. Now you can go through the desert to collect the fossils. You can take the fossils to Rustboro City to revive them. Before you go, don't forget to collect Wynaut egg's which is pre-evolution of Wobuffet from a lady on the back of Pokemon Center.

As you might have known, with Rock smash you will be able to smash the rock hat block the cave in which you rescue the old man's Wingull. You'll find a blackbelt showing his frustation at not being able to meet his lover thanks to the rock.

This will lead to Verdanturf town. However, to fight the next gym leader you must head back to Touka City. The first city with a gym). When you break the rock, the blackbelt will give you HM 04 STRENGTH in return for destroying the rock that block the way between Rustboro City and Mauville City.

M. Petalburg City once more - The Power of Slaking

Make your way into the gym. Once you stepped into the gym, you will be able to see two doors. One on the left and one on the right. this is the basic

structure for each room in the gym. Take the right one, and you will find yourself in another similar room. You need to beat the Junior Trainer before the doors will show up. There are two types of doors, "accuracy" and "speed." You should be able to find the gym leader easily, and the type that this gym is using is normal type, so Fighting Pokemon will come handy here.

Gym Leader: Norman
Type: Normal
Badge: Balance Badge
Pokemon:
Slaking lvl 28
Vigoroth lvl 30
Slaking lvl 31

Slaking is one of the Pokemon with the highest attack in the game. Finish him as fast as possible before it can cause serious damage to your Pokemon. Its characteristic makes it so it will only attack each odd turn. With one of the most powerful attacks in the game, your best shot at beating him would be using a Pokemon that could knock him as fast as possible or using a ghost type. You'll receive TM 42 for beating the gym leader.

Another strategy would be to use detect for every odd turn that Slaking attacks.

Once you've beaten the gym leader, you can use surf outside battle. Now go out of the gym and enter Wally's house on the left. Talk to the man (Wally's father) and he will give you HM 03 Surf. Teach your Pokemon surf (if you do not have any water Pokemon, catch that racoon Pokemon). Now make your way to Mauville City (The city where you get the bicycle), either passing Oldale City or Verdanturf Town. Once you are in Mauville City, exit the city using the East exit. Here with surf you can cross the water and end up on the other side. Walk further right and go up when you arrive at a junction.

Walk your way up through the routes until you see a building. Here you will meet Team Magma/Aqua once again. If you need to heal your Pokemon, go to the bed in the left side of the building. Fight the Team Magma/Aqua members on the first floor, and take the stairs. Defeat team Magma/Aqua including their leader. Talk to the scientist, and he'll give you the elusive weather Pokemon-Castform.

Now you can go past the bridge which was earlier blocked by two team Magma/Aqua members. You'll soon meet your rival once more. Defeat him/her, and you'll get HM 02 Fly. Now you can fly to the previous town that you've visited.

N. Fortree City - Camouflage and Trees

You will end up in a city soon. However, if you tried to go to the gym you will find something is blocking you. So, go out of the city to the east and continue on until you reach a bridge. Here you'll meet Steven once more. He told you that it was Kecleon, the chameleon Pokemon that was camouflaging as an invisible wall. Upon this, you will fight a lvl 30 Kecleon. Defeat/capture it, and go back to the town. Steven will give you a Devon Scope. By having this, you'll be able to see the Kecleon. Now you will be able to enter the gym. The gym specializes in Flying type, and involves a few puzzles to solve before you'll be able to reach the gym leader.

Gym Leader : Winona
Type: Flying
Badge: Feather Badge

Pokemon

Swellow Lvl 31
Pelipper Lvl 30
Skarmory Lvl 30
Altaria Lvl33

Use an Electric Pokemon to take out Pelipper and Swellow. Fire Pokemon for Skarmory, and an Ice Pokemon will do the job for Altaria. You will get TM 40 for beating her.

Now, make your way out of the town along the path. After walking for a while, you will see two team Magma/Aqua members rushing down the path. You'll overheard their conversation that they are heading for Mt Pyre.

anyway, now you can choose to go to Safari Zone, to Lilicove City to heal your Pokemon, or to give the team Magma/Aqua a chase. If you want to go to Safari Zone, you'll need Pokeblock Blender from the little girl in Slateport Contest house.

O. Mt Pyre and the Orbs - Legend Revisited

Now make your way down the road until you reach a lake. Surf to the center, and find an entrance to a building. The interior of the building will remind you of pokemon tower in R/B/Y version of pokemon. Just like Pokemon tower, you'll be able to catch Ghost Pokemon here. You can also get Sea Incense and Lax Incense which are necessary in order to get Azzuril and Wynaut.

Enter the place. This is Hoenn version of Pokemon Tower. Ghost Pokemon will be floating around, so if you want one, this is a good place to catch them. Instead of climbing the stair, exit the tower using the other doorway. You will end up in a mountain. Go up to find an old couple and Team Magma/Aqua. As always, blast them away and talk to the old couple which will give you a blue/red orb (depending on the version) in return for helping them. If you talk to the old man, he'll tell you a brief story about the Epic Battle that took place between the two legendary Pokemon ages ago.

By stealing the orb, Team Magma/Aqua had upset the balance of nature in Hoenn. The two orbs have always been used to keep the nature's balance in Hoenn, now with team Aqua/Magma stealing it, a catastrophe seems inevitable. If you want to learn more about this, talk to the old man who will tell you the story about Kyogre and Groudon. Before you leave, you might want to check the grassy area here, to find for the rare psychic Pokemon - Chimecho.

Now head back to Slateport City. (City with Ocean Museum). Go to the pier North East of the town. You will find a crowd there. A discovery has been made. An underwater cave at route 128 has appeared.

Talk to the Capt Slate and enter the building. You will see the leader of Team Magma/aqua (You do not fight him this time though), and he will escape using a submarine. Now it's time to give team Magma/Aqua the chase.

P. Lilicove City - Shopping Time

After you have done all of the above, now head to Lilicove City. Go to the Dept store in the North of the city. You'll find your rival waiting there. Defeat Him/Her, and head to the eastern part of the town which is a coast.

Rival Battle: May/Brendan

If you choose Treecko as your starter:

Swellow lvl 31
Wailmer lvl 32
Shroomish lvl 32
Combusken lvl 34

If you choose Torchic as your starter:

Swellow lvl 31
Numel lvl 32
Shroomish lvl 32
Marshtomp lvl 34

If you choose Mudkip as your starter:

Swellow lvl 31
Numel lvl 32
Wailmer lvl 32
Grovyle lvl 34

Use Surf to the north and you'll see a cave which is the base of Team Aqua/Magma. Enter and beat the living daylight of them. Make sure you get the Master ball. Once you've beaten the leader, you'll never be able to get back to this place again.

Now you'll be able to surf further to the right. So Surf your way to the next town. You might also want to fight some swimmers along the way.

Lilicove City Dept Store

Lilycove City Dept Store is the biggest Pokemart in the region. No Pokemon game is complete without the presence of mart that rivals those the like of Celadon and Goldenrod Pokemart. Here, you'll be able to find variety of items ranging from the usual items that could be bought from the ordinary Pokemart, as well as TM to secret base decorations.

First Floor:

Nothing here, this is the lobby. Head left for the lift and right for the stairs.

Second Floor:

All your daily trainers need. pokeball, Antidote. This floor has them all.

Third Floor:

This is the right place to buy items to enhance your Pokemon ability. Items such as Carbos and Calcium will delight your Pokemon. The items are a little bit pricey though.

Fourth floor:

Definitely a section where the battler will love. You can buy TM here, such as Hyper Beam. The TM that is sold here, definitely are those that you won't encounter often in the wild.

Fifth Floor:

The haven of all Secret Base Lover. From Pokedoll to picture, this section is the perfect place to buy decoration items for your secret base.

Rooftop:

There's nothing here, unless you've seen the announcement that there will be a rooftop sale. Once you see this announcement on the TV, head for the rooftop to find various rare secret base decorations items for sale.

Q. Mossdeep City and The Final Showdown

The 7th gym battle (at last!). You might want to get a good rod from the fisherman in one of the house there. Not much to do in the city. Heal your Pokemon and head for the gym. Here you need to pull down all the four switch first to be able to reach the gym leader. In my opinion, this is the most unique and the hardest gym leader battle. Unlike other gym leader fight, you will fight a 2 on 2 battle. In fact, this is the only times where you will fight the gym leader in a 2 on 2 battle.

Gym Leader : Liza and Tate

Type: Psychic

Type: 2 on 2 battle

Badge: Mind Badge

Pokemon:

Lunatone lvl 42

Solarock lvl 42

This could be a tough battle. Send out Water Pokemon if you have one. Try to take down the weaker of the two first (Solarock). Surf works quite well here, considering that both Pokemon are part rock. You win TM 04 Calm Mind if you beat the gym leaders in addition to the badge.

Now, Go to the house North-West of the Pokemon Center. This is Daigo's house. He will give you HM 08.

With this HM, you'll be able to dive underwater in a deeper water (the darker blue color). Now Rune City, the place of the last gym will be accesible. You can go there if you wish. However, there are nothing you can do at the moment as the gym is locked.

The Final Showdown against Magma/Aqua - Seafloor Cavern.

Surf to the South and dive underwater if you see a deeper area of water. Find a cave with a submarines and suberged back. Now continue surfing and you'll find yourself in a cave. Be prepared to fight your final showdown against Team Magma/Aqua. Make sure you bring a Pokemon that knows strength and Rock Smash, as you will need them to progress further down the cave.

On the first chamber you will see two boulders and one rock. Go to the left, smash the rock and push the boulder down. Now head to the right and push the right boulder to the right. By doing this, you could continue straight. Fight the trainer and go to the nect chamber using the cave opening instead of climbing the stairs.

Here, you will see something like this:

(#) - Boulder

- Rock

XXX- Wall

! - You are here

```

      (7)#      (6)
XXXX  XXXXX  XXXX
      (4)      (5)
XXXX  XXXXX  XXXX (3)
      (2)      (1)
XXXX  XXXXX ! XXXX
```

Push Boulder no 1 up, head left and push Boulder 2 to the left. Now continue upwards and push Boulder 4 to make the way. Go to the boulder 5 and push it all the way to the right. Head up and push Boulder 6 up. Finally, head left, smash the rock and push Boulder 7 out of the way to go into the next chamber.

Here, you'll be in a room with 1 Pokeball. It contain TM 26, Earthquake. Continue to the next room.

```

      (7) (8) (9)
        (5) (6)
          (3) (4)
            (2)
----- (1)

```

!

Push boulder 1 one square up, Push boulder 2 one square right. push Boulder 3 to the left. Push Boulder 6 to the right. Finally push boulder 9 to the right.

```

(9) (A)   (B) (C)
      (6) (7) (8)
(4)           (5)
      (1) (2) (3)

```

!

Push boulder 2 up one square, Push Boulder 1 and 3 to the side. Push boulder 2 aside. Push boulder 7 up. Push Boulder 6 and 8 to the side. Push boulder 7 again up one square. Push both Boulder A and B up. Now push boulder 7 either to the left or right.

Now you should end up in a chamber full with mist. Make your way down the flight of stairs. In the centre, you will see a lava/lake with Groudon/Kyogre. Go near it (at the center), and Archie/Maxie will suddenly appear. Time for final battle vs Team Aqua/Magma.

Aqua Leader Archie
Mightyena lvl 41
Crobat lvl 41
Sharpedo lvl 43

Magma Leader Maxie
Mightyena lvl 41
Crobat lvl 41
Camerupt lvl 43

Defeat the leader, and the whole place will shook and the legendary Pokemon make it's exit. Soon, a leader of the rival group will arrive and you'll find yourself in the sea. If you are playing Sapphire, the seas will be stormy due to Kyogre's escape. If you are playing Ruby the weather will turn extremely sunny due to Groudon escape. The Legendary Pokemon had been awakened from its deep long sleep.

Suddenly, Steven will come and explained to you that the Legendary Pokemon has been awakened and it has cause a major climate catastrophe in the region. Now, you must head for Sootopolis City to stop this mess.

R. Sootopolis City - A city long forgotten

Head to the left part to the town until you see Steven talking to someone. This is the gym leader of Sootopolis - Wallace. After this, Wallace will take you to the cave which you couldn't enter previously. This is the Cave of Origin. Legend said that life began at cave origin and ends at Mt Pyre. Its time to descend to the ancient cave to stop the Legendary Pokemon once and for all.

Cave of Origin

HM needed: Flash

Enter the cave and make your way to the bottom. Make sure you bring with you a Pokemon who knows Flash. Here you will find the legendary Pokemon that escaped previously. In order to progress in the game, you need to defeat or capture the Pokemon. It will be at level 45, and it will be a major boost to your team if you managed to catch it. Also, remember to get HM 07 Waterfall from the cave.

Back to Sootopolis

Now heal your Pokemon, and head to the gym. You need to solve a puzzle to get to the gym leader. In order for a ladder to appear, you need to step on every single block of ice, and a ladder will appear. Otherwise, you'll fall down to a place infested with junior trainers. Get your electric Pokemon out to beat the gym as it is a Water gym. Now you'll be able to use waterfall outside battle. With 8 badges you can go to the Pokemon league now.

8th gym puzzle:

You'll be familiar with this puzzle if you have played Zelda: Link to the past before. The objective of this puzzle is to step on all the ice squares once. If you stepped on it twice, you'll fall down to the basement where junior trainers await.

Follow the numerical value from the lowest to the highest to get through the puzzle.

For the third puzzle, follow it in alphabetical order first before numerical value.

#=Rock

1st puzzle

An easy one

```
6  7  #  
5  4  3  
#  1  2
```

In other words: up, right, up, left, left, up, right

2nd puzzle

A little bit challenging

```
6  7  8  19  18  17  16  
5  #  9  10  11  12  15  
4  3  2  1  #  13  14
```

In other words: up, left, left, left, up, up, right, right, down, right, right, right,
down, right, up, up, left, left, left

3rd puzzle

The hardest of the puzzle. If you can't figure it out by yourself, follow the

following guide.

5 6 9 10 13 14 Q P M L K
4 7 8 11 12 ## R O N # J
3 2 Y X U T S D E F I
1 Z W V A B C # G H

In other words: up, right, right, up, right, right, down, right, up, up, up,
left, left,
down, left, up, left, down, down, left, left, down, left, up, left, down, left,
up, left,
up, up, right, down, right, up, right, down, right, up, right

Gym Leader: Wallace

Type: Water

Badge: Rain Badge

Pokemon:

Luvdisc lvl 40

Whiscash lvl 42

Sealo lvl 40

Seaking lvl 42

Milotic lvl 43

It will be an easy battle if you have an electric Pokemon. If you are playing Ruby, you might want to send Groudon out first for the sunny day effect. If you win the battle, the gym leader will give you TM 03. With this, you'll complete your collection of badges. Time to head for the league.

S. The Last route to Victory - Ever Grande

HM needed: Everything except Cut, Fly

Now get out of the city and surf eastward until you encounter a waterfall. Now that you've earned your 8th badge you can climb the waterfall. You'll end up in front of a cave and there are also a Pokemon center to heal your Pokemon. Before you enter the cave, you might want to take note that you can catch Luvdisc by fishing in the water. Sometimes, you can find Heart Scales attached to Luvdisc, or you can just snatch them away using Thief (TM46) or Covet. These Heart Scales could be used for the move tutor. (See sub-section on Move tutor for more information on the move tutor.

This will be the last cave before you'll reach the new Pokemon League. The Trainer and the wild Pokemon here will be stronger than any Pokemon that you've fought previously. This is also a great place to train before your final challenge. Work your way to the exit. You might need to use Flash in order to lighten up the cave. There are loads of level 30+ and 40 + Pokemon here. You might want to get some if you still need some Pokemon to fill up your team.

Victory Road consist of three level, ground floor, Basement 1, and Basement 2. You'll need Flash for the basements. Both entrance and exit are located in the ground level. However, this is blocked by ledges which require you to go to the basement in order to reach the exit.

Once you enter the Cave, head north until you see a flight of stairs. Climb it and follow through the path. Fight the trainer and go down the ladder.

Here, head south and push the boulder aside. Afterwards head east and you'll be blocked by a rock. Smash it to go through and climb the stairs. Follow the path and go down the stair to fight a cool trainer. Head South following the path until you see a ladder. Climb down the ladder to get to Basement 2

Here, go north fighting a trainer on your way. You'll meet a small lake. Use surf, and head west until you see a patch of land with stairs leading to basement 1. Climb the ladder. Head South and to the East. Push the boulders and the rock aside and climb the ladder to go to the ground floor. You are almost on your way to the exit now. Climb the stairs north of you and just follow the path. Before the exit of the cave, you'll battle Wally once more. So make sure to heal your team.

Wally

Altaria lvl 47

Delcatty lvl 46

Roselia lvl 47

Magnetron lvl 44

Gardevoir lvl 48

This will be your last rival battle. Take note that you must not lose this battle, or you'll end up in the Pokemon Center that you last visited. To prevent the agony of starting over the grueling Victory Road, save your game before you fight him. Heal your Pokemon, and once you are done with your preparation it's time to face him and defeat the last obstacle to the Pokemon League. Depending on your team, hopefully you have all your six Pokemon at full health. Wally is not that difficult to defeat. Just match up a Pokemon that has a type advantage to his Pokemon. This way, even if your Pokemon level is slightly lower, you'll be able to beat him. After you've done with him, make your way out of Victory Road. You'll arrive outdoors. Follow the path and soon you'll see a grand building - The Pokemon League.

The League

Once you've managed to get out of the cave, you will find a huge building. This is the Pokemon League and your final challenge. Heal your Pokemon and stock up on healing items such as Full Restore and Revive. You should be able to beat the elite four using a level 45-55 Pokemon. If you think that your Pokemon isn't strong enough, you can leave the League and come back later. You can fly there easily, by flying to the top part of Ever Grande City on the map.

Now walk to the guards and talk to the master you've done with your preparations. They will allow you to pass, and soon you'll be on your way to challenge the first of the elite four.

T. Elite Four - The Final Obstacle

Here, you will battle the elite four, and the champ. Each of the elite four will have 5 Pokemon, whereas the champ will use 6 Pokemon. Here are my recommended types to have:

Fire

Fighting

Electric

Ice

First: Sidney

Type: Dark

Pokemon:

Mightyena lvl 46

Shiftry lvl 48

Cacturne lvl 46

Sharpedo lvl 48

Absol lvl 49

Use a Fighting Pokemon to finish off Mightyena and Absol. Fire Pokemon for Shiftry and Cacturne. While for Sharpedo you might want to use an electric type to beat him. You shouldn't be having problem beating him. If you do, I would suggest to level up your Pokemon first. Once you beat him, head for the next room to find the next elite four awaits.

Second: Phoebe

Type: Ghost

Pokemon:

Dusclops lvl 48

Banette lvl 49

Sableye lvl 50

Banette lvl 49

Dusclops lvl 51

Ghost Pokemon could cause you some problem. Unlike in R/B/Y where they have poison as their second type, ground move won't work that effectively anymore. Send your strongest Pokemon to win this battle. Otherwise use psychic except for battle against Sableye which is part Dark. Head for the next room for the next battle.

Third: Glacia

Type: Ice

Pokemon:

Glalie lvl 50

Sealo lvl 50

Glalie lvl 52

Sealo lvl 52

Walrein lvl 53

Get those Fire and Electric Pokemon for this match. Use a Fire pokemon to beat both Glalie, as for Sealo and Walrein, send an electric Pokemon that can finish them in one hit, or else you'll be in trouble when they attack with their ice move. send out an Electric Pokemon against the Sealo family, but make sure you finish the job in one turn before they can use Ice beam on you. Head for the next room for the next battle.

Fourth: Drake

Type: Dragon

Pokemon:

Shelgon lvl 52

Altaria lvl 54

Flygon lvl 53

Flygon lvl 53

Salamence lvl 55

If you are playing Sapphire and have captured Kyogre, this battle should be a breeze. Use an Ice move to defeat all the Dragon Pokemon and soon you'll be on your way to fight the Champ.

Now, it's time to battle Steven the Pokemon champ. You have met him throughout your journey, and it's time to battle him.

Champ: Steven

Type: Steel, Ground

Pokemon

Skarmory lvl 57

Aggron lvl 56

Claydoll lvl 55

Cradily lvl 56

Armaldo lvl 56

Steven will start with a Skarmory, so put a fire Pokemon in the team. Use Flamethrower/Overheat to finish it out. The next Pokemon may not come out in order, but we shall discuss them according to the order above. Aggron is next, if you have Blaziken send out a Sky Uppercut/Brick Breaker, you should be able to knock it out easily seeing it has double weaknedd to fighting.

Next Claydoll, a Ground/Psychic Pokemon. You might want to send out a Water Pokemon here and just Surf/Hydro Pump the critter to death. Cradily is next, if you are playing Sapphire stick with Kyogre and use Ice Beam. Armaldo is your next foe. It is a Bug Pokemon, but considering its second type which is Rock, sending a fire Pokemon is not a viable option here, especially if you have sent out Kyogre earlier.

Metagross, Steel/Psychic. Fighting Pokemon would be of a no use here, you'll be taking the risk to use them, as Metagross knew Psychic. Take out a pure Fire Pokemon (Ninetales, Torkoal) and use all your strongest moves.

After you succesfully beat the elite four plus the champ, Professor Birch and your rival will arrive (Don't worry, you do not need to fight her/him). After some dialogue, the champ will take you into the hall of fame where the trainer and their Pokemon will be honoured. Now you can check your Pokemon that have been included in the hall of fame by checking your Poke-Navi.

Now, Watch the ending rolls, it will show all the caption of Pokemon that you have gotten so far in the game, as well as all the people in the production team.

The End? Not yet, there are still some things you can do within your game. After you continue your game, you'll end up in your room. Go down the stairs and your father will give you an S.S ticket. Using this ticket, you'll be able to visit the battle tower on board the S.S. Tidal

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4. Miscellanous

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Below are some miscallenous info about thing to do while playing the game and after beating the game.

A. Back in Littleroot Town

Once you continue the game, you'll end up in your room in Littleroot Town. Now go down the stairs. Here, you will see The fihft gym leader (which is also your father) and your mom talking. The fifth gym leader will walk up to you and handed you a boat ticket. You can use this boat ticket to go from Slateport City to Lilicove City and the reverse. You can also go to battle tower. To hop on the boat go to the harbor in the two cities mentioned.

B. Safari Zone

The new safari zone in Hoenn is located near Lilycove city. Here you can capture some Pokemon such as Rhyhorn, Girafarig. First of all, to enter Safari zone you need to have Pokeblock Blender that you get from a girl in Slateport City. Once inside the safari zone, the format is the same like safari zone in R/B/Y. You will be given 30 Safari ball, and you cannot use any Pokemon to weaken the opposing Pokemon.

There are three main areas in Safari Zone. In the first area, you can catch

Wobbuffet, as well as Pikachu. To go to the second area, you would need to get an Acro Bike. Went to the white ramp, and to get to the other side press B+the direction you want it to hop simultaneously. (you must get the timing right in order for this to work). In this second area, you will be able to catch Pokemon such as Heracross and Phanphy. To get to the third area, you will need a fast bike. Go to the mud-slide and use your Mach Bike to climb it. In this area you will be able to catch Pinsir.

Pokemon catchable in Safari Zone:

Psyduck

Golduck

Rhyhorn (3rd area)

Phanphy (2nd area)

Heracross (2nd area)

Pinsir (3rd area)

Pikachu

Oddish

Gloom

Girafarig

Natu

Xatu

Wobbuffet

Magikarp

Goldeen

Seaking

Doduo

Dodrio

C. Sky Pillar and Pacifidlog Town

Previously, before you beat the elite four you can go to this town. However, you can only know about the existence of a secret island then. Now that you've beaten the elite four, you can go to the secret island.

Now, before you do anything else, go to Slateport city and head to the bike shop. Talk to the man, and you will receive a fast bike.

Go back to Pacifidlog Town, and surf eastward. Try to surf to the North, if you have beaten the elite four you'll find a new path at the middle of the route taking you North. Surf around there and you'll find a patch of land with a cave. Go through the cave, and you'll end up in another place. Walk a bit and you'll see a gigantic tower.

Sky Pillar.

First Floor

This is straightforward, just head for the stairs and climb up to the second floors. There are wild Pokemon here, use repel if you want to.

Second Floor

You might have noticed that crack in the floor. To be able to get past them, you need your fast bike. After you managed to get through all the crack, head for the stairs

Third Floor.

There are two stairs here beside the one that you entered from. Go to the right stairs, as the middle stairs is blocked.

Fourth Floor

Probably the trickiest part of all. This will require you to get through all the crack at one go. You can't stop, or else your bike will lose its momentum. Go to the middle roughly where the area of the middle stairs in the previous

floor, and drop down.

Third Floor

Go to the stairs and climb to the next level

Fourth floor

Once you stepped out of the stairs, move to the left and climb the stairs.

Fifth Floor

This is as straightforward as the first floor, just find another stairs up

Sixth Floor

Be prepared to fight another Legendary Pokemon

Rayquaza lvl 70

This Pokemon is a Dragon/Flying legendary Pokemon. However, it has some Dragon move as well. Also in terms of stats this Pokemon is the strongest the game. Use an electric Pokemon to chip down his HP. and keep trying to throw Pokeball.

D. The Three Regi

The Regi are the new legendary trio Pokemon in the game. To get them, you must do certain things. First, you need to catch a Relicanth and a Wailord. Now, go to Pacifidlog Town, and surf to the west. You'll encounter water with strong current here, make your way to the spot where you can dive. Dive underwater and keep going till you see an inscription in braille. Emerge back and you'll find yourself in a cave filled with brailles. If you translate this, the braille will gives you the alphabet.

