Pokémon LeafGreen Legendaries FAQ

by MegaFun

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In depth FAQ Legendary PokeMons FAQ Copyright 2006-Luthfi Mawarid (MegaFun)

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Introduction (INTR)

Hello, my name is Luthfi Mawarid or MegaFun. If you think, I'm not an expert of English language, so I'm sorry if my grammar was wrong and quite unreadable. Well, this is my first FAQ.I also accepts feedbacks from readers of this FAQ. I'll try to fix this thingies on my second FAQ (If I had one...).Pokemon is one of my favorite Game Boy Advance games (I will call it GBA).It's fun and had some puzzles in it. Finally, I got an interest on those legendaries, so I decided to write a FAQ on this.

Well, because some of my weaknesses, I will said something special. THIS FAQIS FOR PUBLIC. That means, you people can use it for your website or post it somewhere. You have to e-mail me first, of course. My e-mail is: blazepert@yahoo.com; you'll notice something strange on my e-mail address if you know R/S/E pokemons. Anyway, let's back to the FAQ. You're free to use and rearrange my FAQ UNLESS something bad happens. Try not to do anything bad okay? GOOD!

Art of Catching Legendaries (AOCL)

Do you think that legendary pokemons is extremely hard to find, hard to catch and extremely valuable? The answer is: 1.It's not hard to find, as long as you

met with some requirements. I'll list the requirements before the legendary, so don't worry.2.Yes; it is very hard to catch, like some rare pokemon. But, there are two things you can do to make it easier to catch: -Types of balls affect the success rate for catching a pokemon. For example, it is nearly impossible to catch legendary pokemon with poke ball. But, there is a super higher chance with using Ultra Ball. So watch for types of balls. -Status conditions can also affect the catch rate. I would recommend inflicting a freeze status to the legendary. But, since it's quite rare and very hard to get, I would recommend using sleep for legendaries. Paralyze were not very effective. 3. Yes, It's extremely valuable. If it's above lv80, I think it could beat almost every single pokemon in a few blows...So, did you get the thing? Keep that in mind. LG and FR original legendaries (LFOL) _____ There are some few good legendary pokemon that you can catch. I will list them here. ZAPDOS Requirements and preparations to catch: -Beat the gym leader Koga. -Get a pokemon to learn surf. -Get loads of Ultra Balls (25 or more). -Get a rock pokemon for lowering Zapdos' HP (optional). Place: Power Plant-Fly to the PC near Rock Tunnel and surf to the nearest body of water. You'll reach a big building. Enter there. Power Plant From the entrance, simply go straight way to the top and turn, then go downwards. Turn again and go straight. Then turn, go downwards, turn again until you see the king of this place. Save immediately before examining him. ZAPDOS LV 50 TYPE: ELECTRIC&FLYING ABILITY: PRESSURE (Foe uses 2 PP even if only launching 1 attack). Attacks. Thunder Wave (Elec)-Sends a shockwave that paralyzes you. Drill Peck (Flying)-Pecks on you rapidly and hurts you. Agility (Psychic)-With a psychic power, it sharply raises his speed. Detect (Fighting)-Detects the next attack and avoids it. Reduce his life to red and change to a pokemon and use sleep powder (make sure Zapdos doesn't uses Drill Peck). After that, keep throwing ultra balls at him.

If he awakes, use sleep powder again, then throw ultra balls. He should be caught soon. Now after you get it, you'll get a brand new legendary, Zapdos. Train him enough. He'll be quite useful on the next legendary.

Requirements and preparations to catch: -Beat the gym leader Koga. -Get loads of Ultra Balls (30 or more). -Get a pokemon that knows strength (found Gold Teeth somewhere in Safari Zone and give it to the park warden in Fuchsia City). -Get a pokemon that knows surf. -Get a rock/steel/fire/thunder pokemon to reduce Articuno's HP (optional). -For escaping easily bring escape rope (optional). Place: Seafoam Islands-Go to Fuchsia City and go surf to the sea. After the surf, you'll reach a land. Go to the cave there. Seafoam Islands Simply go down, down, down (you can push the boulder to the hole if you didn't bring escape rope) until you (and your boulder) falls to the water. You'll

brought by the current to another area. Go to the land and head to a ladder in the middle of this room. Now go up the ledge, ignore the ladder and go down the ledge again. There'll be some rocks and two holes. Push the CLOSEST boulder to you straight two steps, then push down the boulder next to it 1 step. Push it again to left 1 step. Push the closest boulder near the hole away.

