## Pokémon Colosseum FAQ/Walkthrough

by Joni

Updated to vFinal on Jul 31, 2004

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#	####  =   tion  ugh Story Mode  utskirt Stand  henac City  onstruction Lo  yrite Town  gate Village  t. Battle  he Under  hadow Pokémon  he Under  Realgam Tower			=-=-=	-=-=-		-=-= =-=- -=-=	  	## =-=-= -=-=-	: # # # = - = - = - = - = - = - = - =	[A100 [A200 [A300 [A300 [A300 [A300 [A300 [A300 [A300]
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4.3- Purifying Shadow Pokémon	[A403]
4.4- Hyper Mode	[A404]
5- Battling	[A500]
5.1- Battle Screen	[A501]
5.2- Snagging Pokémon	[A502]
5.3- Type Advantages	[A503]
5.4- Status ailments	[A504]
5.5- Pokémon Nature and Stats	[A505]
5.6- Pokémon Strategy Memo	[A506]
5.7- Individual and Effort Values	[A507]
6- Menu Screen	[A600]
6.1- Pokémon	[A601]
6.2- P*DA	[A602]
6.3- PC	[A603]
7- Items	[A700]
7.1- Items	[A701]
7.2- Pokeballs	[A702]
7.3- Key Items	[A703]
7.4- Shop List	[A704]
7.5- Berries	[A705]
8- Attacks	[A800]
8.1- Regular Attacks	[A801]
8.2- Technical Machines	[A802]
8.3- Abilities	[A803]
9- Battle Mode	[A900]
9.1- Importing Pokémon	[A901]
9.2- Different Modes	[A902]

1- Introduction [A100]

Well, an incredible thing happened. I didn't care a lot about Pokémon Colosseum. I never played any of the Pokémon Stadium games and Sapphire got a bit boring. However, a couple of weeks before the launch of Pokémon Colosseum I started looking out for the game. It was the child in me that was looking out for the game. I bought it a week after the release; I even got my dad to drive me to the store while I normally just use the bus. I started playing and easily leveled up my Pokémon to incredibly high levels, I got my Pokémon to level 60 before I fought against the third admin and I realized that many people had problems with the game and that there aren't many walkthroughs available that is why I started this thing.

2- FAQ [A200]

- [1] [Q]. What are those numbers like [A300] next to the title of every section?
  - [A] It is the search engine of this FAQ. Press Ctrl and F. Type in the Search code for the section you want to visit. You should be there in two steps.
- [2] [Q]. Does this game contain a Nintendo VIP card?
  - [A] Yes, the European version contains a card with the code. The game gives you 250 stars. You'll get a couple of wallpapers and the like. The only good thing you get is access to the Premium Pokédex. You'll get a Winamp Skin if you have registered Pokémon Ruby or Sapphire.
- [3] [Q]. Why can't I link with Ruby and Sapphire in the story mode?
  - [A] You'll have to defeat the final boss to be able to trade.

- [4] [Q]. How can I get Jirachi?
  - [A] It is on a bonus disk that is delivered with Pokémon Channel in Europe. You could also get it on a bonus disk if you preorder Pokémon in North America.
- [5] [Q]. What is in the Pokémon Colosseum GameCube Pack?
  - [A] That pack contains a Memory Card 251, a GameCube, Pokémon Colosseum, Pokémon Box. Pokémon Box is handy because Colosseum only has rooms for 96 Pokémon. (There are places 90 in the boxes and 6 in your party.)
- [6] [Q]. Can you get Shiny Pokémon in this game?
  - [A] Yes, you can still encounter Shiny Pokémon although the chance is slim that you'll ever be able to get one. Shiny Pokémon don't have exceptional stats or special moves, they are just Shiny.
- [7] [Q]. Do you know any good places to train?
  - [A] I usually train my Pokémon against Cail in Pyrite Town or at Mt Battle.
- [8] [Q]. How do you obtain the Ho-oh?
  - [A] You have to catch all Shadow Pokémon and purify them. After that, you have to use the Pokémon from Story Mode to beat Mt Battle in Colosseum mode. After beating the last trainer, you'll get Ho-oh.
- [9] [Q]. Do I have to use the Pokémon you suggest?
  - [A] No, it is only a suggestion. You can use other Pokémon too but I list the best combination of types to play through the game.
- [10] [Q]. Do you get experience for raising a Shadow Pokémon at the Day Care?
  [A] No, only regular Pokémon get experience at the Day Care0
- [11] [Q]. Should I replace Thunder because it misses so much?
  - [A] No, just team the Pokémon that knows Thunder up with one that knows Rain Dance.

=-----3- Walkthrough Story Mode [A300]

You start the game by selecting a name for yourself. I named him Wes and I'll keep referring to him as Wes. The game starts with an opening movie showing how Wes blows up the Team Snagem hideout and runs out of there with his trusted Espeon and Umbreon. A couple of moments later, the hideout explodes.

3.1- Outskirt Stand [A301]

There is not much you can do in Outskirt stand. You'll see two men coming out of the building and starting a conversation about how well they did. They sure look suspicious though. Just enter the locomotive that turns out to be a café. There is a news bulletin on the television about the explosion in the Team Snagem hideout. All members of Team Snagem have left the building before the police came there. You don't have to talk to the people in the café. They don't say anything important. They can give you some information about Team Snagem but that is it.

Leave the train and a trainer called Willie will come after you. He wants to battle against you. I'd accept his offer. It isn't a difficult battle. He sends out two Zigzagzoon that are level 24. Your Pokémon are level 25 (Espeon) and 26

(Umbreon). Let Espeon use 'Confusion'. It will kill a Zigzagzoon. Umbreon his attack will almost kill his opponent but the chance his big that it will survive so you'll need to attack one more time. You defeated Rider Willie. He tells you about Phenac City go away from the Outskirt Stand and go to Phenac City.

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## 3.2- Phenac City [A302]

Visit the Pokémon Center to heal your Pokémon. The guy at the Pokémon Center with his Marill doesn't want to fight right now so you'll have to come back later. On the right side of the village, you'll find an old guy that wants to battle. I suggest that you fight him to train your Pokémon. He sends out a Sentret (level 25) and Hoothoot (Level 25). Use Call on your Pokémon if he falls asleep.

Go up the stairs behind the fountain. You can visit the Pre Gym that is lead by Justy. If you want, you can battle his trainers. I suggest that you defeat them now; your level is high enough. There are four trainers in total. The first one uses grass types. They're around level 26-27. Just keep using the same attacks as in the last battles (Bite and Confusion). If you followed this FAQ, Espeon will rise to level 26. He uses Hoppip and Sunkern.

The second trainer specializes in Water Pokémon and uses Marill (26) and Surskit (27). Let Espeon and Umbreon focus their attacks on one Pokémon so that it'll go down in one turn instead of hurting both Pokémon. The third trainer will use, you should already know, fire type Pokémon. He sends out Trapinch and Swinub, they're not 100% fire types but they're close enough. With a bit of luck, these two Pokémon will both go down with a single attack.

The fourth and last trainer uses Geodude and Rhyhorn. Confusion (and other Psychic attacks) is very effective against Rock Pokémon. It is too bad that Umbreon can't do much damage to these Pokémon. After that, you'll have to talk to Justy and he says he'll challenge you when you have six Pokémon and he gives you a White Herb. Go outside for a short moment and go talk to the teacher at the other side of the gym when you come back in and she'll give you the Strategy Memo.

If you go to the right of the gym, you'll see a house. There is a kid that wants to fight you behind that house. He has a Wurmple and a Cascoon. He won't prove much of a challenge. Umbreon will reach level 28 after this fight. The boy will give you TM41. You can find the Phenac Colosseum behind the gym but it is closed for now.

It might be a good time to visit the Mayor now. He lives close by. He lives to the left of the gym. When you want to enter it, a mysterious guy (Nascour) will leave it. Talk to the mayor and Rui will explain the situation. He'll ask for a little time to investigate so go save at the Pokémon Center.

When you go inside of the Pokémon Stadium again, you'll be attacked by Team Snagem members when you come out. They make it clear that you are a traitor because you blew up their hideout. They tell Rui that Wes was the best Pokémon thief of Team Snagem. They want to steal the Snag machine from you so you'll have to fight to defend yourself.

The Snagem member will send out Corphish and Koffing. Use Confusion on Koffing and he'll faint. Espeon will rise to level 27. Rui realizes that Wes can catch all Shadow Pokémon to purify them. She suggests that you go buy a couple of Pokeballs but the shop in Phenac City doesn't sell any. You'll have to go back to the Outskirt Stand and talk to the owner of the bar. He still has Pokeballs. You must talk to the guy at the table on the second floor in the Phenac City shop first tough. You'll first get five Pokeballs for free but buy ten Pokeballs after that and get a Premier Ball for free. Buy a couple of Great Balls too. It will save you the trip later on when you're in Pyrite Town.

Head back to Phenac and the lady at the entrance will tell you about a couple of scary guys, including the ones that kidnapped Rui. Save and then go to the Mayor's house and they'll be there. It is Mirror B and his henchmen, Mirror B will leave and you'll have to fight one of his henchmen. Peon Folly sends out a Whismur and a Lotad because he only has those two. Use Confusion against Whismur and Bite Lotad. Attack Lotad once more and the fight should be over.

| Makuhita Level 30

| After that Mirror B. Peon Trudly attacks you. He owns three | Shadow Pokémon | Pokémon: Duskull, Spinarak and the Shadow Pokémon Makuhita. | Use Confusion against Spinarak and Bite the Duskull. You | can't hurt him with psychic attacks but he is weak against | Dark Attacks. In the second part of the fight, let Espeon | use Return on Makuhita and attack Duskull with Bite. Don't use Confusion against Makuhita, it will kill him. Use Return

instead. Bring his health down to the red/yellow part and use Pokeballs until you catch him. Go save. After that, you'll have to leave for Pyrite Town but all exits are blocked by Mirror B. Henchmen. Each one of them as a Gold/Silver Starter's second evolution. The green one has Bayleef, the red one Quilava and the blue one Croconaw.

I suggest going for Bayleef because with Entei and Mantine later in the game, you'll have good Pokémon from that kind. This walkthrough only describes the fight with the Bayleef trainer at the moment but the fight with the Croconaw and Quilava trainer are about the same. You can't steal all of them. I suggest you take Bayleef but if you want another one, go right ahead. The strategy remains the same for all the fights. The following bit is my recommendation on which one you have to catch.

Bayleef: There isn't any other good Grass Pokémon in this game. You don't have to use him a lot but he might be handy at the start against Water Pokémon. He can be found at the exit next to the mayor's home.

Quilava: There are a couple of Fire Pokémon in the game. Slugma is kind of slow and he doesn't get any faster but he is strong. Entei is the best choice for a Fire Pokémon but you only get him later. You don't need Quilava in my opinion. He is at the exit on the other side of the town.

Croconaw: This game contains a lot of strong Water Pokémon. I'd recommend getting Mantine in the next town. He should be immune to Earthquake which makes him a good benefit at some places. You can get him in Pyrite Town so you won't miss him. He is at the entrance you used to enter the town.

•	First bring down Bayleef's HP until you can catch of Umbreon's Bite. Repeat that about three times. He's Shadow Rush too so he'll be in his red bar (unless Synthesis). Use Confusion to kill Spoink and Grime attack each. The fight is over and you can go to to Construction Lot.	ll use he uses r with one
3.3- Construc	======================================	[A303]
construction work	you can do here right now. You can only talk to the ers. Just leave as soon as you have looked around and ll have to come back here later to pick up a missing	d go to
3.4- Pyrite '	======================================	[A304]
Go to Duking's how door will open. Go movie. Silva is to Leave the building trainer in front o	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	A secret e little te Town. ere is a
female chaser the	c City to purify them. Go further in the town and atree. She has Golbat and Gulpin who can be killed with e circle with all the trainers around it.	
Shadow Pokémon Noctowl	Ledyba, Wingull and Noctowl are Rider Nover's Pokén   Psychic attacks against Ledyba and use your Shadow   Pokémon against the other two.	
Level 30	 	
     Shadow Pokémon   Flaaffy	Street Performer Diogo only has two Pokémon: Flaaf   Shroomish. Shroomish is bad against fire and Flaaf   against Ground.	
Level 30	 	
   Shadow Pokémon   Skiploom	Rider Leba has Oddish, Dustox and Skiploom. If you   Pokémon with a Fire attack, he would be very handy   You can use Psychic attacks against those Pokémon	here.
Level 30 	 	
Shadow Pokémon   Quagsire   Level 30	The Bandana Guy only has two Pokémon. They are Psyc   Quagsire. Use regular attacks against them both but   forget to catch Quagsire. You should make sure you   enough Balls.	t don't
 	Rider Vant has Zigzagzoon, Skitty and Misdreavus.	Use

 	Misdreavus	Espeon when Misdreavus comes out. He can hardly do damage   and is very weak against Misdreavus' Shadow Ball.
	Level 30	I
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		The sixth trainer is behind the circle, he is the leader of
	Shadow Pokémon	this gang. He has four Pokémon so he can be a challenge. He
	Slugma	has Azurill, Swablu, Igglybuff and Slugma. Azurill and
		Igglybuff are weak against Makuhita's Fighting attack.
	Level 30	Don't use Water attacks against Slugma.
ı		

| Shadow Pokémon | regular attacks against Zigzagzoon and Skitty. Withdraw

You can battle again against all those trainers after leaving Pyrite Town for five seconds. Advance and use the bridge. Go inside the Colosseum and talk to the people. They'll tell you about a trainer that won the last competition and has a Shadow Pokémon. It is Cail and he is waiting at the entrance.

		Rogue Cail has Ralts, Seedot and Machop besides his Shadow
	Shadow Pokémon	Pokémon. Ralts is bad against Dark Pokémon and Machop can
	Furret	be killed with a single Psychic attack.
	Level 33	
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Go to the Colosseum after the movie, a man in a White lab coat will come out from one of the buildings. Talk with him (in and outside of the building). He will tell you that a piece from the Generator was stolen. Go to the Construction Site.

The first trainer uses Barboach and Sandshrew. Sandshrew is weak against Water/Grass attacks. Use electric against Barboach if Flaaffy is purified enough. The second trainer has Natu and Meditite. Use Dark Attacks against Natu and Psychic against Meditite. All Pokémon up until now are level 30.

The third trainer uses Electrike (30), Cacnea (31), and Vulpix (32). Cacnea is weak against Fire, Ground attacks are super effective against Electrike, and Vulpix can't stand Water. The Fourth trainer has Magnemite (31), Bagon (32), Goldeen (32), and Delibird (34). Use Electric attacks to fight Bagon and Goldeen. Use Fighting attacks against Delibird.

You'll get Toxic for winning. Go outside and talk to the Cipher Peon. He'll bring you to the previously locked building. One of the Peons in the building recognizes you. One of the trainers will attack you.

-		-	
			Cipher Peon Nore has Pineco, Surskit and Nincada besides
	Shadow Pokémon		his Yanma. They're around level 32. Use Psychic attacks
	Yanma		against Nincada.
	Level 30		
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Grab the Ein File H and go to the elevator. Attack the trainer. It is a female chase with Phanpy and Trapinch. Use Water/Psychic against them. Go to the next

room where a boy stands with a Taillow and a Hoothoot. Electric Attacks are very effective. You can use the PC and the Heal machine now.

I'm not going to give detailed instructions as it is impossible to get lost in this building. Use the stairs and fight a Bandana Guy with Larvitar (weak against Water), Carvanha, and Barboach. Use electric attacks against them. The next trainer has Remoraid and Magnemite. Use Electric and Ground attacks.

The next opponent has Wingull and Wooper. You can use electric attacks if Flaaffy is purified enough. You could also use Grass Attacks against Wooper. The next trainer has Electrike and Voltorb. They're both level 31. Use Makuhita.

Use the stairs and fight the female trainer there. She has Swablu, Doduo and Ledyba. Use Psychic attacks against Ledyba. If you have healed Flaaffy enough, you can use him against Doduo and Swablu. The next trainer has a Spheal and a Snorunt. Use electric attacks against Spheal and a Fire attack against Glalie his pre-evolution, Snorunt. You can find a Treasure chest on this floor too, check in every room to find chests.

Advance to find another two trainers on this floor. The first trainer has Horsea, Sandshrew and Oddish. Horsea can't stand electric attacks. Oddish can be defeated with Fire attacks so you can use Slugma/Quilava if they're purified. Use Espeon's Confusion against Sandshrew.

The last trainer on this floor has Cacnea and Tentacool. Use Fire attacks against Cacnea and electric ones against Tentacool if you can. Use the stairs to go to the last floor of this building. Go past the trainer and use the door that is a bit further. A short movie will start starring Silva.

| The first trainer has Remoraid, Luvdisc and Spinarak. Use | Shadow Pokémon | electric attacks against Luvdisc and Psychic attacks | Remoraid | against Spinarak. I wouldn't try to attack Remoraid at the | moment unless you have a really weak attack. If you killed | Level 20 | him by accident, use an untrained Plusle later. The next | trainer will attack immediately.

| Mirror B Peon Ferma has Furret, Aipom, Yanma and Mantine.
| Shadow Pokémon | Use Fighting attacks against Furret and Aipom if you use
| Mantine | Makuhita. Use Espeon against Yanma. Mantine is good for
| your team, he is a strong Pokémon.
| Level 33

Pick up the Ein File and talk to Silva. Go down the stairs in the room and use the elevator. Pick up the Hyper Potions and heal yourself. Go up the stairs again and attack the trainer you passed the last time up there. It turns out that he is one of Mirror B's henchmen too.

| The Hunter has three level 33 Pokémon. They are Goldeen,
| Shadow Pokémon | Linoone, and Qwilfish. Qwilfish and Goldeen are bad against
| Qwilfish | electric attacks. Use Fighting attacks against Linoone.

Level 33

north. Go through it to reach another Treasure chest. Go back to the stairs you saw and battle the trainer. That trainer has an Anorith and a Lotad. Use Psychic

moves against Anorith and electric against Lotad.

Go down using the stairs. There is a trainer there. It is a chaser with Ralts, Koffing, and Shroomish as Pokémon. Use Dark Attacks against Ralts and Psychic against Koffing. Use Fire Pokémon to kill Shroomish. Use the next pair of stairs to go up again. This area leads to nowhere but it has two trainers and a trainer chest so it is certainly worth visiting. The chest contains three Ultra Balls.

The first trainer has a Geodude, a Lotad, a Snorunt, and a Slakoth. Geodude can be killed with Psychic moves. Use Fire against Lotad and Snorunt. Slakoth is bad against Fighting Pokémon. The other fight is a bit harder. That trainer has four Pokémon, they're all Lotad. You probably don't have anything that is super effective against him so use Electric/Fire attacks.

| Go back down the stairs and head north this time. You'll | Shadow Pokémon | encounter a trainer with a Shadow Meditite. The trainer also | Meditite | has Bagon and Numel. Use Water against Numel and Ice attacks | against the Dragon Pokémon Bagon. | Level 33 |

Go a bit further and turn right. Battle the trainer. He has Lotad, Slakoth, and Whismur. Whismur and Slakoth are bad against Fighting attacks. (Makuhita) Lotad has no weakness that you can exploit at the moment. Fire/Electric attacks do normal damage. You can get a Full Heal from the Treasure Chest after the fight. Go back to the stairs and go down. Walk to the west and you'll encounter a female trainer.

| This trainer has Dunsparce, Mareep, and Cacnea. Use Fire to | Shadow Pokémon | defeat Cacnea and use Ground/Fighting attacks against Mareep | Dunsparce | so that only Dunsparce remains. Try to weaken him with Dark | attacks. | Level 33 |

Advance and you'll finally find a PC to save. You can heal your Pokémon so you won't have to go outside. Use the stairs. There is a trainer immediately after the stairs. He has Lotad and Lombre. Lotad and Lombre have no weakness that you can exploit at the moment. Fight the trainer next to the stairs.

| Hunter Zalo uses Lotad, Lombre, Beldum, and Swablu. Use | Shadow Pokémon | regular attacks against Lotad and Lombre. Don't use Water | Swablu | attacks. Beldum is weak against Fire and Dark. Swablu is bad | against Ice Attacks but you don't have those. Don't be | Level 33 | afraid of killing him with one hit.

Ignore the stairs and go to the right. The trainer you see has Pineco, Shuppet, and Koffing. Use Psychic against Koffing and Dark against Shuppet. Use Fire against Pineco. Go to the south where you should find another item. Go back to the last staircase you saw. It will lead you to many treasure chests.

Go to the left and defeat the trainer with the two Zigzagzoon and Lincone. Anything should kill them. You don't need a strategy here. After beating him, you'll reach the chests containing Zinc, Protein, Carbos, and Iron. Go back to the stairs. If you want, you can go to the north there and battle two more

trainers. You won't get anything for it though.

The first of those trainers uses Natu, Tentacool, and Teddiursa. Use Dark Attacks against Natu, Fighting against Teddiursa and Electric/Grass against Tentacool. Spheal (34), Lileep (32), and Dustox (33) are the Pokémon of the first trainer. Electric Attacks work great against Spheal. Lileep and Dustox should be defeated with Fire attacks. Use the stairs again and head back to the staircase you didn't use yet. Follow the path and you'll eventually find Cipher Admin Mirror B.

| Mirror B is the first Cipher Admin that is going to fall. He | Shadow Pokémon | has four Ludicolo and a Sudowoodo. Sudowoodo is a Shadow | Sudowoodo | Pokémon. Ludicolo is a Grass/Water type so there aren't many | super effective attacks. Your best bet is to use Fire and | Level 35 | Electric moves.

Get the Ein File that is lying on the ground. Don't forget the TM. Go to the next room. Open the chest that contains the Macho Brace and talk to Plusle. Duking will come in and give you Plusle. Go to the Police Office and take the Jail Key from the table. Release the prisoners and grab the TM at the table. It contains Thief.

Go to the Fortune Teller after beating Mirror B. She will suggest that you go and visit Agate Village. You can now go there. You can also battle against everyone again. You should try to level up against Cail and battle the trainers at the square to purify your Pokémon.

3.5- Agate Village [A305]

Walk around the town. There are many Treasure Chests. You can find an old man with his Taillow. He'll give you a Berry every day. There is also a Treasure chest with an Exp. Share item. You have to go behind one of the houses to reach it. If you go down the hill at the Pokémon Center and follow the path at the front of the screen, you'll find Quick Claw in a chest.

Go to the house with the tree on the top. It is Eagun and Beluh's home. If you go in, Rui will start talking to them and they're relieved to see their granddaughter is all right. She introduces you to them. A man will come barging in and saying that someone is in Relic Forest. Eagun goes there and you have to go and help him.

Go to the Pokémon Center and head down the hill there. Enter the cave and you will have to fight Cipher Peon Doven. She has two Water Pokémon so I hope that your Flaaffy has been trained so that he has an electric attack. If he has, taking down Spheal and Carvanha will be easy. Otherwise, you should use Bayleef if you chose him in Phenac City.

Cipher peon Silton is the next opponent. He has Cacnea and Shroomish. Fire attacks like that of Slugma are effective. You can use Espeon's Confusion to attack the other Pokémon.

Proceed a little further and another Peon will appear. This one will drop from the ceiling. This one has three level 35 Pokémon: Ralts, Kirlia, and Baltoy. Use Water attacks against Baltoy. You can also use Dark Attacks against all of them. Don't use Psychic attacks because they aren't effective.

Go save now because an important fight will follow. If you go further, you'll

see that Eagun is fighting a Cipher Peon. He has his Level 50 Pikachu and the opponent uses a Shadow Hitmontop that is level 38. With only two attacks, Pikachu is defeated.

Hitmontop Level 38

| This Cipher Peon has four Pokémon Geodude (38), Wynaut (37), | Shadow Pokémon | Clamperl (38) and Hitmontop (38). Use Psychic/Water attacks | against Geodude. Clamperl is weak against electric attacks | so bring along Flaaffy. Wynaut can be killed quickly with | Dark attacks. Don't use Psychic attacks against Hitmontop | but use Umbreon's attacks to bring his HP down. Umbreon doesn't have moves that will do a lot of damage against

Hitmontop.

After winning against the Cipher Peon Skrub, you'll be returned to Eagun's House. Rui's grandmother goes upstairs; she is searching for the Small Tablet. You have to visit one of Eagun's friends; he lives in the neighborhood of the Pokemart. After having a chat with him, you'll have to go back to Eagun. They found the Small Tablet. You should go to the Relic Stone where you fought the Cipher Peon. You'll receive a mail that there is trouble on Mt. Battle when you leave Eagun's house. You shouldn't go there yet.

Go back to the Relic Stone and pick up the Ein File C. The C stands for Celebi. You can use the Relic Stone from now on to purify Shadow Pokémon. You have to unlock the final lock here. It will receive all of his experience points, a ribbon, and its old attack instead of Shadow Rush. It might even evolve. You should go back to Pyrite Town and purify your Pokémon there.

There is a trainer outside of the Agate Pokémon Center too. He has three Pokémon. He has Swellow, Rhyhorn, and Sunflora. Use a Psychic attack against Rhyhorn and an electric attack against Swellow. If you trained Slugma, use it against Sunflora. Go down the hill at the Daycare and get the Cologne Case from the woman. She has two Cologne Cases so she is happy to give you one.

There is a Pokémon trainer in front of the Pokemart too. He has a Machop, a Seedot, and a Furret. Use a Psychic move against Machop and a Fire attack against Seedot. Use regular attacks against Furret. You don't have anything useful against him at the moment.

\_\_\_\_\_\_ 3.6- Mt. Battle [A306] \_\_\_\_\_

There are people outside telling you about Mt. Battle. They might want to fight you later but just go inside for now. Make sure you are healed, and then continue through the big door. You'll have to fight ten trainers there. You can save and heal yourself between fights.

The first trainer uses three Pokémon that are weak against Water so I hope your Mantine is trained. He has Numel, Trapinch and Sandshrew. The second trainer uses a Swinub, a Baltoy and a Pupitar. They're all weak against Water Pokémon. You can also use Fire against the icy Swinub. The third trainer's entire team can be killed with attacks like Surf.

Rider Riden has Pineco, Baltoy, Graveler and Houndour. Hunter Telia has two Trapinch, a Barboach, and a Lileep. Trapinch and Lileep are Ground Pokémon so use Water attacks. Barboach is weak against Electricity. Street Performer has Cacnea, Spinda, and Kadabra. Hunter Weeg has Sandslash, Graveler and Vibrava. They're all weak against Water attacks.

Cipher Peon Kison has two Pokémon that are weak against Dark Pokémon, Duskull, and Kirlia. Use Psychic moves against Koffing. You don't have anything effective against Houndour right now. Cipher Peon Perin is also weak against Water attacks just like the first three. You can also use Leaf attacks if you want.

Level 40 

| Cipher Admin Dakim is the second Cipher Admin that is going | Shadow Pokémon | to be defeated. This is a very troublesome fight. Dakim has | four Pokémon that can use Earthquake. The Shadow Pokémon, | the legendary dog Entei, is weak against Earthquake so you | will want to kill the other Pokémon s quickly as possible. | Entei is weak against fire and ground attacks so you might refrain from using those attacks. His first four Pokémon use

Protect too so there will always be one Pokémon protected. Concentrate your attacks on the other one. (A Pokémon won't use Protect two times in a row.) Metang is weak against Dark Attacks. Camerupt is bad against Water attacks just like Golem. Use Leaf attacks against Swampert. Don't try to use an electrical Pokémon, he wouldn't last very long.

Pick up the F-Disk that is located there. Vander will also give you the Time Flute which can cure Pokémon in one go. You can now choose between continuing your journey and leveling up at Mt. Battle. I decided to do the latter option.

3.7- The Under [A307]

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If you want to continue, you should go back to Agate Village and talk to Eagun. Give him your PDA number. Talk to the old man in Agate Village too. You'll unlock the Shadow Pokémon lab. Go there and you'll get a mail. Return to Pyrite Town. Go to the Police office and talk to the prisoners. Grab the key.

Go to the house where you went after winning the Colosseum battle and go in the elevator. If you want to train, you can fight all trainers again. When you walk to the left, you'll see Venus on the television. You can walk around freely after that. There aren't any trainers there at the moment.