Location of Relicanth (coelancatch Pokemon): Underwater, near the 8th gym.
(it's quite uncommon)

Location of Wailord: Evolve it from Wailmer which could be found from Route 122 using a good rod. You could also try fishing at route 129. Wailord is quite rare there.

Go to the middle slate of the braille and use dig. This should break open the stuff. Go into the next room, and put Relicanth as your first Pokemon, and Wailord as the last Pokemon in your party. Press on the slate, and now there should be an earthquake. There should be a message saying that a door was heard to be opened somewhere. Now leave the cave to capture the three Regi.

Now, to find Regice, go back to Dewford Town, and surf to the North. Surf around until you find a little island with a guy surrounded in trees. Now go left and keep surfing up. You'll find yourself in an island with small mountain. Go in, stand in the middle of the braille wall, and press A. Patience is golden, so wait for a few minute and a door leading to a lvl 40 Regi-Ice will appear.

Go to the Safari zone, and go left instead of entering until you see a stairs. With a super Nerd standing near it. go up the stairs and continue north. You'll find yourself in an area that's raining. As usual you'll encounter the braille, in the cave. Go to the middle of the cave and use fly. Go to the next room, and Regi-Steel should be there now.

Go to Fallarbor Town. go right, until you reach a desert where you find the fossil. you should get into another mound and an entrance. go to the middle of the braille slate. Move to the right twice, and down twice, use strength and a door leading to Regi-Rock will appear.

E. Shoal Cave

Shoal cave is located north of Mossdeep City. When it is high tide, the cave is flooded and you will be able to get 4 blue crystal. When it's low tide, you'll be able to get items such as TM 02 Dragon Claw. The cave is also the nest of ice Pokemon such as Snorunt.

If you gave the 4 blue crystal and salts to the old man when the cave is flooded, you'll get a shell bell which have a somewhat similar effect as leftovers.

F. Latias and Latios

Latias and Latios appears randomly throughout the grassy areas and the water. To trigger the event, you'll need to watch the TV stating that a strange Pokemon has been sighted over Hoenn. This could only be gotten after you have beaten the Elite Four.

To capture Latias and Latios, you need some luck. If you know about the three legendary dogs in crystal, you should know what comes ahead. Battle with Latias and Latios are random anywhere on grassy area in Hoenn. It is recommended that you carry a master ball along if you haven't used it on Rayquaza. If you are playing Ruby, you'll be able to capture Latios in the wild. Whereas if you are playing Sapphire you'll be able to capture Latias. Of course, the best and most effective way here is to use the master ball.

In addition to that, you'd be able to capture the other Lati at Southern Island. To get there, you'll need the Eon ticket which could be gotten from Pokemon Center, NYC. Before that, you'll need to edit your profile and entered the phrase "Mystery Events is exciting." Once you've gotten the ticket, go to Slateport harbor and you'll be taken to Southern Island. Remember to bring all the necessary equipments as you could only visit this island once.

Below are the statistics of the Pokemon as well as their natural moves.

Latios

HP: 80

Attack: 90

Defense: 80

Speed: 110

SP Attack: 130

SP Defense: 110

Total Stats: 600

Lvl 1 Psywave

Lvl 5 Parting Gift

Lvl 10 Helping Hand

Lvl 15 Safe Guard

Lvl 20 Dragon Breath

Lvl 25 Protect

Lvl 30 Refresh

Lvl 35 Lustre Purge

Lvl 40 Psychic

Lvl 45 Recover

Lvl 50 Dragon Dance

Latias

HP: 80

Attack: 80

Defense: 90

Speed: 110

SP Attack: 110

SP Defense: 130

Total Stats: 600

Lvl 1 Psywave
Lvl 5 Wish
Lvl 10 Helping Hand
Lvl 15 Safeguard
Lvl 20 Dragon Breath
Lvl 25 Water Sport
Lvl 30 Refresh
Lvl 35 Mist Ball
Lvl 40 Psychic
Lvl 45 Recover
Lvl 50 Charm

G. Meteor Falls

The Dragon cave, is located at route 115. It is the place where Dragon trainers train and the only place where you get Bagon. To get Bagon, make your way to Nicholas the Dragon Tamer. Head down, and turn left. Head for the stairs down. Surf at the water to a small chamber. On a small strip of land on the top, there is TM 02 Dragon Claw. This is also the only area where you could get Bagon.

H. Battle Tower

After you have received the boat ticket, you will be able to go to the Battle Tower. I'm still quite not sure on how the new battle Tower works, but it appear that you can compete in two categories, "up to level 50" and up to level 100. Another thing to taken note of, is that you can't use any of the legendaries Pokemon in the battle tower.

So the following Pokemon are not allowed in battle tower: Regi Steel, Regi Ice, Regi Rock, Kyogre, Groudon, Requaza, Jirachi, Deoxys.

You'll fight a 7 consecutive random battle. Below are my battle tower team:

Wobbuffet
Encore
Counter
Mirror Coat
Destiny Bond

Starmie
Surf
Thunderbolt
Psychic
Ice Beam

Blaziken
Flamethrower
Aerial Ace
Brick BReaker
Sunny Day

TIPS: Try to bring a team that could cover as many weakness as possible.

By winning 50 vitories in a row and 100 victories in a row, you'll be able to get Silver Shield and Gold shield respectively. They are secret base decorations.

I. Hidden Machine

In total, there are 8 HM in this game. Each time you beat a gym ,you'll be able to use a HM outside a battle. There is one new HM, Dive which will allow you to

dive underwater, and now Rock Smash is a HM. However, HM 06, Whirlpool is missing from the game.

Here are the list of the HM.

HM 01 Cut - With this HM, you can cut some trees

Location: House Beside Rustboro Pokemon Center

HM 02 Fly - You can fly back to all the town you have been previously

Location: You receive this from your rival after beating him/her in the bridge west of Fortree City

HM 03 Surf - Allow your Pokemon to surf in the water

Location: House beside Petalburg City gym

HM 04 Strength - Allow your Pokemon to move boulders

Location: Destroy the rock in the cave where you rescue Wingull earlier

HM 05 Flash - Lighten up light in dark caves

Location: Hiker in the cave North-West of the second gym

HM 06 Rock Smash - Allow your Pokemon to smash rocks

Location: Mauville City, House east of the shop

HM 07 Waterfall - Allow your Pokemon to climb waterfall

Location: Kyogre/Groudon Lair

HM 08 Dive - With this. you'll be able to dive underwater

Location: Mossdeep City, Steven's house

J. Evolution stone

Below are the location of some evolution stone. (e-mail me if you know more about it)

Thunder Stone-Power Plant

Water Stone-Wrecked Ship

Fire Stone- fiery Path

Leaf Stone-Route 119 (surf down the river west of Fortree City)

Moon Stone - Meteor Falls, steal from Lunatone

Sun Stone - Lilycove City space research center, steal from Solrock)

Everstone - Granite Cave, steal from Geodude

if you found some colour fragments, you can exchange it with a man at water route 124 (there is a houses) near Mossdeep City. the fragments can be found under water. (red fragment for fire, green for leaf, blue for water, yellow for thunder, and so on).

K. Fossils

In Ru/Sa, there are two new fossil you can get, the root fossil and the claw fossil.

To get them, go to the upper-right corner of the dessert. Just like Helix fossil and Dome fossil in R/B/Y, you can only choose one of the two fossil. Once you have them, go to Kanazumi city and enter the building in which you get your Poke-Navi (It's in the western part of the town). Go to second floor, and talk to the scientist. Make sure you have an extra space in your team to get the resurrected prehistoric Pokemon. Come back to the building after some time, and your fossil should have been brought to life by now. The Pokemon that you will get will be a lvl 20 Lileep/Anorith (depending on the fossil you chose earlier). They will evolve at level 40. If you choose the claw fossil, you'll be able to get Anorith. If you choose the Root fossil you'll be able to get Lileep. Anorith is a rock/bug type, whereas Lileep is a rock/bug type.

L. New Mauville

Items: Escape Rope, Full Heal, Paralyze Heal, Thunderstone

New Mauville is located just south of Mauville City. You need to get the Basement key from the third gym leader sometimes later in the game. After you get surf, you'll find Wattson standing in the middle of the town. He will tell you that there are something wrong with the generator at New Mauville, and give

you the basement key. So, exit the town and head southwards. Near the entrance of the cycling rod, surf eastward and you should see a cave. Go in, and you'll see a steel door. Since you've got the basement key, you could go on.

Here, you can capture Pokemon such as Magnemite and Voltorb. You can also get the Thunder Stone here in the same room as the generator. By fixing the generator, the third gym leader will give you TM 24-Thunderbolt as a reward.

M. Special Pokemon

Here are the list of Pokemon that is special in the way that you get them.

Treecko/Torchic/Mudkip - Given to you by Profesor Birch at the beginning of the game.

Lileep/Anorith - Revive the fossil that you found in the desert.

Castform - Talk to the man in the building west of Fortree city once you've beaten team

Aqua/Magma.

Kyogre/Groudon - Cave behind the 8th gym.

Rayquaza - Secret tower East of Pacifidlog town.

Latios/Latias - Found randomly in the wild.

Regi-Ice - Cave on the western part of Hoenn

Regi-Rock - Cave in the desert

Regi-Steel - Cave west of Safari Zone

Wynaut - A lady in Lavaridge town will give you a Wynaut egg

Beldum - Steven's house, after you've beaten the league

N. S.S. Tidal

After beating the elite four, your father will give you an S.S. Ticket. By using this ticket, you'll be able to hop on board the S.S. Tidal, the invention of Capt Slate. To hop aboard, go to harbor at Lilycove or Slateport. You can either choose to go to the battletower, or taking a route between the two cities mentioned above. There are a few trainers here. For those who have been playing Pokemon Gold and Silver, SS Tidal works the same way as SS Aqua does. You only need to sleep in your cabin for the ship to reach its destination.

O. The Nickname Rater, Move Tutor and the move Forgettor

You can find the Nickname rater at Slateport City. You can have your nickname rated and changed. you can't change a Pokemon nickname that you've gotten from a trade though.

To the right of Mauville City on Route 118, you come to a watery edge, there is a pokemon trainer who is the classic fisherman guy with teh red baseball cap and jacket, near him is a rock, on the north side of the rock if you check it, there is a "Heart Scale: Its a lovely scale. It is covetted by collectors". You can give these heart scales to the move tutor. The move tutor will teach you moves that your pokemon learned naturally and has forgotten it earlier. You can find him at Fallarbor Town.

The Move forgettor allow you to delete moves off your Pokemon ,even HM moves. He could be find in Lilycove City.

TIPS: You could steal Heart Scale from Luvdisc. While not all Luvdisc has them, but it shouldn't be too hard obtaining some heart scale.

P. Game Corner

First, you'll need to get the coin case. To do this, you'll need to buy a Harbor Mail. (could be bought from Slateport Pokemart for \$50). Next, trade it with the girl living beside MAUVILLE city Pokemon mart.

In the game corner, you'll be able to purchase either 50 coins for 1000 Poke,

or 500 Coins for 10000 Poke. Talk to the girl beside the counter to get a free doll. There are two kinds of games here.

The Slot Machine

In the slot machine, your objective is to get three of the same kinds, either vertically, or diagonally. (depends on how many coins you used). If you use 1 coin, the only line that will be counted will be the horizontal line running through the middle. Betting 2 coins for all the horizontal lines, and 3 coins for all the horizontal and diagonal lines.

The Roulette

There are two roulette machines here. One with the minimum wager of 1 coins and one with the minimum wager of 3 coins. Upon selecting the machine, you'll be taken to a screen showing a 4 times 3 box, each box with a picture of Pokemon (Waynaut, Azzurill, Skitty, Makuhita) and colors (yellow, green, purple). You could choose how you want to bet. Betting on one box (e.g. yellow Waynaut) will get you a return of 12X the bet amount if the ball landed on it. Betting on a Vertical line (e.g. Azzurill line) will get you a return of 4X the bet amount. Betting on a horizontal line (e.g. Purple Line) will get you a return of 3 X the amount)

Prizes:

TM 32	1500 Coins
TM 29	3500 Coins
TM 35	4000 Coins
TM 24	4000 Coins
TM 13	4000 Coins

Treeco Doll	1000 Coins
Tochic Doll	1000 Coins
Mudkip Doll	1000 Coins

Q. Diploma

Once you've completed your Pokedex, you can go to the Lilycove Moetl. This is where the Gamefreaks team is staying. Go to the second floor and Talk to Satoshi Tajiri, he'll give you a diploma certifying that you've completed the Pokedex.

What do this diploma do?

Nothing, just for bragging rights.

R. The TV

Sometimes, it might be a good idea to watch the TV. Mainly there are some important events that the TV triggered.

1. Latias/Latios - In order to catch Latios and Latias, you'll need to watch the TV at your house first after you've beaten the elite four.
2. Pokemon Outbreak - Namely Skitty and Surskit. Remember Remoraid, Yanma or Dunsparce in G/S/C. Skitty and Surskit are normally hard to catch, when the TV reported an outbreak of Surskit or Skitty, you'll have a significantly higher chance of encountering them in the wild.
3. Lilycove City Clear out sale - You'll need to watch the TV to know when this is being held. By missing this sale out, you'll miss a variety secret base decorations, such as the TV (ironic, isn't it), and Rhydon Doll.

S. The Lottery

You could buy a Pokemon lottery ticket at Lilycove department store, ground floor. Just like Buena in G/S/C, the Lottery ticket worked in a similar way. If your lottery number matches your Pokemon ID, you will win the lottery. The more number matches, the more exclusive will the prize be. To boost your chance of winning the lottery, you'll need to do a lot of trading. Each ticket is free,

but you could only buy them once a day.

T. Berry Master

Ever wonder where you could get those berries that you seem you can't get. You could get these berries from the berry master wives. They live on a house at route 123. The berries that she'll give you depends on the phrase that you entered.

Below are the phrases that you could put in, and the corresponding rare berries that you will get.

Great Battle - Spelon Berry

Super Hustle - Blue Berry

Challenge Contest - Pamtre Berry

Cool Latios - Durin Berry

Overwhelming Latias - Watmel Berry

Note that some of the saying only appears after you've done certain events. For example, for the words "Latias" and "Latios" or for any Pokemon for that matter, you'll need to encounter them first before the word is available.

U. Abandoned Ship

Abandoned Ship lay on route 108, between Dewford Town and Slateport City. In order to complete this quest, you would need to have a Pokemon with the knowledge of Surf and Dive.

When you arrive, head straight. This will take you to a room with 4 cabins. Head to the staircase in the North-East. This will take you to another room. You could see a sailor here, with one cabin with locked door in his right. This is the storeroom. You need to get the key first before you continue. Now head to the staircase at the North-West end of the room. Here's another room. Grab the Pokeball and go out. You'll find yourself on the entrance at the first level of the ship. Go up to the second level and enter the room. Talk to the scientist, and he will explain that Capt Slate wanted him to investigate the ship. Before you left, he will give you the storeroom key.

Go back to the locked room. Opened the door and grab the item, now go back to the room with sailor. Enter the middle room at the cabin in the bottom row. Here you will see water at the south end of the room. You'll also see deeper patch of water which you can dive. Use dive there

Go along the underwater path, and resurfaced when you can do so. You'll find yourself at another room. Here's there are six cabins. Some of them are locked. Go to the third cabin in the South to get a Water Stone. Flashing lights means that there are hidden items there. (the key to the other locked cabins).

Now, you can get the scanner. Head back to Slateport harbor and talk to Capt Slate. HE'll exchange you the scanner for Deepseetooth, or Deepseascale - your choice. Both are needed to evolve Clamperl.

V. Pokemon Center

Pokemon Center could be found at almost every town, with the exception of Littleroot Town. At first level, there is Nurse Joy. Talk to her to heal your Pokemon. On her left, there is a PC which you can use to deposit Pokemon and items. The people at the first floor will talk to you miscellaneous info about Pokemon.

At second floor, there are three counters. To use these three features, you'll need to link to another Ruby/Sapphire game. These are:

Pokemon Cable Club Colloseum

Here you can battle your friends. There are three types of battle. Single Battle will allow you to battle your friends on a 1 on 1 matches. Double battle works the same way, only this time the battle will be a 2 on 2. Multi Battle is an option for four trainers. On the left, there is an info showing your battle record.

Pokemon Cable Club Trade Center

Here you'll be able to trade Pokemon with your friends.

Pokemon Cable Club Record Center

Here you'll be able to mix record with your friends. By doing so, your friends secret base will appear in your game. The guy at Mauville City Pokemon Center will change as well.

W. Mossdeep Space Center

At Northeast of Mossdeep City, there is a space center. Here you'll find a white rock outside the center. Meanwhile, inside the center you'll learn some information regarding Houen. The scientist at the end of the first floor will talk to you about the number of successful launch. The number of launches, depends on the time that you've spent on the game. There is 1 launch per week. Currently, there aren't anything significant about this building.

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5. Routes Guide

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Your guide to all the routes in Hoenn.

(*) Trainer included in PokeNav.

Route 101

Building: None

Trainers: None

Items: None

Level Range: 2-3

Pokemon: Poochyena, Zigzagoon, Wurmple

Route 102

Building: None

Trainers:

Youngster: Calvin*

Item: Potion, Oran Berries, Pecha Berries

Level Range: 3-4

Pokemon: Ralts, Wurmple, Poochyena, Lotad/Seedot, Zigzagoon

Water: Goldeen, Magikarp, Marill, Corphish

Route 103

Building: None

Trainers:

Rival

Fisherman: Andrew

PokeFAn: Miguel*

Twins: Amy and Liv*

Item: None

Level Range: 2-3

Pokemon: Poochyena, Zigzagoon

Water: Wailmer, Sharpedo, Magikarp

Route 104

Building: Mr Britney's House, Petalburg Woods, Flower Shop

Trainers:

Lady: Cindy*
Rich Boy: Winston*
Lass: Haley*
Items: Chesto Berry, Cheri Berries, Leppa Berries, X Accuracy, TM 09, Potion
Level Range: 4-5
Pokemon: Wurmple, Zigzagoon, Taillow
Water: Magikarp

Route 105

Building: Regi-Ice Cave
Trainers:
Swimmer: Dawn
Swimmer: Beverly
Swimmer: Luis
Swimmer: Austin
Ruin Maniac: Foster
Items: Iron
Level Range: -
Pokemon: -
Water: Wailmer, Magikarp

Route 106

Building: None
Trainers:
Swimmer: Douglas
Swimer: Nicole
Items: Protein
Level Range: -
Pokemon: -
Water: Wailmer, Magikarp

Route 107

Building: None
Trainers:
Swimmer: Beth
Swimmer: Darrin
Swimmer: Tony*
Swimmer: Denise
Sis and Bro: Lisa and Ray
Items: None
Level Range: -
Pokemon: -
Water: Wailmer, Magikarp

Route 108

Building: Abandoned Ship
Trainers:
Swimmer: Tara
Swimmer: Jerome
Swimmer: Missy
Swimmer: Matthew
Items: None
Level Range: -
Pokemon: -
Water: Wailmer, Magikarp

Route 109

Building: Seashore House
Trainers:
Fisherman: Carter

Young Couple: Mel and Paul
Swimmer: David
Swimmer: Alice
Tuber: Carmen
Tuber: Gwen
Sailor: Edmond
Tuber: Lola*
Tuber: Ricky*
Items: PP Up, Soft Sand
Level Range: -
Pokemon: -
Water: Wailmer, Magikarp

Route 110

Building: Cycling Road, Trick House, New Mauville (Power Plant)
Trainers:
Rival
PokeFan: Isabel*
Collector: Edwin*
Items: Nanab Berries
Level Range: 12-13
Pokemon: Plusle, Minun, Electrike, Gulpin, Zigzagoon, Oddish, Wingull
Water: Wailmer, Magikarp

Route 111

Building: Winstrate House, Desert, Regi-Rock Cave, Old Lady's Rest shop
Trainers:
The Winstrate
Camper: Drew
Picknicker: Heidi
Cooltrainer: Brooke*
Cooltrainer: Wilton*
Items: Hp Up, TM 43, Oran Berries, Razz Berries
Level Range: 20-21
Pokemon: Trapinch, Sandshrew, Baltoy, Cacnea
Water: Barboach, Goldeen, Magikarp, Marill

Route 112

Building: Fiery Path, Cable Car, Jagged Path
Trainers:
Hiker: Trent*
Items: Rawst Berries, Pecha Berries
Level Range: 14-16
Pokemon: Numel, Machop

Route 113

Building: Glass Workshop
Trainers:
Youngster: Dillon
Ninja Boy: Lung
Twins: Tori and Tia
Parasol Lady: Madeline*
Ninja Boy: Lao*
Youngster: Neal
Items: Max Ether, Super Repel
Level Range: 14-16
Pokemon: Spinda, Sandshrew

Route 114

Building: Fossils Maniac House, Lannete's House, Meteor Falls
Trainers:

Kindler: Bernie*
Pokemaniac: Steve*
Items: Rare Candy, TM 05, Persim Berries, Bluk Berry, Protein
Level Range: 15-18
Pokemon: Lombre/Nuzleaf, Swablu, Lotad/Seedot, Seviper/Zangoose
Water: Barboach, Goldeen, Magikarp, Marill

Route 115

Building: Meteor Falls
Trainers:
Battle girl: Cindy*
Blackbelt: Koichi
Expert: Timothy*
Blackbelt: Nob*
Items: Super Potion, Kelpsy Berries, TM 01, Iron, Great Ball, Bluk Berries
Level Range: 23-25
Pokemon: Wingull, Taillow, Swablu, Swellow, Jigglypuff
Water: Wailmer, Magikarp

Route 116

Building: Granite Cave, Tunneler Rest House
Trainers:
School Kid: Jerry*
School Kid: Karen*
Items: X Special, Ether, Chesto Berries, Pinap Berries
Level Range: 6-7
Pokemon: Whismur, Nincada, Zigzagoon

Route 117

Building: Pokemon Daycare Center
Trainers:
Triathlete: Maria*
Sr and Jr: Anna and Meg*
Pokemon Breeder: Isaac*
Items: Great Ball, Wepear Berries
Level Range: 13-14
Pokemon: Roselia, Marill, Volbeat, Zigzagoon
Water: Goldeen, Magikarp, Marill, Corphish

Route 118

Building: None
Trainers:
Interviewer: Gabby and Ty
Birdkeeper: Perry
Aroma Lady: Rose*
Guitarist: Dalton*
Items: Citrus Berries, Good Rod, Hyper Potion
Level Range: 24-26
Pokemon: Zigzagoon, Wingull, Elektriike
Water: Carvanha, Sharpedo, Magikarp

Route 119

Building: Weather Institute
Trainers:
Pokemon Ranger: Jason*
Pokemon Ranger: Catherine*
Fisherman: Eugene
Items: Pomeg Berries, Leaf Stone, Citrus Berries, Leppa Berries, Zinc
Level Range: 25-27
Pokemon: Linoone, Tropius, Kecleon, Zigzagoon, Oddish

Water: Carvanha, Feebas, Magikarp

Route 120

Building: Scorched Slab, Regi-Steel tomb

Trainers:

Bug Maniac Brandon*

Bird Keeper: Robert*

Cooltrainer: Jennifer

Pokemon Ranger: Jenna

Pokemon Ranger: Carlos

Ninja Boy: Keigo

Ruin Maniac: Chip

Items: TM 11, Aspear Berries, Figy Berry, Pecha Berries, Full Heal, Razz Berries, Nanab Berries, Pinap Berries, Wepear Berries

Level Range: 25-27

Pokemon: Marill, Linoone, Absol, Zigzagoon, Oddish

Water: Barboach, Goldeen, Marill

Route 121

Building: Safari Zone

Trainers:

Beauty: Jesssica*

Gentleman: Walker*

Items: Nanab Berries

Level Range: 26-28

Pokemon: Zigzagoon, Wingull, Oddish, Shuppet, Linoone

Route 122

Building: Mt Pyre

Trainers: None

Items: None

Level Range: -

Pokemon: -

Water: Wailmer, Sharpedo, Magikarp

Route 123

Building: Berry's Master House

Trainers:

Aroma Lady: Violet

Twins: Miu and Yuki

Psychic: Cameron*

Hex Maniac: Kindra

Cool Trainer: Wendy

Cooltrainer: Clyde

Psychic: Jacki*

Items: Rabuta Berry, Magost Berry, Pomeg Berries, Grepa Berries, Qualot Berries, Ultra Ball, Rawst Berries, Citrus Berries, Pecha Berries, Rare Candy, Leppa Berries, Elixir, Calcium

Level Range: 26-28

Pokemon: Shuppet, Wingull, Zigzagoon, Linoone, Oddish

Water: Wailmer, Magikarp

Route 124

Building: Hunter's House

Trainers:

Swimmer: Jenny*

Sis and Bro: Rita and Sam*

Items: Yellow Shard

Level Range: -

Pokemon: -

Water: Magikarp, Sharpedo, Wailmer

Route 125

Building: Shoal Cave

Trainers:

Swimmer: Sharon

Swimmer: Tanya

Sailor: Ernest*

Swimmer: Stan

Sr and Jr: Kim and Iris

Items: None

Level Range: -

Pokemon: -

Water: Magikarp, Sharpedo, Wailmer

Route 126

Building: None

Trainers:

Swimmer: Barry

Swimmer: Nikki

Swimmer: Brenda

Swimmer: Dean

Items: None

Level Range: -

Pokemon: -

Water: Magikarp, Sharpedo, Wailmer

Route 127

Building: None

Trainers:

Fisherman: Roger

Fisherman: Jonah

Fisherman: Henry

Triathlete: Connor

Triathlete: Caleb

Black Belt: Koji

Items: None

Level Range: -

Pokemon: -

Water: Magikarp, Sharpedo, Wailmer

Route 128

Building: Seafloor Cavern

Trainers:

Cooltrainer: Alexa

Cooltrainer: Ruben

Triathlete: Isaiah*

Triathlete: Katelyn*

Fisherman: Wayne

Items: None

Level Range: -

Pokemon: -

Water: Magikarp, Sharpedo, Wailmer, Luvdisc

Route 129

Building: None

Trainers:

Triathlete: Allison

Triathlete: Chase

Swimmer: Reed

Swimmer: Tisha

Items: None

Level Range: -
Pokemon: -
Water: Magikarp, Sharpedo, Wailmer, Wailord

Route 130
Building: Mirage Island
Trainers:
Swimmer: Rodney
Swimmer: Kate
Items: None
Level Range: -
Pokemon: -
Water: Magikarp, Sharpedo, Wailmer

Route 131
Building: Sky Pillar
Trainers:
Bro and Sis: Reli and Ian
Swimmer: Herman
Swimmer: Susie
Swimmer: Kara
Items: None
Level Range: -
Pokemon: -
Water: Magikarp, Sharpedo, Wailmer

=====
6. Secret Base
=====

There are basically 6 types of secret bases. Below are their description and their frequency on each particular routes. There are in totals 64 Secret Bases. To see their location and pictures, go to the site previously mentioned in the disclaimer.

