Pokemon Box: Ruby & Sapphire (Import) FAQ

by CVXFREAK   Updated to v0.1 on Jun 17, 2003

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***********************************************************************
Pokemon Box: Ruby and Sapphire
A FAQ/Walkthrough by CVXFREAK
Nintendo GameCube
June 14, 2003
Version 0.1
E-mail: FireEmblemPride@hotmail.com
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1. Introduction

2003 has been a letdown to me in terms of FAQ/Walkthrough writing.
Whatever I wanted to write for (Devil May Cry 2, Splinter Cell) weren't
finished due to lack of interest. However, I hopefully will get back
into the writing game with Pokemon Box: Ruby and Sapphire. The game is
actually more complex than you would believe, and with it being a
Japanese game, it becomes an even bigger challenge. This FAQ can
basically be used anywhere EXCEPT www.cheatcc.com, the only site
forbidden from using my work. Anyone else can use it. Pokemon Box: Ruby
and Sapphire is copyright 2003 by Nintendo, The Pokemon Company, etc.

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2. Pokemon Box: Ruby and Sapphire

So what exactly is this game?

No, it's not a 3D Pokemon game. No, it's not a collection of Pokemon
Ruby and Sapphire on a GameCube disc. No, Pokemon Red, Blue, Yellow,
Green JP, Gold, Silver and Crystal are NOT compatible with it. This
game isn't really a game at all. It's simply a gigantic storage
organizer for Pokemon Ruby or Sapphire on the GameBoy Advance. Pokemon
Box: Ruby and Sapphire allows gamers to store any Pokemon they might
not want in their GBA games inside a Memory Card 59 included inside the
package (for the Japanese version, at least).

The Memory Card 59 (ruby and sapphire colored) stores up to 1500
Pokemon. True, there aren't even 1500 different Pokemon, there are 386
Pokemon throughout the entire National Pokedex from Ruby and Sapphire.
Pokemon Box: Ruby and Sapphire also allows gamers to play their Pokemon
games on the TV screen, similar to the GameBoy Player (except the sound
from the Pokemon Box: Ruby and Sapphire emulator sounds softer).

This is NOT the solution to acquire Jirachi or Deoxys, the forbidden
Pokemon from Ruby and Sapphire. This is also NOT a solution to obtain
many of the Pokemon from Red, Blue, Yellow, Green JP, Gold, Silver or
Crystal that were mysteriously blocked from Ruby and Sapphire. However,
in replacement, we get some fabulous Pokemon like Swablu and Zigzagoon
who learn moves they're not supposed to learn. Whee.

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3. Pokemon Ruby/Sapphire

The GameBoy Advance saga of Pokemon come in two versions, Ruby and
Sapphire (much like the Red/Blue color scheme from the original GameBoy
series). As of now, the Japanese versions of either Pocket Monsters
Ruby or Pocket Monsters Sapphire are REQUIRED to use this game. The
Japanese Pokemon Box: Ruby and Sapphire will NOT read save files from
any other version other than the Japanese ones.

Pokemon Ruby/Sapphire, as most of you know, introduces 135 new Pokemon from the Hoenn Region. That brings the complete totals of all Pokemon from Kanto, Johto and Hoenn to 386. However, Johto and Kanto are unexplorable in Ruby and Sapphire, so many of the Pokemon that appear in thos territories are uncatchable legally at this moment. So, too bad.

Any version of Pocket Monsters Ruby or Pocket Monsters Sapphire will be usable with Pokemon Box: Ruby and Sapphire, so long as you have the GBA-GC Link Cable. It might have come with Pokemon Box: Ruby and Sapphire if you ordered that specific bundle pack.

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4. Pokemon Box Mode

Put the disc into the GameCube, plus a GameCube controller or WaveBird into the first slot of the GameCube. Plus the GBA-GC Cable into the GameBoy Advance/SP system and the GameCube's second controller slot. Then, place Pocket Monsters Ruby/Sapphire into the GBA. Then turn Pokemon Box on. Once you get to the title screen, turn the GBA on and the GBA should give the Pokemon Box: Ruby and Sapphire logo on the screen.

You are now presented with two options on the Pokemon Box screen on the TV. The first option will take you to Box Mode. The second will take you to the GBA TV mode, where you can play Ruby or Sapphire on a TV. Select the first mode. The first thing the game will do is ask you to save a file onto the Memory Card 59 (ruby and sapphire colored) that came with Pokemon Box: Ruby and Sapphire. Do so. (NOTE: Any other Memory Card will not function with Pokemon Box: Ruby and Sapphire).