Then push the boulder before 2 steps left. Push it to the hole, and push the boulder next to the hole to the hole. Next, push yourself to the hole. You'll fall. The water current was blocked by the rocks. Simply surf north until you reach the throne of ice. Save!

ARTICUNO LV 50 TYPE: ICE&FLYING ABILITY: PRESSURE (Foe uses 2 PP even if only launching 1 attack).

Attacks: Mist (Ice)-Wraps allies with a mist that prevents status reduction. Agility (Psychic)-With a psychic power, it sharply raises his speed. Mind Reader (Normal)-Makes sure that the next time you attack will be 100% hit. Ice Beam (Ice)-Shoots sharp ices to hurt foe.

The same tactic as Zapdos. I suggest you bring 30+ Ultra Balls because he's a bit harder to catch than Zapdos used my Zapdos'(Lv 53-55,I installed TM Shockwave to him)shockwave to reduce Articuno's HP red in 1 hit, but he dies because he get hit by the powerful Ice Beam. If he didn't die, I could use Thunder Wave, but he dies, so I use Sleep Powder. Keep throwing Ultra Balls. That time I just want to do a joke throwing 1 Great Ball, but unfortunately he was caught.....

There are two ways to escape from this cave: -Easy way, use Escape Rope. OR..... -The hard way. First from the entrance of the cave you should keep pushing a boulder to holes until it reaches water and you reach land (you should keep pushing yourself down the hole too.)Go to the ladder in the middle on the room. Go to the next ladder. Go to the ledge and go to the ladder there. Then, go down to the lower level of the land. Turn left and go up the ledge to reach the ladder.

In the next room, turn right and go to lower level to see a boulder and a hole. Again, push the boulder and yourself to the hole until you've reached water. The water current has blocked. Go up to the land and o to the ladder. Keep going until you can get out of the cave!

MOLTRES

Requirements and preparations to catch: -Beat the gym leader Koga. -Beat the gym leader Blaine. -Could go to Island 1. -Get loads of Ultra Balls (25 or more). -Get a pokemon that knows surf. -Get a pokemon that knows strength. -Get a pokemon ready to learn rock smash (Chansey, Rhyhorn, Machop, etc). -Get a water/rock/thunder pokemon to reduce her HP quickly (optional).

Place:

Mt.Ember-You can do this right after you defeat Blaine and went out of his gym. Bill will ask if you would like to come to Island 1.Say yes. After a long scene, you'll end up controlling yourself. Go out of the PC and surf to the north. Past the grasses and you'll meet a cave door. That is Ember Spa. Enter there. Speak to everyone and someone will give you HM Rock Smash. Install it to your pokemon. If you go to the middle of the spa pond it will restore your pokemon's health. Go out and surf to the north. You'll reach Mt.Ember.

Mt.Ember

Turn left and push the boulders away. Go ^ and go to the upper level. Smash the rocks you see. Go straight ahead to the cave. Go and follow the narrow path to the ladder. In the next room, go straight past the stairs and turn right to the next room. Go south to reach an open room. Turn and go up to the mountain peak. Push the boulders away. Save before talking to her.

MOLTRES LV 50 TYPE: FIRE&FLYING ABILITY: PRESSURE (Foe uses 2 PP even if only launching 1 attack).

Attacks:

Fire Spin (Fire)-Traps you with spiral of fire and hurt you for 3-5 turns. Endure (Normal)-Endures a very powerful attacks so that she leaves 1 HP left. Agility (Psychic)-With a psychic power, it sharply raises his speed. Flamethrower (Fire)-Breathes flame at you, has a chance of burn your pokemon.

Zapdos' Shockwave could reduce her HP to red, especially if she uses Endure. If she does, you may want to use Shockwave again. After that, use either Thunder Wave or Sleep Powder. Start to throw Ultra Balls until you've caught her. Actually you can catch her before Zapdos. For that, you may bring a water pokemon or rock or something that is resistance to fire and flying.

