

to look for it; If it's not there, feel free to e-mail me.

If you don't know how to e-mail me, just simply bring up a new, unwritten mail (this varies with different services. It should say "Write Mail" on the button, though) and write out my e-mail address. For the subject, type Pokemon FAQ. In the body of the mail, write whatever you like, even hate mail! I don't care what you send, but positive feedback is always nice. But if you're into the hate mail thing, I can dig that, too.

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II.

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Take note early on that the lackey trainers in this particular Gym can be avoided easily by the trails over to the left, and then to the right. It's your choice if you wish to duel with them, and I highly suggest that you do. The Trainers here can give out very good experience points. Good luck!

-----YOUNGSTER JOSH-----

Pokemon	Geodude (x3)	
Level(s)	10, 8, 6	
Type	Rock	
Recommended Type	Water/Grass	
Payment	96	

STRATEGY:

The general strategy going into your very first Gym lackey battle with Youngster Josh is to remember that he has three of the same Pokemon, going from 10 and down by two's, to 8, and then 6. This is the order that the Geodudes will come out in. If you started out with either Mudkip or Treecko, you're in luck. If not, then I am sure you picked up a good Grass type Pokemon along the way. One of the smarter ways to defeat the set of Geodudes is to save up your starter Pokemon for the Gym Leader, Roxanne, and use a good Grass type Pokemon, especially Shroomish (which is an uncommon Pokemon in the earlier stages of the game, and can be found in the wooded area). With a level 7 Shroomish, it will take approximately three (3) hits of the Absorb ability to defeat the first Geodude (lvl 10), and even fewer to defeat the next two (2) Geodudes. This battle can also be won by a nice Water Gun ability from a Water type Pokemon. For those without the pleasure of having any Grass or Water type Pokemon, I suggest using an ability to lower the enemy's defense, and then attack with your strongest regular fighting attacks (i.e. Tackle).

-----YOUNGSTER TOMMY-----

Pokemon	Geodude	
Level(s)	11	

Type	Rock	
Recommended Type	Water/Grass	
Payment	176	

STRATEGY:

After defeating the previous Trainer, Youngster Josh, you should have absolutely no problem with Youngster Tommy. In fact, I kind of question as to why they placed Youngster Tommy above Youngster Josh in this case. Albeit, Youngster Tommy's Geodude is a higher level than Youngster Josh's, but it's only one level above Youngster Josh's first Geodude. *sigh* Oh well... Anyways, if you used the old Shroomish to take out the previous Trainer, then your (if) leveled 7 Shroomish should be at least a level 10 by now, so taking out this Geodude should be no problem with your Absorb ability. Two of the Absorbs will do it in for this poor level 11 Geodude. Now travel on to Roxanne! Roxxxxannnnneeee, you dun got to puddon tha red lllllight! Okay, I'll shut up now...

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-----GYM-----\
\-----LEADER-----\
\-----ROXANNE-----\

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ROXANNE's POKEMON

-----\Geodude/\Nosepass

LEVELs (LVLs)

-----\14/\15

ROXANNE's TYPE

-----\Rock

RECOMMENDED POKEMON TYPE

-----\Water/\Grass

RECOMMENDED LEVEL (LVL)

-----\14

DIFFICULTY WITH RECOMMENDED TYPE

-----\Easy

DIFFICULTY WITHOUT RECOMMENDED TYPE

-----\Moderately Easy

PAYMENT

-----\1500/\TM39 - Rock Tomb

STRATEGY\

First thing's first; bring up your Mudkip (if you have him) to |
The top of the lineup. The main thing to watch out for when |
dueling against Roxanne's first Pokemon, the level 14 Geodude, is |
the Rock Tomb attack that it may bring out in mid-battle. This |
attack is very weak against Water type Pokemon, but it will slow |
your Speed down quite a bit. If you are using Mudkip, who should |
have evolved by now, use the Mud Slap and Water Gun attacks on |
the level 14 Geodude to weaken its HP until it faints. Keep in |
mind that Roxanne tends to use a few potions on her Geodude, so |
get rid of the Geodude as fast as you possibly can After this |

battle, you will have to deal with a nasty level 15 Nosepass. |
 This enemy looks nasty, and it is. It possesses a very fine tuned |
 Tackle ability, but it succumbs to the same elements that all of |
 those Geodudes before it fell to: Water and Grass. As I said |
 before, Mudkip is a great starting Pokemon for the first Gym, as |
 its elements are both Water and Grass. If you have one, simply |
 use Water Gun on it a few times without healing to rid the battle |
 of it. If you do not have any good Water or Grass Pokemon, use an |
 ability that will weaken the Nosepass's attacks, and then chip |
 away at it. The Nosepass will probably use Harden to raise its |
 Defense a nice amount, and if it does, use an ability to lower |
 The Defense to a huge degree. Using Fighting attacks, such as |
 Tackle, do not work very well, so avoid using them. Use elemental |
 attacks instead. After a long bout filled with countless Potions |
 that Roxanne will use on it, the Nosepass should faint. |

----- III. -----

----- =====KNUCKLE BADGE===== -----

(o) -----DEWFORD TOWN ----- **(o)**

----- =====BRAWLY===== -----

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It may seem confusing at first on which way to go to reach the second Gym. The answer, after you get the Pokemon for Mr. Briney, and the Devon Goods, is to go south to the beach house that Mr. Briney lives in, and then sail to the far south to Dewford Town. The Gym is pitch black when you arrive, and as you could tell by the name of the Badge, this trainer fights with Fighting type Pokemon. If you want, go to the Northwest and into the cave to grab a Zubat, and a Makuhita. Every time you defeat a lackey, the Gym will get a bit brighter. Now, onto the Gym...

