

Pokémon Ruby FAQ/Walkthrough

by Megacool999

Updated to v1.3 on Jul 8, 2004

Pokemon Ruby/Sapphire Guide

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My name is Chris, thanks for reading this FAQ.

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1.Version History

- 1.1 Changed everything except the Guide
- 1.2 Changed the Guide (thanks to my friend)
- 1.21 Added Character Information, removed basics (since most people seems to know them)
- 1.3 Fixed grammars and removed some useless informations
- 1.31 Added Pokedex

2.Character Information

Boy Brendan (Main Character) <= I chose for Ruby

Lives in: Littleroot Town

You can either choose to be him or be a rival to him (if you choose to play as the girl).

He lives in Littleroot Town.

Girl May (Main Character) <= I chose for Sapphire

Lives in: Littleroot Town

You can either choose to be her or be a rival to her (if you choose to play as the boy).

She lives in Littleroot Town.

Wally

Lives in: Petalburg City

You will first meet him the 5th city gym (Petalburg City gym), and he will show you how to catch a Pokemon. He is basically your second rival.

Steven

Lives in: Tokasane City

He will eventually be the Steven of the Pokemon League until you beat him. He pops up randomly through the game, kind of like Lance in Gold/Silver/Crystal.

Professor Birch

Lives in: Littleroot Town

The father of your rival, he will let you keep your Pokemon once you save him from the Poochyena. He will also give you a PoKeDeX.

Norman

Lives in: Littleroot Town/Petalburg City

He will tell you to fight him again after you go in for the first time when you have 4 badges. He will give you a Boat Ticket after you beat the Pokemon League after you walk down the stairs.

Archie is the leader of Team Aqua of Pokemon Sapphire, while Maxie is the leader of Team Magma of Pokemon Ruby. They will encounter you a few times in the game, as well.

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2. Introduction

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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, Ludocolo

- 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 them 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 League. 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 kept 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 it's 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-Navi

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 level of contest house

Places of interest: Contest House

Verdanturf Town

The first town where you can participate in the contest 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 boasts the biggest department store in Hoenn where you could buy various items ranging from 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 elephant for 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's 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 Machop 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

Masrhhstomp 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:

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

For Example: If you choose Treeco 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 leve 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 Proffesor Birch. He will give you 5 Pokeball and a Pokedex. 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 gameboy. Running Shoes will allow you to travel much faster. It could be used anywhere except in building.

Now, head back to Oldale Town again. You might want to capture some Pokemon 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 Pokemon 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 house

Go to Pokemon Center to heal your Pokemon and stock up on the potions. Now go to the gym. A trainer called Wally will come and begged your father to be given a Pokemon. Norman will lend him a Zigzagoon which will be used to catch Ralts. Afterwhich, he will take you back to the gym leader. It is your father. He will told you that 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 the 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 Bugs Pokemon 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

Pokemon: Poochyena

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

----- D. Rustboro City - Home to Devon Corp -----

Significant Places: Devon Corp, Rostboro Gym, Cutter house

Rustboro City is among one of the biggest city in the game. On the North-East, is the building where you will get your Poke-Navi later on the game-the Devon Corp. Heal your Pokemon and head to the gym. The Gym is awfully similar to Pewter City Gym in term 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 evlove 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 Leauge, and the other, the Devon package itself for Captain Slate in Slateport City

_____ /Poke Navigator\ =====

Here the features of te 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
Grovyale 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 bale to find the first contest house. On the route between Mauville and Verdaturf, 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 iwth 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 Volcaninc Ash (Route 113). At Route 1113, 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 Flut 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. Outside 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 Wobbuffet 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 raccoon 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 next 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 oush 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 cant 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
Magneon 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 gruelling 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 have 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 outdoor. 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 item 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 left the League and come back later. You can fly there easily, by fying to the top part of Ever Grande City on the map.

Now walk to the guards and talk to the mafter 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 used 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 leve lup 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
Metagross lvl 58

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 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

Wobbuffett

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 give 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 whoch 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.

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|                POKEMON INFO                |
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#1 Treeko/ #2 Grovyle/ #3 Sceptike

Type: Grass

Evolution Line:

Treeko (Lv 0) > Grovyle (Lv 16) > Sceptile(Lv 36)

Ability: Overgrow

Moveset:

Move:	#1	#2	#3
Pound	-	-	-
Leer	-	-	-
Absorb	6	-	-
Quick Attack	11	-	-
Fury Cutter	-	16	16
Screech	21	23	23
Mega Drain	26	X	X
Leaf Blade	X	29	29
Agility	31	35	35
Slam	36	41	43
Detect	41	47	51
Giga Drain	46	X	X
False Swipe	X	53	59

TM's/HM's for Treeko

TM's

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/-----\
|XX|02|03|04|05|XX|07|08|XX|XX|
|-----|
|XX|12|13|14|15|16|XX|18|XX|XX|
|-----|
|XX|XX|XX|24|25|26|XX|XX|29|30|
|-----|
|XX|XX|33|34|35|36|37|38|XX|XX|
|-----|
|41|XX|XX|XX|XX|46|47|48|49|50|
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TM's/HM's for Grovyle

TM's

```

/-----\
|XX|02|03|04|05|XX|07|08|XX|XX|
|-----|
|XX|12|13|14|15|16|XX|18|XX|XX|
|-----|
|XX|XX|XX|24|25|26|XX|XX|29|30|
|-----|
|XX|XX|33|34|35|36|37|38|XX|XX|
|-----|
|41|XX|XX|XX|XX|46|47|48|49|50|
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TM's/HM's for Sceptile

TM's

```

/-----\
|XX|XX|03|04|XX|XX|07|08|XX|XX|
|-----|
|XX|12|13|14|XX|16|XX|18|XX|XX|
|-----|
|XX|XX|XX|24|25|XX|XX|XX|29|30|
|-----|
|XX|XX|33|34|35|36|37|38|XX|XX|
|-----|
|41|XX|XX|XX|XX|46|47|48|49|50|
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HM's for all 3

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/-----\
|XX|02|03|XX|XX|XX|07|
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#4 Torchic/ #5 Combusken/ #6 Blaziken

Type: #4: Fire #5-6: Fire/Fighting

Evolution Line:

Torchic (Lv 0) > Combusken (Lv 16) > Blaziken(Lv 36)

Ability: Blaze

Moveset:

Move:	#4	#5	#6
Fire Punch	X	X	-
Scratch	-	-	-
Growl	-	-	-
Focus Energy	7	7	7
Ember	10	13	13
Double Kick	X	16	16
Peck	16	17	17
Sand-Attack	19	21	21
Fire Spin	25	X	X
Bulk Up	X	28	28
Quick Attack	28	32	32
Blaze Kick	X	X	36
Slash	34	39	42
Mirror Move	37	43	49
Flamethrower	43	X	X
Sky Uppercut	X	50	59

TM's/HM's for Treeko

TM's

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/-----\
|01|02|03|04|05|XX|07|08|09|XX|
|-----|
|XX|12|13|14|15|16|XX|18|19|20|
|-----|
|XX|22|23|24|25|26|XX|XX|29|30|
|-----|
|31|XX|33|34|XX|36|37|XX|XX|XX|
|-----|
|41|XX|XX|XX|XX|46|47|48|49|XX|
\-----/

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TM's/HM's for Combusken

TM's

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/-----\
|XX|02|03|04|05|XX|07|XX|09|XX|
|-----|
|XX|12|13|14|15|16|XX|18|19|20|
|-----|
|XX|22|23|24|25|26|XX|XX|29|30|
|-----|
|XX|XX|33|34|XX|36|37|XX|XX|XX|
|-----|
|41|XX|XX|XX|XX|46|47|48|49|XX|
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TM's/HM's for Blaziken

TM's

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/-----\
|XX|02|03|04|XX|XX|07|XX|09|XX|
|-----|
|XX|12|13|14|XX|16|XX|18|19|20|
|-----|
|XX|22|23|24|25|XX|XX|XX|29|30|
|-----|
|XX|XX|33|34|XX|36|37|XX|XX|XX|
|-----|
|41|XX|XX|XX|XX|46|47|48|49|XX|
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HM's

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/-----\
|XX|02|03|XX|XX|XX|07|
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#7 Mudkip/ #8 Marshtomp/ #9 Swampert

Type: #7: Water #8-9: Water/Ground

Evolution Line:
Mudkip (Lv 0)
Marshomp (Lv 16)
Swampert (Lv 36)

Ability: Torrent

Moveset:

Move:	#7	#8	#9
Tackle	-	-	-
Growl	-	-	-
Mud-Slap	6	-	-
Water Gun	10	10	10
Bide	15	15	15
Mud Shot	X	16	16
Foresight	19	20	20
Mud Sport	24	25	25
Take Down	28	31	31
Whirlpool	33	X	X
Muddy Water	X	37	39
Protect	37	42	46
Hydro Pump	42	X	X
Earthquake	X	46	52
Endeavor	46	53	61

#10 Poochyena/ #11 Mightyena

Type: Dark

Evolution Line:
Poochyena (Lv 0)
Mightyena (Lv 18)

Ability: #10-Run Away #11-Intimidate

Moveset:

Move:	#10	#11
Tackle	-	-
Howl	-	-
Sand-Attack	5	-
Bite	13	-
Odor Sleuth	17	17
Roar	21	22
Swagger	25	27
Scary Face	29	32
Taunt	37	42
Crunch	41	47
Thief	45	52

#12 Zigzagoon/ #13 Linoone

Type: Normal

Evolution Line:
Zigzagoon (Lv 0)
Linoone (Lv 20)

Ability: Pickup

Moveset:

Move:	#12	#13
Tackle	-	-
Growl	-	-
Tail Whip	5	-
Headbutt	9	9
Sand-Attack	13	13
Odor Sleuth	17	17
Mud Sport	21	23
Pin Missile	25	X
Fury Swipes	X	29
Covet	29	35
Flail	33	-
Slash	-	41
Rest	37	47
Belly Drum	41	53

#14 Wurmple/#15 Silcoon/#16 Beautifly

Type: #14-15: Bug #16: Bug/Flying

Evolution Line:

Wurmple (Lv 0)

Silcoon (Lv 7)

Beautifly (Lv 10, Random)

Ability: #14-Shield Dust,
#15-Shed Skin, #16-Swarm

Moveset:

Move:	#14	#15	#16
Tackle	-	-	-
String Shot	-	-	-
Poison Sting	5	X	5
Harden	X	7	7
Absorb	X	X	10
Gust	X	X	13
Stun Spore	X	X	17
Morning Sun	X	X	20
Mega Drain	X	X	24
Whirlwind	X	X	27
Attract	X	X	31
Silver Wind	X	X	34
Giga Drain	X	X	38

#19 Lotad/#20 Lombre/ #21 Ludicolo

Type: Grass/Water

Evolution Line:

Lotad (Lv 0)

Lombre (Lv 14)

Ludicolo (Water Stone)

Ability: Swift Swim or Rain Dish

Moveset:

Move:	#19	#20	#21
Astonish	-	-	-
Growl	3	3	-
Absorb	7	7	-
Nature Power	13	13	-
Fake Out	X	19	X
Mist	21	X	X
Fury Swipes	X	25	X
Rain Dance	31	X	X
Water Sport	X	31	X
Thief	X	37	X
Mega Drain	43	X	X
Uproar	X	43	X
Hydro Pump	X	49	X

#22 Seedot/#23 Nuzleaf/ #24 Shiftry

Type: #22: Grass #23-#24: Grass/Dark

Evolution Line:
Seedot (Lv 0)
Nuzleaf (Lv 14)
Shiftry (Leaf Stone)

Ability: Chlorophyll or Early Bird

Moveset:

Move:	#22	#23	#24
Bide	-	-	X
Pound	X	-	-
Harden	3	3	-
Growth	7	7	-
Nature Power	13	13	-
Fake Out	X	19	X
Synthesis	21	X	X
Torment	X	25	X
Sunny Day	31	X	X
Faint Attack	X	31	X
Razor Wind	X	37	X
Explosion	43	X	X
Swagger	X	43	X
Extrasensory	X	49	X

#25 Tailow/ #26 Swellow

Type: Normal/Flying

Evolution Line:
Tailow (Lv 0)
Swellow (Lv 22)

Ability: Guts

Moveset:

Move:	#25	#26
-------	-----	-----

Peck	-	-
Growl	-	-
Focus Energy	4	-
Quick Attack	8	-
Wing Attack	13	13
Double Team	19	19
Endeavor	26	28
Aerial Ace	34	38
Agility	43	49

 #27 Wingull/ #28 Pelipper

Type: Water/Flying

Evolution Line:

Wingull (Lv 0)
 Pelipper (Lv 25)

Ability: Keen Eye

Moveset:

Move:	#27	#28
Growl	-	-
Water Gun	-	-
Supersonic	7	7
Wing Attack	13	13
Mist	21	21
Protect	X	25
Quick Attack	31	X
Stockpile	X	33
Swallow	X	33
Pursuit	43	X
Spit Up	X	47
Agility	55	X
Hydro Pump	X	61

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VARIOUS INFO

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Catching and Leveling Pokemon: Pros and Cons

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Ever since the first pokemon game, Catching pokemon has been a major part of the game. With the pokemon games evolving over time (Addition of Gender in G/S/C, and the special abilities of Ruby/Sapphire Fire Red and Leaf green), catching Pokemon has become a matter of choice.

