

Pokémon Ruby/Sapphire FAQ/Walkthrough

by dmon2

Updated to v3.62 on May 23, 2006

Pokemon Ruby & Sapphire FAQ/Walkthrough
Version 3.61 November 3, 2004
by Matt Johnson - shika@mail.com

Table of Contents

=====

1. Legal Info

2. Getting Started
 - 2a. Controls
 - 2b. Differences
 - 2c. Version-Exclusive Pokemon
 - 2d. GSC to RS Changes
 - 2e. Littleroot Town, Torchic, and May
 - 2f. Welcome to Oldale Town
 - 2g. May Battle 1
 - 2h. Welcome to Petalburg City
 - 2i. Meet Wally
 - 2j. Meet Team Aqua
 - 2k. Welcome to Rustboro City
 - 2l. Defeat Roxanne for the Stone Badge

3. Mano a Mano for the Second Badge
 - 3a. Help Devon Corp. and Saving Peeko
 - 3b. Welcome to Dewford Town
 - 3c. Defeat Brawly for the Knuckle Badge

4. An Electrifying Third Badge
 - 4a. Granite Cave
 - 4b. Meet Steven
 - 4c. Welcome to Slateport City. Get a Harbor Mail!
 - 4d. Meet Captain Stern
 - 4e. Team Aqua in the Oceanic Museum, Meet Archie
 - 4f. May Battle 2
 - 4g. Welcome to Mauville City
 - 4h. Get the Coin Case
 - 4i. Pick a Bike
 - 4j. Wally Battle 1
 - 4k. Defeat Wattson for the Dynamo Badge

5. A Red-Hot Fourth Badge
 - 5a. Rock Smash is a HM. Crap.
 - 5b. Welcome to Verdanturf Town
 - 5c. Mt. Chimney
 - 5d. Welcome to Fallarbor Town
 - 5e. Team Aqua in Meteor Falls, Meet Maxie
 - 5f. Mt. Chimney (Revisit)
 - 5g. Archie Battle 1
 - 5h. Descend the Mountain into Lavaridge
 - 5i. Welcome to Lavaridge Town
 - 5j. Wynaut!

- 5k. Defeat Flannery for the Heat Badge

6. Home Again for the Fifth Badge
 - 6a. The Go-Goggles
 - 6b. Back to Petalburg City
 - 6c. Defeat Norman for the Balance Badge

7. Into the Trees for the Sixth Badge
 - 7a. Steven Speaks
 - 7b. Team Aqua in the Weather Institute
 - 7c. Castform
 - 7d. May Battle 3
 - 7e. Welcome to Fortree City
 - 7f. Kecleon and the Devon Scope
 - 7g. Defeat Winona for the Feather Badge

8. Mind vs. Mind for the Seventh Badge
 - 8a. Rain, Rain, Go Away
 - 8b. Welcome to Lilycove City
 - 8c. Team Aqua in Mt. Pyre, Get the Blue Orb
 - 8d. To Slateport and Back Again
 - 8e. May Battle 4
 - 8f. Team Aqua in the Hideout and the Master Ball
 - 8g. Welcome to Mossdeep City
 - 8h. Find Steven
 - 8i. Defeat Liza and Tate for the Mind Badge
 - 8j. Shoal Cave

9. Puzzle Solving, Legendaries, and the Eighth Badge
 - 9a. Welcome to Pacifidlog Town
 - 9b. Team Aqua in the Seafloor Cavern
 - 9c. Archie Battle 2
 - 9d. Welcome to Sootopolis City
 - 9e. Steven Appears...Again - Meet Wallace
 - 9f. Cave of Origin
 - 9g. Catching Kyogre
 - 9gl. Catching Groudon
 - 9h. Defeat Wallace for the Rain Badge

10. The Elite Four
 - 10a. Welcome to Ever Grande City
 - 10b. Wally Battle 2
 - 10c. Elite Four - Sidney
 - 10d. Elite Four - Phoebe
 - 10e. Elite Four - Glacia
 - 10f. Elite Four - Drake
 - 10g. The Champion
 - 10h. Ending the Game

11. Now What?
 - 11a. Unlocked Pokemon
 - 11a1. Latias and Latios
 - 11a2. The Regis
 - 11a2a. Regirock
 - 11a2b. Regice
 - 11a2c. Registeel
 - 11a3. Rayquaza
 - 11a4. Beldum

12. The Safari Zone

- 13. The Trick House
 - 13a. Trick 1
 - 13b. Trick 2
 - 13c. Trick 3
 - 13d. Trick 4
 - 13e. Trick 5
 - 13f. Trick 6
 - 13g. Trick 7
 - 13h. Trick 8

- 14. The Game Corner
 - 14a. Slots
 - 14b. Roulette
 - 14c. Spend Your Earnings

- 15. Pokemon Contests
 - 15a. Berry Blender
 - 15b. Round 1
 - 15c. Round 2
 - 15d. Move Combos

- 16. TMs
 - 16a. HMs

- 17. The Trainer's Eyes

- 18. Pokedex

- 19. The S.S. Tidal

- 20. Weakness Chart

- 21. FAQ

- 22. Secret Base
 - 22a. Fortree City
 - 22b. Lilycove City Department Store
 - 22c. Slateport Market
 - 22d. Route 113
 - 22e. Pretty Petal Flower Shop
 - 22f. The Battle Tower
 - 22g. My Base
 - 22h. Secret Power In Battle

- 23. Ability: Soundproof

- 24. Nature Chart

- 25. Flutes

- 26. Shop List

- 27. Ability List

- 28. Important Items
 - 28a. Stat Uppers
 - 28b. Scarves
 - 28b. Other Hold Items

29. Gabby & Ty
30. New Moves
31. Contact Moves
32. Lost Moves
33. Matt's Moves

34. Abandoned Ship

35. New Mauville

36. Stone Guide

37. My Team

38. Acknowledgements
39. Version History

=====
1. Legal Info
=====

Hamha! This document is copyright ©2003-2004 by Matt Johnson, aka "dmon2" and "MJShika". However, all trademarks and copyrights found in this document are owned by their respective copyright and trademark holders. No infringement of copyright is intended. This document may be printed, in part or in whole, for personal use ONLY. You may not take any part of this document and display it anywhere without written consent from me, in the form of an e-mail. My e-mail address is at the top and bottom of this document. The following sites have my permission to post this walkthrough:

GameFAQs - <http://www.gamefaqs.com>
AntiThem - <http://www.antithem.p9r.net>
SPOnG - <http://spong.com>
Gaming-Hell - <http://www.gaming-hell.com>
IGN - faqs.ign.com
Neoseeker - <https://www.neoseeker.com>
Nettowa-Ku - <http://www.nettowa-ku.com>
PPN - <http://www.pokemonpalace.net>
Team Rocket H.Q. - www.trhq.co.nr

Check GameFAQs for the most recent updates. Also, please include in your e-mail which site you saw my walkthrough on. Since I also have a FAQ/Walkthrough for Pokemon FireRed & LeafGreen, please specify which game you need help with if you decide to e-mail me.

=====
2. Getting Started
=====

Once you've turned the game on, press Start on the title screen to come to the main menu. Select "Options" to change your options, "New Game" if you have no file, or "Continue" if you do. Professor Birch will give you the classic "Hi, I'm Professor [tree]. This is a Pokemon. Blah blah blah. Destiny blah blah." speech. Making yourself male will result in the rival's name being May. Making yourself female means the rival's name will be Brendan. I made myself male for the first game, so from here on out, I will refer to the rival as "May". Give yourself a name and read the rest of Birch's speech.

With that said, here's some stuff you may (or may not) want to know.

=====
2a. Controls
=====

D-Pad - Move

A - Confirm

B - Cancel, hold to run, used for tricks

L - Can be used as A (Options to do so)

R - Not used

Start - Brings up menu

Select - Uses registered Key Item (if one is assigned)

=====
2b. Differences
=====

Ruby		Sapphire
=====		=====
Team Magma Is Evil		Team Aqua Is Evil
Red Orb		Blue Orb
This Game Is Red		This Game Is Blue

=====
2c. Version-Exclusive Pokemon
=====

Ruby		Sapphire
=====		=====
Seedot		Lotad
Nuzleaf		Lombre
Shiftry		Ludicolo
Zangoose		Seviper
Solrock		Lunatone
Groudon		Kyogre
Mawile		Sableye

Each Pokemon that is across from another corresponds to that Pokemon's substitute in the version that the one Pokemon isn't in. Put simply, instead of Mawile in Ruby, you get Sableye. Instead of Seedot, you get Lotad. Get it?

Note: Latios and Latias are in BOTH versions. A Nintendo event that has already happened unlocks whichever one doesn't roam around Hoenn after defeating the Elite Four.

=====
2d. GSC to RS Changes
=====

Here are all the changes they've made, from Gold, Silver, and Crystal to Ruby and Sapphire, excluding the obvious new land and Gym Leaders.

1. YOU CAN NOT VISIT OLD LANDS.
2. You can no longer name your rival.
3. The font has finally been changed from fixed-width.
4. One hundred thirty-five new Pokemon have been added, bringing the total to three hundred eighty-six.

5. Team Rocket is gone.
6. Some people will challenge you to 2-on-2 battles. Your top two Pokemon are sent out to fight in this case. If you do not have two conscious Pokemon, you cannot fight them.
7. Once Berries have been picked, you must re-plant and water one of them if you want more of that Berry.
8. The Pokedex has been upgraded to include Size comparison to you. It also includes much larger entries, due to the removal of the fixed-width font.
9. YOU CAN NOT VISIT OLD LANDS.
10. On the Summary Screen, it now includes how you obtained that specific Pokemon, the level you obtained it at, and what Ball was used to obtain it.
11. In various places, it will rain. This rain moves over time, and will cause a Rain Dance effect if a battle is fought there.
12. Badge names have now been spaced (Heat Badge instead of Heatbadge).
13. A new mini-game has been added: Pokemon Contests.
14. The Roulette game has been changed slightly, as well as the slots.
15. The Card-Flip Game has been removed from the Game Corner.
16. You now have two bikes to choose from. One does tricks, other goes faster.
17. You can now press and hold B to run (Running Shoes required).
18. Sky Attack now has a 30% flinch rate (Hooray!).
19. Low Kick's base damage is now affected by the foe's weight. The heavier the foe, the higher the base damage.
20. Spikes now triples in effectiveness when used three times, inflicting around 13% max HP in damage with each new entry.
21. Instead of reverting to normal Poison, the counter is simply reset when a Pokemon that was previously inflicted with Toxic is brought back in.
22. YOU CAN NOT VISIT OLD LANDS.
23. New weather effect: Hail. Damages all non-Ice-types in play for 5 turns.
24. Pokemon have been given special characteristics, called Abilities, that help them in battle.
25. Pokemon have also been given special natures that boost one stat's strength and subtract from another.
26. The Pokemon (Crystal only) do not animate anymore when you encounter them in the wild, or when viewed on the Status screen. No whining.
27. Every Pokemon now has its own icon, instead of having a general group one.
28. In a Trainer battle, the opponent's Pokemon are displayed as "Foe" instead of "Enemy".
29. Secret Bases have been added. See the Secret Base section for more info (thanks to malfoyluver@yahoo.ca for this change).
30. HM6 is no longer Whirlpool, but is now Rock Smash.
31. A new HM has been added, HM8, Dive.
32. Flash now only covers a large circular area surrounding you, instead of full screen. (thanks to Nutbus2@aol.com for changes 30, 31, and 32)
33. The PC flashes when you boot it up (thanks to merlin89@optonline.net)
34. Two-word classes (such as Dodrio's Triplebird class or Meowth's Scratchcat class) have now been spaced to become two words (Triple Bird/Scratch Cat).

And finally...

35. YOU CAN NOT VISIT OLD LANDS.

Find a change I missed? E-mail me.

=====
2e. Littleroot Town, Torchic, and May
=====

The game starts with you in the back of your moving van. Looks like you're the new kid in town. When the truck stops, hop off and your mother greets you. She takes you inside and tells you to set the clock your father gave you as a gift.

Do so, and head back downstairs. You're a nice kid, so go visit the neighbors. May's mother greets you upon entry. Head upstairs and speak to May. May is nice to you, unlike previous rivals, although Brendan, the rival if you play as a female, seems to have a hint of Gary in him. I like Brendan much more than May, because Brendan isn't so excited about absolutely everything... ¶¶ May's main goal is to fill the Pokedex, with training on the side. She'll leave after you talk to her. Leave her house and leave town. Professor Birch is in danger from a Lv.2 Poochyena, so it's up to you to "save" him (No wonder he sends his kid to fill the Pokedex for him. He's too afraid of the wild Pokemon!). Walk to his bag and press A. Pick your starter. This is everyone's evolution line:

```
Treecko(Grass) -> Grovyle(Grass) -> Sceptile (Grass)
Torchic(Fire) -> Combusken(Fire/Fighting) -> Blaziken(Fire/Fighting)
Mudkip(Water) -> Marshtomp(Water/Ground) -> Swampert(Water/Ground)
```

For the first time ever, all the starters have the same evolution times: first at Lv.16, and again at Lv.36. Torchic gets beaten easily by the first Gym, but will absolutely decimate the Elite Four and the Champion if given the right moves. I picked Torchic for my first game, Treecko for my second, Torchic again for my third, Mudkip for game #4, Treecko yet again for game 5, and Mudkip was my choice in my sixth game. Pick your Pokemon, then beat on the wittle puppy. Professor Birch thanks you, takes you to his lab and gives you the Pokemon that you picked. He'll tell you that May's on Route 103 collecting data.

```
=====
2f. Welcome to Oldale Town
=====
```

Ah, Oldale Town. Absolutely nothing of importance here. You can talk to the man dressed in white to receive a Potion. Continue upwards to Route 103. There are a few Trainers here, so be sure to level your starter to around level 7 or 8 before speaking to May.

```
=====
2g. May Battle 1
=====
```

My Pokemon:

```
*****
* Name |Lvl|*
*****
* Mudkip | 5 |*
*****
```

May's Pokemon:

```
*****
If you picked... * Treecko | Torchic | Mudkip *
*****
You will fight.. *Torchic.....5|Mudkip.....5|Treecko.....5*
*****
```

Money: 300

This battle can be tough, since you have no other Pokemon (unless you're a cheater, in which case you can just waste everyone), and your only damage move is affected by Leer/Growl, which can make the battle last a long time. If you chose Treecko, I find it helpful to use Leer a few times (at least 3 or 4, or until you get knocked into the yellow (whichever comes first)). Keep in mind

that they'll be Growling you right back, which doesn't help. If you chose a Growler, then only use it when Treecko uses Leer. Mudkip's Mud-Slap can help prevent being Leered (or hit), but it doesn't work well against Treecko. After the fight, May heads back to Littleroot Town. You should do the same. Upon arrival, Professor Birch gives you a Pokedex and May gives you five Poke Balls. Try and leave town, and Mom stops you to give you the Running Shoes. Hold B and you will run faster. Be careful, because if you run near a Trainer in the grass, he or she will look at you and you won't be able to sneak past. Head left when you reach Oldale until you get to Petalburg City.

Route 102 Trainers

Trainers whose names have a * next to them denotes a rematch at a later time.

Youngster Calvin*
Zigzagoon, Lv.5
Money: 80

Bug Catcher Rick
Wurmples, Lv.4 (x2)
Money: 64

Youngster Allen
Poochyena, Lv.5; Taillow, Lv.3
Money: 48

Lass Tiana
Zigzagoon, Lv.4 (x2)
Money: 64

=====
2h. Welcome to Petalburg City
=====

The very first (and only) thing you can do in this city is try to head left out of the city. Someone stops you and tells you that all new Trainers check out if there's a Gym in town upon arrival. Being the nice chap he is, he does just this for you. Head inside, and lo and behold, it's your father. Turns out he's a Gym Leader. After speaking to you, a boy named Wally enters.

=====
2i. Meet Wally
=====

Wally's a new Trainer from Petalburg City. Asking your father for help, your father turns him to you to teach him how to capture Pokemon. Your father lends Wally a Zigzagoon help him catch a Pokemon. Wally leads you just outside the city, where he encounters a Ralts. Watch Wally capture the Ralts, then head back to the Gym. Wally returns the Zigzagoon and leaves happily. If you were to battle your father at your current state (assuming your levels right now are less than 30), you'd be smoked. You can't even access the Trainers yet. Head left out of Petalburg and follow the path to Petalburg Woods.

Route 104 Trainers

Youngster Billy
Seedot, Lv.6; Taillow, Lv.8
Money: 128

Rich Boy Winston*
Pokemon: Zigzagoon, Lv.7
Money: 1400

Petalburg Woods Trainers

Bug Catcher Lyle
Wurmples, Lv.3 (x6)
Money: 48

Team Aqua Grunt
Poochyena, Lv.9
Money: 180

Bug Catcher James*
Nincada, Lv.8

Money: 128

=====
2j. Meet Team Aqua
=====

Petalburg Woods looks a whole lot like Viridian Forest from RBY, doesn't it? Head left and around and you'll find the Devon Researcher being harassed by a Team Aqua Grunt. Team Aqua is devoted to expanding the sea to make a home for Water Pokemon. They have no idea that what they're trying to do will destroy humankind, but oh well! That's a typical bad guy for ya. Anyway, battle the Grunt's Poochyena (get used to it - you'll be seeing them a LOT) and he takes off. The Devon Researcher will give you a Great Ball as thanks, and take off. Follow the path out of the forest. Continue on this same route (your first 2-on-2 battle is here) until you reach Rustboro City.

Note: Team Aqua uses a combination of Poochyena, Mightyena, Zubat, Golbat, Carvanha, and Sharpedo. Team Magma uses the same Pokemon, substituting Carvanha and Sharpedo for Numel and Camerupt, respectively. The levels are the same.

Route 104 Trainers

Lady Cindy*	Lass Haley*
Pokemon: Zigzagoon, Lv.7	Lotad, Lv.7; Shroomish, Lv.7
Money: 1400	Money: 112
Twins Gia & Mia	Fisherman Ivan
Lotad/Seedot, Lv.8	Magikarp, Lv.6 (x3)
Money: 192	Money: 240

=====
2k. Welcome to Rustboro City
=====

Finally, your first Gym. If you chose Torchic, try and pick up a Wingull and level it up. They will help you against Roxanne's Gym. There's a Mart and a Pokemon Center, along with Devon Corporation. Whenever you're prepared, head in the gym, defeat the Trainers, and challenge Roxanne.

Rustboro City Gym Trainers

Youngster Josh	Youngster Tommy
Pokemon: Geodude, Lv.10, Lv.8, Lv.6	Pokemon: Geodude, Lv.11
Money: 96	Money: 176

=====
2l. Defeat Roxanne for the Stone Badge
=====

Roxanne specializes in Rock types. Like I said, Torchic gets kicked around and tossed aside in this battle, so unless it has evolved into Combusken to get rid of its Rock weakness, leave it out of the battle!

My Pokemon:

```
*****
*   Name   |Lv1|   Name   |Lv1|   Name   |Lv1|*
*****
```

```
* Absol | 9 | Numel | 9 | Doduo | 9 |*
*****
* Seedot | 9 | Spoink | 9 | Azurill | 9 |*
*****
```

(I bred these Pokemon in my previous Ruby game, traded them to a friend's game, started a new Ruby game, and traded them all back. That's why there's a sudden bunch of people you can't even find yet...)

Roxanne's Pokemon:

```
*****
* Name |Lvl| Name |Lvl|*
*****
* Geodude | 14| Nosepass | 15|*
*****
```

Money: 1500

Your Pokemon should be no less than Lv.14 to defeat Roxanne easily. Crushing Roxanne results in the Stone Badge, the ability to use Cut out of battle, and TM39, Rock Tomb.

```
=====
3. Mano a Mano for the Second Badge
=====
```

The road to this badge is short and sweet, and not many Trainers block your path. You'll be fighting lots of wild Pokemon to get your levels.

```
=====
3a. Help Devon Corp. and Saving Peeko
=====
```

Get out of the Gym and you'll see that same Grunt take off with some Devon Goods. We can't let that happen, now can we? But before we give chase, stop in the building next to the Pokemon Center to receive HM1, Cut. Cut allows you chop down certain trees in your way. In battle, its power barely exceeds that of Tackle. Blah. Heal up and go north and east out of the city. The Devon Researcher will ask you to help him. Go east to Route 116 and keep going until you reach the entrance. Speak to the old man there. His beloved Wingull, Peeko, has been stolen, and he asks you to retrieve it. Enter the cave and see the Aqua Grunt with Peeko. Get up all in his wheezy and bust a cap. He forks over the Devon Goods and Peeko, and leaves again. The old man introduces himself as Mr. Briney. He thanks you, and takes Peeko back to his cabin outside of Petalburg Woods. Take the Devon Goods back to Rustboro City, and there stands the Devon Researcher waiting for you. He'll take you back to Devon Corporation to see his boss, and he'll ask you to take those Goods to the shipyard in Slateport City. His boss, who is more than pleased, gives you a letter to deliver to Steven in Dewford Town. He also gives you the PokeNav as an incentive to do these little tasks. The PokeNav contains a map of Hoenn a Condition menu that allows you to check your Pokemon's abilities in a Contest, the Trainer's Eyes, and once you win a Contest, Ribbons your Pokemon have won. Leave Devon Corp. and head south out of the city. Upon entering the Woods, Cut the bushes to your right and talk to the lady to get the Miracle Seed. Then head out of Petalburg Woods, and enter Mr. Briney's cabin. Stop him from chasing Peeko by talking to him, and he'll ask you if you want to set sail. Say yes, and you'll be on your way!

Route 116 Trainers

Youngster Joey
Zigzagoon, Lv.8; Machop, Lv.10
Money: 160

Lass Janice
Marill, Lv.10
Money: 160

Bug Catcher Jose
Wurmple, Lv.8; Nincada, Lv.8; Silcoon, Lv.8
Money: 128

Hiker Clark
Geodude, Lv.8 (x3)
Money: 320

School Kid Jerry*
Ralts, Lv.10
Money: 200

School Kid Karen*
Shroomish, Lv.9; Whismur, Lv.9
Money: 180

Rusturf Tunnel Trainers

Team Aqua Grunt
Poochyena, Lv.11
Money: 220

Hiker Mike
Geodude, Lv.16 (x2); Machop, Lv.16
Money: 640

=====
3b. Welcome to Dewford Town
=====

A small island town. Enter the house right next to the dock and talk to the guy at the table to get a Silk Scarf, which powers up Normal moves. The Old Rod is also here. Talk to the fisherman near the right end of town to get it. In order to progress, Flash is strongly recommended, so you'll have to beat Brawly in order to earn the right to use it out of battle.

Route 105 Trainers

Swimmer Dawn
Marill, Lv.27
Money: 216

Swimmer Beverly
Wailmer, Lv.26 (x2)
Money: 208

Ruin Maniac Foster
Sandshrew, Lv.26; Sandslash, Lv.26
Money: 1560

Swimmer Austin
Magikarp, Lv.25; Tentacool, Lv.25; Wingull, Lv.25
Money: 200

Swimmer Luis
Carvanha, Lv.27
Money: 216

Dewford Town Gym Trainers

Battle Girl Laura
Meditite, Lv.14
Money: 336

Black Belt Hideki
Machop, Lv.14
Money: 448

Battle Girl Tessa
Meditite, Lv.12 (x2); Machop, Lv.12
Money: 288

=====
3c. Defeat Brawly for the Knuckle Badge
=====

Brawly abuses his TM, Bulk Up. Badly. That will be the majority of his moves, making his Pokemon super-powerful, so kill them quickly!

My Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*   Absol  | 11|   Numel  | 11|   Doduo  | 12|*
*****
*   Seedot | 12|   Spoink | 10|   Azurill | 12|*
*****
```

Brawly's Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|*
*****
*   Machop | 17|   Makuhita | 18|*
*****
```

Money: 1800

Did you capture a Ralts? You did? It evolved into Kirlia, right? Kirlia owns Brawly every which way, if it knows Confusion. If not, Sapphire-users can pick up Sableye in Granite Cave, which essentially awards you the victory. Laying the smackdown on Brawly gets you the Knuckle Badge, the ability to use Flash out of battle, and TM08, Bulk Up.

=====
4. An Electrifying Third Badge
=====

Warning: Lots of Magnemite are up ahead. If you don't have Breloom with Mach Punch, Combusken with Ember/Double Kick, or Marshtomp with Mud Shot, you're gonna be in a world of hurt. Steel resists EVERYTHING it's not weak to (except Water and Electric), so it's going to be difficult defeating the Trainers here.