-----BATTLE GIRL LAURA-----

Pokemon	Meditite	
Level(s)	14	
Type	Fighting/Psychic	
Recommended Type	Most Elemental	
Payment	336	

STRATEGY:

To the far right of the screen is Battle Girl Laura. This particular battle will be absolutely simple. There is only one Pokemon in Battle Girl Laura's inventory, which is a simple level 14 Meditite. This Pokemon will mainly Meditate for its turns, in which if your starter Pokemon is at least a level 18 now, you can take it out swiftly in just a few hits. Use elemental damage, regardless of what type (I used Mud Shot, which is Ground, and it worked perfectly fine) just a few times before the Meditite has a chance to heavily attack you, and you should go through the battle with no sweat needed.

-----BLACK BELT HIDEKI-----

Pokemon	Machop	
Level(s)	14	
Type	Fighting	
Recommended Type	Flying/Psychic	
Payment	448	

STRATEGY:

Oww!! This guy is not that simple. If you do not have a very strong Pokemon, such as a level 18 starter, then you may have a tough time. Once you attack the Machop, he may use a very nasty Low Kick move, which has around a 35% chance of being a critical hit (which, even on my level 19 Marstomp did over 30 HP in damage), so you will want to take him out swiftly and accurately. The Machop also uses a dastardly Focus Energy ability that can become a pain if the battle lingers on. Most Elemental attacks work well, but you will want to stray from using Normal attacks. Water Gun works well, if you have a strong Pokemon. This battle is one of the few cases where it is GOOD to have one strong Pokemon rather than three good Pokemon.

-----BATTLE GIRL TESSA-----

Pokemon	Meditite (x2), Machop	
Level(s)	12, 12, 12	
Type	Fighting/Psychic, Fighting	
Recommended Type	Most Elemental (Meditite)	
More Recommended	Flying/Psychic (Machop)	
Payment	288	

STRATEGY:

You can find Battle Girl Tessa in the very far upper left-hand corner of the room. The first Pokemon that she will summon will be a fairly simple Meditite at level 12. Use a strong Elemental attack. Certain Grass and Ground attacks have, seemingly, higher attack ratios for critical hits. The two Meditites should not put up much of a struggle, and the trainer is fairly stupid with decisions when controlling the two Meditites. Just use your casual strategies against these Pokemon, and remember that they are seemingly weak against Ground attacks, so if you happen to sport a trendy Ground Pokemon, then go ahead and use *STRONG* Ground Elemental attacks. Lastly, the Machop she sends out is another level 12 Pokemon. In case you did not notice, this trainer has quite a few good Pokemon, but none that really stand out amongst the crowd. For the Machop, I suggest using a good Flying Pokemon, such as Wingull, that also has a few Water attacks on the side. Watch out for the defense-lowering attack Leer, and Focus Energy. He also sports that nasty Low Kick that I mentioned earlier. After you defeat all three Pokemon, the battle will end, and you can collect your bling-bling.

_____\
 \-----GYM-----\
 \-----LEADER-----\
 \-----BRAWLY-----\

BRAWLY's POKEMON

\Machop/\Makuhita

LEVELS (LVLs)

\17/\18

BRAWLY's TYPE

\Fighting

RECOMMENDED POKEMON TYPE

\Flying/\Psychic

RECOMMENDED LEVEL (LVL)

\17

DIFFICULTY WITH RECOMMENDED TYPE

\Easy

DIFFICULTY WITHOUT RECOMMENDED TYPE

\Medium

PAYMENT

\1800/\TM08 - Bulk Up

STRATEGY\

Once the battle begins, you will notice that the trainer Brawly has two Pokemon in his pouch, ready for battle. The first of the two is a level 17 Machop. Personally at this point, I had two Pokemon that were higher levels than this Machop, however, you may have done differently with your battles. Either way, as long as you have at least two Pokemon that are at least a level such as 16, then you should be fine, however, I urge you to level up. The battle will run along smoothly if you have a stronger Pokemon in level-wise than the level 17 Machop, as he will raise his defense, as well as his attack power with an ability titled "Bulk Up." This ability will increase the defense and offense slightly, so you shouldn't have to worry too much. I suggest using your starter Pokemon compared to ones that you might have grabbed along the way, unless you happened to have grabbed a nice little Wingull on hand. If you do, be sure to mix the battle up with the Starter Pokemon and the Wingull. The Machop's Seismic Toss will Take down a major amount of damage to even your good Pokemon, so be careful around the Machop. Make it a quick faint, that way you can get to the next Pokemon, which is a level 18 Makuhita. This guy is definitely not easy, and uses an Arm Thrust move to hit your Pokemon more than once at around 6 HP per hit to your strong Pokemon. The level 18 Makuhita also pounds out the Bulk Up Ability, as well as the Sand-Attack ability to lower your Accuracy. If you get the Makuhita's health low, Gym Leader Brawly will definitely use a Super Potion to heal it almost completely. When you finally defeat the Makuhita, you will have won the Knuckle Badge. Congratulations!

IV.

 =====DYNAMO BADGE=====
 *(o)** -----MAULVILLE CITY----- *(o)**
 =====WATTSON=====

Once you arrive in Maulville City, you will find several things to do, including fight with Wally, the kid you helped catch that Ralts long ago, go to the Game Corner, grab a Bike over at the Bike Shop (one of two different kinds, in fact), and you can also go to the Pokemon Day Care right outside of town (to the left). But let's go to the third Gym, shall we? The Gym itself is filled with Electric type Pokemon, and Electricity gates, so we are forced into each trainer.