Go to the Inn, take the stairs, and save at the PC there. Go outside and follow the road until you talk to a guy that says stuff as been disappearing. Go downstairs and the kid there asks you to deliver a piece to his friends. Go to the square in the middle of The Under and go to the left of your screen. Talk with the kids there and go inside. Do a little more talking. They'll ask for your PDA number when you want to leave. After that, you'll find out they captured the spy. Go to the elevator and you'll see they caught Silva.

| Level 40

| Your first opponent is Cipher Peon Kloak. He has a Shadow | Shadow Pokémon | Pokémon, it is a Ledian. Her two other Pokémon are Spinarak | and Volbeat. They're both weak against Psychic and Fire | attacks. Use Dark attacks against Ledian to weaken it. Bring | a weak Pokémon if you decided to train at Mt. Battle like I | did. Another Cipher Peon attacks you immediately. That

trainer has Illumise, Ariados, and Gloom. They're all bad against Fire Pokémon but you can also use Psychic attacks against Illumise and Ariados because they're bug Pokémon.

Talk to Silva, he will give you the R-Disk. To talk to Silva, you need to go to the side of the prison. Head back to the Town Square where you can find a machine. Talk to the machine and enter the R-Disk. If you use the F-Disk, you can heal your Pokémon at the Colosseum. You can also save there. Go inside the dome after using the R-Disk and open the treasure chest with the three Rare

Candies, which is one of the rooms.

| Talk to Venus. She has one level 40, Suicune. Her Vileplume | Shadow Pokémon | is level 44. Her three other Pokémon are level 45. They are | Suicune | a Steelix, a Banette and a Delcatty. Use Fighting moves | against Delcatty. Don't bring a fighting Pokémon out when | Level 40 | Banette is on the field. Banette can be killed by using Dark | attacks. Steelix and Vileplume are weak against fire moves. Don't use electric and plant Pokémon when you're weakening

Suicune, he is very vulnerable against them. Don't forget the Ein File F and some treasure chests you couldn't grab without drawing Venus' attention.

Go heal your Pokémon and come back. Use the stairs. Use the right exit instead of the one Venus uses. Follow the stairs and you'll encounter four trainers. They each have a Shadow Pokémon. You'll find three chests while you're doing this. You get 2 Timer Balls, 4 Ultra Balls and 2 Max Potions.

| The first trainer uses Shroomish (35), Jigglypuff (38), | Shadow Pokémon | Teddiursa (37), and Gligar (43). Teddiursa and Jigglypuff | Gligar | are bad against Fighting Pokémon. Shroomish is bad against | Fire Pokémon. Don't use Psychic/Fire Pokémon against Gligar. | Level 43 | Dark Attacks don't hurt him a lot so that might be the best | to lower his health.

| The second trainer has Kirlia (37), Roselia (38), Gloom (38)
| Shadow Pokémon | and Stantler (43). Kirlia can be killed with Dark Attacks.
| Stantler | The two other regular Pokémon are weak against Fire Pokémon.
| Don't do too much damage to Stantler. He has two moves that
| Level 43 | do him damage too.

| The third trainer owns Octillery (38), Masquerain (39), | Shadow Pokémon | Dunsparce (39), and Piloswine (43). Masquerain is weak | Piloswine | against Fire attacks, Dunsparce against Water and | Octillery against Electric attacks. Use Water attacks to | Level 43 | weaken Piloswine.

| The fourth trainer sends out Seviper (40), Loudred (41), | Shadow Pokémon | Corsola (41), and Sneasel (43). Use Plant attacks against | Sneasel | Corsola and fire against Seviper. Loudred and Sneasel can't | stand Fighting attacks. | Level 43 |

Look at Venus talking with a couple of henchmen. She flees into the train. You have to follow her in there. There is a chest with Blackglasses around here, make sure you get it before leaving. Keep following them and pick up the Subway Key. Talk to the guys that you find there. You'll also find the U Disk in the neighborhood, use that to pick up a Time Flute. They are guarding an entrance to the lab. It is too bad that they blew it up. Luckily, they forget their key. Take the key and go to the Shadow Pokémon Lab.

3.8- Shadow Pokémon Lab [A308]

Go to the back of the Shadow Pokémon Lab at the right side to find a treasure chest with a couple of Revives. Stay as close as possible to the fence because if you walk too much on the sand, you'll leave the area. Go back to the

entrance and use the Main Gate Key. Take the entrance on the right side. Go right inside and press A when you're next to the computers. Leave the building and go to entrance on the left. Inside you'll find a PC and a treasure chest.

Use the stairs. Battle the Researcher. He has two Pokémon; both are Voltorb at level 38. Use Fighting/Ground Pokémon. Pick up the Card Key and go downstairs. You'll eventually find another Treasure Chest. Go outside again and use the second entrance of the Shadow Pokémon Lab.

Go straight ahead and use the elevator. Go the left side of your television screen. Go to the elevator and when you get there, a Cipher Peon will drop down from the ceiling.

| He has Furret (37), Remoraid (39), Castform (41) and Aipom | Shadow Pokémon | (43). Castform is a type changer. Depending on the weather, | Aipom | he will change type. He'll usually start with Sunny Day and | become a Fire Pokémon. Remoraid is a Water Pokémon. Furret | Level 43 | is weak against Fighting Pokémon. Aipom won't be too | difficult to catch.

You might find a DNA Sample here. The locations are random, this is Location #1. Use the elevator. You'll arrive in a room with a Researcher and possibly a DNA Sample. This is Location #2. The trainer has an Electrode (39), Magneton (39) and Magnemite (38). They're all weak against Ground Pokémon. Watch out for Electrode's Suicide attack.

Use the stairs and go up a floor. There is another researcher present there. This researches has the same Pokémon as the previous but all his Pokémon are one level stronger. Just use Ground moves again. Pick up the Downstairs Key, you'll need it later. Head back to where you went left, this time you'll have to go straight ahead.

There is another researcher in there, the place is crawling with them but luckily they don't use Shadow Pokémon. He has Chinchou (38), Magnemite (39) and Electrike (39). They're weak against Ground Pokémon. Use the Downstairs Key at the door.

| Another Cipher Peon will drop down from the ceiling once | Shadow Pokémon | you go through the door. He has two Dark Pokémon (Houndour) | Murkrow | and the Shadow Murkrow. Nuzleaf is a Plant type and | Carvanha is a water Pokémon. Use Fighting attacks against | Level 43 | Houndour and use Dark moves to weaken Murkrow. All his | Pokémon are level 38.

Go further and take the hallway to the left. You may find a DNA Sample in one of the rooms, it is Location #3 and Location #4. It is possible to find two samples there. Go back to where you turned and go towards the television screen. Turn left and walk until another Peon drops from the ceiling.

| Vana has four Pokémon. The regular Pokémon are at level 40.
| Shadow Pokémon | The Pokémon are Pupitar, Swablu and Zubat. Forretress is a
| Forretress | Shadow Pokémon. Pupitar is weak against Water, Swablu is
| bad against Electric and Ice Pokémon. Zubat can be killed
| Level 43 | by using Psychic attacks. Use the elevator and a trainer
| will attack you when you turn left or right.

| Cipher Peon Lesar uses three Pokémon. He has Rhyhorn,
| Shadow Pokémon | Grovyle and Ariados. Rhyhorn is weak against Psychic/Water
| Ariados | attacks. Grovyle is weak against Fire. Use Dark Attacks to
| lower Ariados' HP.

Level	43	

Go to the left. DNA Sample Location #5 and Location #6 are in that room. Go to the right. Go up at the end of the hallway. You'll find a Full Restore there. Go back to the previous crossroads. Go up until you reach a room with a trainer and possibly a DNA Sample. Location #7 and Location #8 are in this room. The Researcher in the room uses two Electrode. He is weak against Ground Pokémon. Go back until there is a road heading to the right. Another trainer will appear.

| Cipher Peon Tanie uses Linoone, Vigoroth and Granbull. They
| Shadow Pokémon | are easily defeated with Fighting moves. Don't use Fighting
| Granbull | moves against Granbull, you have to catch him. He is hard
| to catch.
| Level 43 |

Location #9 of the DNA samples is next to the elevators. Head through the second elevator. Use the DNA analyzer to analyze your DNA Samples. It is different for all games so remember your combination. There are 504 possibilities. Use the elevator again and use the other one.

You'll encounter another Researcher there. He has a Magneton that is level 40 and two level 42 Pokémon, they are Ampharos and Electrode. Use Ground moves again like those of Sudowoodo. He'll turn on the alarm but you can ignore it. You can still leave the building easily.

| Cipher Peon Remil uses Kadabra, Kecleon, Swellow and | Shadow Pokémon | Vibrava. Kecleon is a type changer so your attack will | Ledian | depend on your last attack. Swellow is weak against | electric attacks and Kadabra against Dark Attacks. | Level 43 |

Use the panel on the right and enter your DNA Samples. Another Cipher Peon will attack you. It has Graveler, Clamperl, Wobbuffet, and Medicham. Medicham and Graveler are weak against Psychic attacks. Clamperl is a water Pokémon so use electric attacks. Use Dark Attacks against Wobbuffet. Go downstairs and talk to the fourth Cipher Admin. Prepare to get the third legendary Pokémon.

| Ein uses Lanturn and Huntail who both have a weakness
| Shadow Pokémon | against Grass attacks. Huntail will often use Rain Dance
| Raikou | so that Lanturn's attacks will always hit. His other
| Pokémon are Altaria, Golbat and Raikou. Altaria is weak
| Level 40 | against Ice attacks. Use Psychic Pokémon against Golbat.
| Pick up the Data Desk, HP Up and TM26. Leave the building using the elevator and go to the kids in The Under.

3.9- The Under [A309]

You'll have to give the Data Disk you found in the Shadow Pokémon lab, the one Ein dropped, to Nett in The Under. He'll study it but he can't decipher the disk. You'll have to go to Realgam tower first while he is examining it.

3.10- Realgam Tower [A310]

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When you get out of The Under, the men will have finished at the Construction site and the Realgam Tower has been built. In Realgam tower, you'll have to battle against all Cipher Admins. This is the perfect chance for when you need to catch one of their Shadow Pokémon again. I hope you caught them all already because they're very useful and I try to use them. However, when I say, Use Entei, you can use any strong Fire Pokémon that you want.

Go through the left door. The first trainer on the list is Mirror B. He still uses two Ludicolo but they are a bit stronger now, they're around level 45. He also uses a Golduck (Level 45). If your Fire Pokémon has a strong defense, you can use it right away. If it is weak, I'd suggest taking out Golduck with other Pokémon first. He can do serious damage with Surf. His fourth Pokémon is a Loudred of Level 46. He frequently uses Earthquake but with that attack, he also hurts Ludicolo. His last Pokémon is a level 43 Armaldo. Use Water attacks to take them out. You'll get a Red ID Card. He won't have the Armaldo if you still need to catch Sudowoodo.

Now take the door to the right in the starting hall. This path will lead you to Dakim. He hasn't changed much either. He also has five Pokémon. Whiscash (46), Forretress (45), Flygon (46), Claydol (46) and Houndoom (47).

His Pokémon will keep switching between who uses protect. If the first one uses Protect, the second one will use it the next turn. Use electric attacks against the Whiscash and a fire attack against Forretress. Flygon is a Ground/Dragon Pokémon so Water/Ice attacks will take him down quickly. Take out Claydol with Fire and Houndoom with Water attacks. Don't try to use Psychic Pokémon like Espeon in this fight. Dakim is one of the few trainers that use Hyper Potions during the game. I hardly use them either. He'll give you the Green ID Badge.

Go back to the starting hall and use the door behind the fountain to go a room with a PC. But first you'll have to defeat a trainer with a Dustox (Use fire attacks), Grimer (Psychic) and a Seviper (Fire). The trainer, who was first disguised as an old man, isn't hard to beat. He is a pushover. Continue down the road and keep going until you reach a chamber where two guards each stand before a door. Challenge them both.

		The purple one uses a Jumpluff that can be easily taken down
Shadow Pokémon		with Flamethrower. Her Gloom is easy too, just use a Fire
Sunflora		attack. Use Bite once on Sunflora, he is the Shadow Pokémon.
		Handle him with care. Use Umbreon's bite (even at level 65,
Level 45		he didn't even get rid of half Sunflora's bar). Or use a
	-	low level Pokémon. You defeated Cipher Peon Baila.

			The other trainer, Cipher Peon Arton also has a Shadow
- [	Shadow Pokémon		Pokémon, Delibird. He also uses a regular Piloswine and
	Delibird		Glalie. Use Fire against those two and let a weak Pokémon
-			of around level 40 attack Delibird. You might use one of
	Level 45		your non-purified Shadow Pokémon. That Delibird was harder
٦		_	to catch than the three Legendary Beasts in my game.

You'll find Venus behind the door the purple Peon was guarding. She thinks she can defeat you. She uses a Bellossom (47), Misdreavus (47), Raichu (48), Wigglytuff (48) and Milotic (48). Attack Bellossom with a fire attack, any Fire Pokémon can take him down quickly. Dark moves are very effective against Misdreavus so you should use Bite. It is a very common attack but does a lot of damage. Just use your strongest attacks to defeat Raichu and Wigglytuff but watch out for Raichu's Static. Take your fire Pokémon out of the fight when

Milotic comes in because he knows Surf. Bring in an Electric Pokémon that is purified if you have one. Otherwise, you can use Psychic attacks. Her Pokémon will cause a lot of status ailments so you should have a couple of full heals ready for during or after the fight. She'll give you the Blue ID badge.

Take the door behind the blue person and go to the next room. There you'll see four card slots: a red, a green, a blue, and a yellow one. Enter the three ID cards you currently have and go ahead through the other door that is open. You'll have to get the Yellow ID card before you can open the big door. You'll have to defeat Ein to get that one.

He has five Pokémon too. He has Manectric (50), Starmie (49), Rhydon (50), Pelipper (49) and Crobat (48). Use Fire attacks on Manectric and use an Electric Pokémon against Starmie to take it out quickly. You can use Dark Attacks to

take him out too. Don't use Psychic attacks; they aren't very effective against him. Take out Rhydon with Psychic but watch out, he might use Protect. Use the same strategy for Pelipper as you used for Starmie and take out Crobat with Psychic. You'll only need three Pokémon to win this fight. He'll give you the yellow ID card.

You'll receive a mail when leaving the chamber from Eagun, Rui's grandpa but it seems he has forgotten to end his mail. It ends in the middle of a sentence. Head back to the room with the four card slots and enter the yellow one. A trainer drops from the ceiling and attacks you.

| Dioge is one of the four trainers with a Shadow Pokémon in | Shadow Pokémon | Realgam Tower but first he sends out Masquerain (42) and | Heracross | Ariados (41). You can use Psychic or Fire attacks against | Ariados. They're both super effective. The same goes for | Level 45 | Masquerain. Bring out a weaker Pokémon to attack Heracross. | Try to catch him with a Net Ball, it is very effective on Bug Pokémon.

If you go to Eagun in Agate Village and talk to him about the mail, he'll give you the Master Ball. That is a Pokeball with a 100% catch rate. Save it for a very hard Pokémon. You can even save it for another Pokémon game (Ruby/Sapphire/Fire Red/Leaf Green).

Go save and heal your Pokémon before you enter the 'Final Dome'. When you enter there, you'll get a mail from Nett telling you he has found the data for 29 Shadow Pokémon. He'll mail back when he finds more. In the Final Dome, you'll have to defeat eight trainers.

The one at the entrance sends out Nuzleaf and Graveler. Use Fire on Nuzleaf and Psychic on Graveler. They use the Protect game too. Graveler starts with protect so you should focus your first attack on Nuzleaf only. Attack Graveler the second turn. Hariyama, another fighting Pokémon, is his third choice. He is weak against Psychic Attacks too. Lombre is the last Pokémon and can be taken out with a Fire Attack.

The second trainer is sitting behind the desk. He uses Lairon, Mawile and Metang. Use Dark attacks against Mawile and a Flamethrower against Lairon. Attack Metang with a Dark Move too. Don' use a Psychic Pokémon here. The third trainer is waiting behind the door on the right. He uses Wigglytuff and Loudred. Take them out with regular attacks. They aren't very strong.

You'll find a fourth trainer in the room where the Bodybuilder came out. She uses four Pokémon. She sends out a Chimecho and a Swalot. Swalot can be taken out with a single Psychic move and use a strong attack on the other Pokémon.

He'll send out Noctowl and Cradily after that. Use Fire on Cradily and Psychic on Noctowl.

Leave that room and go to the door on the left. IF you enter, you'll see it is a casino with all kind of slots. Talk to the purple guy next to the slots. He will want to fight you. He has four Pokémon, namely Machoke, Magneton, Swellow and Ninetales. You'll want to have a Psychic Pokémon ready for Machoke. You'll need a Pokémon with Fighting or Rock moves to take down Magneton. Swellow is a flying Pokémon so you an ice Pokémon or an Electric type. If you chose the Ice Pokémon, you can use him to defeat Ninetales too. Otherwise, bring out a water Pokémon.

The second guy in the casino wants to fight too. Rider Kevel sends out Quagsire and Sandslash, his third Pokémon is Donphan. Use Water against Sandslash and regular attacks against Quagsire. If Sandslash and Donphan are at the same moment, you should use Surf.

In the casino corner of the Final Dome, you'll encounter Verde or the guy you defeated when leaving Phenac City. He'll fight you but he only has two Pokémon. Muk can be easily taken down with a Psychic Attack. You'll have to use a Dark Attack on Grumpig.

Defeat the trainer that is standing close to the left door. She is wearing some kind of fairy costume. Qwilfish, Octillery, Seadra and Feraligatr. You'll have to use many electric attacks to end this fight quickly. Let your other Pokémon use strong attacks to attack, you can choose which type as long as you don't use plant attacks. Go talk to the men in black before the stairs after you saved. It is Silva.

He'll let you enter the elevator and you'll reach Nascour. He'll leave after your little chat and you have to follow him. Go to the elevator and the Team Snagem boss will come out, he is named Gonzap. He tells you that they got the Snag machines from Cipher and Cipher is actually controlling Team Snagem. After that, Gonzap attacks you.

| Gonzap has five Pokémon. Crawdaunt (52), Shiftry (53),
| Shadow Pokémon | Pinsir (52), Hariyama (53) and Skarmory (47).
| Skarmory | You can take out Shiftry with a Fire attack and Crawdaunt
| with an electric attack. Don't use Psychic attacks on him.
| Level 47 | Use fire on Pinsir too. Hariyama is weak to Psychic attacks.
| Bring out a weak Pokémon to battle Skarmory. Skarmory is
| very hard to catch. Hitmontop's Rapid Spin is perfect to do
| tiny bits of damage to Skarmory. Keep him alive at all costs. Skarmory will use
| Steel Wing instead of Shadow Rush when he is out. (I'm using a level 56
| Hitmontop by the way, he really doesn't do much damage.) If Ultra Balls don't
| work, try a Great Ball or a Timer Ball.

Use the elevator behind Gonzap to enter the Tower Colosseum. You'll have to beat a couple of trainers with Shadow Pokémon to 'repay' your debts. I hope you brought along enough Pokeballs.

		-	
			Your first opponent is Bodybuilder Jomas. He has a Porygon2
	Shadow Pokémon		(45), a Zangoose (45) and Miltank (48). Take out the first
- 1	Miltank		two with your strong Fighting moves. Use Bite on Miltank, it
			took my level 66 Umbreon two attacks to bring it in the red.
	Level 48		Just use an Ultra ball after that and pray that it doesn't
-1,			use Shadow Rush. If you use Leer, she seems to respond with
			Defence Curl.

| Your Pokémon aren't healed between fights so this can be

| Shadow Pokémon | hard. Rider Delan is the second trainer and he also has | three Pokémon. Take out Sharpedo (47) with an electric | attack and Fighting attacks against Mightyena (46). Use a | Level 48 | weak Pokémon to attack Absol now or use Surf. It doesn't do | much damage but it will do the job. | Cipher Peon Nella is the next trainer. She uses Houndoom, | Shadow Pokémon | Torkoal (47) and Magcargo (46). Heal your Pokémon if needed. Houndoom | Use a water attack against Torkoal that doesn't hurt | Houndoom who can't stand water. You should try to catch Level 48 | Houndoom as fast as possible so that you can use Surf when | he is gone. It should kill both Torkoal and Magcargo. | The fourth trainer is another Cipher Peon, namely Ston. He | Shadow Pokémon | has Tropius, Cradily (48), Vileplume (48) and Cacturne. Tropius | Don't be afraid to use fire attacks to take down Cradily, | Vileplume and Cacturne. If you don't have your Fire Pokémon | anymore, use Psychic attacks except against Cacturne. Use | Water attacks against Tropius. | The next battle is against Nascour himself. He wants to | Shadow Pokémon | humiliate you before everyone. Luckily, everyone is healed | when you start this fight. He has six Pokémon. He has | Metagross | Gardevoir (55), Walrein (56), Dusclops (55), Blaziken (54), Level 50 | Xatu (54) and finally Metagross, the Shadow Pokémon. He will | become your 41st Shadow Pokémon in this game. Use Dark attacks against Gardevoir but no psychic once. You can kill Walrein quickly with an electric attack. Use water against Blaziken and Psychic against Dusclops. Xatu is psychic so he can easily be hurt with Bite. You can use Surf on Metagross. I caught him with a Pokeball.

Despite looking like the head of Cipher, Nascour isn't the Shadow Pokémon | final boss. You still have to beat Evice. He might look like Tyranitar | someone regular but the mayor of Phenac, Es Cade is actually | the leader of Cipher. That is why Mirror B and Nascour were | Level 55 | visiting him. He has the strongest Pokémon of them all for | now. After beating him, the credits will roll and you can trade Pokémon with the other Pokémon games. The game isn't over though. Evice has six Pokémon namely Slaking (60), Scizor (60), Salamence (60), Machamp (60), Slowking (61) and Tyranitar (55).

Scizor can be defeated with a Flamethrower. For Slaking, you'll need to use regular attacks like Bite, Surf or Flamethrower or fighting moves. Machamp can be taken out with Psychic. Slowking can be hurt with Dark moves like Bite. Salamence may look like a Fire Pokémon but he isn't. Water and Fire aren't effective against him. He took himself out with Double Edge in my game. You should use Ice moves. Make sure Slaking and Slowking are never out at the same moment, they could use Skill Swap at that moment. When Tyranitar enters the battlefield, he will cause a sandstorm that will hurt your and his Pokémon. Bite and Return don't do much damage to Tyranitar so they're perfect to attack. I used the Master Ball to catch him.

Evice uses many items like X Attack and Full Restore so watch out. If you lose to him and come back, he'll laugh at you. However, he'll be disappointed when even is Ultimate Shadow Pokémon loses to you. Just watch the credits roll by at the end and continue on your voyage. Evice gets arrested by Duking and the police and Eagun enters the battlefield. Evice tries to escape but his helicopter is taken down by a fireball. It appears to be Ho-Oh that stopped him from escaping. Moltres is cooler though.

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[A311]

## 3.11- Team Snagem Hideout and Shadow Pokémon Lab

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Talk to Cail at the entrance of Pyrite Town. You'll have to battle him to get information about the Team Snagem Hideout. You can reach it after beating him. He now has high level Pokémon. He has Granbull (56), Gardevoir (57), Shiftry (58) and Machamp (57). Use Dark Attacks against Gardevoir and Psychic ones against Granbull. Use fire against Shiftry and Psychic against Machamp. After this match, he'll switch back to his level 40 Pokémon.

The Team Snagem Hideout is just above Outskirt stand. When you enter, you'll receive a mail telling you the name of the trainer that used that Shadow Pokémon. The name depends on which Pokémon you chose in Phenac. Walk to the end of the chamber. Open the treasure chest on the right with the Max Elixir. Go back and enter the room with the PC. Save and continue through the next door. Some of the trainers here might still have Shadow Pokémon that you didn't catch but I won't mention those Pokémon. I'll only mention the Shadow Pokémon that couldn't be caught earlier.

Nore will drop from the ceiling in the next room. He'll attack you again. He sends out Ninjask (55), Beautifly (54), Forretress (51) and Masquerain (52). Both Ninjask and Beautifly are weak against fire and psychic attacks so you can take them out in one turn. He is also weak against fire. His last Pokémon also shares this weakness against Psychic and Fire.

Use the stairs and you'll get yet another mail. This one is about the Shadow Pokémon list. He has found information about six new Shadow Pokémon that you already have except for that of Smeargle. Go the right and enter the room with the treasure chest. It contains an Elixir. Go back and use the stairs to go to the second floor.

If you come up the stairs, go to the right and go through the opening in the right wall. Proceed a couple of chambers and you'll meet Rider Rions. He sends out a Poochyena (54), Mightyena (50), Linoone (53) and Kadabra (53). Don't use Psychic Attacks against Poochyena and Mightyena. Use Bug or Fighting moves. You can use any attack against the normal Pokémon Linoone. Kadabra is weak against Dark attacks. You'll find a treasure chest in the room too, it contains three Max Potions.

Go back to the stairs and follow the chambers and talk to the Team Snagem member. He is named Driton and he sends out Lanturn (50), Pelipper (53), Seadra (55) and Starmie (52). He has only water Pokémon so I hope you brought along an electric Pokémon. Use Grass attacks against Lanturn if your first electric attack didn't damage him. Otherwise, you'll have to rely on regular attacks and this will become a long battle. Continue on your way and use the stairs that lead to the first floor. Pick up the three PP Up's first though.

Go to the bottom of the screen where the bodybuilder is standing. Talk to him. He'll attack you. It is bodybuilder Colas and he sends out Spinda (51), Carvanha (51), Shelgon (54) and Pupitar (54). Use a Fighting move against Carvanha. Use Psychic attacks against Shelgon and Pupitar. There is a treasure chest with two Max Ethers behind him. There is nothing else to see there.

Go back to the room with the stairs and go through two doors. Talk to Bandana Guy Crudo, he has four Pokémon: a Weezing (52), Linoone (55), Sandslash (53), Swalot (51). Use a Psychic attack on Weezing and Sandslash. You could use a Water attack against that last one too. Use a fighting move against Linoone and defeat Swalot with a Psychic move.

Take the stairs and battle with the Team Snagem person. He is named Fuston. He has a Delibird (54), a Swellow (54), Beautifly (53) and Golbat (53). Electric Attacks would be nice to take them out. Psychic and Fire are effective against Beautifly. He can be taken down easily with a Psychic. If you continue ahead, you'll find a guy dressed in blue namely Bluno.

| Bluno has four Pokémon: three strong and the weak Croconaw.
| Shadow Pokémon | Defeat Muk (55) with a Psychic attack. Grumpig (54) can be
| Croconaw | taken out with a Dark attack. Camerupt (53) is your last
| enemy. He is weak to Fire and Ice. Only use Surf when
| Level 30 | Croconaw isn't out or when you caught him. Try to catch
| Croconaw with a Nest or Nett Ball. I hope you have a couple of weak Pokémon ready for when you need to weaken him. Leave through the door. It leads outside.

When you try to leave the building using the normal way, Skrub attacks again. He has a Wobbuffet (53), Huntail (51), Medicham (50) and Golem (52). Wobbuffet is weak against Dark Attacks. The same goes for Huntail. They're also weak against electric attacks. Medicham can't stand Psychic Attacks. Golem can be hurt with Water and Psychic attacks.

If you come back, Kloak will drop from the ceiling. It is a popular place for people to drop of ceilings it seems. If you caught his Ledian, he owns an Ariados (52), Volbeat (53) and Illumise (53). They're all bug Pokémon so both Psychic and Fire attacks will take them out easily. If you keep entering and leaving, other trainers will drop from the ceiling like Baila.

Nett will tell you all about the Shadow Pokémon encounters. Some guy in front of the Junk Shop saw a Shadow Pokémon. Go ask him. But, as always, he wants to battle you first. He starts out with two Wailord's, both level 56 and perfect victims for Thunder or other electric attacks. After defeating those two, the fight is over. He'll tell you about Rosso and his Shadow Pokémon Quilava. When you leave The Under and enter another town, you'll get a mail saying Rosso is at the Shadow Pokémon lab.

Go downstairs and go the left part of your screen. Follow the road and you'll end up being attacked by Cole. He has Wigglytuff (56), Castform (58), Furret (57) and Octillery (56). A Psychic attack against Castform will do or use the opposite of the type he changed into. Fighting moves are effective against Wigglytuff. Use an electric attack against Octillery and a psychic against Furret.

Go back to where you left the elevator and continue to the bottom of the screen this time. If you continue, Lare will drop from the ceiling and attack you. She has a Nuzleaf, a Houndour, Sharpedo and Sneasel. Use water against Houndour and Fire against Nuzleaf. Sharpedo can be defeated with an electric attack. Use

strong attacks against Sneasel. Continue until Vana drops from the ceiling.

Cipher Peon Vana has Pupitar (56), Swablu (58), Mawile (57) and Golbat (56). Use a Water attack to take out Pupitar. Use Dark Attacks like Bite against Mawile and take out Swablu with a couple of strong attacks. (I always say that when I take a Pokémon down without exploiting his weaknesses.) Golbat can be killed with Psychic.