Secret Bases could be found in these routes

Route 111
Route 113
Route 114
Route 115
Route 116
Route 118
Route 119
Route 120
Route 121
Route 125
Route 127

1. Tree House

Made on Pine trees. You could climb the tree vines.

Route 111: 2
Route 113: -
Route 114: -
Route 115: 2
Route 116: -
Route 118: 2
Route 119: 2
Route 120: -
Route 121: -
Route 125: -
Route 127: -

2. Big Tree

Made from Big Tree. Usually found near tall grass

Route 111: -
Route 113: -
Route 114: -
Route 115: -
Route 116: -
Route 118: -
Route 119: 8
Route 120: 4
Route 121: -
Route 125: -
Route 127: -

3. Ground

Light Brown in color, usually found near roads. Could be found in most areas

Route 111: 2
Route 113: 1
Route 114: -
Route 115: 1
Route 116: -
Route 118: 2
Route 119: 1
Route 120: -
Route 121: 2
Route 125: 2
Route 127: 1

4. Rock

This type of secret bases is usually found in rocky areas. (route 114, 115, etc)

Route 111: -
Route 113: -
Route 114: 5
Route 115: 7
Route 116: -
Route 118: -
Route 119: -
Route 120: -
Route 121: -
Route 125: -
Route 127: -

5. Grey Rock

Found mostly near a river

Route 111: -
Route 113: -
Route 114: -
Route 115: -
Route 116: 2
Route 118: -
Route 119: 2
Route 120: 3
Route 121: -
Route 125: -
Route 127: -

6. Desert

Found in the desert, beaches, sandy areas

Route 111: 2

Route 113: -
 Route 114: -
 Route 115: 1
 Route 116: -
 Route 118: 1
 Route 119: -
 Route 120: -
 Route 121: -
 Route 125: 2
 Route 127: 4

"All your base are belong to us"

In this game, you can have your own secret hideout. (a good place to plan draw up plan for world domination ;P) To get it, first you need to get TM 43. Next, taught it to a Pokemon and use it on any hole in a rock, or large tree. After doing this, you will have your own secret base.

You wouldn't want your house to be made up solely of damp floor and four walls surrounding it, don't you. To decorate your base, go to department store in Lilycove City and go to 5th floor. Here you can buy decoration for your secret base such as mat, or Pokedoll.

After buying the decorations, go to your PC. The PC will show a list of decorations that you have currently. Take it out and decorate your base.

List of items and where to buy them

- Plants - Flower shop near Petalburg Forest
- Table and Chairs - Fortree City, building in the South-East of the city
- Mat - Lilycove City dept store, 5th floor
- Pokedoll - Lilycove City dept store, 5th floor, Casino in Mauville City
- Picture - Lilycove City dept store, 5th floor
- Cushion - Lilycove City dept store, 5th floor
- Ornaments - Slateport Market

You can't have more than 16 items in your base, so pick them well.

Some item such as Pokedoll and Cushions need to be put on a mat and table.

Whereas

Pictures could only be put up in the wall.