Route 106 Trainers

Fisherman Ned Tentacool, Lv.12 Money: 480	Fisherman Elliot* Magikarp, Lv.11 (x2); Tentacool, Lv.8 Money: 440
---	--

Swimmer Nicole Wailmer, Lv.27 Money: 216	Swimmer Douglas Tentacool, Lv.26 (x2) Money: 208
--	--

^ (thanks to marcol701@libero.it) ^
(for putting them in their place)

=====
4a. Granite Cave
=====

Did you pick Treecko? Pick up a Geodude here and level it until Magnitude is learned. It'll sweep Mauville's Gym.

Exit Dewford Gym, heal, and head up and left out of the town. Enter Granite Cave. Speak to the man inside and you will receive HM5, Flash. Flash sucked in the old days, and it isn't any better now. Alas, you must teach it to someone (probably that Ralts you caught earlier...right??), unless you want to bumble through the cave in total darkness... Either way, follow the path until you come out in the first room on the upper ledge. Go left and down into a room, and who should it be but good ol' Steven.

=====
4b. Meet Steven
=====

Steven is a powerful Trainer from Hoenn who collects rare stones. He'll appear occasionally throughout your journey to see how you're doing and talk to you about random, boring, irrelevant things. Upon talking to Steven, he will take the letter addressed to him and award you with TM47, Steel Wing. This move just so happens to be Steven's favorite move. He'll leave, and you should do the same. You still have to go to Slateport City! Heal if you need to, and talk to Mr. Briney, but select Slateport as your destination. Anchors aweigh!

Route 107 Trainers

Swimmer Beth
Marill, Lv.25; Goldeen, Lv.25; Wingull, Lv.25
Money: 200

Swimmer Darrin	Sis and Bro Lisa & Ray
Tentacool, Lv.27	Goldeen, Lv.28/Tentacool, Lv.26
Money: 216	Money: 624

Swimmer Tony*	Swimmer Denise
Carvanha, Lv.27	Wingull, Lv.27
Money: 216	Money: 216

Route 108 Trainers

Swimmer Tara
Horsea, Lv.26; Marill, Lv.26
Money: 208

Swimmer Jerome
Tentacool, Lv.26; Wingull, Lv.26
Money: 208

Swimmer Missy
Goldeen, Lv.24; Wingull, Lv.24; Marill, Lv.24; Wailmer, Lv.24
Money: 192

Route 108 Trainers

Swimmer Matthew
Carvanha, Lv.27
Money: 216

Route 109 Trainers

Fisherman Carter

Tentacool, Lv.23, Lv.24, Lv.25; Wailmer, Lv.24;

Money: 1000

Swimmer Alice

Goldeen, Lv.25 (x2); Wingull, Lv.25

Money: 200

Tuber Gwen

Marill, Lv.27

Money: 108

Swimmer David

Wingull, Lv.26; Carvanha, Lv.26

Money: 208

Young Couple Mel & Paul

Dustox/Beautifly, Lv.27

Money: 1728

Sailor Huey

Machop, Lv.14

Money: 448

Tuber Ricky*

Zigzagoon, Lv.14

Money: 56

Tuber Lola*

Azurill, Lv.13 (x2)

Money: 52

Sailor Edmond

Wingull, Lv.12 (x2); Machop, Lv.12

Money: 384

Tuber Carmen (thanks to marco1701@libero.it for pointing her out)

Marill, Lv.27

Money: 108

Seashore House Trainers

Tuber Simon

Azurill, Lv.12; Marill, Lv.12

Money: 48

Beauty Johanna

Goldeen, Lv.13

Money: 1040

Sailor Dwayne

Wingull, Lv.11; Machop, Lv.11; Tentacool, Lv.11

Money: 352

=====
4c. Welcome to Slateport City. Get a Harbor Mail!
=====

There ARE Trainers on the beach AND in the rest house, so be on your guard. Defeat all the Trainers in the rest house and the vendor will give you six Soda Pop for free. After that, they're 300 money each. Talk to the little girl near the water's edge on the south side of Route 109 and she'll give you the Soft Sand. Make your way to Slateport City. Looks like Team Aqua's causing trouble again... First of all, head to the Mart and buy yourself a Harbor Mail for 50 money. Save it, because you will need it later. Enter the shipyard below the Oceanic Museum (the building surrounded at first by Aqua men), and talk to the man straight up from when you enter. That's Dock. He will tell you that Captain Stern went somewhere. I'll save you some trouble - he's in the Oceanic Museum. So...go there.

=====

4d. Meet Captain Stern

=====
Upon entering the Museum, pay 50 money to get in and talk to the Aqua man standing right above the entrance. Turns out this is the same guy who tried to steal Peeko. He will give you TM46, Thief, and leave. Go upstairs and talk to Captain Stern. He will take the package, but those blasted Aquas want it!

=====
4e. Team Aqua in the Oceanic Museum, Meet Archie
=====

Two Aqua Grunts appear and challenge you, one at a time. Dispose of them, and Archie appears. Archie is the head honcho of Team Aqua. He will talk about Team Aqua's noble *cough* plans to expand the sea, and then leave with his two underlings. You can leave now. There's nothing else to do here, so you can head north out of the city.

***Note: Be sure to pick up Parlyz Heals from the Mart! You WILL need them if you plan to level in the next area!

Oceanic Museum Trainers

Team Aqua Grunt	Team Aqua Grunt
Carvanha, Lv.15	Zubat, Lv.14; Carvanha, Lv.14
Money: 300	Money: 280

Route 110 Trainers

Pokefan Isabel*	Youngster Timmy
Plusle, Lv.15; Minun, Lv.15	Poochyena, Lv.12; Aron, Lv.16; Electrike, Lv.16
Money: 1200	Money: 224

Route 103 Trainers

Aroma Lady Daisy	Pokefan Miguel*
Roselia, Lv.16	Skitty, Lv.16
Money: 640	Money: 1280

Fisherman Andrew	Twins Amy & Liv*
Magikarp, Lv.5, Lv.15; Tentacool, Lv.10	Plusle/Minun, Lv.16
Money: 600	Money: 384

=====
4f. May Battle 2
=====

Upon leaving Slateport via the north exit, you have just entered "The Electric Zone". Electric Pokemon are very popular from now until Wattson, so Mudkip's gonna have a field day if you chose her. Fighting in the grass on Route 110 will land you an Electrike. These little buggers are very fast and learn Thunder Wave, so be careful. With their Abilities, you can be paralyzed from using an attack that involves touch. Go up, and you'll reach a fork. Left leads to more Trainers and some water. Right takes you to the grassy path that leads to Mauville. Take the grassy path right. Head up, and look! It's May!

My Pokemon:

```

*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*   Absol  | 15|   Numel  | 15|   Doduo  | 15|*
*****
*   Seedot | 15|   Spoink | 15|   Azurill | 16|*
*****

```

May's Pokemon:

```

*****
If you picked... *   Treecko   |   Torchic   |   Mudkip   *
*****
                  *Combusken..20|Marshomp...20|Groyle....20*
You will fight...*Shroomish..18|Shroomish...18|Numel.....18*
                  *Wailmer....18|Numel.....18|Wailmer....18*
*****

```

Money: 1200

Defeat May, and she'll give you the Itemfinder, which allows you to sense nearby invisible items. Continue on the path until you reach Mauville City.

Route 110 Trainers

Collector Edwin*	Psychic Edward
Lombre, Lv.14; Nuzleaf, Lv.14	Abra, Lv.16
Money: 840	Money: 384

Fisherman Dale

Tentacool, Lv.12 (x2), Lv.9; Wailmer, Lv.15
Money: 480

Cycling Road Trainers

Triathlete Abigail*	Triathlete Anthony
Magnemite, Lv.17	Magnemite, Lv.16 (x2)
Money: 680	Money: 640
Triathlete Benjamin*	Triathlete Jasmine
Magnemite, Lv.17	Magnemite, Lv.15 (x2); Voltorb, Lv.7
Money: 680	Money: 280

Triathlete Jacob

Voltorb, Lv.7 (x2); Magnemite, Lv.15
Money: 600

Psychic Jaclyn (thanks to Mark Caron for showing her to me)

Abra, Lv.16
Money: 384

```

=====
4g. Welcome to Mauville City
=====

```

This is one of my favorite cities, mainly because you finally get a bike, and it's got the Game Corner. Yay!

=====
4h. Get the Coin Case
=====

Did you remember to pick up a Harbor Mail in Slateport? If you didn't, you can either skip this completely or go back, get one, and then come back. Anyway, take your Harbor Mail into the first building you see upon entering the city (it should be the one just to the right of the Game Corner; there's a man standing next to it). Talk to the girl in there, and she will happily trade your Harbor Mail for the Coin Case, which will allow you to play the games in the Game Corner.

=====
4i. Pick a Bike
=====

Are you tired of running? Well, you're in luck. To the right of the Pokemon Center is the Bike Shop. Enter, and talk to Rydel, the owner. Tell him you came from far away, and he will offer you one of two bikes, the Mach Bike and the Acro Bike. Both have advantages and disadvantages:

Mach Bike
=====

1. Faster of the two bikes
2. Can go up mud slides
3. Cannot cross white bars
4. Must accelerate
5. Can cross cracked floors

Acro Bike
=====

1. Tap B = Wheelie
2. Hold B = Bunny Hop
3. D-pad, then hold B = Wheelie Ride
4. Bunny Hop, then D-pad = Bunny Ride
5. D-pad + B = Side Hop
6. Maintains same speed
7. Cannot go up mud slopes or cross cracked floors
8. Can cross white bars
9. Can hop up stones via Bunny Hop

Pick one. It doesn't matter which one, really, because you can always come back and switch for free, any time you want. I prefer the Mach Bike over the Acro Bike, because I'd rather go fast then do tricks, but that's just me. Pick one, and then leave. If you want, you can head back south and use your Bike to ride on Cycling Road. The Trainers there use Magnemite and Voltorb as the overwhelming majority of their Pokemon. If this isn't your cup of tea yet, you can always continue as normal.

=====
4j. Wally Battle 1
=====

What? You wanna beat Wattson? Too bad. Wally is in front of the Gym, pleading with his uncle to let him challenge the Gym to test his skills. His uncle shuts him down, and Wally asks if you'll battle with him. He won't move unless you show him who's boss, so accept and get ready for some ownage.

My Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*   Absol  | 17|   Numel  | 17|   Doduo  | 17|*
*****
*   Nuzleaf | 17|   Spink  | 17|   Azurill | 17|*
```


=====
5. A Red-Hot Fourth Badge
=====

Once again, it's a long road. *sigh* Leave Mauville Gym and enter the building to the right of the Mart. Talk to the man in there, and he gives you HM6, Rock Smash. Yeah, yeah, I know what you're thinking...

=====
5a. Rock Smash is a HM. Crap.
=====

This should be your thought right about now. Why did they make Rock Smash a HM? Probably to take the place of Whirlpool, but Whirlpool has PvP value. Rock Smash...doesn't. It's like Whirlpool, Rock Smash, and Flash are all in a fight over who gets to be the worst and most useless HM (Just watch, in the next series they'll have Razor Wind as the new HM6 to blow away whirlwinds in your path or something, I don't know). Anyway, teach the abomination called Rock Smash to a Pokemon (you HAVE to this time) and take your pick. Left out of the city leads to the breeding house and eventually Verdanturf Town. Up leads towards Mt. Chimney. Right is a dead end. Let's go left.

Route 117 Trainers

Sr. and Jr. Anna & Meg*	Triathlete Dylan*
Zigzagoon, Lv.16/Makuhita, Lv.18	Doduo, Lv.18
Money: 576	Money: 720

PKMN Breeder Lydia*
Wingull, Lv.12; Marill, Lv.12; Goldeen, Lv.12; Shroomish, Lv.12; Roselia, Lv.12; Skitty, Lv.12
Money: 480

Triathlete Maria*
Doduo, Lv.18
Money: 720

PKMN Breeder Isaac*
Whismur, Lv.12; Zigzagoon, Lv.12; Aron, Lv.12; Poochyena, Lv.12; Tailow, Lv.12; Makuhita, Lv.12
Money: 480

Bug Maniac Derek
Nincada, Lv.15; Dustox, Lv.15; Beautifly, Lv.15
Money: 900

=====
5b. Welcome to Verdanturf Town
=====

Verdanturf Town. Semi-worthless. This is where you get the Contest Pass so you can participate in Contests. North of Verdanturf is Rusturf Tunnel, which connects Verdanturf Town and Rustboro City. Enter the tunnel and go up. Rock Smash the boulder separating the couple, and the man will give you HM4, Strength. Strength is a meh when it comes to battle usage. Kinda weak, but it still pulls its weight (bad pun). Backtrack to Mauville City, and go through the north exit. Smash the rocks in your way and continue north until you reach a sandstorm.

Winstrate Family

Winstrate Victor
Taillow, Lv.16; Zigzagoon, Lv.16
Money: 320

Winstrate Victoria*
Roselia, Lv.17
Money: 340

Winstrate Vivi
Marill, Lv.15; Shroomish, Lv.15; Numel, Lv.15
Money: 300

Winstrate Vicky
Meditite, Lv.18
Money: 360

* = Talk to her after defeating Vicky to receive the Macho Brace.

Route 111 Trainers

Picknicker Irene
Shroomish, Lv.18; Marill, Lv.18
Money: 288

Camper Travis
Sandshrew, Lv.19
Money: 304

Route 111 Trainers (Desert)

Camper Drew
Sandshrew, Lv.24
Money: 384

Picknicker Heidi
Sandshrew, Lv.23; Baltoy, Lv.23
Money: 368

Camper Cliff
Baltoy, Lv.22 (x2); Sandshrew, Lv.22
Money: 352

Ruin Maniac Dusty*
Sandslash, Lv.24
Money: 1440

Picknicker Becky
Sandshrew, Lv.24
Money: 384

Route 112 Trainers

Camper Larry
Zigzagoon, Lv.18; Nuzleaf, Lv.18
Money: 288

Picknicker Carol
Taillow, Lv.18; Lombre, Lv.18
Money: 288

Hiker Trent*
Geodude, Lv.16 (x4)
Money: 640

Hiker Brice
Numel, Lv.18; Machop, Lv.18
Money: 720

=====

5c. Mt. Chimney

=====

You can't pass in the desert because you don't have the Go-Goggles to shield your eyes from the sand, so you have to go left. Go up the stairs and look to the right to find two Aqua guys blocking the entrance to the lift. They're not moving any time soon, so head left. Take Fiery Path through the mountain, continue following the path when you get out, and head up until you see a guy standing next to a giant tree. Talk to him and tell him you'll use it to make your own room, and he'll give you TM43 - Secret Power. This allows you to obtain a secret base. After that, continue until you come to yet another fork. Right takes you to get healed. Left takes you to Route 116 and Fallarbor Town.

Route 111 Trainers

Cooltrainer Brooke*

Wingull, Lv.18; Numel, Lv.18; Roselia, Lv.18

Money: 864

Cooltrainer Wilton*

Electrike, Lv.18; Wailmer, Lv.18; Makuhita, Lv.18

Money: 864

Black Belt Daisuke

Machop, Lv.19

Money: 608

Route 113 Trainers

Youngster Neal

Trapinch, Lv.18; Linoone, Lv.20

Money: 320

Ninja Boy Lao*

Koffing, Lv.17 (x3), Lv.19

Money: 228

Parasol Lady Madeline*

Numel, Lv.20

Money: 800

Twins Tori & Tia

Whismur, Lv.20 (x2)

Money: 480

Ninja Boy Lung

Nincada, Lv.19; Ninjask, Lv.19

Money: 228

Youngster Dillon

Aron, Lv.20

Money: 320

=====
5d. Welcome to Fallarbor Town
=====

Though it may look like snow, it's actually ash that falls from Mt. Chimney. Visit the Glass Workshop at the left end of Route 116 and talk to the man inside. He will give you the Soot Sack. The Soot Sack allows you to carry ash. For every step you take onto some ashy grass, you get 1 ash. With ash, you can have the Soot Sack Man make flutes that restore status, or for a TON of ash, he'll make you a chair or a table for your Secret Base. Left, left, and left some more, and you reach Fallarbor Town. There's a Nugget hidden in a crater. TM28, Dig, is obtained in a house just outside of Fallarbor Town. You'll meet Lanette in the Pokemon Center in front of the computer. Lanette runs the Pokemon Storage System in Hoenn. The Super Rank (Level 2) Contest House is also located here. When you're ready, head west out of Fallarbor.

Route 114 Trainers

Fisherman Nolan

Barboach, Lv.20

Money: 800

Picknicker Nancy

Marill, Lv.19; Lombre, Lv.19

Money: 304

Sr. and Jr. Tyra & Ivy

Roselia, Lv.19/Graveler, Lv.21

Money: 672

Camper Shane

Sandshrew, Lv.19; Nuzleaf, Lv.19

Money: 304

Pokemaniac Steve*

Aron, Lv. 20

Money: 1200

Kindler Bernie*

Slugma, Lv.19; Wingull, Lv.19

Money: 608

Hiker Lucas
Geodude, Lv.18 (x3)
Money: 720

Hiker Lenny
Machop, Lv.19 (x2)
Money: 760

Fisherman Claude (thanks to ss012d1677@blueyonder.co.uk for showing him to me)
Goldeen, Lv.16 (x3); Barboach, Lv.18
Money: 640

=====
5e. Team Aqua in Meteor Falls, Meet Maxie
=====

Speak to the man with his Poochyena and he'll give you TM05, Roar. A bit south from there, enter Lanette's house and talk to her (she'll be here only after you spoke with her in Fallarbor's Pokemon Center). Being horribly embarrassed by her messy house, she will give you a free Lotad Doll in exchange for your promise to keep her messiness a secret (Seedot Doll in Ruby). Continue south and climb the rocks using the stairs to enter Meteor Falls. You don't get far before seeing Team Aqua trying to get away with a Meteorite. But just when Team Aqua's about to split, guess who shows up but the *cough* good guys, Team Magma. It's too late, though. Team Aqua gets away with the meteorite, and Magma's leader talks to you and introduces himself as Maxie. He explains Team Aqua's plans to you, they must be stopped, blah. After that, he leaves. During this time, about a thousand hints are dropped right in front of your face that you should go to Mt. Chimney. Why don't you do that?

Meteor Falls Trainers

Old Couple John & Jay*
Hariyama/Medicham, Lv.40
Money: 3200

Dragon Tamer Nicolas*
Altaria, Lv.38 (x2)
Money: 1824

Route 115 Trainers

Battle Girl Cyndy*
Meditite, Lv.19; Makuhita, Lv.19
Money: 456

Black Belt Nob*
Machop, Lv.20
Money: 640

Collector Hector
Zangoose, Lv.20 (Seviper, Lv.20 in Ruby)
Money: 1200

Expert Timothy*
Hariyama, Lv.28
Money: 1120

Black Belt Koichi
Machop, Lv.26; Machoke, Lv.26
Money: 832

^ (thanks to marcol701@libero.it for pointing these dudes out) ^

=====
5f. Mt. Chimney (Revisit)
=====

After backtracking to Mt. Chimney, you'll notice the Aqua men blocking the lift are now gone, allowing you to ride it up to the summit. Do so. You'll see various battles between the grunts, and Maxie gets triple-teamed by three Aqua men. Your job is to bust up the clowns on the upper left side: a Grunt, Yours Truly, and finally...Archie himself.

Mt. Chimney Trainers (Aqua vs. Magma)

Team Aqua Grunt	Aqua Admin Matt
Zubat, Lv.20; Poochyena, Lv.20	Carvanha, Lv.20 (x2); Poochyena, Lv.20
Money: 400	Money: 800

=====
5g. Archie Battle 1
=====

Archie gives you a taste of what you're gonna experience in Lavaridge Town, but at slightly lower levels.

My Pokemon:

```

*****
*  Name  |Lvl|  Name  |Lvl|  Name  |Lvl|*
*****
*  Absol | 25| Numel  | 24| Doduo  | 25|*
*****
*  Nuzleaf | 24| Spoink | 24| Azurill | 26|*
*****

```

Archie's Pokemon:

```

*****
*  Name  |Lvl|  Name  |Lvl|  Name  |Lvl|*
*****
* Mightyena| 24| Sharpedo | 24| Golbat  | 24|*
*****

```

Money: 2000

Your Pokemon should be higher than his, around 26 or 27 by now. If you struggle with Archie, train hard, because Flannery won't play around.

Mt. Chimney Trainers

Expert Shelby*	Beauty Melissa
Meditite, Lv.22; Makuhita, Lv.22	Marill, Lv.22
Money: 880	Money: 1760

Beauty Shirley	Beauty Sheila
Numel, Lv.22	Shroomish, Lv.22
Money: 1760	Money: 1760

=====
5h. Descend the Mountain into Lavaridge
=====

Don't forget to grab the Meteorite and give it to Cozmo in Fallarbor Town for TM27, Return.

After defeating Archie, everyone will leave. Head south off the mountain and you will be in Jagged Pass. There's a few Trainers here, but you can't fight them all at once. You'll have to circle around if you want to fight the rest of them. Jump the ledges going down, and you'll end up on Route 112.

Jagged Pass Trainers

Hiker Eric

Baltoy, Lv.21 (x2)

Money: 840

Camper Ethan*

Zigzagoon, Lv.21; Taillow, Lv.21

Money: 336

Picknicker Diana*

Shroomish, Lv.20; Oddish, Lv.20; Swablu, Lv.20

Money: 320

=====

5i. Welcome to Lavaridge Town

=====

If you want, there's a Nugget you can get by jumping off a ledge or two to your right and going up to the end of the ledge, but you have to descend the mountain again if you do. Either way, head left from Jagged Pass into Lavaridge Town. Hot springs! Though they don't cure you, you can access the pool from the Pokemon Center. You can find a Freeze Heal by feeling around in front of the old lady in the pool <_<

=====

5j. Wynaut!

=====

There's an old lady near the pool who will give you a Wynaut egg if you have an open spot in your party. Wynaut is the pre-evolution of Wobbuffet and will know Charm, Splash, and Encore when it hatches. Hatch the egg or throw it in the PC.

IMPORTANT NOTE: The fog in Flannery's Gym is supposed to be there. HOWEVER, it should NOT block your view. If you cannot see your way through the Gym, your game is fake.

Lavaridge Town Gym Trainers

Kindler Cole

Slugma, Lv.22 (x2); Numel, Lv.22

Money: 704

Cooltrainer Zane

Kecleon, Lv.24

Money: 1152

Kindler Axle

Numel, Lv.23; Slugma, Lv.23

Money: 736

Battle Girl Sadie

Meditite, Lv.24

Money: 576

Kindler Andy

Slugma, Lv.23; Numel, Lv.23

Money: 736

=====

5k. Defeat Flannery for the Heat Badge

=====

Remember Sabrina痴 Gym? Just like it, in a sense. One pool of water on one screen takes you to that same pool of water on a different screen. Here痴 how to get to the leader: left, left, top left, up, middle left, up, top right, right, bottom left, down. Note that the Gym Trainers are hiding in some of the holes! Once you're ready, talk to Flannery.

My Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*   Absol  | 30|   Numel  | 30|   Doduo  | 30|*
*****
*   Nuzleaf| 30|   Spoink | 30|   Azurill | 30|*
*****
```