In the earlier versions, though, catching pokemon had a random effect on their status. Although certain Pokemon's status were normally higher than others, but the main question is: How does the Pokemon's status generate?

In that, I did a experament with certain Pokemon. First off, Pokemon that are the same, and caught at the same level. I caught two Pidgey's, both at the same level, with no cheat device used, no rare candies, and used a normal Pokeball. Here is their status:

Pidgey #1	Pidgey #2	
HP: 17	HP: 18	
Attack: 9	Attack: 9	
Defence: 9	Defence: 8	
Speed: 9	Speed: 10	
Special: 8	Special: 8	
EXP Points: 96	EXP Points: 96	
EXP needed: 39	EXP needed: 39	
Moves:	Moves:	
Gust, PP 35/35	Gust, PP 35/35	

Difference:	Difference:	
HP: -1	HP: +1	
Defence: +1	Defence: -1	
Speed: -1	Speed: +1	

As you can see, Pidgey #1 had higher defence, while Pidgey #2 had higher HP and Speed, while maintaining the same status in all other areas. Mind you, I caught the Pidgey on the same route, same type of ball used, and same pokemon used to weaken it.

Now for the second experament. This is a continuation of the first, while also added a new variable. This time, I add a Pidgey I caught at level 3, and used a rare candy to boost it up to level 4.

Pidgey #1	Pidgey #2	Pidgey #3	
HP: 17	HP: 18	HP: 17	
Attack: 9	Attack: 9	Attack: 8	
Defence: 9	Defence: 8	Defence: 8	
Speed: 9	Speed: 10	Speed: 10	
Special: 8	Special: 8	Special: 8	
EXP Points: 96	EXP Points: 96	EXP Points: 96	
EXP needed: 39	EXP needed: 39	EXP needed: 39	
Moves:	Moves:	Moves:	
Gust, PP 35/35	Gust, PP 35/35	Gust, PP 35/35	

Difference:	Difference:	Difference:	
HP: -1	HP: +1	HP: -1	
Defence: +1	Defence: -1	Attack: -1	
Speed: -1	Speed: +1	Speed: +1	

When compared to Pidgey #1 and #2, #3 was more like #1, with one status higher, while the rest same or lower. Also knotic that the EXP needed to level up is the exact same for all three. We know that Moves are based on levels and TM's, and the PP ammount is set for each move, but what about the level requirements?

The next experament is a comparison between two pokemon that are the same level, but completely diffent in Type. With this, I caught a level 4 Nidoran male and looked at it's EXP needed to level up and compared it to Pidgey's

Nidoran Male	Pidgey (All 3)	
Level: 4	Level: 4	

EXP Points: 96	EXP Points: 96
EXP needed: 39	EXP needed: 39
-----	-----

In a shocking revealing, the EXP needed was the exact same as Pidgey's, raising the question: is the EXP needed for a level set the same for each pokemon? To find that out, I conducted the next experament. I caught a Rattata at the exact same level, same ball, same route, and compared it with the other two Pokemon:

Nidoran Male	Pidgey (All 3)	Rattata
Level: 4	Level: 4	Level: 4
EXP Points: 96	EXP Points: 96	EXP Points: 64
EXP needed: 39	EXP needed: 39	EXP needed: 61
-----	-----	-----

As you can see, Rattata's EXP for both area's were different, meaning that it is not set the same for each Pokemon, but then raises this question: is the Level requirements the same for the same type of Pokemon? To find this out, I caught a Level 3 Rattata and gave it a Rare Candy. The results are as follows:

Nidoran Male	Pidgey (All 3)	Rattata	Rattata #2
Level: 4	Level: 4	Level: 4	Level: 4
EXP Points: 96	EXP Points: 96	EXP Points: 64	EXP Points: 64
EXP needed: 39	EXP needed: 39	EXP needed: 61	EXP needed: 61
-----	-----	-----	-----

and in another interesting twist, the Rattata was the same as the previous Rattata, but different from the others. I then decide to conclude the experament, and catch two more Pidgey and another Rattata. One was another level 4 Pidgey, the other two was a level 2 that I raised with Rare Candy up to Level 4. Here is the results:

Nidoran Male	Pidgey (All 3)	Rattata	Rattata #2
Level: 4	Level: 4	Level: 4	Level: 4
EXP Points: 96	EXP Points: 96	EXP Points: 64	EXP Points: 64
EXP needed: 39	EXP needed: 39	EXP needed: 61	EXP needed: 61
-----	-----	-----	-----
Pidgey #4	Pidgey: R.C	Rattata: R.C	
Level: 4	Level: 4	Level: 4	
EXP Points: 96	EXP Points: 96	EXP Points: 64	
EXP needed: 39	EXP needed: 39	EXP needed: 61	
-----	-----	-----	

As you can see from the results, the same EXP was needed for both species, although it wasn't the same for both.

Here is a list of the point's proven from this experament:

- Wild Pokemon's Main Status are random from other wild pokemon, besides the level requirements.
- Moves and PP are gained though levels and are a set thing.
- Pokemon that are the same Pokemon and Level have the same EXP requirements
- Pokemon that are a different Pokemon, but are the same level, do not have the same EXP requirements.
- Rare Candy does not change the EXP required, but gives you less of the

main status area's then if you level up.
you leveled up.

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Useable Items:

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/-----\
|Antidote      | 100 | 50|Cures Poison Condition      |
|-----|-----|-----|-----|
|Awakening     | 250 | 125|Awakens Sleeping Pokemon   |
|-----|-----|-----|-----|
|Burn Heal     | 250 | 125|Heals Burned Pokemon       |
|-----|-----|-----|-----|
|Calcium       |9800 |4900|Up's Special                |
|-----|-----|-----|-----|
|Carbos        |9800 |4900|Up's Speed                  |
|-----|-----|-----|-----|
|Coin Case     | -   | -  |Holds a maximum of 9,999 coins
|-----|-----|-----|-----|
|Dire Hit      | 650 | 375|Up's chance of a Critical Hit
|-----|-----|-----|-----|
|Elixir        | -   | -  |Restores 10 PP to all moves
|-----|-----|-----|-----|
|Escape Rope   | 550 | 275|Returns to Enterance of Dungeon or
|         |     |     |Pokemon Center on field.
|-----|-----|-----|-----|
|EXP. All      | -   | -  |Split's EXP in battle among party
|-----|-----|-----|-----|
|Fire Stone    |2100 |1050|Evolves certain Fire Pokemon (See
|         |     |     |List)
|-----|-----|-----|-----|
|Fresh Water   | 200 | 100|Recovers 50 HP
|-----|-----|-----|-----|
|Full Heal     | 600 | 300|Cures All status ailments besides
|         |     |     |Faint.
|-----|-----|-----|-----|
|Full Restore  |3000 |1500|Recovers all HP on non-fainted
|         |     |     |Pokemon and cures all status effects
|-----|-----|-----|-----|
|Good Rod      | -   | -  |Catches a variety of Pokemon
|-----|-----|-----|-----|
|Great Ball    | 600 | 300|Catches Pokemon at 1.5 Accuracy
|-----|-----|-----|-----|
|Guard Spec.  | 700 | 350|Up's chance at blocking special
|         |     |     |attacks
|-----|-----|-----|-----|
|HP Up         |9800 |4900|Up's HP
|-----|-----|-----|-----|
|Hyper Potion  |1500 | 750|Restores 200 HP
|-----|-----|-----|-----|
|Ice Heal      | 250 | 125|Cures Freezing Status Effect
|-----|-----|-----|-----|
|Iron          |9800 |4900|Up's Defence
|-----|-----|-----|-----|
|Item Finder   | -   | -  |Emit's beeping noise when a hidden
|         |     |     |item is near
|-----|-----|-----|-----|
|Leaf Stone    |2100 |1050|Used to Evolve certain Grass pokemon
|         |     |     |(See List)
|-----|-----|-----|-----|
|Lemonade      | 350 | 175|Recovers 80 HP
|-----|-----|-----|-----|
|Master Ball   | -   | -  |100% Accuracy when catching Pokemon
|-----|-----|-----|-----|
|Max Elixir    | -   | -  |Restores all PP
|-----|-----|-----|-----|
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Max Ether	-	-	Restores all PP to one Technique
Max Potion	2500	1250	Restores all HP
Max Repel	700	350	Lower level Wild Pokemon then your front Pokemon will not attack for 250 steps
Max Revive	-	2000	Revives a Pokemon at Full HP
Moon Stone	-	-	Evolves a certain list of Pokemon (See List)
Nugget	-	5000	Used to sell for money
Old Rod	-	-	Always Catches Magikarp
Paralyse Heal	200	100	Cures Paralyse Condition
Poke Ball	200	100	Catches Pokemon at 1.0 accuracy
Poke Doll	1000	500	Used to escape battle
Potion	300	150	Cures 20 HP
PP Up	-	-	Boost one Move's PP by 20%
Protein	9800	4900	Up's attack
Rare Candy	-	2400	Up's a Pokemon's current level
Repel	350	175	Lower level Wild Pokemon then your front Pokemon will not attack for 100 steps
Revive	1500	750	Revives Pokemon at 1/2 their current Max HP
S.S. Ticket	-	-	Allows enterance to the S.S. Anne
Safari Ball	-	-	Used only in the Safari zone. Works at 1.0 accuracy of other Pokeballs
Soda Pop	300	150	Recovers 60 HP
Super Potion	700	350	Recovers 70 HP
Super Repel	500	250	Lower level Wild Pokemon then your front Pokemon will not attack for 200 steps
Super Rod	-	-	Captures all types of Water Pokemon
Thunder Stone	100	1050	Evolves certain Pokemon (See List)
Ultra Ball	200	600	Captures Pokemon at 2.0 Accuracy
Water Stone	100	1050	Evolves certain Pokemon (See List)
X Accuracy	950	475	Up's Accuracy in Battle
X Attack	500	250	Up's Attack in battle

X Defend	550	275	Up's Defence in Battle	
-----	-----	-----	-----	
X Special	350	175	Up's Special in Battle	
-----	-----	-----	-----	
X Speed	350	175	Up's Speed in Battle	
-----	-----	-----	-----	