Below are the items available for your secret base

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=====
Name                               Location                               Price
=====
```

Name	Location	Price
Tables		
Small Table	Fotree City	3000 Poke
Pokemon Table	Fotree City	3000 Poke
Heavy Table	Fotree City	6000 Poke
Ragged Table	Fotree City	6000 Poke
Comfort Table	Fotree City	6000 Poke
Bricks Table	Fotree City	9000 Poke
Hard Table	Fotree City	9000 Poke
Camp Table	Fotree City	9000 Poke
Pretty Table	Glass Workshop	-
Chairs		
Small Chair	Fotree City	2000 Poke
Pokemon Chair	Fotree City	2000 Poke
Heavy Chair	Fotree City	2000 Poke
Ragged Chair	Fotree City	2000 Poke

Comfort Chair	Fotree City	2000	Poke
Brick Chair	Fotree City	2000	Poke
Hard Chair	Fotree City	2000	Poke
Camp Chair	Fotree City	2000	Poke
Pretty Chair	Glass Workshop	-	
Mats			
Surf Mat	Lilicove City dept store	4000	Poke
Thunder Mat	Lilicove City dept store	4000	Poke
Fire Blast Mat	Lilicove City dept store	4000	Poke
Powder Snow Mat	Lilicove City dept store	4000	Poke
Attract Mat	Lilicove City dept store	4000	Poke
Fissure Mat	Lilicove City dept store	4000	Poke
Spikes Mat	Lilicove City dept store	4000	Poke
Glitter Mat	Lilicove City dept store	2000	Poke
Jump Mat	Lilicove City dept store	2000	Poke
Spin Mat	Lilicove City dept store	2000	Poke
Pictures			
Ball Poster	Lilicove City dept store	2000	Poke
Green Poster	Lilicove City dept store	2000	Poke
Red Poster	Lilicove City dept store	2000	Poke
Blue Poster	Lilicove City dept store	2000	Poke
Cute Poster	Lilicove City dept store	2000	Poke
Pika Poster	Lilicove City dept store	2000	Poke
Long Poster	Lilicove City dept store	2000	Poke
Sea Poster	Lilicove City dept store	2000	Poke
Sky Poster	Lilicove City dept store	2000	Poke
Pokedolls			
Pichu	Lilicove City dept store	2000	Poke
Pikachu	Lilicove City dept store	2000	Poke
Marril	Lilicove City dept store	2000	Poke
Jiiglypuff	Lilicove City dept store	2000	Poke
Duskull	Lilicove City dept store	2000	Poke
Waynaut	Lilicove City dept store	2000	Poke
Baltoy	Lilicove City dept store	2000	Poke
Kecleon	Lilicove City dept store	2000	Poke
Azzurill	Lilicove City dept store	2000	Poke
Skitty	Lilicove City dept store	2000	Poke
Swablu	Lilicove City dept store	2000	Poke
Gulpin	Lilicove City dept store	2000	Poke
Treecko	Mauville City Casino	1000	Coins
(20000 Poke)			
Torchic	Mauville City Casino	1000	Coins
(20000 Poke)			
Mudkip	Mauville City Casino	1000	Coins
(20000 Poke)			
Wailmer	Sootopolis City (given by someone)	-	
Lotad	Given by Lanette (Sapphire)	-	
Seedot	Given by Lanette (Ruby)	-	
Rhydon	Lilycove clear out sale	10000	Poke
Cushions			
Pika Skin	Lilicove City dept store	2000	Poke
Round	Lilicove City dept store	2000	Poke
Zigzag	Lilicove City dept store	2000	Poke
Spin	Lilicove City dept store	2000	Poke
Diamond	Lilicove City dept store	2000	Poke
Pokeball	Lilicove City dept store	2000	Poke
Grass symbol	Lilicove City dept store	2000	Poke

Fire Symbol	Lilicove City dept store	2000 Poke
Water Symbol	Lilicove City dept store	2000 Poke
Plants		
Red Plant	Flower Shop near Petalburg Woods	3000 Poke
Tropical Plant	Flower Shop near Petalburg Woods	3000 Poke
Pretty Flowers	Flower Shop near Petalburg Woods	3000 Poke
Colourful Plant	Flower Shop near Petalburg Woods	5000 Poke
Big Plant	Flower Shop near Petalburg Woods	5000 Poke
Gorgeous Plant	Flower Shop near Petalburg Woods	5000 Poke
Ornaments		
Red Brick	Slateport Market	500 Poke
Blue Brick	Slateport Market	500 Poke
Yellow Brick	Slateport Market	500 Poke
Red Baloon	Slateport Market	500 Poke
Blue Baloon	Slateport Market	500 Poke
Yellow Baloon	Slateport Market	500 Poke
C Low Mat	Slateport Market	500 Poke
D Mat	Slateport Market	500 Poke
E Mat	Slateport Market	500 Poke
F Mat	Slateport Market	500 Poke
G Mat	Slateport Market	500 Poke
A Mat	Slateport Market	500 Poke
B Mat	Slateport Market	500 Poke
C high mat	Slateport Market	500 Poke
Blue Tent	Trick House final prize (Sapphire)	-
Red Tent	Trick House final prize (Ruby)	-
TV	Lilycove clear out sale	3000 Poke
Cute TV	Lilycove clear out sale	4000 Poke
Round TV	Lilycove clear out sale	4000 Poke
Slide	Lilycove clear out sale	8000 Poke
Silver Shield	Battle Tower(beat 50 trainers inrow)	-
Gold Shield	Battle Tower(beat 100 trainers inrow)-	-
Solid Board	Lilycove clear out sale	3000 Poke
Sand Ornament	Lilycove clear out sale	3000 Poke
Glass Ornament	Lilycove Art Museum	-
Stand	Lilycove clear out sale	7000 Poke
Tire	Lilycove clear out sale	800 Poke

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7. Contest

=====

Just like the secret base, contest is another unique feature of Ruby and Sapphire. You can enter the contest in any building that hold them (the red building). First of all, to be able to participate in the contest, you will need to get a Contest Pass which could be found in Verdanturf Town (town between Rustboro and Mauville).

When you talk at the lady in the counter, she'll give you a contest pass which enable you to participate in the Pokemon contest. If this your first time, she will explain the rule.

The format of the contest is as follow:

Round 1

In this round, your Pokemon will be judged by it's appearance. This round is important, as it could give you a head start over other competitor. In other words, don't

bring cool Pokemon such as Bashamo or Rekkuzo in a beauty contest. (Even though in the end my Bashamo managed to win it). In order to improve a Pokemon's quality, you need to feed it with Pokoys

Round 2

In this round, you'll be showcasing the Pokemon move to the audience. Each move will result in the different number of hearts. Move like Overheat could get you 6-7 hearts, where as move like Blaze kick could only get you 4 hearts. the competition will continue until a Pokemon managed to reach the target set by the judges.

Pokemon moves (explained)

In the second round of the contest, Pokemon will display their move to the audiences. You will receive a certain amount of hearts for every move. To see how many hearts a move will produce, check the 4th page of the Pokemon status page.

Red hearts indicate the amount of hearts that Pokemon will get by using that move during the contest. Black hearts indicate that the moves will also have a downside effect to other opponent. Some move like Destiny Bond, have it side-effect to your Pokemon as well. By using Destiny Bond, your Pokemon would not be able to do anymore moves for the rest of the contest.

There are five kind of contest you could choose:

- Coolness
- Intelligence
- Cuteness
- Beauty
- Strength

Porok:

Porok are used to increase your Pokemon contest stats. You can blend Pokoblock once you have the Porok Dispenser from Lilycove City

- Yellow is Strength,
- Green is Intelligence,
- Blue is Beauty,
- Red is Coolness,
- Pink is Cuteness.

Contest House order:

- Verdanturf Town
- Fallarbor Town
- Slateport City
- Lilycove City

Once you have beaten a contest at a particular contest house, you can participate in the next contest house.

Detailed info

Thanks to Azura Stardust of Pokemasters.net for allowing me to post this info on the walkthrough.

Contests!

1. Basics of Contest

1.1 How do I enter a contest for the first time?

You have to go to Verdanturf Town (which is the town west of the Electric Gym city, Mauville City) and talk to the woman behind the counter. Just say yes to whatever she says and she'll explain the rules.

1.2 How do I play?

Go to a CONTEST HOUSE and talk to the woman behind the counter, She will give you a contest Pass. Choose your type of contest and then start contesting! Contest houses are distinctive red houses with flat grey roofs with little indentations in them. The door is blue and has a white pokeball with a red ribbon printed on the door. If you still can't identify it.. geez.

There are only 4 Contest houses in the entire Hounn, namely at Verdanturf Town, Slateport City (city with a big beach just south of it and a market in it as well), Fallarbor Town (the northernmost little blue dot if you see your map in your PokeNavi - this town is near the north end of the Meteor Falls where you save a scientist from Team Aqua/Magma and west to the patches of grass with ash on them where you can find Sandshrew) and Lilycove City (accessible somewhere late-ish in the game, has a big pokemart and the biggest Contest House)

1.2.1 Types of Contest

There are 5 kinds of contest:

Coolness which is associated with the colour Red (note on these colours: they help you throughout the process of preparing your pokemon for a contest, because you can identify moves and poroks associated with a certain 'stat' - i.e. coolness, beauty, strength, etc. - and it makes things a lot easier.)

Intelligence which is associated with Blue

Cuteness which is associated with Pink

Beauty which is associated with Green

Strength which is associated with Yellow

1.2.2 Stages of the Contest

There are 2 stages to the contest, in which you compete with 3 other people to win.

The first part, you show your pokemon to the audience and based on the number of hearts you see popping up from the audience, your pokemon gets a better rating in the end. Feeding your pokemon certain Pokeblocks according to the contest will help. This is explained later in the FAQ.

The second part, you show off your pokemon's moves. Going by how many hearts appear after you show off your move, the scale underneath goes up. The blue-highlighted little panel displays your pokemon's information and status in the competition, etc.

You can show your pokemon's moves off 5 times, and after that, they will tally the results and you will come to a screen where they will list each pokemon. First, they will show the results of the 1st stage on a bar. Then, they will add on the results of the 2nd stage and the pokemon who has shown off the best wins the contest. If you win, your pokemon will be shown and confetti will fall. You will then go up to one of the judges and receive a ribbon for your pokemon. I'm not entirely sure what this does, but there's a section of the FAQ for ribbons...

1.3 I can't enter my pokemon into any contest! Why?

See if you didn't do as what 1.1 up there says. If you already have, you should be able to enter any of your pokemon into the contest at Verdanturf Town. When you talk to the woman behind the counter and she talks a bit and then the pokemon you are carrying are brought up on a new screen with words next to them, you can instantly know which ones can be entered and which ones can't - Can be entered is Cannot be entered is . Verdanturf Town is a type of

beginner's contest house, where any pokemon can go in. HOWEVER, for later contest houses, If You Want To Enter A Pokemon Into The Contest There, That Pokemon Needs To Have Won A Contest At The Verdanturf Town Contest House And Preceding Contest Houses. What do I mean by preceding contest houses? Take a look at the "contest house" section of the FAQ.

2. CONTEST HOUSES

2.1 Where are they?

Contest houses are distinctive red houses with flat grey roofs with little indentations in them. The door is blue and has a white pokeball with a red ribbon printed on the door. If you still can't identify it.. geez.

There are only 4 Contest houses in the entire Hoenn, namely at VEr santurf Town, Slateport City (city with a big beach just south of it and a market in it as well), Fallrabor Town (the northernmost little blue dot if you see your map in your PokeNavi - this town is near the north end of the Sandy Cave Where You Save A Scientist From Team Magma/Aqua and west to the patches of grass with ash on them where you can find Sandshrew) and Mossdeep City [f~fif, fVfefB] (accessible somewhere late-ish in the game, has a big pokemart and the biggest Contest House)

2.2 What's in them?

2.2.1 Pokeblock Making Machines

Pokeblock making machines are the little grey square table-ish looking things with red dots on them. There are two in each Contest House. The blank one is for playing/mixing with a friend (needs link cable) and the other one is for playing/mixing with the person(s) at the table. You can only play if you have talked to a little girl in the Slateport City contest house and received a Berry Mixer from her.

When you go to the machine and say Yes to all the things, the screen will change to the list of Berries you have. Choose a berry and put it in. The other person(s) will then put in their berries, and then you will see 3 2 1 Start. The dial in the middle will start spinning, and every time it goes near the dial where your name (in red) is, press A. If a red circle pops up, that means you have hit near your name. If a blue X pops up, you've hit too far from your name. If you see a red and yellow bullseye popup, you hit right on target. When you get red circles the machine goes faster and your porok is mixed faster. (The numbers at the bottom is the r.p.m. of the machine.) Bullseyes means it goes EVEN faster! However when you get X'es, the machine slows down. When the machine has finished (there is a red bar on top that will tell you how much the machine has finished mixing berries) they will show statistics of how many circles, bullseyes and X'es each person got. After that they will show each person's name and what berry they put in, and then you will receive your porok! There is a little yellow plaque on the wall of every contest house which shows the fastest speed ever in each contest house.

2.2.2 Picture

On the walls of the contest houses, they will show the latest winners of contests. Your pokemon's picture will be displayed if it's the latest one who won. THIS IS NOT THE SAME AS THE PICTURE IN THE MUSEUM WHICH IS EXPLAINED LATER.

2.3 So what's those Preceding Contest Houses you were talking about?

Think of it like this, each contest house is a level of difficulty. Verdanturf Town is "beginner", Fallrabor Town is "intermediate", Slateport City is "hard" and Lilycove City is "expert".

To get into each level you need to have completed the previous ones. What I mean is that (eg) if you want your Mewtwo to enter a Cuteness (ha ha.) contest in Slateport City City, that Mewtwo must have won Cuteness contests in Verdanturf town AND Fallrabor town. Otherwise they won't let you in! And

seriously, Lilycove City is the hardest to win at because there are so many more members of the audience than before and your rivals have all fed *their* pokemon quite a good number of Pokeblocks... so watch out!

3. Pokeblocks

3.1 What are pokeblocks?

Pokeblocks are made from refining a berry. You can pick berries from all sorts of trees throughout the game. Like in GSC, you can only pick a tree once a day and then it disappears until the next day. Refining different berries give different poroks. You can see your poroks by selecting your Porok Dispenser (in the Important Items folder where things like your Bicycle go)

3.1.1 What kind of pokeblocks are there?

There are all kinds of pokeblocks, this has not been really studied into (not that I know of). Different ones can give different effects.

3.1.1.2 Levels

There are levels of pokeblocks which show how much they will increase your pokemon's "stat" by. There is also another number which is shown along with the little colour cubes on the bottom left corner when you select a pokeblocks. I'm not sure what this does, I think it shows how much it fills your pokemon up. Levels can go from level 11 to level 64!! (I got one once.)

3.1.2 How do I know what it will increase?

When you select the Pokeblocks it will show on the bottom left corner what it will increase. Whatever colour is shown, it will increase. Check what colour each stat is up there. Top of the FAQ. Also, when you feed the pokemon the pokeblock, it shows the contest stats of that pokemon and then an "UP" at the respective contest stat(s) it raised.

3.2 How do I get Pokeblocks?

You need to go to the Berry Blender (see 2.2.1) and choose a berry and put it in. Play the mini-game and when it's done you have your pokeblock. It is in your Pokeblock Dispenser in your Important Items Folder.

3.3 I can't feed my Pokemon any more pokeblocks... why?

See your pokemon's Contest Stats by going to your PokeNavi, then the Second Option, then the First option. If you have fed it no pokeblocks at all, (or only like one or two) there is only one little twinkling star above it's head. As the number of poroks you feed it increases, the number of stars increases and it grows closer to it's Pokeblocks Saturation Limit. This means that you cannot feed it any more pokeblocks. You know when you can't feed it anymore when it is surrounded by twinkling stars when you see your pokemon's Contest Stats.

3.4 Pokemon likes pokeblocks?

This I am not entirely sure of. I know somewhere in the game there is a person who will say whether your pokemon liked the last pokeblock you gave it. I don't know if this has any effect to your pokemon's performance.

4. DETAILS ON MOVES and POKEMON FOR CONTESTS

4.1 What are some good moves to teach my pokemon?

To answer this, you need to look at the effect of a move (contestwise) which you can do by going to the 4th page of your pokemon's status screen and pressing A on an attack. I'll explain more about what you see on that screen now.

4.1.1 Red or, as sometimes seen, White Hearts

This is the base number of hearts you will get for performing that attack. Others may be added or minused due to different circumstances. In Japanese it is ???? which, in romaji, is Apiiru or in other words Appear(ance). You can't tell from the name which attack will be good! Selfdestruct gives you the maximum of EIGHT HEARTS while something like Rain Dance will give you only two (can't remember exactly). However Explosion/Selfdestruct/Destiny Bond makes you miss the rest of your turns... so it's quite logical to use it last! I have

heard though, if you always use moves that give lots of hearts, you're considered showing off too much and you lose hearts for that. Not sure about this, any clarification would be appreciated.

4.1.2 Black Hearts

This is called "Obstruction." What it means is that it kinda makes the other people lose hearts or points, or gives them something BAD (or in other word, startle them). A lot of the time, they can reduce the number of hearts of the other pokemon, or they could make another pokemon miss a turn, or something like that. The more black hearts, the more evil it can do to the others! But it also means that any side effect it has will be worse... for example, the crowd may not like it much, or it doesn't give many red hearts, or it could make you miss a turn or two!

4.1.3 Move "types"

If you look at each move, it has a contest "type", i.e. Beauty, Strength, Coolness, etc... If you want to see it at a go, see what the colour of the move is (like Beauty is blue) and you will know what type of move it is. Now the importance of this is that you need to know which move is what stat because it is vital in entering a certain contest. For example, my Nendooru has 3 Intelligence attacks but one Beauty attack! Whenever I enter it into a Intelligence contest and use the Beauty attack, the crowd's Excitement (see later) drops by quite a bit and sometimes the number of hearts I earn drops too! This, however, can be part of a strategy in controlling the audience. There are some attributes which "opposed" each other. (e.g. Smartness and Beauty).

4.1.4 When I'm choosing the moves to use for my pokemon next I almost always see a greyed-out one and sometimes a bright red one! What are these?

The greyed out one is the move you used last. Don't use the same move consecutively because you get hearts minused off for that! A red-highlighted move means that you get twice as many hearts as you usually would for that move. Thanks to GrnMarvell3 for this info. I don't know how to get a move to be like that yet... maybe it's a random thing.

4.1.5 What do you recommend?

I say you raise special pokemon for contests (not your normal battling pokemon), eg one pokemon for Strength contests, etc etc. Hunt through all the TMs it has and all the moves it can learn (don't worry, someday soon somebody smart will suddenly start a super list on the contest effects of moves! I hear Don't Run With Scissors is compiling one!) or has LEARN'T (the move maniac in Faallarbor town will help you do this - he in the house left of the contest house. However you need an item that is found on the shores of Lilycove City to do this.) and see which attacks do what.

My Coolness Baltoy, which won at all the contest houses and quite well, had a basic starter move that did 3 hearts, and a move with 2 red hearts and 2 black hearts, Selfdestruct (always pulls me through in the last part of the 2nd stage) - and a Beauty move! This helped in my testing out the reactions of the crowd... so I say, you should get some good strong moves and at least one obstruction move.... but don't listen to me ^_^;;

4.2 So what's Crowd Excitement? How does the audience react?

Well, I'm not entirely sure on this. I have yet to find out more! However what I'm certain about is that if you use a move that is not the same as the contest type (like a strength move in a cuteness contest) the background goes black, funny "oops" music plays and the crowd excitement drops.

I believe that Crowd Excitement adds on to the number of hearts you have. The higher the better - and if you successfully bring the Crowd Excitement to a maximum of five blips, you get a LOT more hearts! It helps very very much. So if when it comes to your turn, and the crowd's excitement is going to burst when it comes to then next pokemon, (i.e. at your turn it's at 3 blips) therefore giving the other guy more hearts, you can sabotage your opponent by doing a "bad" or rather, inappropriate move! Less hearts for you, but also less hearts for the other guy...!

But as I said I'm not entirely clear on this Crowd Excitement thing. Sometimes it seems to reset out of the blue! Always when a crowd reaches its maximum

excitement it resets the next round.

If you managed to reach the maximum, you'll get a significant boost. (probably double).

4.3 So I want this variety of moves. But all my pokemon can learn are these attacks that do crap in contests! Help!

Well, it depends on the pokemon. Why not take a look at what it learns?

Hopefully someday soon someone will come up with a list of what attack does how many number of hearts, etc, so you could refer to that... but for now, I can't help yet You can look through moves the pokemon has learnt before by going to the Move Relearner in Fallarbor Town after you give him "Heart Scale".

And if you look at 4.5.3, you can see that some moves have more potential than you think!

4.4 How do I know how my pokemon fares in the First Stage of the contest where I show off my pokemon?

You can usually gauge from the number of hearts that pops up from the crowd. You can know accurately when the results come out at the end of the contest.

4.5 In the second stage of the contest what are those little status things I get like stars and circles and X'es?

Depends on what it is...

4.5.1 Stars

I believe this adds to the number of yellow stars you get when you see the results at the end of the contests. You normally get Yellow Stars by showing your Pokemon, if I'm not wrong.

4.5.2 Numbers

This I REALLY Don't know... I'm terribly sorry... I haven't been able to decipher anything so far.

4.5.3 Exclamation marks

One Exclamation mark means that this move can make another move (which you may or may not have) do twice as many hearts. The move that can do twice as many hearts is highlighted in red (if you have it on that pokemon.) According to Dave, it lowers the amount of hearts an opponent can remove from you.

Two exclamation marks means you receive twice as many hearts as you normally would. You need to have selected a red-highlighted move to get this.

What do I mean when certain moves can make others stronger? Let me give you an example of NamaSyoMi my Barboach. It has Water Gun (4 hearts), Mud Sport (4 hearts) , Mud Slap (2 hearts, 1 obstruction) and Snore (4 hearts). Doesn't look like a lot? Think again.

Now when it uses Mud Slap, the Judge says "!" and an icon flashes. The next time it comes to my round, I see that Mud Sport is highlighted red. I use Mud Sport, and the Judge says "!!". I get 8 hearts instead of the normal 4! And another example is in this set as well - I use Mud Play, and Water Gun AND Mud Slap are highlighted. So I can choose - and since there's a pokemon in front of me with a lot of hearts and I want to sabotage it, I decide to use mud slap. It makes the previous guys lose hearts (sometimes they lose a lot. DUunno why) and at the same time, I get 4 hearts instead of the normal 2. And believe me, it all adds up - especially if you're lucky enough to hit the crowd at Maximum Excitement when using a MudPlay-WaterGun combination! I did this once and got fourteen hearts! (In the end Namazun won all the contests like they were pushovers.)

4.5.4.1 So what moves are like this!!!

This section is hopefully going to be filled up You can try those I listed, as well as Rest/Snore, or Water Play/something, or Rain Dance/Water attack, or Electrification/electric attack... or Mind Reader/High Jump Kick (my Chaaremu won very easily with that set) Help is greatly appreciated, PM me or email me if you have help.

4.5.4 Circles

IThis makes prevents you from losing any hearts until someone uses a move to make you lose hearts. So you get a Circle, and for 3 turns nobody uses a move

that makes you lose hearts... then somebody does a move that does, and it doesn't remove any hearts, but removes the circle. After that you are susceptible to losing hearts.

4.5.5 The judge said this whirly greyish thingie...

If you see that, that means you repeated a move... and he takes hearts away for that! Too bad for you! The crowd also doesn't get excited over this, mind you.

4.5.6 X doesn't mark the spot... X does...

X means you lose a turn! If you get it, it means its because of a sideeffect of a move YOU did.. Like for Explosion/Destiny Bond/Self Destruct, for all the turns after that you receive an X.

4.5.7 Wavy lines

Means that you ALSO lose a turn. This time it's because of a sideeffect that someone else did!

4.5.8 An ear?!

Yep, an ear.. this means you've been affected by the Obstruction (black hearts, see 4.1.2) part of some other pokemon's attack. And this means you lose hearts!

5. ATTACHMENTS AND RIBBONS

5.1 What are ribbons?

Ribbons... are ribbons! They are attached to the pokemon that wins a certain contest for the first time or a pokemon that is in the team that beat the Elite Four, but not in the normal way - you can't take it off! It isn't attached in the way Berries etc are, it's got a special slot on the pokemon... See the 2nd page of your pokemon's status page, and the topmost, right most little thing under a yellow thing that says ??? ?ribbon) - it will say how many ribbons your pokemon has. You can also see which pokemon in your box or with you has how many ribbons from what contest by going to your PokeNavi, then the option that says ?????? (if I'm not wrong its the fourth option, or the second one which has a red square).

5.1.2 What do they do?

As far as I know, all they do is let you compete in certain contest houses. It shows that you have won a contest at a certain house. See 2.3 for details. They might have another effect, though... why would they just make Ribbons for that purpose only?

5.1.3 How do I get them?

Win at a contest the first time and your pokemon will have them! Check your pokemon's status page (2nd page). You only get one per contest house and a 5th one from the painter (see later where I mention how to get the trainer star)

5.2 Can I help my pokemon do better with attachments?

Now this is an issue nobody has really studied on so far, but I'll give my small findings...

So far, nothing helps. Except... BANDANNAS.

5.2.1 OMFZ! Where do you get this leet thing!

We-ell... I can tell you for sure that you get them at this brown house that's on the left of the PokeMart. You have to talk to the gentleman on the sofa in the house.

5.2.2 That bad man won't give me anything! ;.;

I really don't know what you need so that you can get bandannas from him, but I've got the feeling that you need to have won at least one contest of a certain type to get a corresponding bandanna... I'm not entirely sure, I'm so sorry, but it might have something to do with poroks, then again, it might not. I think you must have won at least one or two contests of a certain type to get the respective bandana...

5.2.3 Huh? Corresponding Bandanna? Hey, you didn't even say what these things do!

Well, there are 5 kinds of bandannas if I'm not wrong - Pink, blue, green, yellow and red. Do these colours sound familiar? Of course they do! See 1.2.1! So from what I translated (I tried many translators and babelfish did the job for once) where it says what a bandanna does, it is...

"Being able to give, when it does in the contest, than the usual it is more seen"

in other words,

"Attaching this makes the pokemon do better in the contest".

So a bandanna makes your pokemon perform better! Cool huh?

6. TRAINER STAR

6.1. I heard something about the Trainer Star and the contest - what the hell is all of this?

Firstly, you might want to know what is the Trainer Star. In your trainer profile (where you see the badges and whatnot), just above the money, when you do certain things you get a star.

6.1.2 What certain things?

Well, this is a bit offtopic, but you need to

1. Defeat the elite four
2. Defeat 69 Trainer
3. Beat the Battle Tower
4. Catch more than 150 pokemon (200?)
5. Win all 5 kinds of contest at all contest houses and get your pokemon's picture painted in the Lilycove City Art Museum

6.1.3 So how do I get their picture painted?

You need to get the pokemon to win at the Lilycove City contest house - and win well! If you look closely when the results of the contest are released, you can see that there is a line of hearts and stars. If you get 5-6 or more hearts and a good number of stars as well (not sure about the exact amount), and you win, then, when you are going to walk out of the contest house, there is an artist who can paint the picture of your pokemon for you. He also gives you a ribbon. The picture of your pokemon is on the 2nd floor of the Museum which is next to the big pokemart.

6.1.4 Whats the point in this?

Well nobody knows yet but some say if you get 5 stars then you can get something special. Everyone is trying to look for the 70th trainer so that they can get 5 stars and see what this is. (c'mon, think of the possibilities!) .

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8. FAQ

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In this section, I shall put up some of the most frequently asked question. You can e-mail me at rams1801@hotmail.com if you have questions regarding the game. Please make sure that the answer to your question could not be found in the walkthrough before you asked them, and DO NOT ask me for the roms.

E-mailing guide:

- Don't ask for Roms
- Clear topic title, please indicate that in the topic title that your e-mail is about the FAQ.
- Don't ask question that the answer could be found in this FAQ

1. I cannot enter the 8th gym?

You need to beat team Magma/Aqua in their hideout first. To get there, you need to find a cave with submarine.

2. How do I get the fishing rods.

You need to talk to fisherman in Dewford Town.

3. When I step into the first gym, the gym leader keep refusing to battle me?

The gym (Petalburg City) is actually the 5th gym. You can only challenge the leader

after you have gotten hold of 4 badges. The real first gym is Rustboro City gym.

4. How do I get inside the Safari Zone?

To get inside the Safari Zone, you need to have an item. The item could be gotten from a girl in Slateport City.

5. Where is the Pokemon League?

The Pokemon League could be found in the eastern most part of the map. First you need to get through a cave similar to victory road in R/B/Y

6. How many HM are there, is there a new one?

In total, there are 8 HM in this game. Each time you beat a gym, you'll be able to use a HM outside a battle. There is one new HM, Dive which will allow you to dive underwater, and now Rock Smash is a HM. However, HM 06, Whirlpool is missing from the game.

7. How do I get a secret base

First of all, you need to have TM 43. Teach it to one of your Pokemon, and use it on any hole on the rock (The squarish thing).

8. Where are the rods, and how do I fish?

Here are the location of the rod, to get them, you need to talk to a fisherman

Old Rod: Dewford Town

Good Rod: Route 119

Super Rod: Lilycove City

When you fish, you will see this line.

"....."

After this, it will inform you if you managed to catch a Pokemon. Press A as soon as possible. It may take a few tries before you managed to enter the battle screen.

If you managed to do the above correctly, you will be taken to the battle screen.

9. How do I get a bicycle? What are the differences between a slow bike and a fast bike.

To get a bicycle, go to Slateport City bike shop. After some time you could go back to the shop and exchange your slow bike for a fast bike.

Slow Bike will allow you to hop around by holding the B button, whereas fast bike could be used to get passed cracks (i.e. Rayquaza tower), and to climb those slippery strip of rock.

10. I can't see anything, there is a mist covering me?

More likely than not, you are using an emulator, so upgrade it to the latest version.

11. Where do I get the Coin Case?

The house beside Mauville city Pokemon Mart. You need to trade it with a harbour mail.

12. I can't get Shedinja.

Make sure that you are only carrying 5 or less Pokemon in your party. Nincada will still evolve into Ninjask, but in addition to that you will get a Shedinja with Miracle Power.

13. How do I get Bagon?

Bagon is only catchable in a certain area of Golden Cave. go to a cave where there is a strip of land north of the place and the rest of the place is all water. Bagon should be there.

14. How do I get to Kanto or Johto?

You Can't.

15. Which Pokemon are not able to breed?

Kyogre, Groudon, Latias, Latios, Jirachi, Deoxys, Rayquaza, all the babies Pokemon.

16. Where and what is the trick house:

Trick house is located at route 110. For further explanation ,refer to the specific section of this FAQ.

17. Where could I get Deoxys and Jirachi

See the section "Jirachi and Deoxys"

18. What's Mirage Island, and why is it there?

Mirage Island is an island full of wild Waynauts. Apart from Waynauts and a rare berry, it appears that there aren't any other uses to it. It appears randomly. (Check Mirage Island section for more details)

19. How do I cover up holes on my secret base?

In order to do that, you'll need to purchase Planks from Lilycove City rooftop sale which is only available after you've watched its advertisement on the TV. (Check TV sub-section for more details)

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9. Pokedex

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Once you have beaten your rival for the first time, you can go back to Professor Birch and he will give you a Pokedex. Just like in the previous game the Pokedex store the information of Pokemon that you have caught and seen so far. A detailed information about a Pokemon will be available once you've captured that Pokemon. There is now way to convert your Pokedex format to those of R/B/Y or G/S/C.

Choosing the start menu will allow you to quickly go back on top of the Pokedex (choose the second option), and down to the end of the Pokedex (choose the third option).

Select menu

Basically the Select button will enable you to configure how the Pokedex is displayed.

Name

Shows Pokemon based on alphabetical. There are three alphabets in each option, except the last two - "Y and Z

Color

Shows Pokemon of a particular Color

Type

Shows Pokemon according to type

Order

Numerical Mode - Sort Pokemonn based on their numbers

A-Z Mode - List Pokemon in Alphabetical order

Heaviest Mode - List Pokemon from heavy to light

Lightest Mode - List Pokemon from light to heavy

Tallestmode - List Pokemon from tallestto smallest

Smallest Mode - List Pokemon smallest to tallest

Type

Hoenn Dex - Shows the Pokedex of 202 Pokemon obtainable in Houenn

National Dex - Shows all the 386 Pokemon. (ways of unlocking it legitly is still unknown)

Choosing a Pokedex entry on a Pokemon will show you it's picture, and details such as length and weight of the Pokemon, as well as a description of it if you have captured that Pokemon.

From this screen, you will have 4 option

Area

Shows where that particular Pokemon could be found in the wild. The area in which that Pokemon is available will glow. This is a prectical feature, as you could know wether a Pokemon could be found in the wild, and where to find them.

Cry

Choosing this option will let you hear the sound that the Pokemon made.

Comparison

Choosing this option will show you graphically how big/small is that Pokemon compared to the trainer.

Cancel

Self-Explanatory. This will take you back to previous menu.

9a. National Dex

You might have noticed that the Pokedex in Pokemon Ruby/Sapphire only could record 202 Pokemon. In addition to this Hoenn dex, there is a National Dex as well which could contain all the entries of 386 Pokemon. However though, a way to unlock this new Pokedex mode in Ruby/Sapphire is still unknown. However, here is a gameshark codes:

15E831F4 2F7ED308
DA560CBD BFA58820
6319638A 36FA43D5

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10. New Pokemon
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In total, there are 135 new Pokemon in Ruby/Sapphire. Some of them bears a close resemblance to its older counterpart. Below are the names of all the new 135 Pokemon. On the right, is their English name.

Kimori - Treecko

Juputol - Grovyle
Jucairn - Sceptile
Achamo - Torchic
Wakashamo - Combusken
Bashamo - Blaziken
Mizugurou - Mudskip
Numakuroo - Marshtomp
Raguraaaji - Swampert
Pochiena - Poochyena
Guraena - Mightyena
Jiguzaguma - Zigzagoon
Massuguma - Linoon
kemusso - Wurmples
Karasarisu - Silcoon
Agehunton - Beautifly
Mayurudo - Cuscoon
Dokukeiru - Dustox
Haasebo - Lotad
Hasubero - Lombre
Runpapa - Ludicolo
Tanebo - Seedot
Konohana - Nuzleaf
Daatengu - Barkon
Tsuchinin - Nincada
Tekkanin - Ninjask
Nukenin - Shedinja
Subame - Taillow
Oosubame - Swellow
Kinococo - Shroomish
Kinogassa - Brelom
Patchiiru - Spinda
Kyamome - Wingull
Peripaa - Pelliper
Ametama - Surskit
Amemoosu - Masqurain
Hoeruko - Wailmer
Hoeruo - Wailord
Eneko - Skitty
Enekororo - Delicatt
Kakureon - Kecleon
Yajiron - Baltoy
Nendooru - Claydoll
Nozupasu - Nosepass
Kootasu - Torkoal
Yamirami - Sableye
Dojotchi - Barboach
Namazun - Whicash
Rabukasu - Luvdisc
Heigani - Corphish
Shizarigar - Crawdaunt
Hinbasu - Feebass
Mirokarosu - Milotic
Kibania - Charvanha
Samehadda - Sharpedo
Knuckler - Trapinch
Biburaaba - Vibrava
Furaigon - Flygon
Makunosita - Makuhita
Hariteyama - Hariyama
Rakurai - Electrike
Raiboruto - Manetriche

Donmeru - Numel
Bakuda - Camerupt
Tamazarashi - Speal
Todogura - Sealo
Todozeruga - Wailren
Saboena - Cacnea
Nokutasu - Cacturne
Yukiwarashi - Snorunt
Onigoori - Glalie
Runatoon - Lunatone
Solarrock - Solrock
Ruriri - Azzurill
Banebuu - Spoink
Buupiggu - Grumpig
Purasuru - Plusle
Mainan - Minun
Kuchiito - Mawile
Asanan - Meaditite
Chaaremu - Medicharm
Chirutto - Swablu
Chirutarisu - Altaria
Soonano - Wynaut
Yomawaru - Duskkull
Samayooru - Dusclops
Roseria - Roselia
Namakero - Slakoth
Yarukimono - Vigoroth
Kek-king - Slaking
Gokurin - Gulpin
Marunoomu - Swalot
Torupiusu - Tropius
Gonyonyo - Whismur
Dogoomu - Loudred
Bakuong - Exploud
Paaruru - Clampearl
Hanteeru - Huntail
Sakurabisu - Gorebyss
Abusoru - Absol
Kagebouzu - Shuppet
Jupetta - Banette
Habunake - Seviper
Zanguusu - Zangoose
Jirachi - Relicanth
Kokodora - Aron
Kodora - Lairon
Bosugodora - Aggron
Powarun - Castform
Barubito - Volbeat
Iruumize - Illumize
Ririira - Lileep
Yureidoru - Cradily
Anopusu - Anorith
Aamurudo - Armaldo
Rarutosu - Ralts
Kiruria - Kirlia
Saanaito - Gardevoir
Tatsubei - Bagon
Komoruu - Shelgon
Boomanda - Salamence
Danbaru - Beldum
Metangu - Metang

Metagurosu - Metalgross
Reji-rock - Regi-Rock
Reji-ice - Regi-Ice
Reji-steel - Regi-Steel
Kaiorga - Kyogre
Groudou - Groudou
Rekkuuza - Rayquaza
Latias - Latias
Latos - Latios
Jiraachi - Jirachi
Deokishisu - Deoxys

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11. TM list

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Here are the TM that could be found in the game.

TM 01 - Focus Punch

Type: Fighting

PP: 20

Base Damage: 150

Accuracy: 100%

Location: Route 115

TM 02 - Dragon Claw

Type: Dragon

PP: 15

Base Damage: 80

Accuracy: 100%

Location: Meteor Falls

TM 03 - Water Pulse

Type: Water

PP: 20

Base Damage: 60

Accuracy: 100%

Location: Given to you by 8th gym leader

TM 04 - Calm Mind

Type: Psychic

PP: 20

Base Damage: -

Accuracy: -

Location: Given to you by 7th gym leaders

TM 05 - Roar

Type: Normal

PP: 20

Base Damage: -

Accuracy: -

Location: Route 116

TM 06 - Toxic

Type: Poison

PP: 10

Base Damage: -

Accuracy: 85%

Location: Fiery Path

TM 07 - Hail

Type: Ice

PP: 10
Base Damage: -
Accuracy: -
Location: Shoal Cave

TM 08 - Bulk Up
Type: Fighting
PP: 20
Base Damage: -
Accuracy: -
Location: Given to you by 2nd gym leader

TM 09 - Bullet Seed
Type: Grass
PP: 30
Base Damage: 10
Accuracy: 100%
Location: Outside Flower Shop (Route 104)

TM 10 - Hidden Power
Type: Normal
PP: 15
Base Damage: 70
Accuracy: 100%
Location: Rustboro City flea market

TM 11 - Sunny Day
Type: Fire
PP: 5
Base Damage: -
Accuracy: -
Location: Route 120

TM 12 - Taunt
Type: Dark
PP: 20
Base Damage: -
Accuracy: 100%
Location: Route 110

TM 13 - Ice Beam
Type: Ice
PP: 10
Base Damage: 95
Accuracy: 100%
Location: Casino Prize (4000 Coins)

TM 14 - Blizzard
Type: Ice
PP: 5
Base Damage: 120
Accuracy: 75%
Location: Lilycove City Dept Store, 4th Floor (5500 Poke)

TM 15 - Hyper Beam
Type: Normal
PP: 5
Base Damage: 150
Accuracy: 95%
Location: Lilycove City Dept store, 4th Floor (7500 Poke)

TM 16 - Light Screen
Type: Psychic
PP: 20
Base Damage: -
Accuracy: -
Location: Minamo Dept Store 4th floor (3000 Poke)

TM 17 - Protect
Type: Normal
PP: 10
Base Damage: -
Accuracy: -
Location: Lilycove Dept Store 4th floor (3000 Poke)

TM 18 - Rain Dance
Type: Water
PP: 5
Base Damage: -
Accuracy: -
Location: Wrecked Ship

TM 19 - Giga Drain
Type: Grass
PP: 5
Base Damage: 60
Accuracy: -
Location: Route 122

TM 20 - Safeguard
Type: Normal
PP: 25
Base Damage: -
Accuracy: -
Location: Lilycove Dept Store 4th Floor (3000 Poke)

TM 21 - Frustration
Type: Normal
PP: 20
Base Damage: 1-120
Accuracy: 100%
Location: Pacifidlog Town

TM 22 - Solar Beam
Type: Grass
PP: 10
Base Damage: 120
Accuracy: 100%
Location: Safari Zone

TM 23 - Iron Tail
Type: Steel
PP: 10
Base Damage: 100
Accuracy: 75%
Location: Meteor Falls

TM 24- ThunderBolt
Type: Electric
PP: 15
Base Damage: 95
Accuracy: 100%

Location: Casino Prize (4000 Coins)

TM 25 - Thunder

Type: Electric

PP: 10

Base Damage: 120

Accuracy: 70%

Location: Lilycove City Dept Store, 4th floor (5500 Poke)

TM 26 - Earthquake

Type: Ground

PP: 10

Base Damage: 100

Accuracy: 100%

Location: Groudon/Kyogre Lair (Route 128)

TM 27 - Return