MEWTWO

Requirements and preparations to catch: -Beat the Elite Four. -Get National PokeDex. -Fix the Network Machine with Ruby and Sapphire Gem. -Get a pokemon that knows surf. -Get a pokemon that knows strength. -Get TONS of Ultra Balls (or perhaps Master Ball, this is hard to choose, I know). -Get a dark/bug/ghost pokemon to reduce his HP rapidly (optional) Place: Cerulean Cave-Go to Route 24 above Cerulean City through the Golden Bridge. Surf into the little river and you'll reach a land. Enter the cave. Cerulean Cave Go surf to the river. Follow the river way and drop to the land in south end of the river. Go up the stairs and ignore the first ladder. Go downstairs and you'll see a ladder. Go there. Here, go to south and turn right. Ignore the first pathway and continue your way. From here, just follow the path to the ladder. Go to the next ladder. Go downstairs and follow the pathway to a big river. Surf to the river and go to a small island with Mewtwo there. Save and prepare for a harsh battle. MEWTWO LV 70 TYPE: PSYCHIC ABILITY: PRESSURE (Foe uses 2 PP even if only launching 1 attack). Attacks: Swift (Normal)-Shoots a star beam to you. Recover (Normal)-Recovers half of his HP. Psychic (Psychic) - Emits a strong psychic wave to hurt you. Safeguard (Normal)-Prevents allies from suffering a status ailment (this is annoying). Oh yeah, you're right. He DOES have Recover and Safeguard, making himself hard to catch. And his ability is pressure! With this my Frenzy Plant which only have 5 PP will run out quickly. He will heal himself with Recover and Safequard will prevent him from paralyze, sleep, etc. This is hard to catch with Ultra Ball. I used Frenzy Plant and Sleep Powder to get him. I caught him with Ultra Ball. But, trust me, it was such an accident (or maybe luck!) RAIKOU/SUICUNE/ENTEI Requirements and preparations to catch: -Beat the Elite Four. -You'll get different pokemon if you choose ... Charmander as a starter pokemon: You get Suicune. Squirtle as a starter pokemon: You get Raikou. Bulbasaur as a starter pokemon: You get Entei. -Get a pokemon that has a resistance type to the pokemon (example Entei is Fire-type; you bring Vaporeon which is Water-type). -Get a Wobuffet when the legendary pokemon has a red HP and a status ailment. -Get a MASTER BALL OR TONS OF ULTRA BALLS. Place:

Well, I HATE to say this but, they can move to ALL OVER KANTO REGION. You

could get very frustrated. Meeting them in the first place depends on luck. The annoying thing again is when you met them in a battle, after you finished attacking them, they will simply ESCAPES from you and you'll need to look for them again. They will NEVER, EVER STOP DOING THIS.

RAIKOU/SUICUNE/ENTEI LV 50 TYPE: ELECTRIC/WATER/FIRE ABILITY: PRESSURE (Foe uses 2 PP even if only launching 1 attack).

Raikou attacks: Thundershock (Electric) - An electricity shock that has a chance to paralyze foe. Roar (Normal)-Roars to send foe away. Quick Attack (Normal)-An attack that strikes first. Spark (Electric)-An electrified tackle, has a chance to paralyze foe.

Entei attacks: Ember (Fire)- Spits a fire that could burn foe. Fire Spin (Fire)- Traps you with spiral of fire and hurt you for 3-5 turns. Roar (Normal)- Roars to send foe away. Stomp (Normal)-Stomps enemy that may cause flinching.

Suicune attacks: Bubblebeam (Water)-Burst bubbles to you. Gust (Flying)-Creates a whirlwind to attack you. Rain Dance (Water)-Makes Water-type moves stronger than usual. Aurora Beam (Ice)-Shoots a beam of aurora that may lower attacks.

After the Mewtwo 'incident', I still have my only one piece of Master Ball. I tried to found Entei (my starter pokemon is Bulbasaur). I wander everywhere around Kanto and ran into him near Pallet Town (do you know that the song when we battled with legendary pokemon is different from the ones when we battled ordinary pokemon? When you run into Raikou, Entei or Suicune, you'll hear the legendary song). I don't want to waste time so I caught him with Master Ball.