Take the elevator down to the next floor. Go to the right and Lesar will drop down. Rhyhorn, Masquerain and Grovyle are his Pokémon. The first two are vulnerable against Psychic. You can also Water for Rhyhorn or Fire against Masquerain. Use Fire against Grovyle too.

Go completely to the right until you can't proceed anymore and you'll find a chest with a Full Restore. Go back a bit and use the hallway you just passed. Take the next road to the right and Tanie will drop down. She has -outside of the Granbull I couldn't capture- a Vigoroth and Linoone. She'll have higher stats when you fight her so no detailed strategy on this one.

Use the first elevator and go to the next level. Continue and Remil will attack you. She has a Kecleon, a Kadabra, Quagsire and Swellow.

Kecleon can change its type so act accordingly. If you made him become water, use electric. Kadabra can be killed with a Dark Attack. Quagsire and Swellow are weak to electric attacks. Proceed to Ein's room to find Rosso who is looking for the Shadow Pokémon data.

| Rosso has a Grumpig, a Breloom and a Muk next to Quilava.
| Shadow Pokémon | Catch Quilava first and then attack with respectively Dark,
| Quilava | Fire and a Psychic attack. Rosso's Pokémon are a bit
| stronger than Bluno's though (except Quilava). His Pokémon
| Level 30 | are over level 60. You now have 44 Shadow Pokémon and 47
| Pokémon in total.

When entering the Hideout, you'll get a mail about a creepy Smeargle and an Ursaring. Coincidently they're the Shadow Pokémon you have to catch here. Quickly leave and enter again to receive another mail about Shadow Pokémon. You're only 'missing' one more Pokémon one your list now. Enter the Hideout and go to the stairs.

You'll have to pass Arton. He sends out Sealeo (50), Glalie (54) and Piloswine (55). Use a fighting attack against Sealeo and a fire attack against Glalie. Piloswine can't stand fire either. Go up the stairs and take a right. Go the right at the next crossroad and go through the door. Open the door in that chamber and use the stairs in the room you just entered. You'll find a treasure chest with two Max Revives and a Team Snagem trainer on that floor.

Team Snagem member Niver has four Pokémon: a Grovyle (52), Rhyhorn (52), Vigoroth (52) and Zangoose (53). Use a fire attack on Grovyle and take down Rhyhorn with a Water or Psychic based attack. Use regular attacks on Vigoroth and Zangoose. Take the stairs. Talk to Gonzap. He thinks he can win from you.

Gonzap has a full team of six Pokémon with Crawdaunt (64), Armaldo (64), Granbull (64), Machamp (64), Breloom (64) and Gyarados (64). Use Fighting moves

against Crawdaunt and a water or psychic Pokémon against Armaldo. Psychic attacks are very handy against Granbull. Use a Psychic Pokémon against Machamp too. You'll need a Fire or Psychic attack if you want to take out Breloom quickly. Electric attacks are the way to go against Gyarados. He runs away and your Pokémon are healed. Pick up the D-Disk on the table.

Open the treasure chest with the three Rare Candies. Return to the place where you took the right turn and now take the other pair of stairs. Go up to the following floor where you'll find Lonia with four Pokémon. She has a Flaaffy (55), Dunsparce (54), Octillery (54) and a Walrein (52). Use Rock moves against the electrical Flaaffy and Water moves against Dunsparce. You'll need electrical attacks against Octillery and Walrein.

Follow the road she was blocking. Ignore Driton as usual, unless you want some extra experience points. His stats haven't changed. Use the stairs. Go to the door and Frena will stop you. She has four Pokémon, a Shroomish (53), a Jigglypuff (52), Mawile (53) and Donphan (51). Use a Fire move on Shroomish and attack Jigglypuff with a fighting move. Mawile is weak against Fighting attacks and Donphan can be killed with Water attacks.

| Continue ahead and only fight against the guys that want to | Shadow Pokémon | attack you. Team Snagem member Biden will attack you. He has | four Smeargle. The level 45 is the Shadow Pokémon. They're | weak against fighting moves so exploit that. You could use | Hitmontop's Rapid Spin to weaken him. | Level 45

| Ursaring Level 45 

| Continue ahead and another Snagem member will want to have | Shadow Pokémon | a word with you. It is Agrev. He has a Shiftry, a Marshtomp, | Machoke and Ursaring. Use Psychic moves against Machoke, | Fire against Shiftry and electric attacks against Marshtomp. | Don't kill Ursaring. Leave the building and come back in if | you missed one of them.

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3.12- The Colosseum challenges [A312] \_\_\_\_\_\_

There are many Colosseums in this country. If you beat them, you get all kinds of fabulous prizes But you can't use Shadow Pokémon here. I have listed all the prizes you get. To get all of them, you'll need to replay every Colosseum multiple times. I won't list strategies for all playthroughs. All trainers in a Colosseum use Pokémon of equal strength. After beating all the different sets of trainers, the original ones will show up again. If you don't know which type of move to use, check out the type of the Pokémon in section 5.06 and then look what is effective against him.

Phenac Colosseum

| Toxic | Phenac Colosseum (Prize) 06 | Sunny Day | Phenac Colosseum (Prize) | Rain Dance | Phenac Colosseum (Prize)

| Giga Drain | Phenac Colosseum (Prize) 19

| Solar Beam | Phenac Colosseum (Prize) 

We'll start with the Phenac Colosseum. You'll have to fight a guy with an Azurill (40) and a Sentret (40) in the first round. Use regular attacks against Sentret and Electric against Azurill. It is a great chance to train a weak

Pokémon. The guy from the second round, a roller boy, has Tentacool and Doduo, both at level 40. Electric attacks should work against them both.

In the semi final awaits a trainer with a Psyduck and a Pineco, they're level 41. Psyduck is weak against electrical attacks. I took Pineco out with Surf. Mudkip, Cacnea and Zubat are the last trainers Pokémon. Mudkip is weak against electricity, Zubat is weak against Psychic and Cacnea against Fire. You'll get Rain Dance and a cash prize of almost 6,000 Poke Dollars.

Enter the challenge again. In the first round, you'll have to battle Wingull and Igglybuff. They're at level 40. Use a Fighting move against Igglybuff and electric against Wingull. Round 2 is against a Snorunt and Tallow. Tallow is flying so he is weak against electric. Snorunt can be killed with a strong water attack like Surf.

The Semi final is against an old lady with a Horsea and a Snubull. Use a Dark and an electric attack to finish this quickly. (Well, if you're using the Pokémon you defeated Gonzap with, even an attack like Surf could kill Horsea.) The last trainer uses Luvdisc, Hoothoot and Treecko. Treecko is weak against fire, Hoothoot against electricity and Luvdisc against regular attacks. You'll get another TM, Sunny Day and 8,000 Poke Dollars. After Sunny Day, you'll get Giga Drain and Solar Beam in that order. You already received Toxic earlier.

The next stop is Pyrite Colosseum. You'll have to beat this challenge four times to get all the prizes. The four challenges are basically the same. I'll only describe the first challenge. Roller Boy Azal has a Linoone (51) and a Teddiursa (50). Linoone is weak against Triple Kick and similar moves. Thunder is a good move against Teddiursa.

The second opponent is Trona; she also has two Pokémon namely Jigglypuff (51) and Delcatty (52). Fighting moves are effective against them both as is electricity. The third trainer owns a Doduo (52) and Furret (53). Use Electricity against Doduo and Fighting against Furret. His third and final Pokémon is a Loudred, he hates Fighting moves.

The last trainer before the TM is Chaser Zime. He owns a Vigoroth (52), Combusken (55), Koffing (53), and Swellow (54). Use a Fighting attack against Vigoroth and attack Combusken with water. Koffing can't stand psychic and Swellow is weak against electricity.

The Under has two Colosseums but lets start with the first one near the elevator. This one is again a step up from the last one but if you could beat

Gonzap and Evice easily, you're not going to have problems. I'm only describing the first time here.

The first trainer is Hunter Kurm. He has a Clamperl (55), Qwilfish (55), and a Lotad (56). Use electric attacks against the first two and a fire move against Lotad. The second trainer also has three Pokémon; he has Vigoroth (56), Seadra (56) and Sealeo (55). Use electricity against Seadra and Sealeo. A fighting Pokémon is effective against Vigoroth.

In the semifinal, you'll face Azumarill (56), Pelipper (56), Noctowl (56), and Kirlia. Start by using Rain Dance and then kill them with electric attacks. He often uses Double Team so it might help hitting his Pokémon more. It is though enough when you miss because of the opponent's evasion without having to worry about Thunder's low accuracy. Only use a Dark move against Kirlia, the rest is weak against electricity.

The final trainer for this bout has four Pokémon. They are Gorebyss (57), Vileplume (56), Kecleon (56) and Sharpedo (57). Attack Gorebyss and Sharpedo with Thunder and use fire against Vileplume. Use Rain Dance if Vileplume uses Sunny Day. Use a fighting move against Kecleon. That was the end of the first run-through. Repeat three times and you'll have the TMs. You'll get mail if you leave the building with a picture of Mirror B attached.

- 02 | Dragon Claw | Deep Colosseum (Prize)
- 12 | Taunt | Deep Colosseum (Prize)
- 44 | Rest | Deep Colosseum (Prize)
- 48 | Skill Swap | Deep Colosseum (Prize)

You'll need the D-Disk to get to this Colosseum. You have to use the UFO after putting in the disk. Pick up the Steel Teeth that lay there and go back up to the Under. Use the F disk and go to the left. Talk to the person. He will give you the L disk. With that L Disk, you can pick up the Amulet Coin. You'll regularly send you mail.

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The first trainer has Tropius (61), Zangoose (60) and Nuzleaf (60). Use fire moves against Tropius and Nuzleaf, fighting moves are effective against Zangoose. The second trainer has Vigoroth (61), Typhlosion (61) and Hariyama (62). Typhlosion knows Earthquake. Vigoroth is weak against fighting, Hariyama and Typhlosion against Water.

The third trainer has a Girafarig (62), Houndoom (62), Ledian (63) and Dodrio (62). The first two can be defeated by using Fighting moves. Ledian can be taken down with a Fire or Electric attack. Dodrio is weak against electricity.

Mirror B still has his old Pokémon. He has three Ludicolo (68/68/69), Armaldo (69) and Exploud (67). Ludicolo is a combination of Water and Grass. Your best bet is to use Electrical Attacks against it. Fire attacks don't work well. Exploud is a Normal Pokémon so he is weak against Fighting. Armaldo is a Rock/Bug Pokémon, use Psychic against it. It is two times Super Effective.

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In the second turn, you'll start against a Sneasel, a Jumpluff, and an Electrode. Fighting moves are effective against Sneasel and Ground moves should

kill Electrode fast. Use Fire against Jumpluff. The second trainer has Delibird (62), Marshtomp (61) and Walrein (61). Just keep your electric Pokémon alive to make this fight super easy.

You'll encounter an Azumarill (62), Medicham (62), Linoone (63) and Natu (62). Natu is bad against Dark types. Azumarill is weak against electricity. Linoone should go down with fighting moves. Medicham is a combination of Fighting and Psychic. A Ghost Pokémon like Misdreavus is very effective against him. Fighting moves don't work against Ghost Pokémon and they're strong against Psychic.

Dakim is the second Cipher Admin you have to beat. He has five Pokémon and he has lower levels than Mirror B. He has a Claydol (63), Flygon (64), Solrock (64), Swampert (65) and Houndoom (65). Claydol is weak against Water. Solrock can be hurt with Surf too but Dark moves are certainly effective too. Swampert is weak against electric types and Houndoom against fighting ones. To defeat Flygon you'll need an ice attack. I hope your Water Pokémon knows one.

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The first trainer will have Machop, Machoke and Ursaring the third time. The first two are weak against Psychic Pokémon and Ursaring is a Normal Pokémon so you should use Fighting Pokémon. The second trainer has four Pokémon namely Graveler, Wigglytuff, Wailmer, and Donphan. Graveler is weak against Psychic Pokémon. Wigglytuff can be defeated with Fighting moves. Use Electricity to defeat Wailmer. Donphan is a ground Pokémon and is weak against Plant and Water Pokémon.

Spinda (62), Delcatty (62) and Granbull (62) are the third trainers Pokémon. Spinda, Delcatty and Granbull are all weak against Fighting Pokémon. Venus is the next trainer. She uses Raichu (63), Dusclops (64), Blissey (65), Meganium (64) and Milotic (65). Milotic is a Water Pokémon and can be killed with Thunder. Raichu is weak against ground moves while Blissey is bad against Fighting Pokémon. Dusclops is weak against Dark Pokémon. Meganium can be killed with a single Flamethrower.

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The first trainer here only uses Plant and Bug Pokémon. Just keep your Fire Pokémon alive to beat this one. The second trainer is a bit more entertaining. Lairon is a Steel Pokémon so he is weak against Fire. Octillery and Lanturn are bad against grass attacks. Despite the fact Lanturn is part Water, he might get healed by them. Exploud is a Normal Pokémon so he is weak against Fighting.

The third trainer has a Swellow, a Marshtomp, and a Crawdaunt. Two of them are level 62 and one is 63. They can be killed with electric attacks. Admin Ein is the last trainer here. He has five Pokémon. Manectric is bad against Fighting moves. Gyarados and Mantine are bad against electricity. Crobat and Rhydon are weak against Psychic Pokémon.

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The first trainer in this bout has a Nincada (64), a Horsea (63) and a Shuppet (63). Fire and Psychic Pokémon can take down Nincada but which type you use depends on his second Pokémon because he has a Water Pokémon and a Ghost Pokémon. His Ghost Pokémon Shuppet is weak against Dark moves like Umbreon's Bite. Horsea will go down easily with an electric attack.

The second trainer has four Pokémon. He has Kecleon (65), Misdreavus (64), Kadabra (64) and Seadra (65). Seadra is weak against electricity. Kecleon

changes type so if you attack him with a Psychic move, you'll want to use Dark attacks the following turn. The other two can be defeated easily with Dark moves.

Mawile (66), Murkrow (68), and Relicanth (67) are your opponents in the last semi-final. Use a Fire attack against the Steel Mawile. Relicanth is a Rock/Water type so you could use Grass or Psychic attacks. Murkrow is weak against electricity.

| If you caught all Shadow Pokémon you encountered up until | Shadow Pokémon | now, you'll catch your 47th Shadow Pokémon in this fight. | Shuckle | Shuckle is level 45 so he is way weaker than the other | Pokémon in this fight. He is a Bug/Rock Pokémon so you can't | Level 45 | use Surf in this fight when he is out. He has five other | Pokémon too. Those are Skarmory (66), Kingdra (70), Sableye (69), Girafarig (68) and Shedinja (68). As you can see, Deep

King Agnes is the first opponent with a level 70 Pokémon. He is actually the only one with a level 70 Pokémon in the entire Story Mode. You can take down Shedinja with Rock/Ghost/Fire/Dark/Flying moves. Other moves won't work against him thanks to Wonderguard. Skarmory is weak against fire and Kingdra against electricity. Sableye can be taken down with Dark Attacks and you'll need a Fighting Pokémon against Girafarig.

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3.13- Catching the Shadow Pokémon [A313]

After finishing everything in the Team Snagem hideout, you only have to try to catch all Shadow Pokémon. You should purify all your Pokémon too and train them a bit so you can use them against your friends. Most trainers with Shadow Pokémon will be at the Team Snagem hideout but some others are still at their original location. Just go there and snag them. Purify them and train your Pokémon so that you have a team with six varied Pokémon with equal strength so that you can enter the Battle Mode version of Mt. Battle to get Ho-Oh. While walking around, you'll get mails until one tells you to watch the television set.

| After catching the first 47 Shadow Pokémon, only one | Shadow Pokémon | remains, the Almighty Togetic. Bring a lot of Nest Balls and | Togetic | Plusle or Remoraid if they are still at a low level. He has | five other Pokémon and they are all level 68. He has Armaldo | Level 20 | Houndoom, Manectric, Gyarados and Milotic. Armaldo is a Rock | and Bug Pokémon that is a double weakness against Psychic. Use a fighting Pokémon against Houndoom because he is dark.

Manectric is an electric Pokémon so he is weak against Rock moves. Gyarados and Milotic are Water Pokémon. If you have time and your Pokémon are still strong, use Rain Dance first. That will make using Thunder easier. Congrats, you have defeated Shady Guy Wes. If you didn't manage to catch Togetic, you should leave the Outskirt Stand and come back, talk to the trainer there. It should still be Shady Guy Wes, otherwise, you'll have to reset.

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To complete this challenge you must go back to Mt. Battle. You have to fight against 100 trainers. Luckily, your Pokémon are healed between each match so you won't need to bring huge supplies of healing items. I suggest you bring about ten Hyper Potions and ten Revives. If you want to level up a certain Pokémon, Exp Share is very helpful. You can also level up your GBA Pokémon up here.

Mt. Battle is a great place to level up your Pokémon, the first time I went through the game. I trained there after my battle with Dakim. My Pokémon were about level 40, against the time I reached Sokem, the last trainer. I had three level 65 and two level 55. The maximum level of Pokémon in this challenge is level 60. Sokem even uses six level 60s.

You start at Area 1. The first trainer is Cool Trainer Stum. He uses a Taillow (level 18) and Hoothoot (level 15). Electric attacks are very effective but if you use Pokémon from over level 30, you won't need to think about that. The second boy is named Cyus and uses a Sunkern (level 15) and a Hoppip (level 16). Those are plant Pokémon and can be taken out with Fire moves.

Researcher Mort is your third opponent. He uses Igglybuff (level 17) and Electrike (level 17). Your best bet is to use Fighting Pokémon. Lady Auro has an Azurill (level 17) and Sentret (level 18). Azurill is weak against electric attacks and Sentret can be taken out by a Fighting move. Don't use Ghost Pokémon against him. The fifth trainer has a Togepi (level 18) and a Vulpix (level 18). The first one is weak against Fighting and the second against Water.

Magikarp (level 18) and Zubat (level 17) are Lehan's Pokémon. Magikarp can be taken out with electricity and Zubat with Fire. Trainer Nevie uses Poochyena and Swinub. Use fighting Pokémon against them. Athlete Rino is number eight. She has a Wooper (level 18) and Trapinch (level 18).

Fun Old Lady Anges has a Duskull (level 19) and a Ralts (level 20). Use Dark attacks against them. You have finally reached trainer number ten, Area Leader Vander and you'll soon find out, why he was trampled so easy by Dakim. He has five Pokémon: Zigzagzoon (level 18), Whismur (level 20), Skitty (level 19), Slakoth (level 19) and Jigglypuff (level 20). Dark and Fighting moves will work good against them all. Go inside, get your Coupons and save.

The second area starts with a Wynaut and a Pichu. Wynaut is weak against Dark Attacks and Pichu against Rock. That was the end of Fun Old Lady Gelvin and her level 20 Pokémon. Roller Boy Pabe has a Zubat (20), Whismur (21) and Grimer (21). Use Psychic moves against Zubat, Grimer and Whismur. That wasn't very challenging. Athlete Caden has only two Pokémon, Beldum and Barboach. Use Fire or Dark attacks against Beldum (21) and a nice Electric Attack against Barboach (22). Rich Boy Lond has a Lotad (21) and a Seedot (22). Use Fire Pokémon against him.

Number fifteen has a Geodude (23) and Sandshrew (22). Just use Surf against

them. You'll beat Albac with one attack. Lady Eloos uses Marill (22) and Jigglypuff (23). Use Thunder(bolt) against Marill and fighting moves against Jigglypuff.

With Fun Old Man Metz you'll have reached opponent number seventeen. He has an Abra (23) and a Shuppet (23). Use Dark or Ghost moves against them. Researcher Roeck has a Mareep (23), Magnemite (24) and a Voltorb (23). Use Rock/Ground/Fighting type Pokémon against him. Teacher Vona has a Spheal and a Carvanha. The first one is level 24 and the second 25 and can be taken out with electric attacks.

Even Area Leader Arth isn't a challenge. He uses five Pokémon and all five have Bug as their first/second type. Anorith has Rock has first type so you can take him out with Water as well. Surskit is a Bug/Water type so you might consider using Psychic Pokémon instead of a Fire Pokémon against Surskit and Anorith.

Guy Gris uses Wurmple (25) and his two evolutions: Silcoon and Cascoon. They are both useless so you won't have to worry about them. They're Bug Pokémon so Psychic and Fire Pokémon are good for this fight. Fun Old Lady Desla has two Kirlia, one is level 28 and another is 25. Use Dark Pokémon against them.

Bodybuilder Eisen has three Pokémon. Aron (26) is weak against Fire moves because he is a steel Pokémon. Phanpy (26) is a ground type so use a Water Pokémon. Sandshrew (25) can't stand Water and Psychic. Cool Trainer Bedro has Wingull (26) and Bagon (26). Bagon is weak against Ice attacks and Wingull against electric.

If you beat Grel, you will have beaten one fourth of the challenge. Grel uses Oddish (27) and Gulpin (26). Use a Psychic attack against Gulpin and a Fire attack against Oddish. Teacher Loden has a Larvitar and a Houndour. Use a Fighting Pokémon against Houndour. Larvitar has a double weakness against Water.

Taryn uses Natu and Duskull. Natu (27) and Duskull (26) are both weak against Dark and Ghost attacks. Solek uses Machop (27), Slakoth (26) and Zigzagzoon (29). Defeat Machop with Psychic and the two others with Fighting moves. Athlete Wina has Geodude (28) and Mawile (29). Mawile is a Steel Pokémon so he is bad against fire moves. Geodude is weak against Water and Psychic.

Renson is the third Area Leader. He uses five Water Pokémon. He has a Corphish (29), two Staryu, a level 26 and 29, Goldeen and Surskit who are both level 30. They're all weak against electric Pokémon.

Malla uses Togepi and Slakoth. Use Fighting Pokémon against them. Taillow and Doduo are both Flying Pokémon so they are weak against Electric Pokémon. The third trainer uses a Natu and a Corphish. The first is weak against Ghost and Dark Pokémon and Corphish is a Water Pokémon so he is bad against Electric Pokémon.

Number 34 uses an Abra and a Clamperl. Use Dark or Ghost attacks against Abra and Electric attacks against Clamperl. Glasses Man Delot uses two electric Pokémon, Magnemite and Voltorb. They're weak against Rock moves. The Rich boy

at place number 36 uses a Cacnea and a Shroomish, you should use Fire Pokémon.

Gulpin (31) and Grimer (34) are your next opponents. Use Psychic attacks against them. Guy Rone uses Anorith (33), Volbeat (32), Illumise (32) and Pineco (33). They're all weak against Fire but you can use Psychic too, Illumise and Volbeat are weak against it. Anorith can be killed with Water, Fire and Psychic.

Cool Trainer Neira uses Numel and Bagon. Numel is a level 33 Pokémon and is weak against Water. Bagon can be killed with Ice Attacks. The Area Leader uses Nosepass (34), Lileep (34), Barboach (34), Rhyhorn (35) and Phanpy (35). Barboach is bad against electric Pokémon. Rhyhorn, Phanpy and Nosepass are bad against Water and Psychic. Lileep is a Rock/Grass type so use Psychic attacks.

Vogi uses a Pikachu (38) and a Chinchou (35). Pikachu is weak against Ground attacks and Chinchou against Grass attacks. Chinchou is an electric/water type Pokémon. Glasses Man Terl uses a Delcatty (36), Spinda (36) and a Vigoroth (37). They are all Normal Pokémon so Fighting moves are most effective. Sowa uses a Noctowl (36) and a Linoone (37). Linoone is weak against Fighting and Noctowl is a flying type, they can be killed easily with electric attacks.

Number 44 uses Sableye (37) and Nuzleaf (37). Use Dark attacks against Sableye and Fire attacks against Nuzleaf. Magro uses Mawile (37), Corsola (37) and Graveler (38). Corsola is weak against Grass attacks, Mawile against fire and Graveler against Psychic/Grass.

Toli uses a Koffing, a Grimer, Dustox and Gloom. The level 37 Dustox and level 38 Gloom are weak against fire. Koffing and Grimer can be killed with psychic attacks, they're both level 37. Natu (37), Kadabra (38) and Medicham (38) are Ropel's Pokémon. The first two can be defeated easily with Dark attacks. Medicham is weak against Psychic/Ghost attacks.

Lady Vesey's Pokémon are all weak against Thunder. Lombre, Luvdisc and Tentacool are level 38 and Seadra is 39. Seadra can be defeated with ice attacks too. Teacher Kinson only has three Pokémon. He has a Sealeo, a Houndour and a Spinda. The last two are weak against Fighting Pokémon and Sealeo is bad against electrical attacks.

The fifth area leader has five Pokémon. Beautifly and Masquerain are weak against fire and Psychic attacks. Swellow and Pelipper are weak against electrical attacks. Pelipper even has a double weakness against electricity. Golbat can be taken down with a single Psychic attack.

The first trainer in the second half of Mt. Battle is Teacher Leine. She has a Voltorb and a Magnemite who are both level 40. Chinchou is his third Pokémon, which is level 41. They are all weak against Ground attacks. Glasses Man Laton uses Cacnea and Aipom, which are 40 and 2 level 41's, Nosepass and Phanpy. Use a Fire Pokémon against Cacnea. Aipom is weak against fighting Pokémon. Phanpy and Nosepass are bad against Water Pokémon.

The 53rd trainer has three Pokémon that are weak against Fire Pokémon. Lileep and Skiploom are level 41 and Ledian is one level stronger. The Cool trainer

after him uses a Delibird, a Rhyhorn, and an Anorith. They are weak against Water. Roller Boy Daga has a Delcatty (41), Houndour (42), Staryu (42), and Vibrava (43). Delcatty and Houndour are weak against Fighting moves. Staryu is bad against electric Pokémon and Vibrava is mostly Ground so use Water attacks against him.

Number 56 has a Beautifly and a Skiploom; they are weak against fire attacks. Teddiursa is level 42 and is bad against Fighting Pokémon. Clamperl can be taken down easily with an electric attack. Number 57 has two Pokémon pairs; he has two Goldeen and two Luvdisc. One part of the pair is 43, the other 44. Both Goldeen and Luvdisc are weak against electrical attacks.

Trainer number 58 uses a Koffing (43), a Nosepass (43), a Nuzleaf (44), and a Mawile (44). Water attacks are effective against Nosepass. It is best to use Fire attacks against the three other Pokémon. Lady Illa uses Corsola who is a Water/Rock Pokémon so he is weak against Leaf attacks. Her three other Pokémon, Volbeat, Illumise and Roselia, are weak against fire.

The sixth area leader is named Loko. He has five Pokémon. Two of them, Azumarill and Wigglytuff are level 44. Ariados, Wailmer, and Wobbuffet are level 45. Azumarill and Wailmer are Water types so they're weak against electricity. Wobbuffet is a Psychic type, use a Dark Pokémon. Wigglytuff is bad against Fighting and Ariados against Fire/Psychic.

The first guy only uses Bug Pokémon so just bring out a Fire and a Psychic Pokémon. They can defeat them easily. Yanma and Masquerain are level 44, Ledian 45 and his Ariados is the strongest at level 46. The guy after that also has an unbalanced team. All his Pokémon are weak against Water attacks. Lunatone and Solrock are also weak against Dark attacks.

Researcher Mante uses Clamperl, Dustox, Magcargo, and Delibird. The first three are level 45 and the latter is 47. Delibird and Dustox are weak against fire attacks. Clamperl is bad against electricity and Magcargo is a Fire Pokémon so use a Water attack. Athlete Meton has a Ninjask and a Jumpluff who can be killed with a single Fire attack and they are both level 46. The level 45 Linoone is weak against Fighting and Dodrio against electricity.

Number 65 has three Ghost Pokémon (Misdreavus, Banette and Sableye) who are all equally strong. Dark Attacks are incredible effective against them. Murkrow, her fourth Pokémon, is a Dark Pokémon so use electricity. Number 66 is a lady too. Her team is luckily more varied. Roselia and Bellossom are level 45 and are weak against Fire. Azumarill is bad against electric Pokémon like Flaaffy. Girafarig is bad against Fighting and Dark Pokémon.

Cool trainer Fedra has Swellow, Vigoroth, Sneasel and Girafarig. Girafarig, Vigoroth and Sneasel are bad against Fighting Pokémon. Swellow is bad against electric Pokémon. The Glasses Man has two Pokémon that are weak against Dark attacks, Chimecho and Medicham. Sharpedo is level 48 and a Water type. Camerupt has a double weakness against Water.