-----GUITARIST KIRK-----

Pokemon	Electrike, Magnemite	
Level(s)	18, 18	
Type	Electric	
Recommended Type	Ground	
Payment	576	

STRATEGY:

There is something about Guitarist Kirk that makes me embarrassed to be a gamer... ANYWAYS, the rad, gnarly guitarist has a few totally vibin' Pokemon that need to be put out of their misery. The first is a level 18 Electrike. This bad boy will put up a fight if you chose Mudkip, so definitely get out a non-Water type Pokemon to battle with, unless your Mudkip is very good (remember boys and girls, Mudkip is also a Ground type Pokemon, which happens to be Electricity's weakness!). The Electrike tends to lean toward using Leer a bit to lower your Defense before striking you, so take note and caution to this. If you ARE using Mudkip, and it has learnt the Mud Sport ability, use it. This comes in much handy here, since the Mud Sport ability weakens Electric Attacks. Whee. Finish off the Electrike with a Ground type Pokemon. The second Pokemon in the batch happens to be a Magnemite, that of a level 18, as well. The main thing to remember is that the Magnemite will love to confuse your Pokemon, and we all know how annoying Confusion can be in this series. It will also uses Tackle every now and then, but its Tackle is not the worst thing in the world. Simply avoid its Supersonic attacks, and use heavy Ground attacks to destroy it, and then collect your pay. After this, you will go onto the next trainer.

-----YOUNGSTER BEN-----

Pokemon	Zigzagoon	
Level(s)	19	
Type	Normal	
Recommended Type	Fighting	
Payment	304	

STRATEGY:

Ol' Youngster Ben is not much of a challenge compared to the last fight. The only thing he has is a level 19 Zigzagoon. While the high level may be discouraging, do not fear the actual Pokemon itself. If you happen to be using a Water type Pokemon, Water Elements seem to do a nice chunk of damage. Of course, we all know that Fighting Pokemon tend to do major damage to Normal type Pokemon, so if you have any fighters, let them

loose on the Zigzagoon. The high leveled Zigzagoon will use the ability Headbutt for a very heavy hit now and then, to even your strongest of Pokemon. He will also use the common Zigzagoon abilities, such as Growl, to lower your strength against him. You see, this Pokemon is not that hard to beat in straight combat, but with him using abilities, it can linger on a while. Watch out for the ever-so-common Sand-Attack, which will lower your accuracy.

~NOTE~

You do NOT have to go up against one of the next two trainers, if you wish. You can go over to the upper left-hand side of the screen and hit the Electric "S" switch to turn off the set of Electrical Gates below. You will still be forced to battle with the last trainer, but you can avoid the one below. Hope this helps.

-----GUITARIST SHAWN-----

Pokemon	Voltorb (x3)	
Level(s)	17, 17, 17	
Type	Electric	
Recommended Type	Ground	
Payment	544	

STRATEGY:

The first Pokemon that Guitarist Shawn will send out happens to be a level 17 Voltorb with a bad temper. The Voltorb uses a slightly weak Tackle ability that can be less painful than most Tackles, and it also uses a bit of a pain in the butt type of ability called Charge, in which it charges up its energy to attack. If you are using Marshtomp, be sure to use the move Mud Sport, if you have it, to lower all Electrical attacks' power. You should be able to take it out with a few Ground element attacks, or a few Tackles here and there. Once it falls, prepare to battle with another Voltorb, this time it is a level 17, as well. Regardless, this one acts just like the previous one, so watch out for all of the same effects that can happen if you are clumsy to the Electric type Pokemon. After destroying it, you guessed it, it is yet ANOTHER level 17 Voltorb Pokemon. You should know the drill by now, so go ahead and get ready to rid the world of Guitarist Shawn's corny and cliché attitude by defeating the last of the trio. This trainer is arguably the easiest in this Gym, so be thankful.

-----BATTLE GIRL VIVIAN-----

Pokemon	Meditite	
Level(s)	19	
Type	Fighting/Psychic	
Recommended Type	Most Elemental	
Payment	456	

STRATEGY:

This battle is optional, so it is completely up to you if you want to complete the Gym at 100% by defeating this trainer. I suggest doing it, as it is easy experience for your selected choice Pokemon, but, whatever

floats your boat, I guess. This battle is pretty easy, as you have went up against a few of these guys in the last Gym back in Dewford. While this little girl is a level 19, she won't do too much harm. She does offer a very nasty Confusion ability in mid-battle, so watch out so that your Pokemon does not get confused, as we all know how much of a hassle that can be in the most difficult of times. The Meditite uses Confusion like crazy, so beware and very careful of your selections during this battle. The key is to get it over as fast as possible. Watch out for Detect, which will protect the Meditite, as well as that evil ability Bide. Ouch. After the battle, go ahead and go to the Gym Leader, Wattson.