R, S, E original legendaries (RSEL)

R, S, E original legendaries means Pokemon Ruby, Sapphire, and Emerald original legendaries. Huh? You didn't know those games? Well, in case that you didn't know, Pokemon LeafGreen, the games we're playing were based on a region named Kanto. Pokemon Ruby and whatever I said above were based on a region named Hoenn. A different region could mean lots of new cities, new facilities and of course, tons of BRAND NEW POKEMONS! Now, is there any legendary pokemons over there?

The answer is a big YES. It has a lot more than Kanto. If you had to know, we can make a whole party of legendary pokemons. If you want to get them you must transfer them to Kanto.

A.K.A TRADE

Things needed: -2 Game Boy Advance -A Pokemon LeafGreen/FireRed Game Pak -A Pokemon Ruby/Sapphire/Emerald Game Pak -Game Boy Link Cable

Pokemon Center, then go up to the second floor. Take the pokemon you want to trade and talk to the lady in the right counter. You must do this in both games. Follow the instructions and inside the room. Both players have to examine the machine in the middle of this room. Choose the pokemon you want to trade and exchange it with another pokemon! Miscellaneous and secret legendaries (MASL) _____ Although there are original legendaries, there are some secret legendary pokemons that you can't obtain by only searching it. That needs certain things. I'll list them here. Huge thanks to www.serebii.net for this. HO-OH Requirements and preparations to catch: -You need to obtain Mystery Gift option (you'll see a paper on the cashier of any PokeMarts. Insert words "LINK TOGETHER WITH ALL". The market woman will say something and if you save and turn off your game. It will appear with the New Game and Continue option. -You need to obtain Mystic Ticket (go to a Nintendo event and go near the machine Wonder Spot with your Wireless Adapter attached to your Game Boy and access Mystery Gift. After that, go to the second floor of PC and a guy there will give you a Mystic Ticket). -Get a MASTER BALL OR TONS OF ULTRA BALLS. -Beat the Elite Four. -Get a water/thunder/rock pokemon to reduce her HP rapidly. (optional) Place: Navel Rock-With the Mystic Ticket, go to Vermilion Port and go to Navel Rock from there. Navel Rock Just go to the cave and turn left to see Ho-oH. Really SAVE! HO-OH LV 70 TYPE: FIRE&FLYING ABILITY: PRESSURE (Foe uses 2 PP even if only launching 1 attack). Attacks: Recover (Normal)-Recovers half of her HP. Swift (Normal)-Shoots a star beam to you. Fire Blast (Fire)-Shoots a ring of fire that spreads and burns you. Sunny Day-Makes Fire-type moves stronger than usual. I didn't go to any Nintendo Event so if you know how to catch this please email me. LUGIA Requirements and preparations to catch: -You need to obtain Mystery Gift option (you'll see a paper on the cashier of any PokeMarts. Insert words "LINK TOGETHER WITH ALL".

The market woman will say something and if you save and turn off

your game. It will appear with the New Game and Continue option. -You need to obtain Mystic Ticket (go to a Nintendo event and go near the machine Wonder Spot with your Wireless Adapter attached to your Game Boy and access Mystery Gift. After that, go to the second floor of PC and a guy there will give you a Mystic Ticket). -Get a MASTER BALL OR TONS OF ULTRA BALLS. -Beat the Elite Four. -Get a dark/thunder/rock/ghost pokemon to reduce his HP rapidly (optional) Place: Navel Rock-With the Mystic Ticket, go to Vermilion Port and go to Navel Rock from there. Navel Rock Just go to the cave and turn left to see Lugia. Really SAVE! LUGIA LV 70 TYPE: PSYCHIC&FLYING ABILITY: PRESSURE (Foe uses 2 PP even if only launching 1 attack). Attacks: Recover (Normal)-Recovers half of her HP. Swift (Normal)-Shoots a star beam to you. Hydro Pump (Water)-Shoots 2 hydro high-pressured water to you. Rain Dance (Water) - Makes Water-type moves stronger than usual. I didn't go to any Nintendo Event so if you know how to catch this please email me. DEOXYS Requirements and preparations to catch: -You need to obtain Mystery Gift option (you'll see a paper on the cashier of any PokeMarts. Insert words "LINK TOGETHER WITH ALL". The market woman will say something and if you save and turn off your game. It will appear with the New Game and Continue option. -You need to obtain Aurora Ticket (go to a Nintendo event and go near the machine Wonder Spot with your Wireless Adapter attached to your Game Boy and access Mystery Gift. After that, go to the second floor of PC and a guy there will give you an Aurora Ticket). -Get a MASTER BALL OR TONS OF ULTRA BALLS. -Beat the Elite Four. -Get a dark/bug/ghost pokemon to reduce his HP rapidly (optional) Place: Birth Island- with the Aurora Ticket, go to Vermilion Port and go to Birth Island from there. Birth Island This island got nothing but puzzle. You have to keep different sides of the