The 69th trainer has four Pokémon; Granbull, Pupitar, Mantine and Sealeo. Sealeo and Mantine are weak against electric Pokémon. Granbull is weak against Fighting Pokémon and Pupitar against Water.

The seventh area leader has two level 48 Pokémon (Mawile and Machoke), two level 49 Pokémon (Dusclops and Quagsire) and a level 50 Altaria. Altaria is

weak against Ice attacks, Mawile against Fire, Machoke against Psychic, Dusclops against Dark and Quagsire against Leaf attacks.

The first trainer has two Pokémon that are weak against fire attacks, Sunflora and Piloswine. His two other Pokémon are Wigglytuff and Noctowl, they're weak against Fighting Pokémon. The old man after him has a Seviper (49), Golbat (50), Swalot (50), and Kadabra (51). Kadabra is weak against Ghost and Dark Pokémon. Golbat, Swalot, and Seviper are bad against Psychic attacks.

Trainer 73 uses a Grumpig which is weak against Dark attacks. Sneasel is bad against Fighting Pokémon. Gligar and Hitmontop are weak against Psychic attacks. Ribek, a researcher, has Masquerain, Mightyena, Stantler and Granbull. The last tree can be killed with Fighting attacks. Masquerain is weak against Fire attacks.

Bodybuilder Vitalo has four Pokémon. Skarmory and Vileplume are weak against Fire attacks. Dusclops is a Ghost Pokémon so Umbreon's Bite can kill him. Lanturn is weak against Leaf attacks. Number 76 has a Glalie and a Breloom who are both weak against fire. Rhydon is weak against Psychic and Water. Swellow is weak against Electricity

The Athlete at platform number 77 has a Metang, a Granbull, a Jumpluff and a Xatu. Dark attacks are effective against Metang and Xatu. Jumpluff and Metang are weak against Fire attacks. Granbull is bad against Fighting Pokémon. Number 78 has a Tropius, a Lairon, an Exploud, and an Absol. Fighting moves are good to beat Absol and Exploud. Fire is effective against Tropius and Absol.

The Fun Old Lady has a Torkoal, Relicanth, Shiftry, and Noctowl. Noctowl and Relicanth are weak against electricity. Shiftry is bad against Fire Pokémon while the Fire Pokémon Torkoal is bad against Water types. The ninth area leader has three Pokémon that are bad against Psychic attacks: Hariyama, Weezing, and Golem. Cacturne's weakness is Fire and that of Starmie is electricity.

You only have to beat 20 trainers from here. Use Fighting Pokémon to kill Zangoose and Girafarig. Dodrio is easily defeated with an electric attack. You'll have to use Fire/Psychic or one of the other effective attacks against Ninjask. Not all attacks work against him thanks to Wonderguard. Number 82 has Breloom and Forretress who are bad against Fire attacks, Sharpedo is bad against electricity, and Camerupt is bad against Water attacks. The average level of his Pokémon is 55.

The Glasses man has a Ghost Pokémon Banette so bring in Umbreon to use Bite. Magneton is weak against Ground attacks. Mantine and Whiscash are water Pokémon so they're weak against electric/leaf attacks. The Fun old Man after him has two electric Pokémon, Raichu, and Electrode. They can be killed quickly. Lombre is weak against Fire and Altaria against Ice.

Number 85 only has Water Pokémon. You just have to make sure your electric Pokémon survives long enough. You might want to use Rain Dance to make Thunder hit all the time. His Pokémon are Octillery, Golduck, Huntail, and Crawdaunt. Lady Plistin has a balanced team. She has a plant Pokémon (Bellossom), a Water

Pokémon (Gorebyss), an Electric Pokémon (Ampharos) and the Normal Miltank. The last two are weak against Fighting Pokémon and I'm sure you can figure out the first two yourself.

Skarmory, Shiftry, Rhydon, and Xatu are your next victims. The first two are weak against Fire, Xatu against Dark and Rhydon against Water and Psychic. Number 88 uses four Pokémon. The level 57's, Weezing and Muk are weak against Psychic. The weakest of them, is Altaria. He is weak against Ice. Donphan is weak against Fighting Pokémon.

Vonder's name might resemble that of Vander but his fighting style is different. He has two Pokémon that have a weakness against Water (Cradily and Ninetales) and two that are weak against Psychic (Heracross and Armaldo). The ninth area leader has a team that relies on Solar Beam with five Grass Type Pokémon. Tropius, Vileplume, Bellossom, and Shiftry can be killed quickly with Fire attacks. Ludicolo is Water/Grass so Fire won't work. Use Electricity instead.

If you thought the last area was difficult, you'll be in for a surprise. This one is even harder. The weakest Pokémon in this Area is a level 58, there are four level 59s and the other forty Pokémon are level 60.

You start out against Fun Old Man Tando. He has Golem (58), Relicanth (59), Sandslash (60) and Cacturne (60). Use Psychic Pokémon against the first three and use a Fire attack against Cacturne. Fun Old Lady Panne has Golbat (59), Swalot (59), Muk (60) and Tentacruel (60). Use Electric moves against Tentacruel and Psychic against the other ones.

The 93rd opponent is Rich Boy Quint. He has the last not-level 60, namely Grumpig. He also has Kadabra, Metang and Lunatone. Dark moves are effective against all of them but you can also use Surf against the last two.

Lady Kowly, number 94, is dangerous. Castform will start with Sunny Day and change into a Fire Type. That isn't the bad part though. It will power up your fire moves up as well but Vileplume, Bellossom and Sunflora all know Solar Beam and they don't need to charge it with Sunny Day. Get out your Fire Pokémon to kill them but you should have a Pokémon out to take the hits for that Fire Pokémon. If possible, you could use a Pokémon that knows moves like Rain Dance to stop Sunny Day.

Number 95 likes to use Water Pokémon. I hope you brought along an electric Pokémon like Ampharos or Raikou. Let a Pokémon use Rain Dance and start using Thunder on Mantine, Seaking, Huntail and Gorebyss. The last two are evolutions of Clamperl.

Athlete Raus has a more diverse team. She has an Electrode that usually comes out with Misdreavus. Use all your force against Misdreavus in that case. Use Dark attacks or Ghost attacks if you have your own Misdreavus with you. If you can take him out before Electrode has the chance to explode, he'll hurt Ninetales or Camerupt too. They're weak against Fire too.

Cool trainer Trilo has the three Gold/Silver starters in their ultimate form. He has a Feraligatr, a Typhlosion and an Meganium. He also has an Ampharos and a Breloom. You'll need to watch out who you send out. They can easily be killed by using Pokémon against which they are weak. Breloom and Meganium can be killed with a Fire Pokémon but you can't bring him out if Feraligatr is still

alive. You'll need to kill that one first with an electric Pokémon. Watch out for Ampharos if you're going after Typhlosion with a Water Pokémon. You'll need to kill Ampharos first with a Rock Pokémon.

Lomen also has three starters, the Ruby/Sapphire ones. He has an Altaria and a Glalie next to Blaziken, Sceptile and Swampert. You'll need to watch out like during the last fight. Only now, your Fire Pokémon can be killed by two Pokémon (Glalie and Swampert). Ice and Rock moves are most effective against Altaria.

Teacher 99 is a hard trainer. He has five level 60's: Crawdaunt, Magneton, Shedinja, Heracross and Gardevoir. Crawdaunt can be easily taken down with an electric move. He is a Dark/Water Type. Magneton is electric so you should use Rock moves against him. Shedinja is a Bug/Ghost type so use Fire moves against him. People might think Psychic moves are effective but they aren't. Heracross can be taken down with a Fire move and Gardevoir with Dark moves.

Go up the stairs and go to the right. Open the treasure chest and get the Time Flute. Go to the middle of the arena and battle Mount Battle Master Somek. He has Pinsir, Claydol, Crobat, Gligar, Flygon and Gyarados. Here comes the good news, they all know Earthquake. The bad news is that they can float so they don't get hit by the move. Take out Pinsir with a Fire move and Gyarados with an electrical attack. Crobat and Gligar can be taken out with Psychic. For Flygon and Claydol, you'll want to use Surf. If you have a trained Mantine or a Misdreavus, you should have one of them out at all times. They won't get hit by Earthquake.

4- Shadow Pokémon [A400]

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4.1- What is a Shadow Pokémon? [A401]

Shadow Pokémon are genetically enhanced Pokémon. The gate to their heart was closed and they were turned into mean fighting machines. You'll have to purify them so that they'll become normal again. Rui will point out which Pokémon is a Shadow Pokémon but you can notice it quickly too. They usually have a higher or lower level than their companions. You can't do many things with Shadow Pokémon. You can't change the order of their moves, you can't transfer them to Ruby or Sapphire and they only get their experience points back when you purify them.

4.0. Objektivni lasationa

4.2- Shadow Pokémon locations [A402]

These Shadow Pokémon are sorted on the order in which you encounter them. I'll list the second location too if I know it. You'll have multiple chances for multiple Pokémon but if you catch them immediately, you'll be certain that you'll get Ho-Oh at the end of the game.

Bayleef is owned by the green trainer Verde. You first find him in Phenac City. If you fail to catch him there, you can fight him again at the Realgam Colosseum but you only get once chance. If you catch Quilava in Phenac City, you will find him in the Team Snagem Hideout. If you pick Croconaw, you'll find Bayleef in the Shadow Pokémon Lab after beating the game.

Mantine is a level 33 Pokémon and you can find him at the top of the Cipher Hideout in Pyrite Town. He is owned by Mirror B Peon Ferma. You can find him again at the place where you fought Mirror B.

Hideout. He is level 43 and owned by Chaser Liaks.

Realgam Tower the first time but he moves to the Shadow Pokémon Lab or the Team Snagem Hideout. Don't beat the Leader of that area until you caught him.

Plusle to catch him and a couple of Nest Balls. He is owned by Shady Guy Wes. You'll find him in Outskirt Stand after beating Deep Colosseum. He is the last Shadow Pokémon.

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## 4.3- Purifying Shadow Pokémon

[A4031

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To purify Shadow Pokémon you have to open the pathway to their heart. There are multiple ways to do that. If you summon a Shadow Pokémon in a fight, the path will open. It is a good idea to let them start in multiple fights against weak trainers (like the ones in Pyrite Town around the town square). If you let them attack or call them when they are in Hyper Mode, they'll also lose a part of their Shadow Bar.

You can also open the door to their heart in a passive way. You just have to leave them in the Day Care but that will cost you a lot of money or give them Scent objects from the Cologne Case. There are also the rare Time Flutes. They can heal a Pokémon in one go but these are limited. The nature of a Pokémon has an effect on the process too.

After their heart is open, you have to go to the Relic Forest in Agate Village. You have to 'talk' to the stone and then you'll be able to choose the Pokémon that has to be cured. If you have a Time Flute, you'll have to go there too. Talk to the stone, select the flute, and cure the Pokémon.

## 4.4- Hyper Mode

[A404]

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When Shadow Pokémon have entered Hyper Mode, they'll have a higher chance of getting a critical hit when they use Shadow Rush. In some cases, they won't use the move you suggested (when it is not Shadow Rush) or they'll attack your own Pokémon. You can't use objects on them either. You can heal them in the Pokémon Center. You can cancel Hyper Mode by using Call during a fight, giving them a scent, or leaving them in a Day Care. Sometimes, they'll leave Hyper Mode from their own will.

5- Battling

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## 5.1- Battle Screen \_\_\_\_\_\_

[A501]

Almost all fights in this game are two Vs two fights and they require you to pay attention. At the start of each turn, you can choose which command you want to use. There are four commands: Fights, Pkmn, Items and Call. They all speak for themselves if you have played another Pokémon game or read the manual.

On the battle screen, you can see the level of your Pokémon on the left side and those of your opponent on the right side. You can also see how many health they have left. If you let your two Pokémon attack the same Pokémon and the opponent faints after the first attack, the enemy might send out a new Pokémon. Your second Pokémon will attack the new Pokémon.

There are a couple of other important factors that you should keep an eye on like the number of HP and PP. If your HP reaches 0, your Pokémon faints. If the PP of one move is reduced to 0, you can't use that attack anymore until you

visit a Pokémon Center. It also shows the gender of your Pokémon, which is important for attacks like Charm.

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5.2- Snagging Pokémon [A502] \_\_\_\_\_\_

Team Snagem developed a portable snag machine that can turn Pokeballs into Snag balls. If you use those snag balls, you can steal Shadow Pokémon from their trainers to raise them. Catching Shadow Pokémon works just like in the Pokémon RPGs on the Game Boy. You have to weaken them and let them fall asleep. This will make it easier to catch them. You'll have multiple chances to catch most of the Pokémon but if, you saved recently, it is better to reset your console so that you can catch it immediately.

5.3- Ty	pe Ad	vantages 	[A503]
Effectivenes	s		
- Less		Defending Pokémon Type	
+ Super		(Shortened name, same order as with Attacking type)	
x Not	1		
	1		
	·		

Attacking	B	D	D	E	F	F	F	G	G	G	I	N	Р	P	R	S	W
Pokémon	U	R	G	L	I	I	L	Н	R	R	С	R	S	S	С	Т	Α
Type	G	K	N	Ε	G	R	Y	0	S	0	Ε	M	N	Y	K	L	Т
	I																
Bug		+			-	-	-	-	+				-	+		-	
Dark		-			-			+						+		-	
Dragon			+													-	
Electric			-	-			+		-								+
Fighting	-	+					-	Х			+	+	-	-	+	+	
Fire	+		-			-			+		+				-	+	-
Flying	+			-	+				+						-	-	
Ghost		-						+				Х		+		-	
Grass	-		-			-	-		_	+			-		+	-	+
Ground	-			+		+	Х		_				+		+	+	
Ice			+			-	+		+	+	-					-	-
Normal								Х							-	-	
Deles	1																

Poison Psychic Rock | + Steel Water

\_\_\_\_\_\_ 5.4- Status ailments [A504]

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There are several attacks that may cause a status ailment like Confuse Ray. There are also many attacks that may cause an ailment on some occasions. There are seven real status ailments.

Poison

also loses 1 HP every time you take a certain amount of steps outside of battle.

Paralyze ---

The speed of the Pokémon drops and the Pokémon will sometimes be fully paralyzed and it won't be able to

attack.

Sleep ---

The Pokémon is asleep and can't move. It can be withdrawn from the battlefield. The Pokémon awakens after a few turns or when you call him.

Freeze ---

The Pokémon is frozen solid. It is a status effect like

sleep but it can't be healed by calling him.

Burn ---

The Pokémon loses a small amount of HP each turn just like with Poison but the Pokémon isn't hurt outside of battle.

Faint ---

The Pokémon's HP has reached 0 and it can't fight until it is revived. This can be done for free in a Pokémon Center.

Confuse ---

A confused Pokémon will sometimes attack it self. This automatically cures after the fight is over.

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## 5.5- Pokémon Nature and Stats

[A505]

The nature of a Pokémon has an effect on how his attacks are raised. The nature of a Pokémon is entirely random so you won't know what you'll get until you purified it or caught it in Ruby/Sapphire. By using the effect of the nature on your stats, you can make Pokémon with high Attack rating, even better at attacking or raise their defense too. If there is a -, the stat will rise less than with a Hardy Nature, if it has a +, it will rise more than with a Hardy Nature. If there is nothing, the stats will rise on the same way as usual. All

your stats remain unaffected if your Pokémon has an Hardy nature.

Nature	   Attack 	   Defense 	   Speed 	   Special Attack 	   Special Defense 
Hardy	l				
Quirky	l	l			
Docile	l	l			
Serious		l			
Bashful		l			
			l	l	l
		l			
Lonely	+	-			
Brave	+		-		
Adamant	+	l		-	
Naughty	+	l			-
	l		l	l	l
			l		
Bold	-	+	l		
Timid	-		+		
Modest	-	l		+	
Calm	-	l			+
	l	l	l	l	l

		1			
Relaxed		+	-		
Impish		+		-	
Lax		+			-
		I			I
Hasty	1	1 -	+		
Mild	1	i –	1	+	
Gentle	1	-	1	· 	+
	i I	i I	I	' 	
	·	·	·	' <del></del>	 
Jolly	İ	i I	'   +	'   <b>-</b>	' 
Naïve	I	i I	'   +	' 	·   _
1.01.0	1	1	1	' 	' 
	· '	'	' I	' 	' 
Quiet	1	1	'   _	'   +	! 
Sassy	1	1	   _	' 	'   +
bassy	1	1	l I	l 	'
	·	1		l	l
Cheerful	1	1	I I	l l _	I I +
	1	1	1	-	+
Rash	1	1		+	-
	.	l	l	l	

You'll only get to the see the nature of a Pokémon after clearing the second part of its bar so if you don't plan to use a Time Flute, you should always first clear a bit of their Shadow Bar.

Pokémon with a Docile, Lonely, Serious or Timid nature like to be called and will lose a big part of their bar then. Bashful, Calm, Careful, Gentle, Mild, Modest, Quirky, Relaxed, and Timid Pokémon like to be raised in the Day Care. Pokémon with a Adamant, Bold, Brave, Hardy, Impish, Lax, Lonely, Naive, Naughty or Sassy nature like it when you have them in your party.

Adamant, Bold, Brave, Calm, Hardy, Hasty, Impish, Jolly, Naughty, Quirky and Sassy Pokémon also like to be used in battle. On Bashful, Calm, Careful, Gentle, Hasty, Jolly, Lax, Lonely, Mild, Rash, Relaxed or Timid Pokémon you'll have to use scent items and massages. The Pokémon still lose a smaller part of their Shadow Bar when you use other methods.

5.6- Pokémon Strategy Memo [A506]

The Pokémon Strategy Memo shows a bit of data about all the Pokémon in Pokémon Colosseum. This game contains 260 Pokémon that you can see without trading. You can get an extra 12 by trading with Ruby/Sapphire. That includes Pokémon you need to breed or that are exclusive to Ruby/Sapphire. There is another Pokémon you can get, Jirachi but you need Pokémon channel for him. Not all of these Pokémon can be caught in the game. You'll see how many you have too. You can hear the Sound they make and see the abilities they have and their type. You need Pokémon from Fire Red/Leaf Green to get up to 385 if you have a Celebi. There is no way to get all 386 at the moment without cheating because you can't get Mew in any of the games.

Type: Psychic

Class: Psi Pokémon Abilities: Synchronize/Inner Focus Height: 2'11" Weight: 431bs Type: Dark Class: Disaster Pokémon Abilities: Pressure Height: 3'11" Weight: 103.61bs Type: Rock/Flying Class: Fossil Pokémon Abilities: Pressure/Rock Head Height: 5'11" Weight: 130.11bs Type: Steel/Rock Class: Iron Armor Pokémon Abilities: Sturdy/Rock Head Height: 2.1m Weight: 360.0kg Type: Normal Class: Long Tail Pokémon Abilities: Run Away/Pick Up Height: 2'07" Weight: 25.41bs Type: Psychic Class: Psi Pokémon Abilities: Synchronize/Inner Focus Height: 4'11" Weight: 106lbs Type: Dragon/Flying Class: Humming Pokémon Abilities: Nature Cure Height: 1.1m Weight: 20.6kg Type: Electric Class: Light Pokémon Abilities: Static Height: 4'07" Weight: 135.61bs Type: Rock/Bug Class: Old Shrimp Pokémon Abilities: Battle Armor Height: 2'04"

Weight: 27.61bs

```
Type: Poison
Class: Cobra Pokémon
Abilities: Shed Skin/Intimidate
Height: 11'06"
Weight: 143.31bs
Type: Fire
Class: Legendary Pokémon
Abilities: Flash Fire/Intimidate
Height: 6'03"
Weight: 341.71bs
Type: Bug/Poison
Class: Long Leg Pokémon
Abilities: Insomnia/Swarm
Height: 3'07"
Weight: 73.91bs
Type: Rock/Bug
Class: Plate Armor Pokémon
Abilities: Battle Armor
Height: 4'11"
Weight: 150.41bs
Type: Steel/Rock
Class: Iron Armor Pokémon
Abilities: Sturdy/Rock Head
Height: 0.4m
Weight: 60.0kg
Type: Ice/Flying
Class: Freeze Pokémon
Abilities: Pressure
Height: 5'07"
Weight: 122.11bs
Type: Water
Class: Aquarabbit Pokémon
Abilities: Thick Fat/Huge Power
Height: 2'07"
Weight: 631bs
Type: Normal
Class: Polka Dot Pokémon
Abilities: Thick Fat/Huge Power
Height: 0.2m
Weight: 2.0kg
```

```
Type: Dragon
Class: Rock Head Pokémon
Abilities: Rock Head
Height: 2'00"
Weight: 92.81bs
Type: Ground/Psychic
Class: Clay Doll Pokémon
Abilities: Levitate
Height: 0.5m
Weight: 21.5kg
Type: Ghost
Class: Marionette Pokémon
Abilities: Insomnia
Height: 3'07"
Weight: 27.61bs
Type: Water/Ground
Class: Whiskers Pokémon
Abilities: Oblivious
Height: 0.4m
Weight: 1.9kg
Type: Grass
Class: Leaf Pokémon
Abilities: Overgrow
Height: 3'11"
Weight: 34.81bs
Type: Bug/Flying
Class: Butterfly Pokémon
Abilities: Swarm
Height: 1.0m
Weight: 28.4kg
Type: Bug/Poison
Class: Poison Bee Pokémon
Abilities: Swarm
Height: 3'03"
Weight: 65lbs
Type: Steel/Psychic
Class: Iron Ball Pokémon
Abilities: Clear Body
Height: 2'00"
Weight: 209.91bs
Type: Grass
Class: Flower Pokémon
```

Abilities: Chlorophyll Height: 1'04" Weight: 131bs Type: Grass/Poison Class: Flower Pokémon Abilities: Chlorophyll Height: 2'04" Weight: 8.81bs Type: Water Class: Turtle Pokémon Abilities: Torrent Height: 5'3" Weight: 188.5lbs Type: Fire/Fighting Class: Raging Fire Pokémon Abilities: Blaze Height: 1.9m Weight: 52.0kg Type: Normal Class: Love Pokémon Abilities: Natural Cure/Serene Grace Height: 4'11" Weight: 103.21bs Type: Grass/Fight Class: Mushroom Pokémon Abilities: Effect Spore Height: 1.2m Weight: 39.2kg Type: Grass/Poison Class: Seed Pokémon Abilities: Overgrow Height: 2'04" Weight: 15.21bs Type: Bug/Flying Class: Butterfly Pokémon Abilities: Compound Eyes Height: 3'07" Weight: 70.5lbs Type: Grass

Class: Cactus Pokémon

Abilities: Sand Veil Height: 0.4m Weight: 51.3kg Type: Grass/Dark Class: Cactus Pokémon Abilities: Sand Veil Height: 1.3m Weight: 77.4kg Type: Fire/Ground Class: Eruption Pokémon Abilities: Magna Armor Height: 1.9m Weight: 220.0kg Type: Water/Dark Class: Savage Pokémon Abilities: Rough Skin Height: 0.8m Weight: 20.8kg Type: Bug Class: Cocoon Pokémon Abilities: Shed Skin Height: 0.7m Weight: 11.5kg Type: Normal Class: Weather Pokémon Abilities: Forecast Height: 1'00" Weight: 1.08lbs Type: Bug Class: Worm Pokémon Abilities: Shield Dust Height: 1'00" Weight: 6.4lbs Type: Grass/Psychic Class: Time Travel Pokémon Abilities: Natural Cure Height: 2'00" Weight: 111bs Type: Normal Class: Egg Pokémon Abilities: Natural Cure/Serene Grace Height: 3'07"

Weight: 76.31bs

```
Type: Fire/Flying
Class: Flame Pokémon
Abilities: Blaze
Height: 5'07"
Weight: 199.5lbs
Type: Fire
Class: Lizard Pokémon
Abilities: Blaze
Height: 2'00"
Weight: 18.71bs
Type: Fire
Class: Flame Pokémon
Abilities: Blaze
Height: 3'07"
Weight: 41.9lbs
Type: Grass
Class: Leaf Pokémon
Abilities: Overgrow
Height: 2'11"
Weight: 14.11bs
Type: Psychic
Class: Wind Chime Pokémon
Abilities: Levitate
Height: 2'00"
Weight: 2.21bs
Type: Water/Electric
Class: Angler Pokémon
Abilities: Volt Absorb/Illuminate
Height: 1'08"
Weight: 26lbs
Type: Water
Class: Bivalve Pokémon
Abilities: Shell Armor
Height: 1'04"
Weight: 115.71bs
Type: Ground/Psychic
Class: Clay Doll Pokémon
Abilities: Levitate
Height: 1.5m
Weight: 108.0kg
Type: Normal
Class: Fairy Pokémon
Abilities: Cute Charm
```

Height: 4'03" Weight: 88.21bs Type: Normal Class: Fairy Pokémon Abilities: Cute Charm Height: 2'00" Weight: 16.5lbs Type: Normal Class: Star Shape Pokémon Abilities: Cute Charm Height: 1'00" Weight: 6.61bs Type: Water/Ice Class: Bivalve Pokémon Abilities: Shell Armor Height: 4'11" Weight: 292.11bs Type: Fire/Fight Class: Young Fowl Pokémon Abilities: Blaze Height: 0.9m Weight: 19.5kg Type: Water Class: Ruffian Pokémon Abilities: Shell Armor/Hyper Cutter Height: 0.6m Weight: 11.5kg Type: Water/Rock Class: Coral Pokémon Abilities: Hustle/Natural Cure Height: 2'00" Weight: 111bs Type: Rock/Grass Class: Barnacle Pokémon Abilities: Suction Cups Height: 1.5m Weight: 60.4kg Type: Water/Dark Class: Roque Pokémon Abilities: Shell Armor/Hyper Cutter Height: 1.1m Weight: 32.8kg 

Type: Poison/Flying Class: Bat Pokémon Abilities: Inner Focus Height: 5'11" Weight: 165.3lbs Type: Water Class: Big Jaw Pokémon Abilities: Torrent Height: 3'07" Weight: 55.11bs Type: Ground Class: Lonely Pokémon Abilities: Lightning Rod/Rock Head Height: 1'04" Weight: 14.31bs Type: Fire Class: Fire Mouse Pokémon Abilities: Blaze Height: 1'08" Weight: 17.4lbs Type: Normal Class: Calm Pokémon Abilities: Cute Charm Height: 1.1m Weight: 32.6kg Type: Ice/Flying Class: Delivery Pokémon Abilities: Hustle Height: 2'11" Weight: 35.61bs Type: Psychic Class: DNA Pokémon Abilities: Pressure Height: 5'05" Weight: 1341bs Type: Water/Ice Class: Sea Lion Pokémon Abilities: Thick Fat Height: 5'07" Weight: 264.61bs

Type: Ground Class: Mole Pokémon Abilities: Sand Veil/Arena Trap Height: 0'08" Weight: 1.81bs Type: Normal Class: Transform Pokémon Abilities: Limber Height: 1'00" Weight: 8.81bs Type: Normal/Flying Class: Triple Bird Pokémon Abilities: Run Away Height: 5'11" Weight: 1881bs Type: Normal/Flying Class: Twin Bird Pokémon Abilities: Run Away Height: 4'07" Weight: 861bs Type: Ground Class: Armor Pokémon Abilities: Sturdy Height: 3'07" Weight: 2651bs Type: Dragon Class: Dragon Pokémon Abilities: Shed Skin Height: 13'1" Weight: 36.41bs Type: Dragon/Flying Class: Dragon Pokémon Abilities: Inner Focus Height: 7'03" Weight: 4631bs Type: Dragon Class: Dragon Pokémon Abilities: Shed Skin Height: 5'11" Weight: 7.31bs Type: Psychic Class: Hypnosis Pokémon Abilities: Insomnia

Height: 3'03"

```
Weight: 71.4lbs
Type: Ground
Class: Mole Pokémon
Abilities: Sand Veil/Arena Trap
Height: 2'04"
Weight: 73.41bs
Type: Normal
Class: Land Snake Pokémon
Abilities: Run Away/Serene Grace
Height: 4'11"
Weight: 30.91bs
Type: Ghost
Class: Beckon Pokémon
Abilities: Pressure
Height: 5'03"
Weight: 67.5lbs
Type: Ghost
Class: Requiem Pokémon
Abilities: Levitate
Height: 2'07"
Weight: 33.11bs
Type: Bug/Poison
Class: Poison Moth Pokémon
Abilities: Shield Dust
Height: 1.2m
Weight: 31.6kg
Type: Normal
Class: Evolution Pokémon
Abilities: Run Away
Height: 1'00"
Weight: 14.3lbs
Type: Poison
Class: Snake Pokémon
Abilities: Shed Skin/Intimidate
Height: 6'07"
Weight: 15.21bs
Type: Electric
Class: Electric Pokémon
Abilities: Static
Height: 3'07"
```