Type: Normal

PP: 20

Base Damage: 1-120

Accuracy: 100%

Location: Lilycove Town

TM 28 - Dig

Type: Ground

PP: 10

Base Damage: 60

Accuracy: 100%

Location: Fallarbor town. Talk to the small boy to get it

TM 29 - Psychic

Type: Psychic

PP: 10

Base Damage: 90

Accuracy: 100%

Location: Casino Prize (3500 Coins)

TM 30 - Shadow Ball

Type: Ghost

PP: 15

Base Damage: 80

Accuracy: 100%

Location: Pokemon Tower

TM 31 - Brick Break

Type: Fighting

PP: 15

Base Damage: 75

Accuracy: 100%

Location: Sootopolis City

TM 32 - Double Team

Type: Normal

PP: 15

Base Damage: -

Accuracy: -

Location: Casino prize (1500 Coins)

TM 33 - Reflect

Type: Psychic

PP: 20

Base Damage: -
Accuracy: -
Location: Lilycove City Dept store, 4th floor (3000 Poke)

TM 34 - Shock Wave
Type: Electric
PP: 20
Base Damage: 60
Accuracy: 100%
Location: Given to you by 3rd gym leader

TM 35 - Flamethrower
Type: Fire
PP: 15
Base Damage: 95
Accuracy: 100%
Location: Casino Prize (4000 Coins)

TM 36 - Sludge Bomb
Type: Poison
PP: 10
Base Damage: 90
Accuracy: 100%
Location: Dewford Town

TM 37 - Sandstorm
Type: Rock
PP: 10
Base Damage: 120
Accuracy: -
Location: Desert

TM 38 - Fire Blast
Type: Fire
PP: 5
Base Damage: 120
Accuracy: 85%
Location: Lilycove City Dept store, 4th floor (5500 Poke)

TM 39 - Rock Tomb
Type: Rock
PP: 10
Base Damage: 50
Accuracy: 85%
Location: Give to you by 1st gym leader

TM 40 - Aerial Ace
Type: Flying
PP: 20
Base Damage: 60
Accuracy: -
Location: Given to you by 6th gym leader

TM 41 - Torment
Type: Dark
PP: 15
Base Damage: -
Accuracy: 100%
Location: Slateport City

TM 42 - Facade

Type: Normal
PP: 20
Base Damage: 70
Accuracy: 100%
Location: Given to you by 5th gym leader

TM 43 - Secret power (used to create your secret base)
Type: Normal
PP: 20
Base Damage: 70
Accuracy: 100%
Location: Route 111, Slateport City Flea Market

TM 44 - Rest
Type: Psychic
PP: 10
Base Damage: -
Accuracy: -
Location: Lilycove City

TM 45 - Attract
Type: Normal
PP: 15
Base Damage: -
Accuracy: -
Location: Verdanturf Town

TM 46 - Thief
Type: Dark
PP: 10
Base Damage: 40
Accuracy: 100%
Location: Given to you by Team Magma/Aqua member in ocean museum

TM 47 - Steel Wing
Type: Steel
PP: 25
Base Damage: 70
Accuracy: 90%
Location: Given to you by the Champion after you delivered the memo

TM 48 - Skill Swap
Type: Psychic
PP: 10
Base Damage: -
Accuracy: 100%
Location: Mt Pyre

TM 49 - Snatch
Type: Dark
PP: 10
Base Damage: -
Accuracy: 100%
Location: Boat

TM 50 - Overheat
Type: Fire
PP: 5
Base Damage: 140
Accuracy: 90%
Location: Given to you by the 4th gym leader

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12. Pokemon Info

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Here are some brief info about the Pokemon in Ru/Sa. Listed according to Pokedex Number

#1 Treecko

JP name: Kimori

Type: Grass

Height: 0.5 m

Weight: 5.0 kg

Characteristic: Overgrow

Found in: Littleroot Town. Given to you after you rescue Professor Birch.

Available in: Ru/Sa

#2 Grovyle

JP name: Jupotol

Type: Grass

Height: 0.9 m

Weight: 21.6 kg

Characteristic: Overgrow

Found In: Evolve from Treecko at level 16

Available in: Ru/Sa

#3 Sceptile

JP name: Jucain

Type: Grass

Height: 1.7 m

Weight: 52.2 kg

Characteristic: Overgrow

Found in: Evolve from Grovyle at level 36

Available in: Ru/Sa

#4 Torchic

JP name: Achamo

Type: Fire

Height: 0.4 m

Weight: 2.5 kg

Characteristic: Blaze

Found in: Littleroot Town. Given to you after you rescue Professor Birch.

Available in: Ru/Sa

#5 Combusken

JP name: Wakashamo

Type: Fire/Fighting

Height: 0.9 m

Weight: 19.5 kg

Characteristic: Blaze

Found In: Evolve from Torchic at level 16

Available in: Ru/Sa

#6 Blaziken

JP name: Bashamo

Type: Fire/Fighting

Height: 1.9 m

Weight: 52.0 kg

Characteristic: Blaze

Found in: Evolve from Combusken at level 36

Available in: Ru/Sa

#7 Mudkip

JP name: Mizugurou

Type: Water

Height: 0.4 m

Weight: 7.6 kg

Characteristic: Torrent

Found in: Littleroot Town. Given to you after you rescue Professor Birch.

Available in: Ru/Sa

#8 Marshstomp

JP name: Numakuroo

Type: Water/Ground

Height: 0.7 m

Weight: 28 kg

Characteristic: Torrent

Found In: Evolve from Mudkip at level 16

Available in: Ru/Sa

#9 Swampert

JP name: Raguuraji

Type: Water/Ground

Height: 1.5 m

Weight: 81.9 kg

Characteristic: Torrent

Found In: Evolve from Marshstomp at level 36

Available in: Ru/Sa

#10 Poochyena

JP name: Pochiena

Type: Dark/Normal

Height: 0.5 m

Weight: 13.5 kg

Characteristic: Run Away

Found in: Route 101, 102

Available in: Ru/Sa

#11 Mightyena

JP name: Guraina

Type: Dark/Normal

Height: 1.0 m

Weight: 37.0 kg

Characteristic: Intimidate

Found in: Evolve from Poochyena at level 18

Available in: Ru/Sa

#12 Zigzagoon

JP name: Jiguzaguma

Type: Normal

Height: 0.4 m

Weight: 17.5 kg

Characteristic: Pickup

Found in: almost everywhere except on North-Western route

Available in: Ru/Sa

#13 Linoone

JP name: Massuguma

Height: 0.5 m

Weight: 32.5 kg

Characteristic: Pickup

Found in: Evolve from Zigzagoon, route 118-123

Available in: Ru/Sa

#14 Wurmple

JP name: Kemusso

Type: Bug

Height: 0.3 m

Weight: 3.6 kg

Characteristic: Shield Dust

Found in: Petalburg Forest, Route 101-103

Available in: Ru/Sa

#15 Silcoon

Jp name: Karasarisu

Type: Bug

Height: 0.6 m

Weight: 10.0 kg

Characteristic: Shed Skin

Found in: Evolve from Wurmple at level 7 (day), Petalburg Forest

Available in: Ru/Sa

#16 Beautifly

JP name: Agehunto

Type: Bug/Flying

Height: 1.0 m

Weight: 28.4 kg

Characteristic: Swarm

Found in: Evolve from Silcoon at level 10

Available in: Ru/Sa

#17 Cuscoon

JP Name: Mayaruudo

Type: Bug

Height: 0.7 m

Weight: 11.5 kg

Characteristic: Shed Skin

Found in: Petalburg Forest, evolve from Wurmple at level 7 (Night)

Available in: Ru/Sa

#18 Dustox

JP name: Dokukeiru

Type: Bug/Posison

Height: 1.2 m

Weight: 31.6 kg

Characteristic: Shield Dust

Found in: Evolve from Cuscoon at level 10

Available in: Ru/Sa

#19 Lotad

JP name: Hasuubo

Type: Water/Grass

Height: 0.5 m

Weight: 2.6 kg

Characteristic: Rain Dish, Swift Swim

Found in: Route 102, 114

Available in: Sa

#20 Lombre

JP name: Hasuubero

Type: Water/Grass

Height: 1.2 m

Weight: 32.5 kg

Characteristic: Rain Dish, Swift Swim

Found in: evolve from Lotad at level 14, route 114
Available in: Sa

#21 Ludicolo

JP name: Runpapa
Type: Water/Grass
Height: 1.5 m
Weight: 55.0 kg
Characteristic: Rain Dish, Swift Swim
Found in: Evolve from Lombre using Water Stone
Available in: Sa

#22 Seedot

JP name: Taneebo
Type: Grass
Height: 0.5 m
Weight: 4.0 kg
Characteristic: Early Bird, Chlorophyll
Found in: Route 102, Route 114
Available in: Ru

#23 Nuzleaf

JP name: Konohana
Type: Grass/Dark
Height: 1.0 m
Weight: 28.0 kg
Characteristic: Early Bird, Chlorophyll
Found in: Evolve from Seedot at level 14, route 114
Available in: Ru

#24 Shiftry

JP name: Daatengu
Type: Grass/Dark
Height: 1.3 m
Weight: 59.6 kg
Characteristic: Early Bird, Chlorophyll
Found in: evolve from Nuzleaf using leaf stone
Available in: Ru

25 Taillow

JP name: Subame
Type: Normal/Flying
Height: 0.3 m
Weight: 2.3 kg
Characteristic: Guts
Found in: Route 104, 115, 116, Petalburg Woods
Available in: Ru/Sa

#26 Swellow

JP name: Oosubame
Type: Normal/Flying
Height: 0.7 m
Weight: 19.8 kg
Characteristic: Guts
Found in: evolve from Taillow, Route 115
Available in: Ru/Sa

#27 Wingull

Type: Water/Flying
Height: 0.6 m
Weight: 9.5 kg

Characteristic: White Smoke

Found in: Everywhere, except North-Western part of the island

Available in: Ru/Sa

#28 Pelipper

Type: Water/Flying

Height: 1.2 m

Weight: 28.0 kg

Characteristic: White Smoke

Found in: Everywhere, except North-western part of the island and route 101, 102, evolved

from Wingull.

Available in: Ru/Sa

#29 Ralts

Type: Psychic

Height: 0.4 m

Weight: 6.6 kg

Found in: Route 102

Characteristic: Synchronize, Trace

Available in: Ru/Sa

#30 Kirlia

Type: Psychic

Height: 0.8 m

Weight: 20.2 kg

Found in: Evolve from Ralts at level 20

Characteristic: Synchronize, Trace

Available in: Ru/Sa

#31 Gardevoir

Type: Psychic

Height: 1.6 m

Weight: 48.4 kg

Found in: Evolve from Kirlia at level 30

Characteristic: Synchronize, Trace

Available in: Ru/Sa

#32 Surskit

Type: Bug/Water

Height: 0.5 m

Weight: 1.7 kg

Characteristic: Swift Swim

Found in: route 102, 111, 114, 117, 120

Available in: Ru/Sa

#33 Masquerain

Type: Bug/Flying

Height: 0.8 m

Weight: 3.6 kg

Characteristic: Intimidate

Found in: evolve from Surskit

Available in: Ru/Sa

#34 Shroomish

Type: Grass

Height: 0.4 m

Weight: 4.5 kg

Characteristic: Effect Spore

Found in: Petalburg Woods

Available in: Ru/Sa

#35 Brelom
Type: Grass/Fighting
Height: 1.2 m
Weight: 39.2 kg
Characteristic: Effect Spore
Found in: Evolve from Brelom at level 23
Available in: Ru/Sa

#36 Slakoth
Type: Normal
Height: 0.8 m
Weight: 24.0 kg
Characteristic: Truant
Found in: Petalburg Woods
Available in: Ru/Sa

#37 Vigoroth
Type: Normal
Height: 1.4 m
Weight: 46.5 kg
Characteristic: Vital Spirit
Found in: Evolve from Slakoth at level 18
Available in: Ru/Sa

#38 Slaking
Type: Normal
Height: 2.0 m
Weight: 130.5 kg
Characteristic: Truant
Found in: Evolve from Vigoroth at level 36
Available in: Ru/Sa

#39 Abra
Type: Psychic
Height: 0.9 m
Weight: 19.5 kg
Characteristic: Inner focus, Synchronize
Found in: Cave North-West of 2nd Gym
Available in: Ru/Sa

#40 Kadabra
Type: Psychic
Height: 1.3 m
Weight: 56.5 kg
Characteristic: Inner focus, Synchronize
Found in: Evolve from Abra at level 16
Available in: Ru/Sa

#41 Alakazam
Type: Psychic
Height: 1.5 m
Weight: 48.0 kg
Characteristic: Inner focus, Synchronize
Found in: Evolve from Kadabra by trading
Available in: Ru/Sa

#42 Nincada
Type: Bug/Ground
Height: 0.5 m
Weight: 5.5 kg

Characteristic: Compundeyes

Found in: route 116

Available in: Ru/Sa

#43 Ninjask

Type: Bug/Flying

Height: 0.8 m

Weight: 12.0 kg

Characteristic: Speed Boost

Found in: Evolve from Nincada at level 20

Available in: Ru/Sa

#44 Shedinja

Type: Bug/Ghost

Height: 0.8 m

Weight: 1.2 kg

Characteristic: Wonder Guard

Found in: You get Nincada if you evolved Tsuchinin while carrying 5 Pokemon or less.

Available in: Ru/Sa

#45 Whismur

Type: Normal

Height: 0.6 m

Weight: 16.3 kg

Characteristic: Soundproof

Found in: Route 116

Available in: Ru/Sa

#46 Loudred

Type: Normal

Height: 1.0 m

Weight: 40.5 kg

Characteristic:

Found in: Victory road, evolve from Whismur

Available in: Ru/Sa

#47 Exploud

Type: Normal

Height: 1.5 m

Weight: 84.0 kg

Characteristic:

Found in: evolve from Loudred

Available in: Ru/Sa

#48 Makuhita

Type: Fighting

Height: 1.0 m

Weight: 86.4 kg

Characteristic:

Found in: Victory Road, Cave North-West of second gym

Available in: Ru/Sa

#49 Hariyama

Type: Fighting

Height: 2.3 m

Weight: 253.8 kg

Characteristic: Thick Fat

Found in: Evolve from Makuhita, victory road

Available in: Ru/Sa

#50 Goldeen

Type: Water

Height: 0.6 m

Weight: 15.0 kg

Characteristic: Swift Swim

Found in: route 102, 111, 114, 117, 120, safari zone, Victory Road

Available in: Ru/Sa

#51 Seaking

Type: Water

Height: 1.3 m

Weight: 39.0 kg

Characteristic:

Found in: Safari Zone, Evolve from Goldeen at level 33

Available in: Ru/Sa

#52 Magikarp

Type: Water

Height: 0.9 m

Weight: 10.0 m

Characteristic:

Found in: everywhere in the water

Available in: Ru/Sa

#53 Gyarados

Type: Water/Flying

Height: 6.5 m

Weight: 235.0 kg

Characteristic:

Found in: evolve from Magikarp at level 20, Rune City

Available in: Ru/Sa

#54 Azzurill

JP name: Ruriri

Type: Normal

Height: 0.2 m

Weight: 2.0 kg

Characteristic:

Found in: breed a Marril

Available in: Ru/Sa

#55 Marill

Type: Water

Height: 0.4 m

Weight: 8.5 kg

Characteristic: Thick Fat

Found in: route 102, 111, 114, 117, 120, evolve from azzurill

Available in: Ru/Sa

#56 Azzumarill

Type: Water

Height: 0.8 m

Weight: 28.5 kg

Characteristic:

Found in: Evolve from Marrill

Available in: Ru/Sa

#57 Geodude

Type: Rock/Ground

Height: 0.4 m

Weight: 20.0 kg

Characteristic: Sturdy

Found in: victory road, cave north-west of second gym, safari zone, route 114, 117

Available in: Ru/Sa

#58 Graveller

Type: Rock/Ground

Height: 1.0 m

Weight: 105.0 m

Characteristic: Sturdy

Found in: victory road, evolve from Geodude at level 25

Available in: Ru/Sa

#59 Golem

Type: Rock/Ground

Height: 1.4 m

Weight: 300.0 kg

Characteristic: Sturdy

Found in: Evolve by trading Graveller

Available in: Ru/Sa

#60 Nosepass

Type: Rock

Height: 1.0 m

Weight: 97.0 kg

Characteristic: Sturdy

Found in: Cave North-West of 2nd gym

Available in: Ru/Sa

#61 Skitty

Type: Normal

Height: 0.6 m

Weight: 11.0 kg

Characteristic:

Found in: route 116

Available in: Ru/Sa

#62 Delcatty

Type: Normal

Height: 1.1 m

Weight: 32.6 kg

Characteristic:

Found in: Evolve from Delcatty by using moon stone

Available in: Ru/Sa

#63 Zubat

Type: Poison/Flying

Height: 0.8 m

Weight: 7,5 kg

Characteristic:

Found in: everywhere in caves

Available in: Ru/Sa

#64 Golbat

Type: Poison/Flying

Height: 1.6 m

Weight: 55.0 kg

Characteristic:

Found in: Everywhere on cave, except North-West of second gym, evolve from Zubat at level 22

Available in: Ru/Sa

#65 Crobat

Type: Poison/Flying

Height: 1.8 m

Weight: 75.0 kg

Characteristic:

Found in: Evolve from Golbat if it's happy

Available in: Ru/Sa

#66 Tentacool

Type: Water/Poison

Height: 0.9 m

Weight: 45.5 kg

Characteristic:

Found in: Whenever you see a water, you'll see Tentacool

Available in: Ru/Sa

#67 Tentacool

Type: Water/Poison

Height: 1.6 m

Weight: 55.0 kg

Characteristic:

Found in: East of Dewford town (in the water)

Available in: Ru/Sa

#68 Sableye

JP name: Yamirami

Type: Ghost/Dark

Height: 0.5 m

Weight: 11.0 kg

Characteristic:

Found in: Cave near Dewford Town, sky pillar, Kyogre/Groudon lair, Victory road

Available in: Sa

#69 Mawile

JP name: Kuuchito

Type: Steel

Height: 0.6 m

Weight: 11.5 kg

Characteristic:

Found in: Cave near Dewford Town, sky pillar, Kyogre/Groudon lair, Victory road

Available in: Ru

#70 Aron

Jp name: Kokodora

Type: Steel/Rock

Height: 0.4 m

Weight: 60.0 kg

Found in: Cave near Dewford Town, Victory Road

Characteristic: Sturdy

Available in: Ru/Sa

#71 Lairon

Jp name: Kodora

Type: Steel/Rock

Height: 0.9 m

Weight: 120.0 kg

Found in: evolve from Aron at level 32, Victory Road

Characteristic: Sturdy

Available in: Ru/Sa

#72 Aggron
JP name: Bosugodora
Type: Steel/Rock
Height: 2.1 m
Weight: 360.0 kg
Weight: 19.5 kg
Found in: Route 112, evolve from Lairon at level 42
Characteristic: Sturdy
Available in: Ru/Sa

#73 Machop
Type: Fighting
Height: 0.8 m
Weight: 11.5 kg
Characteristic:
Found in:
Available in : Ru/Sa

#74 Machoke
Type: Fighting
Height: 1.5 m
Weight: 70.5 kg
Characteristic:
Found in: evolve from Machop at level 28
Available in: Ru/Sa

#75 Machamp
Type: Fighting
Height: 1.6 m
Weight: 130.0 kg
Characteristic:
Found in: Evolve From Machoke by trading
Available in: Ru/Sa

#76 Meditite
JP name: Asanan
Type: Fighting/Psychic
Height: 0.6 m
Weight: 11.2 kg
Characteristic:
Found in: Route 122, Victory Road
Available in: Ru/Sa

#77 Medicharm
Type: Fighting/Psychic
Height: 1.3 m
Weight: 31.5 kg
Characteristic:
Found in: Victory Road, evolve from Meditite
Available in: Ru/Sa

#78 Elektriike
JP name: Rakurai
Type: Electric
Height: 0.6 m
Weight: 15.2 kg
Found in: Route 110, 118
Characteristic: Static
Available in: Ru/Sa

#79 Manetric

Jp name: Raiboruto
Type: Electric
Height: 1.5 m
Weight: 40.2 kg
Found in: Route 118, evolve from Elektriike
Characteristic: Static
Available in: Ru/Sa

#80 Plusle
Type: Electric
Height: 0.4 m
Weight: 4.2 kg
Found in: route 110
Chracteristic: +
Available in: Ru/Sa

#81 Minun
Type: Electric
Height: 0.4 m
Weight: 4.2 kg
Found in: route 110
Characteristic: -
Available in: Ru/Sa

#82 Magnemite
Type: Electric/Steel
Height: 0.3 m
Weight: 6.0 kg
Characteristic: Sturdy
Found in: Power Plant
Available in: Ru/Sa

#83 Magneton
Type: Electric/Steel
Height: 1.0 m
Weight: 60.0 kg
Characteristic: Sturdy
Found in: Power Plant, evolve from Magnemite at level 30
Available in: Ru/Sa

#84 Voltorb
Type: Electric
Height: 0.5 m
Weight: 10.4 kg
Characteristic: Static
Found in: Power Plant
Available in: Ru/Sa

#85 Electrode
Type: Electric
Height: 1.2 m
Weight: 66.6 kg
Characteristic: Static
Found in: Power Plant, evolve from Magnemite
Available in: Ru/Sa

#86 Volbeat
JP name: Barubito
Type: Bug
Height: 0.7 m
Weight: 17.7 kg

Characteristic:
Found in: Route 117
Available in: Ru/Sa

#87 Illumize
Jp name: Iruumize
Type: Bug
Height: 0.6 m
Weight: 17.7 kg
Characteristic:
Found in: Route 117
Available in: Ru/Sa

#88 Oddish
Type: Grass/Poison
Height: 0.5 m
Weight: 5.4 kg
Characteristic: Chlorophyll
Found in: Route 110, 117-123, Safari Zone
Available in: Ru/Sa

#89 Gloom
Type: Grass/Poison
Height: 0.8 m
Weight: 8.6 kg
Characteristic:
Found in: Route 121, 123, Safari Zone, evolve from Oddish
Available in: Ru/Sa

#90 Vileplume
Type: Grass/Poison
Height: 1.2 m
Weight: 18.6 kg
Characteristic:
Found in: Evolve from Gloom using Leaf Stone
Available in: Ru/Sa

#91 Bellosom
Type: Grass
Height: 0.4 m
Weight: 5.8 kg
Characteristic:
Found in: Evolve from gloom using Solar Stone
Available in: Ru/Sa

#92 Doduo
Type: Normal/Flying
Height: 1.4 m
Weight: 39.2 kg
Characteristic: Run Away
Found in: Safari Zone
Available in : Ru/Sa

#93 Dodrio
Type: Normal/Flying
Height: 1.8 m
Weight: 85.2 kg
Characteristic:
Found in: Safari Zone, Evolve from Doduo
Available in: Ru/Sa

#94 Roselia
JP name: Rozeria
Type: Grass/Poison
Height: 0.3 m
Weight: 2.0 kg
Characteristic:
Found in: Route 117
Available in: Ru/Sa

#95 Gulpin
Jp name: Gokurin
Type: Poison
Height: 0.4 m
Weight: 10.3 kg
Found in: Route 110
Available in: Ru/Sa

#96 Swalot
JP name: Marunomu
Type: Poison
Height: 1.7 m
Weight: 80.0 kg
Characteristic:
Found in: Evolve from Gulpin
Available in: Ru/Sa

#97 Carvanha
JP name: Kibania
Type: Water/Dark
Height: 0.8 m
Weight: 20.8 kg
Characteristic: Rough Skin
Found in: Route 118, 119
Available in: Ru/Sa

#98 Sharpedo
JP name: Samehadda
Type: Water/Dark
Height: 1.8 m
Weight: 88.8 kg
Characteristic: Rough Skin
Found in: Evolve from Carvanha, Route 103, 118, 122, 124-134
Available in: Ru/Sa

#99 Wailmer
JP name: Hoeruko
Type: Water
Height: 2.0 m
Weight: 130.0 kg
Characteristic:
Found in: route 103, 110, 115, 121-123, all the sea routes
Available in: Ru/Sa

#100 Wailord
JP name: Hoeruo
Type: Water
Height: 14.5 m
Weight: 398.0 kg
Characteristic: Water Veil
Found in: Evolve from Wailmer at level 40, route 129
Available in: Ru/Sa

#101 Numel
Type: Fire/Ground
Height: 0.7 m
Weight: 24.0 kg
Found in: route 112
Available in: Ru/Sa

#102 Camerupt
Type: Fire/Ground
Height: 1.9 m
Weight: 220.0 kg
Found in: Evolve from Numel
Available in: Ru/Sa

#103 Slugma
Type: Fire
Height: 0.7 m
Weight: 35.0 kg
Found in: Cave in Chimney Mountain
Available in: Ru/Sa

#104 Maccargo
Type: Fire/Rock
Height: 0.8 m
Weight: 55.0 kg
Found in: Evolve from Slugma
Available in: Ru/Sa

#105 Torkoal
Type: Fire
Height: 0.5 m
Weight: 80.4 kg
Found in: Cave in Chimney Mountain
Available in: Ru/Sa

#106 Grimer
Type: Poison
Height: 0.9 m
Weight: 30.0 kg
Found in: Cave in Chimney Mountain
Available in: Ru/Sa

#107 Muk
Type: Poison
Height: 1.2 m
Weight: 30.0 kg
Found in: Evolve from Grimer
Available in: Ru/Sa

#108 Koffing
Type: Poison
Height: 0.6 m
Weight: 1.0 kg
Characteristic: Levitate
Found in: Cave in Chimney Mountain
Available in: Ru/Sa

#109 Weezing
Type: Poison
Height: 1.2 m

Weight: 9.5 kg
Characteristic: Levitate
Found in: Evolve from Koffing
Available in: Ru/Sa

#110 Spoink
JP Name: Banebu
Type: Psychic
Height: 0.7 m
Weight: 30.6 kg
Found in: Fiery Path
Available in: Ru/Sa

#111 Grumpig
JP Name: Bupiggu
Type: Psychic
Height: 0.9 m
Weight: 71.5 kg
Found in: Evolve from Spoink at lvl 32
Available in: Ru/Sa

#112 Sandshrew
JP name: Sando
Type: Ground
Height: 0.6 m
Weight: 12.0 kg
Characteristic: Sand Veil
Found in: Route 111, 113
Available in: Ru/Sa

#113 Sandslash
JP Name: Sandopan
Type: Ground
Height: 1.0 m
Weight: 29.5 kg
Characteristic: Sand Veil
Found in: Evolve from Sandshrew at lvl 22
Available in: Ru/Sa

#114 Spinda
JP name: Patchiruu
Type: Normal
Height: 1.1 m
Weight: 5.0 kg
Found in: route 113
Available in: Ru/Sa

#115 Skarmory
JP name: Eamudoo
Type: Flying/Steel
Height: 1.7 m
Weight: 50.5 kg
Characteristic: Sturdy
Found in: route 113
Available in: Ru/Sa

#116 Trapinch
JP Name: Nakkura
Type: Ground
Height: 0.7 m
Weight: 15.0 kg

Found in: Route 111
Available in: Ru/Sa

#117 Vibrava

JP Name: Biruuraaba
Type: Ground/Dragon
Height: 1.1 m
Weight: 15.3 kg
Found in: Evolve from Trapinch at level 35
Available in: Ru/Sa

#118 Flygon

JP Name: Furaigon
Type: Ground/Dragon
Height: 2.0 m
Weight: 82.0 kg
Found in: Evolve from Vibrava at level 45
Available in: Ru/Sa

#119 Cacnea

Type: Grass
Height: 0.4 m
Weight: 51.3 kg
Characteristic: Sand Veil
Found in: Route 111
Available in: Ru/Sa

#120 Cacturne

Type: Grass/Dark
Height: 1.3 m
Weight: 77.4 kg
Characteristic: Sand Veil
Found in: Evolve from Cacnea
Available in: Ru/Sa

#121 Swablu

Type: Normal/Flying
Height: 0.4 m
Weight: 1.2 kg
Found in: Route 114, 115
Available in: Ru/Sa

#122 Chiratisu

Type: Dragon Flying
Height: 1.1 m
Weight: 20.6 kg
Found in: Evolve from Swablu at level 35, Sky Pillar
Available in: Ru/Sa

#123 Zangoose

Type: Normal
Height: 1.3 m
Weight: 40.3 kg
Found in: Route 114
Available in: Ru

#124 Seviper

Type: Poison
Height: 2.7 m
Weight: 52.5 kg
Found in: Route 114

Available in: Sa

#125 Lunatone

Type: Rock/Psychic

Height: 1.0 m

Weight: 168.0 kg

Found in: Meteor Falls

Available in: Sa

#126 Solarock

Type: Rock/Psychic

Height: 1.2 m

Weight: 154.0 kg

Found in: Meteor Falls

Available in: Ru

#127 Barboach

Type: Ground

Height: 0.4 m

Weight: 1.9 kg

Found in: Route 111, 114, 119

Available in: Ru/Sa

#128 Whicash

Type: Water/Ground

Height: 0.9 m

Weight: 23.6 kg

Found in: Evolve from Barboach at level 30

Available in: Ru/Sa

#129 Corphish

Type: Water/Dark

Height: 0.6 m

Weight: 11.5 kg

Found in: Route 102, 117

Available in: Ru/Sa

#130 Crawdaunt

Type: Water/Dark

Height: 1.1 m

Weight: 32.8 kg

Found in: Evolve from Corphish at level 30

Available in: Ru/Sa

#131 Baltoy

Type: Ground/Psychic

Height: 0.5 m

Weight: 21.5 kg

Found in: Route 111

Available in: Ru/Sa

#132 Claydoll

Type: Ground/Psychic

Height: 1.5 m

Weight: 108.0 kg

Found in: evolve from Baltoy at level 36, Sky Pillar

Available in: Ru/Sa

#133 Lileep

Type: Rock/Grass

Height: 1.0 m

Weight: 23.8 kg
Found in: Ressurect fossil in the desert
Available in: Ru/Sa

#134 Cradily
Type: Rock/Grass
Height: 1.5 m
Weight: 60.4 kg
Found in: Evolve from Lileep at level 40
Available in: Ru/Sa

#135 Anorith
Type: Rock/Bug
Height: 0.7 m
Weight: 12.5 kg
Found in: Resurrect fossil in the desert
Available in: Ru/Sa

#136 Armaldo
Type: Rock/Bug
Height: 1.5 m
Weight: 68.2 kg
Found in: Evolve from Anorith at level 40
Available in: Ru/Sa

#137 Igglybuff
Type: Normal
Height: 0.3 m
Weight: 1.0 kg
Found in: Breed two Jigglypuff
Available in: Ru/Sa

#138 Jigglypuff
Type: Normal
Height: 0.5 m
Weight: 5.5 kg
Found in: Route 115, Evolve from Igglybuff (happiness)
Available in: Ru/Sa

#139 Wiglytuff
Type: Normal
Height: 1.0 m
Weight: 12.0 kg
Found in: Evolve from Jigglypuff using Moon Stone
Available in: Ru/Sa

#140 Feebass
Type: Water
Height: 0.6 m
Weight: 7.4 kg
Found in: Route 119 (Rare)
Available in: Ru/Sa

#141 Milotic
Type: Water
Height: 6.2 m
Weight: 162.0 kg
Found in: Evolve from Feebass through beauty
Available in: Ru/Sa

#142 Castform

Type: Normal
Height: 0.3 m
Weight: 0.8 kg
Characteristic: Forecast
Found in: Building West of Fortree City. Get it after you've beaten Team Magma/Aqua there.
Available in: Ru/Sa

#143 Staryu
Type: Water
Height: 0.8 m
Weight: 34.5 kg
Found in: Water surrounding Minamo City
Available in: Ru/Sa

#144 Starmie
Type: Water/Psychic
Height: 1.1 m
Weight: 80.0 kg
Found in: Evolve from Staryu using Water Stone
Available in: Ru/Sa

#145 Kecleon
Jp name: Kakureon
Type: Normal
Height: 1.0 m
Weight: 22.0 kg
Found in: route 119, 120, 121, 123
Available in: Ru/Sa

#146 Shuppet
JP name: Kagebouzo
Type: Ghost
Height: 0.6 m
Weight: 2.3 kg
Found in: Route 121, 123, Mt Pyre
Available in: Ru/Sa

#147 Banette
JP name: Jupetta
Type: Ghost
Height: 1.1 m
Weight: 12.5 kg
Found in: Sky Pillar, Evolve from Shuppet at level 37
Available in: Ru/Sa

#148 Duskull
JP name: Yomawaru
Type: Ghost
Height: 0.8 m
Weight: 15.0 kg
Found in: Mt Pyre
Available in: Ru/Sa

#149 Dusclops
Type: Ghost
Height: 1.6 m
Weight: 30.6 kg
Found in: Evolve from Duskull at level 37
Available in: Ru/Sa

#150 Tropius
Type: Grass/Flying
Height: 2.0 m
Weight: 100.0 kg
Found in: Route 119
Characteristic: Chlorophyll
Available in: Ru/Sa

#151 Chimecho
Type: Psychic
Height: 0.6 m
Weight: 1.0 kg
Found in: On top of Mt Pyre (grass)
Available in: Ru/Sa

#152 Absol
Type: Dark
Height: 1.2 m
Weight: 47.0 kg
Found in: Route 120
Available in: Ru/Sa

#153 Vulpix
Type: Fire
Height: 0.6 m
Weight: 9.9 kg
Found in: Grass above the ghost tower
Available in: Ru/Sa

#154 Ninetales
Type: Fire
Height: 1.1 m
Weight: 19.9 kg
Found in: Evolve from Vulpix using Fire Stone
Available in: Ru/Sa

#155 Pichu
Type: Electric
Height: 0.3 m
Weight: 2.0 kg
Characteristic: Static
Found in: Breed Two Pikachu
Available in: Ru/Sa

#156 Pikachu
Type: Electric
Height: 0.4 m
Weight: 6.0 kg
Characteristic: Static
Found in: Safari Zone, Evolve from Pichu
Available in: Ru/Sa

#157 Raichu
Type: Electric
Height: 0.8 m
Weight: 30.0 kg
Characteristic: Static
Found in: Evolve from Pikachu using Thunder Stone
Available in: Ru/Sa

#158 Psyduck

Type: Water
Height: 0.8 m
Weight: 19.6 kg
Found in: Safari Zone
Available in: Ru/Sa

#159 Golduck
Type: Water
Height: 1.7 m
Weight: 76.6 kg
Found in: Evolve from Psyduck
Available in: Ru/Sa

#160 Waynaut
Type: Psychic
Height: 0.6 m
Weight: 14.0 kg
Characteristic: Shadow Tag
Found in: Lavaridge Town (Egg)
Available in: Ru/Sa

#161 Wobbuffet
Type: Psychic
Height: 1.3 m
Weight: 28.5 kg
Characteristic: Shadow Tag
Found in: Safari Zone, evolve from Waynaut
Available in: Ru/Sa

#162 Natu
Type: Psychic/Flying
Height: 0.2 m
Weight: 2.0 kg
Found in: Safari Zone
Available in: Ru/Sa

#163 Xatu
Type: Psychic/Flying
Height: 1.5 m
Weight: 15 kg
Found in: Evolve from Natu, Safari Zone
Available in: Ru/Sa

#164 Girafarig
Type: Psychic
Height: 1.5 m
Weight: 41.5 kg
Characteristic: Inner focus
Found in: Safari Zone
Available in: Ru/Sa

#165 Phanphy
Type: Ground
Height: 0.5 m
Weight: 33.5 kg
Found in: Safari Zone
Characteristic: Pick-Up
Available in: Ru/Sa

#166 Donphan
Type: Ground

Height: 1.1 m
Weight: 120.0 kg
Found in: Evolve from Phanphy
Available in: Ru/Sa

#167 Pinsir
Type: Bug
Height: 1.5 m
Weight: 55.0 kg
Characteristic: Hyper Cutter
Found in: Safari Zone
Available in: Ru/Sa

#168 Heracross
Type: Bug/Fighting
Height: 1.5 m
Weight: 54.0 kg
Found in: Safari Zone
Characteristic: Guts
Available in: Ru/Sa

#169 Rhyhorn
Type: Ground/Rock
Height: 1.0 m
Weight: 115.0 kg
Found in: Safari Zone
Available in: Ru/Sa

#170 Rhydon
Type: Ground/Rock
Height: 1.9 m
Weight: 120.0 kg
Found in: Evolve from Rhydon
Characteristic: Lightning Rod
Available in: Ru/Sa

#171 Snorunt
Type: Ice
Height: 0.7 m
Weight: 16.8 kg
Found in: Cave North of Mossdeep City
Available in: Ru/Sa

#172 Glalie
Type: Ice
Height: 1.5 m
Weight: 256.5 kg
Found in: Evolve from Snorunt
Available in: Ru/Sa

#173 Spheal
Type: Ice/Water
Height: 0.8 m
Weight: 39.5 kg
Found in: Cave North of Mossdeep City
Available in: Ru/Sa

#174 Sealo
Type: Ice/Water
Height: 1.1 m
Weight: 87.6 kg

Found in: Evolve from Spheal
Available in: Ru/Sa

#175 Walrein
Type: Ice/Water
Height: 1.4 m
Weight: 150.6 kg
Found in: Evolve From Todoguraa
Available in: Ru/Sa

#176 Clampearl
Type: Water
Height: 0.4 m
Weight: 52.5 kg
Found in: Underewater (seaweeds)
Available in: Ru/Sa

#177 Huntail
Type: Water
Height: 1.7 m
Weight: 27.0 kg
Found in: Evolve from Clampearl by trading
Available in: Ru/Sa

#178 Gorebyss
Type: Water
Height: 1.8 m
Weight: 22.6 kg
Found in: Evolve from Clampearl by trading
Available in: Ru/Sa

#179 Coelancatch
Type: Water/Rock
Height: 1.0 m
Weight: 23.4 kg
Found in: Underwater (seaweeds)
Characteristic: Swift Swim
Available in: Ru/Sa

#180 Corsola
Type: Water/Rock
Height: 0.6 m
Weight: 5.0 kg
Found in: Trade with Bellosom in Pacifidlog Town
Available in: Ru/Sa

#181 Chinchou
Type: Electric/Water
Height: 0.5 m
Weight: 12.0 kg
Found in: Underwater (seaweeds)
Available in: Ru/Sa

#182 Lanturn
Type: Electric/Water
Height: 1.2 m
Weight: 22.5 kg
Found in: Evolve from Chinchou
Available in: Ru/Sa

#183 Rabukasu

Type: Water
Height: 0.6 m
Weight: 8.7 kg
Found in: Route 128
Available in: Ru/Sa

#184 Horsea
Type: Water
Height: 0.4 m
Weight: 8.0 kg
Found in: Route 132-134
Available in: Ru/Sa

#185 Seadra
Type: Water
Height: 1.2 m
Weight: 25.0 kg
Found in: Evolve from Horsea
Available in: Ru/Sa

#186 Kingdra
Type: Water
Height: 1.8 m
Weight: 152.0 kg
Found in: Evolve from Seadra by trading
Available in: Ru/Sa

#187 Bagon
Type: Dragon
Height: 0.6 m
Weight: 42.1 kg
Found in: Meteor Falls
Available in: Ru/Sa

#188 Shelgon
Type: Dragon
Height: 1.1 m
Weight: 110.5 kg
Found in: Evolve from Bagon at level 30
Available in: Ru/Sa

#189 Salamence
Type: Dragon/Flying
Height: 1.5 m
Weight: 102.6 kg
Found in: Evolve from Shelgon at level 50
Available in: Ru/Sa

#190 Beldum
Type: Steel/Psychic
Height: 0.6 m
Weight: 95.2 kg
Found in: The Champ's house in Mossdeep City
Characteristic: Clear Body
Available in: Ru/Sa

#191 Metang
Type: Steel/Psychic
Height: 1.2 m
Weight: 202.5 kg
Found in: Evolve from Beldum at level 20

Characteristic: Clear Body

Available in: Ru/Sa

#192 Metagross

Type: Steel/Psychic

Height: 1.6 m

Weight: 550.0 kg

Found in: Evolve from Metang at level 45

Available in: Ru/Sa

#193 Regi-Rock

Type: Rock

Height: 1.7 m

Weight: 230.0 kg

Found in: Cave in the desert

Characteristic: Clear Body

Available in: Ru/Sa

#194 Regi-Ice

Type: Ice

Height: 1.8 m

Weight: 175.0 kg

Found in: Cave West of the mainland

Characteristic: Clear Body

Available in: Ru/Sa

#195 Regi-Steel

Type: Steel

Height: 1.9 m

Weight: 205.0 kg

Found in: Cave in route 120

Characteristic: Clear Body

Available in: Ru/Sa

#196 Latias

Type: Dragon/Psychic

Height: 1.4 m

Weight: 40.0 kg

Found in: Random (Sa)/Southern Island (Ru)

Characteristic: Levitate

Available in: Ru/Sa

#197 Latios

Type: Dragon/Psychic

Height: 2.0 m

Weight: 60.0 kg

Found in: Random (Ru)/Southern Island (Sa)

Characteristic: Levitate

Available in: Ru/Sa

#198 Kyogre

Type: Water

Height: 4.5 m

Weight: 352.0 kg

Found in: Cave of Origins

Characteristic: Drizzle

Available in: Sa

#199 Groudon

Type: Ground

Height: 3.5 m

Weight: 950 kg
Found in: Cave of origins
Characteristic: Drought
Available in: Ru

#200 Rayquaza
Type: Dragon/Flying
Height: 7.0 m
Weight: 206.5 kg
Found in: Sky Pillar
Characteristic: Air-Lock
Available in: Ru/Sa

#201 Jirachi
Type: Steel/Psychic
Height: 0.3 m
Weight: 1.1 kg
Found in: Unknown
Available in: Unknown

#202 Deoxys
Type: Psychic
Height: 1.7 m
Weight: 60.8 kg
Characteristic: Pressure
Found in: Unknown
Available in: Unknown

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13. Eon (Infinity) ticket
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The infinity ticket are ticket that enable you to go to Southern Island. This ticket could only be gotten through Nintendo promotional events that is slated to be held early 2003 in Japan.

Info about Infinity Ticket:

Go to Petalburg Pokemon center, and speak to the person at the right of the PC. He will asked you for your profile. Enter the phrase "Mystery Events is Exciting" and a new menu "strange happening" will appear. Now, you will be able to receive the infinity ticket at Nintendo Promotional events.

The Infinity ticket could be send to another gameboy through cable link. However, the limit is 100 tickets from one saved game.

Currently, the only way to go to the Southern Island is through Gameshark.
(Info obtained from dxhbk of Pokecommunity).

First of all, you need to trigger the event. Type 0332305F41A5F851 as the first code. Next, use this code: F444CA88ABDFE871 to get the Eon ticket. Now, you need to disable the second code. Deposit you Eon ticket in the PC bo, and take them out again to make them appear in your key item pocket. Now, you'll need to head to Lilycove harbor. (You can only do it at Lilycove). Talk to the lady, and she'll be at a loss of words upon seeing the ticket. A sailor will come and told you that the ticket could take you to a forgotten island in the South. Now you'll be taken to Southern Island. Upon reaching the island, climb the stair and make your way through until you see the sign "Those who memories fade seek to carve them in the hearts" Enter the next are and you'll see a green stuff in the middle. Click on it and Latios/Latias will descend.

NOTE: You only have one chance to go to this island, make sure that you'll

stock up on the necessary items before you do this.

Latias/Latios (depending on the version, Latias for Ruby, Latios for Sapphire) will be at level 50. With them, is an item attached called the Soul Dew which will raise Latias/Latios SP attack and SP defense when item is held by Latias/Latios.

"All dreams are but another reality. Don't forget"

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14. Characteristics

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Below are some characteristics and their description. "Pokemon:" indicates which Pokemon possess that characteristic.

Air Lock

Description: Not affected by weather

Pokemon: Rayquaza

Arena Trap

Description: Prevent opponent from fleeing

Pokemon: Trapinch

Battle Armor

Description: Prevent critical Hits

Pokemon: Anorith, Armaldo

Blaze

Description: Deal 1.5 damage more if HP is critical

Pokemon: Torchic, Combusken, Blaziken, (All the previous Fire starters have this as well)

Chlorophyll

Description: Raises Speed in sunshine

Pokemon: Seedot, Nuzleaf, Shiftry, Tropius, Oddish, Gloom, Vileplume, Bellossom

Clear Body

Description: Pokemon Not affected by lowering status move

Pokemon: Tentacool, Tentacruel, Regi-Ice, Regi-Rock, Regi-Steel, Beldum, Metang, Metagross

Cloud Nine

Description: Cancel out all weather effect

Pokemon: Psyduck, Golduck

Color Change

Description: Change its types to the type of opponents previous attack

Pokemon: Kecleon

Compound Eyes

Description: Raises accuracy during battle

Pokemon: Ninjada

Cute Charm

Description: Infatuates on contact

Pokemon: Skitty, Delcatty, Igglybuff, Jigglypuff, Wigglytuff

Damp

Description: Prevent the use of Explosion in battle

Pokemon: Psyduck, Golduck

Drizzle

Description: Automatic Rain Dance through the whole battle
Pokemon: Kyogre

Drought

Description: Automatic Sunny Day throughout the whole battle
Pokemon: Groudon

Early Bird

Description: Awakens quickly from Sleep
Pokemon: Seedot, Nuzleaf, Ludicolo, Doduo, Dodrio, Natu, Xatu, Girafarig

Effect Spore

Description: Random status ailment on opponent when attacked by physical attack
Pokemon: Shroomish, Breloom

Flame Body

Description: Burned opponent when hit by physical attack
Pokemon: Slugma, Magcargo

Flash Fire

Description: Powers increase if hits by fire moves
Pokemon: Vulpix, Ninetales

Forecast

Description: Changes with the weather
Pokemon: Castform

Guts

Description: Increase attack when HP is low
Pokemon: Taillow, Swellow, Mauhita, Hariyama, Machop, Machoke, Machamp, Heracross

Huge Power

Description: Increases Pokemon Power in battle
Pokemon: Azurill, Marill, Azumarill

Hustle

Description: Increase move power by 1.5
Pokemon: Corsola

Hyper Cutter

Description: Prevent Attack Reduction
Pokemon: Mawile, Pinsir, Trapinch

Illuminate

Description: Increase chance of encountering wild Pokemon
Pokemon: Volbeat, Saryu, Starmie, Chinchou, Lanturn

Immunity

Description: Could not be poisoned
Pokemon: Zangoose

Inner focus

Description: Prevent Flinching
Pokemon: Abra, Kadabra, Alakazam, Zubat, Golbat, Crobat, Girafarig, Snorunt, Glalie

Insomnia

Description: Prevent sleep status
Pokemon: Shuppet, Banette

Intimidate

Description: Lowers the foe's attack

Pokemon: Mightyena, Masquerain, Gyarados, Mawile, Salamence

Keen Eye

Description: Prevents loss of accuracy

Pokemon: Pelipper, Sableye, Skarmory

Limber

Description: Prevent paralysis

Pokemon:

Liquid Ooze

Description: Inflict damage on pokemon with healing moves

Pokemon: Tentacool, Tentacruel, Gulpin, Swalot

Levitate

Description: Not affected by ground moves

Pokemon: Koffing, Weezing, Vibrava, Flygon, Solarock, Lunatone, Baltoy, Claydol, Duskull, Chimecho, Latias, Latios

Lightning Rod

Description: Absorb all electric attack

Pokemon: Rhyhorn, Rhydon, Elektrikey, Manetric

Magma Armor

Description: Pokemon Cannot be frozen

Pokemon: Slugma, Magcargo

Magnet Pull

Description: Steel Pokemon cannot flee

Pokemon: Nosepass, Magnemite, Magnetron

Minus

Description: Pokemon become stronger on a 2v2 battle with Plusle

Pokemon: Minun

Natural Cure

Description: Heals upon switching out

Pokemon: Roselia, Swablu, Altaria, Staryu, Starmie, Sorsola

Oblivious

Description: Prevent the use of move "attract"

Pokemon: Numel, Barboach, Whiscash, Illumize, Wailmer, Wailord,

Overgrow

Description: Deal 1.5 damage more if HP is critical

Pokemon: Treecko, Grovyle, Sceptile, (All the previous grass starters have this as well)

Own Tempo

Description: Cannot be confused

Pokemon: Spink, Grumpig, Spinda

Pick Up

Description: Occasionally find items

Pokemon: Zigzagoon, Phanphy

Plus

Description: Pokemon become stronger on a 2v2 battle with Minun.

Pokemon: Plusle

Poison Point

Description: Poison foe on contact

Pokemon: Roselia, Seadra

Pressure

Description: opponent's PP depleted during battle

Pokemon: Dusclops, Absol, Deoxys

Pure Power

Description: Increase attack during battle

Pokemon: Meditite, Medicham

Rain Dish

Description: Restore HP when it's raining

Pokemon: Lotad, Lombre, Ludicolo

Rock Head

Description: Prevent recoil damage

Pokemon: Geodude, Graveller, Golem, Aron, Lairon, Aggron, Rhyhorn, Rhydon, Bagin, Shelgon

Rough Skin

Description: Hit back with recoil against physical attack

Pokemon: Carvanha, Sharpedo

Run Away: Make escaping easier

Pokemon: Doduo, Dodrio

Sand Veil

Description: Increase evasion during sandstorm

Pokemon: Sandshrew, Sandslash, Cacnea, Cacturne

Shadow Tag

Description: Prevent's Foe Escape

Pokemon: Waynaut, Wobbuffet

Shed Skin

Description: Heals the body by shedding

Pokemon: Silcoon, Cascoon, Seviper

Shell Armor

Description: Block Critical hits

Pokemon: Corphish, Crawdaunt, Clamperl

Shield Dust

Description: Not affected by any status ailments

Pokemon: Wurmple, Dustox

Soundproof

Description: Unaffected by loud moves

Pokemon: Whismur, Loudred, Exploud, Voltorb, Electrode

Speed Boost

Description: Speed increases each turn

Pokemon: Ninjask

Static

Description: Sometimes make enemy paralyzed if Pokemon is dealt damage

Pokemon: Elektri, Manetric, Pichu, Pikachu, Raichu, Voltorb, Electrode

Stench

Description: Reduce chances of encountering wild Pokemon

Pokemon: Grimer, Muk

Sticky Hold

Description: Item held by the Pokemon could not be stolen

Pokemon: Gulpin, Swalot, Grimer, Muk

Sturdy

Description: Not affected by OHKO moves

Pokemon: Geodude, Graveller, Golem, Nosepass, Aron, Lairon, Aggron, Magnemite, Magnetron, Skarmory, Donphan

Suction Cups

Description: Pokemon could not be switched out by opponent

Pokemon: Lileep, Cradily

Swarm

Description: Up bug moves in a pinch

Pokemon: Beautifly, Volbeat, Heracross

Swift Swim

Description: Raises Speed in the rain

Pokemon: Lotad, Lombre, Ludicolo, Surskit, Relicanth, Goldeen, Seaking, Magikarp, Feebas, Huntail, Gorebyss, Luvdisc, Horsea, Kingdra

Synchronise

Description: Opponent will be affected by status ailment that the user have.

Pokemon: Ralts, Kirlia, Gardevoir, Abra, Kadabra, Alakazam, Natu, Xatu

Thick Fat

Description: Protection from fire and ice moves

Pokemon: Azurill, Marill, Azumarill, Hariyama, Spheal, Sealot, Walrein

Torrent

Description: Deal 1.5 damage more if HP is critical

Pokemon: Mudkip, Marshtomp, Swampert, (All the previous Water starters have this as well), Milotic

Trace

Description: Copies Opponent characteristic

Pokemon: Ralts, Kirlia, Gardevoir

Truant

Description: Only attack on every odd turn

Pokemon: Slakoth, Slaking

Vital Spirit

Description: Could not be put to sleep

Pokemon: Vigoroth

Volt Absorb

Description: HP healed when hit with an electric attack

Pokemon: Chincou, Lanturn

Water Absorb

Description: HP healed when hit with a Water attack

Pokemon:

Water Veil

Description: Prevents Burns

Pokemon: Goldeen, Seaking, Wailmer, Wailord

White Smoke

Description: Stats could not be changed by opponent

Pokemon: Wingull, Pelliper, Torkoal

=====

15. Trainer Card

=====

Trainer card show the status of the trainer. At the front of the trainer card, is the photo of the trainer and shows how many badges he/she had obtained as well as Pokemon captured and Pokemon seen. Different with the previous version of the game, there is another stuff in the back of the trainer card. It shows five spot that when you complete a certain task, you will gain a star and you trainer card will be upgraded.

Here is the way to get the five stars:

- Beat the elite four
- Beat the Battle tower
- Catch 202 Pokemon
- Complete the trainer dex
- Win ALL the contest and have the picture of your Pokemon up in the museum

The colours of your trainer card will change each time you gain a new star.

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16. Azzurill and Waynaut

=====

In order to get Azurill and Waynaut, firstly you will need to find Sea Incense and Leisure herb respectively. Sea Incense is used to breed Marill whereas Lax Incense is used for Wynaut. Both of these could be found on Mt Pyre. Equip the male pokemon with the items, and you should get Wynaut/Azurill egg. Both of the herbs, could be obtained from Pokemon graveyard at Mt Pyre

Beside the steps mentioned above, you could get a Wynaut egg from a lady in Lavaridge Town.

=====

17. Type Advantages amd Weakness

=====

	N	W	F	E	G	I	Fg	P	Gd	Fl	Ps	B	R	Gh	D	Da	S	
Normal	0	0	0	0	0	0	0	0	0	0	0	0	0	-	X	0	0	-
Water	0	-	+	-	-	-	0	0	+	0	0	0	+	0	-	0	0	
Fire	0	-	-	0	+	+	0	0	-	0	0	+	-	0	-	0	+	
Electric	0	+	0	-	-	0	0	0	X	+	0	0	0	0	0	-	0	0
Grass	0	+	-	0	-	0	0	-	+	-	0	-	+	0	-	0	-	
Ice	0	-	-	+	+	-	0	0	+	+	0	0	0	0	0	+	0	-
Fighting	+	0	0	0	0	0	+	0	-	0	-	-	-	+	X	0	+	+
Poison	0	0	0	0	+	0	0	-	-	0	-	+	-	-	0	0	X	
Ground	0	-	+	+	0	0	0	+	0	X	0	-	+	0	0	0	+	

Fl=																																							
Flying		0		0		0		-		+		-		+		0		0		-		0		+		-		0		0		0		-					
Fl=																																							
Psychic		0		0		0		0		0		0		+		+		0		0		-		-		0		+		0		X		-					
Fl=																																							
Bug		0		0		-		-		+		0		0		-		0		-		+		0		-		-		0		+		-					
Fl=																																							
Rock		0		0		+		0		0		+		-		0		-		+		0		+		0		0		0		0		0		-			
Fl=																																							
Ghost		X		0		0		0		0		0		0		0		0		+		0		0		+		0		-		-							
Fl=																																							
Dragon		0		0		0		0		0		0		0		0		0		0		0		0		0		0		0		+		0		-			
Fl=																																							
Dark		0		0		0		0		0		0		-		0		0		0		+		0		0		+		0		-		-					
Fl=																																							
Steel		0		-		-		-		0		+		0		0		0		0		0		0		0		+		0		0		0		0		-	
Fl=																																							