=====
Ability Guide
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Abilities List:

Name:	Effect:	
Air Lock	Voids Weather moves (Ex: Sandstorm, Hail, etc)	
Arena Trap	Prevents Non Flying and pokemon with Levitate from fleeing	
Battle Armor	More Resistance against Critical Hits	
Blaze	Added 1.5 of fire type attacks when HP drops below 1/3	
Chlorophyll	Doubles speed when Sunny Day or Drought is used	
Clear Body	Voids Status moves (EX: Sand Attack, etc)	
Cloud Nine	Voids weather effects for all pokemon	
Color Change	Changes Type based on the type of move your opponent uses	
Compoundeyes	Accuracy + 30%	
Cute Charm	Attracts Pokemon of opposite gender 30% when attacked	
Damp	Voids Pokemon using Selfdestruct and Explosion	
Drizzle	Always uses Rain Dance automaticly every turn	
Drought	Always uses Sunny Day automaticly every turn	
Early Bird	Fast Awakening when asleep	
Effect Spore	Adds poison, Paralyse, or Sleeping power 10% when attacking	
Flame Body	Adds Burn condition 30% when attacking	
Flash Fire	Voids fire damage from opponent and Up's fire type attacks	
Forecast	Changes type based on field weather conditions	
Guts	Add's 1.5 when affected with a status condition	
Huge Power	Up's attack, but droped by 1/2 when Skill Swap is used	
Hustle	Up's attack power by 1.5, but drops hit ratio to 80%	
Hyper Cutter	Voids attacks that lower attack power	
Illuminate	Increases wild pokemon appearance when in the 1st slot	

Immunity	Voids Poison effect	
-----	-----	
Inner Focus	Voids Flinching effect	
-----	-----	
Insomnia	Voids sleep effect	
-----	-----	
Intimidate	Lowers attack power	
-----	-----	
Keen Eye	Voids Accuracy down attacks	
-----	-----	
Levitate	Voids all Ground attack damage	
-----	-----	
Lightningrod	Pokemon with ability takes electric attacks in 2 on 2	
-----	-----	
Liquid Ooze	Damages opponent when HP is drained by opponents attack	
-----	-----	
Magma Armor	Voids Ice Effect	
-----	-----	
Magnet Pull	Prevents steel pokemon from fleeing	
-----	-----	
Marvel Scale	Up's defence by 1.5 with a status condition	
-----	-----	
Minus	Up's Special attack by 1.5 when Plusle is in battle	
-----	-----	
Poison Point	Add's poison effect 30% when attacking	
-----	-----	
Pressure	Reduces opponents PP by 2 when attacked	
-----	-----	
Pure Power	Same as Huge Power	
-----	-----	
Rain Dish	Recovers HP when it's raining on the field	
-----	-----	
Rock Head	Voids recoil damage	
-----	-----	
Rough Skin	Damages pokemon when attacked	
-----	-----	
Run Away	Always flee's from wild pokemon when run is selected	
-----	-----	
Sand Stream	Always uses sandstorm every turn	
-----	-----	
Sand Veil	Up's evasion during sandstorms	
-----	-----	
Shadow Tag	Dosn't allow opponent to flee or change pokemon	
-----	-----	
Shed Skin	30% Chance of curing a status effect every turn	
-----	-----	
Shell Armor	Voids Critical Hits	
-----	-----	
Shield Dust	Voids addition effects of moves	
-----	-----	
Soundproof	Voids moves that have do do with sound	
-----	-----	
Speed Boost	Up's speed every turn	
-----	-----	
Static	Add's Paralyse 30% when attacking	
-----	-----	
Stench	Decreases pokemon encounter ratio when in front slot	
-----	-----	
Sticky Hold	Voids effects of the move thief and Knock Off	
-----	-----	
Sturdy	Voids One hit-KO attacks	
-----	-----	
Suction Cups	Prevents change when opponent uses Roar or Whirlwind	
-----	-----	

Swarm	Up's Bug Type attacks by 1.5 when HP is at 1/3 of max	
-----	-----	
Swift Swim	Up's speed by 1/2 when raining	
-----	-----	
Synchronize	If attacked with Poison, Paralyse, or burn attack,	
	opponent get's the same condition	
-----	-----	
Thick Fat	Reduces damage of Fire or Ice attacks by 1/2	
-----	-----	
Torrent	Up's water attacks by 1.5 when HP reaches 1/3 of max	
-----	-----	
Trace	Recieves same ability as the opponent has	
-----	-----	
Truant	Pokemon can only attack every other turn	
-----	-----	
Vital Spirit	Voids sleep condition	
-----	-----	
Volt Absorb	Restores HP when attacked with a electric attack	
-----	-----	
Water Veil	Voids burn condition	
-----	-----	
White Smoke	Voids lowering pokemons status by opponents attacks	
-----	-----	
Wonder Guard	Voids all damage except field and critical hit damage	
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 TM/HM Guide
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Key:

TM (Technical Machine): A machine that holds a move that can be taught once to one pokemon. You can buy multiples of some TM's, others you can only get once per game.

HM (Hidden Machine): A machine that holds a move that can be taught once to any pokemon multiple times. You cannot buy HM's, but you can use them as much as you want. HM's are used to progress through the game and reach new area's

Coins (C): Ammount of coins needed to purchase at the Mauville City Game corner

P: Ammount of money you need to buy a item. Recieved from battle

TM List:

TM #	Ability	Location	Price
01	Focus Punch	Roue 115	-
02	Dragon Claw	Meteor Falls	-
03	Water Pulse	Sooropolis Gym	-
04	Calm Mind	Mossdeep Gym	-
05	Roar	Roue 114	-
06	Toxic	Fiery Path	-

07	Hail	Shoal Cave	-
08	Bulk Up	Dewfort Town Gym	-
09	Bullet Seed	Route 104	-
10	Hidden Power	Slateport/Fortree	3,000P
11	Sunny Day	Scorched Slab	-
12	Taunt	Trick House	-
13	Ice Beam	Casino/Sunken ship	4,000C
14	Blizzard	Lilycove Store	5,500P
15	Hyper Beam	Lilycove Store	7,500P
16	Light Screen	Lilycove Store	3,000P
17	Protect	Lilycove Store	3,000P
18	Rain Dance	Abandon Ship	-
19	Giga Drain	Route 123	-
20	Safeguard	Lilycove Store	3,000P
21	Frustration	Pacifilog Town	-
22	Solarbeam	Safari Zone	-
23	Iron Tail	Meteor Falls	-
24	Thunderbolt	Casino	4,000C
25	Thunder	Lilycove Store	5,500P
26	Earthquake	Seafloor Cavern	-
27	Return	Pacifidlog Town	-
28	Dig	Route 114	-
29	Psycic	Casino/Victory Road	3,500C
30	Shadow Ball	Mt. Pyre	-
31	Brick Break	Sootopolis City	-
32	Double Team	Casino	1,500C
33	Reflect	Lilycove Store	3,000P
34	Shock Wave	Mauville Gym	-
35	Flamethrower	Casino	4,000C
36	Sludge Bomb	Dewford Town	-
37	Sandstorm	Route 111	-
38	Fire Blast	Lilycove Store	5,500P

39	Rock Tomb	Rustboro Gym	-
40	Aerial Ace	Fortree Gym	-
41	Torment	Slateport City	-
42	Facade	Petalburg Gym	-
43	Secret Power	Slateport/Route 111	3,000P
44	Rest	Lilycove City	-
45	Attract	Verdanturf Town	-
46	Thief	Slateport City	-
47	Steel Wing	Granite Cave	-
48	Skill Swap	Mt. Pyre	-
48	Snatch	S.S. Tidal	-
50	Overheat	Lavaridge Gym	-

HM List:

HM #	Ability	Location	
01	Cut	Rustboro City	
02	Fly	Route 119	
03	Surf	Petalburg City	
04	Strength	Rusturf Tunnel	
05	Flash	Granite Cave	
06	Rock Smash	Mauville City	
07	Waterfall	Cave of Origin	
08	Dive	Mossdeep City	

MOVE LIST

Move List: Letter A

Name	Type	AP	Acc	PP	Info	
Absorb	Grass	20	100%	20	User recovers half damage dealt.	
Acid	Poison	40	100%	30	May lower opponent's DEFENSE ability	
					down one stage.	
Acid Armor	Poison	--	--	40	Raises user's DEFENSE ability up two	
					stages.	

Aerial Ace	Flying	60	---	20	If opponent is on screen, hits without fail.
Aeroblast	Flying	100	95%	5	Has a high critical hit rate.
Agility	Psychic	---	---	30	Raises user's SPEED ability up two stages.
Air Cutter	Flying	55	95%	25	Has a high critical hit rate.
Amnesia	Psychic	---	---	20	Raises user's SPECIAL DEFENSE ability up two stages.
Ancientpower	Rock	60	100%	5	May raise all of user's abilities up one stage.
Arm Thrust	Fighting	15	100%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Aromatherapy	Grass	---	---	5	Party recovers from all status ailments.
Assist	Normal	---	100%	20	An attack chosen in random from the other Pokemon in your team.
Astonish	Ghost	30	100%	15	May cause opponent to FLINCH.
Attract	Normal	---	100%	15	Induces opponent with ATTRACT condition.
Aurora Beam	Ice	65	100%	20	May lower opponent's ATTACK ability down one stage.

B Name Moves:

Barrage	Normal	15	85%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Barrier	Psychic	---	---	30	Raises user's DEFENSE ability up two stages.
Baton Pass	Normal	---	---	40	Allows you to switch Pokemon during battle, new Pokemon retains any stat changes the previous Pokemon had.
Beat Up	Dark	10	100%	10	Your Pokemon attacks as many times as the number of Pokemon you are currently carrying, afflicted (poison, sleep, etc) Pokemon don't count.
Belly Drum	Normal	---	---	10	Raises user's ATTACK ability up very high. Will consume half of the user's maximum HP is available.
Bide	Normal	---	100%	10	Withstands attacks for 2, 3 turns, then deals back double the damage.
Bind	Normal	15	75%	20	Traps opponent for 2-5 turns. Deals

					1/16 HP of damage each turn.
Bite	Dark	60	100%	25	May cause opponent to FLINCH.
Blast Burn	Fire	150	90%	5	Attacks in two turns. The second turn, user does not attack.
Blaze Kick	Fire	85	90%	10	May induce opponent with BURN status. Has a high critical hit ratio.
Blizzard	Ice	120	70%	5	May induce opponent with FREEZE status.
Block	Normal	---	100%	5	Opponent cannot escape as long as user remains in battle.
Body Slam	Normal	85	100%	15	May induce opponent with PARALYSIS status.
Bone Club	Ground	65	85%	20	May cause opponent to FLINCH.
Bone Rush	Ground	25	80%	10	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Bonemerang	Ground	50	90%	10	Attacks twice.
Bounce	Flying	85	85%	5	Attacks in two turns. The first turn, user does not take damage.
Brick Break	Fighting	75	100%	15	The effects of Reflect and Light Screen are removed.
Bubble	Water	20	100%	30	May lower opponent's SPEED ability down one stage.
Bubblebeam	Water	65	100%	20	May lower opponent's SPEED ability down one stage.
Bulk Up	Fighting	---	---	20	Raises user's ATTACK and DEFENSE abilities each up one stage.
Bullet Seed	Grass	10	100%	30	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.