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|-----GYM-----|
|-----LEADER-----|
|-----WATTSON-----|
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WATTSON's POKEMON

-----\Magnemite/\Voltorb/\Magneton

LEVELs (LVLs)

-----\22/\20/\23

WATTSON's TYPE

-----\Electric

RECOMMENDED POKEMON TYPE

-----\Ground

RECOMMENDED LEVEL (LVL)

-----\20

DIFFICULTY WITH RECOMMENDED TYPE

-----\Easy

DIFFICULTY WITHOUT RECOMMENDED TYPE

-----\Hard

PAYMENT

-----\2300/\TM34 - Shock Wave

STRATEGY\

When you approach the very "trailing-off" Wattson, he speaks of tuning up his Gym with trap doors that you have gotten past, and now he speaks of destroying you, more or less. His Pokemon can be fierce if you do not have Pokemon at the proper levels, and especially if your Pokemon are the anti-type of Electricity. His first Pokemon that he sends out is a level 22 Magnemite. This guy is definitely not easy, and will not go down to your basic Tackle ability, no matter if it is your best Pokemon that you are using or your worst. The Magnemite will use an extremely strong move called Sonicboom, and no, that is not a Guile reference. Anyways, this move will take down a very nice, big chunk of your HP, and it will also leave you needing to be healed, even with a level 30 starter Pokemon. I would suggest to definitely remove the pest from the battle as soon as possible by using a combination of hardy Ground attacks, such as Mud Shot, which the Magnemite is

very weak against. Make sure you eliminate the Magnemite very soon, because Wattson will use a Super Potion on it to fill its energy up to the top. After this battle, Wattson will summon a nasty Voltorb at level 20. You should be used to these things from the battle with Guitarist Shawn earlier. Heal your current Pokemon by using a good item from your bag, such as a Super Potion. You should have plenty left. This Voltorb moves pretty much the same as before with Guitarist Shawn, only a little bit stronger than the last battles, since it is up a few levels and all. Watch out for its Rollout attack, which should not do too much damage compared to most other enemies with Rollout. This Voltorb is pretty annoying, since it seems all it will do is use Rollout constantly, over and over again. Oh well. Destroy it quickly to prevent from his antics any longer. The third and final Pokemon is the highest in level thus far in the game, a level 23 Magnetron. The Magnetron is the evolved version of the Magnemite. Be very aware of this demonish Pokemon, as it is very deadly in attacking with the Shockwave attack. This is a deadly lightning bolt attack that will scar you pretty well, my friend. definitely do NOT use a Grass type Pokemon, as this is likely suicide in most cases. Also watch out for the attacks that can paralyze your poor Pokemon. Use swift elemental Ground attacks, or use anything besides Normal/Grass attacks to defeat this enemy! Once again, watch out for Wattson using an item to fully cure his Pokemon. After the battle, collect your Badge and move along!

/ _____ READER TIP _____ \
 /from: winnie the poop\

"I just beat the third Gym Badge and I have a good tip for beating it without any scratches... just get a Geodude in an earlier cave and train it to level 15 to get Magnitude, which will own the gym. Rock Throw is also great... (I forgot if I taught him via the TM or not)."

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----- V. -----
----- ==HEAT BADGE==-----
**( o )** -----LAVARIDGE TOWN----- **( o )**
----- ==FLANNERY==-----
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When you enter the Lavaridge Town Gym, you will notice that there are several holes in the flooring that can become a pain in the butt to navigate. By going into the hole on the left, you can avoid the first trainer (who is in the hole on the right), and you will reach another room that leads to yet another room. Go up to the upper right-hand corner hole to reach the first trainer.

-----KINDLER COLE-----

Pokemon	Slugma (x2), Numel	
Level(s)	22, 22, 22	
Type	Fire	
Recommended Type	Water	
Payment	704	

STRATEGY:

With Kindler Cole, you can expect some of your typical Fire-styled antics to happen during the battle with the trainer. His first Pokemon that he will throw out is a male, level 22 Slugma, which you might have found inside of that odd cave back before Lavaridge Town. This Pokemon is fairly simple to take down, as it only has basic Flame elemental attacks, such as Ember. You can, however, expect it to use techniques such as Smog to poison your unsuspecting Pokemon. It will also use Harden to protect itself. If you have any sort of Water type Pokemon that, at the very least, has Water Gun for an attack, I suggest you bring it out for the battle. Watch out for Rock Throw, as well. This Pokemon's attacks are wide in diversity. After you take out the Slugma, get prepared to duel with a level 22 Numel. Watch out, Grass type Pokemon, as this Numel is CRAZY about using Ember. It will also use Magnitude, which will be on different levels of pain. This Pokemon is extremely vulnerable to attacks like Water Gun, so bust it out and start using it to the extreme. This battle is simple, and he will mainly use Magnitude on small levels. After this battle, you will go one on one with Michael Jordan. Actually, it is another level 22 Slugma. You already know exactly how this Pokemon goes about, so I need not explain it. Good luck.

-----COOL TRAINER ZANE-----

Pokemon	Kecleon	
Level(s)	24	
Type	Fire/Psychic	
Recommended Type	Water	
Payment	1152	

STRATEGY:

The trainer by the name of Cool Trainer Zane only has one, high leveled Pokemon, which is a Kecleon. Pretty cool looking, as well. The Kecleon uses mainly Fire attacks, such as Flamethrower. This fire attack is pretty rough, but it's nothing that a great Poke trainer as yourself cannot handle, right? I hope the answer is to be expected. =P Obviously, if you picked Mudkip at the beginning of the game, you are in luck. Just two simple high leveled Water Gun should take him out (my Swampert was a level 41 at this time, so I couldn't really tell you, as I fought with lower leveled Pokemon for strategies). Regardless, you should have at least one good Water Pokemon, such as a Wingull. Go ahead and take him out with high powered Water attacks, which should be simple for you to do. Watch out for his Fury Swipes attack that he will damage you with in between Flamethrower attacks. If his energy gets low, expect Cool Trainer Zane to use a Hyper Potion to cure. Expect a Faint Attack every once and a while, as well, which could affect certain Pokemon from time to time. Overall, this is a pretty tough battle in itself. Afterwards, you will want to go to the upper left-hand corner hole, and follow the path in the next corridor. After this, go to the closest right hole to begin another battle!