Weight: 66.11bs
>> Electrike >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Type: Electric
Class: Lightning Pokémon
Abilities: Static/Lightning Rod
Height: 0.6m
Weight: 15.2kg
>> Electrode >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Type: Electric
Class: Ball Pokémon
Abilities: Soundproof/Static
Height: 3'11"
Weight: 147lbs
>> Elekid >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Type: Electric
Class: Electric Pokémon
Abilities: Static
Height: 2'00"
Weight: 51.81bs
>> Entei >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Type: Fire
Class: Volcano Pokémon
Abilities: Pressure
Height: 6'11"
Weight: 436.51bs
>> Espeon >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Type: Psychic
Class: Sun Pokémon
Abilities: Synchronize
Height: 2'11"
Weight: 58.41bs
>> Exeggcute >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Type: Grass/Psychic
Class: Egg Pokémon
Abilities: Chlorophyll
Height: 1'04"
Height: 1'04"
Height: 1'04" Weight: 5.5lbs
<pre>Height: 1'04" Weight: 5.5lbs &gt;&gt; Exeggcutor &gt;</pre>
<pre>Height: 1'04" Weight: 5.5lbs  &gt;&gt; Exeggcutor &gt;</pre>
<pre>Height: 1'04" Weight: 5.5lbs  &gt;&gt; Exeggcutor &gt;</pre>
<pre>Height: 1'04" Weight: 5.5lbs  &gt;&gt; Exeggcutor &gt;</pre>
<pre>Height: 1'04" Weight: 5.5lbs  &gt;&gt; Exeggcutor &gt;</pre>
<pre>Height: 1'04" Weight: 5.5lbs  &gt;&gt; Exeggcutor &gt;</pre>
<pre>Height: 1'04" Weight: 5.5lbs  &gt;&gt; Exeggcutor &gt;</pre>
<pre>Height: 1'04" Weight: 5.5lbs  &gt;&gt; Exeggcutor &gt;</pre>
<pre>Height: 1'04" Weight: 5.5lbs  &gt;&gt; Exeggcutor &gt;</pre>
<pre>Height: 1'04" Weight: 5.5lbs  &gt;&gt; Exeggcutor &gt;</pre>

```
Type: Normal/Flying
Class: Wild Duck Pokémon
Abilities: Keen Eye/Inner Focus
Height: 2'07"
Weight: 33.11bs
Type: Normal/Flying
Class: Beak Pokémon
Abilities: Keen Eye
Height: 3'11"
Weight: 83.81bs
Type: Water
Class: Fish Pokémon
Abilities: Swift Swim
Height: 2'00"
Weight: 16.31bs
Type: Water
Class: Big Jaw Pokémon
Abilities: Torrent
Height: 7'07"
Weight: 195.81bs
Type: Electric
Class: Wool Pokémon
Abilities: Static
Height: 2'07"
Weight: 29.31bs
Type: Fire
Class: Flame Pokémon
Abilities: Flash Fire
Height: 2'01"
Weight: 55.11bs
Type: Ground/Dragon
Class: Mystic Pokémon
Abilities: Levitate
Height: 2.0m
Weight: 82kg
Type: Bug/Steel
Class: Bagworm Pokémon
Abilities: Sturdy
Height: 3'11"
Weight: 277.3lbs
Type: Normal
```

Class: Long Body Pokémon Abilities: Run Away/Keen Eye Height: 5'11" Weight: 71.61bs Type: Psychic Class: Embrace Pokémon Abilities: Synchronize/Trace Height: 1.6m Weight: 48.4kg Type: Ghost/Poison Class: Gas Pokémon Abilities: Levitate Height: 4'03" Weight: 0.21bs Type: Ghost/Poison Class: Shadow Pokémon Abilities: Levitate Height: 4'11" Weight: 89.31bs Type: Rock/Ground Class: Rock Pokémon Abilities: Sturdy/Rock Head Height: 1'04" Weight: 441bs Type: Normal/Psychic Class: Long Neck Pokémon Abilities: Inner Focus/Early Bird Height: 4'11" Weight: 911bs Type: Ice Class: Face Pokémon Abilities: Inner Focus Height: 4'11" Weight: 565.51bs Type: Ground/Flying Class: Fly Scorpion Pokémon Abilities: Sand Veil/Hyper Cutter Height: 3'07" Weight: 142.9lbs 

Type: Grass/Poison

Class: Weed Pokémon Abilities: Chlorophyll Height: 2'07" Weight: 191bs Type: Poison/Flying Class: Bat Pokémon Abilities: Inner Focus Height: 5'03" Weight: 1211bs Type: Water Class: Goldfish Pokémon Abilities: Swift Swim/Water Veil Height: 2'00" Weight: 331bs Type: Water Class: Duck Pokémon Abilities: Damp/Cloud Nine Height: 5'07" Weight: 1691bs Type: Rock/Ground Class: Megaton Pokémon Abilities: Rock Head/Sturdy Height: 4'07" Weight: 6621bs Type: Water Class: South Sea Pokémon Abilities: Swift Swim Height: 5'11" Weight: 49.81bs Type: Normal Class: Fairy Pokémon Abilities: Intimidate Height: 4'07" Weight: 107.41bs Type: Rock/Ground Class: Rock Pokémon Abilities: Rock Head/Sturdy Height: 3'03" Weight: 2321bs Type: Poison Class: Sludge Pokémon Abilities: Stench/Sticky Hold

Height: 2'11"
Weight: 66lbs

```
Type: Ground
Class: Continent Pokémon
Abilities: Drought
Height: 11'06"
Weight: 2094lbs
Type: Grass
Class: Wood Gecko Pokémon
Abilities: Overgrow
Height: 2'11"
Weight: 481bs
Type: Fire
Class: Puppy Pokémon
Abilities: Flash Fire/Intimidate
Height: 2'04"
Weight: 41.91bs
Type: Psychic
Class: Manipulate Pokémon
Abilities: Thick Fat/Own Tempo
Height: 0.9m
Weight: 71.5kg
Type: Poison
Class: Stomach Pokémon
Abilities: Liquid Ooze/Sticky Hold
Height: 0.4m
Weight: 10.3kg
Type: Water/Flying
Class: Atrocious Pokémon
Abilities: Intimidate
Height: 21'04"
Weight: 5181bs
Type: Fight
Class: Thrust Pokémon
Abilities: Thick Fat/Guts
Height: 2.3m
Weight: 253.6kg
Type: Ghost/Poison
Class: Gas Pokémon
Abilities: Levitate
Height: 5'03"
```

Weight: 0.21bs

```
Type: Bug/Fight
Class: Singlehorn Pokémon
Abilities: Swarm/Guts
Height: 4'11"
Weight: 1201bs
Type: Fight
Class: Punching Pokémon
Abilities: Keen Eye
Height: 4'7"
Weight: 110.71bs
Type: Fight
Class: Kicking Pokémon
Abilities: Limber
Height: 4'11"
Weight: 109.81bs
Type: Fighting
Class: Handstand Pokémon
Abilities: Intimidate
Height: 4'07"
Weight: 105.81bs
Type: Fire
Class: Rainbow Pokémon
Abilities: Pressure
Height: 12'06"
Weight: 138.71bs
Type: Normal/Flying
Class: Owl Pokémon
Abilities: Insomnia/Keen Eye
Height: 2'04"
Weight: 46.7lbs
Type: Grass/Flying
Class: Cottonweed Pokémon
Abilities: Chlorophyll
Height: 1'04"
Weight: 1.11bs
Type: Water
Class: Dragon Pokémon
Abilities: Swift Swim
Height: 1'04"
Weight: 181bs
Type: Dark/Fire
Class: Dark Pokémon
```

Abilities: Flash Fire/Early Bird Height: 4'07" Weight: 77.21bs Type: Dark/Fire Class: Dark Pokémon Abilities: Flash Fire/Early Bird Height: 2'00" Weight: 23.81bs Type: Water Class: Deep Sea Pokémon Abilities: Swift Swim Height: 5'07" Weight: 59.5lbs Type: Psychic Class: Hypnosis Pokémon Abilities: Insomnia Height: 5'03" Weight: 166.7lbs Type: Normal Class: Balloon Pokémon Abilities: Cute Charm Height: 1'00" Weight: 21bs Type: Bug Class: Firefly Pokémon Abilities: Oblivious Height: 0.6m Weight: 17.7kg Type: Grass/Poison Class: Seed Pokémon Abilities: Overgrow Height: 3'03" Weight: 28.71bs Type: Normal Class: Balloon Pokémon Abilities: Cute Charm Height: 1'08"

Weight: 121bs

```
Type: Ice/Psychic
Class: Humanshape Pokémon
Abilities: Oblivious
Height: 3'03"
Weight: 71.4lbs
Type: Steel/Psychic
Class: Wish Pokémon
Abilities: Serene Grace
Height: 0'11"
Weight: 2,421bs
Type: Electric
Class: Lightning Pokémon
Abilities: Volt Absorb
Height: 2'07"
Weight: 54lbs
Type: Grass/Flying
Class: Cottonweed Pokémon
Abilities: Chlorophyll
Height: 2'07"
Weight: 6.61bs
Type: Rock/Water
Class: Shellfish Pokémon
Abilities: Swift Swim/Battle Armor
Height: 1'08"
Weight: 25.41bs
Type: Rock/Water
Class: Shellfish Pokémon
Abilities: Swift Swim/Battle Armor
Height: 4'03"
Weight: 89.31bs
Type: Psychic
Class: Psi Pokémon
Abilities: Synchronize/Inner Focus
Height: 4'03"
Weight: 1251bs
Type: Bug/Poison
Class: Cocoon Pokémon
Abilities: Shed Skin
Height: 2'00"
```

Weight: 221bs

Type: Normal Class: Parent Pokémon Abilities: Early Bird Height: 7'03" Weight: 176.4lbs Type: Normal Class: Color Swap Pokémon Abilities: Color Change Height: 3'03" Weight: 48.51bs Type: Water/Dragon Class: Dragon Pokémon Abilities: Swift Swim Height: 5'11" Weight: 3361bs Type: Water Class: Pincer Pokémon Abilities: Shell Armor Height: 4'03" Weight: 132.31bs Type: Psychic Class: Emotion Pokémon Abilities: Trace/Synchronize Height: 0.8m Weight: 20.2Kg Type: Poison Class: Poison Gas Pokémon Abilities: Levitate Height: 2'00" Weight: 21bs Type: Water Class: River Crab Pokémon Abilities: Shell Armor Height: 1'04" Weight: 14.3lbs Type: Water Class: Sea Basin Pokémon Abilities: Drizzle Height: 14'09" Weight: 776lbs 

```
Type: Steel/Rock
Class: Iron Armor Pokémon
Abilities: Sturdy/Rock Head
Height: 0.9m
Weight: 120.0kg
Type: Electric/Water
Class: Light Pokémon
Abilities: Volt Absorb/Illuminate
Height: 3'11"
Weight: 50lbs
Type: Water
Class: Transport Pokémon
Abilities: Shell Armor/Water Absorb
Height: 8'02"
Weight: 485lbs
Type: Rock/Ground
Class: Rock Skin Pokémon
Abilities: Guts
Height: 2'00"
Weight: 158.71bs
Type: Dragon/Psychic
Class: Eon Pokémon
Abilities: Levitate
Height: 4'07"
Weight: 88.21bs
Type: Dragon/Psychic
Class: Eon Pokémon
Abilities: Levitate
Height: 6'07"
Weight: 132.31bs
Type: Bug/Flying
Class: Five Star Pokémon
Abilities: Swarm/Early Bird
Height: 4'03"
Weight: 78.51bs
Type: Bug/Flying
Class: Five Star Pokémon
Abilities: Swarm/Early Bird
Height: 3'03"
Weight: 23.81bs
Type: Normal
Class: Licking Pokémon
```

Abilities: Oblivous/Own Tempo Height: 3'11" Weight: 144.4lbs Type: Rock/Grass Class: Sea Lily Pokémon Abilities: Suction Cups Height: 1.0m Weight: 23.8Kg Type: Normal Class: Rush Pokémon Abilities: Pickup Height: 0.5m Weight: 32.5Kg Type: Water/Grass Class: Jolly Pokémon Abilities: Swift Swim/Rain Dish Height: 1.2m Weight: 32.5Kg Type: Water/Grass Class: Water Weed Pokémon Abilities: Swift Swim/Rain Dish Height: 0.5m Weight: 2.6Kg Type: Normal Class: Big Voice Pokémon Abilities: Soundproof Height: 1.0m Weight: 40.5Kg Type: Water/Grass Class: Crowned Pokémon Abilities: Swift Swim/Rain Dish Height: 1.5m Weight: 55.0Kg Type: Psychic/Flying Class: Diving Pokémon Abilities: Pressure Height: 17'10" Weight: 476.21bs Type: Rock/Psychic Class: Meteorite Pokémon Abilities: Levitate

Height: 1.0m Weight: 168Kg

```
Type: Water
Class: Rendezvous Pokémon
Abilities: Swift Swim
Height: 2'00"
Weight: 19.21bs
Type: Fight
Class: Superpower Pokémon
Abilities: Guts
Height: 5'03"
Weight: 2871bs
Type: Fight
Class: Superpower Pokémon
Abilities: Guts
Height: 4'11"
Weight: 155lbs
Type: Fight
Class: Superpower Pokémon
Abilities: Guts
Height: 2'07"
Weight: 431bs
Class: Live Coal Pokémon
Abilities: Flame Body
Height: 2'04"
Weight: 47.21bs
Type: Fire/Rock
Class: Lava Pokémon
Abilities: Flame Body/Magma Armor
Height: 2'07"
Weight: 1211bs
Type: Water
Class: Fish Pokémon
Abilities: Swift Swim
Height: 2'11"
Weight: 221bs
Type: Fire
Class: Spitfire Pokémon
Abilities: Flame Body
Height: 4'03"
Weight: 98.11bs
```

```
Type: Electric/Steel
Class: Magnet Pokémon
Abilities: Sturdy/Magnet Pull
Height: 1'00"
Weight: 131bs
Type: Electric/Steel
Class: Magnet Pokémon
Abilities: Magnet Pull/Sturdy
Height: 3'03"
Weight: 1321bs
Type: Fight
Class: Guts Pokémon
Abilities: Thick Fat/Guts
Height: 1.0m
Weight: 86.4Kg
Type: Electric
Class: Discharge Pokémon
Abilities: Static/Lightning Rod
Height: 1.5m
Weight: 40.2Kg
Type: Fight
Class: Pig Monkey Pokémon
Abilities: Vital Spirit
Height: 1'08"
Weight: 61.71bs
Type: Water/Flying
Class: Kite Pokémon
Abilities: Swift Swim/Water Absorb
Height: 6'11"
Weight: 485lbs
Type: Electric
Class: Wool Pokémon
Abilities: Static
Height: 2'00"
Weight: 17.21bs
Type: Water
Class: Aquamouse Pokémon
Abilities: Thick Fat/Huge Power
Height: 1'04"
Weight: 181bs
Type: Ground
Class: Bone Keeper Pokémon
Abilities: Rock Head/Lightning Rod
```

Height: 3'03" Weight: 99.21bs Type: Water/Ground Class: Mud Fish Pokémon Abilities: Torrent Height: 0.7m Weight: 28.0Kg Type: Bug/Flying Class: Eyeball Pokémon Abilities: Intimidate Height: 0.8m Weight: 3.6Kg Type: Steel Class: Deceiver Pokémon Abilities: Hyper Cutter/Intimidate Height: 0.6m Weight: 11.5Kg Type: Fight/Psychic Class: Meditate Pokémon Abilities: Pure Power Height: 1.3m Weight: 31.5Kg Type: Fight/Psychic Class: Meditate Pokémon Abilities: Pure Power Height: 0.6m Weight: 11.2Kg Type: Grass Class: Herb Pokémon Abilities: Overgrow Height: 5'11" Weight: 221.6lbs Type: Normal Class: Sratch Cat Pokémon Abilities: Pick Up Height: 1'04" Weight: 9.31bs Type: Steel/Psychic Class: Iron Leg Pokémon Abilities: Clear Body Height: 5'03" Weight: 1212.5lbs 

Type: Steel/Psychic Class: Iron Claw Pokémon Abilities: Clear Body Height: 3'11" Weight: 446.4lbs Type: Bug Class: Cocoon Pokémon Abilities: Shed Skin Height: 2'04" Weight: 21.81bs Type: Psychic Class: Mew Specie Pokémon Abilities: Synchronize Height: 1'04" Weight: 8.81bs Type: Psychic Class: Genetic Pokémon Abilities: Pressure Height: 6'07" Weight: 2691bs Type: Dark Class: Bite Pokémon Abilities: Intimidate Height: 1.0m Weight: 37.0Kg Type: Water Class: Tender Pokémon Abilities: Marvel Scale Height: 20'04" Weight: 357.11bs Type: Normal Class: Milk Cow Pokémon Abilities: Thick Fat Height: 3'11" Weight: 166.4lbs Type: Electric Class: Cheering Pokémon Abilities: Minus Height: 0.4m Weight: 4.2Kg Type: Ghost Class: Screech Pokémon

Height: 2'04"

Abilities: Levitate

Weight: 2.21bs Type: Psychic Class: Barrier Pokémon Abilities: Soundproof Height: 4'03" Weight: 120.11bs Type: Fire/Flying Class: Flame Pokémon Abilities: Pressure Height: 6'07" Weight: 132.3lbs Type: Water Class: Mud Fish Pokémon Abilities: Torrent Height: 0.4m Weight: 7.6Kg Type: Poison Class: Sludge Pokémon Abilities: Stench/Sticky Hold Height: 3'11" Weight: 66lbs Type: Dark/Flying Class: Darkness Pokémon Abilities: Insomnia Height: 1'08" Weight: 4.61bs Type: Psychic/Flying Class: Little Bird Pokémon Abilities: Synchronize/Early Bird Height: 0'08" Weight: 41bs Type: Poison/Ground Class: Drill Pokémon Abilities: Poison Point Height: 4'07" Weight: 136.7lbs Type: Poison/Ground Class: Drill Pokémon Abilities: Poison Point

Height: 4'03"

```
Weight: 132.31bs
Type: Poison
Class: Poison Pin Pokémon
Abilities: Poison Point
Height: 1'04"
Weight: 15.4lbs
Type: Poison
Class: Poison Pin Pokémon
Abilities: Poison Point
Height: 1'08"
Weight: 19.81bs
Type: Poison
Class: Poison Pin Pokémon
Abilities: Poison Point
Height: 2'07"
Weight: 44.11bs
Type: Poison
Class: Poison Pin Pokémon
Abilities: Poison Point
Height: 2'11"
Weight: 431bs
Type: Bug/Ground
Class: Trainee Pokémon
Abilities: Compound Eyes
Height: 0.5m
Weight: 5.5Kg
Type: Fire
Class: Fox Pokémon
Abilities: Flash Fire
Height: 3'07"
Weight: 44lbs
Type: Bug/Flying
Class: Ninja Pokémon
Abilities: Speed Boost
Height: 0.8m
Weight: 12.0Kg
Type: Normal/Flying
Class: Owl Pokémon
Abilities: Insomnia/Keen Eye
Height: 5'03"
Weight: 89.91bs
Type: Rock
```

Class: Compass Pokémon Abilities: Sturdy/Magnet Pull Height: 1.0m Weight: 97.0Kg Type: Fire/Ground Class: Numb Pokémon Abilities: Oblivious Height: 0.7m Weight: 24.0kg Type: Grass/Dark Class: Wily Pokémon Abilities: Chlorophyll/Early Bird Height: 1.0m Weight: 28.0kg Type: Water Class: Jet Pokémon Abilities: Suction Cups Height: 2'11" Weight: 62.81bs Type: Grass/Poison Class: Weed Pokémon Abilities: Chlorophyll Height: 1'08" Weight: 121bs Type: Rock/Water Class: Spiral Pokémon Abilities: Shell Armor/Swift Swim Height: 1'04" Weight: 16.5lbs Type: Rock/Water Class: Spiral Pokémon Abilities: Shell Armor/Swift Swim Height: 3'03" Weight: 77.21bs Type: Rock/Ground Class: Rock Snake Pokémon Abilities: Sturdy/Rock Head Height: 28'10" Weight: 4631bs 

```
Type: Bug/Grass
Class: Mushroom Pokémon
Abilities: Effect Spore
Height: 1'00"
Weight: 11.91bs
Type: Bug/Grass
Class: Mushroom Pokémon
Abilities: Effect Spore
Height: 3'03"
Weight: 65lbs
Type: Water/Flying
Class: Waterbird Pokémon
Abilities: Keen Eye
Height: 1.2m
Weight: 28.0Kg
Type: Normal
Class: Classy Cat Pokémon
Abilities: Limber
Height: 3'03"
Weight: 70.51bs
Type: Ground
Class: Long Nose Pokémon
Abilities: Pick Up
Height: 1'08"
Weight: 74lbs
Type: Electric
Class: Tiny Mouse Pokémon
Abilities: Static
Height: 1'00"
Weight: 41bs
Type: Normal/Flying
Class: Bird Pokémon
Abilities: Keen Eye
Height: 4'11"
Weight: 87.11bs
Type: Normal/Flying
Class: Bird Pokémon
Abilities: Keen Eye
Height: 3'07"
Weight: 66.11bs
Type: Normal/Flying
```

Class: Tiny Bird Pokémon Abilities: Keen Eye Height: 1'00" Weight: 41bs Type: Electric Class: Mouse Pokémon Abilities: Static Height: 1'04" Weight: 131bs Type: Ice/Ground Class: Swine Pokémon Abilities: Oblivious Height: 3'07" Weight: 1231bs Type: Bug Class: Bagworm Pokémon Abilities: Sturdy Height: 2'00" Weight: 15.9lbs Type: Bug Class: Stagbeetle Pokémon Abilities: Hyper Cutter Height: 4'11" Weight: 1211bs Type: Electric Class: Cheering Pokémon Abilities: Plus Height: 0.4m Weight: 4.2Kg Type: Water Class: Frog Pokémon Abilities: Damp/Water Absorb Height: 3'07" Weight: 74.71bs Type: Water Class: Tadpole Pokémon Abilities: Damp/Water Absorb Height: 2'00" Weight: 27.31bs Type: Water Class: Tadpole Pokémon Abilities: Damp/Water Absorb Height: 3'03"

Weight: 44.11bs

Type: Water/Fight Class: Tadpole Pokémon Abilities: Damp/Water Absorb Height: 4'03" Weight: 1191bs Type: Fire Class: Fire Horse Pokémon Abilities: Flash Fire/Run Away Height: 3'03" Weight: 66.11bs Type: Dark Class: Bite Pokémon Abilities: Run Away Height: 0.5m Weight: 13.6Kg Type: Normal Class: Virtual Pokémon Abilities: Trace Height: 2'07" Weight: 80.51bs Type: Normal Class: Virtual Pokémon Abilities: Trace Height: 2'00" Weight: 71.61bs Type: Fight Class: Pig Monkey Pokémon Abilities: Vital Spirit Height: 3'03" Weight: 70.51bs Type: Water Class: Duck Pokémon Abilities: Damp/Cloud Nine Height: 2'07" Weight: 431bs Type: Rock/Ground Class: Hard Shell Pokémon Abilities: Shed Skin Height: 3'11" Weight: 335.11bs 

```
Type: Water/Ground
Class: Water Fish Pokémon
Abilities: Damp/Water Absorb
Height: 4'07"
Weight: 165.3lbs
Type: Fire
Class: Volcano Pokémon
Abilities: Blaze
Height: 2'11"
Weight: 41.91bs
Type: Water/Poison
Class: Balloon Pokémon
Abilities: Swift Swim/Poison Point
Height: 1'08"
Weight: 8.61bs
Type: Electric
Class: Mouse Pokémon
Abilities: Static
Height: 2'07"
Weight: 66lbs
Type: Electric
Class: Thunder Pokémon
Abilities: Pressure
Height: 6'03"
Weight: 392.41bs
Type: Psychic
Class: Feeling Pokémon
Abilities: Synchronize/Trace
Height: 0.4m
Weight: 6.6Kg
Type: Fire
Class: Fire Horse Pokémon
Abilities: Flash Fire/Run Away
Height: 5'05"
Weight: 209.41bs
Type: Normal
Class: Mouse Pokémon
Abilities: Guts/Run Away
Height: 2'04"
```

Weight: 40.81bs

```
Type: Normal
Class: Mouse Pokémon
Abilities: Guts/Run Away
Height: 1'00"
Weight: 7.71bs
Type: Dragon/Flying
Class: Sky High Pokémon
Abilities: Air Lock
Height: 23'00"
Weight: 455.21bs
Type: Ice
Class: Ice Berg Pokémon
Abilities: Clear Body
Height: 5'11"
Weight: 385.81bs
Class: Rock Peak Pokémon
Abilities: Clear Body
Height: 5'07"
Weight: 507.11bs
Type: Steel
Class: Iron Pokémon
Abilities: Clear Body
Height: 6'03"
Weight: 451.9lbs
Type: Water/Rock
Class: Longevity Pokémon
Abilities: Swift Swim/Rock Head
Height: 3'03"
Weight: 51.61bs
Type: Water
Class: Jet Pokémon
Abilities: Hustle
Height: 2'00"
Weight: 26.5lbs
Type: Ground/Rock
Class: Drill Pokémon
Abilities: Rock Head/Lightning Rod
Height: 6'03"
Weight: 265lbs
Type: Ground/Rock
Class: Spikes Pokémon
```

Abilities: Rock Head/Lightning Rod Height: 3'03" Weight: 254lbs Type: Grass/Poison Class: Thorn Pokémon Abilities: Natural Cure/Poison Point Height: 0.3m Weight: 2.0Kg Type: Dark/Ghost Class: Darkness Pokémon Abilities: Keen Eye Height: 0.5m Weight: 11.0Kg Type: Dragon/Flying Class: Dragon Pokémon Abilities: Intimidate Height: 4'11" Weight: 226.21bs Type: Ground Class: Mouse Pokémon Abilities: Sand Veil Height: 2'00" Weight: 261bs Type: Ground Class: Mouse Pokémon Abilities: Sand Veil Height: 3'03" Weight: 651bs Type: Grass Class: Forest Pokémon Abilities: Overgrow Height: 5'7" Weight: 1151bs Type: Bug/Steel Class: Pincer Pokémon Abilities: Swarm Height: 5'11" Weight: 260.11bs Type: Grass/Flying Class: Mantis Pokémon

Abilities: Swarm Height: 4'11" Weight: 123.51bs Type: Water Class: Dragon Pokémon Abilities: Poison Point Height: 3'11" Weight: 55lbs Type: Water Class: Goldfish Pokémon Abilities: Swift Swim/Water Veil Height: 4'03" Weight: 861bs Type: Ice/Water Class: Ball Roll Pokémon Abilities: Thick Fat Height: 3'07" Weight: 193.11bs Type: Grass Class: Acorn Pokémon Abilities: Chlorophyll/Early Bird Height: 0.5m Weight: 4Kg Type: Water Class: Sea Lion Pokémon Abilities: Thick Fat Height: 3'07" Weight: 198.41bs Type: Normal Class: Scout Pokémon Abilities: Run Away/Keen Eye Height: 2'07" Weight: 13.21bs Type: Poison Class: Fanged Snake Pokémon Abilities: Shed Skin Height: 2.7m Weight: 52.5Kg Type: Water/Dark Class: Brutal Pokémon Abilities: Rough Skin

Height: 1.8m Weight: 88.8Kg

```
Type: Bug/Ghost
Class: Shed Pokémon
Abilities: Wonder Guard
Height: 0.8m
Weight: 1.2Kg
Type: Dragon
Class: Endurance Pokémon
Abilities: Rock Head
Height: 3'07"
Weight: 243.61bs
Type: Water
Class: Bivalve Pokémon
Abilities: Shell Armor
Height: 1'00"
Weight: 8.81bs
Type: Grass/Dark
Class: Malicious Pokémon
Abilities: Early Bird/Chlorophyll
Height: 1.0m
Weight: 28.0Kg
Type: Grass
Class: Mushroom Pokémon
Abilities: Effect Spore
Height: 0.4m
Weight: 4.5Kg
Type: Bug/Rock
Class: Mold Pokémon
Abilities: Sturdy
Height: 2'00"
Weight: 45.21bs
Type: Ghost
Class: Puppet Pokémon
Abilities: Insomnia
Height: 2'00"
Weight: 5.11bs
Type: Bug
Class: Cocoon Pokémon
Abilities: Shed Skin
Height: 0.6m
Weight: 10.0Kg
Type: Steel/Flying
Class: Armor Bird Pokémon
Abilities: Keen Eye/Sturdy
```