The instructions are completely in Japanese. But, the screen will show the GameCube reading the GBA game. If it doesn't and it takes you back to the title screen, turn the GBA off, disconnect it from the GBA-GC Cable and save the game at a Pokemon Center (PC Buildings). Then shut it off and reconnect both games. Select the first option again and it should take you to Box Mode.

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THE POKEMON BOX ITSELF
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A woman will greet you and she will give you a Pokemon Egg, which will be in the Box. The first option takes you to the actual organizer. If your game is saved at the Pokemon Center, then you will begin. The top of the box are the Pokemon that will be stored onto the Memory Card 59. The bottom boxes include the Pokemon in your party at the current moment, and the 14 Lanette's PC Boxes from within the GBA games. You can move Pokemon from the Pokemon Box to Lanette's PC to your party at will. There are 25 Boxes for the Pokemon Box, each storing 60 Pokemon, for a total of 1500 Pokemon.

====================
PRESSING THE Y BUTTON
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Place the cursor on any Pokemon and press the Y Button to get a blue box containing it's information. The box appears as so:

```
   -------------------------------------------------------------------------
   |         |   Pokemon Number                       Y Button: Switch
   | Pokemon |   Pokemon Nickname/Real Pokemon Name      this Menu Off
   | Picture |   Level  -   Gender
   |         |                                        Menu: X Button
   -------------------------------------------------------------------------
```

====================
PRESSING THE X BUTTON
====================

These following options appear when you press the X Button:

GRAB (Only if cursor is on Pokemon)
SUMMARY (Only if cursor is on Pokemon)
MARK (Only if cursor is on Pokemon)
POKEMON CHART (Cursor can be on a Pokemon or not)

GRAB

This allows Pokemon to be grabbed and moved elsewhere. Just a longer
version of pressing the A Button while the cursor is on a Pokemon.

SUMMARY

This basically shows the SUMMARY you can find within the GBA games
themselves. Move the Control Stick right and you can access the
PokeBlock information.

MARK

I'm not entirely sure what this does but it shows 4 shapes (circle,
square, triangle, heart) and you can select any of them to make a mark
for your Pokemon.

POKEMON CHART

You can see the various stats of Pokemon here, including their marks,
natures, abilities, names, numbers, etc.

Well, now we're to the second option of the screen with the Pokemon
girl on it.

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DISPLAY OPTION
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This is essentially a stage where you can place Pokemon trophies of
Pokemon you have. I haven't been able to figure out how to put trophies
up yet, but there are some selectable options to modify the stage.

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Starting from the first menu:


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First Option:
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This lets you select any trophy tile and lets you move them around,
switching Pokemon trophy spots. Pressing R or L will rotate the stage
around.


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Second Option:
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The second option brings us to some sub-options:

Sub-Option 1: Stage Color
************************

You can choose from several colors to color your stage:

1.  Grass Green
2.  Blue-Green
3.  Tan Brown
4.  Stone Gray
5.  Dull Gray
6.  Dark Brown
7.  Pink
8.  Brown
9.  Brownish-Black
10. Jade Green


Sub-Option 2: Background Color
*****************************

You can choose several background colors/themes. The themes and colors
are named:

1.  Sky Blue
2.  Sunset Orange-Red
3.  Night Sky Black
4.  Forest Green
5.  Snow White (^^)
6.  Ocean Blue
7.  Plad Pink/Creme
8.  Cloud Purple
9.  Design Green
10. Design Pink


Sub-Option 3: Trophy Style
************************

There are several style of trophies your Pokemon pictures can appear
on:

1. PokeBall Theme
2. Clear Glass Theme
3. Capsule Theme
4. Wooden Post Theme
5. Metallic Theme
```

Sub-Option 4: Music
****

There are several songs you can play while you explore the stage:

1. Koma Wooku
2. Gym Theme
3. Evolution Theme
4. Slateport City Theme
5. Pokemon Center Theme
6. Contest Theme
7. Pokemon Hall of Fame Theme
8. Title Screen Theme

Sub-Option 5: Stage Naming
****

You can name your stage in numbers, Katakana, Hiragana, or letters used
in the English alphabet (Romaji). You can also mix them up anyway you
want. The option for backspacing is on top of the confirm option and
below the letter option. You can enter up to eight letters.

Sub-Option 6: Return to First Menu
****

Self-explanatory. You return to the very first menu for the Stage
Option.

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Third Option

This option lets you use the C-Stick, Control Stick, R and L Buttons to
examine the stage closely or from afar.

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Fourth Option

This lets you modify the kind of stage you want, from small, to big, to
long, to short, to triangle-shaped, etc.

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Final Option

You can return to the menu with the lady on it from here. Press the top
option (YES) or the bottom option (NO) to stay at the stage level.

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THIRD OPTION ON SCREEN WITH LADY

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The third option allows you to save what you've done in Pokemon Box:
Ruby and Sapphire.

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FINAL OPTION ON SCREEN WITH LADY
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The final option takes you back to the title screen with the options of
letting you take the TV Option for the GBA games or selecting the
Pokemon Box option again.

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5. Pokemon Ruby/Sapphire TV Mode

Select the second option on the main title screen for Pokemon Box: Ruby
and Sapphire. You'll hit the loading screen and then you can play the
game, much like using a GameBoy Player. The Z Button accesses a menu.
The first option returns you to gameplay. The second option exits the
emulator. The third option is a photo option.

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6. Egg List

You can acquire eggs from the lady on the Pokemon Box screen. So far
the only Pokemon I have been able to acquire is a Swablu with False
Swipe. Anyone with a complete list, feel free to e-mail me at
FireEmblemPride@hotmail.com.

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7. Snapshots

The bottom Menu Option when playing the GBA games on a TV screen is for
photos. Use the Control Stick to and press A to take a picture anytime
during gameplay. Use the D-Pad to adjust it's brightness, color, etc.
I'm not sure where to access them from here, so if you know how, please
e-mail me!

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8. Demo Disc

Not widely known about Pokemon Box is the demo disc that comes with it.
The demo disc is officially titled "Nintendo GameCube Soft e-Catalogue
2003." It details over 115 titles coming to, or already available on
Nintendo GameCube in Japan. The game comes with a Viewtiful Joe demo
from Capcom, the same demo the U.S. got with the GameCube Preview Disc.
A Demo Walkthrough is already available for Viewtiful Joe.

Here's a complete list of the stuff included within the demo (Japanese
game names used):

1.   Viewtiful Joe Demo
2.   Final Fantasy Crystal Chronicles Information + Movie
3.   Tales of Symphonia Information + Movie
4.   Animal Forest e+ Information

2003 Game Release Information Includes:

Tales of Symphonia - 2003
Kirby no Air Ride - 2003
F-Zero GX - 7/25/2003
Final Fantasy Crystal Chronicles - 7/18/2003 (Delayed to 8/8/2003)
Animal Forest e+ - 6/27/2003
Sonic Adventure DX: Deluxe - 6/19/2003
Viewtiful Joe - 6/12/2003
Pokemon Box: Ruby and Sapphire - 5/30/2003
Family Stadium 2003 - 5/30/2003
Mahou no Pumpkin - 5/29/2003
Rune II - 5/23/2003
Special Jinsei Game - 5/1/2003
Giftpia - 4/25/2003
Naruto - 4/11/2003
Dokapon DX - 4/10/2003
Shaman King: Soul Fight - 3/28/2003
P.N. 03 - 3/27/2003
Warrior Blade - 3/27/2003