-----KINDLER AXLE-----

Pokemon	Numel, Slugma	
Level(s)	23, 23	
Type	Fire	
Recommended Type	Water	
Payment	736	

STRATEGY:

Kindler Axle has a set of two Pokemon, and the first one that he will use on you is the Numel. The male Numel is a level 23, so needless to say, your Pokemon will have to be in the higher levels to even face up to the trainer. The Numel will cast Growl several times during the battle, which is good on your part, since you can grab out your best Water type Pokemon, and use a few Water moves on it to kill it off before it can even begin to use actual attacks on you. Eventually, it will use a fairly decent Ember move that missed me three out of four times when I faced the Numel for strategy. He will also use Magnitude several times, if you give him the chance, and watch out that you don't get Burned. It can sting, to say the least. Overall, I'd say this is an easy battle here. After you destroy the level 23 Numel, you will go up against a level 23 male Slugma. Talk about having redundant Pokemon in a Gym. We went over how to destroy a level 22 Slugma one battle past, so why not go over there to the other Kindler above, past the Cool Trainer Zane, and look at those strategies? Honestly, there's not much I can tell you here, otherwise. It will use Fire based attacks, and Harden, and Rock Throw to hurt you. Using Plant type Pokemon in this battle is also a "No-No." Enjoy, and good luck. After the battle, go to the hole on the left. After this, go to the hole above. After this, go to the upper left-hand corner and face the next trainer.

-----BATTLE GIRL SADIE-----

Pokemon	Meditite	
Level(s)	24	
Type	Fighting/Psychic	
Recommended Type	Flying	
Payment	576	

STRATEGY:

Battle Girl Sadie seems a little scared to duel with you, but the Pokemon she obtains is absolutely no joke. You know how those Battle Girls love carrying around a Meditite or two, so when a Battle Girl only has one Pokemon, and it's a level 24 Meditite, it tends to be a pretty good Pokemon. It will use Confusion on you, which isn't too swell. If you captured a Flying/Water Pokemon (*cough, cough* WINGULL *cough, cough*), you will be free of troubles. The Meditite is very weak against Flying type Pokemon. If you have a high leveled (27-30) Breloom, try using Headbutt on the Meditite. It works well, and seemingly 50% of the time (slightly under 50%, if not exactly) the Meditite will flinch. You can knock it off in simply two Headbutts this way, and it will save a lot of time AND energy for the next battle. After the battle, go over to the right and go through the hole, and then to the right again. Go over to the left for another Trainer battle!

-----KINDLER ANDY-----

STRATEGY\

Flannery is a very doubtful little Avril Lavigne look-a-like, isn't she? Regardless, you will have to do battle with her, and her three Pokemon. The first one that she will throw out for a quick battle is a level 26 Slugma. AHHHHH!!! I'M SICK OF SLUGMAS! Oh well... Who cares what old Zoop thinks, right? Send out your best Water typed Pokemon first, and immediately start pounding out the Water moves before the female Slugma has a chance to use the very deadly Fire based move, Overheat. This will definitely cook your goose... or Pokemon, in this case. If you manage to survive the Overheat attack, then the Slugma will attack you with a deadly version of the Smog attack, which will Poison you around 75% of the time. This is NOT very nice of her. The Slugma's choice attack will definitely be the Overheat ability, so chill her out with a nice Water Gun, or if you have it, Muddy Water attack. Once you get done with this Slugma, Flannery will likely send out a second Slugma, which is not a lot of fun. This one is also a level 26 female. Ugh. Talk about repetitive. This is the most redundant Gym yet, as you could probably tell. Basically, you can use the same attacks and such as you used on the last version of the Slugma that you defeated. Just make sure that you watch out for that Overheat attack, and counter it with a good Water Gun ability. This will keep you up to speed on the battle. Be sure to stay alert on the Smog ability, as well. If you got through the last battle with the level 26 female Slugma, then you can get through this one without much effort, as well. Lastly, Flannery will send out her pride and joy, which happens to be a level 28 female Torkoal. If you were really Pokemon hunting back in the cave with the Grimers and Slugmas, you probably came across, or even caught one of these bad boys. It's a turtle with a volcano on its back, for those whom are just reading this FAQ and not playing. Pretty cool looking, too. Anyways, this gal is not very easy, so pay attention to battle order and style. Be sure to keep a close eye on your health, because if your Pokemon are lower levels than the Torkoal, you could be in some major trouble with certain attacks it may focus on. The first attack to be aware of is the Body Slam attack. Even with a Pokemon stronger than the level 28 Torkoal, it can still kill it instantly, depending on the particular Pokemon, anyway. It will use this attack presumably 3 to 5 times in a row, so be on guard with it. Watch out for oits Attract ability, which will *gulp* make your Pokemon fall in love with it. Don't fear! It can still attack the Torkoal Pokemon, but it may resist your orders. These moves are the only two that the Torkoal used on my Pokemon during the 13+ battles I attempted with it for strategy, so if more happen against you, please contact me. After the battle, collect your new Heat Badge, and scram!