Height: 5'07" Weight: 1121bs Type: Grass/Flying Class: Cottonweed Pokémon Abilities: Chlorophyll Height: 2'00" Weight: 2.21bs Type: Normal Class: Kitten Pokémon Abilities: Cute Charm Height: 0.6m Weight: 11.0Kg Type: Normal Class: Lazy Pokémon Abilities: Truant Height: 2.0m Weight: 130.5Kg Type: Normal Class: Slacker Pokémon Abilities: Truant Height: 0.8m Weight: 24.0Kg Type: Water/Psychic Class: Hermit Crab Pokémon Abilities: Own Tempo/Oblivious Height: 5'3" Weight: 173.11bs Type: Water/Psychic Class: Royal Pokémon Abilities: Own Tempo/Oblivious Height: 6'07" Weight: 175.3lbs Type: Water/Psychic Class: Dopey Pokémon Abilities: Own Tempo/Oblivious Height: 3'11" Weight: 79.41bs Type: Fire Class: Lava Pokémon Abilities: Flame Body/Magna Armor Height: 2'03" Weight: 77lbs 

Type: Normal Class: Painter Pokémon Abilities: Own Temp Height: 3'11" Weight: 127.9lbs Type: Ice/Psychic Class: Kiss Pokémon Abilities: Oblivious Height: 1'04" Weight: 13.21bs Type: Dark/Ice Class: Sharp Claw Pokémon Abilities: Inner Focus/Keen Eye Height: 2'11" Weight: 61.71bs Type: Normal Class: Sleeping Pokémon Abilities: Immunity/Thick Fat Height: 6'11" Weight: 1041.11bs Class: Snow Hat Pokémon Abilities: Inner Focus Height: 2'04" Weight: 371bs Type: Normal Class: Fairy Pokémon Abilities: Intimidate/Run Away Height: 2'00" Weight: 17.21bs Type: Rock/Psychic Class: Meteorite Pokémon Abilities: Levitate Height: 1.2m Weight: 154Kg Type: Normal/Flying Class: Tiny Bird Pokémon Abilities: Keen Eye Height: 1'00" Weight: 4.4lbs Type: Ice/Water Class: Clap Pokémon

Abilities: Thick Fat Height: 2'07"

```
Weight: 87.11bs
Type: Bug/Poison
Class: String Spit Pokémon
Abilities: Insomnia/Swarm
Height: 1'08"
Weight: 18.71bs
Type: Normal
Class: Spot Panda Pokémon
Abilities: Own Pace
Height: 1.1m
Weight: 5.0Kg
Type: Psychic
Class: Bounce Pokémon
Abilities: Thick Fat/Own Tempo
Height: 0.7m
Weight: 30.6Kg
Type: Water
Class: Tiny Turtle Pokémon
Abilities: Torrent
Height: 1'8"
Weight: 19.81bs
Type: Normal
Class: Big Horn Pokémon
Abilities: Intimidate
Height: 4'07"
Weight: 1571bs
Type: Water/Psychic
Class: Mysterious Pokémon
Abilities: Natural Cure/Illuminate
Height: 3'07"
Weight: 1761bs
Type: Water
Class: Starshape Pokémon
Abilities: Natural Cure/Illuminate
Height: 2'07"
Weight: 76lbs
Type: Steel/Ground
Class: Iron Snake Pokémon
Abilities: Sturdy/Rock Head
Height: 30'02"
Weight: 881.81bs
Type: Rock
```

Class: Imitation Pokémon Abilities: Rock Head/Sturdy Height: 3'11" Weight: 83.81bs Type: Water Class: Aurora Pokémon Abilities: Pressure Height: 6'07" Weight: 412.31bs Type: Grass Class: Sun Pokémon Abilities: Chlorophyll Height: 2'07" Weight: 18.71bs Type: Grass Class: Seed Pokémon Abilities: Chlorophyll Height: 1'00" Weight: 41bs Type: Bug/Water Class: Pond Skater Pokémon Abilities: Swift Swim Height: 0.5m Weight: 1.7Kg Type: Normal/Flying Class: Cotton Bird Pokémon Abilities: Natural Cure Height: 0.4m Weight: 1.2Kg Type: Poison Class: Poison Bag Pokémon Abilities: Liquid Ooze/Sticky Hold Height: 1.7m Weight: 80Kg Type: Water/Ground Class: Mud Fish Pokémon Abilities: Torrent Height: 1.5m Weight: 81.9Kg Type: Normal/Flying Class: Swallow Pokémon Abilities: Guts Height: 0.7m

Weight: 19.8Kg

Type: Ice/Ground Class: Pig Pokémon Abilities: Oblivious Height: 1'04" Weight: 14.31bs Type: Normal/Flying Class: Tiny Swallow Pokémon Abilities: Guts Height: 0.3m Weight: 2.3Kg Type: Grass Class: Vine Pokémon Abilities: Chlorophyll Height: 3'03" Weight: 7.21bs Type: Normal Class: Wild Bull Pokémon Abilities: Intimidate Height: 4'07" Weight: 194.9lbs Type: Normal Class: Little Bear Pokémon Abilities: Pick Up Height: 2'00" Weight: 19.41bs Type: Water/Poison Class: Jellyfish Pokémon Abilities: Clear Body/Liquid Ooze Height: 2'11" Weight: 100lbs Type: Water/Poison Class: Jellyfish Pokémon Abilities: Liquid Ooze/Clear Body Height: 5'03" Weight: 1211bs Type: Normal Class: Spike Ball Pokémon Abilities: Serene Grace/Hustle Height: 1'00"

Weight: 3.31bs

```
Type: Normal/Flying
Class: Heart Pokémon
Abilities: Serene Grace/Hustle
Height: 2'00"
Weight: 7.11bs
Type: Fire
Class: Chick Pokémon
Abilities: Blaze
Height: 1'4"
Weight: 61bs
Type: Fire
Class: Coal Pokémon
Abilities: White Smoke
Height: 0.5m
Weight: 80.4Kg
Type: Water
Class: Big Jaw Pokémon
Abilities: Torrent
Height: 2'00"
Weight: 20.91bs
Type: Ground
Class: Ant Pit Pokémon
Abilities: Hyper Cutter/Arena Trap
Height: 0.7m
Weight: 15.0Kg
Type: Grass
Class: Wood Gecko Pokémon
Abilities: Overgrow
Height: 1'8"
Weight: 111bs
Type: Grass/Flying
Class: Fruit Pokémon
Abilities: Chlorophyll
Height: 6'07"
Weight: 220.5lbs
Type: Fire
Class: Volcano Pokémon
Abilities: Blaze
Height: 5'07"
Weight: 175.3lbs
Type: Rock/Dark
Class: Armor Pokémon
```

Abilities: Sand Stream Height: 6'07" Weight: 445.3lbs Type: Fight Class: Scuffle Pokémon Abilities: Guts Height: 2'04" Weight: 16.31bs Type: Dark Class: Moonlight Pokémon Abilities: Synchronize Height: 3'03" Weight: 59.5lbs Type: Psychic Class: Symbol Pokemon Abilities: Levitate Height: 1'08" Weight: 111bs Type: Normal Class: Hibernator Pokémon Abilities: Guts Height: 5'11" Weight: 277.3lbs Type: Water Class: Bubble Jet Pokémon Abilities: Water Absorb Pokémon Height: 3'03" Weight: 63.91bs Type: Bug/Poison Class: Poison Moth Pokémon Abilities: Compound Eyes Height: 4'11" Weight: 27.61bs Type: Bug/Poison Class: Insect Pokémon Abilities: Compound Eyes Height: 3'03"

Weight: 66.11bs

Type: Grass/Poison Class: Seed Pokémon Abilities: Overgrow Height: 6'07" Weight: 220.51bs Type: Ground/Dragon Class: Vibration Pokémon Abilities: Levitate Height: 1.1m Weight: 15.3Kg Type: Grass/Poison Class: Flycatcher Pokémon Abilities: Chlorophyll Height: 5'07" Weight: 34.21bs Type: Normal Class: Wild Monkey Pokémon Abilities: Vital Spirit Height: 1.4m Weight: 46.5Kg Type: Grass/Poison Class: Flower Pokémon Abilities: Chlorophyll Height: 3'11" Weight: 411bs Type: Bug Class: Firefly Pokémon Abilities: Illuminate/Swarm Height: 0.7m Weight: 17.7Kg Type: Electric Class: Ball Pokémon Abilities: Soundproof/Static Height: 1'08" Weight: 231bs Type: Fire Class: Fox Pokémon Abilities: Flash Fire Height: 2'00" Weight: 221bs 

```
Type: Water
Class: Ball Whale Pokémon
Abilities: Water Veil/Oblivious
Height: 2.0m
Weight: 130.0Kg
Type: Water
Class: Float Whale Pokémon
Abilities: Water Veil/Oblivious
Height: 14.5m
Weight: 398.0Kg
Type: Ice/Water
Class: Ice Break Pokémon
Abilities: Thick Fat
Height: 4'07"
Weight: 3321bs
Class: Turtle Pokémon
Abilities: Torrent
Height: 3'3"
Weight: 49.61bs
Type: Bug/Poison
Class: Hairy Pokémon
Abilities: Shield Dust
Height: 1'00"
Weight: 7.11bs
Type: Grass/Poison
Class: Flycatcher Pokémon
Abilities: Chlorophyll
Height: 3'03"
Weight: 14.11bs
Type: Poison
Class: Poison Gas Pokémon
Abilities: Levitate
Height: 3'11"
Weight: 211bs
Type: Water/Ground
Class: Whiskers Pokémon
Abilities: Oblivious
Height: 0.9m
Weight: 23.6Kg
Type: Normal
```

Class: Whisper Pokémon

Abilities: Soundproof Height: 0.6m Weight: 16.3Kg Type: Normal Class: Balloon Pokémon Abilities: Cute Charm Height: 3'03" Weight: 261bs Type: Water/Flying Class: Seagull Pokémon Abilities: Keen Eye Height: 0.6m Weight: 9.5Kg Type: Psychic Class: Patient Pokémon Abilities: Shadow Tag Height: 4'03" Weight: 63lbs Type: Water/Ground Class: Water Fish Pokémon Abilities: Damp/Water Absorb Height: 1'04" Weight: 18.71bs Type: Bug Class: Worm Pokémon Abilities: Shield Dust Height: 0.3m Weight: 3.6Kg Type: Psychic Class: Bright Pokémon Abilities: Shadow Tag Height: 2'00" Weight: 30.91bs X Type: Psychic/Flying Class: Mystic Pokémon Abilities: Early Bird/Synchronize Height: 4'11" Weight: 331bs 

Type: Bug/Flying Class: Clear Wing Pokémon Abilities: Speed Boost/Compound Eyes Height: 3'11" Weight: 83.81bs 7. Type: Normal Class: Cat Ferret Pokémon Abilities: Immunity Height: 1.3m Weight: 40.3kg Type: Electric/Flying Class: Electric Pokémon Abilities: Pressure Height: 5'03" Weight: 1161bs Type: Normal Class: Tiny Raccoon Pokémon Abilities: Pickup Height: 0.4m Weight: 17,5kg Type: Poison/Flying Class: Bat Pokémon Abilities: Inner Focus Height: 2'07" Weight: 171bs \_\_\_\_\_\_ 5.7- Individual and Effort Values [A507] \_\_\_\_\_\_ Every Pokémon has his own Individual Value or that ranges between 1 and 13. You can't change the IV so if you want to raise the stats of your Pokémon properly. Pokémon that you breed yourself have a higher chance of having good IV but that won't work always. There are a couple of good FAQs on IV and EV on GameFAQs that explain it better.

Each time a Pokémon fights another Pokémon, he gets a certain amount of EV. It doesn't matter how long he fought as long has he is been in the battle. You

could bring out all Pokémon and they would all get the full amount. If a Pokémon is wearing the Macho Brace, the amount of EV he gets is doubled. If a Pokémon suffers from Pokerus, the amount will be doubled too so make sure all your Pokémon get infected if one is 'sick'.

You can also get Effort Points by using items like Protein. They give you ten EV but you can gain 100 EV maximum. Some Pokémon give more than 1 EV when you fight them. Evolved forms usually give more EV like Charizard gives 3. Each Pokémon gives EV in his own characteristic so you can decide which stats you want to raise.

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6.1- Pokémon [A601]

Here you can view all the data about your Pokémon like what there moves are, how strong they are and what their nature is. You can also switch the order

what is important in certain fights. You can also give your Pokémon an item to hold. That way, it may give some extra benefits like with Exp Share.

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6.2- P\*DA [A602]

The P\*DA is a multi tasking machine. P\*DA is short for Personal Digital

Assistant and there are devices that look like that in real life too. You can view your name and your ID number next to your picture in the P\*DA. At the right side you can view how much money you have in Poke Dollars and the number of Poke Coupons you have earned, you earn them at Mt Battle. You can also view how long you have been playing.

You can also view a list of the Pokémon you have snagged. Pokémon that are purified are marked with a clear Pokeball, Shadow Pokémon will be marked with a dark Pokeball. Pokémon that you haven't snagged won't have an icon. You can also see from whom you snagged him.

The next thing is the strategy memo. You can get information about all the Pokémon you have met from the teacher in the Pre-Gym in Phenac City. The strategy memo won't be updated automatically so you'll have to go back regularly.

The last thing in the P\*DA is Wes' mail. In the previous parts, people could always call our hero but Nintendo saw how popular mail got and now Wes has a connection to a mail server. You'll get multiple, important mails during the game like from Eagun, Rui's grandfather.

6.3- PC

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The PC can be found in all of the Pokémon Centers and in all the Break Rooms at Mt Battle. There are also a couple of other locations with PCs. You need to use a PC to Save your game, store items you don't need directly on a PC or store Pokémon on your PC. You can store up to 90 Pokémon. But technically, you can only store 52 Pokémon because you can't catch more Pokémon in this game and you can't give Pokémon from Ruby to Colosseum, you need to trade them.

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7- Items [A700]

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7.1- Items [A701]

You can't get all of these items in Pokémon Colosseum. You can get all these items by trading with other versions of Pokémon (Ruby-Sapphire-Leaf Green-Fire Red). It might be noted that some items don't have an effect in Pokémon Colosseum like Repel.

Item	Effect 
Amulet Coin	   Doubles money won in battle (hold)
Antidote	Heals the Poison Status effect.
Awakening	Heals the Sleep Status effect.
. <del>-</del>	None
Black Belt	Raises strength of Fighting Type moves.
Black Glasses	Raises strength of Dark Type moves.
Black Flute	Repels Wild Pokémon.
Blue Flute	Wakes up Pokémon.
Blue Scarf	Increases Beauty rating (hold).
	Needed to get the Water Stone.
Bright Powder	Lowers opponents Accuracy (hold).
Burn Heal	Heals the Burn Status Effect.
Calcium	Raises Special Attack.
Carbos	Raises Speed.
Charcoal	Raises strength of Fire Type moves.
Cleanse Tag	Encounter less wild Pokémon.
Deep Sea Scale	Trade Evolution item.
=	Trade Evolution item.
Dire Hit	Raises Critical Hit rate in battle.
Dragon Fang	Raises strength of Dragon Type moves.
	Evolution item.
=	Heals 10 PP of all moves.
Energy Root	Heals 200 HP but doesn't taste good.
	Heals 50 HP.
Escape Rope	Escape from a cave or buildings.
	Heals 10 PP of one move.
Everstone	Stops a Pokémon with this item from evolving.
Exp. Share	The Pokémon with this item will gain experience points
Fire Stone	Evolution item.
Fluffy Tail	Escape from Wild Pokémon.
_	Can prevent fainting.
	Heals 50 HP.
Full Heal	Heals all Status effects.
Full Restore	Completely heals a Pokémon (status effects and HP)
	None
Green Scarf	Increases smartness (hold).
	Needed to get the Leaf Stone.
	Stats won't be reduced during battle.
<del>-</del>	None
Hard Stone	Raises strength of Rock Type moves.
	Heals all Status effects.
Hoart Caalo	Needed in Duby/Comphine

Heart Scale | Needed in Ruby/Sapphire.

| Raises the Maximum HP of a Pokémon. Hyper Potion | Heals 200 hp. | Heals the Freeze Status Effect. Ice Heal | Raises Defense. Iron Kings Rock | An item that might evolve a Pokémon when trading. Lava Cookie | Cures status effects.

Lax Incense | Lowers Accuracy of the enemy.

Leaf Stone | Evolution Item.

Leftovers | An hold item that heals 1/16 of the HP every turn.

Lemonade | Heals part of Pokémon's HP.

Light Ball | Raises strength of Electric Type moves.

Macho Brace | Raising stats is easier.

Magnet | Raises strength of Electricity Type moves.

Max Elixir | Heals PP of every move fully.

Max Ether | Heals PP of one move fully. Max Potion | Heals a Pokémon's HP completely.

Max Repel | Repels Wild Pokémon for 250 steps.

Max Revive | Brings a fainted Pokémon back with full health.

| None Mech Mail

Metal Coat | Raises strength of Steel Type moves. Miracle Seed | Raises strength of Grass Type moves.

Moon Stone | Evolution item.

Mystic Water | Raises strength of Water Type moves. NeverMeltIce | Raises strength of Ice Type moves. Nugget | A useless item that is very expensive.

Orange Mail | None

Parlyse heal | Heals the Paralyze Status effect.

Pink Scarf | Increases Cuteness 'hold).
Poison Barb | Raises strength of Poison Type moves.

PP Max | Raises PP of one move to the maximum.
PP up | Raises PP of a move with one.
Protein | Raises Attack.
Quick Claw | Chances a Pokémon will get the first hit in battle.
Rare Candy | Raises a Pokémon's level by one

| Restores Attract Status. Red Flute Red Flute | Nescotts | Red Scarf | Increases Coolness (hold).

Red Shard | Needed in Ruby/Sapphire.

| Repels Wild Pokémon for 100 steps.

Revival Herb | Brings a fainted Pokémon back with half of its health. | Brings a fainted Pokémon back with half of its health. Revive

Scope Lens | Raises Critical Hit rate in battle. Sea Incense | Raises strength of Water Type moves.

Shadow Mail | None.

| Raises strength of Flying Type moves. Sharp Beak

Shell Bell | Regain health when attacking.

Shoal Salt | Needed in Ruby/Sapphire.

Shoal Shell | Needed in Ruby/Sapphire.

Silk Scarf | Raises strength of Normal Type moves.

Silver Powder | Raises strength of Bug Type moves.

Smoke Ball | Escape from Wild Pokémon.

Soda Pop | Heals part of Pokémon's H | Heals part of Pokémon's HP. Soda Pop

Soft Sand

| Raises strength or Ground Tip.
| Raises Happiness if you let a Pokémon hold it. Sooth bell

Spell Tag

Star Piece | None. Stardust | None.

Sun Stone | Evolution item. Super Potion | Heals 50 HP.

Super Repel | Repels Wild Pokémon for 200 steps.

Thunderstone | Evolution item. Time Flute | Can Purify a Pokémon. Tropic Mail | None. Twisted Spoon | Raises strength of Psychic Type moves. Water Stone | Evolution Item. Wave Mail | None. White Flute | Attracts Wild Pokémon. Wood Mail
X Accuracy | None. | Raises Accuracy for the time of the battle. X attack | Raises Attack for the time of the battle. X Defend | Raises Defense for the time of the battle. X Special | Raises Special Attack for the time of the battle. | Raises Speed for the time of the battle. X Speed Yellow Scarf | Increases Toughness (hold). Yellow Flute | Cures Confusion. Yellow Shard | Needed in Ruby/Sapphire. | Raises Special Defense for the time of the battle. Zinc

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## 7.2- Pokeballs [A702]

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Ball		Price		Explication
Poke Ball		\$200		Used for low level Pokémon.
Great Ball		\$600		Used for medium level Pokémon.
Ultra Ball		\$1000		Used for high level Pokémon.
Master Ball			-	Only one available in the game, 100% catch rate.
Net Ball		\$1000	-	A ball for catching bug and water Pokémon.
Premier Ball				Get one for free when you buy 10 Pokeballs.
Nest Ball		\$1000	1	Works very good on low level Pokémon.
Timer Ball		\$1000	1	How more turns in a fight, how more effective it gets.
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7.3- Key Items [A703]

There are a couple of Key Items in Pokémon Colosseum. These are items that you

can't trade, can't sell but you need them to finish the game. I mention them during the walkthrough so if you want to find them, press Ctrl and F at the same time and enter the name of the item.

The first type of Key Items is the Ein File. You'll encounter them after beating a couple of Cipher bosses. They'll tell you something about how to purify Shadow Pokémon. It also tells you about Hyper Mode and things like that. The letter behind 'Ein File' tells something about the content of the file. There are five Ein Files: Ein File C, F, H, P and S.

There are also many keys. You'll lose most of them when you use them but that isn't a problem, you'll only need to use them once. The only Key you can keep is the Jail Key so you can talk to the criminals at any time you want. Other keys include but are not limited to the Maingate Key and the Subway Key.

There are also the ID Badges. You win them by beating the Cipher Admins in Realgam Tower and you need them to open the door that leads to Nascour and the other bosses at the top of the Tower. There are four badges, the Red, Green,

Blue and Yellow ID Badge. They'll disappear from your Key Items list after using them.

You need the five UFO Disks to control the UFO, a kind of elevator in The Under so that you can reach all kinds of new locations. You need to use the F Disk to move Forward and reach the Colosseum, the R disk to reach Venus, the U Disk to find a Time Flute, the D Disk to reach the Deep Colosseum and finally, the L Disk to get the Amulet Coin.

The DNA Samples are used to open a door in the Shadow Pokémon lab but you have to examine them first with the DNA Analyzer. They're random so you can't guess. There are also two miscellaneous items namely the Small Tablet and the Steel Teeth. You need to use the Small Tablet at the Relic Stone in Agate Town and you'll find the Steel Teeth after using the D Disk. If you give it to the man before the shop and he'll give you the L Disk.

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7.4- Shop List [A704]

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Outskirt Stand

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Item	   Price _
	I
Antidote	\$100
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$250
Paralyze Heal	\$200
Full Heal	\$600
Great Ball (After Phenac)	\$600
Poke Ball (After Phenac)	\$200
Ultra Ball (After Agate)	\$1200
Net Ball (After Agate)	\$1000
Nest Ball (After Agate)	\$1000
Timer Ball (After Agate)	\$1000

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Phenac City

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Item	   Price 
Potion	\$300
Super Potion	\$700
Antidote	\$100
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$250
Paralyz Heal	\$200
Full Heal	\$600
Guard Spec	\$700
Dire Hit	\$650
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X Attack	\$500
X Defend	\$550
X Speed	\$350
X Accuracy	\$950
X Special	\$350
Pyrite Town	
Item	Price
Hyper Potion	   \$1200
Super Potion	\$700
Full Heal	\$600
Revive	\$1500
Antidote	\$100
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$250
Paralyze Heal	\$200
Item	Price
Hyper Potion	   \$1200
Super Potion	\$700
Full Heal	\$600
Revive	\$1500
HP UP	\$9800
Protein	\$9800
Iron	\$9800
Carbos	\$9800
Carpos	
	\$9800
Zinc	\$9800
Joy Scent (Cologne Case)	\$600
Excite Scent	\$800
Vivid Scent	\$1200
 It. Battle	
Item	   Price (Coupons)
	3500
TM29 TM13 TM24	   3500   4000   4000

TM35	4000
TM32	1500
Ganlon Berry (End of game)	15000
Salac Berry (End of game)	15000
Petaya Berry (End of game)	15000
Apicot Berry (End of game)	15000
Leftovers (End of game)	10000
Mental Herb (End of game)	8000
Focus Band (End of game)	10000
White Herb (End of game)	8000
Quick Claw (End of game)	10000
Kings Rock (End of game)	10000
	10000
	10000
	·
The Under	
Item	Price
	1
	1
Full Restore	\$3000
Max Potion	\$2500
Hyper Potion	\$1200
Full Heal	\$600
Revive	\$1500
TM14	\$5500
TM15	\$7500
TM16	\$3000
TM17	\$3000
TM20	\$3000
TM25	\$5500
TM33	\$3000
TM38	\$5500
TM10	\$3000
-	 I
	·
Energy Powder	\$500
Energy Root	\$800
	1 0450

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| \$450

| \$2800

Heal Powder Revival Herb

7.5- Berries [A705]

You can get berries in Ruby/Sapphire by growing trees. You can receive any of the first fifteen berries in Pokémon Colosseum. You have to go to Agate Village where you can find an old man and his Taillow. Go talk to him daily.

Berry	   Description
	Effect on Pokémon

CHERI	Blooms with delicate pretty flowers. The bright red BERRY is very   spicy.
	Heals Paralyze status ailment.
CHESTO	The BERRY's thick skin and fruit are very tough. It is dry tasting all over.
	Wakes up sleeping Pokémon.
PECHA	Very sweet and delicious. Also very tender - handle with care
	Heals Poison status effect.
RAWST	If the leaves grow long and curly, the BERRY seems to grow very   bitter.
	   Heals Burn. 
ASPEAR	   The hard BERRY is dense with a rich juice. It is quite sour.
	Defrosts a frozen Pokémon.
LEPPA	   Grows slower than CHERI and others. The smaller the BERRY, the   tastier. 
	Restores 10 PP of an attack when it hits 0.
ORAN	A peculiar BERRY with a mix of flavors. BERRIES grow in half a day.
	Heals 10 HP if health is low.
PERSIM	Loves sunlight. The BERRY's color grows vivid when exposed to the sun.
	Heals Confusion.
LUM	   Slow to grow. If raised with loving care, it may grow two BERRIES.
	Cures all status conditions.
SITRUS	Closely related to ORAN. The large BERRY has a well-rounded flavor.
	Restores 30 HP if health is low.
FIGY	The BERRY, which looks chewed up, brims with spicy substances.
	Restores HP when low. May Confuse the Pokémon.
WIKI	The BERRY is said to have grown lumpy to help Pokémon grip it.

	Restores HP when low. May Confuse the Pokémon.
MAGO	The BERRY turns curvy as it grows. The curvier, the sweeter and
	tastier. 
AGUAV	The flower is dainty. It is rare in its ability to grow without light
	Wakes up sleeping Pokémon. May Confuse the Pokémon.
IAPAPA	The BERRY is very big and sour. It takes at least a day to grow.
	Restores HP when low. May Confuse the Pokémon.
RAZZ	The red BERRY tastes slightly spicy. It grows quickly in just four hours.
	   None.
BLUK eaten.	The BERRY is blue on the outside, but it blackens the mouth when
	   None.
NANAB	This BERRY was the seventh discovered in the world. It is sweet.
	None.
WEPEAR	The flower is small and white. It has a delicate balance of bitter and sour.
PINAP	Weak against wind and cold. The fruit is spicy and the skin, sour.
	None.
POMEG	However much it is watered, it only grows up to six BERRIES.
	None.
KELPSY	A rare variety shaped like a root. Grows a very large flower.
	None.
QUALOT	Loves water. Grows strong even in locations with constant rainfall.

	None.
HONDEW	A BERRY that is very valuable and rarely seen. It is very delicious.
GREPA	Despite its tenderness and round shape, the BERRY is unimaginably sour
TAMATO	The BERRY is lip-bindingly spicy. It takes time to grow.  None.
CORNN	A BERRY from an ancient era. May not grow unless planted in quantity.
MAGOST	A BERRY that is widely said to have a finely balanced flavor.
RABUTA	A rare variety that is overgrown with hair. It is quite bitter.  None.
NOMEL	Quite sour. Just one bite makes it impossible to taste for three days.  None.
SPELON	The vividly red BERRY is very spicy. Its warts secrete a spicy substance.  None.
PAMTRE	Drifts on the sea from somewhere. It is thought to grow elsewhere.  None.
WATMEL	A huge BERRY, with some over 20 inches discovered. Exceedingly sweet.  None.
     DURIN 	Bitter to even look at. It is so bitter, no one has ever eaten it as is.
 	None.