C Move List:

Calm Mind	Psychic	---	---	20	Raises user's SPECIAL ATTACK and SPECIAL DEFENSE abilities each up one stage.
Camouflage	Normal	---	100%	20	Type changes based on surroundings. On land and under water, changes to Water type. In caves and on rocks, changes to Rock type. Elsewhere, changes to Normal type.
Charge	Electric	---	100%	20	Stores electricity to increase the power of the next electric attack.
Charm	Normal	---	100%	20	Lowers opponent's ATTACK ability down

					two stages.
Clamp	Water	35	75%	10	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Comet Punch	Normal	18	85%	15	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Confuse Ray	Ghost	---	100%	10	Induces opponent with CONFUSION condition.
Confusion	Psychic	50	100%	25	May induce opponent with CONFUSION condition.
Constrict	Normal	10	100%	35	May lower opponent's SPEED ability down one stage.
Conversion	Normal	---	---	30	User's Type becomes the same as the Type of one of its moves.
Conversion 2	Normal	---	100%	30	User becomes a Type resistant to last attack's Type.
Cosmic Power	Psychic	---	---	20	Raises user's DEFENSE and SPECIAL DEFENSE abilities each up one stage.
Cotton Spore	Grass	---	85%	40	Lowers opponent's SPEED ability down two stages.
Counter	Fighting	---	100%	20	If hit by a physical attack, deals back double the damage.
Covet	Normal	40	100%	40	If user is not holding an item, user takes opponent's item.
Crabhammer	Water	90	85%	10	Has a high critical hit rate.
Cross Chop	Fighting	100	80%	5	Has a high critical hit rate.
Crunch	Dark	80	100%	15	May lower opponent's SPECIAL DEFENSE ability down one stage.
Crush Claw	Normal	75	95%	10	May lower opponent's DEFENSE ability down one stage.
Curse	???	---	---	10	Raises user's ATTACK and DEFENSE abilities each up one stage. Lowers user's SPEED ability down one stage.
Cut	Normal	50	95%	30	No effect.

D Move List:

Defense Curl	Normal	---	---	40	Raises Defense up one stage. Damage from Rollout will increase.
Destiny Bond	Ghost	---	---	5	If user is knocked out by opponent's next move, then opponent is also knocked out.
Detect	Fighting	---	---	5	Takes no damage from opponent's

					attack. May fail if used more than once in a row.
Dig	Ground	60	100%	10	Attacks in two turns. The first turn, user does not take damage.
Disable	Normal	---	55%	20	Disables an opponent's move for a short amount of time.
Dive	Water	60	100%	10	Attacks in two turns. The first turn, user does not take damage.
Dizzy Punch	Normal	70	100%	10	May induce opponent with CONFUSION condition.
Doom Desire	Steel	120	85%	5	No effect.
Double Kick	Fighting	30	100%	30	Attacks twice.
Double Team	Normal	---	---	15	Raises user's Evasion ability up one stage.
Double-Edge	Normal	120	100%	15	User is dealt recoil damage equal to 1/3 damage dealt to opponent.
Doubleslap	Normal	15	85%	10	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Dragon Claw	Dragon	80	100%	15	No effect.
Dragon Dance	Dragon	---	---	20	Raises user's ATTACK and SPEED abilities each up one stage.
Dragon Rage	Dragon	---	100%	10	Always deals 40 HP of damage.
Dragonbreath	Dragon	60	100%	20	May induce opponent with PARALYSIS status.
Dream Eater	Psychic	100	100%	15	Only works when opponent is SLEEP condition. User recovers HP based on damage to opponent.
Drill Peck	Flying	80	100%	20	No effect.
Dynamicpunch	Fighting	100	50%	5	May induce opponent with CONFUSION condition.

E Move List:

Earthquake	Ground	100	100%	10	Hits all opponents.
Egg Bomb	Normal	100	75%	10	No effect.
Ember	Fire	40	100%	25	May induce opponent with BURN status.
Encore	Normal	---	100%	5	Makes opponent repeat it.'s last attack for 2 to 6 turns.
Endeavor	Normal	---	100%	5	Damage is equal to opponent's current HP minus user's current HP.

Endure	Normal	---	0%	10	Ensures that opponent's next attack will leave user with at least 1 HP.
Eruption	Fire	150	100%	5	Power decreases as user's HP lowers.
Explosion	Normal	250	100%	5	Attack deals double damage. User faints.
Extrasensory	Psychic	80	100%	30	May cause opponent to FLINCH.
Extremespeed	Normal	80	100%	5	Always attacks first.

F Move List:

Facade	Normal	70	100%	20	Attack power is double if user is inflicted with POISON, PARALYZE, or BURN.
Faint Attack	Dark	60	---	20	If opponent is on screen, hits without fail.
Fake Out	Normal	40	100%	10	Hits only on the first turn, will cause FLINCH.
Fake Tears	Dark	---	100%	20	Lowers opponent's SPECIAL DEFENSE ability down two stages.
False Swipe	Normal	40	100%	40	Always leaves opponent with at least 1 HP.
Featherdance	Flying	---	100%	15	Lowers opponent's ATTACK ability down two stages.
Fire Blast	Fire	120	85%	5	May induce opponent with BURN status.
Fire Punch	Fire	75	100%	15	May induce opponent with BURN status.
Fire Spin	Fire	15	70%	15	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Fissure	Ground	---	30%	5	Knocks out opponent in one hit. Accuracy increases by an amount equal to the difference between user and enemy's experience levels, then divided by 128.
Flail	Normal	---	100%	15	The less HP user has, the higher the attack power. When HP is very low, attack power is 200. When HP is highest, attack power is 20.
Flame Wheel	Fire	60	100%	25	May induce opponent with BURN status. Can remove FREEZE status from user.
Flamethrower	Fire	95	100%	15	May induce opponent with BURN status.
Flash	Normal	---	70%	20	Lowers opponent's Hit Ratio ability down one stage.
Flatter	Dark	---	100%	15	Raises opponent's SPECIAL ATTACK ability up two stages, then induces opponent with CONFUSION condition.

Fly	Flying	70	95%	15	Attacks in two turns. The first turn, user does not take damage.
Focus Energy	Normal	---	---	30	Increases user's critical hit rate.
Focus Punch	Fighting	150	100%	20	No effect.
Follow Me	Normal	---	100%	20	User takes all hits from opponents' attacks. Best used in 2VS2 battles.
Foresight	Normal	---	100%	40	After use, opponent's raised evasion will be ignored.
Frenzy Plant	Grass	150	90%	5	Attacks in two turns. The second turn, user does not attack.
Frustration	Normal	---	100%	20	Power is greater when Pokemon is not happy.
Fury Attack	Normal	15	85%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Fury Cutter	Bug	10	95%	20	Move's power becomes stronger if it hits.
Fury Swipes	Normal	18	80%	15	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Future Sight	Psychic	80	90%	15	Attack hits 2 turns later.

G Move List:

Giga Drain	Grass	60	100%	5	User recovers half damage dealt.
Glare	Normal	---	75%	30	Induces opponent with PARALYSIS status
Grasswhistle	Grass	---	55%	15	May induce opponent with SLEEP status.
Growl	Normal	---	100%	40	Lowers opponent's ATTACK ability down one stage.
Growth	Normal	---	---	40	Raises user's SPECIAL ATTACK ability up one stage.
Grudge	Ghost	---	100%	5	If user is fainted by opponent's next move, then that move's PP drops to 0.
Guillotine	Normal	---	30%	5	Knocks out opponent in one hit. Accuracy increases by an amount equal to the difference between user and enemy's experience levels, then divided by 128.
Gust	Flying	40	100%	35	Forces opponent to switch. Also hits while opponent is using Fly.

H Move List:

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/-----\
|Hail      |Ice      |---|---|10| Causes hailstorm for 5 turns. |
|-----|-----|---|---|---|-----|
|Harden    |Normal   |---|---|30| Raises user's DEFENSE ability up one |
|         |         |   |   |   | stage. |
|-----|-----|---|---|---|-----|
|Haze     |Ice      |---|---|30| Resets all ability stages. |
|-----|-----|---|---|---|-----|
|Headbutt  |Normal   |70|100%|15| May cause opponent to FLINCH. |
|-----|-----|---|---|---|-----|
|Heal Bell |Normal   |---|---|5| Party recovers from all status |
|         |         |   |   |   | ailments. |
|-----|-----|---|---|---|-----|
|Heat Wave |Fire     |100|90%|10| May induce opponent with BURN status. |
|-----|-----|---|---|---|-----|
|Helping Hand|Normal   |---|100%|20| During a 2VS2 battle, the partner's |
|         |         |   |   |   | attacks are 1.5x attack power. Best |
|         |         |   |   |   | used in 2VS2 battles. |
|-----|-----|---|---|---|-----|
|Hi Jump Kick|Fighting|85|90%|20| If attack misses, user takes 1/8 HP of |
|         |         |   |   |   | damage. |
|-----|-----|---|---|---|-----|
|Hidden Power|Normal   |---|100%|15| Power and type varies from Pokemon to |
|         |         |   |   |   | Pokemon. |
|-----|-----|---|---|---|-----|
|Horn Attack|Normal   |65|100%|25| No effect. |
|-----|-----|---|---|---|-----|
|Horn Drill |Normal   |---|30%|5| Knocks out opponent in one hit. |
|         |         |   |   |   | Accuracy increases by an amount equal |
|         |         |   |   |   | to the difference between user and |
|         |         |   |   |   | enemy's experience levels, then |
|         |         |   |   |   | divided by 128. |
|-----|-----|---|---|---|-----|
|Howl      |Normal   |---|---|40| Raises user's ATTACK ability up one |
|         |         |   |   |   | stage. |
|-----|-----|---|---|---|-----|
|Hydro Cannon|Water    |150|90%|5| Attacks in two turns. The second |
|         |         |   |   |   | turn, user does not attack. |
|-----|-----|---|---|---|-----|
|Hydro Pump |Water    |120|80%|5| No effect. |
|-----|-----|---|---|---|-----|
|Hyper Beam |Normal   |150|90%|5| Attacks in two turns. The second turn, |
|         |         |   |   |   | user does not attack. |
|-----|-----|---|---|---|-----|
|Hyper Fang |Normal   |80|90%|15| May cause opponent to FLINCH. |
|-----|-----|---|---|---|-----|
|Hyper Voice|Normal   |90|100%|10| No effect. |
|-----|-----|---|---|---|-----|
|Hypnosis  |Psychic  |---|60%|20| May induce opponent with SLEEP status. |
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I Move List:

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/-----\
|Ice Ball  |Ice      |30|90%|20| Attacks for 5 turns. |
|-----|-----|---|---|---|-----|
|Ice Beam  |Ice      |95|100%|10| May induce opponent with FREEZE status |
|-----|-----|---|---|---|-----|
|Ice Punch |Ice      |75|100%|15| May induce opponent with FREEZE status |
|-----|-----|---|---|---|-----|
|Icicle Spear|Ice     |10|100%|30| Attacks 2-5 times. Has a 37.5% chance |
|         |         |   |   |   | each of hitting 2 or 3 times and a |

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					12.5% chance each of hitting 4 or 5 times.
Icy Wind	Ice	55	95%	15	May lower opponent's SPEED ability down one stage.
Imprison	Psychic	---	100%	10	Opponent cannot use any move that user knows.
Ingrain	Grass	---	100%	20	HP is recovered every turn. However, the user cannot switch.
Iron Defense	Steel	---	---	15	Raises user's DEFENSE ability up two stages.
Iron Tail	Steel	100	75%	15	May lower opponent's DEFENSE ability down one stage.

J Move List:

Jump Kick	Fighting	70	95%	25	If attack misses, user takes 1/8 HP of damage.
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K Move List:

Karate Chop	Fighting	50	100%	25	Has a high critical hit rate.
Kinesis	Psychic	---	80%	15	Lowers opponent's Hit Ratio ability down one stage.
Knock Off	Dark	20	100%	20	No effect.