```

=====

N= Normal          Fl=Flying          +: Effective
W= Water           Ps=Psychic        -: Not effective
F=Fire             B=Bug             0: Normal
E=Electric         R=Rock            X: No effect
G=Ground           Gh=Ghost
I=Ice              D=Dragon
FG=Fighting        Da=Dark
P=Poisson          S=Steel
Gd=Ground

```

18. In-Game Trade

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=====
Rustboro City- Makuhita for Slakoth
Fortree City- Pikachu for Skitty
Pacifidlog Town- Bellosom for Corsola

```

19. Evolution guide

There are a few way Pokemon evolves. Below are all the known way for Pokemon to evolve

- Level Evolution
- Stone Evolution
- Day & Night Evolution
- Trade evolution
- Trade+Items evolution
- Beauty Evolution
- Happiness Evolution
- Empty Slot evolution (Shedinja)

Level Evolution

A straightforward evolution, Pokemon evolve after it reaches certain level.

example: the starters

Stone Evolution

By using stone such as Fire Stone, certain Pokemon like Vulpix will evolve. The downside to this kind of evolution, is that Pokemon will unable to learn anymore new moves naturrally. Of course, there are exception such as the Eevolution.

example: Lombre, Nuzleaf

Day and Night Evolution

Pokemon with this kind of evolution, evolve differently depending on the time of the day.