triangle touched without walking into it. This has to be done quickly. If it's

correct, there'll be an earthquake and Deoxys will show up. DEOXYS LV 30 TYPE: PSYCHIC ABILITY: PRESSURE (Foe uses 2 PP even if only launching 1 attack). Attacks: Snatch (Dark)-Steals the effect of foe's move. Spikes (Ground)-Hurts the foe switching in. Pursuit (Dark)-If the foe is switching out, it will inflict a bad damage. Psychic (Psychic) - Emits a strong psychic wave to hurt you. He has different forms. If you caught him in: LeafGreen-Deoxys defense mode. FireRed-Deoxys attack mode. Emerald-Deoxys speed mode. I didn't go to any Nintendo Event so if you know how to catch this please email me. Legendaries Data (LGDT) _____ Now, thanks for www.pokemonpalace.net and www.serebii.net for this. ZAPDOS ****** National No: 145 Hoenn No: 300 English Name: Zapdos Japanese Name: Sandaa Ability: Pressure (Foe uses 2 PP even if only launching 1 attack) Gender: Genderless Classification: Electric Pokemon Type: Electric&Flying Height: 5'3" Weight: 116 lbs Colour: Yellow Dex Category: Rare Location: Power Plant Moves: LV O Peck Thundershock LV O LV 13 Thunder Wave LV 25 Agility LV 37 Detect LV 49 Drill Peck LV 61 Charge LV 73 Light Screen Thunder LV 85 ARTICUNO ***** National No: 144 Hoenn No: 299

English Name: Articuno

Japanese Name: Furiizaa Gender: Genderless Classification: Freeze Pokemon Type: Ice&Flying Height: 5'7" Weight: 122 lbs Colour: Blue Dex Category: Rare Location: Seafoam Islands Moves: LV O Gust Powder Snow LV O LV 13 Mist Agility LV 25 Mind Reader LV 37 LV 49 Ice Beam LV 61 Reflect LV 73 Blizzard Sheer Cold LV 85 MOLTRES National No: 146 Hoenn No: 301 English Name: Moltres Japanese Name: Faiyaa Ability: Pressure (Foe uses 2 PP even if only launching 1 attack) Gender: Genderless Classification: Flame Pokemon Type: Fire&Flying Height: 6'2" Weight: 132 lbs Colour: Yellow Dex Category: Rare Location: Mt.Ember Peak Moves: Wing Attack LV O Ember LV O LV 13 Fire Spin LV 25 Agility LV 37 Endure LV 49 Flamethrower Safeguard LV 61 LV 73 Heat Wave LV 85 Sky Attack MEWTWO National No: 150 Hoenn No: 305 English Name: Mewtwo Japanese Name: Myuutsuu Ability: Pressure (Foe uses 2 PP even if only launching 1 attack) Gender: Genderless Classification: Genetic Pokemon Type: Psychic Height: 6'7" Weight: 269 lbs