[NOTE: I also noticed that the level 28 female Torkoal also, very rarely, uses an ability named Flail. This attack is EXTREMELY dangerous, and can take even good Pokemon out in one hit. Hope this helps. -Zoop]

** (o) ** -----PETALBURG CITY----- ** (o) **
-----=====NORMAN===== -----

After a while, you will probably begin to wonder where the hell to go to. That is why I am here, is it not? You will need the Swimming ability, so there's nowhere to go... Actually, go see your Dad's Gym that is in Petalburg City, since we ran off earlier without fighting in it. This is where the next Gym Badge lies, so let's go!

NOTE: You will have two different paths to choose from. One of them is an Accuracy path (door #2), and the other one is a Speed path (door #1). You can choose which to go through, or you could do both! It's completely up to you. Whatever the door says, that is what stat will be increased AGAINST you. Take caution of which door(s) you choose. I will list which room each trainer is in inside of the Trainer's Info Box, at the bottom. Enjoy.

-----COOL TRAINER RANDALL-----

Pokemon	Delcatty	
Level(s)	27	
Type	Normal	
Recommended Type	Fighting	
Payment	1296	
Room	Speed	

STRATEGY:

The battle that you will face up against with Cool Trainer Randall is a tough one, as he uses a level 27 female Delcatty, an evolved version of the Skitty that we have seen way before it. At the very beginning of the battle, Cool Trainer Randall will use an X Speed item to increase his Pokemon's Speed in battle. The Delcatty is a Pokemon not to be fooled with, since it uses a few Normal based attacks and abilities that can really mess up your Pokemon badly! Don't sweat it too much, as if you have a good Fighting type of Pokemon, then you can easily defeat the Delcatty without much hassle. Delcatty's main ability will be the ever-so-annoying ability, Sing. This will make your Pokemon fall asleep, and we all know how much trouble this can bring to poor, unsuspecting trainers. The high leveled Delcatty will also use the attack called Doubleslap, which is a very high powered Normal attacking move that will more than likely make your "younger" Pokemon faint instantly. Keep a keen eye out for its Growl ability, which is sure to mess you up here and there. The best way around this Delcatty is to use very strong attacks (Pokemon in their higher leveled 30's are a very warm welcome here), and to have good evasion. Best of luck to you here. After the battle, you can head over to either room that you see, or you can go back and do this trainer...

-----COOL TRAINER MARY-----

Pokemon	Delcatty	
Level(s)	27	
Type	Normal	
Recommended Type	Fighting	

Payment	1296	
Room	Accuracy	

STRATEGY:

Cool Trainer Mary's Pokemon selection is identical to Cool Trainer Randall's, even the gender! The only difference is the fact that instead of X Speed, the trainer will use an X Accuracy item at the beginning of the battle. You should definitely avoid using a Ghost type Pokemon, or Ghost type attacks. This is especially true with a Sableye's Night Shade attack. As always, Cool Trainer Mary's level 27 female Delcatty will have a simple rule of attacking, often using Growl more than anything else, which will lower your Pokemon's attack power (a very nasty thing, indeed). Another attack to look out for is that very unpleasant Doubleslap move, which will damage your Pokemon severely to the point that they will cry. Okay, so maybe they don't cry, but you have to admit, hearing your favorite Pokemon cry would be very sad, non? Anyways, the other ability to watch out for is the very, very, VERY annoying Sing ability. This will put your Pokemon to sleep, but not with the fishes, see? Try to eliminate the Delcatty before it causes too much of a ruckus with your lineup by using high leveled attacks, such as Muddy Water or a good Mach Punch. Afterwards, you can choose any door that you seem fit to choose. Good luck, you'll need it!

-----COOL TRAINER PARKER-----

Pokemon	Linoone	
Level(s)	27	
Type	Normal	
Recommended Type	Fighting	
Payment	1296	
Room	Zero Reduction	

STRATEGY:

When the battle first starts out, Cool Trainer Parker will send out his skunky level 27 male Linoone, and also use a Guard Special item on the Linoone, to boot. This means that no matter what you do, you cannot lower its abilities during the battle. Oh boo hoo, who cares? You can just kill it, anyway. The level 27 Linoone will use a move called Mud Sport, which you may know by now. This move lowers the attack power of all moves that revolve around electricity, so much Electric moves will be extremely weakened by the Linoone. The Linoone will also use a move which will identify your current Pokemon called Odor Sleuth. Be very aware of the Headbutt fighting skill that it will also use during the battle, which will take a very decent chunk out of your health meter, so be careful here. I find that, much like with the rest of the Normal type Pokemon, most abilities and moves work well against them with very few exceptions, such as Ghost attacks. So basically, break out a huge elemental move (unless it is Electricity based, in which if the Linoone has used Mud Sport, you're toasted), and fight with honor and pride. Heal with a Soda Pop, if need be, and keep on fighting. Don't bother using Defensive moves, just go straight Offense on the Linoone to win the battle. Or you could just use Mach Punch, which works wonders in this entire place. Your choice, I guess. After this, you can go through the door, or choose the Defense Room before this one...

-----COOL TRAINER LORI-----

Pokemon	Linoone	
Level(s)	27	
Type	Normal	
Recommended Type	Fighting	
Payment	1296	
Room	Defense	

STRATEGY:

When the battle begins, Cool Trainer Lori will send out a level 27 Linoone, much like the way that Cool Trainer Parker did (which reminds me, how are you "Cool" with a name like Parker? Sorry to all of my readers by the name of "Parker," but it's true), so you will have to take it out the same exact way that you took out Cool Trainer Parker's level 27 Linoone. The only difference in this battle is the fact that the Linoone is female in this particular battle. The opening move by Cool Trainer Lori will be using an item, an X Defend, to be exact. This will highly raise Cool Trainer Lori's Linoone's Defense total to a staggering high, so be sure to use more penetrating attacks, or deep, painful attacks. Once again, using Mach Punch will be your best bet, so hug that Breloom tightly after the battle in a nice little "Thank You." As for the Linoone attacking you, just watch out for its Headbutt attack, which is its strongest psychical attack. It will also use abilities such as Mud Sport, which will lower Electrical attacks by a whole lot, and Odor Sleuth, which will identify your chosen Pokemon. After the battle, go through either of the two doors, or go to one before them.