L Move List:

Leaf Blade	Grass	70	100%	15	Has a high critical hit rate.
Leech Life	Bug	20	100%	15	User recovers half damage dealt.
Leech Seed	Grass	---	90%	10	Absorbs a small amount of HP from the opponent every turn.
Leer	Normal	---	100%	30	Lowers opponent's DEFENSE ability down one stage.
Lick	Ghost	20	100%	30	May induce opponent with PARALYSIS status.
Light Screen	Psychic	---	---	30	Special type moves deal half damage to user for five turns.
Lock-On	Normal	---	100%	5	Ensures that user's next attack will hit without fail.
Lovely Kiss	Normal	---	75%	10	May induce opponent with SLEEP status.
Low Kick	Fighting	---	100%	20	Power depends on the user's weight.
Luster Purge	Psychic	70	100%	5	May lower opponent's SPECIAL DEFENSE ability down one stage.

M Move List:

Mach Punch	Fighting	40	100%	30	Always attacks first.
Magic Coat	Psychic	---	100%	15	The effect of any SPECIAL move will rebound and return to opponent.
Magical Leaf	Grass	60	---	20	If opponent is on screen, hits without fail.
Magnitude	Ground	---	100%	30	Attack power is randomly 10, 30, 50, 70, 90, 110, or 150, based on the magnitude of the attack (4 through 20 respectively).
Mean Look	Normal	---	100%	5	Opponent cannot escape as long as user remains in battle.
Meditate	Psychic	---	---	40	Raises user's ATTACK ability up one stage.
Mega Drain	Grass	40	100%	10	User recovers half damage dealt.
Mega Kick	Normal	120	75%	5	No effect.
Mega Punch	Normal	80	85%	20	No effect.
Megahorn	Bug	120	85%	10	No effect.
Memento	Dark	---	100%	10	User faints and opponent's abilities lower.
Metal Claw	Steel	50	95%	35	May raise user's ATTACK ability up one stage.
Metal Sound	Steel	---	85%	40	Lowers opponent's SPECIAL DEFENSE ability down two stages.
Meteor Mash	Steel	100	85%	10	May raise user's ATTACK ability up one stage.
Metronome	Normal	---	---	10	Randomly uses almost any attack.
Milk Drink	Normal	---	---	10	User recovers half maximum HP.
Mimic	Normal	---	100%	10	Copies move used by opponent.
Mind Reader	Normal	---	100%	5	Ensures that user's next attack will hit without fail.
Minimize	Normal	---	---	20	Raises user's Evasion ability up one stage. STOMP deals double damage to user as long as user remains in battle.
Mirror Coat	Psychic	---	100%	20	If hit by a special attack, deals back double the damage.
Mirror Move	Flying	---	---	20	Move is replaced by the last move used by opponent.
Mist	Ice	---	---	30	Prevents user's abilities from being lowered.
Mist Ball	Psychic	70	100%	5	May lower opponent's SPECIAL ATTACK

					ability down one stage.
Moonlight	Normal	5			Restores HP, amount restored is based on time, most effective during the night.
Morning Sun	Normal	5			Restores HP, amount restored is based on time, most effective during the day time.
Mud Shot	Ground	55	95%	15	May lower opponent's SPEED ability down one stage.
Mud Sport	Ground	100%		15	As long as user remains in battle, Electric type moves deal less damage to user and opponent.
Muddy Water	Water	95	85%	10	May lower opponent's Hit Ratio ability down one stage.
Mud-Slap	Ground	20	100%	10	May lower opponent's Hit Ratio ability down one stage.

N Move List:

Nature Power	Normal	95%		20	Move used depends on battle location.
Needle Arm	Grass	60	100%	15	May cause opponent to FLINCH.
Night Shade	Ghost	100%		15	Deals HP of damage equal to user's level.
Nightmare	Ghost	100%		15	Inflicts 1/4 damage every turn. Only works if opponent is induced with SLEEP condition.

O Move List:

Octazooka	Water	65	85%	10	May lower opponent's Hit Ratio ability down one stage.
Odor Sleuth	Normal	100%		40	After use, opponent's raised evasion will be ignored.
Outrage	Dragon	90	100%	15	Attacks 2, 3 turns, then induces user with CONFUSION condition.
Overheat	Fire	140	90%	5	Lowers user's SPECIAL ATTACK ability down two stages.

P Move List:

Pain Split	Normal	100%		20	Evenly divides HP so that both user and opponent have half of their combined remaining HP.
Pay Day	Normal	40	100%	20	User gains money after battle.

Peck	Flying	35	100%	35	No effect.
Perish Song	Normal	5			All Pokemon will faint after three turns. Switching a Pokemon out of battle prevents its fainting.
Petal Dance	Grass	70	100%	20	Attacks 2, 3 turns, then induces user with CONFUSION condition.
Pin Missile	Bug	14	85%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Poison Fang	Poison	50	100%	15	May induce opponent with TOXIC status.
Poison Gas	Poison	40	55%	40	Induces opponent with POISON status.
Poison Sting	Poison	15	100%	35	May induce opponent with POISON status
Poison Tail	Poison	50	100%	25	May induce opponent with POISON status Has a high critical hit ratio.
Poisonpowder	Poison	35	75%	35	Induces opponent with POISON status.
Pound	Normal	40	100%	35	No effect.
Powder Snow	Ice	40	100%	25	May induce opponent with FREEZE status
Present	Normal	15	90%	15	Random effect, either does 40, 80, or 120 damage or restores your opponent's HP by 80.
Protect	Normal	10		10	Takes no damage from opponent's attack May fail if used more than once in a row.
Psybeam	Psychic	65	100%	20	May induce opponent with CONFUSION condition.
Psych Up	Normal	10		10	Your Pokemon receives the same temporary special effects that your opponent received from one of its moves (such as from Amnesia).
Psychic	Psychic	90	100%	10	May lower opponent's SPECIAL DEFENSE ability down one stage.
Psycho Boost	Psychic	5	90%	5	Lowers user's SPECIAL ATTACK ability down two stages.
Psywave	Psychic	15	80%	15	Deals HP of damage equal to 1 to 1.5 x user's level.
Pursuit	Dark	40	100%	20	Opponent's Pokemon receives double damage if the trainer tries to switch Pokemon the turn this attack is used.

Q Move List:

Quick Attack	Normal	40	100%	30	Always attacks first.
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R Move List:

Rage	Normal	20	100%	20	User's Attack raises when damaged by opponent.
Rain Dance	Water	---	---	5	Causes "Big Rain" weather for five turns.
Rapid Spin	Normal	20	100%	40	Deals damage and frees Pokemon from multi-round attacks like Wrap and Leech Seed.
Razor Leaf	Grass	55	95%	25	Has a high critical hit rate.
Razor Wind	Normal	80	100%	10	Attacks in two turns. Has a high critical hit ratio.
Recover	Normal	---	---	20	Restores half of user's maximum HP.
Recycle	Normal	---	100%	10	User's disposable held item returns.
Reflect	Psychic	---	---	20	Physical type moves deal half damage to user for five turns.
Refresh	Normal	---	100%	20	User recovers from BURN, FREEZE, or PARALYSIS status.
Rest	Psychic	---	---	10	User restores all HP and is induced with SLEEP condition for two turns.
Return	Normal	---	100%	20	Power is greater when Pokemon is happy
Revenge	Fighting	60	100%	10	If the user is damaged before it attacks, the attack power is double.
Reversal	Fighting	---	100%	15	The less HP user has, the higher the attack power. When HP is very low, attack power is 200. When HP is highest, attack power is 20.
Roar	Normal	---	100%	20	Escape from a wild battle. Switch opponent's Pokemon in a link battle.
Rock Blast	Rock	25	80%	10	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Rock Slide	Rock	75	90%	10	May cause opponent to FLINCH.
Rock Smash	Fighting	20	100%	15	May lower opponent's DEFENSE ability down one stage.
Rock Throw	Rock	50	90%	15	No effect.
Rock Tomb	Rock	50	80%	10	May lower opponent's SPEED ability down one stage.
Role Play	Psychic	---	100%	10	User's characteristic changes to opponent's characteristic.
Rolling Kick	Fighting	60	85%	15	May cause opponent to FLINCH.

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|-----|-----|---|----|---|-----|
|Rollout  |Rock    | 30|90% |20| Attacks for 5 turns.
|-----|-----|-----|

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S Move List:

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/-----\
|Sacred Fire|Fire    |100|95% | 5| May induce opponent with BURN status.
|           |        |   |    |  | Can remove FREEZE status from user.
|-----|-----|-----|
|Safeguard  |Normal  |---|---  |25| Protects your Pokemon from special
|           |        |   |    |  | effects like PARALYSIS and SLEEP, this
|           |        |   |    |  | effect lasts temporary.
|-----|-----|-----|
|Sand Tomb  |Ground  | 15|70% |15| Traps opponent for 2-5 turns. Deals
|           |        |   |    |  | 1/16 HP of damage each turn.
|-----|-----|-----|
|Sand-Attack|Ground  |---|100%|15| Lowers opponent's Hit Ratio ability
|           |        |   |    |  | down one stage.
|-----|-----|-----|
|Sandstorm  |Rock    |---|---  |10| Causes sandstorm weather for five
|           |        |   |    |  | turns.
|-----|-----|-----|
|Scary Face |Normal  |---|90% |10| Lowers opponent's SPEED ability down
|           |        |   |    |  | two stages.
|-----|-----|-----|
|Scratch    |Normal  | 40|100%|35| No effect.
|-----|-----|-----|
|Screech    |Normal  |---|85% |40| Lowers opponent's DEFENSE ability down
|           |        |   |    |  | two stages.
|-----|-----|-----|
|Secret Power|Normal  | 70|100%|20| Effect depends on surroundings. In
|           |        |   |    |  | grass, effect is POISON. In tall
|           |        |   |    |  | grass, effect is SLEEP. On the ocean,
|           |        |   |    |  | ATTACK lowers one stage. Underwater,
|           |        |   |    |  | DEFENSE lowers one stage. In a pond,
|           |        |   |    |  | SPEED lowers one stage. In sand,
|           |        |   |    |  | accuracy lowers one stage. In a cave,
|           |        |   |    |  | effect is FLINCH. On rocks, effect is
|           |        |   |    |  | CONFUSION. Elsewhere, effect is
|           |        |   |    |  | PARALYZE.
|-----|-----|-----|
|Seismic Toss|Fighting|---|100%|20| Deals HP of damage equal to user's
|           |        |   |    |  | level.
|-----|-----|-----|
|Selfdestruct|Normal  |200|100%| 5| Attack deals double damage. User
|           |        |   |    |  | faints.
|-----|-----|-----|
|Shadow Ball |Ghost   | 80|100%|15| May lower opponent's SPECIAL DEFENSE
|           |        |   |    |  | ability down one stage.
|-----|-----|-----|
|Shadow Punch|Ghost   | 60|---  |20| If opponent is on screen, hits without
|           |        |   |    |  | fail.
|-----|-----|-----|
|Sharpen     |Normal  |---|---  |30| Raises user's ATTACK ability up one
|           |        |   |    |  | stage.
|-----|-----|-----|
|Sheer Cold  |Ice     |---|30%  | 5| Knocks out opponent in one hit.
|           |        |   |    |  | Accuracy increases by an amount equal
|           |        |   |    |  | to the difference between user and
|           |        |   |    |  | enemy's experience levels, then
|           |        |   |    |  | divided by 128.
|-----|-----|-----|
|Shock Wave  |Electric| 60|0%   |20| If opponent is on screen, hits without
|           |        |   |    |  | fail.
|-----|-----|-----|

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Signal Beam	Bug	75	100%	15	May induce opponent with CONFUSION condition.
Silver Wind	Bug	60	100%	5	May raise all of user's abilities up one stage.
Sing	Normal	---	55%	15	May induce opponent with SLEEP status.
Sketch	Normal	---	---	1	Permanently copies opponent's last move.
Skill Swap	Psychic	---	100%	10	Swap characteristics with opponent.
Skull Bash	Normal	100	100%	15	Raises Defense up one stage first turn, then attacks second turn.
Sky Attack	Flying	140	90%	5	Attacks in two turns. May cause opponent to FLINCH.
Sky Uppercut	Fighting	85	90%	15	Can hit opponent during FLY.
Slack Off	Normal	---	100%	10	Restores half of user's maximum HP.
Slam	Normal	80	75%	20	No effect.
Slash	Normal	70	100%	20	Has a high critical hit rate.
Sleep Powder	Grass	---	75%	15	May induce opponent with SLEEP status.
Sleep Talk	Normal	---	---	10	Pokemon attacks with one of the opponent's attacks, only used when asleep.
Sludge	Poison	65	100%	20	May induce opponent with POISON status
Sludge Bomb	Poison	90	100%	10	May induce opponent with POISON status
SmellingSalt	Normal	60	100%	10	If the opponent is induced with PARALYZE status, attack power is double. Opponent recovers from PARALYZE status.
Smog	Poison	20	70%	20	May induce opponent with POISON status
Smokescreen	Normal	---	100%	20	Lowers opponent's Hit Ratio ability down one stage.
Snatch	Dark	---	100%	10	Unknown?
Snore	Normal	40	100%	15	Can only be used when user is induced with SLEEP.
Softboiled	Normal	---	100%	10	User recovers half maximum HP.
Solarbeam	Grass	120	100%	10	Attacks in two turns. The first turn, user does not attack. Attacks in one turn during Clear Skies weather.
Sonicboom	Normal	---	90%	20	Always deals 20 HP of damage.
Spark	Electric	65	100%	20	May induce opponent with PARALYSIS status.