Flannery's Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*   Slugma | 26|   Slugma | 26|   Torkoal | 28|*
*****
```

Money: 2800

The main thing you have to watch out for is Overheat. Overheat has insane power, but lowers Special Attack by two levels after each use. If your Pokemon aren't strong enough, chances are the first Overheat will OHKO you. Torkoal knows Attract as well, so stay on your guard. Dousing Flannery's spirits gets you the Heat Badge, the ability to use Strength out of battle, and TM50, Overheat.

=====
6. Home Again for the Fifth Badge
=====

Are you tired of long treks between Gyms? Well, rest easy. There is nothing you have to do before defeating the 5th Gym Leader. Exit the Gym, and May will stop you. She won't battle you, but she gives you the Go-Goggles and leaves.

=====
6a. The Go-Goggles
=====

The Go-Goggles provide protection from your eyes and lets you enter the desert. There's some Trainers, TM37, Sandstorm, and a few hidden items in the small stones. In the desert, in the upper right corner of it, there are two fossils, the Root Fossil and the Claw Fossil. If you take one, the other sinks into the sand. Here's what you get:

Root Fossil -> Lileep (Rock/Grass) -> Cradily (Rock/Grass)
Claw Fossil -> Anorith (Bug/Rock) -> Armaldo (Bug/Rock)

Lileep and Anorith are Lv.20 when they are revived, and both evolve at level 40. Pick a fossil and make your way back to Mauville City.

=====
6b. Back to Petalburg City
=====

Mauville's the starting point of your long backtracking expedition. Heal, play games, do whatever you want, but when you're ready, go left and enter Verdanturf Town. Enter Rusturf Tunnel and exit the other side so you're on Route 116. Don't forget that you can pick up the Exp. Share from the president of Devon Corp. as thanks for being an errand boy. From Rustboro City, continue

south. Go back through Petalburg Woods and head east into Petalburg. Nothing to do here but enter the Gym.

Norman's Gym is separated into nine different rooms.

Key:

N	N = Gym Leader's Room where Norman awaits.
/ \	S = Strength Room. X Attack is used.
S 1	1 = 1-Hit KO Room. Dire Hit is used to raise critical strike ratio to kill you in one shot.
/ \ / \	ZR = Zero Reduction Room. Guard Special is used to prevent stat loss.
ZR D R	D = Defense Room. X Defend is used.
\ / \ /	R = Recovery Room. Recovery items are used.
SP A	SP = Speed Room. X Speed is used.
\ /	A = Accuracy Room. X Accuracy is used.
E	E = Entrance

Pick whatever rooms you like.

Strength Room	1-Hit KO Room
-----	-----
Cooltrainer Jody	Cooltrainer Berke
Zangoose, Lv.27	Zangoose, Lv.27
Money: 1296	Money: 1296

Zero Reduction Room Trainer	Defense Room Trainer	Recovery Room
-----	-----	-----
Cooltrainer Parker	Cooltrainer Lori	Cooltrainer George
Linoone, Lv.27	Linoone, Lv.27	Linoone, Lv.27
Money: 1296	Money: 1296	Money: 1296

Speed Room Trainer	Accuracy Room Trainer
-----	-----
Cooltrainer Randall	Cooltrainer Mary
Delcatty, Lv.27	Delcatty, Lv. 27
Money: 1296	Money: 1296

=====
6c. Defeat Norman for the Balance Badge
=====

My Pokemon:

```
*****
* Name |Lvl| Name |Lvl| Name |Lvl|*
*****
* Absol | 31| Numel | 31| Doduo | 31|*
*****
* Nuzleaf | 30| Spoink | 31| Azumarill| 32|*
*****
```

Norman's Pokemon:

```
*****
* Name |Lvl| Name |Lvl| Name |Lvl|*
*****
* Slaking | 28| Vigoroth | 30| Slaking | 31|*
```

Money: 3100

The key to victory is a quick assault. Don't burn them, poison them, or paralyze them, because they'll use Facade. Facade's base power doubles if the user is inflicted with Burn, Paralyze, or Poison. One more move you have to watch out for is Focus Punch. Focus Punch will always go first, and charge. Damage will be dealt at the end of your turn. However, the attack will fail if you are damaged when you are tightening focus. Focus Punch has 150 power, and Slaking will probably OHKO you with it. If not, you'll be severely weakened. Be careful.

Schooling your own father results in the Balance Badge, the ability to use Surf out of battle, and TM42, Facade.

=====
7. Into the Trees for the Sixth Badge
=====

I bet you're wondering by now, "When am I gonna get Surf?" The answer: Right now. Leave the Gym and enter Wally's house next door. Talk to Wally's dad and he will give you HM3, Surf. Surf lets you...well...surf. It hits both foes in 2-on-2 combat. Surf on the water to the right of the Gym to find a Max Revive. Go right out of the city and enter Oldale Town. Now backtrack to Littleroot Town. Enter your house and talk to your mom to receive the Amulet Coin. Go up to Route 103 and Surf to the right. Look familiar? You're right above Slateport. Take Cycling Road or the grassy path to Mauville City. Once there, Surf right. Talk to the fisherman on the water's edge to receive the Good Rod. Go right, and up on the grass, Steven appears.

Route 118 Trainers

Aroma Lady Rose*	Fisherman Wade
Shroomish, Lv.16; Roselia, Lv.16	Carvanha, Lv.17
Money: 640	Money: 680

Guitarist Dalton*
Magnemite, Lv.15 (x2); Whismur, Lv.15
Money: 480

Fisherman Barny
Carvanha, Lv.26 (x2)
Money: 1040

=====
7a. Steven Speaks
=====

Remember when I said that Steven would occasionally appear before you and talk some stuff? This is one of those moments. Talk to him, and he takes off again.

His worthless words:

STEVEN: Hi!
You're that TRAINER I met in DEWFORD!
... ..
... ..
Oh, okay, you're [Name].

I'll remember it.

[Name].

In this vast world, there are many kinds of POKEMON.

They come in many types.

Do you raise different types?

Or do you only raise POKEMON of a certain type?

What do you think as a TRAINER?

Sorry, it's not my place to ask, is it?

Well, anyway, I hope to see you again.

Route 118 Trainers

Bird Keeper Perry

Wingull, Lv.27

Money: 864

Bird Keeper Chester

Tailow, Lv.26; Swellow, Lv.26

Money: 832

Route 119 Trainers

Bug Catcher Kent

Ninjask, Lv.26

Money: 416

Bug Catcher Doug

Nincada, Lv.26 (x2)

Money: 416

Bug Maniac Brent (thanks to marco1701@liber.it for pointing him out)

Surskit, Lv.27

Money: 1620

Bug Maniac Taylor

Wurmple, Lv.25; Cascoon, Lv.25; Dustox, Lv.25

Money: 1500

Bug Catcher Greg

Volbeat, Lv.26; Illumise, Lv.26

Money: 416

Bug Maniac Donald

Wurmple, Lv.25; Silcoon, Lv.25; Beautifly, Lv.25

Money: 1500

Fisherman Eugene

Magikarp, Lv.30; Carvanha, Lv.24; Tentacool, Lv.21; Feebas, Lv.27

Money: 960

PKMN Ranger Catherine*

Gloom, Lv.27; Roselia, Lv.27

Money: 1296

PKMN Ranger Jackson*

Breloom, Lv.28

Money: 1344

Bird Keeper Phil

Tailow, Lv.25; Wingull, Lv.25; Swellow, Lv.25

Money: 800

Ninja Boy Yasu

Ninjask, Lv.27

Money: 324

Ninja Boy Hideo

Koffing, Lv.26 (x2)

Money: 312

Ninja Boy Takashi

Nincada, Lv.25; Ninjask, Lv.25; Koffing, Lv.25

Money: 300

Bird Keeper Hugh

Swellow, Lv.27

Money: 864

=====
7b. Team Aqua in the Weather Institute
=====

You won't get to the Weather Institute for a while. You've got to go through lots of really tall grass, and fight lots of Trainers. Upon reaching the Institute, you'll see two Aqua guys blocking the way. Not much you can do except go into the building. You can use the bed as a Pokemon Center. Make your way through the few Aquas on the first floor, and the one or two on the second floor. Heal if you need to, then challenge the Admin. Smoke her, and Team Aqua leaves.

Weather Institute Trainers

Team Aqua Grunt

Carvanha, Lv.28

Money: 560

Team Aqua Grunt

Zubat, Lv.27; Poochyena, Lv.27

Money: 540

Team Aqua Grunt

Poochyena, Lv.27; Carvanha, Lv.27

Money: 540

Team Aqua Grunt

Poochyena, Lv.26; Zubat, Lv.26; Carvanha, Lv.26

Money: 520

Aqua Admin Shelly

Carvanha, Lv.28; Mightyena, Lv.28

Money: 1120

=====
7c. Castform
=====

If you don't have an open slot in your party, you won't get Castform. Simply drop off a Pokemon and return in order to get Castform. Don't forget to remove its Mystic Water.

Castform's a goofy-looking Pokemon who changes its type based on the weather. No, they're not breasts.

When it's raining, Castform's type changes to Water.

When it's sunny, Castform's type changes to Fire.

When it's hailing, Castform's type changes to Ice.

When a sandstorm is blowing, Castform's type remains Normal.

Castform's signature move is Weather Ball. It's a move that changes type based on the weather. Weather Ball's type stays the same as Castform's current type, with the exception of Sandstorm. In a sandstorm, Weather Ball changes to a Rock type. Drop off Castform (unless you want to level it) in the nearby PC, heal, save, and cross the bridge.

=====
7d. May Battle 3
=====

You don't get far before May stops you and challenges you. You should win easily.

My Pokemon:

```
*****  
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*  
*****  
*   Absol  | 33|   Numel  | 33|   Doduo  | 33|*  
*****  
*   Nuzleaf| 33|   Spink  | 33|   Azumarill| 34|*  
*****
```

May's Pokemon:

```
*****  
If you picked... *   Treecko |   Torchic   |   Mudkip   *  
*****  
                  *Combusken..31|Marshomp...31|Grovyle...31*  
You will fight...*Shroomish..29|Shroomish...29|Numel.....29*  
                  *Wailmer...29|Numel.....29|Wailmer...29*  
*****
```

Money: 1860

After defeating May, she gives you HM2, Fly. Do a jig if you want, and then continue north and east to Fortree City.

=====
7e. Welcome to Fortree City
=====

The whole concept behind this city's existence still boggles me. The entire city is on top of some trees. They've gotta have some strong support beams or some mystical power holding them up O_o. You can't challenge the Gym yet, because some mysterious force is blocking your way. Heal up and then head east out of the city.

=====
7f. Kecleon and the Devon Scope
=====

Go east until you can't go east any more. Go south through the small patch of really tall grass, and cross the bridge. Well, what do you know. It's Steven...again.

STEVEN: Hm? [Name], hi.
It's been a while.
There's something here that you can't see, right?
Now if I were to use this item on the invisible obstacle...
No, no. Rather than just describing it, I should just show you.
That would be more fun.
[Name], are your POKEMON ready for

battle?

Yes/No

No

STEVEN: No?

I'll wait here, so you can get ready.
(Talk again, asks you if you're ready)

Yes

STEVEN: [Name], show me your true
power as a TRAINER!

Steven will use the Devon Scope to see the invisible Kecleon standing nearby.
Its Lv.30 self will attack you.

Kecleon's Ability is Color Change. This Ability changes Kecleon's type to whatever move hit it last. For example, if I use Surf on Kecleon, and it lives, it changes from Normal to Water. Using Rock Smash on it next changes it from Water to Fight(ing). You can use this to your advantage, however, if you know moves that counter one another. Medicham is a perfect example. Hi Jump Kick to inflict serious damage and change Kecleon's type to Fighting, then Psychic it to inflict even more super-effective damage! Good stuff.

STEVEN: I see...
your battle style is intriguing.
Your POKEMON have obviously grown
since I first met you in DEWFORD.
I'd like for you to have this
DEVON SCOPE.

Who knows, there may be other
concealed POKEMON.

(Obtain the Devon Scope.)

STEVEN: [Name].
I enjoy seeing POKEMON and TRAINERS
who strive together.
I think you're doing great.
Well, let's meet again somewhere.

And that's that.

Now that you have the Devon Scope, you can enter the Gym. In order to progress, you'll have to walk through different rotating doors. I know you don't feel like guessing and checking, so here's how to get to Winona, from the entrance:

Simply walk through the first one.

Walk through the second one from the left, then walk through it from the top.

For the third one, walk through the left side from the bottom. Then walk through the right side from the top. Walk through the left one from the left side, then from the top. Circle to the right side, then enter that from the right.

For the fourth one, enter the bottom one from the left. Enter the right one from the left. Enter the right one from the top. Go around and enter the left one from the top. Circle around and enter the bottom one from the bottom. Enter the right one from the left.

Fortree City Gym Trainers

Bird Keeper Jared
Doduo, Lv.30
Money: 960

Picknicker Kylee
Swablu, Lv.30
Money: 480

Camper Terrell
Taillow, Lv.29; Swellow, Lv.29
Money: 464

Bird Keeper Will
Wingull, Lv.28; Swellow, Lv.28; Pelipper, Lv.28
Money: 816

=====
7g. Defeat Winona for the Feather Badge
=====

You can leave and heal if you want to, just follow the instructions to reach Winona again. Challenge her whenever you think you're ready.

My Pokemon:

```
*****
*  Name  |Lvl|  Name  |Lvl|  Name  |Lvl|*
*****
*  Absol | 34| Camerupt | 35| Doduo  | 34|*
*****
*  Nuzleaf | 34| Spoink  | 34| Azumarill| 34|*
*****
```

Winona's Pokemon:

```
*****
*  Name  |Lvl|  Name  |Lvl|  Name  |Lvl|*
*****
*  Swellow | 31| Pelipper | 30| Skarmory | 31|*
*****
*  Altaria | 33|*****
*****
```

Money: 3300

The only real threat here is Altaria. Being part Dragon, it resists many elemental types. Being part Flying to gain one more resistance (immunity, actually) doesn't help either. Watch out for Altaria's Dragon Dance. It raises Speed and Attack, allowing Altaria to make powerful strikes while guaranteeing it the first one. Also, be sure not to forget that Altaria knows Earthquake! Blasting Winona out of the sky gets you the Feather Badge, the ability to use Fly out of battle, and TM40, Aerial Ace. This move is a Flying version of Swift. It will never miss as long as the foe is on-screen.

=====
8. Mind vs. Mind for the Seventh Badge
=====

Another long trek between badges... x_x

=====
8a. Rain, Rain, Go Away
=====

The next area (well, most of it) is in a state of neverending rain. Any and all battles fought in this rainy area will have a Rain Dance in effect ALL THE TIME. You might want to be careful of Cooltrainer Jennifer's Milotic. It knows Water Pulse (which can do some major damage because of STAB + rain AND confuse your Pokemon), has great Special Defense, and also knows Recover. *shudder* Shortly after you leave the rainy section, you'll see 3 Aqua guys heading for Mt. Pyre. Ignore them for now and continue east until you reach Lilycove City.

Route 120 Trainers

Parasol Lady Clarissa
Goldeen, Lv.29; Wailmer, Lv.29
Money: 1160

Bird Keeper Robert*
Swablu, Lv.30
Money: 960

Bird Keeper Colin
Natu, Lv.29; Swellow, Lv.29
Money: 928

Parasol Lady Angelica
Castform, Lv.30
Money: 1200

Ninja Boy Tsunao
Nincada, Lv.28; Ninjask, Lv.28; Koffing, Lv.28
Money: 336

Cooltrainer Jennifer
Milotic, Lv.31
Money: 1488

PKMN Ranger Jenna
Lotad, Lv.29; Lombre, Lv.29; Nuzleaf, Lv.29
Money: 1392

PKMN Ranger Carlos
Seedot, Lv.29; Nuzleaf, Lv.29; Lombre, Lv.29
Money: 1392

Bug Maniac Brandon*
Surskit, Lv.28 (x3)
Money: 1680

Ninja Boy Keigo
Koffing, Lv.29; Ninjask, Lv.29
Money: 348

Ruin Maniac Chip
Sandshrew, Lv.28 (x2); Sandslash, Lv.28
Money: 1680

Route 121 Trainers

Hex Maniac Tammy
Ralts, Lv.30; Duskkull, Lv.30
Money: 720

Beauty Jessica*
Kecleon, Lv.30; Seviper, Lv.30
Money: 2400

Sr. and Jr. Kate & Joy
Spinda, Lv.30/Slaking, Lv.32
Money: 1024

Gentleman Walter*
Manectric, Lv.31
Money: 2480

Pokefan Vanessa
Pikachu, Lv.31

Money: 2480

=====
8b. Welcome to Lilycove City
=====

The Department Store is this city's main attraction. The Move Deleter is also here. You'll notice May standing in front of the Department Store. Ignore her for now, and heal. You can't really do anything here. The only purpose is the ability to Fly here for quick access to Mt. Pyre if you need to leave. You can't go east because Team Aqua is training their Wailmer, and they block your path. Retrace your steps to the dock where Team Aqua took off.

Route 123 Trainers

Psychic Cameron*	Cooltrainer Wendy
Kadabra, Lv.31; Solrock, Lv.31	Mawile, Lv.31; Roselia, Lv.31; Pelipper, Lv.31
Money: 744	Money: 1488

Hex Maniac Kindra	Psychic Jacki*
Duskull, Lv.31; Shuppet, Lv.31	Kadabra, Lv.31; Lunatone, Lv.31
Money: 744	Money: 744

Cooltrainer Clyde
Swellow, Lv.29; Trapinch, Lv.29; Magneton, Lv.29; Shiftry, Lv.29; Wailmer, Lv.29
Money: 1392

Twins Miu & Yuki	Aroma Lady Violet
Beautifly/Dustox, Lv.27	Shroomish, Lv.25; Breloom, Lv.25; Gloom, Lv.25
Money: 648	Money: 1000

=====
8c. Team Aqua in Mt. Pyre, Get the Blue Orb
=====

Mt. Pyre Trainers (Civilians)

Pokemaniac Mark	Young Couple Dez & Luke
Lairon, Lv.32	Delcatty/Manectric, Lv.32
Money: 1820	Money: 2048

Psychic Kayla	Psychic William
Kadabra, Lv.32	Ralts, Lv.31; Kirlia, Lv.31
Money: 768	Money: 744

Black Belt Atsushi
Makuhita, Lv.30; Machoke, Lv.30; Hariyama, Lv.30
Money: 960

Hex Maniac Tasha	Hex Maniac Valerie*
Shuppet, Lv.31; Kadabra, Lv.31	Sableye, Lv.32
Money: 744	Money: 768

Mt. Pyre Trainers (Aqua)

Team Aqua Grunt	Team Aqua Grunt
-----------------	-----------------

Zubat, Lv.30 (x3)
Money: 600

Poochyena, Lv.31; Carvanha, Lv.31
Money: 620

Team Aqua Grunt
Carvanha, Lv.31 (x2)
Money: 620

Surf down and right to the entrance of Mt. Pyre, the home of Ghost Pokemon. The upper floors are laced with Trainers, but they are optional. You need to head left and out of the mountain. The path is straightforward. Head up, beat the Aqua cronies, and talk to Archie, who tells you that you're too late. He's already taken the Red Orb and plans to use it to awaken Kyogre. Phoebe's grandmother will give you the Blue Orb and tell you to stop Archie from releasing Kyogre before it's too late. You can speak to Gramps over there to listen to the story behind the Orbs if you want, but it isn't necessary. Fly to Slateport City.

=====
8d. To Slateport and Back Again
=====

Head to Slateport Harbor and talk to Captain Stern. Team Aqua will speak from inside the harbor. Captain Stern asks you to follow him inside, but you're too late, yet again. Archie and one of his lowlies takes off with the Submarine Explorer 1, which will be referred to as "the sub" from now on. You're done here, so exit the building and Fly to Lilycove City.

=====
8e. May Battle 4
=====

Talk to May in front of the Dept. Store. She asks if you want to fight, and she won't move until you beat her.

My Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*   Absol  | 36| Camerupt | 36| Dodrio  | 37|*
*****
*   Nuzleaf | 36| Spoink   | 37| Azumarill| 36|*
*****
```

May's Pokemon:

```
*****
If you picked... *   Treecko   |   Torchic   |   Mudkip   *
*****
                  *Combusken...34|Marshomp...34|Groyle...34*
You will fight...*Shroomish...32|Shroomish...32|Numel...32*
                  *Wailmer...32|Numel...32|Wailmer...32*
                  *Swellow...31|Swellow...31|Swellow...31*
*****
```

Money: 2040

Defeating May this time gets you...nothing! =D May leaves and lets you go about your business.

=====
8f. Team Aqua in the Hideout and the Master Ball
=====

THE MASTER BALL IS IN HERE. YOU HAVE *ONE* SHOT TO GET IT! DON'T FORGET IT!

I finally got Ruby, so I will divide this part into two sections: Aqua Hideout and Magma Hideout. I'll do Aqua first, because Team Aqua > Team Magma and well...this part's written already =\

Aqua Hideout

Re-heal if needed, then head to the beach on the right side. Surf straight up into the cave. You can find Trainer stats at the bottom of this particular section.

Head up, and fight the Aqua dood. Own him, and go right and up through a door.

Step on the right teleporter, and get the Max Elixir. Return, and step on the other teleporter.

Go right, around the fence (fight if you have to), and left into another teleporter.

Enter the left teleporter. Go left into another teleporter. Do it a third time. This time, go around the middle teleporter and into the far left one.

You will see four Poke Balls.

- 1 = *Master Ball*
- 12 2 = Lv.30 Electrode
- 34 3 = Nugget
- 4 = Lv.30 Electrode

Head back into the teleporter, and take the middle teleporter. Go right into another teleporter, and go up into a third teleporter.

Go to the far right into another teleporter. Enter the door.

Go down into a teleporter to get a Nest Ball. Return, and go right to find another teleporter. Step on it. Go up the stairs. Fight, then circle right and go down the stairs. Fight if you want, then enter the teleporter.

Fight me, then watch the sub leave. Enter the bottom teleporter. Head up the stairs, and go down out of the cave.

Team Aqua's gone now, which means you can now Surf to Mossdeep City.

Team Aqua Grunt	Team Aqua Grunt
Poochyena, Lv.32 (x2)	Zubat, Lv.33
Money: 640	Money: 660

Team Aqua Grunt
Poochyena, Lv.31; Carvanha, Lv.31 (x2)
Money: 620

Team Aqua Grunt
Carvanha, Lv.32; Zubat, Lv.32
Money: 640

Team Aqua Grunt
Zubat, Lv.30; Poochyena, Lv.30 (x2); Carvanha, Lv.30
Money: 600

Team Aqua Grunt	Aqua Admin Matt
Carvanha, Lv.33	Carvanha, Lv.32; Mightyena, Lv.32; Sharpedo, Lv.32
Money: 660	Money: 1280

Magma Hideout

Same thing applies, you can find the Trainers in here at the bottom of this section.

From the entrance, go up the stairs and fight. Then, go around and up. Take the bottom teleporter to get a Max Elixir.

Go back and take the top teleporter, and go down the stairs.

Fight, then go up the stairs, and into the teleporter. Go down to another fight.

Take the left teleporter, then the right teleporter. Take the left teleporter twice, then the right teleporter. Go around the middle teleporter, and into the one on the far right.

You will see four Poke Balls.

	1 = *Master Ball*
12	2 = Lv.30 Electrode
34	3 = Nugget
	4 = Lv.30 Electrode

Head back into the teleporter, and take the middle teleporter. Go left into another teleporter, and go up into a third teleporter.

Now go left, then go right to another fight. Go into the teleporter, and fight.

Go downstairs, and into the teleporter. Pick up the Nest Ball, and go back. Do a fight. Go left into the teleporter, and fight the last fight.

Go left and up into the teleporter, down the stairs, down more stairs, and Surf out. Now go chase Team Magma.

Team Magma Grunt	Team Magma Grunt
Poochyena, Lv.32 (x2)	Zubat, Lv.33
Money: 640	Money: 660

Team Magma Grunt
Poochyena, Lv.31; Numel, Lv.31 (x2)
Money: 620

Team Magma Grunt	Team Magma Grunt
Numel, Lv.32; Zubat, Lv.32	Zubat, Lv.30; Poochyena, Lv.30 (x2); Numel, Lv.30
Money: 640	Money: 600

Team Magma Grunt	Magma Admin Tabitha
Numel, Lv.33	Numel, Lv.32; Mightyena, Lv.32; Camerupt, Lv.32
Money: 660	Money: 1280

End Hideout

Route 124 Trainers

Swimmer Jenny*
Wailmer, Lv.35
Money: 280

Sis and Bro Rita & Sam*
Chinchou, Lv.36/Carvanha, Lv.34
Money: 816

Swimmer Roland
Carvanha, Lv.35
Money: 280

Swimmer Grace
Marill, Lv.33; Wailmer, Lv.33; Wingull, Lv.33
Money: 264

Swimmer Spencer
Tentacool, Lv.33 (x3)
Money: 264

Swimmer Chad
Wingull, Lv.34; Wailmer, Lv.34
Money: 272

Route 125 Trainers

Sailor Ernest*
Wingull, Lv.33; Tentacool, Lv.33; Machoke, Lv.33
Money: 1056

Swimmer Tanya
Luvdisc, Lv.35
Money: 280

Swimmer Sharon
Goldeen, Lv.34; Seaking, Lv.34
Money: 272

Sr. and Jr. Kim & Iris
Swablu, Lv.34/Numel, Lv.36
Money: 1152

Swimmer Stan
Horsea, Lv.35
Money: 280

=====

8g. Welcome to Mossdeep City

=====

The path is straightforward to Mossdeep City. The seventh badge is in sight!
Upon arrival, your first objective is to...