BELUE to	It is glossy and looks delicious, but it is awfully sour. Takes time
	grow.
	None.
LIECHI	A mysterious BERRY. It is rumored to contain the power of the sea.
	Raises Att. when HP is low.
GANLON	   A mysterious BERRY. It is rumored to contain the power of the land. 
	Raises Def. when HP is low.
SALAC	   A mysterious BERRY. It is rumored to contain the power of the sky. 
	Raises speed when HP is low.
PETAYA	A mysterious BERRY. It is rumored to contain the power of all living   things.
	Raises Sp. Att. when HP is low.
APICOT	A very mystifying BERRY. No telling what may happen or how it can be   used.
	Raises Sp. Def. when HP is low.
LANSAT	   Said to be a legendary BERRY. Holding it supposedly brings joy.
	More Critical Hits when HP is low.
STARF	   So strong, it was abandoned at the world's edge. Considered a mirage.
	Raise a random stat when HP is low.
ENIGMA	   A completely enigmatic BERRY. Appears to have the power of stars.
	   None 
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This section only lists attacks that are available in Ruby/Sapphire, Colosseum, and Fire Red/Leaf Green. This doesn't contain the attacks that may be introduced later.

```
Type: Grass - Power: 20 - Accuracy: 100% - PP: 20
Special: Recovers 50% of damage inflicted.
Acid -----
Type: Poison - Power: 40 - Accuracy: 100% - PP: 30
Special: 10% chance of reducing opponent's defense.
Acid Armor ------
Type: Poison - Power: / - Accuracy: / - PP: 40
Special: Raises Defense.
Aerial Ace -------
Type: Flying - Power: 60 - Accuracy: / - PP: 20
Special: Never misses.
Aeroblast -----
Type: Flying - Power: 100 - Accuracy: 95% - PP: 5
Special: Good chance of getting a Critical Hit.
Agility ------
Type: Psychic - Power: / - Accuracy: / - PP: 30
Special: Raises Speed.
Air Cutter ------
Type: Flying - Power: 55 - Accuracy: 95% - PP: 25
Special: High probability of a Critical Hit.
Amnesia -----
Type: Psychic - Power: / - Accuracy: / - PP: 20
Special: Raises Special Defense.
Ancient power -----
Type: Rock - Power: 60 - Accuracy: 100% - PP: 5
Special: Small chance that your stats are raised temporarily.
Arm Thrust -----
Type: Fighting - Power: 15 - Accuracy: 100% - PP: 20
Special: Hits multiple times.
Aromatherapy ------
Type: Grass - Power: / - Accuracy: / - PP: 5
Special: Heals all status ailments like Burn.
Assist -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: The opponent's moves changes.
Astonish -----
Type: Ghost - Power: 30 - Accuracy: 100% - PP: 15
Special: Big chance that the opponent will flinch.
Attract -----
Type: Normal - Power: / - Accuracy: % - PP: 15
```

Special: Doesn't working on Pokémon with the same gender.

```
Aurora Beam -----
Type: Ice - Power: 65 - Accuracy: 100% - PP: 20
Special: Small chance that the opponent's attack drops.
Barrage -----
Type: Normal - Power: 15 - Accuracy: 85% - PP: 20
Special: Hits multiple times.
Barrier -----
Type: Psychic - Power: / - Accuracy: / - PP: 30
Special: Raises the defense of the user.
Baton Pass ------
Type: Normal - Power: / - Accuracy: / % - PP: 40
Special: If you switch Pokémon, stats changes are kept.
Beat Up -----
Type: Dark - Power: 10 - Accuracy: 100% - PP: 10
Special: The number of attacks is equal to the number of healthy Pokémon in
your party.
Belly Drum -----
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: Raises Attack but you lose half of your maximum HP.
Bide -----
Type: Normal - Power: / - Accuracy: 100% - PP: 10
Special: Receive damage for a couple of turns and return the damage double.
Rind -----
Type: Normal - Power: 15 - Accuracy: 75% - PP: 20
Special: Opponent gets trapped for a maximum of 5 turns. A little bit of damage
is dealt every turn.
Bite -----
Type: Dark - Power: 60 - Accuracy: 100% - PP: 25
Special: The opponent might flinch.
Blast Burn ------
Type: Fire - Power: 150 - Accuracy: 90% - PP: 5
Special: You can't attack the next turn.
Blaze Kick -----
Type: Fire - Power: 85 - Accuracy: 90% - PP: 10
Special: The opponent might get burned.
Blizzard ------
Type: Ice - Power: 120 - Accuracy: 70% - PP: 5
Special: The opponent might get frozen.
Block -----
Type: Normal - Power: / - Accuracy: 100% - PP: 5
Special: The opponent can't leave battle as long as the user is in battle.
```

Body Slam -----

```
Type: Normal - Power: 85 - Accuracy: 100% - PP: 15
Special: The opponent might get paralyzed.
Bone Club ------
Type: Ground - Power: 65 - Accuracy: 85% - PP: 20
Special: The opponent might flinch.
Bone Rush -----
Type: Ground - Power: 25 - Accuracy: 80% - PP: 10
Special: Will hit between 2 and 5 times.
Bonemerang -----
Type: Ground - Power: 50 - Accuracy: 90% - PP: 10
Special: Attacks twice.
Bounce -----
Type: Flying - Power: 85 - Accuracy: 85% - PP: 5
Special: It is a two turn attack similar to Fly.
Brick Break -----
Type: Fighting - Power: 75 - Accuracy: 100% - PP: 15
Special: Reflect and Light don't work anymore.
Type: Water - Power: 20 - Accuracy: 100% - PP: 30
Special: The opponent's speed might be lowered.
Bubble Beam -----
Type: Water - Power: 65 - Accuracy: 100% - PP: 20
Special: The opponent's speed might be lowered.
Bulk Up -----
Type: Fighting - Power: / - Accuracy: / % - PP: 20
Special: Attack and Defense are raised.
Bullet Seed ------
Type: Grass - Power: 10 - Accuracy: 100% - PP: 30
Special: Attacks between 2 and 5 turns.
C
Type: Psychic - Power: / - Accuracy: / % - PP: 20
Special: Special Attack and Special Defense are raised.
Camouflage -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: Type changes depending on the environment.
Charge ------
Type: Electric - Power: / - Accuracy: 100% - PP: 20
Special: The power of the next electric attack will be higher.
Charm -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: The opponent's attack is lowered.
Clamp -----
```

```
Type: Water - Power: 35 - Accuracy: 75% - PP: 10
Special: The opponent is trapped for multiple turns.
Comet Punch ------
Type: Normal - Power: 18 - Accuracy: 85% - PP: 15
Special: The opponent is hit multiple times.
Confuse Ray ------
Type: Ghost - Power: / - Accuracy: 100% - PP: 10
Special: The opponent becomes confused.
Confusion -----
Type: Psychic - Power: 50 - Accuracy: 100% - PP: 25
Special: Might confuse the opponent. (The names of their attacks are
confusing.)
Constrict -----
Type: Normal - Power: 10 - Accuracy: 100% - PP: 35
Special: The opponent's Speed might be lowered.
Conversion -----
Type: Normal - Power: / - Accuracy: / % - PP: 30
Special: The user's type changes to the type of one of his own four moves.
Conversion 2 -----
Type: Normal - Power: / - Accuracy: 100% - PP: 30
Special: The Pokémon becomes resistant to the type of the last attack.
Cosmic Power-----
Type: Psychic - Power: / - Accuracy: / % - PP: 20
Special: Defense and Special Defense are raised.
Cotton Spore -----
Type: Grass - Power: / - Accuracy: 85% - PP: 40
Special: Slows down the opponent.
Counter -----
Type: Fighting - Power: / - Accuracy: 100% - PP: 20
Special: Doubles the damage done by the last attack. (Only works for physical
attacks like Bite for instance.)
Covet -----
Type: Normal - Power: 40 - Accuracy: 100% - PP: 40
Special: The user steals the item from the opponent is the former doesn't have
one.
Crabhammer ------
Type: Water - Power: 90 - Accuracy: 85% - PP: 10
Special: High Critical Hit Ratio.
Cross Chop-----
Type: Fighting - Power: 100 - Accuracy: 80% - PP: 5
Special: High Critical Hit Ratio.
Crunch -----
Type: Dark - Power: 80 - Accuracy: 100% - PP: 15
Special: The opponent's Special Defense might be lowered.
Crush Claw -----
Type: Normal - Power: 75 - Accuracy: 95% - PP: 10
```

```
Curse ------
Type: Ghost - Power: / - Accuracy: / % - PP: 10
Special: Raises attack and defense but lowers speed. If you're a Ghost, your HP
is halved and your enemy loses a quarter of his HP every turn.
Cut ------
Type: Normal - Power: 50 - Accuracy: 95% - PP: 30
Special: None.
Defense Curl -----
Type: Normal - Power: / - Accuracy: / % - PP: 40
Special: The user's Defense is raised.
Destiny Bond ------
Type: Ghost - Power: / - Accuracy: / % - PP: 5
Special: The opponent is knocked out if his next move kills the user.
Type: Fighting - Power: / - Accuracy: / % - PP: 5
Special: Don't lose health by the next attack. Gets less effective if used more
than once in a row.
Dig -----
Type: Ground - Power: 60 - Accuracy: 100% - PP: 10
Special: Similar to fly. This attack takes two turns. The user disappears under
the ground the first turn.
Disable -----
Type: Normal - Power: / - Accuracy: 55% - PP: 20
Special: The opponent can't use a move for a couple of turns.
Dive -----
Type: Water - Power: 60 - Accuracy: 100% - PP: 10
Special: Similar to fly. It is a two turn attack and the user disappears in the
first turn.
Dizzy Punch -----
Type: Normal - Power: 70 - Accuracy: 100% - PP: 10
Special: The opponent might become confused.
Doom Desire -----
Type: Steel - Power: 120 - Accuracy: 85% - PP: 5
Special: None.
Double Kick -----
Type: Fighting - Power: 30 - Accuracy: 100% - PP: 30
Special: The attacks hits twice.
Double Team -----
Type: Normal - Power: / - Accuracy: / % - PP: 15
Special: The user can evade attacks easier.
Double Edge -----
Type: Normal - Power: 120 - Accuracy: 100% - PP: 15
```

Special: The opponent's Defense might be lowered.

```
Special: The user gets hit by heavy recoil.
Doubleslap ------
Type: Normal - Power: 15 - Accuracy: 85% - PP: 10
Special: The attacks last multiple turns.
Dragon Claw -----
Type: Dragon - Power: 80 - Accuracy: 100% - PP: 15
Special: None.
Dragon Dance -----
Type: Dragon - Power: / - Accuracy: / % - PP: 20
Special: The user gets faster and stronger.
Dragon Rage ------
Type: Dragon - Power: / - Accuracy: 100% - PP: 10
Special: The opponent loses 40 HP.
Dragonbreath -----
Type: Dragon - Power: 60 - Accuracy: 100% - PP: 20
Special: The opponent might be paralyzed.
Dream Eater -----
Type: Psychic - Power: 100 - Accuracy: 100% - PP: 15
Special: Doesn't work if the opponent isn't sleeping. The user absorbs HP.
Drill Peck ------
Type: Flying - Power: 80 - Accuracy: 100% - PP: 20
Special: None.
Dynamicpunch -----
Type: Fighting - Power: 100 - Accuracy: 50% - PP: 5
Special: The opponent might be confused.
Earthquake -----
Type: Ground - Power: 100 - Accuracy: 100% - PP: 10
Special: Hits every Pokémon, even your own.
Egg Bomb -----
Type: Normal- Power: 100 - Accuracy: 75% - PP: 10
Special: None.
Ember -----
Type: Fire - Power: 40 - Accuracy: 100% - PP: 25
Special: The opponent might get burned.
Encore -----
Type: Normal - Power: / - Accuracy: 100% - PP: 5
Special: The opponent will repeat his last attack for a couple of turns.
Endeavor ------
Type: Normal - Power: / - Accuracy: 100% - PP: 5
Special: The damage is equal to the opponent's HP minus your own HP.
Type: Normal - Power: / - Accuracy: / % - PP: 10
```

```
Eruption -----
Type: Fire - Power: 150 - Accuracy: 100% - PP: 5
Special: The attack will become less effective if you become weaker.
Explosion -----
Type: Normal - Power: 250 - Accuracy: 100% - PP: 5
Special: The user loses all his HP.
Extra Sensory ------
Type: Psychic - Power: 80 - Accuracy: 100% - PP: 30
Special: The opponent might flinch.
Extreme Speed -----
Type: Normal - Power: 80 - Accuracy: 100% - PP: 5
Special: Attack first.
F
Facade ------
Type: Normal - Power: 70 - Accuracy: 100% - PP: 20
Special: If the user has one of the following status ailments (Poison, Paralyze
or Burn), the attack is stronger.
Faint Attack ------
Type: Dark - Power: 60 - Accuracy: / % - PP: 20
Special: This move won't miss unless the opponent is using an attack like Dive,
Dig and Fly.
Fake Out -----
Type: Normal - Power: 40 - Accuracy: 100% - PP: 10
Special: The opponent will flinch.
Fake Tears ------
Type: Dark - Power: / - Accuracy: 100% - PP: 20
Special: The opponent's Special Defense is lowered.
False Swipe -----
Type: Normal - Power: 40 - Accuracy: 100% - PP: 40
Special: This attack can't kill the opponent.
Featherdance ------
Type: Flying - Power: / - Accuracy: 100% - PP: 15
Special: The opponent's attack will be lowered.
Fire Blast ------
Type: Fire - Power: 120 - Accuracy: 85% - PP: 5
Special: The opponent might get burned.
Fire Punch ------
Type: Fire - Power: 75 - Accuracy: 100% - PP: 15
Special: The opponent might get burned.
Fire Spin ------
Type: Fire - Power: 15 - Accuracy: 70% - PP: 15
Special: This attacks hits multiple turns.
```

Special: You will survive the next attack for sure.

```
Fissure ------
Type: Ground - Power: / - Accuracy: 30% - PP: 5
Special: A one hit kill, works better if the difference in level between user
and opponent is big with the user having the highest.
Flail ------
Type: Normal - Power: / - Accuracy: 100% - PP: 15
Special: The attack gets higher when the user's gets lower.
Flame Wheel -----
Type: Fire - Power: 60 - Accuracy: 100% - PP: 25
Special: The opponent might get burned. Will cure the user if he is frozen.
Flamethrower ------
Type: - Power: 95 - Accuracy: 100% - PP: 15
Special: The opponent might get burned.
Flash ------
Type: - Power: / - Accuracy: 70% - PP: 20
Special: The opponent's accuracy is lowered.
Flatter ------
Type: - Power: / - Accuracy: 100% - PP: 15
Special: The opponent's Special Attack is raised and he becomes confused.
Fly ------
Type: - Power: 70 - Accuracy: 95% - PP: 15
Special: It is a two turn attack. The user flies up in the air the first turn
and can't get hit at that time. He'll come down the next turn and attack.
Focus Energy ------
Type: Normal - Power: / - Accuracy: / % - PP: 30
Special: Higher Critical Hit Ratio.
Focus Punch ------
Type: Fighting - Power: 150 - Accuracy: 100% - PP: 20
Special: None.
Follow Me -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: The user attracts all attacks towards him.
Foresight -----
Type: Normal - Power: / - Accuracy: 100% - PP: 40
Special: If the evasion of the opponent was raised, the user will ignore it.
Frenzy Plant ------
Type: Grass- Power: 150 - Accuracy: 90% - PP: 5
Special: The Pokémon can't attack the next turn.
Frustration ------
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: Opposite of Return. The attack gets stronger if the Pokémon is
unhappy.
Fury Attack ------
Type: Normal - Power: 15 - Accuracy: 85% - PP: 20
Special: The attack hits multiple times.
Fury Cutter ------
```

```
Special: The move will have a higher power if it hits.
Fury Swipes ------
Type: Normal - Power: 18 - Accuracy: 80% - PP: 15
Special: The attacks hits multiple times.
Future Sight -----
Type: Psychic - Power: 80 - Accuracy: 90% - PP: 15
Special: The attack only hits after two turns have passed.
Giga Drain ------
Type: Grass - Power: 60 - Accuracy: 100% - PP: 5
Special: The user gets healed by absorbing the opponent's health.
Glare -----
Type: Normal - Power: / - Accuracy: 75% - PP: 30
Special: The opponent might get paralyzed.
Grass Whistle -----
Type: Grass - Power: / - Accuracy: 55% - PP: 15
Special: The opponent might fall asleep.
Growl -----
Type: Normal - Power: / - Accuracy: 100% - PP: 40
Special: Lowers opponent's Attack.
Growth -----
Type: Normal - Power: / - Accuracy: / % - PP: 40
Special: Raises Special Attack.
Grudge -----
Type: Ghost - Power: / - Accuracy: 100% - PP: 5
Special: If the user is killed by the next move, the PP of that move is reduced
to 0
Guillotine ------
Type: Normal - Power: / - Accuracy: 30% - PP: 5
Special: Kills opponent in one hit.
Gust -----
Type: Flying - Power: 40 - Accuracy: 100% - PP: 35
Special: The opponent must switch Pokémon if possible.
Н
Hail ------
Type: Ice - Power: / - Accuracy: / % - PP: 10
Special: A hail storm will rage. It ends after five turns.
Harden -----
Type: Normal - Power: / - Accuracy: / % - PP: 30
Special: The user's defense gets higher.
```

Type: Bug - Power: 10 - Accuracy: 95% - PP: 20

```
Type: Ice - Power: / - Accuracy: / % - PP: 30
Special: Stats changes are no longer in effect.
Headbutt -----
Type: Normal - Power: 70 - Accuracy: 100% - PP: 15
Special: The opponent might flinch.
Heal Bell -----
Type: Normal - Power: / - Accuracy: / % - PP: 5
Special: Cures all status ailments.
Heat Wave -----
Type: Fire - Power: 100 - Accuracy: 90% - PP: 10
Special: The opponent might be burned.
Helping Hand ------
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: The attack power of the partner in a 2vs2 battle gets higher.
Hi Jump Kick -----
Type: Fighting - Power: 85 - Accuracy: 90% - PP: 20
Special: User loses HP if he misses.
Type: Normal - Power: / - Accuracy: 100% - PP: 15
Special: Depends on the Pokémon.
Horn Attack -----
Type: Normal - Power: 65 - Accuracy: 100% - PP: 25
Special: None
Horn Drill -----
Type: Normal - Power: / - Accuracy: 30% - PP: 5
Special: Kills opponent in one hit and gets more effective if the level of the
user is a lot higher.
HOW] -----
Type: Normal - Power: / - Accuracy: / % - PP: 40
Special: The user's attack is raised.
Hydro Cannon -----
Type: Water - Power: 150 - Accuracy: 90% - PP: 5
Special: The user can't attack the next turn.
Hydro Pump -----
Type: Water - Power: 120 - Accuracy: 80% - PP: 5
Special: None.
Hyper Beam -----
Type: Normal - Power: 150 - Accuracy: 90% - PP:
Special: The user can't attack the next turn.
Type: Normal - Power: 80 - Accuracy: 90% - PP:
Special: The opponent might flinch.
Hyper Voice ------
Type: Normal - Power: 90 - Accuracy: 100% - PP:
Special: None.
```

```
Hypnosis -----
Type: Psychic - Power: / - Accuracy: 60% - PP:
Special: The opponent might fall asleep.
Ice Ball -----
Type: Ice - Power: 30 - Accuracy: 90% - PP: 20
Special: The attack hits multiple times.
Ice Beam ------
Type: Ice - Power: 55 - Accuracy: 100% - PP: 10
Special: The opponent might be frozen.
Ice Punch -----
Type: Ice - Power: 75 - Accuracy: 100% - PP: 15
Special: The opponent might be frozen.
Icicle Spear ------
Type: Ice - Power: 10 - Accuracy: 100% - PP: 30
Special: The attack hits multiple times.
Icy Wind -----
Type: Ice - Power: 55 - Accuracy: 95% - PP: 15
Special: The opponent's Speed might be lowered.
Imprison -----
Type: Psychic - Power: / - Accuracy: 100% - PP: 10
Special: The opponent can't use attacks both Pokémon know.
Ingrain-----
Type: Grass - Power: / - Accuracy: 100% - PP: 20
Special: The user gets healed every turn but he has to change in battle.
Iron Defense -----
Type: Steel - Power: / - Accuracy: / % - PP: 15
Special: The user's Defense is raised.
Iron Tail ------
Type: Steel - Power: 100 - Accuracy: 75% - PP: 15
Special: The opponent's Defense might be lowered.
Jump Kick -----
Type: Fighting - Power: 70 - Accuracy: 95% - PP: 25
Special: The attacking Pokemon will lose health if Jump Kick missies.
Karate Chop -----
Type: Fighting - Power: 50 - Accuracy: 100% - PP: 25
```

Special: Higher chance of getting a Critical Hit.

```
Type: Psychic - Power: / - Accuracy: 80% - PP: 15
Special: Lower opponent's accuracy.
Knock Off -----
Type: Dark - Power: 20 - Accuracy: 100% - PP: 20
Special: The opponent will drop his item if he is holding one.
Leaf Blade -----
Type: Grass - Power: 70 - Accuracy: 100% - PP: 15
Special: High chance of a critical hit.
Leech Life ------
Type: Bug - Power: 20 - Accuracy: 100% - PP: 15
Special: The user absorbs a bit of HP from the enemy.
Leech Seed ------
Type: Grass - Power: / - Accuracy: 90% - PP: 10
Special: The user absorbs a bit of HP from the enemy.
Leer ------
Type: Normal - Power: / - Accuracy: 100% - PP: 30
Special: The opponent's Defense is lowered.
Lick -----
Type: Ghost - Power: 20 - Accuracy: 100% - PP: 30
Special: The opponent might get paralyzed.
Type: Psychic - Power: / - Accuracy: / % - PP: 30
Special: The damage is halved during five turns if Special Type attacks are
used.
Lock-On ------
Type: Normal - Power: / - Accuracy: 100% - PP: 5
Special: The next attack will hit.
Lovely Kiss -----
Type: Normal - Power: / - Accuracy: 75% - PP: 10
Special: The opponent might fall asleep.
Low Kick -----
Type: Fighting - Power: / - Accuracy: 100% - PP: 20
Special: The power depends on the weight of the user.
Luster Purge ------
Type: Psychic - Power: 70 - Accuracy: 100% - PP: 5
Special: The opponent's Special Defense might be lowered.
Type: Fighting - Power: 40 - Accuracy: 100% - PP: 30
```

```
Special: Attacks first.
Magic Coat -----
Type: Psychic - Power: / - Accuracy: 100% - PP: 15
Special: Special moves will hit the user of that attack.
Magical Leaf -----
Type: Grass - Power: 60 - Accuracy: / % - PP: 20
Special: The attack won't miss if the opponent is visible. (Not using Fly, Dive
and similar attacks.)
Magnitude -----
Type: Ground - Power: / - Accuracy: 100% - PP: 30
Special: Random attack power.
Mean Look ------
Type: Normal - Power: / - Accuracy: 100% - PP: 5
Special: As long as the user doesn't leave the battle,
Meditate -----
Type: Psychic - Power: / - Accuracy: / % - PP: 40
Special: The user's attack is raised.
Mega Drain -----
Type: Grass - Power: 40 - Accuracy: 100% - PP: 10
Special: User absorbs HP from opponent.
Mega Kick -----
Type: Normal - Power: 120 - Accuracy: 75% - PP: 5
Special: None.
Mega Punch -----
Type: Normal - Power: 80 - Accuracy: 85% - PP: 20
Special: None.
Megahorn -----
Type: Bug - Power: 120 - Accuracy: 85% - PP: 10
Special: None.
Memento -----
Type: Dark - Power: / - Accuracy: 100% - PP: 10
Special: The opponent's stats are lowered but the user is killed.
Metal Claw ------
Type: Steel - Power: 50 - Accuracy: 95% - PP: 35
Special: The user's attack might be raised.
Metal Sound -----
Type: Steel - Power: / - Accuracy: 85% - PP: 40
Special: The opponent's Special Defense is lowered.
Meteor Smash -----
Type: Steel - Power: 100 - Accuracy: 85% - PP: 10
Special: User's Attack might be raised.
Metronome -----
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: Uses a random attack.
```

Milk Drink -----

```
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: Half of the maximum HP is healed.
Mimic -----
Type: Normal - Power: / - Accuracy: 100% - PP: 10
Special: Mimic is replaced by a move from the opponent during the battle.
Mind Reader -----
Type: Normal - Power: / - Accuracy: 100% - PP: 5
Special: The next attack will hit.
Minimize -----
Type: Normal - Power: / - Accuracy: / % - PP: 20
Special: Evasion is raised and Stomp's power is raised.
Mirror Coat
Type: Psychic - Power: / - Accuracy: 100% - PP: 20
Special: Doubles damage done by special attacks to the opponent.
Mirror Move -----
Type: Flying - Power: / - Accuracy: / % - PP: 20
Special: Mirror Move is replaced by the opponent's last move.
Type: Ice - Power: / - Accuracy: / % - PP: 30
Special: The user's stats can't be lowered.
Mist Ball -----
Type: Psychic - Power: 70 - Accuracy: 100% - PP: 5
Special: The opponent's Special Attack might be lowered.
Moonlight -----
Type: Normal - Power: / - Accuracy: / % - PP: 5
Special: The user gets healed. It is most effective when the moon is out.
Morning Sun -----
Type: Normal - Power: / - Accuracy: / % - PP: 5
Special: The user gets healed. It is most effective when the sun is out.
Mud Shot -----
Type: Ground - Power: 55 - Accuracy: 95% - PP: 15
Special: The opponent's speed might be lowered.
Mud Sport -----
Type: Ground - Power: / - Accuracy: 100% - PP: 15
Special: Electric moves remain less effective when this Pokémon is out.
Muddy Water -----
Type: Water - Power: 95 - Accuracy: 85% - PP: 10
Special: The opponent's accuracy might go down.
Mud-Slap -----
Type: Ground - Power: 20 - Accuracy: 100% - PP: 10
Special: The opponent's accuracy might go down.
Nature Power -----
```

```
Type: Normal - Power: / - Accuracy: 95% - PP: 20
Special: Depends on location.
Needle Arm -----
Type: Grass - Power: 60 - Accuracy: 100% - PP: 15
Special: The opponent might flinch.
Night Shade -----
Type: Ghost - Power: / - Accuracy: 100% - PP: 15
Special: Damage is related to your level.
Nightmare -----
Type: Ghost - Power: / - Accuracy: 100% - PP: 15
Special: Only works when the defending Pokémon is asleep.
Octazooka -----
Type: Water - Power: 65 - Accuracy: 85% - PP: 10
Special: Might lower opponent's accuracy.
Odour Sleuth -----
Type: Normal - Power: / - Accuracy: 100% - PP: 40
Special: Normal and Fighting moves will hurt Ghost Pokémon.
Outrage -----
Type: Dragon - Power: 90 - Accuracy: 100% - PP: 15
Special: Attack for a couple of turns, become confused after that.
Overheat ------
Type: Fire - Power: 140 - Accuracy: 90% - PP: 5
Special: Your Special Attack will drop.
Pain Split ------
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: Both user and opponent get half of the total HP of them both.
Pay Day ------
Type: Normal - Power: 40 - Accuracy: 100% - PP: 20
Special: The user gets a couple of extra PokéDollars.
Peck -----
Type: Flying - Power: 35 - Accuracy: 100% - PP: 35
Special: None.
Perish Song ------
Type: Normal - Power: / - Accuracy: / % - PP: 5
Special: All Pokémon get killed in three turns unless you switch a Pokémon out.
Petal Dance -----
Type: Grass - Power: 70 - Accuracy: 100% - PP: 20
Special: Attacks for a couple turns after which the user becomes confused.
Pin Missile -----
```

```
Type: Bug - Power: 15 - Accuracy: 85% - PP: 20
Special: The attack hits multiple times.
Poison Fang ------
Type: Poison - Power: 50 - Accuracy: 100% - PP: 15
Special: The opponent might be heavily poisoned.
Poison Gas ------
Type: Poison - Power: / - Accuracy: 55% - PP: 40
Special: The opponent is poisoned.
Poison Sting ------
Type: Poison - Power: 15 - Accuracy: 100% - PP: 35
Special: The opponent might be poisoned.
Poison Tail ------
Type: Poison - Power: 50 - Accuracy: 100% - PP: 25
Special: The opponent might be poisoned.
Poisonpowder -----
Type: Poison - Power: / - Accuracy: 75% - PP: 35
Special: The opponent is poisoned.
Pound ------
Type: Normal - Power: 40 - Accuracy: 100% - PP: 35
Special: None.
Powder Snow -----
Type: Ice - Power: 40 - Accuracy: 100% - PP: 25
Special: The opponent might be frozen.
Present -----
Type: Normal - Power: / - Accuracy: 90% - PP: 15
Special: Random attack power.
Protect ------
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: Stops the attack from opponent. Gets less effective if used more than
once in a row.
Psybeam -----
Type: Psychic - Power: 65 - Accuracy: 100% - PP: 20
Special: The opponent might be confused.
Psych Up-----
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: Your Pokémon gets the same stats raises as your opponent.
Psychic -----
Type: Psychic - Power: 90 - Accuracy: 100% - PP: 10
Special: The opponent's Special Defense might be lowered.
Psycho Boost -----
Type: Psychic - Power: 140 - Accuracy: 90% - PP: 5
Special: The opponent's Special Attack is lowered.
Psywave -----
Type: Psychic - Power: / - Accuracy: 80% - PP: 15
Special: The damage is the user's level multiplied with a factor between 1 and
1,5. The maximum damage is 150.
```

```
Type: Dark - Power: 40 - Accuracy: 100% - PP: 20
Special: The attack power is doubled if the opponent switches Pokémon this
turn.
Ouick Attack ------
Type: Normal - Power: 40 - Accuracy: 100% - PP: 30
Special: Attack first.
Type: Normal - Power: 20 - Accuracy: 100% - PP: 20
Special: The attack gets more powerful when the opponent attacks.
Rain Dance ------
Type: Water - Power: / - Accuracy: / % - PP: 5
Special: A rain storm starts that lasts five turns.
Rapid Spin ------
Type: Normal - Power: 20 - Accuracy: 100% - PP: 40
Special: Rapid Spin frees Pokémon from attacks that trap him like Wrap.
Razor Leaf ------
Type: Grass - Power: 55 - Accuracy: 95% - PP: 25
Special: High Critical Hit ratio.
Razor Wind -----
Type: Normal - Power: 80 - Accuracy: 100% - PP: 10
Special: High Critical Hit ratio. It is a two-turn attack.
Recover -----
Type: Normal - Power: / - Accuracy: / % - PP: 20
Special: The user heals half of his maximum HP.
Recycle -----
Type: Normal - Power: / - Accuracy: 100% - PP: 10
Special: User get hits item back if he used it.
Reflect -----
Type: Psychic - Power: / - Accuracy: / % - PP: 20
Special: Physical attacks deal half damage for five turns.
Refresh -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: If the user is burned, frozen or paralyzed, he gets rid of that status
condition.
Rest -----
Type: Psychic - Power: / - Accuracy: / % - PP: 10
Special: User is completely healed but falls asleep for two turns.
```

