Pokémon Pinball: Ruby & Sapphire FAQ

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                            POKEMON PINBALL
                                R/S

                   Ruby---------------------------------
                        Written by MZ Networx
                   ----------------------------Sapphire


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|||/------------------STATUS-\||||
||/ version 1.1               \|||
|/  updated 18.August.2003      \||
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1) Catching Pokemon
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//By GET (Most Standard Pokemon + Rejis)
On the right-hand-side of either board, there are three triangles (each bearing
the letters G, E and T) pointing to a tunnel. Pass your Pokeball three times
through this tunnel, so that GET is activated, and then, you should see "Get
Start" activated.

Note that "Get Start" is sometimes also available from the HOLE card-flips.

Throw your Pokeball in the "Get Start" Pokemon (the one which the "Get Start"
arrow is pointing to) and you should see the "Get Start" Banner passing by.

Now, the location map should be changed to the shadow of the Pokemon you are
going to catch. Throw your Pokeball in the "Bumper" location.
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The "Bumper" is the area where there are those Pokemon moving about… hit them three times with your Pokeball, and then, go back to the lower part of the board. You should see…

…your Pokemon's sprite, and the "GET" letters below it. Simply hit the Pokemon Sprite three times, so that "GET" lights up. Then, you will catch the Pokemon, adding it to your Pokedex.

For the first sixty seconds of your capture, the Saver will be switched on.

//By Hatch
On the "Ruby" board, the Egg is protected by Cyndaquil, and on the "Sapphire" one, the Egg can be reached by the metal tunnel on the right. Your aim is to firstly, hatch the Egg.

To do so, hit Cyndaquil four times on the "Ruby" board, or circle around the tunnel four times on the "Sapphire" board (so as to light the four bulbs). These actions will cause the Egg to hatch, and a Pokemon will drop down on the board, and start moving about.

You have a limited amount of time, so try and hit the moving Pokemon twice as fast as you can before it goes away. While catching a hatched Pokemon, the Saver is switched on for some time.

If there is no Egg in the "Hatch" compartment, you need to throw your Pokeball in that same compartment, and an Egg will appear.

//By Bonus (Kyogre/Groudon & Rayquaza)
When you get a total of 3 Pokemon, the bonus hole will open up in the middle of the Pokeball Design on the board. Enter this hole, and sometimes, you will get to a special bonus stage - Kyogre or Groudon, depending on the board you're playing.

When you win against Kyogre/Groudon, your Pokeball will vanish, and you will get 50,000,000 points. When you next re-enter this stage, if you beat the Bonus once again, your Pokeball will not vanish - instead, it will rotate, and capture Kyogre/Groudon, adding him to your Pokedex!

When you capture Kyogre/Groudon, you might be able to access the Rayquaza Bonus Stage (randomly available through catching 3 Pokemon). On your first victory, Rayquaza will fly away, giving you 99,999,999 points, however, if you beat him for the second time, your Pokeball will capture Rayquaza!

//Jirachi
You may find a Jirachi card in the HOLE card-flip in one of the locations (sorry, forgot which one it was... it's like a mountain with the full moon on top..)

When you get the "Arrival" card for Jirachi, this Pokemon should come dancing gracefully on the screen, and you should spot the letters GET under the Pokeball Design on the board. Hit Jirachi three times in thirty seconds, and you will capture this graceful Pokemon!

Note: I don't know of any other ways to capture Jirachi as of yet.

//GS Starters (Cyndaquil/Totodile/Chikorita)

These three Pokemon are NOT able to Evolve, and can be caught randomly by GET
in the Ruby board. It is unknown if they can be found in the Sapphire board.

They can be caught like any other Pokemon, however, in any area of the Ruby
board.

--Found from GameFAQs Message Boards

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2) Evolving Pokemon
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To activate EVO, throw your Pokeball for three times in the left-hand "EVO"
tunnel, to light up all three letters. Then, look for the "EVO Now" arrow, and
throw your Pokeball towards it. (In the "Ruby" board, the "EVO Now" arrow
replaces the "Shop" one). When you enter the "EVO" compartment, you should see
the corresponding banner pass by.

"EVO" is sometimes available from the HOLE card-flips.

Once this is done, you get two minutes of time and a sixty-second Saver to
attempt and Evolve a captured Pokemon of your choice to the next level. To do
so, you must travel around the board, looking for Evolution symbols, and
passing over three of them.

Evolution symbols can be:
"Ex" (Experience Points)
Heart (Happiness)
Cable (Trading)
Grass Stone
Water Stone
Fire Stone
Link Cable

The symbol corresponding to the Evolving Pokemon will appear somewhere on the
board. Once you get this symbol, "E" will light up under the Pokeball Design on
the board, and you will have to find the other two symbols ("V" and "O").

Once this is done, the center of the Pokeball Design will become a warp hole.
Enter this warp, and the Pokemon will Evolve to the next level!

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3) Moving
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To catch all the Pokemon, you must visit all the locations on both boards. And
to visit all the locations (per board), you must Move from one place to the
other.

Note that the current location is shown under the Pokeball Design on the board.
You can start to Move to another location in two ways:

//by HOLE
Getting all the letters HOLE (from the circles above the Pikachu-savers and the
flippers) will allow you to enter the Pokeball Design and randomly choose a
prize. One of these prizes might be the ability to Move.