=====

8h. Find Steven

=====

Find Steven. It's not that difficult. He's in a house up and left of the Pokemon Center. Enter his house, and he'll give you HM8, Dive. Dive allows you to swim underwater and give chase to Team Aqua. If you want to go back and do anything (like get the Super Rod if you haven't already), now's the time, because there's nothing stopping you from going into the Gym and beating on a couple of little kids. Because of this, you may want to Fly to Petalburg City and then fight all the Trainers on Route 107-109 to get your levels. Also, fight anyone that wants to rematch you.

Enter the Gym, and you see those arrow direction-forcers you found in Giovanni's Gym in RBY. Spiffy. To end up at the end, do this:

Go up a little, and flip the switch. Fight if you want.

Go down and ride the left arrow. Fight the Trainer, then take the arrow pointing up. Fight the Trainer, and flip the switch.

Take the down arrow, then go down and take the right arrow. Go down and ride the right arrow. Fight the Trainer if you want, and flip the switch.

Ride the up arrow. Go down and ride the down arrow. If you want to fight all the Trainers, don't flip this switch, and continue as normal. Fight the Trainer if you want. When you want to progress, simply flip this switch.

Take the down arrow. Go down and ride the left arrow.

Mossdeep City Gym Trainers

Psychic Preston
Kirlia, Lv.37
Money: 888

Psychic Maura
Kadabra, Lv.36; Kirlia, Lv. 36
Money: 864

Psychic Samantha
Xatu, Lv.37
Money: 888

Psychic Fritz
Natu, Lv.35; Girafarig, Lv.35; Kadabra, Lv.35
Money: 840

Psychic Virgil
Ralts, Lv.36; Kadabra, Lv.36
Money: 864

Psychic Hannah
Ralts, Lv.36; Kirlia, Lv.36
Money: 864

8i. Defeat Liza and Tate for the Mind Badge

What's that you say? There are two people here? Of course there are! This is the first (and only) 2 on 2 Gym battle in all of Pokemon! Don't you feel special? Anyway, if your Pokemon are weak, you're in for a beating.

My Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*  Absol  | 42| Camerupt | 42| Dodrio  | 41|*
*****
* Nuzleaf | 40| Grumpig  | 41| Azumarill| 42|*
*****
```

I used Azumarill
and Grumpig.

Liza and Tate's Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|*
*****
*  Solrock | 42| Lunatone | 42|*
*****
```

Money: 8400

Once again, the key to victory is a quick assault. The longer the battle goes, the more they become stronger with Calm Mind. Those who choose to use Grass Pokemon to pick on their weaknesses should be careful. Solrock knows Sunny Day and Flamethrower. Also be sure to keep in mind that each of them has the Levitate Ability, thus ridding themselves of their weaknesses to Ground. Demonstrating your 2-on-2 prowess gets you the Mind Badge, the ability to use Dive out of battle, and TM04, Calm Mind. This move raises Special Attack and

Special Defense in one shot. Extremely helpful for Water Pokemon.

Step on the teleporter pad to the right to be taken back to the entrance.

=====
8j. Shoal Cave
=====

To reach Shoal Cave, head west off Mossdeep's mainland. Walk up the western side (you're still in Mossdeep) and Surf. Surf right until you can go north, and the entrance to Shoal Cave will be staring you in the face.

Upon entering, you will see an old man if you head north a little. He will tell you that he can make 'something good' if you bring him 4 Shoal Salt and 4 Shoal Shells. You can get all eight items in one day, but you have to wait for the tide to change before you can get the other item. Tide changes every six hours.

High Tide

You know it's high tide when there's lots of shallow water when you enter, and you will need Surf in order to progress. This is the time where you can get the Shoal Shells. I suggest using Max Repels so you can avoid the wild Pokemon. Levels range from mid 20s to low 30s. Here's how to get all 4 Shoal Shells:

Shell 1: From the entrance, Surf up and to the left a little until you see stairs. Go up the stairs and into the door. Circle left and Surf up. Go up the stairs to your immediate right to find the first Shoal Shell.

Shell 2: From the location of Shell 1, Surf northwest. You can't miss it.

Shell 3: From the location of Shell 2, Surf east to find the third Shoal Shell.

Shell 4: From the location of Shell 3, Surf south. Again, you can't miss it.

You're done for now. If you need the Salts, do something until the tide drops.

Low Tide

You know it's low tide when there's barely any water when you enter. You'll need Strength to complete this part.

Salt 1: From the entrance, circle right and go down the stairs, then go north and through the door. Go up the steps, north a little, down the stairs, and climb down the ladder. The first Shoal Salt awaits you next to an Ice Heal.

Salt 2: From the location of Salt 1, go up the many flights of stairs and then up the ladder. Cross the bridge, go south, cross another bridge, north a little, and down the ladder. * Go right a little to find the next Shoal Salt.

Salt 3: From the location of Salt 2, go left and into the door. Go south just a little bit to find Salt 3 staring you in the face.

Salt 4: From the location of Salt 3, go up and to the right. Salt 4 awaits.

* - In the room with Salt 2, talk to the man there to receive the Focus Band.

You're done for now. If you need the Shells, do something until the tide rises.

Once you have four Shoal Salt and four Shoal Shells, take them back to the man in the cave's entrance (tide does not matter). He will give you a Shell Bell in exchange. This mediocre item restores your HP based on how much damage you do. In most cases, Leftovers owns all over it, so to me, it's just a novelty item. However, it's a lot easier to get multiple Shell Bells (get the ingredients every day) than to get multiple Leftovers (find one on S.S. Tidal, win others in Battle Tower). It's your call.

=====
9. Puzzle Solving, Legendaries, and the Eighth Badge
=====

You're one badge away from being able to face the Elite Four. How ya hanging so far? Are you with me? Good!

Route 126 Trainers

Swimmer Barry	Swimmer Dean
Gyarados, Lv.35	Carvanha, Lv.33 (x2); Wingull, Lv.33
Money: 280	Money: 264

Swimmer Brenda
Goldeen, Lv.35
Money: 280

Swimmer Nikki
Marill, Lv.32; Wailmer, Lv.32; Spheal, Lv.32
Money: 256

Route 127 Trainers

Bird Keeper Byron
Swellow, Lv.34; Pelipper, Lv.34
Money: 1088

Fisherman Jonah
Wailmer, Lv.34, Lv.30; Tentacool, Lv.32; Sharpedo, Lv.32
Money: 1280

Wynaut
Fisherman Henry
Tentacool, Lv.31; Carvanha, Lv.33; Tentacruel, Lv.35
Money: 1400

Fisherman Roger
Magikarp, Lv.15, Lv.25, Lv.45; Gyarados, Lv.35
Money: 1800

Triathlete Caleb	Triathlete Connor
Staryu, Lv.33 (x4)	Wingull, Lv.25 (x2); Staryu, Lv.33 (x2)
Money: 1320	Money: 1320

Black Belt Koji
Machoke, Lv.34 (x2)
Money: 1088

Route 128 Trainers

Cooltrainer Ruben
Shiftry, Lv.34; Graveler, Lv.34; Loudred, Lv.34
Money: 1632

Cooltrainer Alexa
Gloom, Lv.35; Azumarill, Lv.35
Money: 1680

Triathlete Isaiah*	Fisherman Wayne
Staryu, Lv.30	Tentacool, Lv.30 (x2); Wailmer, Lv.35; Tentacruel, Lv.32
Money: 1440	Money: 1280

Triathlete Katelyn*
Staryu, Lv.36
Money: 1440

Route 129 Trainers

Triathlete Allison
Wingull, Lv.25 (x3); Staryu, Lv.33
Money: 1000

Swimmer Reed
Carvanha, Lv.32 (x2); Spheal, Lv.32; Sharpedo, Lv.32
Money: 256

Swimmer Tisha
Chinchou, Lv.33; Luvdisc, Lv.33; Pelipper, Lv.33
Money: 264

Triathlete Chase
Wingull, Lv.27; Staryu, Lv.35
Money: 1400

Route 130 Trainers

Swimmer Katie
Goldeen, Lv.33; Chinchou, Lv.33; Spheal, Lv.33
Money: 264

Swimmer Rodney
Horsea, Lv.34; Gyarados, Lv.34
Money: 272

Route 131 Trainers

Swimmer Kara	Swimmer Herman
Seaking, Lv.35	Wailmer, Lv.34; Tentacruel, Lv.34
Money: 280	Money: 272

Swimmer Susie
Horsea, Lv.33; Wailmer, Lv.33; Pelipper, Lv.33
Money: 264

Swimmer Richard	Sis and Bro Reli & Ian
Pelipper, Lv.35	Azumarill, Lv.36/Wingull, Lv.34
Money: 280	Money: 816

=====
9a. Welcome to Pacifidlog Town
=====

This town serves barely any purpose. It's the starting point for the Regi quest, as well as checking for Mirage Island; you can also pick up either TM27, Return, or TM21, Frustration, once a week here. It's also a shortcut to Slateport City. The main reason you're here is to be able to Fly here once you're finished with the game. Of course, if you really want to catch the Regis now (you don't HAVE to beat the Elite Four to do so), skip ahead to the Regi section, and then come back to this section once you're finished.

Route 132 Trainers

Swimmer Dana

Marill, Lv.33; Luvdisc, Lv.33; Azumarill, Lv.33

Money: 264

Swimmer Gilbert

Sharpedo, Lv.35

Money: 280

Black Belt Kiyo

Makuhita, Lv.33 (x2); Machoke, Lv.33

Money: 1056

Route 133 Trainers

Swimmer Franklin

Tentacruel, Lv.34; Sealeo, Lv.34

Money: 272

Swimmer Debra

Goldeen, Lv.34; Seaking, Lv.34

Money: 272

Swimmer Linda

Horsea, Lv.34; Seadra, Lv.34

Money: 272

Bird Keeper Beck

Pelipper, Lv.34 (x2)

Money: 1088

Fisherman Ronald

Gyarados, Lv.34, Lv.29, Lv.25, Lv.22, Lv.20; Magikarp, Lv.19

Money: 760

Cooltrainer Warren

Graveler, Lv.34; Magcargo, Lv.34; Ludicolo, Lv.34

Money: 1632

Route 134 Trainers

Swimmer Jack

Staryu, Lv.34; Gyarados, Lv.34

Money: 272

Swimmer Laurel

Luvdisc, Lv.33 (x3)

Money: 264

Dragon Tamer Aaron

Bagon, Lv.35

Money: 1680

Bird Keeper Alex

Natu, Lv.32; Wingull, Lv.32; Pelipper, Lv.32; Swellow, Lv.32

Money: 1024

Black Belt Hitoshi

Machoke, Lv.34 (x2)

Money: 1088

=====
9b. Team Aqua in the Seafloor Cavern
=====

Note: For this next part, you will need Surf, Dive, Rock Smash, and Strength.

Also note: Since you Sapphire users don't have (or at least you're not supposed to, unless you traded) Kyogre yet, you can use the Super Rod and fish for a Sharpedo right on Mossdeep's coast. Sharpedo can learn all four of these HMs.

Also note some more: The Seafloor Cavern is the same for Ruby and Sapphire. Just substitute Aqua for Magma and Carvanha/Sharpedo for Numel/Camerupt, respectively.

I know you're probably sick of Poochyena and Carvanha, but you have to suffer just a tiny bit more. In order to reach the Seafloor Cavern, start at Mossdeep City. Surf south until you find a huge circle of shallow water. Dive at the south end of the circle and you'll be at the entrance. Enter, and resurface. Enter the cave.

Go around the left side and smash the rock, then move the boulders out of your way. Fight if you want. Go up the stairs, fight if you want, and down into the south door. Jump the ledge and fight. Now Enter the door to the north and use Strength. Push the boulder up, then go right and push that boulder. Exit the room, and re-enter.

Push the boulder up. Go right and up and push that boulder up. Go left and push that boulder left. Smash the rock, then go up and push the boulder up. Go left and smash the rock. Push the boulder left and enter the door.

From the entrance, Surf up, right, right, and then left. Leave the room.

More puzzles! Push the boulder up 1 square. Go between the bottom two boulders. Push the left one left as far as it can go, and do the same with the right. Go between two more boulders and push the left one as far as it can go. The right one is already next to a wall. Go between two more boulders, but push the one above you upwards. Go up and push the boulder right, allowing you access to the next room...after a fight.

One more puzzle. Push the two outside of the bottom three boulders up. Push the middle one to the side. Go up and push the boulder up ONE square. Push the two boulders to the side. Go on the left side and push the boulder up, then go to the right and push that boulder up. Push the middle boulder to the side and enter the door.

Seafloor Cavern Trainers

Team Aqua Grunt
Poochyena, Lv.37; Carvanha, Lv.37
Money: 740

Team Aqua Grunt
Carvanha, Lv.38
Money: 760

Team Aqua Grunt
Poochyena, Lv.36; Carvanha, Lv.36; Zubat, Lv.36
Money: 720

Aqua Admin Shelly
Sharpedo, Lv.38; Mightyena, Lv.38

Money: 1520

=====
9c. Archie Battle 2
=====

Upon entry, you'll notice that the path has gotten all misty. Grab TM26, Earthquake, save your game, then follow the path and walk in front of Kyogre. Archie stops you, and begins the final battle between you and Team Aqua!

My Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*   Absol  | 44| Camerupt | 43| Dodrio   | 43|*
*****
*   Nuzleaf | 43| Grumpig  | 43| Azumarill| 44|*
*****
```

Archie's Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*   Mightyena| 41| Sharpedo | 43| Crobat   | 41|*
*****
```

Money: 3440

Defeat Archie(Maxie), and the Red(Blue) Orb will activate. Much to his surprise, Kyogre(Groudon) rebels and books out of the cave. Archie(Maxie) gets a phone call and hears that he vastly underestimated Kyogre's(Groudon's) power, and his plans have gone horribly wrong. Maxie(Archie) comes in and scolds Archie(Maxie) for being such a wanker. The three of you go outside to see what Archie(Maxie) has done. The surrounding area is under a constant state of rain (harsh sunlight) due to Kyogre's(Groudon's) release. Archie and Maxie will leave. (If you want, you can go back to Mt. Pyre and Archie(Maxie) will return the Red(Blue) Orb to its rightful spot. Talk to Phoebe's grandmother to do the same with the Blue(Red) Orb. After Archie(Maxie) leaves, you will never see him again. Thanks to gigabowser2003@yahoo.com for pointing this out.) Just then, Steven pops in...

STEVEN: [Name]!
What is happening?
This is terrible...
If this doesn't stop, all HOENN...
No, the whole world will [drown/be parched].
[This huge rain cloud is spreading/The cause of this calamity, the blazing]
[from above SOOTOPOLIS?/sun, is in the sky above SOOTOPOLIS...]
What in the world is taking place there?
There's no point in arguing here...
SOOTOPOLIS should provide answers...
[Name]...
I don't know what you intend to do,
but don't do anything reckless.
Okay.
I'm going to SOOTOPOLIS.

Then he takes off.

From where you're at, Surf northwest until you can turn left, then continue left until you reach a large white structure. Dive (you don't have to, I just recommend it so you don't get jumped) and head south until you see the entrance. Enter, and resurface.

=====
9d. Welcome to Sootopolis City
=====

Yes, the Gym is here. But you can't enter it, even if you wanted to. Wallace, the Gym Leader, is out. Plus, the door's shut. You may want to pick up lots of Ultra Balls at the Mart. Someone who can inflict Sleep helps, but only if it's someone high-level. Having a Pokemon with Flash helps in the coming part, too.

=====
9e. Steven Appears...Again - Meet Wallace
=====

Head up and right from the Mart, and you'll see Steven...

STEVEN: [Name], you came, too?
[In this terrible rainstorm/Under this scorching sun], yet...
Oh, yes, can you hear out what my
friend has to say?

(He'll take you to meet Wallace now.)

My name is WALLACE.
I'm this town's GYM LEADER.
I've also been entrusted with the
protection of the CAVE OF ORIGIN.
This [downpour/sunshine] is caused by a power
emanating from the CAVE OF ORIGIN.
That... That is the [BLUE/RED] ORB.
I see.
Follow me.

(The three of you will walk to the cave's entrance, but Steven adds:)

STEVEN: This [rain/sunlight]...
People and POKEMON need [sunlight]water to live...
[to live...]
But why does this [sunlight fill us] rain fill us with
[with so much dread?]
so much dread?
The [rain clouds/blazing sun] over SOOTOPOLIS [will/is]
[intensifying... Soon, all of HOENN]
keep building and soon extend all
over HOENN...
[will be under its withering glare...]
If that were to happen...

(Continue to the entrance.)

WALLACE: The CAVE OF ORIGIN is ahead.
No one from SOOTOPOLIS is permitted
to enter the CAVE OF ORIGIN.
But you must go.
Together with your [BLUE/RED] ORB.

You must go regardless of what awaits
you inside the CAVE...

STEVEN: [Name], I never expected you
to be holding the [BLUE/RED] ORB.
You'll be okay. With your POKEMON,
you'll get things done no matter what.
I'm convinced of it!

When you're ready, enter.

=====
9f. Cave of Origin
=====

Use Flash (if you've got it) to illuminate the cave once you're inside. Follow
the path. Don't forget to pick up HM7, Waterfall. When you get into
Kyogre's(Groudon's) chamber, save your game! You get only one shot at capturing
it!

=====
9g. Catching Kyogre
=====

Walk in front of Kyogre. The Blue Orb activates, and Kyogre attacks!

Kyogre is Lv.45. Its moveset is:

Body Slam - 30% chance of inflicting Paralysis on you.
Calm Mind - Raises Special Attack and Special Defense by 1 level.
Ice Beam - 10% chance of inflicting Freeze.
Hydro Pump - Major damage, but no effects.

So here I am with my Lv.100 squad, thinking that there's no way that Kyogre
would even touch me. I sent out Ninetales to burn it, and it worked. It
paralyzed me with Body Slam, and then proceeded to Calm Mind a couple times
while I threw Net Balls. Then it decides it wants to Hydro Pump me.

Wild KYOGRE used HYDRO PUMP!
It's super effective!
Kitsune fainted!

Yup. Kyogre downed my Lv.100 Ninetales. Of course, it was raining, he CM'd it
up, she's weak to Water, it used the most powerful Water attack available, and
even worse, gets STAB for it, but still. I had a 55-level advantage. That
should have meant something! >_<

Anyway, it eventually died from the Burn, so I started over. I led with
Ninetales this time, and Burned it right off the bat. About halfway through its
life, I tossed a Net Ball. First shake breakout. It used Ice Beam and Kitsune
laughed a hearty pirate laugh. Then I tossed a Net Ball. That thing was mine.

Tries: 2
Total Balls Used: 5 Net Balls, 3 Ultra Balls
Balls Used on Win: 2 Net Balls

=====
9g1. Catching Groudon
=====

Walk in front of Groudon. The Red Orb activates, and Groudon attacks!

Groudon is Lv.45. Its moveset is:

Slash - High chance of a critical strike.
Bulk Up - Raises Attack and Defense by 1 level.
Fire Blast - 10% chance of inflicting Burn.
Earthquake - Major damage, but no effects.

After 8 failed attempts, I figured I'd just post the log from my winning try.

Wild GROUDON appeared!
Go! DODRIO!
Wild GROUDON's DROUGHT intensified the sun's rays!

DODRIO used DRILL PECK!
Wild GROUDON used FIRE BLAST!
A critical hit!
DODRIO fainted!

Go! CAMERUPT!
The sunlight is strong.

Wild GROUDON used BULK UP!
Wild GROUDON's ATTACK rose!
Wild GROUDON's DEFENSE rose!
CAMERUPT used FLAMETHROWER!
The sunlight is strong.

Wild GROUDON used FIRE BLAST!
It's not very effective...
CAMERUPT used ROCK SMASH!
Wild GROUDON's DEFENSE fell!
The sunlight is strong.

Wild GROUDON used FIRE BLAST!
It's not very effective...
CAMERUPT used ROCK SMASH!
The sunlight is strong.

Wild GROUDON used SLASH!
CAMERUPT fainted!

Go for it, ABSOL!
The sunlight is strong.

Matt used DIVE BALL!
Aww! It appeared to be caught!
Wild GROUDON used EARTHQUAKE!
ABSOL fainted!

Go for it, NUZLEAF!
The sunlight is strong.

NUZLEAF used FAKE OUT!
Wild GROUDON flinched!
The sunlight is strong.

Matt used POKE BALL!
Oh no! The POKEMON broke free!

Wild GROUDON used SLASH!
NUZLEAF fainted!

Your foe's weak! Get'm, GRUMPIG!
The sunlight is strong.

Matt used LUXURY BALL!
Aww! It appeared to be caught!
Wild GROUDON used FIRE BLAST!
Wild GROUDON missed!
The sunlight is strong.

Matt used ULTRA BALL!
Aww! It appeared to be caught!
Wild GROUDON used EARTHQUAKE!
GRUMPIG fainted!

Your foe's weak! Get'm, AZUMARILL! (<- Last Pokemon...)
The sunlight is strong.

Matt used ULTRA BALL!
Oh no! The POKEMON broke free!
Wild GROUDON used FIRE BLAST!
It's not very effective...
The sunlight is strong.

Matt used ULTRA BALL!
Gotcha! GROUDON was caught!

Tries: 9
Total Balls Used: 9 Dive Balls, 9 Poke Balls, 9 Luxury Balls, 44 Ultra Balls
Balls Used on Win: 1 Dive Ball, 1 Poke Ball, 1 Luxury Ball, 3 Ultra Balls

After you either catch or kill Kyogre(Groudon), the rain (harsh sunlight) ceases, and Sootopolis becomes inhabited again. After you speak with Steven one last time, you can enter the Gym...

STEVEN: [Name], we owe it all to you.
The sky above SOOTOPOLIS has returned to normal. For that, WALLACE sends his thanks, too.
And, that same WALLACE is waiting for you inside.
He's strong.
But the way you are now, you should be on equal footing with him.
Give it your best shot.

Will you ever see him again? Sure you will. Now you can enter.

Just when you thought you were done with puzzles, there's another one! Yay! ^_^
I love puzzles like these. Each time you step on ice, it cracks. Step on it again and you fall, leaving lots of Trainers for you at the bottom (depending on where you fall). This is how to safely cross:

From the top of the stairs, first set: up, right, up, left, left, up, right.

From the top of the stairs, second set: up, left, left, left, up, up, right, right, down, right, right, right, down, right, up, up, left, left, left.

From the top of the stairs, third set: up, right, right, up, right, right, down, right, up, up, up, left, left, down, left, up, left, down, down, left, left, down, left, up, left, down, left, up, left, up, up, right, down, right, up, right, down, right, up, right.

If you want to fight all the Gym Trainers, simply screw up on the third level.

Sootopolis City Gym Trainers

Third Level

Beauty Olivia Lass Crissy
Lombre, Lv.41 Wailmer, Lv.40 (x2)
Money: 3280 Money: 640

Beauty Tiffany
Carvanha, Lv.39; Wailmer, Lv.39; Sharpedo, Lv.39
Money: 3120

Pokefan Marissa
Azurill, Lv.36; Marill, Lv.38; Azumarill, Lv.40
Money: 3200

Second Level

Beauty Bridget Lady Brianna
Azumarill, Lv.41 Seaking, Lv.41
Money: 3280 Money: 8200

First Level

Beauty Connie Lass Andrea
Goldeen, Lv.40; Wailmer, Lv.40 Luvdisc, Lv.41
Money: 3200 Money: 656

=====
9h. Defeat Wallace for the Rain Badge
=====

My Pokemon:

* Name |Lvl| Name |Lvl| Name |Lvl|*

* Absol | 44| Camerupt | 44| Dodrio | 44|*

* Nuzleaf | 43| Grumpig | 45| Azumarill| 44|*

Wallace's Pokemon:

* Name |Lvl| Name |Lvl| Name |Lvl|*

* Luvdisc | 40| Sealeo | 40| Seaking | 42|*

* Milotic | 43| Whiscash | 42|*****

Money: 4300

The main problem here is Milotic. Take it out quickly! Whiscash is Water/Ground, so those who are Electric-happy should be careful. If you don't dawdle, Wallace is one of the easiest Gym Leaders to beat. Clean his clock to earn the Rain Badge, the ability to use Waterfall out of battle, and TM03, Water Pulse. This attack has a small chance of confusing the foe, while inflicting damage at the same time.

=====
10. The Elite Four
=====

Congratulations! You have 8 badges! Leave the Gym, and head to the Pokemon Center and heal. To go from here to Ever Grande, you'll need Fly, Surf, Strength, Flash, Rock Smash, and Waterfall! I suggest using Kyogre or Groudon as your HM Slave (I did). Kyogre can learn Surf, Strength, Rock Smash, and Waterfall, which should only replace one Pokemon on your team instead of three or four. Neat, huh? Unfortunately, Groudon isn't as versatile HM-wise as Kyogre is (because almost half of them are Water-based). Groudon can only learn Rock Smash and Strength. If you don't want to use either of them, you're on your own. When you're ready, Fly to Mossdeep City. Surf down until you reach Route 128, then head east.