Return -----

```
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: The attack becomes stronger if the Pokémon is happy.
Revenge -----
Type: Fighting - Power: 60 - Accuracy: 100% - PP: 10
Special: This attacks deals double damage if the opponent went first.
Reversal -----
Type: Fighting - Power: / - Accuracy: 100% - PP: 15
Special: The attack is stronger if the HP is low.
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: Make opponent switch Pokémon.
Rock Blast -----
Type: Rock - Power: 25 - Accuracy: 80% - PP: 10
Special: The attacks hits multiple times.
Rock Slide -----
Type: Rock - Power: 75 - Accuracy: 90% - PP: 10
Special: The opponent might flinch.
Rock Smash -----
Type: Fighting - Power: 20 - Accuracy: 100% - PP: 15
Special: The opponent's Defense is lowered.
Rock Throw -----
Type: Rock - Power: 50 - Accuracy: 90% - PP: 15
Special: None.
Rock Tomb
Type: Rock - Power: 50 - Accuracy: 80% - PP: 10
Special: The opponent's Speed might be lowered.
Role Play -----
Type: Psychic - Power: / - Accuracy: 100% - PP: 10
Special: The user takes over the opponent's moves.
Rolling Kick -----
Type: Fighting - Power: 60 - Accuracy: 85% - PP: 15
Special: The opponent might flinch.
Rollout -----
Type: Rock - Power: 30 - Accuracy: 90% - PP: 20
Special: The attack lasts five turns.
Sacred Fire ------
Type: Fire - Power: 100 - Accuracy: 95% - PP: 5
Special: The opponent might be burned. Heals Freeze.
Safequard ------
Type: Normal - Power: / - Accuracy: / % - PP: 25
Special: The user can't get sick by status ailments.
Sand Tomb -----
```

```
Type: Ground - Power: 15 - Accuracy: 70% - PP: 15
Special: The opponents gets trapped for a couple of turns.
Sand-Attack -----
Type: Ground - Power: / - Accuracy: 100% - PP: 15
Special: The opponent's accuracy is lowered.
Sandstorm -----
Type: Rock - Power: / - Accuracy: / % - PP: 10
Special: A Sandstorm rages for five turns.
Type: Normal - Power: / - Accuracy: 90% - PP: 10
Special: The opponent's Speed is lowered.
Scratch -----
Type: Normal - Power: 40 - Accuracy: 100% - PP: 35
Special: None.
Screech -----
Type: Normal - Power: / - Accuracy: 85% - PP: 40
Special: The opponent's defense is lowered.
Secret Power-----
Type: Normal - Power: 70 - Accuracy: 100% - PP: 20
Special: The attack type depends on the environment.
Seismic Toss -----
Type: Fighting - Power: / - Accuracy: 100% - PP: 20
Special: The damage is equal to the user's level.
Selfdestruct -----
Type: Normal - Power: 200 - Accuracy: 100% - PP: 5
Special: The user is killed.
Shadow Ball -----
Type: Ghost - Power: 80 - Accuracy: 100% - PP: 15
Special: The opponent's Special Defense is lowered.
Shadow Punch -----
Type: Ghost - Power: 60 - Accuracy: / % - PP: 20
Special: Doesn't miss if the opponent is visible.
Sharpen -----
Type: Normal - Power: / - Accuracy: / % - PP: 30
Special: The user's attack is raised.
Sheer Cold -----
Type: Ice - Power: / - Accuracy: 30% - PP: 5
Special: Kills opponent in one hit. The accuracy is higher when the user's
level is way higher than the opponent's.
Shock Wave -----
Type: Electric - Power: 60 - Accuracy: / % - PP: 20
Special: Doesn't miss if the opponent is visible.
Signal Beam -----
Type: Bug - Power: 75 - Accuracy: 100% - PP: 15
Special: The opponent might become confused.
```

```
Silver Wind -----
Type: Bug - Power: 60 - Accuracy: 100% - PP: 5
Special: All the user's stats might rise.
Sing -----
Type: Normal - Power: / - Accuracy: 55% - PP: 15
Special: The opponent will fall asleep if it hits.
Sketch -----
Type: Normal - Power: / - Accuracy: / % - PP: 1
Special: Replaces the last attack used by the opponent. The change is
permanent.
Skill Swap ------
Type: Psychic - Power: / - Accuracy: 100% - PP: 10
Special: The Pokémon switch abilities.
Skull Bash -----
Type: Normal - Power: 100 - Accuracy: 100% - PP: 15
Special: The defense is raised. In a second turn, the actual attack will
follow.
Sky Attack -----
Type: Flying - Power: 140 - Accuracy: 90% - PP: 5
Special: The opponent might flinch. It is a two turn attack.
Sky Uppercut ------
Type: Fighting - Power: 85 - Accuracy: 80% - PP: 15
Special: Can hit flying Pokémon.
Slack Off -----
Type: Normal - Power: / - Accuracy: 100% - PP: 10
Special: The user will regain half of his maximum HP.
Slam -----
Type: Normal - Power: 80 - Accuracy: 75% - PP: 20
Special: None.
Slash -----
Type: Normal - Power: 70 - Accuracy: 100% - PP: 20
Special: High Critical Hit ratio.
Sleep Powder ------
Type: Grass - Power: / - Accuracy: 75% - PP: 15
Special: The opponent will fall asleep if it hits.
Sleep Talk ------
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special:
Sludge -----
Type: Poison - Power: 65 - Accuracy: 100% - PP: 20
Special: The opponent might be poisoned.
Sludge Bomb -----
Type: Poison - Power: 90 - Accuracy: 100% - PP: 10
Special: The opponent might be poisoned.
Smelling Salt -----
Type: Normal - Power: 60 - Accuracy: 100% - PP: 10
```

```
Special: If this is used against a paralyzed opponent, the attack power will
double but the opponent is healed from paralyze.
Smog -----
Type: Poison - Power: 20 - Accuracy: 70% - PP: 20
Special: The opponent might be poisoned.
Smokescreen ------
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: The opponent's accuracy is lowered.
Snatch -----
Type: Dark - Power: / - Accuracy: 100% - PP: 10
Special: If the opponent's stats are raised by the next move, the user's stats
will be raised too.
Snore -----
Type: Normal - Power: 40 - Accuracy: 100% - PP: 15
Special: Only works if the user is sleeping.
Softboiled -----
Type: Normal - Power: / - Accuracy: 100% - PP: 10
Special: The user regains half of his max HP.
Solar Beam ------
Type: Grass - Power: 120 - Accuracy: 90% - PP: 10
Special: Two turn attack. The first turn is used to charge up the attack but it
can be skipped if the sun is out.
Sonicboom ------
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: Does 20 HP of damage.
Spark ------
Type: Electric - Power: 65 - Accuracy: 100% - PP: 20
Special: The opponent might be paralyzed.
Spider Web -----
Type: Bug - Power: / - Accuracy: 100% - PP: 10
Special: The opponent can't leave the battle as long as the user is in battle.
Spike Cannon ------
Type: Normal - Power: 20 - Accuracy: 100% - PP: 15
Special: Attacks multiple times.
Spikes ------
Type: Ground - Power: / - Accuracy: / % - PP: 20
Special: The opponent gets damaged when he switches out.
Spit Up ------
Type: Normal - Power: 100 - Accuracy: 100% - PP: 10
Special: The power increases by using Stockpile.
Spite ------
Type: Ghost - Power: / - Accuracy: 100% - PP: 10
Special: The opponent's last move loses PP.
Splash ------
Type: Normal - Power: / - Accuracy: 100% - PP: 40
Special: No effect, no nothing. It is space filler.
```

```
Type: Grass - Power: / - Accuracy: 100% - PP: 15
Special: The opponent falls asleep.
Steel Wing -----
Type: Steel - Power: 70 - Accuracy: 90% - PP: 25
Special: The user's defense might rise.
Stockpile -----
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: Gathers energy. Doesn't work more than three times before letting the
energy go.
Stomp -----
Type: Normal - Power: 65 - Accuracy: 100% - PP: 20
Special: The opponent might flinch.
Strength -----
Type: Normal - Power: 80 - Accuracy: 100% - PP: 15
Special: None.
String Shot -----
Type: Bug - Power: / - Accuracy: 95% - PP: 40
Special: The opponent's speed is lowered.
Struggle -----
Type: Normal - Power: 50 - Accuracy: 100% - PP: Infinite
Special: Only available when there is no PP left. Receives recoil damage.
Stun Spore -----
Type: Grass - Power: / - Accuracy: 75% - PP: 30
Special: The opponent is paralyzed.
Submission -----
Type: Fighting - Power: 80 - Accuracy: 80% - PP: 25
Special: The user receives recoil damage.
Substitute ------
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: The user loses a quarter of his health to form a clone. That clone
replaces the user until he goes down.
Sunny Day -----
Type: Fire - Power: /- Accuracy: / % - PP: 5
Special: The sun will shine.
Super Fang ------
Type: Normal - Power: / - Accuracy: 90% - PP: 10
Special: Cuts the opponent's current HP in half.
Superpower ------
Type: Fighting - Power: 120 - Accuracy: 100% - PP: 5
Special: The opponent's attack and defense are lowered.
Supersonic ------
Type: Normal - Power: / - Accuracy: 55% - PP: 10
Special: The opponent becomes confused.
```

Surf -----

```
Special: None.
Swagger ------
Type: Normal - Power: / - Accuracy: 90% - PP: 15
Special: The opponent's attack is raised but he becomes confused.
Swallow -----
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: Regains HP depending on how much energy Stockpile stored.
Sweet Kiss ------
Type: Normal - Power: / - Accuracy: 75% - PP: 10
Special: The opponent becomes confused.
Sweet Scent -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: The opponent's evasion is lowered.
Swift -----
Type: Normal - Power: 60 - Accuracy: / % - PP: 20
Special: The attack doesn't miss if he is visible.
Swords Dance -----
Type: Normal - Power: / - Accuracy: / % - PP: 30
Special: The user's attack is raised.
Synthesis -----
Type: Grass - Power: / - Accuracy: / % - PP: 5
Special: Regains HP depending on the time of day.
Type: Normal - Power: 35 - Accuracy: 95% - PP: 35
Special: None.
Tail Glow ------
Type: Bug - Power: / - Accuracy: 100% - PP: 20
Special: The user's Special Attack is raised.
Tail Whip -----
Type: Normal - Power: / - Accuracy: 100% - PP: 30
Special: The opponent's Defense is lowered.
Take Down ------
Type: Normal - Power: 90 - Accuracy: 85% - PP: 20
Special: The user receives recoil damage.
Taunt ------
Type: Dark - Power: / - Accuracy: 100% - PP: 20
Special: Lasts two turns.
Teeter Dance -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: All Pokémon become confused. The user isn't affected. Best used when
you only have one Pokémon left.
```

Type: Water - Power: 95 - Accuracy: 100% - PP: 15

```
Type: Psychic - Power: / - Accuracy: / % - PP: 20
Special: Doesn't work in Pokémon Colosseum.
Thief -----
Type: Dark - Power: 40 - Accuracy: 100% - PP: 10
Special: User steals item from opponent. Doesn't work if he has an item.
Thrash -----
Type: Normal - Power: 90 - Accuracy: 100% - PP: 20
Special: Attacks for a couple of turns but the user becomes confused after
that.
Thunder -----
Type: Electric - Power: 120 - Accuracy: 70% - PP: 10
Special: The opponent might be paralyzed and hits perfectly when it is raining
in game.
Thunder Wave -----
Type: Electric - Power: / - Accuracy: 100% - PP: 20
Special: The opponent becomes paralyzed.
Thunderbolt -----
Type: Electric - Power: 95 - Accuracy: 100% - PP: 15
Special: The opponent might be paralyzed.
Thunderpunch -----
Type: Electric - Power: 75 - Accuracy: 100% - PP: 15
Special: The opponent might be paralyzed.
Thundershock -----
Type: Electric - Power: 40 - Accuracy: 100% - PP: 30
Special: The opponent might be paralyzed.
Tickle -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: The opponent's Attack and Defense are lowered.
Torment -----
Type: Dark - Power: / - Accuracy: 100% - PP: 15
Special: The opponent can't use the same move twice in a row.
Toxic -----
Type: Poison - Power: / - Accuracy: 85% - PP: 10
Special: The opponent becomes heavily poisoned.
Transform -----
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: The user takes over the stats, status and attack from the opponent. HP
isn't transferred.
Tri Attack ------
Type: Normal - Power: 80 -Accuracy: 100% - PP: 10
Special: The opponent might be burned, frozen or paralyzed.
Trick -----
Type: Psychic - Power: / - Accuracy: 100% - PP: 10
Special: The Pokémon exchange items.
Triple Kick ------
```

```
Special: Attacks up to the three times.
Twineedle -----
Type: Bug - Power: 25 - Accuracy: 100% - PP: 20
Special: Two attacks. The opponent might become poisoned.
Twister -----
Type: Dragon - Power: 40 - Accuracy: 100% - PP: 20
Special: None.
Uproar ------
Type: Normal - Power: 50 - Accuracy: 100% - PP: 10
Special: Attacks a couple of turns and can't fall asleep.
Type: Normal - Power: 55 - Accuracy: 100% - PP: 30
Special: None
Vine Whip -----
Type: Grass - Power: 35 - Accuracy: 100% - PP: 10
Special: None
Vital Throw ------
Type: Fighting - Power: 70 - Accuracy: 100% - PP: 10
Special: Next attack will hit.
Volt Tackle -----
Type: Electric - Power: 120 - Accuracy: 100% - PP: 15
Special: User receives heavy recoil damage.
Type: Water - Power: 40 - Accuracy: 100% - PP: 25
Special: None.
Water Pulse ------
Type: Water - Power: 60 - Accuracy: 100% - PP: 20
Special: The opponent might be confused.
Water Sport -----
Type: Water - Power: / - Accuracy: 100% - PP: 15
Special: Until the user is taken out of battle, Fire moves will be less
effective against all Pokémon.
Water Spout -----
Type: Water - Power: 150 - Accuracy: 100% - PP: 5
Special: Power gets lower when the user gets weaker.
```

Type: Fighting - Power: 10 - Accuracy: 90% - PP: 10

```
Type: Water - Power: 80 - Accuracy: 100% - PP: 15
Special: None.
Weather Ball -----
Type: Normal - Power: 50 - Accuracy: 100% - PP: 10
Special: Attack is more powerful when the weather isn't normal. The attack type
changes depending on the weather too.
Whirlpool ------
Type: Water - Power: 15 - Accuracy: 70% - PP: 15
Special: Hits the opponent multiple turns.
Whirldwind -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: Make opponent switch Pokémon.
Will-O-Wisp-----
Type: Fire - Power: / - Accuracy: 75% - PP: 15
Special: The opponent gets burned.
Wing Attack -----
Type: Flying - Power: 60 - Accuracy: 100% - PP: 35
Special: None.
Wish -----
Type: Normal - Power: / - Accuracy: 100% - PP: 10
Special: Half of the maximum HP is healed after the following turn.
Withdraw -----
Type: Water - Power: / - Accuracy: / % - PP: 40
Special: The user's defense is raised.
Wrap -----
Type: Normal - Power: 15 - Accuracy: 85% - PP: 20
Special: The attack lasts multiple turns while the opponent can't do anything.
Yawn -----
Type: Normal - Power: / - Accuracy: 100% - PP: 10
Special: Opponent will fall asleep in two turns.
Zap Cannon ------
Type: Electric - Power: 100 - Accuracy: 50% - PP: 5
Special: May Paralyze opponent.
   8.2- Technical Machines
                                          [A802]
  Number | Name | Where
```

```
01
      | Focus Punch | Pyrite Colosseum (Prize)
02
      | Dragon Claw | Deep Colosseum (Prize)
03
      | Water Pulse | Can't be found in Pokémon Colosseum.
      | Calm Mind | Can't be found in Pokémon Colosseum.
04
05
     | Roar
                    | Pyrite Colosseum (Prize)
                     | Phenac Colosseum (Prize)
06
     | Toxic
07
     | Hail
                    | Pyrite Colosseum (Prize)
                  | Can't be found in Pokémon Colosseum.
08
      | Bulk Up
     | Bullet Seed | Can't be found in Pokémon Colosseum.
09
     | Hidden Power | The Under (Shop)
10
11
     | Sunny Day | Phenac Colosseum (Prize)
12
     | Taunt
                    | Deep Colosseum (Prize)
                    | Mt. Battle (Coupon Exchange)
13
     | Ice Beam
14
     | Blizzard
                    | The Under (Shop)
1.5
     | Hyper Beam | The Under (Shop)
     | Light Screen | The Under (Shop)
16
17
     | Protect | The Under (Shop)
      | Rain Dance | Phenac Colosseum (Prize)
18
19
     | Giga Drain | Phenac Colosseum (Prize)
     | Safeguard
                    | The Under (Shop)
2.0
21
     | Frustration | Can't be found in Pokémon Colosseum.
     | Solar Beam | Phenac Colosseum (Prize)
22
      | Iron Tail | Under Colosseum (Prize)
2.3
2.4
     | Thunderbolt | Mt. Battle (Coupon Exchange)
                  | The Under (Shop)
2.5
     | Thunder
26
     | Earthquake | Shadow Pokémon Lab (Treasure chest)
     | Return | Phenac City (Beat Justy)
27
28
      | Dig
                     | Can't be found in Pokémon Colosseum.
     | Psychic | Mt. Battle (Coupon Exchange)
29
     | Shadow Ball | Under Colosseum (Prize)
30
31
     | Brick Break | Pyrite Colosseum (Prize)
     | Double Team | Mt. Battle (Coupon Exchange)
32
33
      | Reflect
                     | The Under (Shop)
34
     | Shock Wave | Can't be found in Pokémon Colosseum.
     | Flamethrower | Mt. Battle (Coupon Exchange)
35
     | Sludge Bomb | Under Colosseum (Prize)
36
37
     | Sandstorm | Under Colosseum (Prize)
     | Fire Blast | The Under (Shop)
38
39
     | Rock Tomb | Can't be found in Pokémon Colosseum.
     | Aerial Ace | Can't be found in Pokémon Colosseum.
40
                    | Defeat the boy in Phenac City.
41
     | Torrent
42
     | Façade | Can't be found in Pokémon Colosseum.
43
     | Secret Power | Can't be found in Pokémon Colosseum.
44
     | Rest
                | Deep Colosseum (Prize)
                     | The Under (The Venus Broadcast room)
45
     | Attract
46
     | Thief
                    | Pyrite City (Release the thief in jail)
      | Steel Wing | Mt. Battle (Treasure chest)
47
48
      | Skill Swap | Deep Colosseum (Prize)
49
      | Snatch
                    | Pyrite Town (Mirror B's Cave)
      | Overheat
                     | Can't be found in Pokémon Colosseum.
50
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8.3- Abilities [A803]

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Ability | Effect

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| The Pokémon isn't affected by moves like Rain Dance.
Air Lock
Arena Trap | Stops Pokémon from leaving the battle. Doesn't work on Flying.
Battle Armor | Your Pokémon will get hit with less Critical Hits.
            | Raises the power of Fire Type moves when health is low.
Blaze
Chlorophyll | The speed is raised when Sunny Day is used.
            | Moves that change the stats of a Pokémon, don't work.
Clear body
Cloud Nine | Moves that change the weather have no effect on Pokémon.
Color Change | The type changes to the type of the last attack against you.
Compound Eyes | Raises the accuracy of the Pokémon.
Cute Charm | Lessens the power of Pokémon of the opposite gender.
            | Pokémon can't self Destruct.
Damp
Drizzle
            | It will rain during the fight.
Drought
             | The sun will shine during the fight.
Early Bird
            | Wake up faster than normal when you fall asleep.
Effect Spore | Might paralyze, poison or let the opponent sleep.
Flame Body | Might burn the opponent.
Flash Fire | Stops Fire damage and raises Fire Attack's power.
            | Changes the type of the Pokémon when the weather changes.
Forecast
Guts
            | Attack Power raises when effected by a Status Condition.
Huge Power | Attack Power raises but is halved when you use Skill Swap.
Hustle
            | Attack Power raises but your accuracy will drop.
Hyper Cutter | Your attack power can't be lowered by enemy attacks.
Illuminate | More Wild Pokémon will appear. (GBA versions only)
Immunity
            | You can't be infected with Poison.
Inner Focus | You can't flinch.
Insomnia | You won't fall asleep.
Intimidate | Makes the Attack of the opponent drop.
            | Your accuracy can't be lowered by enemy attacks.
Levitate
            | You won't be damaged by Ground Type moves.
Light Ball
            | Raises Pikachu's Special Attack.
Lightning Rod | Electrical attacks hit the Pokémon with this ability.
       | The Pokémon can't be paralyzed.
Liquid Ooze | Opponent is hurt if he drains your Pokémon's HP.
Magma Armor | You won't be damaged by Ice Type moves.
Magnet Pull | Steel Pokémon can't leave the battle.
Marvel Scale | Defense Power rises when effected by a Status Condition.
       | Special Attack is multiplied with 1,5 when Plusle is out too.
Natural Cure | All status effects are removed if you withdraw the Pokémon.
Oblivious
           | Attract won't work on this Pokémon.
            | Grass Attack Power is raised when HP is low.
Overgrow
            | The Pokémon can't be confused.
Own Tempo
            | The Pokémon can find items randomly.
Poison Point | Might Poison the opponent when he attacks you.
Pressure | Opponent loses 2 PP when he attacks.
Pure Power
            | Attack Power raises but is halved when you use Skill Swap.
Rain Dish
            | Heals a bit of your health every turn when it is raining.
Rock Head | You won't get hit with Recoil when using attacks like Take Down
Rough Skin | Might hurt the attacking Pokémon.
Run Away
            | Flee automatically from every wild Pokémon. (GBA versions only)
Sand Stream | A Sandstorm will automatically rise.
Sand Veil | Evasion rises when there is a Sand Storm.
Serene Grace | Extra effects will occur two times as often.
Shadow Tag | Your opponent can't change Pokémon.
Shed Skin
            | A small chance that your status effect will be cured.
Shell Armor | The Pokémon with this won't get hit by Critical Hits.
Shield Dust | You won't get hit by side-effects from attacks like Poison.
Soundproof | Moves that involve Sound don't hit.
Speed Boost | Raises Speed at the start of every turn.
Static
        | Might paralyze the opponent.
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| Will encounter less wild Pokémon (GBA versions only)

Sticky Hold | Thief and Knock off won't work.

Sturdy | You can't be knocked out with one hit.

Suction Cups | Roar and Whirlwind won't work.

| Raises the power of Bug attacks when weak. Swarm

Swift Swim | You'll become faster when it rains.

Synchronize | The Attacking Pokémon will receive the same status effect.

Thick Fat | Fire and Ice damages are halved.

Torrent | Raises power of water attacks.

| Get the same ability as the opponent. Trace

| Can only attack every two turns. Truant

Vital Spirit | Can't fall asleep.

Volt Absorb | Electrical attacks heal the Pokémon. Water Absorb | The Pokémon gets healed by Water attacks.

Water Veil | Can't be burned.

White Smoke | Your stats can't be lowered by opponent. Wonder Guard | Only field and Critical Hits will damage you.

9- Battle Mode [A900]

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9.1- Importing Pokémon

[A901] \_\_\_\_\_\_

You can select three types of Pokémon to use in the Battle Mode of this game. You can use Pokémon from Pokémon Ruby or Sapphire, from the Story Mode or just six random chosen Pokémon. If you select the computer Pokémon, you won't have to complete the next step.

You have to 'register' your Pokémon before you can use them in the Battle Mode. You have to select 'Register Pokémon'. You can choose between Colosseum Pokémon and GBA Pokémon. After that, you have to select six Pokémon and confirm your choice. The old files in the Battle Mode will be overwritten.

To register Pokémon from Story Mode, you can't have Shadow Pokémon in your party, you should have six Pokémon in your party and you can't have Pokémon of the same kind in your group so no two Zigzagzoon's or something like that.

To register GBA Pokémon, you need to have a Pokédex and you need to save in a Pokémon Center. You can't have two Pokémon of the same kind in your party. You can't have eggs in your party and you need six Pokémon in your party. After registering the Pokémon, you can turn off your GBA.

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## 9.2- Different Modes

[A902]

You can choose between a Solo Battle against the PC or a Gang Battle. In a solo battle you can choose between Colosseum Battle (fight against 8 trainers in a row), Mt. Battle Vs. 100 (defeat 100 trainers a day), Continue (Continue a Colosseum or Mt. Battle battle), Register Pokémon and Poke Coupon Exchange. The fights in Solo Battle are the same as in Story Mode but you don't have the Call command and you can choose between 1 Vs 1 or 2 Vs 2.

There are six Colosseums in Colosseum Battle. Four of them are unlocked automatically. To unlock the fifth one, you have to beat Phenac Stadium (Easy), Pyrite Colosseum (Normal and Under Colosseum (Hard) in both Single and Double battle. Therefore, you'll have to fight against 48 trainers in total. If you become champion in the Tower Colosseum, you'll unlock the sixth one. You have to beat it in Single and Double Battle. Some of these Battles have a level restriction, you can't use Pokémon higher than level 50 in the Battles that are restricted to Level 50.

At Mt. Battle you have to defeat hundred trainers in Single or Double Battle. The levels of the Pokémon your opponent uses is equal to the level of your best Pokémon.

After choosing Mt. Battle or a Colosseum, you have to select three Pokémon in Single Battle or four in Double Battle. You can choose at anytime to stop in Mt. Battle and save your progress. You can resume your game later.

If you defeat a trainer without losing a Pokémon, you'll get a 'Perfect Win'. You get a Continue if you have a Perfect Win. That means you can battle again against a trainer that beat you. You receive Poke Coupons if you beat eight trainers in a Colosseum Battle or ten in Mt. Battle.

You can only save one battle at a time so you can't save both a Colosseum and a Mt. Battle mode.

After selecting Gang Battle, you should choose the right combination. If you select 'Battle with 2', you have to choose between Single and Double Battle. If you choose 'Battle with 4', it will be automatically a Double Battle. Then you can choose the rules that everyone will need to obey and confirm everything. A screen will appear explaining how to link everything. You need to obey the same rules for registering Pokémon as in Solo Battle.

The GBA players need to select everything on the screen of their Game Boy Advance so that only they can see what they select. The Story Mode Player needs to remember his moves carefully. You can view the controls in your manual.

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