Soul Calibur II - 3/27/2003
Batman: Dark Tommorow - 3/21/2003
THE BASEBALL 2003 - 3/20/2003
Star Wars: Clone Sensou - 3/20/2003
Hikaru no Go 3 - 3/20/2003
Fighter - 3/6/2003
RockMan EXE Transmission - 3/6/2003
Metroid Prime - 2/28/2003
SUPER PUZZLE BOBBLE ALL STARS - 2/27/2003
Lord of the Rings: Futatsu no Tou - 2/14/2003
SPIDER-MAN - 2/13/2003
NINTENDO Puzzle Collection - 2/7/2003
Mario Party 4 - 2/7/2003 (This might be an error)
GENERATION OF CHAOS EXCEED - 2/6/2003
World Soccer Winning Eleven 6 Final Evolution - 1/30/2003
BIOHAZARD 3 LAST ESCAPE - 1/23/2003
BIOHAZARD 2 - 1/23/2003
IKARUGA - 1/16/2003
SPACE RAIDERS - 1/9/2003

2002 Game Release Information Includes:

TOP GUN - 12/26/2002
Eternal Arcadia Legends - 12/26/2002
Eternal Darkness: The 13 Choosers - 12/25/2002 (This might be an error)
TETRIS WORLDS - 12/20/2002
Mr. Driller: Drill Land - 12/20/2002
Disney Sports Basketball - 12/19/2002

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Yakyuu Pro Baseball 9 Ketteiban - 12/19/2002
Sonic Mega Collection - 12/19/2002
Choro Q - 12/19/2002
Bakuten Shoot Beyblade 2002 - 12/19/2002
Bomberman Generations - 12/19/2002
Zelda no Densetsu: Kaze no Takuto -12/13/2002
Disney Sports American Football - 12/12/2002
Evolution Skateboarding - 12/12/2002
Godzilla: Kaiju Dairantou - 12/12/2002
FIFA 2003 - 12/6/2002
Momotarou Dentetsu 11 - 12/5/2002
Yu-Gi-Oh: Falsebound Kingdom - 12/5/2002
Ace Golf - 11/28/2002
Harry Potter: Himitsu no Heya - 11/23/2002
Kinniku Man II-Yo - 11/22/2002
biohazard 0 - 11/21/2002
Super Monkey Ball 2 - 11/21/2002
FROM TV ANIMATION ONE PIECE: Treasure Battle - 11/1/2002
Pool Edge - 10/25/2002
Zoo Cube - 10/25/2002
StarFox Adventures - 9/27/2002
Egg Mania - 9/27/2002
Eisei Meijin VI - 9/26/2002
Sega Soccer Slam - 9/26/2002
Disney Sports Skateboarding - 9/19/2002
18 WHEELER - 9/12/2002
PHANTASY STAR ONLINE EPISODE I AND II - 9/12/2002
Kiyaputen - 9/12/2002
Wrestle Mania X8 - 9/6/2002
ZOIDS VS. - 9/6/2002
UFC2 TAPOUT final spec. - 9/5/2002
WTA World Tour Pro Evolution - 8/29/2002
DXII - 8/9/2002
Mickey Mouse no Fushigi no Kagami - 8/9/2002
All-Star Baseball 2003 - 8/8/2002
Disney no Magical Park - 8/1/2002
Shinkesekai Evolutia - 7/26/2002
BEACH SPIKERS - 7/19/2002
MUTSU no Tonohon - 7/19/2002
Super Mario Sunshine - 7/19/2002
Disney Sports Soccer - 7/18/2002
Yakyuu Pro Baseball 9 - 7/18/2002
CAPCOM VS. SNK 2 EO - 7/4/2002
Bomberman Generation - 6/27/2002
Crazy Taxi - 5/30/2002
2002 FIFA World Soccer - 5/2/2002
BLOODY ROAR extreme - 4/25/2002
RUNE - 4/25/2002
NBA Courtside 2002 - 3/29/2002
biohazard - 3/22/2002
NBA Street - 3/22/2002
Star Wars Rogue Squadron II - 3/22/2002
GROOVE ADVENTURE RAVE - 3/20/2002
Battle Houshin - 3/20/2002
Extreme G3 - 3/15/2002
Kyojin no Doshin - 3/14/2002
Jikkyou World Soccer 2002 - 3/14/2002
Doubutsu Banchou - 2/21/2002
Virtua Striker 3 ver.2002 - 2/14/2002
Hyper Sports 2002 Winter - 1/31/2002
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2001 Game Release Information Includes:


SSX Tricky - 12/27/2001
Sonic Adventure 2: Battle - 12/20/2001
Animal Forest + - 12/14/2001
Star Show - 12/7/2001
Dairantou Smash Bros. DX - 11/21/2001
FIFA 2002 Road to FIFA World Cup - 11/15/2001
Pikmin - 10/26/2001
SUPER MONKEY BALL - 9/14/2001
Wave Race: Blue Storm - 9/14/2001
Luigi Mansion - 9/14/2001


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9. Other Information
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If you're a U.S. gamer dying to get Pokemon Box: Ruby and Sapphire, you
can. The Japanese Pokemon Ruby and Sapphire are completely compatible
with the U.S. Versions, meaning that trading can take place. You can
take a Pokemon from a U.S. Sapphire version into a Japanese Ruby
version and from the Japanese Ruby, you can place it inside Pokemon
Box. It takes longer but it'll relieve any space problems you might
have.


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10. Conclusion
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Well, this FAQ is pretty finished for now, but a little more
information still needs to be added.


Thanks to:


- Family, Friends
- CJayC
- Hilary and Stephen (and of course Jon) at IGNFAQs
- Everyone else


CVXFREAK
FireEmblemPride@hotmail.com


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