=====
10a. Welcome to Ever Grande City
=====

Ever Grande City greets you with a huge waterfall that you must ascend in order to get to the main part. Ever Grande consists of Victory Road and the Elite Four. Upon entering the cave, go up, left, circle down and right, and fight. From there, go up, left a little, up the stairs, and down to find a Max Elixir. Then jump the ledge, go left and jump another ledge, go up, up the stairs, across the bridge, up, fight, and down the ladder.

Use Flash to light your way, and go down. Head left and push the boulder left, then circle down and push the other boulder right. Go north, smash the rocks, and move the boulders. Go south and fight. Follow the path, and go up the ladder. Pick up the PP Up, and then backtrack to just before the two rocks and two boulders.

Smash the rock and go up the stairs. Cross the bridge, fight and go up. Push the boulders out of the way and grab the Full Restore. Then head down, left, and down the ladder.

Fight, go up, and Surf up. Go up the stairs, go up and right a little, then go up the ladder. Pick up TM29, Psychic, and then go back down the ladder. Go south, and fight. Go back down the stairs, and Surf left.

Ascend the waterfall. Position yourself on the bottom square on the right side just as soon as you get to the top. Face north and press A to find an Elixir. Go left and fight if you want, all he's blocking is a Full Heal. Surf west, and get on dry land. Go down and fight the Trainer if you want. Either way, get to this spot, go down the waterfall, Surf east, and up the ladder.

If you want to fight another trainer, jump the ledge to the left and go south. Then go down the ladder, jump the ledge, go north, Surf, and go up the ladder.

Head down and right. Smash the rock, move the boulder down, smash the other rock, go around the boulder, and up the ladder.

Continue to follow the path, but after you beat Cooltrainer Edgar, heal the best you can and save. You're about to see someone familiar...

Victory Road Trainers

Cooltrainer Albert
Manectric, Lv.43; Muk, Lv.43
Money: 2064

Cooltrainer Hope
Roselia, Lv.44
Money: 2212

Cooltrainer Shannon
Claydol, Lv.44
Money: 2112

Cooltrainer Samuel
Dodrio, Lv.42; Lairon, Lv.42; Kadabra, Lv.42
Money: 2016

Cooltrainer Julie
Sandslash, Lv.43; Ninetales, Lv.43
Money: 2064

Cooltrainer Owen
Kecleon, Lv.42; Rhyhorn, Lv.42; Tentacruel, Lv.42
Money: 2016

Cooltrainer Vito
Swellow, Lv.42; Manectric, Lv.42; Kadabra, Lv.42; Shiftry, Lv.42
Money: 2016

Cooltrainer Caroline
Mawile, Lv.43; Sableye, Lv.43
Money: 2064

Cooltrainer Michelle
Nosepass, Lv.42; Ludicolo, Lv.42; Medicham, Lv.42
Money: 2016

Cooltrainer Edgar
Cacturne, Lv.44
Money: 2112

=====
10b. Wally Battle 2
=====

It's Wally! He's not a pushover anymore. He's been doing some heavy-duty training, and he wants to prove his worth with a battle against you!

(At this point, I bred most of my Pokemon, and decided on a final team, which explains the different Pokemon all of a sudden.)

My Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*Tentacruel| 44| Skarmory | 44| Ninetales| 45|*
*****
*   Armaldo | 53| Vileplume| 45| Medicham | 47|*
```

Wally's Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*  Altaria | 44|  Roselia | 44|  Delcatty | 43|*
*****
*  Magneton| 41|  Gardevoir| 45|*****
*****
```

Money: 2700

Remember the Ralts he captured? Yeah, it kinda evolved into Gardevoir, and it's more than capable of making you take a dirt nap. As always, be swift and be brutal. The longer the battle goes on, the less your chance is of coming out victorious. When you beat Wally, exit the cave via the door on your right. Run up the path and you're one step away from the Elite Four! Heal, and save. Talk to the people blocking your way, and they'll move. Buy any healing supplies now, because there's no turning back once you enter. When you're ready, enter the door, go up the stairs, and challenge Sidney.

```
=====
10c. Elite Four - Sidney
=====
```

Sidney's a master of the Dark type. Though he is the lowest of the Elite Four, he's a lot stronger than Wally, so if you struggled against him...you won't stand a chance further in.

Sidney's Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*  Mightyena| 46|  Shiftry | 48|  Absol   | 49|*
*****
*  Sharpedo| 48|  Cacturne | 46|*****
*****
```

Full Restores: 2

Mightyena - Sand-Attack, Crunch, Swagger, Take Down

Mightyena will almost always lead off with a few Sand-Attacks, sometimes doing it six times in a row. Be careful. Because of Intimidate, your leader gets -1 Attack. Lead with a Special hitter to counter this, unless you can raise your Attack back up.

Shiftry - Fake Out, Double Team, Extrasensory, Swagger

Shiftry doesn't always lead with Fake Out. But then again, it's embarrassingly weak, so no worries. However, Shiftry will always use Double Team a few times. If you haven't gotten rid of it, you can use Aerial Ace to counter the DTs and pick on its weakness to Flying. Extrasensory can make you flinch, so make sure you're quicker.

Absol - Swords Dance, Slash, Aerial Ace, Snatch (@Citrus Berry)

Absol is by far the most dangerous of Sidney's Pokemon. Of course, that's not saying much, considering that Sidney's #1 in line. But don't get too cocky. Even at Lv.49, you have to be extremely fast in killing Absol, because its Pressure Ability doubles PP usage, making each attack cost 2 PP instead of 1. Using a Fighter? Aerial Ace will destroy it after Absol Dances a few times.

Sharpedo - Surf, Swagger, Crunch, Slash

Sharpedo isn't a problem at all. An Electric type with Shock Wave or Thunder(bolt) can easily beat it. The only thing you really need to worry about is Rough Skin, making you take 1/16 your life every time a contact move is used against it. <sarcasm> Oh no! </sarcasm>

Cacturne - Cotton Spore, Needle Arm, Leech Seed, Faint Attack

If you're faster than Cacturne, Cacturne will use Cotton Spore to make it faster. Then it'll use Needle Arm to try and make you flinch.

Once you defeat Sidney, move on to the next room.

=====
10d. Elite Four - Phoebe

=====
Phoebe has a tropical motif goin' on. Her grandparents live on Mt. Pyre, and Phoebe, like a good girl, raises Ghost Pokemon.

Phoebe's Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
* Dusclops | 48| Banette | 49| Sableye | 50|*
*****
* Banette  | 49| Dusclops | 51|*****
*****
```

Full Restores: 2

Dusclops 48 - Curse, Shadow Punch, Confuse Ray, Future Sight

Curse will likely be its #1 attack, so give it a good power hit to kill it in one shot. If not, switch out so Curse gets negated. Try not to knock it into the red, because Phoebe'll use a Full Restore. Also make sure you don't take too long to kill Dusclops because Pressure will eat your PP. And at only the second of the Elite Four, you need all the PP you can get.

Banette - Shadow Ball, Spite, Faint Attack, Will-o-Wisp

More PP wasting. I can tell you through personal experience that this Banette can be much more annoying than Phoebe's Dusclops, especially when Spite eats 5 PP of a move you rely on. Banette leads with Shadow Ball most of the time, followed by a few Spite. I hate Spite.

Sableye - Attract, Shadow Ball, Faint Attack, Psychic

Male Foresighting Fighters beware. This is Phoebe's sweeper... if you want to call it one. Not much to say here, just remember that Sableye has no weaknesses under normal circumstances and a good Magnetron totally owns it.

Banette - Psychic, Toxic, Shadow Ball, Skill Swap

Nearly useless against Dark types, this Banette is just as big a threat as the aforementioned one because of Toxic. Banette's Ability is Insomnia, which prevents her from being put to Sleep. Just don't let Banette Swap a good Ability that can protect it some more.

Dusclops 51 - Ice Beam, Earthquake, Confuse Ray, Shadow Ball (@Sitrus Berry)

Probably the hardest Dusclops to take down because of the larger type coverage. Of course, it does squat diddly about Dark types, because my old Mightyena quickly took care of the PP waster with two (four >_<) Crunches. Just watch your PP...

Once you defeat Phoebe, move on to the next room.

=====
10e. Elite Four - Glacia
=====

Glacia is arguably the hardest of the Elite Four to defeat if you're not well prepared. Note if I said "if you're not well prepared"; my old Manectric + Rain Dance + Thunder = dead Glacia. Feel free to do the same. If you don't have the Glacia-killing Thunder, consider the following strategies:

Glacia's Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*  Glalie  | 50|  Sealeo  | 50|  Walrein | 53|*
*****
*  Glalie  | 52|  Sealeo  | 52|*****
*****
```

Full Restores: 2

Glalie 50 - Hail, Crunch, Ice Beam, Light Screen

I've only seen Glalie do Light Screen once in my life, so don't worry about it. Glalie's lead move depends on your leader. If it's weak to either Dark or Ice, you can believe that Glalie will pick on it. 80% of her Pokemon know Hail, so don't think you're safe when you kill Glalie.

Sealeo 50 - Surf, Hail, Ice Ball, Body Slam

Sealeo will start Hail if Glalie hasn't already. If Sealeo uses Ice Ball, you can either switch to something and Fly (to make Ice Ball miss before it does

too much damage) or switch to a Walrein of your own for some good ol' 13%-damage-from-Ice-attacks fun. Keep in mind the 30% Paralyze chance from Body Slam, but Sealeo will only use it as a last resort. Surf is the move of choice (duh).

Walrein - Surf, Blizzard, Sheer Cold, Body Slam (@Citrus Berry)

If there were a truck that stood for HP, Walrein would be a semi. The big mass of a walrus has tons of HP, and thank the PokeGods it doesn't know Rest. Anyway, Sheer Cold is the newest addition to the set of one-hit KO moves, and Glacia's Walrein's got it. The best part is that no type is immune to Ice, so everyone's in danger. So now you've got two options. One would be to pray that it fails while you struggle to whittle its massive HP away. The other would be to level Walrein's opponent to Lv.54 or higher. Then SC fails. As you can see from its moveset, it prefers to take you out quick with power moves, save Body Slam.

Glalie 52 - Hail, Ice Beam, Crunch, Shadow Ball

Why Shadow Ball? Don't know. Doesn't cover any of Glalie's weaknesses. A good Fire type can smoke Glalie (no pun intended). If you've got Houndoom (trade from Colosseum), she'd be perfect for this particular Glalie.

Sealeo 52 - Blizzard, Attract, Hail, Dive

If there's one thing I hate besides Kyogre and Glacia's Walrein, it's Attract. Make sure you've got a couple non-Fire/-Ground/-Rock/-Grass females.

Once you defeat Glacia, move on to the next room.

=====
10f. Elite Four - Drake
=====

Drake's a pirate. What a baller. A user of Dragon types, anything with Ice Beam or Blizzard will star here.

Drake's Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
*  Shelgon | 52|  Flygon  | 53| Salamence| 55|*
*****
*  Altaria | 54|  Flygon  | 53|*****
*****
```

Full Restores: 2

Shelgon - Rock Tomb, Protect, Dragon Claw, Crunch

I see Shelgon lead with Protect quite often. Then it will Rock Tomb you until you're slower (if you're not already), then Dragon Claw you to death. This is the only one of Drake's Pokemon who isn't double weak to Ice, so once you take care of Shelgon, it's smooth sailing.

Flygon 53 - Sandstorm, Dragonbreath, Dig, Fly

Ice Beam will kill it if you're strong enough. Blizzard will kill it no matter what. If you decide not to pick on his double weakness, you're dumb. That's what type matching's there for. Just use Ice.

Flygon 53 - Crunch, Sand-Attack, Dragonbreath, Flamethrower

For this Flygon, Ice is enough to take it down. If you're out of Ice, then be careful what type you put against it because of the bigger type coverage.

Altaria - Dragon Dance, Take Down, Dragonbreath, Refresh

Use the same strategies against Winona's Altaria. If you can, use Taunt to keep it from Dancing for a little while, unless you've got some more Ice attacks up your sleeve.

Salamence - Dragon Claw, Fly, Flamethrower, Crunch (@Citrus Berry)

Salamence is annoying. Use Ice to stop that sucka dead in its tracks. If it uses Fly, you can zap it with some Thunder for double damage.

Once you defeat Drake, head up the stairs, but be sure to save before you enter the next room. You won't get a chance to save before fighting the Champion.

=====
10g. The Champion
=====

Walk in, and lo and behold, it's Steven Stone. The very same Steven you delivered the letter to and provided all those words of uh...wisdom... Steven's bio (in the Trainer's Eyes) says he uses Steel Pokemon, but as you can see, his Pokemon suggest otherwise. Yes, the top three I listed are all part Steel, but that's only half his team. It would be more accurate to say he uses a combination of Steel and "earth" (Rock and Ground) types. But anyway, this is the very last battle, so give it everything you've got and hold nothing back!

Steven's Pokemon:

```
*****
*   Name   |Lvl|   Name   |Lvl|   Name   |Lvl|*
*****
* Skarmory | 57| Aggron  | 56| Metagross| 58|*
*****
*  Armaldo | 56| Claydol | 55| Cradily  | 56|*
*****
```

Full Restores: 8

Skarmory - Toxic, Steel Wing, Aerial Ace, Spikes

If you happen to have a Steel type (Such as Aggron or Magnetron), then Skarmory becomes useless and can't do a thing to you. You'd have [double] resistance to both of Skarmory's attacks and immunity to Toxic. Good stuff. However, this might force Skarmory to Spikes. Keep that in mind.

Aggron - Solarbeam, Thunder, Earthquake, Dragon Claw

You can bet I was surprised to see Aggron start charging up a Solarbeam when I pit it against my old Swampert. *shudder* Try to pick on Aggron's double weakness to Fighting and/or Ground. If you can't, slap a Water type in there, and Rain Dance it up if you can. Just don't put Swampert or Whiscash against Aggron if you don't have protection against Solarbeam.

Metagross - Meteor Mash, Earthquake, Psychic, Hyper Beam (@Sitrus Berry)

The most dangerous of Steven's Pokemon, Metagross is a threat to a number of types. Watch out for Meteor Mash. It hurts a lot, and may raise up Metagross's Attack by 1 level. Being Steel/Psychic, Metagross is only weak to Fire (which Earthquake takes care of) and Ground. Seeing as how Fire types are in danger because of Earthquake (except Charizard, Moltres, and Ho-oh), Ground would be your best bet. Smack Metagross with an Earthquake of your own.

Armaldo - Slash, Ancientpower, Water Pulse, Aerial Ace

I'm angry that Steven, the supposed best in all of Hoenn, couldn't come up with a better set than this. How dare he disrespect Armaldo! As far as strategy goes, the only real threat is the confusion you can get from Water Pulse. Of course, there's the Ancientpower boost, but odds are against it happening.

Claydol - Light Screen, Earthquake, Reflect, Psychic

I hate Steven's Claydol. It will always use Light Screen and Reflect to cut all your damage in half. It's so annoying! Brick Break gets rid of them, but it won't do much damage.

Cradily - Giga Drain, Sludge Bomb, Confuse Ray, Ancientpower

If Metagross is threat #1, Cradily definitely gives Metagross a run for its money. Do NOT put Swampert or Whiscash against Cradily unless you are absolutely sure beyond a shadow of a doubt that you will kill Cradily in one shot. You will be promptly smacked by Giga Drain, and your attack will have been for nothing, especially if you die.

Once you defeat Steven, you're done!

=====
10h. Ending the Game
=====

May will rush in with some unnecessary information that she doesn't give on how to defeat the Champion. Professor Birch comes in and checks out your Pokedex, and Steven takes you into the next room where you register your team. Proceed to watch the credits. It'll scroll through all the Pokemon in your Pokedex until it runs out, then it will start again. Note that once again, in this game, you can hold B to make Brendan or May ride faster (thus making the credits roll faster). Also note that this can only be done after you've defeated the Elite Four at least once.

=====

11. Now What?

=====

After watching the credits roll, you'll be back in your room. Go downstairs and your father will give you the S.S. Ticket. This item allows you to go to the Battle Tower. Now that you're done with the storyline portion of this game, there's tons to do.

=====

11a. Unlocked Pokemon

=====

You don't have to beat the Elite Four to capture the Regis. For everything else, you do.

=====

11a1. Latias and Latios

=====

In your house, look at the TV to see that a red flying Pokemon has been seen around the Hoenn region. Latias is the equivalent of the beasts in Gold and Silver. Latias is Lv.40 when you encounter her, and she'll run if you don't stop her. Wynaut and Wobbuffet's Ability prevents running, so you can use that to your advantage if you so choose.

IT IS STRONGLY RECOMMENDED TO USE THE MASTER BALL ON LATIAS!

The same thing goes for Latios. Just substitute the appropriate words.

=====

11a2. The Regis

=====

For this quest, you will need the following:

-A Wailord. Capture a Wailmer and train it to Lv.40 to make it evolve, or catch a Wailord on Route 129. They're very rare, so it's probably easier just to raise Wailmer...

-A Relicanth. Search the area around Sootopolis City (underwater). They are rare, and may take a while to find.

-TM28, Dig.

-HM2, Fly.

-HM3, Surf.

-HM4, Strength.

-Patience.

Teach Dig to any Pokemon . If you can't find one, look on Route 116 for a Nincada. They can learn Dig. Trapinch, found in the desert, can also learn Dig. Teach Wailord or Relicanth Surf and/or Dive. Make your way to Pacifidlog Town one way or another. If you've never been there, Fly to Mossdeep City and Surf as far south as you can go, then surf west until you get there. Surf west from the town until you reach the currents.

Surf all the way down and stay down. Stay as low as you can until you're on an

island that is partly on Route 133 and Route 134. Get in the lower left corner of that small island. Step up two spaces and Surf left. Dive and enter the door.

Surf down the cavern until you reach a rock with Braille on it. Resurface to enter the Sealed Chamber.

Here's a small picture in case you don't get it.

Message from sign in the Underwater Cave on Route 134

"GO UP HERE."

First room in Sealed Chamber messages

```
|#####|
|##DIG HERE.##|           Braille translations.
|           |           Use Dig where it says "DIG HERE."
| ABC DEF . |           to open the pathway.
| GHI JKL , |
| MNO PQRS |
| TUV WXYZ |
|           |
|   _   |
| | | | |
```

^ Water where you surfaced

Go to the back of the room and stand in the middle of the Braille. Use Dig to reveal a path. Enter the next room and head to the northern end of it. Put Relicanth in the first spot in your roster, and Wailord in the last. Press A on the Braille, and the doors to the Regis will open!

Braille messages in Sealed Chamber, second room

```
#####
#####FIRST COMES RELICANTH. LAST COMES WAILORD.#####
```

```
IN THIS CAVE WE HAVE LIVED.           WE OWE ALL TO THE POKEMON.
BUT, WE SEALED THE POKEMON AWAY.      WE FEARED IT.
THOSE WITH COURAGE, THOSE WITH HOPE.   OPEN A DOOR. AN ETERNAL POKEMON WAITS.
```

Use Dig to leave the cave. Surf back out of the chamber and resurface. Welcome back to reality. Time to catch us some legendaries!

```
=====
11a2a. Regirock
=====
```

You may want to pick up some Timer Balls in addition to Ultra Balls. Timer Balls are more effective the longer the battle is, and they're good insurance for when you run out of your pit of Ultra Balls. Buy them in Rustboro City.

If you want to, you can ditch Relicanth and Wailord. You won't need them again. Alright, make sure someone knows Strength, then Fly to Lavaridge Town. Go east until you enter the desert, then go all the way to the south end. Welcome to

the Desert Ruins. Enter.

Desert Ruins Braille message: "RIGHT, RIGHT, DOWN, DOWN. THEN, USE STRENGTH."

From the center of the Braille, move right two spaces and then down two spaces. Use Strength, and the door to Regirock opens.

Regirock Lv.40's moveset:

Superpower - Lowers user's Attack and Defense by 1 level.

Curse - Lowers user's Speed by 1 level, raises Attack and Defense by 1 level.

Rock Throw - No effects.

Ancientpower - 10% chance of raising all stats.

Leave the cave.

```
=====
11a2b. Regice
=====
```

In Dewford Town, pick up someone that knows Surf. Surf left and up as far as you can go. Eventually you'll need to cross an island in order to continue left and up. Welcome to the Island Cave.

Island Cave Braille message: "STOP AND WAIT. WAIT FOR TIME TO PASS TWICE."

Press A on the Braille, then wait for two minutes. The path opens. It may not feel like two minutes, but it is indeed two minutes.

Regice Lv.40's moveset:

Superpower - Lowers user's Attack and Defense by 1 level.

Curse - Lowers user's Speed by 1 level, raises Attack and Defense by 1 level.

Icy Wind - Lowers foe's Speed by 1 level.

Ancientpower - 10% chance of raising all stats.

Leave the cave.

```
=====
11a2c. Registeel
=====
```

You need someone with Fly. Fly to Lilycove City and head left out of the city. Continue on the path until you can't go left any more, then go up a flight of stairs, up through some grass and another flight of stairs. Welcome to the Ancient Tomb.

Ancient Tomb Braille message: "WITH NEW TIME, HOPE AND LOVE, AIM TO THE SKY IN THE MIDDLE."

Head to the center of the room and use Fly. The door opens. Save.

Registeel Lv.40's moveset:

Superpower - Lowers user's Attack and Defense by 1 level.

Curse - Lowers user's Speed by 1 level, raises Attack and Defense by 1 level.

Metal Claw - 10% chance of raising user's Attack by 1 level.

Ancientpower - 10% chance of raising all stats.

Leave the cave.

=====
11a5. Rayquaza
=====

Go to Pacifidlog Town. Surf near the top of the rocks and you'll eventually find Sky Pillar. You'll have to go in between some rocks to find it.

You need the Mach Bike.

Enter the tower. Go through the doors until you reach the actual tower.

Nothing on floor 1. Head to the second floor.

Begin next to the door. Get on the bike, and move across the cracks, being careful not to stop. Turn left when you get to the bottom, but be careful not to hit the wall. Turn up when you get near the wall again, but you'll have to quickly turn right and then up again or else you'll fall down. Head up to the third floor.

Nothing on floor 3. Head to the fourth floor.

More cracks, but this time it's much harder. You have to head through the middle of the rocks at the bottom when you turn left, then down, left, and up again without touching the wall. When you get to the top, don't go all the way right! You see a crack, a safe spot, two cracks, a safe spot, and another crack at a dead end. Stop on one of the set of two cracks and you'll fall back to floor 3, in the location you want to be. Enter the door and go to the 4th floor.

Advance to the 5th floor.

Advance to the 6th floor.

Head up the stairs, and marvel at the big green thingy in front of you. That's Rayquaza, and it starts at Lv.70. It's very possible to catch it with different Balls, but I just used the Master Ball. That was stupid of me. I caught it with an Ultra Ball in my last game. I strongly suggest saving the Master Ball for Latias! Latias doesn't sit there like Rayquaza will. Do YOU feel like chasing her all over Hoenn? Didn't think so.

=====
11a4. Beldum
=====

Fly to Mossdeep City and enter Steven's house to find a Poke Ball. Inside is a Lv.5 Beldum, which evolves at level 20 into Metang, which in turn evolves into Metagross at level 45. It's a Steel/Psychic type, and Beldum only learns Take Down until it evolves.

=====
12. The Safari Zone
=====

The Safari Zone is located west of Lilycove City and just above Mt. Pyre. You need to pay 500 moneys to get in each time, but that's chump change.

I've divided the Safari Zone into four sections, numbered one through four, for easy reference. Section 1 is the upper left part. You need the Mach Bike to access it. Section 2 is the upper right part. You need the Acro Bike to access

it. Section 3 is the lower left part. Head west from the entrance until it says "Safari Zone" again in the upper left corner. This means you are crossing sections. You enter the Safari Zone in Section 4.

Section 1 Pokemon

=====

Oddish, Gloom, Rhyhorn, Doduo, Dodrio, Pinsir, Psyduck*, Golduck*, Magikarp**, Goldeen**, Seaking**

Section 2 Pokemon

=====

Oddish, Gloom, Natu, Xatu, Phanpy, Heracross, Magikarp**, Goldeen**, Seaking**

Section 3 Pokemon

=====

Oddish, Gloom, Natu, Wobbuffet, Doduo, Pikachu, Girafarig, Psyduck*

Section 4 Pokemon

=====

Oddish, Gloom, Natu, Wobbuffet, Doduo, Pikachu, Girafarig

* = Surf to find it

** = Fish to find it

TM22, Solarbeam, is found in the far reaches of Section 1. Bring the Mach Bike and a Surfer. Once in the Safari Zone, go far left to Section 3 and up until you get into Section 1. Ride the bike up the mud slope, then go right until you hit water. Surf upward to find the TM.