Example: Umbreon, Espeon, Wurmple

Trade Evolution

When a Pokemon is traded, it will automatically evolve.

example: Graveler, Kadabra

Trade+Items evolution

Pokemon will evolve if it traded while equipped with an item such as King Rock

Example: Huntail, Gorebyss

Beauty Evolution

Pokemon will evolve after its beauty stats reaches a certain point. This evolution, only apply to Feebass

example: Feebass

Happiness Evolution

Each Pokemon, have its happiness point which indicate how loyal is that Pokemon to its trainer. Once a Pokemon accumulate a certain happiness point, they will evolve.

Example: Crobat

Empty Slot evolution

You will get a new Pokemon, if you have 5 or less Pokemon in your team. This evolution is only exclusive to Nincada->Ninjask+Shedinja

Example: Shedinja

=====

20. Rare Pokemon Guide

=====

Below are the guide to the Pokemon that whatever you did you seem not to able to find them.

Feebass

Route 119, patience is the key. even if it will take you 100 years to capture this Pokemon the point is Feebass is there. Actually, there is a Feebass tile in each game, which is created randomly. Fishing in this tile will resulted in a higher percentage of Feebass seen.

Bagon

Route 115 (Dragon Cave). Find a room where there is a small strip of land and the rest is filled with water. Bagon should be quite common there. (Make sure you are looking for Bagon at the strip of land and not the water)

Corsola

See Feebas, only Corsola is easier to find. You might want to try to fish at victory road. Otherwise, you might want to trade a Bellosom for Corsola. (see in game trade for more details).

Bulbasaur, Charmander, Squirtle, Meowth and all the Pokemon not listed in the Pokedex. They are unobtainable in this game, so don't ask where you could get them. However, it is likely that they will be in the new game Pokemon Fire Red and Leaf Green which will see a 2004 release.

=====

21. Pokemart Guide

=====

All prices in poke.

Oldale Town	
Poke Ball	200
Potion	300
Antidote	100
Parlyz Heal	200
Awakening	250

Petalburg City

Poke Ball	200
Great Ball	600
Potion	300
Super Potion	700
Antidote	100
Parlyz Heal	200
Awakening	250
Escape Rope	550
Repel	350
X Speed	350
X Attack	500
X Defense	550
Orange Mail	50

Rustboro City

Poke Ball	200
Timer Ball	1000
Repeat Ball	1000
Potion	300
Super Potion	700
Antidote	100
Parlyz Heal	200
Awakening	250
Escape Rope	550
Repel	350
X Speed	350
X Attack	500
X Defense	550

Slateport City

Poke Ball	200
Great Ball	600
Potion	300
Super Potion	700
Antidote	100
Parlyz Heal	200
Awakening	250
Escape Rope	550
Repel	350
Harbor Mail	50

Mauville City

Poke Ball	200
Great Ball	600
Super Potion	700
Antidote	100
Parlyz Heal	200
Awakening	250
X Speed	350
X Attack	500
X Defense	550
Guard Spec	700

Dire Hit	650
X Accuracy	950

Fallarbor Town

Great Ball	600
Super Potion	700
Antidote	100
Parlyz Heal	200
Escape Rope	550
Super Repel	500
X Speed	350
X Attack	500
X Defense	550
Guard Spec	700
Dire Hit	650

Lavaridge Town

Great Ball	600
Super Potion	700
Antidote	100
Parlyz Heal	200
Awakening	250
Burn Heal	250
Revive	1500
Super Repel	500
X Speed	350

Verdanturf Town

Great Ball	600
Nest Ball	1000
Super Potion	700
Antidote	100
Parlyz Heal	200
Awakening	250
Burn Heal	250
Ice Heal	250
Repel	350
X Special	350
Fluffy Mail	1000

Fortree City

Great Ball	600
Ultra Ball	1200
Super Potion	700
Hyper Potion	1200
Antidote	100
Parlyz Heal	200
Awakening	250
Revive	1500
Super Repel	500
Wood Mail	50

Lilycove City 2nd Floor

PokeBall	200
Great Ball	600
Ultra Ball	1200
Escape Rope	550
Full Heal	600
Antidote	100
Parlyz Heal	200
Burn Heal	250

Ice Heal	250
Awakening	250
Fluffy Tail	1000

Potion	300
Super Potion	700
Hyper Potion	1200
Max Potion	2500
Revive	1500
Repel	350
Super Repel	500
Max Repel	700
Wave Mail	50
Mech Mail	50

Lilycove 3rd floor

Protein	9800
Calcium	9800
Iron	9800
Zinc	9800
Carbos	9800
Hp Up	9800

X Speed	350
X Special	350
X Attack	500
X Defend	550
Dire Hit	650
Guard Spec	700
X Acuracy	950

Lilycove 4th Floor

TM38	5500
TM25	5500
TM14	5500
TM15	7500

TM17	3000
TM20	3000
TM33	3000
TM16	3000

Lilycove 5th Floor

Pichu Doll	3000
Pikachu Doll	3000
Marill Doll	3000
Jigglypuff Doll	3000
Duskull Doll	3000
Wynaut Doll	3000
Baltoy Doll	3000
Kecleon Doll	3000
Azurill Doll	3000
Skity Doll	3000
Swablu Doll	3000
Gulpin Doll	3000

Pika Cushion	2000
Round Cushion	2000
Zigzag Cushion	2000
Spin Cushion	2000

Diamond Cushion	2000
Ball Cushion	2000
Grass Cushion	2000
Fire Cushion	2000
Water Cushion	2000
Ball Poster	1000
Green Poster	1000
Red Poster	1000
Blue Poster	1000
Cute Poster	1000
Pika Poster	1500
Long Poster	1500
Sea Poster	1500
Sky Poster	1500
Surf mat	4000
Thunder mat	4000
Fire Blast mat	4000
Powder snow mat	4000
Attract mat	4000
Fisurre mat	4000
Spikes mat	4000
Glitter mat	2000
Jump mat	2000
Spin amt	2000
Mossdeep City	
Ultra Ball	1200
Net Ball	1000
Dive Ball	1000
Hyper Potion	1200
Full Heal	600
Revive	1500
Max Repel	700
X Attack	500
X Defend	550
Sootopolis City	
Ultra Ball	1200
Hyper Potion	1200
Mx Potion	2500
Full Heal	600
Revive	1500
Max Repel	700
X Attack	500
X Defend	550
Shadow Mail	50
Pokemon League	
Ultra Ball	1200
Hyper Potion	1200
Max Potion	2500
Full Restore	3000
Full Heal	600
Revive	1500
Max Repel	700

=====
22. Trainers Eye
=====

Below are the list of trainers in Ruby/Sapphire. They are listed according to how they appear in the game's trainers eye.

Aroma Lady Rose

Location: Route 118

Strategy: Becalm fighting emotions

Trainer's Pokemon: Fragrant Grass Pokemon

Self Introduction: Soothing aromas make the body and mind healthy

Ruin Maniac Dusty

Location: Route 111

Strategy: Overwhelm with power

Trainer's Pokemon: Craggy Rock Pokemon

Self Introduction: In search of ancient lore, I travel the world

Tuber Lola

Location: Route 109

Strategy: I'm going to try hard

Trainer's Pokemon: Good Swimmer Pokemon

Self Introduction: I wish I could swim without using an inner tube

Tuber Ricky

Location: Route 109

Strategy: I don't know, I'll try hard

Trainer's Pokemon: Water pokemon are buddies

Self Introduction: It's not like I can't swim. I just like my inner tube

Sis and Bro Rita and Sam

Location: Route 124

Strategy: We split our duties

Trainer's Pokemon: We like friendly Pokemon

Self Introduction: We enjoy Pokemon together as sister and brother

Cooltrainer Brooke

Location: Route 111

Strategy: Exploit the foe's weakness

Trainer's Pokemon: Balance is crucial

Self Introduction: My goal is to become the Pokemon Champion

Cooltrainer Wilton

Location: Route 111

Strategy: Upset the opponent

Trainer's Pokemon: Type doesn't matter

Self Introduction: I'm a top student at the Trainer School

Hex Maniac Valerie

Location: Mt Pyre

Strategy: Slow, steady sffering

Trainer's Pokemon: Scary to meet at night

Self Introduction: I see things that others can't see...

Lady Cindy

Location: Route 104

Strategy: Anything to win

Trainer's Pokemon: Gorgeous type!

Self Introduction: I have a pool specially for my Pokemon at home

Beauty Jessica

Location: Route 121

Strategy: I'll lead you astray

Trainer's Pokemon: Cute, of course

Self Introduction: I love the Safari Zone. I seem to end up there

Rich Boy Winston

Location: Route 104

Strategy: Strategy, who needs it?

Trainer's Pokemon: I spent big money on it

Self Introduction: I, being rich, sleep in a custom Pokemon bed

Pokemaniac Steve

Location: Route 114

Strategy: Wrestle Down with power

Trainer's Pokemon: Took all night to catch...

Self Introduction: Big, burly, and buff POKÉMON are the best...

Swimmer Tony

Location: Route 107

Strategy: Ram at full speed!

Trainer's Pokemon: Funky Water type!

Self Introduction: If I can't be out swimming, I'll be pumping weights

Blackbelt Nob

Location: Route 115

Strategy: Grand Slam pummeling!

Trainer's Pokemon: Fighting Type!

Self Introduction: Not to brag, but I can bust ten roof tiles!

Guitarist Dalton

Location: Route 118

Strategy: I'll electrify you

Trainer's Pokemon: They're electric

Self Introduction: I want to make people cry with songs from my heart

Kindler Bernie

Location: Route 114

Strategy: Burn it all down

Trainer's Pokemon: Burn-inducing Pokemon!

Self Introduction:

Camper Ethan

Location: Jagged Pass

Strategy: Hang in and be tenacious

Trainer's Pokemon: I'll raise any Pokemon

Self Introduction:

Old Couple John and Jay

Location: Meteor Falls

Strategy: Our love let us prevail

Trainer's Pokemon: We've had them for years

Self Introduction:

Bug Maniac Brandon

Location: Route 120

Strategy: Attack in waves!

Trainer's Pokemon: Bug Pokemon are cool

Self Introduction:

Psychic Cameron

Location: Route 123

Strategy: Daze and Confuse

Trainer's Pokemon: Ones with weird power

Self Introduction:

Psychic Jacki

Location: Route 123

Strategy: Battle at full Power

Trainer's Pokemon: Pokemon of many mysteries

Self Introduction:

Gentleman Walter

Location: Route 121

Strategy: Calm and Collected

Trainer's Pokemon: Pokemon of distinction

Self Introduction:

Schoolkid Karen

Location: Route 116

Strategy: I use my head for battle

Trainer's Pokemon: I love any kind of Pokemon

Self Introduction:

Schoolkid Jerry

Location: Route 116

Strategy: My knowledge rules!

Trainer's Pokemon: Any smart Pokemon!

Self Introduction:

Sr and Jr Anna and Meg

Location: Route 117

Strategy: We Talk it over first

Trainer's Pokemon: Pokemon that we both like

Self Introduction:

Pokefan Isabel

Location: Route 110

Strategy: Go for it my dears!

Trainer's Pokemon: I have no like or dislikes

Self Introduction:

Pokefan Miguel

Location: Route 103

Strategy: I battle with love!

Trainer's Pokemon: A pokemon raised with love!

Self Introduction:

Expert Timothy

Location: Route 115

Strategy: I see through your moves

Trainer's Pokemon: The essence of fighting

Self Introduction:

Expert Shelby

Location: Mt Chimney

Strategy: Attack while defending

Trainer's Pokemon: The fighting type

Self Introduction:

Youngster Calvin

Location: Route 102

Strategy: I know I can

Trainer's Pokemon: I use different types

Self Introduction:

Fisherman Elliot
Location: Route 106
Strategy: I battle patiently
Trainer's Pokemon: Water Pokemon to battle
Self Introduction:

Triathlete Abigail
Location: Route 110
Strategy: Defense is crucial
Trainer's Pokemon: My Pokemon is solid
Self Introduction:

Triathlete Benjamin
Location: Route 110
Strategy: Push and Push again
Trainer's Pokemon: The strength of steel
Self Introduction:

Triathlete Isaiah
Location: Route 128
Strategy: Exploit the environment
Trainer's Pokemon: All hail the water type
Self Introduction:

Triathlete Katelyn
Location: Route 128
Strategy: All out offensive
Trainer's Pokemon: Water Pokemon rule
Self Introduction:

Triathlete Maria
Location: Route 117
Strategy: Speed above all
Trainer's Pokemon: I use speedy Pokemon
Self Introduction:

Triathlete Dylan
Location: Route 117
Strategy: Strike before stricken
Trainer's Pokemon: A fast-running Pokemon
Self Introduction:

Bird Keeper Robert
Location: Route 120
Strategy: I'll show you my technique
Trainer's Pokemon: Elegantly wheeling birds
Self Introduction:

Dragon Tamer Nicolas
Location: Meteor Falls
Strategy: Its about Pokemon Power
Trainer's Pokemon: See the power of Dragons
Self Introduction:

Ninja Boy Lao
Location: Route 113
Strategy: You'll suffer from Poison
Trainer's Pokemon: Poisonous Pokemon
Self Introduction:

Battle Girl Cindy
Location: Route 115
Strategy: The first strike wins
Trainer's Pokemon: Speedy Fighting type
Self Introduction:

Parasol Lady Madeline
Location: Route 113
Strategy: Go, Go, My Pokemon
Trainer's Pokemon: I'll raise anything
Self Introduction:

Swimmer Jenny
Location: Route 124
Strategy: No Mercy
Trainer's Pokemon: Cute Water Pokemon
Self Introduction:

Picknicker Diana
Location: Jagged Pass
Strategy: I'll think about this and that
Trainer's Pokemon: I like all Pokemon
Self Introduction:

Twins Amy and Liv
Location: Route 103
Strategy: We battle together
Trainer's Pokemon: We train together
Self Introduction:

Sailor Ernest
Location: Route 125
Strategy: I force things with power
Trainer's Pokemon: Water and Fighting types
Self Introduction:

Collector Edwin
Location: Route 110
Strategy: Protect Pokemon from harm
Trainer's Pokemon: I love rare Pokemon
Self Introduction:

Pokemon breeder Lydia
Location: Route 117
Strategy: I count on power
Trainer's Pokemon: Pokemon are my children
Self Introduction:

Pokemon Breeder Isaac
Location: Route 117
Strategy: Full-on attack
Trainer's Pokemon: Anything. I'll raise it
Self Introduction:

Pokemon ranger Catherine
Location: route 119
Strategy: I believe in my Pokemon
Trainer's Pokemon: I like strong Pokemon
Self Introduction:

Pokemon Ranger Jackson

Location: route 119
Strategy: I attack in waves
Trainer's Pokemon: Different types
Self Introduction:

Lass Haley

Location: route 104
Strategy: I'll show you some guts
Trainer's Pokemon: Cute Pokemon are my favorites
Self Introduction:

Bug Catcher James

Location: Petalburg Woods
Strategy: Lightning Fast attack
Trainer's Pokemon: Bug Pokemon are number one
Self Introduction:

Hiker Trent

Location: route 112
Strategy: I battle with power
Trainer's Pokemon: Hard-bodies Pokemon
Self Introduction:

Young couple Lois and Hal

Location: Abandoned ship
Strategy: Lovey dovey strategy
Trainer's Pokemon: Lovey dovey Pokemon
Self Introduction:

Pokemon Trainer Wally

Location: Victory Road
Strategy: We Let it all hang out
Trainer's Pokemon: the first Pokemon I caught
Self Introduction:

Leader Roxanne

Location: Rustboro
Strategy: Rock type power attack
Trainer's Pokemon: Rock-solid types are good
Pokemon: Geodude, Nosepass
Self Introduction:

Leader Brawly

Location: Dewford
Strategy: Direct phusical action
Trainer's Pokemon: Fighting Pokemon rules!
Pokemon: Machop, Makuhita
Self Introduction:

Leader Wattson

Location: Mauville
Strategy: I choose to electify
Trainer's Pokemon: Get shocked by electricity
Pokemon: Magnemite, Voltorb, Magnetron
Self Introduction:

Leader Flannery

Location: Lavaridge
Strategy: Battle Aggresively
Trainer's Pokemon: Burn with passion!
Pokemon: Slugma, Slugma, Torkoal

Self Introduction:

Leader Norman

Location: Petalburg

Strategy: I flexibly adapt my style

Trainer's Pokemon: Grown in a balanced manner!

Pokemon: Slaking, Vigoroth, Slaking

Self Introduction:

Leader Winona

Location: Fortree

Strategy: I take advantage of Speed

Trainer's Pokemon: Graceful sky dancers

Pokemon: Swellow, Pellipper, Skarmory, Altaria

Self Introduction:

Leader Liza and Tate

Location: Mossdeep

Strategy: We battle in Co-operation

Trainer's Pokemon: Always Friendly Pokemon

Pokemon: Lunatone, Solrock

Self Introduction:

Leader Wallace

Location: Sootopolis

Strategy: Dignity and Respect

Trainer's Pokemon: I prefer Pokemon of grace

Pokemon: Luvdisc, Whishcash, Sealoo, Seaking, Milotic

Self Introduction:

Elite Four Sidney

Location: Ever Grande

Strategy: Offense over Defense

Trainer's Pokemon: The Dark side of beauties

Pokemon: Mightyena, Shiftry, Cacturne, Sharpedo, Absol

Self Introduction:

Elite Four Phoebe

Location: Ever Grande

Strategy: Confuse and Confound

Trainer's Pokemon: There's nothing definite

Pokemon: Dusclops, Banette, Sableye, Banette, Dusclops

Self Introduction:

Elite Four Glacia

Location: Ever Grande

Strategy: I use items for help

Trainer's Pokemon: Flaming Passion in icy cold

Pokemon: Glalie, Sealoo, Sealoo, Glalie, Walrein

Self Introduction:

Elite Four Drake

Location: Ever Grande

Strategy: Harness strong abilities

Trainer's Pokemon: The raw power of dragons!

Pokemon: Shelgon, Altaria, Flygon, Flygon, Salamence

Self Introduction:

Champion Steve Stone

Location: Ever Grande

Strategy: Pick on the foe's weakness

Trainer's Pokemon: The ultimate Steel pokemon
 Pokemon: Claydoll, Skarmory, Metagross, Armaldo, Cradily, Aggron
 Self Introduction:

=====
 23. Berry Guide
 =====

You can feed porok to your Pokemon in order to increase its contest stats.
 There are a total of 43 Berries in the game. Below are the list of the Berries.

taste index

- Spicy : 1
- Dry : 2
- Sweet : 3
- Bitter : 4
- Sour : 5

Name	Colour	Taste	Size (cm)	Pokeblock
1. Cheri Berry	Red	1	0.8	Red
2. Chesto Berry	Blue	2	3.1	Blue
3. Pecha Berry	Pink	3	1.6	Pink
4. Rawst Berry	Green	4	1.3	Green
5. Aspear Berry	Yellow	5	2.0	Yellow
6. Leppa Berry	Red	1,3,4,5	1.1	Purple
7. Oran Berry	Blue	1,2,3,4,5	1.4	Indigo
8. Persim Berry	Pink	1,2,3,4,5	1.9	Brown
9. Lam Berry	Green	1,2,3,4,5	3.4	Purple
10. Citrus Berry	Yellow	1,2,3,4,5	3.7	Indigo
11. Figy Berry	Red	1	3.9	Purple
12. Wiki Berry	Blue	2	2.2	Indigo
13. Mago Berry	Pink	3	5.0	Brown
14. Aguav Berry	Green	4	2.5	Liteblue
15. Iapapa Berry	Yellow	5	8.8	Olive
16. Razz Berry	Red	1,2	4.7	Purple
17. Bluk Berry	Blue	2,3	4.3	Indigo
18. Nanab Berry	Pink	3,4	3.0	Brown
19. Wepear Berry	Green	4,5	2.9	Purple
20. Pinap Berry	Yellow	1,5	3.1	Indigo
21. Pomeg Berry	Red	1,3,4	5.3	Gray
22. Kelpsy Berry	Blue	2,4,5	5.9	Gray
23. Qualot Berry	Pink	1,3,5	4.3	Gray
24. Hondew Berry	Green	1,3,4	6.4	Gray
25. Grepa Berry	Yellow	2,3,5	5.9	Gray
26. Tamato Berry	Red	1,2	7.9	Purple
27. Cornn Berry	Blue	2,3	3.0	Indigo
28. Magost Berry	Pink	3,4	5.5	Brown
29. Rabuta Berry	Green	4,5	8.9	Liteblue
30. Nomel Berry	Yellow	1,5	11.2	Olive
31. Spelon Berry	Red	1,2	5,2	Purple
32. Pamtre Berry	Blue	2,3	9.6	Indigo
33. Watmel Berry				Brown
34. Durin Berry				Liteblue
35. Belue Berry				Olive
36. Liechi Berry	Red	1,3,5	11.1	Gold
37. Ganlon Berry				Gold
38. Salac Berry				Gold
39. Petaya Berry				Gold
40. Apicot Berry				Gold

41. Lansat Berry	Purple
42. Starf Berry	Indigo
43. Enigma Berry	Purple

Planting Berry. You can plant berries on soil that previously were grown with berry. You can get Wailmer Pail to water it, and the berry will sprout in a few hours.

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24. Pokeblock

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Using the berry mixer machine, you can feed your Pokemon Pokeblock. By feeding them Pokeblock, it will raise their specific contest stats. Once you press on the mixer machine, you'll be taken to a screen whereby you could choose which berry you're going to use. Next, you'll be taken to a mini-game. The objective of this mini game, is to press the button once it come to your pointer. There are three outcomes:

- Swirl - Very accurate
- Round - Accurate
- Cross - Missed

At the end of the round, your point will be tallied up. you can check your Pokemon contest stats through your Pokenav.

the five basic Pokeblock colors are Yellow, Red, Blue, Green, Orange. In addition to this, there are other colors such as Indigo and Purple which will raise two instead of one stats. Note that, there aren't any fixed values that a berry of a prticular color will raise.

Dual Colors Berries: Liteblue, Brown, Purple, Indigo, Olive, Gold
Triple color berries: Gray

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25. Fishing

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There are 3 rods in this game. Just like the previous game, there is the old rod, good rod and Super rod. Below are the location of the rod.

- Old rod - Dewford town
- Good Rod - Route 118
- Super Rod - Mossdeep Town

There is a difference in term of fishing compared to previous game. In this game, fishing is a little bit harder. When you throw your rod you'll be greeted with the message.

"....." (the length of the dot varies)

Afterwhich, there will be a message: A Pokemon is on the hook, or Not even a nibble. The later means that there isn't any Pokemon. When you see the former message, press it as quickly as possible. This will take you to another series of "...." or take you to the battle screen with the Pokemon. Fishing is the main way to capture majority of Water Pokemon.

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26. Mirage Island

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Mirage Island is an island located on route 130. It is inhabited by a lot of Waynauts. (In fact, that's the only Pokemon you can catch there). As for the purpose of the island, there has been none so far except for the fact that you

could get a special Pokeblock (Pokeblock no 36).

Mirage Island does not appear normally. The first hint about it's existence was the claim made by an old man in Pacifidlog Town. To be able to find Mirgae Island you'll need to have an Mirage Island Pokemon.

Mirage Island Pokemon are found randomly in the wild. They could be from any species. To be able to trigger Mirage Island, you'll need a Pokemon which have a gender brak point stats. Pokemon genders are determined by a set of value. A Mirage Island Pokemon need to fulfill that gender breakpoint requirement, which is precisely the transition value between a female of that species and male of that species. The probability of a Pokemon being an Illusion, depends on how high the percentage of that Pokemon being from a certain gender.

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27. Trick House

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Trick House is located at route 110, to the junction of route 103. Here, you'll went through 8 series of puzzle. Everytime you solve a puzzle, you'll be given an item by the trick master.

First puzzle: Rare Candy
Second Puzzle: Timer Ball
Third Puzzle: Hard Stone
Fourth Puzzle: Smoke Ball
Fifth Puzzle: TM 12 - Taunt
Sixth Puzzle: Magnet
Seventh Puzzle: PP Max
Eight Puzzle: Blue Tent

Below are a detailed walkthrough of the trick house.

Once you enter the house, walk straight and you'll see the message, "you're being watched." You'll see a flash of light coming from the table. Approach the source of light to find the trick master. He'll allow you to enter the scroll. Approach the scroll and go in.

First Puzzle

Items: Orange Mail

Trainers:

Youngster Eddie

Zigzagoon: Lvl 14 (180 EXP)

Zigzagoon: Lvl 16 (204 EXP)

Money: \$256

Lass Robin

Skitty: lvl 14 (194 EXP)

Marill: Lvl 14 (174 EXP)

Shroomish: lvl 14 (194 EXP)

Money: \$224

Lass Sally

Oddish: lvl 16 (266 EXP)

Money: \$256

You'll end up in a room. You'll need to cut down tree to go to the next section of the room. Firstly, you'll need to get to the scroll. Here how to get to the scroll (from the entrance): up, up, right, up, right

Now, after you've obtained the secret code from the scroll head for the door.

Direction (from the entrance): up 4 times, right 3 times. Head for the door and talk to the trick master. He'll give you a rare coandy. Now you're done with the first puzzle. Exit the house and re-enter to continue with the second puzzle.