-----COOL TRAINER GEORGE-----

Pokemon	Linoone	
Level(s)	27	
Type	Normal	
Recommended Type	Fighting	
Payment	1296	
Room	Recovery	

STRATEGY:

UGH!!! NOT ANOTHER ONE OF THESE BATTLES!!! I'm sick of fighting level 27 Linoones, over and over again! *sigh* Oh well... Anyways, surely enough, Cool Trainer George will send out a male, level 27 Linoone that has all of the same attacks as the other two, which include Mud Sport, which will drastically lower your Electrical Pokemon's elemental powers, Odor Sleuth, which will identify with your current chosen Pokemon that is at the head of your line-up, and Headbutt, which is a decent damaging move that will instantly kill most Pokemon level 20 and under. Taking out the level 27 Linoone will be a bit of a hassle, as Cool Trainer George will heal the poor thing after it takes so much damage, so be sure to use Mach Punch, or Muddy Water, or practically any other major damaging move that could knock a good Pokemon on its back. After the simple battle, go through any door that your heart desires.

-----COOL TRAINER JODY-----

Pokemon	Zangoose	
Level(s)	27	
Type	Normal	
Recommended Type	Fighting	
Payment	1296	
Room	Strength	

STRATEGY:

Cool Trainer Jody is very cool, indeed, as she happens to have captured a Zangoose, and trained it to be a level 27. Yes, there ARE a lot of level 27 Pokemon in this Gym, aren't there? Regardless, you will have to duel with the level 27 female Zangoose, whether you like it or not. At the start of the battle, Cool Trainer Jody will use a very nice X Attack item that will, obviously, boost up her attack powers against you. Watch out for the very, very powerful and heavy attack, Slash, which will slam into you pretty hard, even with a level 45 Pokemon (which will do around 25 HP). The Zangoose will also use the Fury Cutters attack, which did not happen to damage my Pokemon very much, but it may yours, so don't take my advice when I say that it is easy. She will also use a very feisty Pursuit move, which will do minimal damage to your Pokemon, depending on type. This battle will need to take the direct attack direction, meaning you will need to use extremely heavy attacks on the Zangoose to defeat it, since its attack is high, you will want to definitely eliminate it without toying around. I suggest using Mach Punch, which works wonders on any Pokemon in this entire Gym, pretty much. After the battle, decide which direction you will travel to, and do so accordingly.

-----COOL TRAINER BERKE-----

Pokemon	Zangoose	
Level(s)	27	
Type	Normal	
Recommended Type	Fighting	
Payment	1296	
Room	One-Hit KO	

STRATEGY:

Yup, another one of those darn snazzy Cool Trainers, and this one is Berke. What kind of name is that for a boy, anyway?? Boy, I bet I'm offending readers left and right with my constant put-downs of funny boys names. Don't blame me, blame your parents, kid. ;-) Enough humor. This Cool Trainer will use a VERY, VERY, VERY nasty level 27 male Zangoose. In case you are wondering, you can only find this Pokemon in the Ruby version of the game. Anyways, this battle is very tough, since Cool Trainer Berke will use a Dire Hit item at the start of the battle so his level 27 Zangoose can finish the battle quickly against your sorry booty. This will NOT work on every turn, it just simply increases his chances of knocking you out in one hit. The level 27 Zangoose will use a very nasty Pursuit attack, which is one that I do not believe can knock you out in one hit, but correct me if I am wrong. The level 27 Zangoose is extremely fond of using this Pursuit attack, and will choose to do so several times overall. The level 27 Zangoose will very rarely use anything different other than Pursuit, so you have a wonderful

chance at defeating it before it gets the best of you. It will, however, use Swords Dance, which highly raises the male Zangoose's attack power. After this, it tends to use either Fury Cutters, or the furious Slash attack that will decrease your health extremely. I suggest using a move like Counter after this, which will surely do the enemy Zangoose in for. After the battle, collect your dough and go through whichever door you prefer.

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-----GYM-----\
\-----LEADER-----\
\-----NORMAN-----\
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NORMAN's POKEMON

-----\Slaking/\Vigoroth/\Slaking

LEVELs (LVLs)

-----\28/\30/\31

NORMAN's TYPE

-----\Normal

RECOMMENDED POKEMON TYPE

-----\Fighting

RECOMMENDED LEVEL (LVL)