There are PokeBlock Feeders throughout the Safari Zone that you can use to attract Pokemon. Pokemon that love your certain PokeBlock will be more attracted than ones that don't, so pick carefully. After you take 500 steps or use your 30 Safari Balls, ya gotta leave, as usual.

=====

13. The Trick House

=====

The Trick House is an extremely strange place that changes every time you beat it. You can find the Trick House on Route 110, straight up from Slateport City. The object is to get the scroll, and then make it to the Trick Master. There are Trainers in here, so...yeah.

=====

13a. Trick 1

=====

Requirements: Stone Badge

HMs Needed: Cut

The Trick Master is hiding under the table. Face the table when standing on the upper right cushion and press A to find him.

Cut the tree to your right and fight the Trainer.

Lass Sally

Oddish, Lv.16

Money: 256

Cut the next tree, then cut the one on the north side. Cut the next tree to find an Orange Mail. Backtrack to the beginning and Cut the other tree, and the tree after that. Then Cut the tree on the right, and the two after that. Fight the Trainer.

Youngster Eddie
Zigzagoon, Lv.14, Lv.16
Money: 256

Memorize the scroll by pressing A on it, and make your way back to the beginning again. Cut the tree and fight the Trainer.

Lass Robin
Skitty, Lv.14; Marill, Lv.14; Shroomish, Lv.14
Money: 224

Cut the rest of the trees and press A on the door to complete the Trick. Code: "TRICK MASTER is fabulous."

A Rare Candy and access to Trick 2 is your reward.

=====
13b. Trick 2
=====

Requirements: Trick 1 completed, Dynamo Badge
HMs Needed: None

The Trick Master is hiding behind the right tree.

This one is a series of buttons you must push to close the holes in the floor. Collect the Wave Mail, then head right and fight the Trainer.

School Kid Ted
Ralts, Lv.17
Money: 340

Push the button and go back to the beginning. Go across the hole, go down, and push the button.

If you want a Harbor Mail, go back up and defeat the Trainer. If not, skip him and go back to the first button.

School Kid Paul
Numel, Lv.15; Oddish, Lv.15; Wingull, Lv.15
Money: 300

Cross the bridge and go left. Fight the Trainer.

School Kid Georgia
Shroomish, Lv.16; Beautifly, Lv.16
Money: 320

Go left and down, and push the button. Go back up and cross the hole. Press the last button, then backtrack and memorize the scroll. Make your way back and press A on the door to complete the Trick. Code: "TRICK MASTER is smart."

A Timer Ball and access to Trick 3 is your reward.

=====

13c. Trick 3

=====

Requirements: Trick 2 completed, Heat Badge (thanks to marcol701@libero.it
HMs Needed: Rock Smash for correcting this error)

The Trick Master is hiding in the dresser.

This trick involves the buttons again, but with a different purpose. Pressing the button closes one set of shutters and opens another. Ready? Here we go. Smash the rocks in front of you and step on the button.

If you want a Wood Mail, go left, up, and fight the Trainer. If not, skip to the next part.

Picknicker Martha
Skitty, Lv.23; Swablu, Lv.23
Money: 368

Go right, around the Trainer (or fight him if you wish, it isn't necessary)...

Camper Justin
Kecleon, Lv.24
Money: 384

...left, and smash the rock. Step on the button. Memorize the scroll, then go back around, right, go near the Hiker, and press the button. Fight the Trainer.

Hiker Alan
Geodude, Lv.22; Graveler, Lv.23; Nosepass, Lv.22
Money: 880

Don't press the button below you. Go around it and press the one below that. Go down and left, and press the button. Go right and up to get a Shadow Mail. Go down and left, press the button. Go near the Hiker again and press the button. Press A on the door to complete the Trick. Code: "TRICK MASTER is coveted."

The Hard Stone and access to Trick 4 is your reward.

=====

13d. Trick 4

=====

Requirements: Trick 3 completed, Balance Badge
HMs Needed: Strength

The Trick Master is hiding beyond the left window.

Push the left boulder up one space. Go around and push the middle boulder down. Push the third boulder to the right. Go up and avoid the next boulder. If you want a Mech Mail, fight the Trainer. If not, read on.

Black Belt Yuji
Makuhita, Lv.26; Machoke, Lv.26
Money: 832

Push the boulder right a space and fight the Trainer if you want. Be sure not to touch the bottom boulder, or you'll have to start again!

Battle Girl Cora
Meditite, Lv.27
Money: 648

Go around the boulder and down. Go right and push the boulder down, then go up and push the boulder five spaces up. Fight the Trainer if you want.

Battle Girl Jill
Breloom, Lv.27
Money: 648

Go up and left, memorize the scroll, and then come back. Push the middle boulder right and press A on the door to complete the Trick. Code: "TRICK MASTER is cool."

A Smoke Ball and access to Trick 5 is your reward.

=====
13e. Trick 5
=====

Requirements: Trick 4 completed, Feather Badge
HMs Needed: None

The Trick Master is hiding in the left plant.

This one's a little different from the rest. It's a game of questions and answers from the Trick Master Mechadolls. Get the questions right, and you can progress. One wrong move, and you have to start over. Here's all the answers:

One of these Pokemon is not found on Route 103. Which is it? - Nincada

In Prof. Birch's bag, there were three Pokemon. Which one was at the right? - Mudkip

Sell one Escape Rope and buy an Antidote. How much money remains? - 175

One of these Pokemon is not of the Grass type. Which is it? - Nincada

The Devon Researcher was looking for what Pokemon in Petalburg Woods? - Shroomish

Do one Full Heal and Great Ball cost more than one Revive? - They will cost less.

In Dewford Hall, were there more men or women? - Males

How many Bikes does Rydel have on display outside his cycle shop? - 8

Which Pokemon was offered for a trade at the Pokemon Trainer's School? - Seedot

Rustboro Gym Leader Roxanne used a Geodude. Was it male or female? - Female

How many people give you Berries at the Pretty Petal flower shop? - 1

The first Trainer in Dewford Gym was male or female? - Female

One of these Pokemon uses Scratch. Which one is it? - Nincada

Which costs more? Three Poke Balls or one Super Potion? - Super Potion

How many signs are there in Lilycove City? - 8 (thanks to tonyistroubled (GameFAQs) for the answer to this question)

I think this is all of them. If you find any question that isn't here, please use grammar and e-mail me the question AND the answer so I can put it on this FAQ. You will get credit. Also, please include the Mechadoll number that asked you that specific question.

Memorize the scroll, then press A on the door to complete the Trick. Code: "TRICK MASTER is a genius."

TM12, Taunt, and access to Trick 6 is your reward. Taunt forces the foe to only use attacks that deal damage for 2 turns.

=====
13f. Trick 6
=====

Requirements: Trick 5 completed, Mind Badge
HMs Needed: None

The Trick Master is hiding in the right side of the cupboard.

Remember the rotating doors from Winona's Gym? Yeah, those are back. Here's how to do it...

Push the door left. Go back around and walk up. Go right, then push the first door left again. Go up through the two doors.

Push the lower door to the right, then go right through the upper door and push the lower one back down again. Pass through.

Go up through the two doors. Circle down and push the bottom door left, then go through it from the right side. Go right and push the bottom door down, then push the next door down. Push that same door from the right side to put it back in its original position.

Go through the right door, then go through it from the top to put it back in its original position. Now do a full counterclockwise circle through the doors to end up in the same spot. Memorize the scroll, and fight the Trainer if you want. If not, move on by going left.

Bird Keeper Benny
Swellow, Lv.36; Pelipper, Lv.36; Xatu, Lv.36
Money: 1152

Go up and through the door. Fight the Trainer.

PKMN Ranger Sebastian
Cacturne, Lv.39
Money: 1872

Go down, but don't push the door. Fight the Trainer.

PKMN Ranger Sophia
Swablu, Lv.38; Roselia, Lv.38
Money: 1824

Head straight up. Get the Glitter Mail, then come back down. Go right and push the bottom door from the bottom. Enter the top one from the top, going down, and push the bottom door left again. Go back up and push the top one left. Press A on the door to complete the Trick. Code: "TRICK MASTER is my life."

The Magnet and access to Trick 7 is your reward.

=====
13g. Trick 7
=====

Requirements: Trick 6 completed, Rain Badge
HMs Needed: None

The Trick Master is hiding behind the right window.

These are the same direction-forcers in Liza and Tate's Gym. Here's how to complete it:

Step on the far left arrow. Flip the switch, then go left and down to end up at the beginning again. Step on the right arrow that points up, and fight the Trainer.

Psychic Joshua
Kadabra, Lv.41; Solrock, Lv.41
Money: 984

Go up and around, and flip the switch. Go right, and flip the switch. Go down, and memorize the scroll. Flip the switch. Step on the telepad to warp back to the entrance.

Weave your way right until you come to two arrows pointing left. Step on the top one, then weave your way up and around, then step on the one pointing right. Flip the switch, then step on the arrow below the red arrow. Go down and right. Flip the switch, then go up. Make your way back to the switch near the red arrow, but this time, step on the red arrow. Fight the Trainer.

Hex Maniac Patricia
Banette, Lv.42
Money: 1008

Collect the Tropic Mail, and hit the switch. Go up to land near the door. Fight the Trainer if you want. If not, then read on.

Psychic Alexis
Kirlia, Lv.40; Xatu, Lv.40; Kadabra, Lv.40
Money: 960

Press A on the door to complete the Trick. Code: "TRICK MASTER is huggable."

A PP Max and access to the final Trick is your reward. This nifty little item takes any move and brings its total PP to its max! Awesome!

=====
13h. Trick 8
=====

Requirements: Trick 7 completed, Elite Four defeated at least once
HMs Needed: None

The Trick Master is hiding underneath the bottom left cushion.

Slidey! Weeeeeeeeeeee! Sliding is all you do here! Here's the path.

Start on the left side. Up, right, up, Trainer (optional).

Cooltrainer Leroy

Mawile, Lv.46; Starmie, Lv.46

Money: 2208

Go back to the beginning (down, left, down). Start on the right side. Up, right, down, left, up, Trainer (forced).

Cooltrainer Elaine

Lairon, Lv.45; Manectric, Lv.45

Money: 2160

Go back to the beginning (down, left, up, left, down, left, down). Start on the right side. Up, right, down, right, down, Trainer (optional).

Cooltrainer Vincent

Sableye, Lv.44; Medicham, Lv.44; Sharpedo, Lv.44

Money: 2112

Go back to the beginning (up, left, down). Start on the right side. Up, left, up, right, down, right, down, left, up, left, down, right, up. Get the Bead Mail, and move on.

Up, right, down, right, down, left, up, left, up, right, down, left, down, right, up, right, down. Memorize the scroll.

Up, right, down, right, down, left, up, right, up. Press A on the door to complete the final Trick. Code: "TRICK MASTER I love."

You get the Blue Tent as a reward (Red Tent in Ruby). This is an item for your secret base, and it looks pimp.

=====
14. The Game Corner
=====

The Game Corner is in Mauville City. To play, you need a Coin Case. Go to Slateport City and buy a Harbor Mail, then give it to the girl in the house to the left of the Mart in Mauville City. She will give you the Coin Case in return.

=====
14a. Slots
=====

Press Down on the D-Pad to add up to two more coins. Press A if you only want to play with one or two coins. Use A to stop the reels.

Payouts:

Bonus Game

3 Red 7 = 300 coins

3 Blue 7 = 300 coins

Normal Game

Blue 7, Blue 7, Red 7 = 90 coins

Red 7, Red 7, Blue 7 = 90 coins

3 Marill = 12 coins

3 Lotad = 6 coins

Ball Cluster = 2 coins for each row

3 Replay = Re-spin

3 Bolts = +1 to Bolt Counter, 3 coins

Filling up the Bolt Counter does absolutely nothing (thanks to Nico Silius (nsilius@msn.com for pointing this out). Getting Bolts are helpful, though, because on occasion, Pikachu will appear with a wack-looking slot machine thing with numbers from 0 to 5. In the few times I've seen this happen, it landed on 0 every time x_x Landing on anything but zero makes you lose all your Bolts, but takes you to a bonus game where the reels move a lot slower, and it's easier to win. Aligning 3 Red 7s or 3 Blue 7s ends the mini game.

Update: I finally got it to land on 4, with the Bolt Counter filled to maximum. However, the reels only moved slow once. Why?

=====

14b. Roulette

=====

Remember the Card-Flip Game from GSC? Same idea. The smaller your guess range, the bigger the payout.

There are two tables. The one on the left you wager one coin per ball, and the one on the right you bet three coins. You have six tries to win coins.

Payouts:

One Pokemon: Bet x 12

One Color: Bet x 3

One Specie: Bet x 4

=====

14c. Spend Your Earnings

=====

Once you have enough coins, you can purchase various TMs and dolls for your secret base. There are two women who sell you things, and they are standing next to each other apart from the coin lady.

Woman on the left sells you...

TM32 -Double Team - 1500 coins (30000)

TM29 - Psychic - 3500 coins (70000)

TM35 -Flamethrower- 4000 coins (80000)

TM24 -Thunderbolt - 4000 coins (80000)

TM13 - Ice Beam - 4000 coins (80000)

Woman on the right sells you...

Treecko Doll - 1,000 coins (20000)

Torchic Doll - 1,000 coins (20000)

Mudkip Doll - 1,000 coins (20000)

Numbers in parentheses are the amount of regular moneys you will need to buy the coins needed for each prize.

Don't forget to talk to the girl to the left of the counter. Tell her you want her spare Doll, and she'll give you a Doll of your starter.

=====
15. Pokemon Contests
=====

The newest and probably best addition to the Pokemon world is the Pokemon Contest. This is a place where Trainers gather to see who has the best Pokemon of a specific category. In order to compete, you must get a Contest Pass from the lady who enters your Pokemon in the Contest in Verdanturf Town.

There are four rankings: Normal, Super, Hyper, and Master.

Normal Rank is found in Verdanturf Town.
Super Rank is found in Fallarbor Town.
Hyper Rank is found in Slateport City.
Master Rank is found in Lilycove City.

You must go from Normal to Super to Hyper to Master. There is no skipping around or starting at the Master Rank.

There are five categories to compete in: Cool, Beauty, Cute, Smart, and Tough.

You can see your Pokemon's Contest data by looking at their Summaries, then using Right on the D-Pad three times. Press A to see what they can do. Your objective is to impress the audience and Judge with your moves.

A few Tips.

To increase Beauty, feed it Dry PokeBlocks.
To increase Smart, feed it Bitter PokeBlocks.
To increase Tough, feed it Sour PokeBlocks.
To increase Cute, feed it Sweet PokeBlocks.
To increase Cool, feed it Spicy PokeBlocks.

If at all possible, make your moveset something like this:

Move 1 - Works well if performed first.
Move 2 - Works well if performed last.
Move 3 - Forces user to appeal last next turn.
Move 4 - Eight hearts, no more appeals until end (like Destiny Bond).

You have to go first to make this work. In this order, go 1, 3, 2, 1, 4. You will win every single time. No matter what Move 4 is, make it ANYTHING that has that effect, regardless of whether it's the same type (Selfdestruct in Beauty or Memento in Tough) or not. I'm not sure if anyone besides Smeargle could pull this set off.

In order to ensure that you will go first, make your Pokemon eat Blocks made from either the Spelon Berry, Pamtre Berry, Watmel Berry, Durin Berry, or the Belue Berry. These can all be obtained from the Berry Master's wife by telling her the following words:

Spelon Berry - GREAT BATTLE. Both these words are default. This Berry increases

Cool and Beauty.

Pamtre Berry - CHALLENGE CONTEST. To get CONTEST, beat the Elite Four. The word CHALLENGE is default. This Berry increases Beauty and Smart.

Watmel Berry - OVERWHELMING LATIAS. OVERWHELMING is default. To get LATIAS, simply encounter her. This Berry increases Smart and Cute.

Durin Berry - COOL LATIOS. COOL is default. To get LATIOS, simply encounter him. This Berry increases Cute and Tough.

Belue Berry - SUPER HUSTLE. HUSTLE is default. Beat the Elite Four to get the word SUPER in your bank. This Berry increases Tough and Cool.

Take note that you can only get *ONE* of each of the five berries listed above. That means if you used as a Block without planting more, you're screwed. Each Berry takes 3 days to fully grow. Water them at each stage of growth (every 18 hours) to receive two Berries, then plant the two next to each other and water them to get four, then eight...you get the idea. Make sure that they eat only these kind of Berries for the maximum effect.

=====
15a. Berry Blender
=====

In order to heighten your score for Round 1, you need to feed your Pokemon PokeBlocks. Get a PokeBlock Case from a kid inside Slateport Pokemon House (thanks to Dawn the Espeon (GameFAQs) for correcting this). You can play Berry Blender with the AI or link with a friend or three and do it. Berry Blenders are only found in Contest Houses. They look like white squares with four red dots on them. The empty one is for linking with people, while you can always find an old man (and other people in various Houses) to blend with if you have no friends (or if you're using the ROM).

More Tips.

The more people you blend with, the smoother the block and the better it is.

The lower the feel, the better it is.

The faster you go, the better the block that comes out.

Blocks that heighten less traits will raise those specific traits more than if it raises many different traits.

=====
15b. Round 1
=====

Introduction round. The audience looks at your Pokemon and decides if they like it or not. Boost your chances of being liked by feeding it the correct PokeBlock for the Contest you entered, and equipping it with the corresponding Scarf for your contest (Red for Cool, etc). For example, if you enter a Beauty Contest, make sure it has a high Beauty level, from feeding it PokeBlocks that increase Beauty. Then equip a Blue Scarf. Scarves increase Round 1 hearts by 1.

=====
15c. Round 2
=====

This is the round that matters. The appeal round, where your Pokemon does moves to impress the audience, and more importantly, the Judge.

Tip: Don't use the same move twice in a row. You'll lose hearts for it. Hidden Power, as well as a few others, are able to be used more than once in a row and not bore the Judge.

The moves Return and Frustration will excite the audience in any Contest.

After five rounds of appealing, the Contest will end and you'll see who wins. If you win, you receive a Ribbon for your Pokemon that entered, and that one Pokemon will be able to advance to the next rank.

Also, the Lilycove City Museum Curator will paint your Pokemon's picture for display in the museum if it wins the Master Rank Contest. Get your picture painted five times (one for each Contest), and you will receive a Trainer Star and a Glass Ornament. You must have talked to the curator before attempting this, or no painting for you.

=====
15d. Move Combos
=====

Move combos get you extra hearts for your appeals. You will know when you do the first move in a combo because the Judge will look at you expectantly. On the next round, the second move in the combo will be purple in color. Then you will get more hearts than normal for that appeal.

Update: I changed the format. It goes like this now, and in alphabetical order:

Move 1 <- First use the move in the box.

Move 2 (Move 3, Move 4, etc) <- Then, use a move listed after it.

***** *****
BELLY DRUM *CALM MIND*
***** *****

Rest Confusion, Dream Eater, Future Sight,
 Light Screen, Luster Purge, Meditate,
 Mist Ball, Psybeam, Psychic, Psywave,
 Reflect

***** *****
CHARGE *CHARM*
***** *****

Shock Wave, Spark, Thunder, Flatter, Growl, Rest, Tail Whip
Thunderbolt, Thunderpunch,
Thundershock, Thunder Wave, Volt
Tackle

***** *****
CONFUSION *CURSE*
***** *****

Future Sight, Kinesis, Psychic,
Teleport

DEFENSE CURL

Rollout, Tackle

DOUBLE TEAM

Agility, Quick Attack, Teleport

DRAGON RAGE

Dragon Claw, Dragon Dance,
Dragonbreath

EARTHQUAKE

Eruption, Fissure

FAKE OUT

Arm Thrust, Faint Attack, Knock
Off, Seismic Toss, Vital Throw

FOCUS ENERGY

Arm Thrust, Brick Break, Cross
Chop, Double-Edge, Dynamicpunch,
Focus Punch, Headbutt, Karate
Chop, Sky Uppercut, Take Down

HAIL

Aurora Beam, Blizzard, Haze, Ice
Ball, Ice Beam, Icicle Spear,
Icy Wind, Powder Snow, Sheer
Cold

HORN ATTACK

Fury Attack, Horn Drill

Destiny Bond, Grudge, Mean Look, Spite

DIVE

Surf

DRAGON DANCE

Dragon Claw, Dragon Rage, Dragonbreath

DRAGONBREATH

Dragon Claw, Dragon Dance, Dragon Rage

ENDURE

Flail, Reversal

FIRE PUNCH

Ice Punch, Thunderpunch

GROWTH

Absorb, Bullet Seed, Frenzy Plant, Giga
Drain, Magical Leaf, Mega Drain, Petal
Dance, Razor Leaf, Solarbeam

HARDEN

Double-Edge, Protect, Rollout, Tackle,
Take Down

HYPNOSIS

Dream Eater

ICE PUNCH

Fire Punch, Thunderpunch

LEER

Bite, Faint Attack, Glare, Horn
Attack, Scary Face, Scratch,
Stomp, Tackle

MEAN LOOK

Destiny Bond, Perish Song

MIND READER

Dynamicpunch, Hi Jump Kick,
Submission, Superpower

MUD-SLAP

Mud Sport, Sand-Attack

POUND

Doubleslap, Faint Attack, Slam

PSYCHIC

Confusion, Future Sight,
Kinesis, Teleport

RAIN DANCE

Thunder & all other Water moves
except Rain Dance

ROCK THROW

Rock Slide, Rock Tomb

KINESIS

Confusion, Future Sight, Psychic,
Teleport

LOCK-ON

Superpower, Thunder, Tri Attack, Zap
Cannon

METAL SOUND

Metal Claw

MUD SPORT

Mud-Slap, Water Gun, Water Sport

PECK

Drill Peck, Fury Attack

POWDER SNOW

Blizzard

RAGE

Leer, Scary Face, Thrash

REST

Sleep Talk, Snore

SAND-ATTACK

Mud-Slap

SANDSTORM

Mud Shot, Mud-Slap, Sand Tomb,
Sand-Attack, Weather Ball

SCRATCH

Fury Swipes, Slash

SLUDGE

Sludge Bomb

SMOG

Smokescreen

SUNNY DAY

Moonlight, Morning Sun, Solarbeam,
Weather Ball, and all other Fire
moves except Sunny Day

SWEET SCENT

Poisonpowder, Sleep Powder, Stun
Spore

TAUNT

Counter, Detect, Mirror Coat

VICEGRIP

Bind, Guillotine

YAWN

Rest, Slack Off

=====

16. TMs

SCARY FACE

Bite, Crunch, Leer

SING

Perish Song, Refresh

SLUDGE BOMB

Sludge

STOCKPILE

Spit Up, Swallow

SURF

Dive

SWORDS DANCE

Crabhammer, Crush Claw, Cut, False
Swipe, Fury Cutter, Slash

THUNDERPUNCH

Fire Punch, Ice Punch

WATER SPORT

Mud Sport, Refresh, Water Gun

=====

TM01 - Focus Punch

Type: Fighting

Power: 150

Accuracy: 100

Effect: Charges on turn, then deals damage at the end of foe's turn. Attack fails if directly damaged on foe's turn.

Location: Route 115

TM02 - Dragon Claw

Type: Dragon

Power: 80

Accuracy: 100

Effect: None.

Location: Meteor Falls (need Waterfall)

TM03 - Water Pulse

Type: Water

Power: 60

Accuracy: 100

Effect: 10% chance of confusing the foe.

Location: Given to you by Wallace after defeating him in Sootopolis Gym.

TM04 - Calm Mind

Type: Psychic

Power: ---

Accuracy: ---

Effect: Raises Special Attack and Special Defense by 1 level.

Location: Given to you by Liza and Tate after defeating them in Mossdeep Gym.

TM05 - Roar

Type: Normal

Power: ---

Accuracy: ---

Effect: In a Trainer battle, forces foe to switch. In the wild, ends the battle.

Location: Given to you by a man standing beside his Poochyena on Route 115.

TM06 - Toxic

Type: Poison

Power: ---

Accuracy: 85

Effect: Poisons the foe. Poison damage increases every round. Switching resets the Toxic counter.

Location: Fiery Path (need Strength)

TM07 - Hail

Type: Ice

Power: ---

Accuracy: 100

Effect: Damages all non-Ice Pokemon in play. Lasts 5 turns.