Colour: Purple Dex Category: Rare Location: Cerulean Cave Moves: LV O Confusion LV O Disable LV 11 Barrier LV 22 Mist LV 33 Swift Recover LV 44 LV 55 Safeguard LV 66 Psychic LV 77 Psych Up Future Sight LV 88 LV 99 Amnesia RAIKOU National No: 243 Hoenn No: 378 English Name: Raikou Japanese Name: Raikou Ability: Pressure (Foe uses 2 PP even if only launching 1 attack) Gender: Genderless Classification: Thunder Pokemon Type: Electric Height: 6'3" Weight: 392.4 lbs Colour: Yellow Dex Category: Grassland Location: Randomly appears in Kanto Moves: LV O Bite LV O Leer LV 11 Thundershock Roar LV 21 Quick Attack LV 31 LV 41 Spark LV 51 Reflect LV 61 Crunch LV 71 Thunder LV 81 Calm Mind ENTEI National No: 244 Hoenn No: 379 English Name: Entei Japanese Name: Entei Ability: Pressure (Foe uses 2 PP even if only launching 1 attack) Gender: Genderless Classification: Volcano Pokemon Type: Fire Height: 6'11" Weight: 436.5 lbs Colour: Brown Dex Category: Grassland Location: Randomly appears in Kanto

Moves: LV O Bite LV O Leer LV 11 Ember LV 21 Roar LV 31 Fire Spin LV 41 Stomp LV 51 Flamethrower LV 61 Swagger LV 71 Fire Blast LV 81 Calm Mind SUICUNE ******* National No: 245 Hoenn No: 380 English Name: Suicune Japanese Name: Suikun Ability: Pressure (Foe uses 2 PP even if only launching 1 attack) Gender: Genderless Classification: Aurora Pokemon Type: Water Height: 6'7" Weight: 412.3 lbs Colour: Blue Dex Category: Grassland Location: Randomly appears in Kanto Moves: LV O Bite LV O Leer LV 11 Bubblebeam LV 21 Rain Dance LV 31 Gust LV 41 Aurora Beam LV 51 Mist Mirror Coat LV 61 LV 71 Hydro Pump LV 81 Calm Mind НО-ОН National No: 250 Hoenn No: 385 English Name: Ho-oh Japanese Name: Houou Ability: Pressure (Foe uses 2 PP even if only launching 1 attack) Gender: Genderless Classification: Rainbow Pokemon Type: Fire&Flying Height: 12'6" Weight: 438.7 lbs Colour: Red Dex Category: Rare Wild Hold Item: Use itemfinder on the spot where Ho-oh was standing. You'll get Sacred Ash Location: Navel Rock Moves:

LV O Whirlwind LV 11 Safeguard LV 22 Gust LV 33 Recover Fire Blast LV 44 LV 55 Sunny Day Swift LV 66 LV 77 Sacred Fire Ancientpower LV 88 LV 99 Future Sight LUGIA ***** National No: 249 Hoenn No: 349 English Name: Lugia Japanese Name: Rugia Ability: Pressure (Foe uses 2 PP even if only launching 1 attack) Gender: Genderless Classification: Diving Pokemon Type: Psychic&Flying Height: 17'1" Weight: 476.2 lbs Colour: White Dex Category: Rare Location: Navel Rock Moves: LV O Whirlwind LV 11 Safeguard LV 22 Gust LV 33 Recover LV 44 Hydro Pump Rain Dance LV 55 LV 66 Swift LV 77 Aeroblast Ancientpower LV 88 LV 99 Future Sight DEOXYS National No: 386 Hoenn No: 202 English Name: Deoxys Japanese Name: Deokishisu Ability: Pressure (Foe uses 2 PP even if only launching 1 attack) Gender: Genderless Classification: DNA Pokemon Type: Psychic Height: 5'7" Weight: 134 lbs Colour: Red Dex Category: Rare Location: Birth Island Moves: LV O Leer LV O Wrap LV 5 Night Shade LV 10 Teleport

LV 15 Knock Off LV 20 Spikes LV 25 Psychic LV 30 Snatch Iron Defense LV 35 Amnesia LV 40 Recover LV 45 LV 50 Counter Mirror Coat LV 50 Credits and thanks (CATH) _____ Fuuuuh.. yes! I'm done! It's hard work. Did you enjoy it? Credits: FAQ Writer: Me Player: My little bro. Reader: You serebii.net and pokemonpalace.net: Thanks for providing me with some info. You: Thanks for reading my FAQ. gamefaqs.com (CJayC and crews): For posting my guide.

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