-----\30

DIFFICULTY WITH RECOMMENDED TYPE

-----\Medium

DIFFICULTY WITHOUT RECOMMENDED TYPE

-----\Very Hard

PAYMENT

-----\3100/\TM42 - Facade

STRATEGY\

As you might have guessed, the reason that Norman's name is Norman is because of the fact that poor old Norman uses Normal type Pokemon. Hehe, I'm so witty. At the first sight of battle, Norman will throw out a level 28 Slaking, which is an evolved form of a Slakoth (hard to believe by the looks of it, I know. The Slaking will use a very harsh move that will hurt your poor Pokemon, which is called Facade. This move will do a whole lot of damage to your dear Pokemon, so cling to them tightly in hopes that they get better soon. Or you could use a potion/revive on them instead. Your choice, I guess. Other attacks this mammoth of a Pokemon will use on you will include a very annoying Yawn, which will end up putting your poor Pokemon to sleep after making them fairly drowsy. The Slaking will loaf around for half of the battle, meaning that it is SLAKING off! Get it! Ho ho ho! I am so funny, aren't I? Okay, anyways... This thing has a thick coat, and a thick skull, so taking it out will take twice as long as it did to take out the other Pokemon in the Gym. Once again, I suggest using very strong elemental attacks, and also destroying it with Fighting attacks like Mach Punch. After you defeat

Norman's first Pokemon in the level 28 Slaking, you will have to deal with a level 30 Vigoroth, which is the evolved form of a Slaking, which is the evolved form of a Slakoth. That's a lot of evolutions, boys and girls! You will want to be on high alert for this battle, since as you could probably tell, the Vigoroth is a lot smarter, and faster, than the Slaking. And it doesn't SLAK. Ha ha ha, I'm SO FUNNY! Anyways... Its coat is NOT as thick as the Slaking, so it will take around two hits of a Fighting type move to make the level 30 Vigoroth faint, as opposed to the four times it would take per turn to destroy the Slaking. Keep this in mind during the battle. The Vigoroth will attack you with a very deadly Slash attack that will deplete half of your energy, given that your Pokemon is at the recommended level of 30 at this time. He will continue to use Slash on your Pokemon in hopes that it will eventually destroy them, but do not fear. If your best Pokemon's health is low, I suggest healing it, or if it has fainted, I suggest reviving it, if possible. Once the Vigoroth's health is low, Norman, like any bad parent, will use a Hyper Potion on its Pokemon to hurt his son's Pokemon. Bastard. Anyways you will want to make his level 30 Vigoroth faint before it uses moves like Facade to eliminate your precious Pokemon. Use strong Fighting types of moves to kick his butt into next Tuesday, such as Mach Punch. After you eliminate him, you will have to deal with Norman's third, and final Pokemon, which is a nasty level 31 male Slaking. As I stated before, it is very easy to defeat a Vigoroth instead of a Slaking due to the fact that the Vigoroth's coat is thinner than the Slaking's coat, meaning the Slaking's Defense is much higher in regards to value than the Vigoroth's. Coming straight out of the gates, the level 31 Slaking is likely to use a nasty Faint Attack move, which will highly damage your poor little innocent Pokemon. Remember that in between turns, the level 31 Slaking will loaf around, which leaves you with good opportunities to strike the level 31 Slaking, or to heal one of your lovely Pokemon. It will, of course, use the Facade attack on you, so be well aware of this and try to put it to Sleep, which will help wonderfully in stopping this monster from attacking you and it will also put you at a great advantage during the battle. Slaking will also use Slack Off during the battle, which will heal itself. Remember that if you do not have a Fighting type Pokemon, most of the stronger Elemental attacks work wonders, especially Ground and Water. After the battle, collect the Balance Badge from good old Dad, and get your TM. Congrats, you have just defeated your Pops.

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-----  =====FEATHER BADGE=====  -----
** ( o ) ** -----FORTREE CITY----- ** ( o ) **
-----  =====WINONA=====  -----
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COMING SOON!

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-----  =====MIND BADGE=====  -----

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** (o) ** -----MOSSDEEP CITY----- ** (o) **
-----=====TATE & LIZA===== -----

COMING SOON!

----- IX. -----
-----=====RAIN BADGE===== -----
** (o) ** -----SOOTOPOLIS CITY----- ** (o) **
-----=====WALLACE===== -----

COMING SOON!

----- X. -----
-----=====FAQ----- ** (o) **
-----===== -----

Q. When were these games released?

~

A. Sapphire and Ruby were released on March 18th, 2003.

Q. I have a strategy for a certain Pokemon on a certain Boss. I think it is very good. Will you post it in your FAQ?

~

A. Of course. If you have a unique strategy that actually works well, then it will get posted in the FAQ. Just remember to provide a name to be thanked as, and if you are under 13 (by GameFAQs law), get your parents' permission if I can post your name.

Q. These strategies aren't helpful!

~

A. Be sure to read the recommended levels on each Gym Leader. If you are under these levels, go out into the wild and level up. It takes a while, but if you want to get to the next Gym, you will definitely need to be strong.

Q. If I have three Pokemon that are, say, Level 11-12, am I likely to be stronger than, say, a Level 15-16 Starter Pokemon?

~

A. In some cases, yes. The Recommended Level is in between a group of good Pokemon (3 good ones), and one great Pokemon. So if a group of three Level 11 Pokemon could take on a Gym Leader, or a single Level 15 Pokemon could defeat the Gym Leader, then the Recommended Level is 13. Keep this in mind.

Q. Where can I find a Ralts?

~

A. Route 102, during Day or Night.

Q. Hey! The trainer used a different battle order! What gives?

~

A. The trainers can use their Pokemon in random order. Not my fault. =P

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                                XI.                                -----
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**( o )** -----CREDITS----- **( o )**
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Much thanks to the great Jeff "CJayC" Veasey. He's the master of GameFAQs.com, which is still running strong as one of, if not the, greatest gaming sites ever created. Big ups to my boys over at IGN FAQs, Stephen Ng, and Jon Robinson. You guys are awesome, and thanks for all of the exposure.

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                                XII.                               -----
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**( o )** -----DISCLAIMER----- **( o )**
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