Location: Shoal Cave (low tide)

TM08 - Bulk Up

Type: Fighting

Power: ---

Accuracy: ---

Effect: Raises Attack and Defense by one level.

Location: Given to you by Brawly after defeating him in Dewford Gym.

TM09 - Bullet Seed

Type: Grass

Power: 10

Accuracy: 100

Effect: Hits 2-5 times.

Location: Route 104

TM10 - Hidden Power

Type: Varies

Power: Varies

Accuracy: 100

Effect: None.

Location: Fortree City; Slateport City after receiving TM43

TM11 - Sunny Day

Type: Fire

Power: ---

Accuracy: ---

Effect: Unable to be Frozen, Fire damage multiplied by 1.5. Water damage multiplied by 0.5. Synthesis, Morning Sun, and Moonlight heal 75% of total HP. Solarbeam requires no charge, Thunder's accuracy reduced to 35%. Lasts 5 turns.

Location: Scorched Slab (near Route 120)

TM12 - Taunt

Type: Dark

Power: ---

Accuracy: 100

Effect: Forces foe to only use moves that directly deal damage for two turns.

Location: Given to you by the Trick Master after completing Trick 5 of the Trick House.

TM13 - Ice Beam

Type: Ice

Power: 95

Accuracy: 100

Effect: 10% chance of inflicting Freeze on the foe.

Location: Game Corner, Abandoned Ship

TM14 - Blizzard

Type: Ice

Power: 120

Accuracy: 70

Effect: 10% chance of inflicting Freeze on the foe.

Location: Lilycove Department Store

TM15 - Hyper Beam

Type: Normal

Power: 150

Accuracy: 90

Effect: If attack hits, user recharges next turn.

Location: Lilycove Department Store

TM16 - Light Screen

Type: Psychic

Power: ---

Accuracy: ---

Effect: Special damage done to party is roughly cut in half for 5 turns.

Location: Lilycove Department Store

TM17 - Protect

Type: Normal

Power: ---

Accuracy: Varies

Effect: Makes foe's next attack fail. Rate of success decreases with each consecutive use, with every failure making accuracy 100% again.

Location: Lilycove Department Store

TM18 - Rain Dance

Type: Water

Power: ---

Accuracy: ---

Effect: Water damage multiplied by 1.5, Fire damage multiplied by 0.5. Synthesis, Morning Sun, and Moonlight heal 25% of total HP. Solarbeam's power is reduced to 60, Thunder's accuracy raised to Never-Miss. Lasts 5 turns.

Location: Abandoned Ship

TM19 - Giga Drain

Type: Grass

Power: 60

Accuracy: 100

Effect: Your Pokemon recovers an amount of HP equal to 1/2 the damage done to the foe.

Location: Given to you by a girl on Route 123 (must have a Grass Pokemon in your party)

TM20 - Safeguard

Type: Normal

Power: ---

Accuracy: ---

Effect: Prevents status ailments on your party for five turns.

Location: Lilycove Department Store

TM21 - Frustration

Type: Normal

Power: Varies

Accuracy: 100

Effect: Base damage raised based on this Pokemon's hatred of its owner.

Location: Man in Pacifidlog Town if lead Pokemon is disloyal

TM22 - Solarbeam

Type: Grass

Power: 120

Accuracy: 100

Effect: Charges for one turn, then fires. If Sunny Day is in effect, requires no charge. If Rain Dance is in effect, damage is halved.

Location: Safari Zone

TM23 - Iron Tail

Type: Steel

Power: 100

Accuracy: 75

Effect: 10% chance of lowering the foe's Defense by one level.

Location: Meteor Falls

TM24 - Thunderbolt

Type: Electric

Power: 80

Accuracy: 100

Effect: 10% chance of inflicting Paralyze on the foe.

Location: Game Corner, Given to you by Wattson after shutting down New Mauville. (need Surf)

TM25 - Thunder

Type: Electric

Power: 120

Accuracy: 70

Effect: 10% chance of paralyzing the foe. If Rain Dance is in effect, Accuracy is Never-Miss. If Sunny Day is in effect, accuracy is reduced to 35%.

Location: Lilycove Department Store

TM26 - Earthquake

Type: Ground

Power: 100

Accuracy: 100

Effect: None.

Location: Seafloor Cavern

TM27 - Return

Type: Normal

Power: Varies

Accuracy: 100

Effect: Base damage raised based on this Pokemon's loyalty to its owner.

Location: Man in Pacifidlog Town if lead Pokemon is loyal, give Meteorite to Cozmo in Fallarbor Town

TM28 - Dig

Type: Ground

Power: 60

Accuracy: 100

Effect: Burrow underground turn one, then attack turn two. User takes double damage from Earthquake if struck while underground.

Location: Given to you by the Fossil Maniac's brother outside of Fallarbor Town.

TM29 - Psychic

Type: Psychic <_<

Power: 90

Accuracy: 100

Effect: 10% chance of lowering the foe's Special Defense by one level.

Location: Game Corner, Victory Road

TM30 - Shadow Ball

Type: Ghost

Power: 80

Accuracy: 100

Effect: 10% chance of lowering the foe's Special Defense by one level.

Location: Mt. Pyre (inside) (thanks to Darth OO Shaft (AIM) for this)

TM31 - Brick Break

Type: Fighting

Power: 75

Accuracy: 100

Effect: Destroys Light Screen and Reflect.

Location: Sootopolis City

TM32 - Double Team

Type: Normal

Power: ---
Accuracy: ---
Effect: Raises evasion by one level.
Location: Game Corner

TM33 - Reflect
Type: Psychic
Power: ---
Accuracy: ---
Effect: Physical damage done to party is roughly cut in half for 5 turns.
Location: Lilycove Department Store

TM34 - Shock Wave
Type: Electric
Power: 60
Accuracy: ---
Effect: A reliable Electric attack that is guaranteed to hit the foe.
Location: Given to you by Wattson after defeating him at Mauville Gym.

TM35 - Flamethrower
Type: Fire
Power: 95
Accuracy: 100
Effect: 10% of inflicting Burn on the foe.
Location: Game Corner

TM36 - Sludge Bomb
Type: Poison
Power: 90
Accuracy: 100
Effect: 30% chance of poisoning the foe.
Location: Dewford Town Trendy Saying House(after five badges)

TM37 - Sandstorm
Type: Ground
Power: ---
Accuracy: ---
Effect: Damages all non-Rock, -Steel, and -Ground types in play. Pokemon with the Sand Veil Ability are unaffected as well. Lasts 5 turns.
Location: Desert

TM38 - Fire Blast
Type: Fire
Power: 120
Accuracy: 85
Effect: 10% chance of inflicting a burn on the foe.
Location: Lilycove City Department Store

TM39 - Rock Tomb
Type: Rock
Power: 50
Accuracy: 80
Effect: High chance of lowering foe's Speed by one level.
Location: Given to you by Roxanne after defeating her at Rustboro Gym.

TM40 - Aerial Ace
Type: Flying
Power: 60
Accuracy: ---
Effect: A reliable Flying attack that is guaranteed to hit the foe.

Location: Given to you by Winona after defeating her at Fortree Gym.

TM41 - Torment

Type: Dark

Power: ---

Accuracy: ---

Effect: Prevents the foe from using the same move twice in a row.

Location: Slateport City Contest House

TM42 - Facade

Type: Normal

Power: 70

Accuracy: 100

Effect: Attack power is doubled when user is Burned, Paralyzed, or Poisoned.

Location: Given to you by Norman after defeating him at Petalburg Gym.

TM43 - Secret Power

Type: Normal

Power: 70

Accuracy: 100

Effect: Used to make secret bases. In battle, effect varies.

Location: Route 111; Slateport City after receiving at Route 111

TM44 - Rest

Type: Psychic

Power: ---

Accuracy: ---

Effect: Fully restores HP and status, then user falls asleep for two turns.

Location: Sootopolis City

TM45 - Attract

Type: Normal

Power: ---

Accuracy: 100

Effect: Fails on same-gender and genderless Pokemon. Foe has 50% chance of being immobilized out of love.

Location: Fallarbor Town Contest House

TM46 - Thief

Type: Dark

Power: 40

Accuracy: 100

Effect: If user is not holding an item, Thief will steal the foe's held item, if any.

Location: Given to you by a Team Aqua member in the Oceanic Museum.

TM47 - Steel Wing

Type: Steel

Power: 70

Accuracy: 90

Effect: None.

Location: Given to you by Steven in Granite Cave.

TM48 - Skill Swap

Type: Psychic

Power: ---

Accuracy: ---

Effect: Switch Ability with the foe until user is recalled from battle.

Location: Route 122 (Mt. Pyre)

TM49 - Snatch

Type: Dark

Power: ---

Accuracy: ---

Effect: Steals the effects of the move the foe is trying to use.

Location: S.S. Tidal

TM50 - Overheat

Type: Fire

Power: 150

Accuracy: 100

Effect: Lowers user's Special Attack by two levels.

Location: Given to you by Flannery after defeating her at Lavaridge Gym.

=====

16a. HMs

=====

HM1 - Cut

Type: Normal

Power: 50

Accuracy: 95

Effect: None. Out of battle, cuts small trees.

Badge Required for Use: Stone Badge

Location: House right next to the Pokemon Center in Rustboro City.

HM2 - Fly

Type: Flying

Power: 70

Accuracy: 95

Effect: Flies high on turn one, attacks on turn two. User takes double damage from Thunder and Twister when in the air. Out of battle, used to fly to places that have been previously visited.

Badge Required for Use: Feather Badge

Location: Given to you by rival at Weather Institute.

HM3 - Surf

Type: Water

Power: 95

Accuracy: 100

Effect: None. Out of battle, used to move across water.

Badge Required for Use: Balance Badge

Location: Given to you by Wally's dad in Petalburg City after defeating Norman.

HM4 - Strength

Type: Normal

Power: 80

Accuracy: 100

Effect: None. Out of battle, used to push large boulders.

Badge Required for Use: Heat Badge

Location: Given to you in Rusturf Tunnel after reuniting Wanda with her boyfriend. (need Rock Smash)

HM5 - Flash

Type: Normal

Power: ---

Accuracy: 70

Effect: Lowers foe's accuracy by one level. Out of battle, used to light up pitch-black caves.

Badge Required for Use: Knuckle Badge

Location: Given to you in Granite Cave.

HM6 - Rock Smash

Type: Fighting

Power: 20

Accuracy: 100

Effect: May lower foe's Defense by one level. Out of battle, used to crush small rocks in your path.

Badge Required for Use: Dynamo Badge

Location: Given to you in a house next to the Mart in Mauville City, after defeating Wattson.

HM7 - Waterfall

Type: Water

Power: 80

Accuracy: 100

Effect: None. Out of battle, used to climb waterfalls.

Badge Required for Use: Rain Badge

Location: Found in Cave of Origin.

HM8 - Dive

Type: Water

Power: 60

Accuracy: 100

Effect: Dives underwater one turn, then attacks the second. Out of battle, used to explore the deep blue areas of the sea.

Badge Required for Use: Mind Badge

Location: Given to you by Steven in Mossdeep City, in a house up and left of the Pokemon Center.

=====
17. The Trainer's Eyes
=====

The Trainer's Eyes is a little something in the PokeNav that records certain Trainers in the game. You get the PokeNav from the president of Devon Corporation as an incentive to deliver a letter to Steven. There are a total of 69 Trainers in the Trainer's Eyes. Sixty-nine. Not seventy. Why they chose 69 instead of an even 70 is a mystery to me. That's not my problem. My job is to display the Trainers and all their locations. So here ya go, in the order they appear in the Trainer's Eyes for easy reference:

1. Aroma Lady Rose, Route 118
2. Ruin Maniac Dusty, Route 111
3. Tuber Lola, Route 109
4. Tuber Ricky, Route 109
5. Sis and Bro Rita & Sam, Route 124
6. Cooltrainer Brooke, Route 111
7. Cooltrainer Wilton, Route 111
8. Hex Maniac Valerie, Mt. Pyre
9. Lady Cindy, Route 104
10. Beauty Jessica, Route 121
11. Rich Boy Winston, Route 104
12. Pokemaniac Steve, Route 114
13. Swimmer Tony, Route 107
14. Black Belt Nob, Route 115*
15. Guitarist Dalton, Route 118
16. Kindler Bernie, Route 114
17. Camper Ethan, Jagged Pass
18. Old Couple John & Jay, Meteor Falls (need Waterfall)

19. Bug Maniac Brandon, Route 120*
20. Psychic Cameron, Route 123
21. Psychic Jacki, Route 123
22. Gentleman Walter, Route 121
23. School Kid Karen, Route 116
24. School Kid Jerry, Route 116
25. Sr. and Jr. Anna & Meg, Route 117
26. Pokefan Isabel, Route 110
27. Pokefan Miguel, Route 103
28. Expert Timothy, Route 115
29. Expert Shelby, Mt. Chimney
30. Youngster Calvin, Route 102
31. Fisherman Elliot, Route 106
32. Triathlete Abigail, Route 110
33. Triathlete Benjamin, Route 110
34. Triathlete Isaiah, Route 128
35. Triathlete Katelyn, Route 128
36. Triathlete Maria, Route 117
37. Triathlete Dylan, Route 117
38. Dragon Tamer Nicolas, Meteor Falls (need Waterfall)*
39. Bird Keeper Robert, Route 120
40. Ninja Boy Lao, Route 113
41. Battle Girl Cyndy, Route 115
42. Parasol Lady Madeline, Route 113
43. Swimmer Jenny, Route 124
44. Picknicker Diana, Jagged Pass
45. Twins Amy & Liv, Route 103
46. Sailor Ernest, Route 125
47. Collector Edwin, Route 110
48. PKMN Breeder Lydia, Route 117
49. PKMN Breeder Isaac, Route 117
50. PKMN Ranger Catherine, Route 119
51. PKMN Ranger Jackson, Route 119
52. Lass Haley, Route 104
53. Bug Catcher James, Petalburg Woods
54. Hiker Trent, Route 112
55. Young Couple Lois & Hal, Abandoned Ship
56. PKMN Trainer Wally, Victory Road (only appears after you have the other 68)
57. Leader Roxanne, Rustboro City Gym
58. Leader Brawly, Dewford Town Gym
59. Leader Wattson, Mauville City Gym
60. Leader Flannery, Lavaridge Town Gym
61. Leader Norman, Petalburg City Gym
62. Leader Winona, Fortree City Gym
63. Leader Tate&Liza, Mossdeep City Gym
64. Leader Wallace, Sootopolis City Gym
65. Elite Four Sidney, Ever Grande City
66. Elite Four Phoebe, Ever Grande City
67. Elite Four Glacia, Ever Grande City
68. Elite Four Drake, Ever Grande City
69. Champion Steven, Ever Grande City

* = On your fifth battle with these Trainers, one of their Pokemon will have a stat booster of the type they use on one of their Pokemon. Steal it with Thief or Covet.

Note that there ARE more than 69 Trainers in this game. Most of them are not recorded in the Trainer's Eyes.

Also note that a square flashing Poke Ball icon means that person will rematch

you if you talk to them.

=====

18. Pokedex

=====

Here it is, the listing for each of the 202 Pokemon, including Deoxys and Jirachi. Use Ctrl + F and type in either the number (001, for example) or the name of the Pokemon to find what you're looking for.

===== #001 Treecko =====

Type(s): Grass

Species: Wood Gecko

Height: 1'8"

Weight: 11 lbs.

Ability: Overgrow

Location: Professor Birch's bag (left side)

Availability: Both

Effort Points given: 1 Speed

Egg Group(s): Monster/Dragon

Ruby Entry: Treecko has small hooks on the bottom of its feet that enable it to scale vertical walls. This Pokemon attacks by slamming foes with its thick tail.

Sapphire Entry: Treecko is cool, calm, and collected - it never panics under any situation. If a bigger foe were to glare at this Pokemon, it would glare right back without conceding an inch of ground.

Evolution: Grovyle at Lv.16

Level Moves

Lv.1 - Pound, Leer

Lv.6 - Absorb

Lv.11 - Quick Attack

Lv.16 - Pursuit

Lv.21 - Screech

Lv.26 - Mega Drain

Lv.31 - Agility

Lv.36 - Slam

Lv.41 - Detect

Lv.46 - Giga Drain

TM/HM

TM01 - Focus Punch

TM06 - Toxic

TM09 - Bullet Seed

TM10 - Hidden Power

TM11 - Sunny Day

TM17 - Protect

TM19 - Giga Drain

TM20 - Safeguard

TM21 - Frustration

TM22 - Solarbeam

TM23 - Iron Tail

HM1 - Cut

HM4 - Strength

HM5 - Flash

HM6 - Rock Smash

TM27 - Return
TM28 - Dig
TM31 - Brick Break
TM32 - Double Team
TM39 - Rock Tomb
TM40 - Aerial Ace
TM42 - Facade
TM43 - Secret Power
TM44 - Rest
TM45 - Attract

Egg Moves

Crunch, Crush Claw, Dragonbreath, Endeavor, Leech Seed, Mud Sport

===== #002 Grovyle =====

Type(s): Grass
Species: Wood Gecko
Height: 2'11"
Weight: 47.6 lbs.
Ability: Overgrow
Location: Evolve Treecko
Availability: Both
Effort Points given: 2 Speed
Egg Group(s): Monster/Dragon

Ruby Entry: The leaves growing out of Grovyle's body are convenient for camouflaging it from enemies in the forest. This Pokemon is a master at climbing trees in jungles.

Sapphire Entry: This Pokemon adeptly flies from branch to branch in trees. In a forest, no Pokemon can ever hope to catch a fleeing Grovyle however fast they may be.

Evolution: Sceptile at Lv.36

Level Moves

Lv.1 - Pound, Leer, Absorb, Quick Attack
Lv.6 - Absorb
Lv.6 - Quick Attack
Lv.16 - Fury Cutter
Lv.17 - Pursuit
Lv.23 - Screech
Lv.29 - Leaf Blade
Lv.35 - Agility
Lv.41 - Slam
Lv.47 - Detect
Lv.53 - False Swipe

TM/HM

TM01 - Focus Punch	HM1 - Cut
TM06 - Toxic	HM4 - Strength
TM09 - Bullet Seed	HM5 - Flash
TM10 - Hidden Power	HM6 - Rock Smash

TM11 - Sunny Day
TM17 - Protect
TM19 - Giga Drain
TM20 - Safeguard
TM21 - Frustration
TM22 - Solarbeam
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM31 - Brick Break
TM32 - Double Team
TM39 - Rock Tomb
TM40 - Aerial Ace
TM42 - Facade
TM43 - Secret Power
TM44 - Rest
TM45 - Attract

Egg Moves

See Treecko

===== #003 Sceptile =====

Type(s): Grass
Species: Forest
Height: 5'7"
Weight: 115.1 lbs.
Ability: Overgrow
Location: Evolve Grovyle
Availability: Both
Effort Points given: 3 Speed
Egg Group(s): Monster/Dragon

Ruby Entry: The leaves growing on Sceptile's body are very sharp edged. This Pokemon is very agile - it leaps all over the branches of trees and jumps on its foe from above or behind.

Sapphire Entry: Sceptile has seeds growing on its back. They are said to be bursting with nutrients that revitalize trees. This Pokemon raises the trees in a forest with loving care.

Evolution: None

Level Moves

Lv.1 - Pound, Leer, Absorb, Quick Attack
Lv.6 - Absorb, Quick Attack
Lv.16 - Fury Cutter
Lv.17 - Pursuit
Lv.23 - Screech
Lv.29 - Leaf Blade
Lv.35 - Agility
Lv.43 - Slam
Lv.51 - Detect
Lv.59 - False Swipe

TM/HM

TM01 - Focus Punch
TM02 - Dragon Claw
TM05 - Roar
TM06 - Toxic
TM09 - Bullet Seed
TM10 - Hidden Power
TM11 - Sunny Day
TM15 - Hyper Beam
TM17 - Protect
TM19 - Giga Drain
TM20 - Safeguard
TM21 - Frustration
TM22 - Solarbeam
TM23 - Iron Tail
TM26 - Earthquake
TM27 - Return
TM28 - Dig
TM31 - Brick Break
TM32 - Double Team
TM39 - Rock Tomb
TM40 - Aerial Ace
TM42 - Facade
TM43 - Secret Power
TM44 - Rest
TM45 - Attract

HM1 - Cut
HM4 - Strength
HM5 - Flash
HM6 - Rock Smash

Egg Moves

See Treecko

===== #004 Torchic =====

Type(s): Fire
Species: Chick
Height: 1'4"
Weight: 5.5 lbs.
Ability: Blaze
Location: Professor Birch's bag (middle)
Availability: Both
Effort Points given: 1 Special Attack
Egg Group(s): Ground

Ruby Entry: Torchic sticks with its Trainer, following behind with unsteady steps. This Pokemon breathes fire of over 1,800 degrees F, including fireballs that leave the foe scorched black.

Sapphire Entry: Torchic has a place inside its body where it keeps its flame. Give it a hug - it will be glowing with warmth. This Pokemon is covered all over by a fluffy coat of down.

Evolution: Combusken at Lv.16

Level Moves

Lv.1 - Scratch, Growl
Lv.7 - Focus Energy

Lv.10 - Ember
Lv.16 - Peck
Lv.19 - Sand-Attack
Lv.25 - Fire Spin
Lv.28 - Quick Attack
Lv.34 - Slash
Lv.37 - Mirror Move
Lv.43 - Flamethrower

TM/HM

TM06 - Toxic	HM1 - Cut
TM10 - Hidden Power	HM4 - Strength
TM11 - Sunny Day	HM6 - Rock Smash
TM17 - Protect	
TM21 - Frustration	
TM27 - Return	
TM28 - Dig	
TM32 - Double Team	
TM35 - Flamethrower	
TM38 - Fire Blast	
TM39 - Rock Tomb	
TM40 - Aerial Ace	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	
TM50 - Overheat	

Egg Moves

Counter, Endure, Reversal, Rock Slide, Smellingsalt, Swagger

===== #005 Combusken =====

Type(s): Fire/Fighting
Species: Young Fowl
Height: 2'11"
Weight: 43 lbs.
Ability: Blaze
Location: Evolve Torchic
Availability: Both
Effort Points given: 1 Special Attack, 1 Attack
Egg Group(s): Ground

Ruby Entry: Combusken toughens up its legs and thighs by running through fields and mountains. This Pokemon's legs possess both speed and power, enabling it to dole out ten kicks in one second.

Sapphire Entry: Combusken battles with the intensely hot flames it spews from its beak and with outstandingly destructive kicks. This Pokemon's cry is very loud and distracting.

Evolution: Blaziken at Lv.36

Level Moves

Lv.1 - Scratch, Growl, Focus Energy, Ember
Lv.7 - Focus Energy
Lv.13 - Ember
Lv.16 - Double Kick
Lv.17 - Peck
Lv.21 - Sand-Attack
Lv.28 - Bulk Up
Lv.32 - Quick Attack
Lv.39 - Slash
Lv.43 - Mirror Move
Lv.50 - Sky Uppercut

TM/HM

TM01 - Focus Punch	HM1 - Cut
TM06 - Toxic	HM4 - Strength
TM08 - Bulk Up	HM6 - Rock Smash
TM10 - Hidden Power	
TM11 - Sunny Day	
TM17 - Protect	
TM21 - Frustration	
TM27 - Return	
TM28 - Dig	
TM31 - Brick Break	
TM32 - Double Team	
TM35 - Flamethrower	
TM38 - Fire Blast	
TM39 - Rock Tomb	
TM40 - Aerial Ace	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	
TM50 - Overheat	

Egg Moves

See Torchic

===== #006 Blaziken =====

Type(s): Fire/Fighting
Species: Blaze
Height: 6'3"
Weight: 114.6 lbs.
Ability: Blaze
Location: Evolve Combusken
Availability: Both
Effort Points given: 3 Attack
Egg Group(s): Ground

Ruby Entry: In battle, Blaziken blows out intense flames from its wrists and attacks foes courageously. The stronger the foe, the more intensely this Pokemon's wrists burn.

Sapphire Entry: Blaziken has incredibly strong legs - it can easily clear a 30-story building in one leap. This Pokemon's blazing punches leave its foes scorched and blackened.