Spider Web	Bug	---	100%	10	Opponent cannot escape as long as user remains in battle.

Spike Cannon	Normal	20	100%	15	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.

Spikes	Ground	---	---	20	Sets spikes down. Opponent takes damage upon switch.

Spit Up	Normal	100	100%	10	Deals damage depending on how much energy is stored.

Spite	Ghost	---	100%	10	Opponent's last move used loses 2 to 5 PP.

Splash	Normal	---	---	40	Does nothing.

Spore	Grass	---	100%	15	May induce opponent with SLEEP status.

Steel Wing	Steel	70	90%	25	Deals damage and may raise your defense by 1 level temporarily.

Stockpile	Normal	---	---	10	Stores energy. May be used up to three times.

Stomp	Normal	65	100%	20	May cause opponent to FLINCH.

Strength	Normal	80	100%	15	No effect.

String Shot	Bug	---	95%	40	Lowers opponent's SPEED ability down one stage.

Struggle	Normal	50	100%	--	Used when user runs out of PP. User is dealt recoil damage equal to 1/4 damage dealt to opponent.

Stun Spore	Grass	---	75%	30	Induces opponent with PARALYSIS status

Submission	Fighting	80	80%	25	Used when user runs out of PP. User is dealt recoil damage equal to 1/4 damage dealt to opponent.

Substitute	Normal	---	---	10	Uses 1/4 of the user's HP to make a decoy. Decoy takes damage from opponent's attacks until it breaks.

Sunny Day	Fire	---	---	5	Causes "Clear Skies" weather for five turns.

Super Fang	Normal	---	90%	10	Deals damage equal to half opponent's current HP.

Superpower	Fighting	120	100%	5	Lowers user's ATTACK and DEFENSE abilities each down one stage.

Supersonic	Normal	---	55%	20	Induces opponent with CONFUSION condition.

Surf	Water	95	100%	15	No effect.

Swagger	Normal	---	90%	15	Raises opponent's ATTACK ability up two stages, then induces opponent with

					CONFUSION condition.
Swallow	Normal	---	---	10	Recovers HP depending on how much energy is stored.
Sweet Kiss	Normal	---	75%	10	Induces opponent with CONFUSION condition.
Sweet Scent	Normal	---	100%	20	Lowers opponent's Evasion ability down one stage.
Swift	Normal	60	---	20	If opponent is on screen, hits without fail.
Swords Dance	Normal	---	---	30	Raises user's ATTACK ability up two stages.
Synthesis	Grass	---	---	5	Restores HP, amount of HP restored depends on time of day.

T Move List:

Tackle	Normal	35	95%	35	No effect.
Tail Glow	Bug	---	100%	20	Raises user's SPECIAL ATTACK ability up two stages.
Tail Whip	Normal	---	100%	30	Lowers opponent's DEFENSE ability down one stage.
Take Down	Normal	90	85%	20	Used when user runs out of PP. User is dealt recoil damage equal to 1/4 damage dealt to opponent.
Taunt	Dark	---	100%	20	Unknown?
Teeter Dance	Normal	---	100%	20	All Pokemon except user become induced with CONFUSION.
Teleport	Psychic	---	---	20	Flees from battle. Does not work in Trainer Battles.
Thief	Dark	40	100%	10	If user is not holding an item, user takes opponent's item.
Thrash	Normal	90	100%	20	Attacks 2, 3 turns, then induces user with CONFUSION condition.
Thunder	Electric	120	70%	10	May induce opponent with PARALYSIS. Has 100% accuracy during Big Rain weather.
Thunder Wave	Electric	---	100%	20	Induces opponent with PARALYSIS status.
Thunderbolt	Electric	95	100%	15	May induce opponent with PARALYSIS status.
Thunderpunch	Electric	75	100%	15	May induce opponent with PARALYSIS status.
Thundershock	Electric	40	100%	30	May induce opponent with PARALYSIS status.

Tackle	Normal	---	100%	20	Lowers opponent's ATTACK and DEFENSE abilities each down one stage.
-----	-----	---	-----	-----	-----
Torment	Dark	---	100%	15	The same move cannot be used twice in a row.
-----	-----	---	-----	-----	-----
Toxic	Poison	---	85%	10	Induces opponent with TOXIC status.
-----	-----	---	-----	-----	-----
Transform	Normal	---	---	10	User's abilities (except for HP) become that of opponent. User's ability changes and status inducement also become that of opponent. Users moves become those of opponent, but only have 5 PP each.
-----	-----	---	-----	-----	-----
Tri Attack	Normal	80	100%	10	May induce opponent with either BURN, FREEZE, or PARALYSIS.
-----	-----	---	-----	-----	-----
Trick	Psychic	---	100%	10	User and opponent exchange held items.
-----	-----	---	-----	-----	-----
Triple Kick	Fighting	10	90%	10	Attacks 1 to 3 times.
-----	-----	---	-----	-----	-----
Twineedle	Bug	25	100%	20	Attacks 2 times. May induce opponent with POISON condition.
-----	-----	---	-----	-----	-----
Twister	Dragon	40	100%	20	No effect.
-----	-----	---	-----	-----	-----

U Move List:

Up roar	Normal	50	100%	10	Cannot sleep for 2 to 5 turns.
-----	-----	---	-----	-----	-----

V Move List:

Vicegrip	Normal	55	100%	30	No effect.
-----	-----	---	-----	-----	-----
Vine Whip	Grass	35	100%	10	No effect.
-----	-----	---	-----	-----	-----
Vital Throw	Fighting	70	100%	10	Hits opponent without fail. Always goes last.
-----	-----	---	-----	-----	-----
Volt Tackle	Electric	120	100%	15	User is dealt recoil damage equal to 1/3 damage dealt to opponent.
-----	-----	---	-----	-----	-----

W Move List:

Water Gun	Water	40	100%	25	No effect.
-----	-----	---	-----	-----	-----
Water Pulse	Water	60	100%	20	May induce opponent with CONFUSION condition.
-----	-----	---	-----	-----	-----
Water Sport	Water	---	100%	15	As long as user remains in battle, Fire type moves deal less damage to user and opponent.
-----	-----	---	-----	-----	-----
Water Spout	Water	150	100%	5	Power decreases as user's HP lowers.
-----	-----	---	-----	-----	-----
Waterfall	Water	80	100%	15	No effect.
-----	-----	---	-----	-----	-----
Weather Ball	Normal	50	100%	10	Attack power doubles during weather. Type changes based on weather. Becomes
-----	-----	---	-----	-----	-----

					Fire type in "Clear Skies". Becomes
					Water type in "Big Rain". Becomes Ice
					type in hailstorm. Becomes Rock type
					in sandstorm.

Whirlpool	Water	15	70%	15	Traps opponent for 2-5 turns. Deals
					1/16 HP of damage each turn.

Whirlwind	Normal	---	100%	20	Escape from a wild battle. Switch
					opponent's Pokemon in a link battle.

Will-O-Wisp	Fire	---	75%	15	Induces opponent with BURN status.

Wing Attack	Flying	60	100%	35	No effect.

Wish	Normal	---	100%	10	Half maximum HP is recovered at the
					end of the next turn. Still recovers,
					even if user switches.

Withdraw	Water	---	---	40	Raises user's DEFENSE ability up one
					stage.

Wrap	Normal	15	85%	20	Traps opponent for 2-5 turns. Deals
					1/16 HP of damage each turn.

Y Move List:

Yawn	Normal	---	100%	10	If the opponent remains in battle,
					it will be induced with SLEEP on the
					following turn.

Z Move List:

Zap Cannon	Electric	100	50%	5	May induce opponent with PARALYSIS
					status.

Nature's List:

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Name	Status				

	Ata	Def	S. Ata	S. Def	Spe

Adamant	Up		Down		

Bashful					

Bold	Down	Up			

Brave	Up				Down

Calm	Down			Up	

Careful			Down	Up	

Gentle		Down		Up	

Hardy					Up

Hasty		Down			Up

Impish		Up		Down		Up	
	-----	-----	-----	-----	-----	-----	
Jolly				Down		Up	
	-----	-----	-----	-----	-----	-----	
Lax		Up			Down		
	-----	-----	-----	-----	-----	-----	
Lonely	Up		Down				
	-----	-----	-----	-----	-----	-----	
Mild		Down		Up			
	-----	-----	-----	-----	-----	-----	
Modest	Down			Up			
	-----	-----	-----	-----	-----	-----	
Naieve					Down	Up	
	-----	-----	-----	-----	-----	-----	
Naughty	Up				Down		
	-----	-----	-----	-----	-----	-----	
Quiet				Up		Down	
	-----	-----	-----	-----	-----	-----	
Quirky							
	-----	-----	-----	-----	-----	-----	
Rash				Up		Up	
	-----	-----	-----	-----	-----	-----	
Relaxed		Up				Down	
	-----	-----	-----	-----	-----	-----	
Sassy					Up	Down	
	-----	-----	-----	-----	-----	-----	
Serious							
	-----	-----	-----	-----	-----	-----	
Timid	Down					Up	
	-----	-----	-----	-----	-----	-----	

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Gym Guides

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Rustboro city Gym

=====

Roxanne: Difficulty level: Very easy if you have Mudkip, Treecko or Combusken. Hard if you have Torchic.

She has: Lv.14 Geodude, Lv.15 Nosepass

Very easy Gym leader can be defeated by everybody, BUT if you chose Torchic at the first time, you must evolve Torchic to Combusken.

If you've chose Treecko or Mudkip, you'll have no problem defeating this Gym leader.

First, if you chose Torchic and didn't evolve to Combusken at Rustboro city, try to raising it to 16, then it will evolve.

The best place to evolve at that time is simply go to forest above Rustboro city.

Dewford Town Gym

=====

Brawly: Difficulty level: Easy-Medium

He has: Lv.17 Machop, Lv.18 Makuhita

Fortunately, this Gym leader isn't as fierce as the one you saw in episodes. He's pretty easy but

less easier than Roxanne.

Becareful of Machop's Karate Chop, because it hurts a lot and most of time it's Critical Hit! You should have at least Lv.14~17 Tailow by now, since the Gym leader has fighting Pokemon, a Wing attack or Peck from Tailow can easily defeat Brawly's Pokemon.