Second Puzzle

Against, you're being watched. This time, the source of light come from the tree on your right. Talk to the trick master once more. Again, enter through the scroll.

Here, there will be holes which closes when you stepped on the yellow switch.

Items: Wave Mail, Harbor Mail

Trainers:

School Kid Ted

Ralts: lvl 17 (254 EXP)

Money: \$340

School Kid Paul

Numel: lvl 15 (282 EXP)

Wingull: lvl 15 (204 EXP)

Oddish: lvl 15 (248 EXP)

Money: \$300

School Kid Georgia

Shroomish: lvl 16 (222 EXP)

Beautifly: lvl 16 (552 EXP)

Money: \$320

From the entrance, head to the right. Fight School Kid Ted and step on the yellow switch. Now, go back to the entrance and head upwards. Turn right, down and step on the switch to close the hole near School Kid Ted. Go back there, and make your way to fight School Kid Georgia. Go on and step on the next switch. Go through the hole that the switch opened. Step on the switch, and go back to the scroll which now accessible. After obtaining the code, go back to the door and claim your prize from the trick master. This time, you'll obtain the Timer Ball. Exit the house and re-enter again for the third puzzle.

Third Puzzle

Again, its the same thing. This time head for the cupboard. Like usual, go through the scroll and face the third puzzle.

Items: Wood Mail, Shadow Mail

Trainers:

Camper Justin

Kecleon: lvl 24 (678 EXP)

Money: \$384

Picknicker Martha

Skitty: lvl 23 (318 EXP)

Swablu: lvl 23 (362 EXP)

Money: \$368

Hiker Alan

Geodude Lvl 22 (404 EXP)

Nosepass lvl 22 (506 EXP)

Graveler lvl 22 (630 EXP)

Money: \$880

You'll be greeted by two rocks. Smash them to continue. In this puzzle, the switch will open and close alternating doors. Step on the first switch. (near the entrance). This will open alternating door. Make your way to the scroll. Head up, smash the rock to reveal the switch. Step on it. Head right and step on the switch beside Hiker Alan. Go through the door to claim your prize. Your prize this time would be a Hard Stone.

Fourth Puzzle

This is tricky. you won't be able to see the flash of light since he's hiding on the left window. Anyway, go up and talk to him and go into the scroll.

Items: Mech Mail

Trainers:

Blackbelt Yuji

Makuhita: lvl 26 (482 EXP)

Machoke: lvl 26 (812 EXP)

Money: \$832

Battle Girl Cora

Meditite: lvl 27 (524 EXP)

Money: \$648

Battle Girl Jill

Breloom: lvl 27 (954 EXP)

Money: \$648

Boulders. Everyone loves boulder when it comes to puzzle. (of course it's a sarcasm). Head up. You'll be able to see 4 boulders. Push the left boulder up, so you can turn right and push the left-bottom boulder down. After you've pushed the left-bottom boulder down, push the right-bottom boulder to the side. Fight Blackbelt Yuji, and head right. Push the RIGHT boulder to the right, and go around the LEFT boulder pushing it up from the bottom. Go down, and head right. Push the boulder blocking you downward. Continue, until you see another boulder blocking you. This time, push it, but make sure that you did NOT push it until it aligned with the bottom most boulder blocking the door. Head left first for the secret code, and push the boulder blocking the door aside to finish this puzzle. your reward this time would be a Smoke Ball.

Fifth Puzzle

No clue this time, but the trick master is hiding on the plant at the left of the room. Again, enter the scroll.

Items: None

Trainers: None

Once you've entered the room, you'll be greeted by the Mecha Dolls. In order to get past them you'll need to answer their question.

1. One of these Pokemon is not found in Route 103 which is it?

Zigzagoon, Nincada, Poochyena (answer: Nincada)

2. In Professor Birch bag, there were three Pokemon. Which one was on the right?

Trecko, Torchic, Mudkip (answer: Mudkip)

3. Do one Full Heal and Great Ball cost more than one revive?

Yes, No (answer: No)

4. The first trainer in Dewford gym was male or female?

Male, Female, It depends (Answer: Female)

5. How many bikes Rydel have on display outside his shop?

6, 8 ,10 (answer: 8)

After answering the 5 Mecha doll, you should be able to get the secret code from the scroll. Now head for the door for your prize. This time, your prize would be TM12 - Taunt

Sixth Puzzle

Against, no clue given about the trick master whereabouts. Go to the big cupboard, and check the right. Now, go through the scroll.

Items: Glitter Mail

Trainers:

Pokemon Ranger Sebastian

Cacturne: lvl 39 (1478 EXP)

Money: \$1872

Bird Keeper Benny

Swellow: lvl 36 (1248 EXP)

Pellipper: lvl 36 (1262 EXP)

Xatu: lvl 36 (1316 EXP)

Money: \$1152

Pokemon Ranger Sophia

Swablu: lvl 38 (600 EXP)

Roselia: lvl 38 (1236 EXP)

Money: \$1824

The puzzle here is reminiscence of the 6th gym puzzle. It made up of sliding plank. Go to the middle oppening between the two planks. push the right plank to the right. Go up and push the shorter end of the Right plank to the left. Push the left plank down. Push the right plank to the right. Go into the center, and dash across.

Head straight. Push the longer end of the right plank to the right. Push the shorter end of the left plank to the right so that you'll find yourslef between the two plank. Push the right plank down and continue.

Next, push the bottom plank up, and the top plank up. Fight the trainer if you want. From here, go down and push the longer and of the bottom plank to the left. Push the shorter end down.

You'll see another puzzle involving the rotating plank. Push the left plank down. Push the second one down, but return it to its original position after you go trthrough it. The same goes with the bottom right plank. Push the left plank to the left and go through round it again. Get the secret code from the scroll. Fight the trainer if you wish to do so.

Go back pokemon Ranger Sebastian, and go down until you'll be able to fight Pokemon Ranger Sophia. Head up and solve the last puzzle to claim your reward. Your reward for this round would be Magnet.

Seventh Puzzle

Again no clue, check the right window this time. Go through the scroll for the 7th puzzle.

Items: Tropic Mail

Trainers:

Psychic Joshua

Kadabra: lvl 41 (1272 EXP)

Solrock: lvl 41 (1316 EXP)
Money: \$984

Hex Maniac Patricia
Banette: lvl 42 (1610 EXP)
Money: \$1008

Psychic Alexis
Kirlia: lvl 40 (1200 EXP)
Xatu: lvl 40 (1464 EXP)
Kadabra: lvl 40 (1242 EXP)
Money: \$960

Your movement is limited by the directional tile, and you need to press the switch to change the direction of the red directional tiles.

From the entrance, head straight and take the left-most path. Press the switch. From the entrance, head North east, and figure out your way to the second switch. Back to the entrance. Head straight and take the path second from the left. Fight the trainer and pull the switch. Head to your right and pull the second switch. Now, you can access the scroll with the secret code. Head for the door to claim your prize. Your reward this time would be a PP max.

Eight Puzzle

This time he's hiding on the left part of the table. Again, enter the scroll.

Items:

Trainers:

Cooltrainer Elaine
Lairon: lvl 45 (1464 EXP)
Manetric: lvl 45 (1620 EXP)
Money: \$2160

Cooltrainer Leroy
Mawile: lvl 46 (966 EXP)
Starmie: lvl 46 (2040 EXP)
Money: \$2208

Cooltrainer Vincent
Sableye: lvl 44 (924 EXP)
Sharpedo: lvl 44 (1650 EXP)
Medicharm: lvl 44 (1440 EXP)
Money: \$2212

For those, who have played G/S/C, you might remember the ice cave. This puzzle is similar to that. Go to the second square from the left, and follow the following direction.

up, left, up, right, down, right, down, left, up, left, down, right, up.

Now you need to get the scroll. Follow this direction to get to the scroll.

up, right, down, right, down, left, up, left, up, right, down, left, down, right, up, right, down.

From where you are standing now, follow this direction to get to the door.

up, right, down, right, down, left, up, right, up

Go through the door, and claim your prize. The blue tent awaits, if you're

playing Ruby you'll get the tent instead. You can put these tents in your secret base. Congrats you've beaten the trick house.

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28. Ribbons

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You could get Ribbons by completing certain events. You can check the ribbons that your Pokemon has gotten through your Poke-Nav.

List of Ribbon

Beating the Elite Four

Coolness Contest Normal Level

Beauty Contest Normal Level

Smart Contest Normal Level

Toughness Contest Normal Level

Cuteness Contest Normal Level

Coolness Contest super Level

Beauty Contest super Level

Smart Contest super Level

Toughness Contest super Level

Cuteness Contest super Level

Coolness Contest hyper Level

Beauty Contest hyper Level

Smart Contest hyper Level

Toughness Contest hyper Level

Cuteness Contest hyper Level

Coolness Contest master Level

Beauty Contest master Level

Smart Contest master Level

Toughness Contest master Level

Cuteness Contest master Level

Girl in Slateport Market

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29. The three starter

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Below are the analysis of the three starter.

Sceptile

HP: 70

Attack: 85

Defense: 65

Speed: 120

Special Attack: 105

Special Defense: 85

Total Stats: 530

Quite high special attack, and speed. The advantage of having this Pokemon, you'd have a higher chance of getting the first strike. However, an evident weakness would be defense. Its HP, Defense, and Special Defense is not high enough, and that might make it easy for Sceptile to get knocked out easily.

Gym analysis:

Rock: Strong

Fighting: Neutral

Electric: Strong (No type advantage in term of attacking, but grass is resistant to electric)

Fire: Weak

Normal: Neutral

Flying: Weak

Psychic: Strong (Lunatone and Solrock are ground Pokemon in addition to their

psychic type)
Water: Strong

Blaziken
HP: 80
Attack: 120
Defense: 70
Speed: 80
Special Attack: 110
Special Defense: 70
Total Stats: 530

A fair distribution. A slightly better Defense than Sceptile, but the high attack and special attack would take full use of its dual type, fighting/fire.

Gym analysis:
Rock: Strong (Only if you evolve your Torchic)
Fighting: Neutral
Electric: Strong (Magnemites are steel type in addition to electric)
Fire: Weak
Normal: Strong
Flying: Weak
Psychic: Weak
Water: Weak

Swampert
HP: 100
Attack: 110
Defense: 90
Speed: 60
Special Attack: 85
Special Defense: 90
Total Stats: 535

The highest in term of total stats. Great defense, but the Special Attack is bit low, which doesn't really justify the dual types.

Gym analysis:
Rock: Strong
Fighting: Neutral
Electric: Strong
Fire: Strong
Normal: Neutral
Flying: Strong
Psychic: Strong
Water: Weak

As we can see, in term of their weakness/strength towards the gym, Mudkip will have the advantage. However, one fact that must not be forgotten, Blaziken would be useful against the Elite Four.

Rating:
Overall Offense:
1. Blaziken
2. Swampert
3. Sceptile

Overall Defense:
1. Swampert
2. Blaziken

3. Sceptile

Speed:

1. Sceptile
2. Blaziken
3. Swampert

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30. Breeding

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Just like Pokemon G/S/C, in this game you can breed your Pokemon. To do that, you'll need to go to the Day Care Center at route 117 (east of Verdanturf town). to a breed a Pokemon, you'll need male and female Pokemon. In the past you could use Ditto as duplicating machine, but with the fact that he's unobtainable in this game (unless you shark it), breeding couldn't get any harder. A Pokemon is only compatible with a Pokemon from the same group.

When you breed a Pokemon from two different species. The species produced in the breeding would be the same as the Mother side, and it will inherits moves from its father. For example, breeding a Male Gyarados with a Female Seadra will resulted in a Male/Female Horsea with the ability to learn Dragon Rage.

An egg will hatch after a number of steps. This number of steps varies from Pokemon to Pokemon.

If both Pokemon are compatible to breed, you'll get an egg. Some special exception would be the way to breed Azzurill and Waynaut which require you to equip the Pokemon with items. (e.g. Sea incense)

No Egg Pokemon:

Pichu, Igglybuff, Azzurill, Waynaut, Regiice, Registeel, Regirock, Latias, Latios, Kyogre, Groudon, Rayquaza, Jirachi, Deoxys.

Dragon Group:

Horsea, Seadra, Kingdra, Magikarp, Gyarados, Treecko, Grovyle, Sceptile, Feebass, Milotic, Swablu, Altaria, Seviper, Bagon, Shelgon, Salamence.

Humanshape Group:

Abra, Kadabra, Alakazam, Machop, Machoke, Machop, Spinda, Sableye, Makuhita, Hariyama, Cacnea, Cacturne, Meditite, Medicharm, Volbeat, Illumise.

Water Group 1

Psyduck, Golduck, Horsea, Seadra, Marill, Azumarill, Mudkip, Mashtomp, Swampert, Corsola, Lotad, Lombre, Ludicolo, Wingull, Pelipper, Surskit, Masquerian, Corphish, Crawdaunt, Feebas, Milotic, Spheal, Seal, Walrein, Clamperl, Huntail, Gorebyss, Relicanth.

Water Group 2

Magikarp, Gyarados, Goldeen, Seaking, Carvanha, Sharpedo, Wailmer, Wailord, Barboach, Whicash, Chinchou, Lanturn, Luvdisc.

Water Group 3

Tentacool, Tentacruel, Corphish, Crawdaunt, Staryu, Starmie, Lileep, Cradily, Anorith, Armaldo.

Fairy Group

Shroomish, Breloom, Marill, Azumarill, Skitty, Delcatty, Pikachu, Raichu, Jigglypuff, Wigglytuff, Snorunt, Glalie, Mawile, Plusle, Minun, Castform, Roselia

Flying Group

Tailow, Swellow, Wingull, Pelipper, Zubat, Golbat, Doduo, Dodrio, Swablu, Altaria, Natu, Xatu.

Bug Group

Beautifly, Heracross, Ninjask, Trapinch, Cascoon, Illumise, Pinsir, Vibrava, Dustox, Masquerain, Silcoon, Volbeat, Flygon, Nincada, Surskit, Wurmple

Plant Group

Bellossom, Gloom, Nuzleaf, Shiftry, Breloom, Lombre, Oddish, Shroomish, Cacnea, Lotad, Roselia, Tropius, Cacturne, Ludicolo, Seedot, Vileplume

Mineral Group

Geodud, Golem, Nosepass, Snorunt, Glalie, Graveller

Indeterminate Group

Banette, Gardevoir, Magcargo, Swalot, Castform, Grimer, Muk, Weezing, Chimecho, Gulpin, Ralts, Wobbuffet, Dusclops, Kirlia, Shuppet, Duskull, Koffing, Slugma

Ground Group

Absol, Loudred, Rhyhorn, Torkoal, Blaziken, Camerupt, Manetric, Sandshrew, Mawile, Sanslash, Vigoroth, Torchic, Combusken, Mightyena, Sealo, Vulpix, Delcatty, Ninetales, Seedot, Wailmer, Wailord, Seviper, Numel, Donphan, Phanphy, Elektriike, Nuzleaf, Shiftry, Walrein, Whismur, SKitty, Exploud, Girafarig, Psyduck, Golduck, Grumpig, Kecleon, Linoone, Pikachu, Slaking, Zangoose, Slakoth, Zigzagoon, Speal, Spinda, Spink, Raichu, Rhydon

Monster Group

Aron, Lairon, Aggron, Rhyhorn, Rhydon, Treecko, Grovyle, Sceptile, Tropius, Whismur, Loudred, Exploud, Mudkip, Marshtomp, Swampert.

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31. Wild Pokemon List
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Below are the list of Pokemon you can capture in the wild in both version. This does not include the legendaries, and Pokemon that you got by completing certain events. For location of the Pokemon, check the Pokedex section of this walkthrough.

Ruby:

Poochyena, Zigzagoon, Linoone, Wurmple, Silcoon, Cascoon, Seedot, Nuzleaf, Tailow, Swellow, Wingull, Pelipper, Ralts, Surskit, Shroomish, Slakoth, Abra, Nincada, Whismur, Loudred, Makuhita, Hariyama, Goldeen, Seaking, Magikarp, Gyarados, Marill, Geodude, Graveller, Nosepass, Skitty, Zubat, Golbat, Tentacool, Tentacruel, Mawile, Aron, Lairon, Machop, Meditite, Medicham, Electrike, Manetric, Plusle, Minun, Magnemite, Magnetron, Voltorb, Electrode, Volbeat, Illumise, Oddish, Gloom, Doduo, Dodrio, Roselia, Gulpin, Carvanha, Sharpedo, Wailmer, Wailord, Numel, Slugma, Torkoal, Grimer, Koffing, Spink, Sandshrew, Spinda, Skarmory, Trapinch, Cacnea, Swablu, Zangoose, Solrock, Barboach, Whiscash, Corphish, Baltoy, Jigglypuff, Feebas, Staryu, Kecleon, Shuppet, Duskull, Dusclops, Tropius, Chimecho, Absol, Vulpix, Pikachu, Psyduck, Golduck, Waynaut, Wobbuffet, Natu, Xatu, Girafarig, Phanphy, Pinsir, Heracross, Rhyhorn, Snorunt, Speal, Clamperl, Relicanth, Corsola, Chinchou, Luvdisc, Horsea, Bagon, Latios.

Sapphire

Poochyena, Zigzagoon, Linoone, Wurmple, Silcoon, Cascoon, Lotad, Lombre, Tailow, Swellow, Wingull, Pelipper, Ralts, Surskit, Shroomish, Slakoth, Abra, Nincada, Whismur, Loudred, Makuhita, Hariyama, Goldeen, Seaking, Magikarp, Gyarados, Marill, Geodude, Graveller, Nosepass, Skitty, Zubat, Golbat, Tentacool, Tentacruel, Mawile, Aron, Lairon, Machop, Meditite, Medicham,

Electrike, Manetric, Plusle, Minun, Magnemite, Magneton, Voltorb, Electrode, Volbeat, Illumise, Oddish, Gloom, Doduo, Dodrio, Roselia, Gulpin, Carvanha, Sharpedo, Wailmer, Wailord, Numel, Slugma, Torkoal, Grimer, Koffing, Spink, Sandshrew, Spinda, Skarmory, Trapinch, Cacnea, Swablu, Seviper, Lunatone, Barboach, Whiscash, Corphish, Baltoy, Jigglypuff, Feebas, Staryu, Kecleon, Shuppet, Banette, Duskkull, Tropius, Chimecho, Absol, Vulpix, Pikachu, Psyduck, Golduck, Waynaut, Wobbuffet, Natu, Xatu, Girafarig, Phanphy, Pinsir, Heracross, Rhyhorn, Snorunt, Spheal, Clamperl, Relicanth, Corsola, Chinchou, Luvdisc, Horsea, Bagon, Latias.

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32. Pokeballs

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Pokeball

Colors: Red and White

Description: Regular Pokeball

Great Ball

Colors: Blue and White

Description: Same like Poke Ball, only have a better chance of capturing a Pokemon.

Ultra Ball

Colors: Black, Gold, White

Description: the best from the three regular Pokeball.

Master Ball

Colors: Purple, white

Description: 100 % succes cathch rate. It catch any Pokemon without fail.

Net Ball

Colors: Green, White

Description: Works best on Bug and Water type

Dive Ball

Colors: Light Blue, Blue

Description: Works best on Pokemon encountered underwater.

Safari Ball

Colors: Light Green, White

Description: Only used in Safari Zone.

Nest Ball

Colors: red, green, white

Description: Works better if the Pokemon level is significantly lower than your Pokemon.

Repeat Ball

Colors: Yellow, Red

Description: Works best if the Pokemon you are using the ball on had been cought previously.

Timer Ball

Colors: Pink, White

Description: The ratio of success increases with each turn

Gorgeous Ball

Color: Black

Description: Work the same way as a Pokeball does. Only variation in color.

Premium Ball

Bold	Sour	Spicy
Brave	Spicy	Sweet
Calm	Bitter	Spicy
Careful	Bitter	Dry
Docile	None	None
Gentle	Bitter	Sour
Hardy	None	None
Hasty	Sweet	Sour
Impish	Sour	Dry
Jolly	Sweet	Dry
Lax	Sour	Sweet
Lonely	Spicy	Sour
Mild	Dry	Sour
Modest	Dry	Spicy
Naive	Sweet	Bitter
Naughty	Spicy	Bitter
Quiet	Dry	Sweet
Quirky	None	None
Rash	Dry	Bitter
Relaxed	Sour	Sweet
Sassy	Bitter	Sweet
Serious	None	None
Timid	Sweet	Spicy

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35. E-Card

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Each game paks of Pokemon Ruby and Sapphire came with its own e-card. Gentlemen Nills for Ruby, and Lady Astrid for Sapphire. By using this e-card, you can battle this trainer. As percurrent there are no other known ways for the use of e-card reader. Thing migh tchange in the future though.

To enable the use of E-card in the game, you'll need to edit your profile. This could be done by going to Touka City. You'll need to enter this phrase "Mystery Events is Exciting". By doing this, you'll trigger a new option.

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36. VBA codes

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This code are meant to be applied in VBA (Japanese Only)

Quick level up

0202494c:6363 (activate this code only after you have won a battle and before you receive EXP points)

Time changing code. The number indicate hour.

- 1 - 02024C9E:0017
- 2 - 02024C9E:0016
- 3 - 02024C9E:0015
- 4 - 02024C9E:0014
- 5 - 02024C9E:0013
- 6 - 02024C9E:0012
- 7 - 02024C9E:0011
- 8 - 02024C9E:0010
- 9 - 02024C9E:000F
- 10 - 02024C9E:000E
- 11 - 02024C9E:000D
- 12 - 02024C9E:000C
- 13 - 02024C9E:000B
- 14 - 02024C9E:000A
- 15 - 02024C9E:0009

- 16 - 02024C9E:0008
- 17 - 02024C9E:0007
- 18 - 02024C9E:0006
- 19 - 02024C9E:0005
- 20 - 02024C9E:0004
- 21 - 02024C9E:0003
- 22 - 02024C9E:0002
- 23 - 02024C9E:0001
- 24 - 02024C9E:0000

VBA codes (english version)

1. quick level up - 02024bec:000003e7 (activate this code only after you have won battle and before you receive EXP points)
2. poke ball in position 1 (always 95 ball) - 02025d36:5f
3. item in position 1 (always 95 item) - 02025d96:5f
4. safari walking - 0203880a:01f4
5. safari ball - 02038808:001e
6. coin game - 02025bc8:270f

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37. Glitch

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- Surf on land (thanks to TCW)

1. Bring a pokemon that knows surf.
 2. Bring the trick bike.
 3. Go to a place close to the sea.
 4. Go from two spaces to the sea.
 5. Use the trick bike's direction+B to jump to the place where you just touch the water (not facing it, as it would not move you towards the sea by jumping).
 6. When you land, press A just in the right timing and you will do it.
- It takes a little patience.

- There is a graphical glitch east of Slateport City as well. It appear as a messed up graphics next to the floating signboard in the sea. Not much is known what adverse effect this has on the game. It appear this glitch is harmless.

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38. Jirachi and Deoxys

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Both of these Pokemon could not be captured in the game without the aid of Gameshark, or any other cheating devices at the present. Noting is known about Deoxys yet. However, a bonus disks containing Jirachi are given when you pre-order Pokemon Colloseum. This bonus disk will allow Jirach ito be unlockable in Pokemon Colloseum. Afterwhich, you can trade your Jirachi from your Pokemon Colloseum game to your Pokemon Ruby/Sapphire.

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39. Pokemon Fire Red/ Leaf Green

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Nintendo has recently announced a remake of the original pokemon RPG Pokemon Red and Pokemon Green (Blue in the US). As per current, there aren't any release date given or if the games will be released outside Japan. The remake will see Pokemon Red and Green with GBA grphahics. It is highly possible that there will be a way to trade between pokemon Red and Green GBA as well as Pokemon Ruby and Sapphire.

Pokemon Fire Red and Leaf Green will also support a new device jointly developed by Nintendo and Motorola. This device will allow you to play against other players without the need of cable link. This device is set to be released next year in Japan presuming there isn't any delays.

Name: Pokemon Fire Red and Pokemon Leaf Green

Release Date: 29 January 2004 (Japan)

Expected features:

- New advanced Graphics
- Compability with Colloseum
- Compability with Ru/Sa
- The First GBA game to support Nintendo new wireless device
- New Female Trainer
- Two new islands

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 40.Credits
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Thanks to the following people:

- you for reading it
- All people that help me on various message board (Gamefaqs, Pgamers Pokemasters, Serebii.net) that help me when I'm stuck with the game
- Bunnygirl for the Kyogre ACSII art
- Azura Stardust of Pokemasters.net for allowing me to post her Contest FAQ on this walkthrough.
- Damien Silverblade of Pokemasters.net for letting me to use his TM list
- Don't Run with Scizor and Dark Dragonite from Pokemasters.net for Pokemon used by gym leader.
- DarkBattlemage for being the spell checker
- Wolf4Knowledge for pointing the location of HM 04
- Feng1Mo2 on info on the fragment
- Brian Sapphire on correction about the Reji
- TCW for more info about the contest, and "surf on land" glitch
- WNET for info on In-Game trade, as well as evolution level of some Pokemon
- Sergio Raúl Maldonado Abrego for the correction on getting one the star
- Vander for some info and correction regarding Metagurosu
- Dan XVIII for ACSII art title
- Squirtle 90909 for the names of the gym leader, places long before the game has come out
- Zhabroah regarding correction of coin case
- Ace for some English VBA codes
- Turok for indo regarding heart scale
- DXHBK of Pokecommunity for Southern Island Codes

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You can contact me at RAMS1801@hotmail.com

8:12 AM 11/18/02

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 (==RAMS==)

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