//by Tri-Pokemon

Or else, simply hit the left-hand button on the "Sapphire" board, and make
three Seedot fall in that basket. In the "Ruby" board, activate Chikorita's
Razor Leaf, and hit the emerging Pokemon on the left to make three Gulpin
emerge.

Once you complete the requirements, the MOVE banner should pass by on the
screen. Now, throw your Pokeball through the GET tunnel, or through the EVO
tunnel, and then throw it in the warp in the middle of the Pokeball Design.
Volbeat/Illumise will fly in, paint the new location, and fly off again.
Congratulations, you have just Moved!

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4) Knowledge
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//Pika ElectroJolt Kickback
When your Pokeball goes through the side-lines, Pikachu might be there to save
it. To toggle Pikachu's position, press button corresponding to the Flipper
side-line you want him to guard ("Left" for the left Flipper, and "A" for the
Right one).

However, Pikachu can't save your Pokeball without the energy for his
ElectroJolt attack. To get enough energy, throw your Pokeball in the GET
tunnel, and you should see a lightening symbol rotate on the screen. When this
is full of energy, a smaller symbol appears on the south-eastern side of the
screen, and Pikachu can save your Pokeball once. This can be recharged as many
times as you want.

Alternatively, you can attempt to get a PIKA from the HOLE rotator or from the
Shop for 50 coins. PIKA makes Pichu appear on the empty sideline, and both him
and Pikachu can continuously save your Pokeball by ElectroJolting it until you
lose a life. Then, Pichu goes back to where he came from, and it's back to the
original Pikachu-kickback mode.

//Pokeball Upgrade
On top of the BOUNCER Pokemon (used in GET Now), there are three dots, which
light/unlight every time the Pokeball passes over them. When all three dots are
lit at the same time, your Pokeball upgrades to the next stage (Pokeball, Super
Ball, Ultra Ball, Master Ball).

You can also buy a Pokeball Upgrade from the Shop for 40 Coins, or get an
Upgrade from the HOLE.

In the "Ruby" board, you can hit twice, and pass over the bridge he creates to
get an Upgrade.

//Nuzleaf's Tunnel
To get into Nuzleaf's tunnel at full force, you must make sure Makuhita (next
to the GET tunnel on the right) is facing Nuzleaf. If not, hit the button under
Chikorita, and hit the emerging Pokemon on the right to make Makuhita move.

To make sure Makuhita is in the correct position, press the "A" button to
activate the right flipper. If Makuhita is in the correct position, a blue
thingy (his punch) should come out from him. If not, hit Chikorita and try
again.

Anyway, to get to Nuzleaf, throw your Pokeball towards the GET tunnel. When you
reach Makuhita, press the "A" button to make him throw you in Nuzleaf's tunnel.

This tunnel might contain an Evolution symbol, or, if Nuzleaf is hit twice, will form a bridge leading to a Pokeball Upgrade.

//The Infamous HOLE
The HOLE is a series of four letters, each of which are available from the following positions: Pikachu's Kickbacks (both) and both Flipper tunnels. When you pass over a HOLE circle, the corresponding letter lights up. You can rotate the lit letters by pressing the "Left" button to suit your needs.

When HOLE is activated, you will be able to enter the Pokeball Design on the board, unless you are in Hatch, GET or EVO mode. In that case, the HOLE will appear when you have completed the current mode, or when time runs out.

When you are in the HOLE warp, press the A button to stop the cards from rotating. Some of the things that you will be able to get are as follows:

30-Second Saver
- Latios/Latias saves your Pokeball for 30 Seconds

60-Second Saver
- Latios/Latias saves your Pokeball for 60 Seconds

90-Second Saver
- Latios/Latias saves your Pokeball for 90 Seconds

Normal Bonus Stage
- Enter the Keckleon/Duskull Bonus Stage

Sealo Bonus Stage
- Opens the Sealo Bonus Stage (Pelipper/Wishcash takes you there)

Bonus Multiplier
- Multiplies your next Bonus Score by this number

PIKA Dual Kickback
- Calls Pichu for Kickback Teamwork with Pikachu

Timer Up by 30 Seconds
- Next Timer will increase by 30 Seconds

Get Pokemon
- Get Standard Pokemon Mode (GET Now)

Start Evolution
- Start Evolution (EVO)

Extra Ball
- Treecko adds another Life (Pokeball)

Pokeball Upgrade
- Pokeball Upgrades in the following stages: Pokeball, Super, Ultra, Master.

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5) Updates
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03.August.2003 >-< version 1.0
-Started Writing this Guide

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    -Uploaded to GameFaqs.Com


04.August.2003 >-< version 1.1
-Added Jirachi information
-Added Heart Evo. Symbol
-Added Updates
-Added that Status thingy


05.August.2002 >-< version 1.5
-Added GS Starters information
-Added SPOnG as authorized user


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6) Credits
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Me, for writing this guide
You, for reading it
God, for giving us light
My parents, for my computer
The visitors to my site
GameFaqs for publishing this
SPOnG.com for using it



The guide for POKEMON PINBALL RS for the GameBoy Advance was written solely by
MZx, webmaster of http://mz.emuparadise.org/ If you would like to contribute to
this guide, do so at the following address: mznet@maltanet.net. Thanks for
reading!
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