Nothing much to worry about Makuhita, just be aware of it's Bulk up move. If your Pokemon Lv is very low, go to Granite Cave and train.

Mauville City Gym

=====

Wattson: Difficulty level: Medium, easy with Marshtomb

He has: Lv.22 Magnemite, Lv.20 Voltorb, and Lv 23 Magnetron

If you chose Mudkip at the first time, you can defeat this Gym leader with no problem.

This Gym leader has pretty high level Pokemon for 3rd Gym, but only thing you'll worry about is Magnetron.

The shock wave, and Thunder Bolt move does decent amount of damage. Fire, Ground attacks does a lot of damage to his Pokemon(excepy Voltob)

Lavaridge Town Gym

=====

Flannery: Difficulty level: Easy

She has: Lv.26 Slugma, Lv.26 Slugma, Lv.28 Torkoal

This Gym Leader is very easy and you should have no problems for defeating her.

Use Ground or Water Type Pokemon, for it has a huge advantage against this Gym leader.

Flannery's Pokemon can use Overheat which can burn your Pokemon into BBQ, but she'll use it rarely because the Pokemon which uses the move will lower it's Sp.attack greatly.

Petalburg City Gym

=====

Norman: Difficulty level: hard

He has: Slaking (Level 28), Vigoroth (Level 30), Slaking (Level 31)

I founded out that this Gym leader is extremely hard if your Pokemon level is not high enough.

By now, your starter Pokemon must be at least in it's final form to defeat this Gym easily.

The 2 Slaking he uses is extremely powerful but they only attack in every two turns.

Watch out for Facade and Hyperbeam, because they do much more damage than you think.

Fortree City Gym

=====

Winona: Difficulty level: Hard with Blaziken and Sceptile, easy-medium for Swampert

She has: Swellow (Level 31), Pelipper (Level 30), Skarmory (Level 32), Altaria (Level 33)

This time, the Gym leader doesn't have high level Pokemon, but her Pokemon can be as fierce as the previous Gym.

Pelipper and Altaria can be very annoying, for they're very powerful and can yank some of your Pokemon's health to 40%.

Key: do not use Blaziken to Pelipper, because Pelipper will not even lose to Lv. 38 Blaziken.

Sceptile has less advantage than Blaziken, because it really doesn't have any move to faint it's opponents.

Mossdeep City Gym

=====

Liza, Tate: Difficulty level: Very hard, unless you have Swampert

They have: Lunatone (Level 42), Solarock (Level 42)

Finally, it's for you to have 2 on 2 battle.

This Gym is hardest Gym you'll probably face - if you don't have any water Pokemon.

If you really don't have any water Pokemon, catch Wailmer and evolve it to Wailord.

Because when it does, it will instantly learn Water Spout. Which is most powerful Water move(not the best).

Use Water spout and you can kick this one heck Gym's ass.

Sootopolis City Gym

=====

Wallace: Difficulty: Hardest Gym if you're playing Ruby, Easy if you're playing Sapphire
He has: Luvdisc (Level 40), Whiscash (Level 42), Sealeo (Level 40), Seaking (Level 42), Milotic (Level 43)

This Gym is extremely hard if you are playing Ruby, but easy if you are playing Sapphire
First, if you're playing Sapphire. Catch Kyogre right away and it must have these moves: Surf, Thunder, Icebeam, and Calm mind.

First of all, the Gym leader will sent out Luvdisc(I think), sent out Kyogre and it will automatically rain, because of it's ability.

Then, use Calm Mind three times and use Thunder to the rest of the Gym battle. Thunder will never miss because it is raining and it is best move for Kyogre.

Finally, strategy for Ruby. You need Lanturn, with Shock wave and Thunder bolt.

I suggest you should use Male one because of Milotic, because of it's attract move.

You can use Thunder Bolt until you win the Badge or there is another way to defeat this Gym.

Use Groudon and teach Solarbeam to it and use Solar beam throug out all the battle.

Because Groudon's ability is to cast Sunny day automatically and you can use Solar beam every turn. Cool isn't it?

Elite Four Guides

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Note: before you enter the League, I suggest you should train at the cave and train until you have atleast 2 Lv.50 Pokemon and 4 Lv.40 or higher Pokemon.

This was my preparation for Elite four:

Blaziken Lv 47

Alakazam Lv 45

Swellow LV 43

Kyogre Lv 51

Milotic Lv 51

Beautifly Lv 45

Elite Four - Sidney: Difficulty level: easy-medium

=====

He has: Mightyena (Level 46), Shiftry (Level 48), Cacturne (Level 46), Sharpedo (Level 48), Absol (Level 49)

This guy is quite easy and is first Elite four you'll face.

He is still tough to beat but using Fighting and Bug Pokemon will give you a nice suprise.

Elite Four - Phoebe: Difficulty level: very hard

=====

She has: Dusclops (Level 48), Banette (Level 49), Sableye (Level 50), Banette (Level 49), Dusclops (Level 51)

This girl is actually the Grand-daughter of the old woman who gave you Blue/Red Orb.

She is nearly impossible to defeat at the first time you've face her. Because of her Sableye and Dusclops.

They are fairly annoying and sometime they can defeat your Pokemon in one move. (pretty scary isn't it?)

Don't be so frustrated, but instead, be patient and you'll eventually defeat her in several

tries.

Hint: use But Pokemon

Elite Four - Glacia: Difficulty level: Very Hard

=====
She has: Glalie (Level 50), Sealeo (Level 50), Sealeo (Level 52), Glalie (Level 52), Walrein (Level 53)

The Walrein of this Elite four is very powerful and has the move to faint your Pokemon in one move, but she'll most likely to miss, but the more time she uses that move, the accuracy increases.

Hint: Use Fire Pokemon and Electric Pokemon

Elite Four - Drake: Difficulty Level: easy

=====
He has: Shelgon (Level 52), Altaria (Level 54), Flygon (Level 53), Flygon (Level 53), Salamence (Level 55)

You've might have thought he was very hard Elite Four after the last 2 previous ones, but this guy is far too easy.

Before you challenge him, heal and revive your Pokemon, and simply use Ice beam all the time.

League Champion - Steven: Difficulty level: Medium

=====
He has: Skarmory (Level 57), Claydol (Level 55), Aggron (Level 56), Cradily (Level 56), Armaldo (Level 56), Metagross (Level 58)

Not as hard as 2nd, 3rd Elite four, but has much higher level than you've thought.

The only thing you'll worry about is Cradily and Metagross. By now, you might have run out of potions and most of your Pokemon moves will be out of PP.

Thankfully, you can defeat him by using Surf, Icebeam, Thunder, Earthquake. That's all you need. Be sure to revive Kyogre/Groudon before you fight him.

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Pokedex

11. Pokedex

Translated to English names (on Marek's Pokedex) by me, YoyoYoshi.

Marek 14 for starting this Pokedex (marek.ctrnact@uhk.cz).

Kevin Tan for putting in this long but effective Japanese-English translation list along

with the location and evolving levels of EACH Pokemon!

(blade_pheonix2003@yahoo.com.sg)

Japanese Name => English Name => Location => Evolves At

Kimori => Treecko => Starter => At Level 16

Juputol => Grovyle => Evolve Treecko => At Level 36

Jucain => Sceptile => Evolve Grovyle => Doesn't Evolve

Achamo => Torchic => Starter => At Level 16

Wakashamo => Combusken => Evolve Torchic => At Level 36

Bashaamo => Blaziken => Evolve Combusken => Doesn't Evolve

Mizugorou => Mudkip => Starter => At Level 16

Numagorou => Marshtomp => Evolve Mudkip => At Level 36

Raguraji => Swampert => Evolve Marshtomp => Doesn't Evolve

Pochiena => Poochyena => Routes 101, 102, and 103 => At Level 18

Guraena => Mightyena => Evolve Poochyena => Doesn't Evolve

Jiguzaguma => Zigzagoon => Almost Everywhere => At Level 20

Massuguma => Linoone => Routes 118=>123, Evolve Zigzagoon => Doesn't Evolve

Kemusso => Wurmple => Routes 101, 102, 104, Petalburg Woods => At Level 7
Karasarisu => Silcoon => Petalburg Woods, Evolve Wurmple => At Level 10
Agehunto => Beautifly => Evolve Silcoon => Doesn't Evolve
Mayorudo => Cascoon => Petalburg Woods, Evolve Wurmple => At Level 10
Dokukeiru => Dustox => Evolve Cascoon => Doesn't Evolve
Hasuboo => Lotad => Routes 102 & 114(Sapphire Only) => At Level 14
Hasubrero => Lombre => Route 114, Evolve Lotad(Sapphire Only) => Water Stone
Runpapa => Ludicolo => Evolve Lombre => Doesn't Evolve
Taneboo => Seedot => Routes 102 & 114(Ruby Only) => At Level 14
Konohana => Nuzleaf => Route 114, Evolve Seedot(Ruby Only) => Leaf Stone
Daatengu => Shiftry => Evolve Nuzleaf => Doesn't Evolve
Subame => Taillow => Routes 104, 115, and 116 => At Level 22
Oosubame => Swellow => Route 115, Evolve Taillow => Doesn't Evolve
Kyamome => Wingull => Almost Everywhere => At Level 25
Perippaa => Pelipper => Very Common Late=>Game => Doesn't Evolve
Rarutosu => Ralts => Route 102 => At Level 20
Kiruria => Kirlia => Evolve Ralts => At Level 30
Saanaito => Gardevoir => Evolve Kirlia => Doesn't Evolve
Ametama => Surskit => Routes 102, 111, 114, 117, 120 => At Level 22
Amemoosu => Masquerain => Evolve Surskit => Doesn't Evolve
Kinokoko => Shroomish => Petalburg Woods => At Level 23
Kinogassa => Breloom => Evolve Shroomish => Doesn't Evolve
Namakero => Slakoth => Petalburg Woods => At Level 18
Yarukimono => Vigoroth => Evolve Slakoth => At Level 36
Kekkingu => Slaking => Evolve Vigoroth => Doesn't Evolve
Keishii => Abra => Granite Cave => At Level 16
Yungreea => Kadabra => Evolve Abra => Trade
Fudin => Alakazam => Trade Kadabra => Doesn't Evolve
Tsuchinin => Nincada => Route 116 => At Level 20
Tekkanin => Ninjask => Evolve Nincada => Doesn't Evolve
Nukenin => Shedinja => Evolve Nincada with less than 5 Pokemon => Doesn't Evolve
Gonyonyo => Whismur => Route 116, Rusturf Tunnel, Victory Road => At Level 20
Dogoomu => Loudred => Victory Road, Evolve Whismur => At Level 40
Bakuong => Exploud => Evolve Loudred => Doesn't Evolve
Makunosita => Makuhita => Granite Cave, Victory Road => At Level 24
Hariteyama => Hariyama => Victory Road, Evolve Makuhita => Doesn't Evolve
Tosakinto => Goldeen => Routes 102, 111, 114, 117, 120, Safari Zone, Victory Road
=> At Level 33
Azumaou => Seaking => Safari Zone, Evolve Goldeen => Doesn't Evolve
Koiking => Magikarp => Fish with Old Rod => At Level 20
Gayarodosu => Gyarados => Fish in Sootopolis, Evolve Magikarp => Doesn't Evolve
Ruriri => Azurill => Breed 2 Marill, Male Holds Tidal Herb => Friendship
Mariru => Marill => Route 102, 111, 114, 117, 120, Evolve Azurill => At Level 18
Mariruri => Azumarill => Evolve Marill => Doesn't Evolve
Isitsubute => Geodude => Routes 114, 117, Safari Zone, Granite Cave, Victory Road
=> At Level 25
Gouron => Graveler => Victory Road, Evolve Geodude => Trade
Gorounya => Golem => Trade Graveler => Doesn't Evolve
Nozupasu => Nosepass => Granite Cave (smash rocks) => Doesn't Evolve
Eneko => Skitty => Route 116 => Moon Stone
Enekororo => Delcatty => Evolve Skitty => Doesn't Evolve
Zubatto => Zubat => Every Cave => At Level 22
Gorubatto => Golbat => Late=>Game Caves, Evolve Zubat => Friendship
Kurobattou => Crobat => Evolve Golbat => Doesn't Evolve
Menokurage => Tentacool => Surf => At Level 30
Dokukurage => Tentacool => Surf Later=>Game, Evolve Tentacool => Doesn't Evolve
Yamirami => Sableye => Granite Cave, Sky Pillar, Cave of Origin, Victory Road(Sapphire Only) => Doesn't Evolve

Kuchiito => Mawile => Granite Cave, Sky Pillar, Cave of Origin, Victory Road (Ruby Only) => Doesn't Evolve
Kokodora => Aron => Granite Cave, Victory Road => At Level 32
Kodora => Lairon => Victory Road, Evolve Aron => At Level 42
Bosugodora => Aggron => Evolve Lairon => Doesn't Evolve
Wanrikii => Machop => Route 112 => At Level 28
Gorikii => Machoke => Evolve Machop => Trade
Kairikii => Machamp => Trade Machoke => Doesn't Evolve
Asanan => Meditite => Route 112, Victory Road => At Level 37
Chaaremu => Medicham => Victory Road, Evolve Meditite => Doesn't Evolve
Rakurai => Electrike => Routes 110 & 118 => Level 26
Raiboruto => Manectric => Route 118, Evolve Electrike => Doesn't Evolve
Purasuru => Plusle => Route 110 => Doesn't Evolve
Minun => Minun => Route 110 => Doesn't Evolve
Koiru => Magnemite => New Mauville => At Level 30
Reakoiruu => Magneton => New Mauville, Evolve Magnemite => Doesn't Evolve
Biriridama => Voltorb => New Mauville => At Level 30
Marumain => Electrode => New Mauville, Evolve Voltorb => Doesn't Evolve
Borburiito => Volbeat => Route 117 => Doesn't Evolve
Irumiize => Illumise => Route 117 => Doesn't Evolve
Nazunokusa => Oddish => Routes 110, 117=>123, Safari Zone => At Level 21
Kusaihana => Gloom => Routes 121, 123, Safari Zone, Evolve Oddish => Leaf/Sun Stone
Rafureshiala => Vileplume => Evolve Gloom w/Leaf Stone => Doesn't Evolve
Kereihana => Bellossom => Evolve Gloom w/Sun Stone => Doesn't Evolve
Douduo => Doduo => Safari Zone => At Level 31
Doudariou => Dodrio => Safari Zone, Evolve Doduo => Doesn't Evolve
Rozeria => Roselia => Route 117 => Doesn't Evolve
Gokurin => Gulpin => Route 110 => At Level 26
Marunomu => Swalot => Evolve Gulpin => Doesn't Evolve
Kibania => Carvanha => Fish on Routes 118 & 119 => At Level 30
Samehadaa => Sharpedo => Routes 103, 118, 122, 124=>134, Evolve Carvanha => Doesn't Evolve
Hoiruko => Wailmer => Fish w/Good Rod, Super Rod => At Level 40
Hoeruo => Wailord => Route 129, Evolve Wailmer => Doesn't Evolve
Donmeru => Numel => Route 112, Fiery Pass => At Level 33
Bakuuda => Camerupt => Evolve Numel => Doesn't Evolve
Magumaguu => Slugma => Fiery Pass => At Level 38
Magukarugo => Magcargo => Evolve Slugma => Doesn't Evolve
Kootasu => Torkoal => Fiery Pass => Doesn't Evolve
Betobetaa => Grimer => Fiery Pass => At Level 38
Betobeton => Muk => Evolve Grimer => Doesn't Evolve
Dogaasu => Koffing => Fiery Pass => At Level 35
Matadogasu => Weezing => Evolve Koffing => Doesn't Evolve
Banebu => Spink => Jagged Pass => At Level 32
Bupiggu => Grumpig => Evolve Spink => Doesn't Evolve
Sanddo => Sandshrew => Routes 111 & 113 => At Level 22
Sandopan => Evolve Sandshrew => Doesn't Evolve
Patchiiiru => Spinda => Route 113 => Doesn't Evolve
Eamorudo => Skarmory => Route 113 => Doesn't Evolve
Nakkuraa => Trapinch => Desert => At Level 35
Biburaaba => Vibrava => Evolve Trapinch => At Level 45
Furaigon => Flygon => Evolve Vibrava => Doesn't Evolve
Sabonea => Cacnea => Desert => At Level 32
Nokutasu => Cacturne => Evolve Cacnea => Doesn't Evolve
Chiritto => Swablu => Routes 114 & 115 => At Level 35
Chiritarisu => Altaria => Evolve Swablu => Doesn't Evolve
Zanguusu => Zangoose => Route 114(Ruby) => Doesn't Evolve
Habuneeeku => Seviper => Route 114(Sapphire) => Doesn't Evolve
Runatoon => Lunatone => Meteor Falls(Sapphire) => Doesn't Evolve
Sorurokku => Solrock => Meteor Falls(Ruby) => Doesn't Evolve
Dojocchi => Barboach => Fish in Meteor Falls, Victory Road, Routes 111, 114,

=> At Level 30

Namazun => Whiscash => Fish in Meteor Falls, Victory Road, Evolve Barboach =>

Doesn't Evolve

Heigani => Corphish => Fish Routes 102, 117 => At Level 30

Shizarigar => Crawdaunt => Evolve Corphish => Doesn't Evolve

Yajiron => Baltoy => Desert => At Level 36

Nendooru => Claydol => Evolve Baltoy => Doesn't Evolve

Ririira => Lileep => Revive Root Fossil => At Level 40

Yureidoru => Cradily => Evolve Lileep => Doesn't Evolve

Anopusu => Anorith => Revive Claw Fossil => At Level 40

Aamarudo => Armaldo => Evolve Anorith => Doesn't Evolve

Pupurin => Igglybuff => Breed 2 Jigglypuff => Friendship

Purin => Jigglypuff => Route 115, Evolve Igglybuff => Moon Stone

Pukurin => Wigglytuff => Evolve Jigglypuff => Doesn't Evolve

Hinbasu => Feebas => Fish Route 119 => Get 170 Beauty, Evolves At Next Level

Mirokarosu => Milotic => Evolve Feebas => Doesn't Evolve

Powarun => Castform => Weather Institute => Doesn't Evolve

Hitodemon => Staryu => Fish in Lilycove City => Water Stone

Satarumii => Starmie => Evolve Staryu => Doesn't Evolve

Kakureon => Kecleon => Route 120 => Doesn't Evolve

Kagebouzu => Shuppet => Route 121, Mt. Pyre => At Level 37

Jupetta => Banette => Evolve Shuppet => Doesn't Evolve

Yomawaru => Duskull => Route 121, Mt. Pyre => At Level 37

Samayooru => Dusclops => Evolve Duskull => Doesn't Evolve

Toropiusu => Tropius => Route 119 => Doesn't Evolve

Chiriin => Chimecho => Mt. Pyre Summit => Doesn't Evolve

Abusoru => Absol => Route 120 => Doesn't Evolve

Rokon => Vulpix => Outside Mt. Pyre => Fire Stone

Kyuukon => Ninetales => Evolve Vulpix => Doesn't Evolve

Piichu => Pichu => Breed 2 Pikachu => Friendship

Pikachuu => Pikachu => Safari Zone, Evolve Pichu => Thunder Stone

Raichuu => Raichu => Evolve Pikachu => Doesn't Evolve

Kodakku => Psyduck => Surf in Safari Zone => At Level 33

Gorudakku => Golduck => Surf in Safari Zone, Evolve Psyduck => Doesn't Evolve

Soonano => Wynaut => Breed 2 Wobuffet w/Male holding Pleasure Herb, Hatch

Egg in

Lavaridge => Friendship

Soonansu => Wobuffet => Safari Zone, Evolve Wynaut => Doesn't Evolve

Neitei => Natu => Safari Zone => At Level 25

Neiteio => Xatu => Evolve Natu, Safari Zone => Doesn't Evolve

Kirinriki => Girafarig => Safari Zone => Doesn't Evolve

Gomazou => Phanpy => Safari Zone(Need Acro Bike) => At Level 25

Donfan => Donphan => Evolve Phanpy => Doesn't Evolve

Kairoso => Pinsir => Safari Zone(Need Mach Bike) => Doesn't Evolve

Herakuroso => Heracross => Safari Zone(Need Acro Bike) Doesn't Evolve

Saihoun => Rhyhorn => Safari Zone(Need Mach Bike) => At Level 42

Saidon => Rhydon => Evolve Rhyhorn => Doesn't Evolve

Yukiwarashi => Snorunt => Shoal Cove After 6 PM => At Level 42

onfiltered=> Glalie => Evolve Snorunt => Doesn't Evolve

Tamazaratsu => Spheal => Shoal Cove => At Level 32

Todoguraa => Sealeo => Evolve Spheal => At Level 44

Todozeruga => Walrein => Evolve Sealeo => Doesn't Evolve

Paaruru => Clamperl => Anywhere Underwater => Trade w/Deepseatooth or

Deepseascale

Hanteeru => Huntail => Trade Clamperl w/Deepseatooth => Doesn't Evolve

Sakurabisu => Gorebyss => Trade Clamperl w/Deepseascale => Doesn't Evolve

Jiiransu => Relicanth => Underwater Near Sootopolis City => Doesn't Evolve

Saniigo => Corsola => Fish in Mossdeep City => Doesn't Evolve

Chonchii => Chinchou => Anywhere Underwater => At Level 27

Rantaan => Lanturn => Evolve Chinchou => Doesn't Evolve

Rabukasu => Luvdisc => Fish on Route 128, Ever Grande City => Doesn't Evolve

Tattsu => Horsea => Fish on Routes 132=>134 => At Level 32

Shiidora => Seadra => Evolve Horsea => Trade w/Dragon Scale

Kingudora => Kingdra => Evolve Seadra => Doesn't Evolve
Tatsubei => Bagon => Meteor Falls(Need Waterfall) => At Level 30
Komoruu => Shelgon => Evolve Bagon => At Level 50
Boomanda => Salamence => Evolve Shelgon => Doesn't Evolve
Danbaru => Beldum => Steven's House After Elite 4 => At Level 20
Metangu => Metang => Evolve Beldum => At Level 45
Metagurosu => Metagross => Evolve Metang => Doesn't Evolve
Rezurokku => Regirock => Desert Ruins After Braille Puzzle => Doesn't Evolve
Rezuaisu => Regice => Island Cave After Braille Puzzle => Doesn't Evolve
Rezusuchiru => Registeel => Ancient Tomb After Braille Puzzle => Doesn't
Evolve
Ratiasu => Latias => Random Areas After Elite Four(Sapphire) => Doesn't Evolve
Ratiosu => Latios => Random Areas After Elite Four(Ruby) => Doesn't Evolve
Kaiorga => Kyogre => Cave of Origin(Sapphire) => Doesn't Evolve
Guraadon => Groudon => Cave of Origin(Ruby) => Doesn't Evolve
Rekkuuza => Rayquaza => Sky Pillar(Need Mach Bike) => Doesn't Evolve
Jiraachi => Jirachi => Nintendo Event => Doesn't Evolve
Deokishisu => Deoxys => Nintendo Event => Doesn't Evolve

Contact information:

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Please contact me if you do not understand the guide or you have some strategy suggestions.

Thanks for reading ^^