Evolution: None

Level Moves

Lv.1 - Fire Punch, Scratch, Growl, Focus Energy, Ember
Lv.7 - Focus Energy
Lv.13 - Ember
Lv.16 - Double Kick
Lv.17 - Peck
Lv.21 - Sand-Attack
Lv.28 - Bulk Up
Lv.32 - Quick Attack
Lv.36 - Blaze Kick
Lv.42 - Slash
Lv.49 - Mirror Move
Lv.59 - Sky Uppercut

TM/HM

TM01 - Focus Punch	HM1 - Cut
TM05 - Roar	HM4 - Strength
TM06 - Toxic	HM6 - Rock Smash
TM08 - Bulk Up	
TM10 - Hidden Power	
TM11 - Sunny Day	
TM17 - Protect	
TM21 - Frustration	
TM27 - Return	
TM28 - Dig	
TM31 - Brick Break	
TM32 - Double Team	
TM35 - Flamethrower	
TM38 - Fire Blast	
TM39 - Rock Tomb	
TM40 - Aerial Ace	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	
TM50 - Overheat	

Egg Moves

See Torchic

===== #007 Mudkip =====

Type(s): Water

Species: Mud Fish

Height: 1'4"

Weight: 16.8 lbs.

Ability: Torrent

Location: Professor Birch's bag (right side)

Availability: Both

Effort Points given: 1 Attack

Egg Group(s): Monster/Water 1

Ruby Entry: The fin on Mudkip's head acts as highly sensitive radar. Using this fin to sense movements of water and air, this Pokemon can determine what is taking place around it without using its eyes.

Sapphire Entry: In water, Mudkip breathes using the gills on its cheeks. If it is faced with a tight situation in battle, this Pokemon will unleash its amazing power - it can crush rocks bigger than itself.

Evolution: Marshtomp at Lv.16

Level Moves

Lv.1 - Tackle, Growl

Lv.6 - Mud-Slap

Lv.10 - Water Gun

Lv.15 - Bide

Lv.19 - Foresight

Lv.24 - Mud Sport

Lv.28 - Take Down

Lv.33 - Whirlpool

Lv.42 - Hydro Pump

Lv.46 - Endeavor

TM/HM

TM03 - Water Pulse

TM06 - Toxic

TM07 - Hail

TM10 - Hidden Power

TM13 - Ice Beam

TM14 - Blizzard

TM17 - Protect

TM18 - Rain Dance

TM21 - Frustration

TM23 - Iron Tail

TM27 - Return

TM28 - Dig

TM32 - Double Team

TM39 - Rock Tomb

TM42 - Facade

TM43 - Secret Power

TM44 - Rest

TM45 - Attract

HM3 - Surf

HM4 - Strength

HM6 - Rock Smash

HM7 - Waterfall

HM8 - Dive

Egg Moves

Curse, Ice Ball, Mirror Coat, Refresh, Stomp, Uproar

===== #008 Marshtomp =====

Type(s): Water/Ground

Species: Mud Fish

Height: 2'4"

Weight: 61.7 lbs.

Ability: Torrent

Location: Evolve Mudkip

Availability: Both
Effort Points given: 2 Attack
Egg Group(s): Monster/Water 1

Ruby Entry: The surface of Marshtomp's body is enveloped by a thin, sticky film that enables it to live on land. This Pokemon plays in mud on beaches when the ocean tide is low.

Sapphire Entry: Marshtomp is much faster at traveling through mud than it is at swimming. This Pokemon's hindquarters exhibit obvious development, giving it the ability to walk on just its hind legs.

Evolution: Swampert at Lv.36

Level Moves

Lv.1 - Tackle, Growl, Mud-Slap, Water Gun
Lv.6 - Mud-Slap
Lv.10 - Water Gun
Lv.15 - Bide
Lv.16 - Mud Shot
Lv.20 - Foresight
Lv.25 - Mud Sport
Lv.31 - Take Down
Lv.37 - Muddy Water
Lv.42 - Protect
Lv.46 - Earthquake
Lv.53 - Endeavor

TM/HM

TM03 - Water Pulse	HM3 - Surf
TM06 - Toxic	HM4 - Strength
TM07 - Hail	HM6 - Rock Smash
TM10 - Hidden Power	HM7 - Waterfall
TM13 - Ice Beam	HM8 - Dive
TM14 - Blizzard	
TM17 - Protect	
TM18 - Rain Dance	
TM21 - Frustration	
TM23 - Iron Tail	
TM26 - Earthquake	
TM27 - Return	
TM28 - Dig	
TM32 - Double Team	
TM39 - Rock Tomb	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	

Egg Moves

See Mudkip

===== #009 Swampert =====

Type(s): Water/Ground
Species: Mud Fish
Height: 4'11"
Weight: 180.6 lbs.
Ability: Torrent
Location: Evolve Marshtomp
Availability: Both
Effort Points given: 3 Attack
Egg Group(s): Monster/Water 1

Ruby Entry: Swampert is very strong. It has enough power to easily drag a boulder weighing more than a ton. This Pokemon also has powerful vision that lets it see even in murky water.

Sapphire Entry: Swampert predicts storms by sensing subtle differences in the sounds of waves and tidal winds with its fins. If a storm is approaching, it piles up boulders to protect itself.

Evolution: None

Level Moves

Lv.1 - Tackle, Growl, Mud-Slap, Water Gun
Lv.6 - Mud-Slap
Lv.10 - Water Gun
Lv.15 - Bide
Lv.16 - Mud Shot
Lv.20 - Foresight
Lv.25 - Mud Sport
Lv.31 - Take Down
Lv.39 - Muddy Water
Lv.46 - Protect
Lv.52 - Earthquake
Lv.61 - Endeavor

TM/HM

TM01 - Focus Punch	HM3 - Surf
TM03 - Water Pulse	HM4 - Strength
TM05 - Roar	HM6 - Rock Smash
TM06 - Toxic	HM7 - Waterfall
TM07 - Hail	HM8 - Dive
TM10 - Hidden Power	
TM13 - Ice Beam	
TM14 - Blizzard	
TM15 - Hyper Beam	
TM17 - Protect	
TM18 - Rain Dance	
TM21 - Frustration	
TM23 - Iron Tail	
TM26 - Earthquake	
TM27 - Return	
TM28 - Dig	
TM31 - Brick Break	
TM32 - Double Team	
TM39 - Rock Tomb	
TM42 - Facade	
TM43 - Secret Power	

TM44 - Rest
TM45 - Attract

Egg Moves

See Mudkip

===== #010 Poochyena =====

Type(s): Dark
Species: Bite
Height: 1'8"
Weight: 30 lbs.
Ability: Run Away
Location: Routes 101, 102, 103
Availability: Both
Effort Points given: 1 Attack
Egg Group(s): Ground

Ruby Entry: At first sight, Poochyena takes a bite at anything that moves. This Pokemon chases after prey until the victim becomes exhausted. However, it may turn tail if the prey strikes back.

Sapphire Entry: Poochyena is an omnivore - it will eat anything. A distinguishing feature is how large its fangs are compared to its body. This Pokemon tries to intimidate its foes by making the hair on its tail bristle out.

Evolution: Mightyena at Lv.18

Level Moves

Lv.1 - Tackle
Lv.5 - Howl
Lv.9 - Sand-Attack
Lv.13 - Bite
Lv.17 - Odor Sleuth
Lv.21 - Roar
Lv.25 - Swagger
Lv.29 - Scary Face
Lv.33 - Take Down
Lv.37 - Taunt
Lv.41 - Crunch
Lv.45 - Thief

TM/HM

TM05 - Roar
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Taunt
TM17 - Protect
TM18 - Rain Dance
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
HM6 - Rock Smash

TM28 - Dig
TM30 - Shadow Ball
TM32 - Double Team
TM41 - Torment
TM42 - Facade
TM43 - Secret Power
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Snatch

Egg Moves

Astonish, Covet, Leer, Poison Fang, Yawn

===== #011 Mightyena =====

Type(s): Dark
Species: Bite
Height: 3'3"
Weight: 81.6 lbs.
Ability: Intimidate
Location: Evolve Poochyena
Availability: Both
Effort Points given: 2 Attack
Egg Group(s): Ground

Ruby Entry: Mightyena gives obvious signals when it is preparing to attack. It starts to growl deeply and then flattens its body. This Pokemon will bite savagely with its sharply pointed fangs.

Sapphire Entry: Mightyena travel and act as a pack in the wild. The memory of its life in the wild compels the Pokemon to obey only those Trainers that it recognizes to possess superior skill.

Evolution: None

Level Moves

Lv.1 - Tackle, Howl, Sand-Attack, Bite
Lv.5 - Howl
Lv.9 - Sand-Attack
Lv.13 - Bite
Lv.17 - Odor Sleuth
Lv.22 - Roar
Lv.27 - Swagger
Lv.32 - Scary Face
Lv.37 - Take Down
Lv.42 - Taunt
Lv.47 - Crunch
Lv.52 - Thief

TM/HM

TM05 - Roar
TM06 - Toxic
TM10 - Hidden Power
HM4 - Strength
HM6 - Rock Smash

TM11 - Sunny Day
TM12 - Taunt
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM21 - Frustration
TM23 - Iron Tail
TM27 - Return
TM28 - Dig
TM30 - Shadow Ball
TM32 - Double Team
TM41 - Torment
TM42 - Facade
TM43 - Secret Power
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM49 - Snatch

Egg Moves

See Poochyena

===== #012 Zigzagoon =====

Type(s): Normal

Species: Tinyraccoon

Height: 1'4"

Weight: 38.6 lbs.

Ability: Pickup

Location: Almost everywhere

Availability: Both

Effort Points given: 1 Speed

Egg Group(s): Ground

Ruby Entry: Zigzagoon restlessly wanders everywhere at all times. This Pokemon does so because it is very curious. It becomes interested in anything that it happens to see.

Sapphire Entry: The hair on Zigzagoon's back is bristly. It rubs the hard back hair against trees to leave its territorial markings. This Pokemon may play dead to fool foes in battle.

Evolution: Linoone at Lv.20

Level Moves

Lv.1 - Tackle, Growl
Lv.5 - Tail Whip
Lv.9 - Headbutt
Lv.13 - Sand-Attack
Lv.17 - Odor Sleuth
Lv.21 - Pin Missile
Lv.29 - Covet
Lv.33 - Flail
Lv.37 - Rest
Lv.41 - Belly Drum

TM/HM

TM03 - Water Pulse	HM1 - Cut
TM06 - Toxic	HM3 - Surf
TM10 - Hidden Power	HM6 - Rock Smash
TM11 - Sunny Day	
TM13 - Ice Beam	
TM14 - Blizzard	
TM17 - Protect	
TM18 - Rain Dance	
TM21 - Frustration	
TM23 - Iron Tail	
TM24 - Thunderbolt	
TM25 - Thunder	
TM27 - Return	
TM28 - Dig	
TM30 - Shadow Ball	
TM32 - Double Team	
TM34 - Shock Wave	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	
+TM46 - Thief	

Egg Moves

Charm, Pursuit, Substitute, Tickle, Trick

===== #013 Linoone =====

Type(s): Normal
Species: Rushing
Height: 1'8"
Weight: 71.6 lbs.
Ability: Pickup
Location: Routes 118-123, Evolve Zigzagoon
Availability: Both
Effort Points given: 2 Speed
Egg Group(s): Ground

Ruby Entry: Linoone always runs full speed and only in straight lines. If facing an obstacle, it makes a right-angle turn to evade it. This Pokemon is very challenged by gently curving roads.

Sapphire Entry: When hunting, Linoone will make a beeline straight for the prey at a full run. While this Pokemon is capable of topping 60 mph, it has to come to a screeching halt before it can turn.

Evolution: None

Level Moves

Lv.1 - Tackle, Growl, Tail Whip, Headbutt
Lv.5 - Tail Whip
Lv.9 - Headbutt
Lv.13 - Sand-Attack

Lv.17 - Odor Sleuth
Lv.23 - Mud Sport
Lv.29 - Fury Swipes
Lv.35 - Covet
Lv.41 - Slash
Lv.47 - Rest
Lv.53 - Belly Drum

TM/HM

TM03 - Water Pulse	HM1 - Cut
TM05 - Roar	HM3 - Surf
TM06 - Toxic	HM4 - Strength
TM10 - Hidden Power	HM6 - Rock Smash
TM11 - Sunny Day	
TM13 - Ice Beam	
TM14 - Blizzard	
TM15 - Hyper Beam	
TM17 - Protect	
TM18 - Rain Dance	
TM21 - Frustration	
TM23 - Iron Tail	
TM24 - Thunderbolt	
TM25 - Thunder	
TM27 - Return	
TM28 - Dig	
TM30 - Shadow Ball	
TM32 - Double Team	
TM34 - Shock Wave	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	
TM46 - Thief	

Egg Moves

See Zigzagoon

===== #014 Wurmple =====

Type(s): Bug
Species: Worm
Height: 1'
Weight: 7.9 lbs.
Ability: Shield Dust
Location: Routes 101, 102, 104, Petalburg Woods
Availability: Both
Effort Points given: 1 HP
Egg Group(s): Bug

Ruby Entry: Using the spikes on its rear end, Wurmple peels the bark off trees and feeds on the sap that oozes out. This Pokemon's feet are tipped with suction pads that allow it to cling to glass without slipping.

Sapphire Entry: Wurmple is targeted by Swellow as prey. This Pokemon will try to resist by pointing the spikes on its rear at the attacking predator. It will weaken the foe by leaking poison from the spikes.

Evolution: Most Females - Silcoon. Most Males - Cascoon, at Lv.7

Level Moves

Lv.1 - Tackle, String Shot

Lv.5 - Poison Sting

TM/HM

Wurmple cannot learn any TMs or HMs.

Egg Moves

Wurmple has no Egg Moves.

===== #015 Silcoon =====

Type(s): Bug

Species: Cocoon

Height: 2'

Weight: 22 lbs.

Ability: Shed Skin

Location: Petalburg Woods, Evolve Wurmple

Availability: Both

Effort Points given: 2 Defense

Egg Group(s): Bug

Ruby Entry: Silcoon tethers itself to a tree branch using silk to keep from falling. There, this Pokemon hangs quietly while it awaits evolution. It peers out of the silk cocoon through a small hole.

Sapphire Entry: Silcoon was thought to endure hunger and not consume anything before its evolution. However, it is now thought that this Pokemon slakes its thirst by drinking rainwater that collects on its silk.

Evolution: Beautifly at Lv.10

Level Moves

Lv.1 - Harden

Lv.7 - Harden

TM/HM

Silcoon cannot learn any TMs or HMs.

Egg Moves

See Wurmple

===== #016 Beautifly =====

Type(s): Bug/Flying

Species: Butterfly
Height: 3'3"
Weight: 62.6 lbs.
Ability: Swarm
Location: Evolve Silcoon
Availability: Both
Effort Points given: 3 Special Attack
Egg Group(s): Bug

Ruby Entry: Beautifly's favorite food is the sweet pollen of flowers. If you want to see this Pokemon, just leave a potted flower by an open window. Beautifly is sure to come looking for pollen.

Sapphire Entry: Beautifly has a long mouth like a coiled needle, which is very convenient for collecting pollen from flowers. This Pokemon rides the spring winds as it flits around gathering pollen.

Evolution: None

Level Moves

Lv.1 - Absorb
Lv.10 - Absorb
Lv.13 - Gust
Lv.17 - Stun Spore
Lv.20 - Morning Sun
Lv.24 - Mega Drain
Lv.27 - Whirlwind
Lv.31 - Attract
Lv.34 - Silver Wind
Lv.38 - Giga Drain

TM/HM

TM06 - Toxic	HM5 - Flash
TM10 - Hidden Power	
TM11 - Sunny Day	
TM15 - Hyper Beam	
TM17 - Protect	
TM19 - Giga Drain	
TM20 - Safeguard	
TM21 - Frustration	
TM22 - Solarbeam	
TM27 - Return	
TM29 - Psychic	
TM30 - Shadow Ball	
TM32 - Double Team	
TM34 - Shock Wave	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	
TM46 - Thief	

Egg Moves

See Wurmple

===== #017 Cascoon =====

Type(s): Bug
Species: Cocoon
Height: 2'4"
Weight: 25.4 lbs.
Ability: Shed Skin
Location: Petalburg Woods, Evolve Wurmple
Availability: Both
Effort Points given: 2 Defense
Egg Group(s): Bug

Ruby Entry: Cascoon makes its protective cocoon by wrapping its body entirely with a fine silk from its mouth. Once the silk goes around its body, it hardens. This Pokemon prepares for its evolution inside the cocoon.

Sapphire Entry: If it is attacked, Cascoon remains motionless however badly it may be hurt. It does so because if it were to move, its body would be weak upon evolution. This Pokemon will also not forget the pain it endured.

Evolution: Dustox at Lv.10

Level Moves

Lv.1 - Harden
Lv.7 - Harden

TM/HM

Dustox cannot learn any TMs or HMs.

Egg Moves

See Wurmple

===== #018 Dustox =====

Type(s): Bug/Poison
Species: Poison Moth
Height: 3'11"
Weight: 69.7 lbs.
Ability: Shield Dust
Location: Evolve Cascoon
Availability: Both
Effort Points given: 3 Special Defense
Egg Group(s): Bug

Ruby Entry: Dustox is instinctively drawn to light. Swarms of this Pokemon are attracted by the bright lights of cities, where they wreak havoc by stripping the leaves off roadside trees for food.

Sapphire Entry: When Dustox flaps its wings, a fine dust is scattered all over. This dust is actually a powerful poison that will even make a pro wrestler sick. This Pokemon searches for food using its antennae like radar.

Evolution: None

Level Moves

- Lv.1 - Confusion
- Lv.10 - Confusion
- Lv.13 - Gust
- Lv.17 - Protect
- Lv.20 - Moonlight
- Lv.24 - Psybeam
- Lv.27 - Whirlwind
- Lv.31 - Light Screen
- Lv.34 - Silver Wind
- Lv.38 - Toxic

TM/HM

- TM06 - Toxic
 - TM10 - Hidden Power
 - TM11 - Sunny Day
 - TM15 - Hyper Beam
 - TM16 - Light Screen
 - TM17 - Protect
 - TM19 - Giga Drain
 - TM20 - Safeguard
 - TM21 - Frustration
 - TM22 - Solarbeam
 - TM27 - Return
 - TM29 - Psychic
 - TM30 - Shadow Ball
 - TM32 - Double Team
 - TM36 - Sludge Bomb
 - TM40 - Aerial Ace
 - TM42 - Facade
 - TM43 - Secret Power
 - TM44 - Rest
 - TM45 - Attract
 - TM46 - Thief
- HM5 - Flash

Egg Moves

See Wurmple

===== #019 Lotad =====

Type(s): Water/Grass
Species: Water Weed
Height: 1'8"
Weight: 5.7 lbs.
Ability: Swift Swim/Rain Dish
Location: Routes 102 & 114
Availability: Sapphire Only
Effort Points given: 1 Special Defense
Egg Group(s): Water 1/Plant

Ruby Entry: Lotad live in ponds and lakes, where they float on the surface. It

grows weak if its broad leaf dies. On rare occasions, this Pokemon travels on land in search of clean water.

Sapphire Entry: Lotad is said to have dwelled on land before. However, this Pokemon is thought to have returned to water because the leaf on its head grew large and heavy. It now lives by floating atop the water.

Evolution: Lombre at Lv.14

Level Moves

- Lv.1 - Astonish
- Lv.3 - Growl
- Lv.7 - Absorb
- Lv.13 - Nature Power
- Lv.21 - Mist
- Lv.31 - Rain Dance
- Lv.43 - Mega Drain

TM/HM

- | | |
|---------------------|-------------|
| TM03 - Water Pulse | HM3 - Surf |
| TM06 - Toxic | HM5 - Flash |
| TM07 - Hail | |
| TM09 - Bullet Seed | |
| TM10 - Hidden Power | |
| TM11 - Sunny Day | |
| TM13 - Ice Beam | |
| TM14 - Blizzard | |
| TM17 - Protect | |
| TM18 - Rain Dance | |
| TM19 - Giga Drain | |
| TM21 - Frustration | |
| TM22 - Solarbeam | |
| TM27 - Return | |
| TM32 - Double Team | |
| TM42 - Facade | |
| TM43 - Secret Power | |
| TM44 - Rest | |
| TM45 - Attract | |
| TM46 - Thief | |

Egg Moves

Flail, Leech Seed, Razor Leaf, Sweet Scent, Synthesis, Water Gun

===== #020 Lombre =====

Type(s): Water/Grass
Species: Jolly
Height: 3'11"
Weight: 71.6 lbs.
Ability: Swift Swim/Rain Dish
Location: Route 114, Evolve Lotad
Availability: Sapphire Only
Effort Points given: 2 Special Defense
Egg Group(s): Water 1/Plant

Ruby Entry: Lombre is nocturnal - it will get active after dusk. It is also a mischief-maker. When this Pokemon spots anglers, it tugs on their fishing lines from beneath the surface and enjoys their consternation.

Sapphire Entry: Lombre's entire body is covered by a slippery, slimy film. It feels horribly unpleasant to be touched by this Pokemon's hands. Lombre is often mistaken for a human child.

Evolution: Ludicolo (use Water Stone)

Level Moves

Lv.1 - Astonish
Lv.3 - Growl
Lv.7 - Absorb
Lv.13 - Nature Power
Lv.19 - Fake Out
Lv.25 - Fury Swipes
Lv.31 - Water Sport
Lv.37 - Thief
Lv.43 - Uproar
Lv.49 - Hydro Pump

TM/HM

TM03 - Water Pulse	HM3 - Surf
TM06 - Toxic	HM4 - Strength
TM07 - Hail	HM5 - Flash
TM09 - Bullet Seed	HM6 - Rock Smash
TM10 - Hidden Power	HM7 - Waterfall
TM11 - Sunny Day	HM8 - Dive
TM13 - Ice Beam	
TM14 - Blizzard	
TM17 - Protect	
TM18 - Rain Dance	
TM19 - Giga Drain	
TM21 - Frustration	
TM22 - Solarbeam	
TM27 - Return	
TM31 - Brick Break	
TM32 - Double Team	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	
TM46 - Thief	

Egg Moves

See Lotad

===== #021 Ludicolo =====

Type(s): Water/Grass
Species: Carefree
Height: 4'11"

Weight: 121.3 lbs.
Ability: Swift Swim/Rain Dish
Location: Evolve Lombre
Availability: Sapphire Only
Effort Points given: 3 Special Defense
Egg Group(s): Water 1/Plant

Ruby Entry: Ludicolo begins dancing as soon as it hears cheerful, festive music. This Pokemon is said to appear when it hears the singing of children on hiking outings.

Sapphire Entry: Upon hearing an upbeat and cheerful rhythm, the cells in Ludicolo's body become very energetic and active. Even in battle, this Pokemon will exhibit an amazing amount of power.

Evolution: None

Level Moves

Lv.1 - Astonish, Growl, Absorb, Nature Power

TM/HM

TM01 - Focus Punch	HM3 - Surf
TM03 - Water Pulse	HM4 - Strength
TM06 - Toxic	HM5 - Flash
TM07 - Hail	HM6 - Rock Smash
TM09 - Bullet Seed	HM7 - Waterfall
TM10 - Hidden Power	HM8 - Dive
TM11 - Sunny Day	
TM13 - Ice Beam	
TM14 - Blizzard	
TM15 - Hyper Beam	
TM17 - Protect	
TM18 - Rain Dance	
TM19 - Giga Drain	
TM21 - Frustration	
TM22 - Solarbeam	
TM27 - Return	
TM31 - Brick Break	
TM32 - Double Team	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	
TM46 - Thief	

Egg Moves

See Lotad

===== #022 Seedot =====

Type(s): Grass
Species: Acorn
Height: 1'8"
Weight: 8.8 lbs.

Ability: Chlorophyll/Early Bird
Location: Routes 102 & 114
Availability: Ruby Only
Effort Points given: 1 Defense
Egg Group(s): Ground/Plant

Ruby Entry: Seedot attaches itself to a tree branch using the top of its head. It sucks moisture from the tree while hanging off the branch. The more water it drinks, the glossier this Pokemon's body becomes.

Sapphire Entry: Seedot looks exactly like an acorn when it is dangling from a tree branch. It startles other Pokemon by suddenly moving. This Pokemon polishes its body once a day using leaves.

Evolution: Nuzleaf at Lv.14

Level Moves

Lv.1 - Bide
Lv.3 - Harden
Lv.7 - Growth
Lv.13 - Nature Power
Lv.21 - Synthesis
Lv.31 - Sunny Day
Lv.43 - Explosion

TM/HM

TM06 - Toxic	HM5 - Flash
TM09 - Bullet Seed	HM6 - Rock Smash
TM10 - Hidden Power	
TM11 - Sunny Day	
TM17 - Protect	
TM19 - Giga Drain	
TM21 - Frustration	
TM22 - Solarbeam	
TM27 - Return	
TM28 - Dig	
TM30 - Shadow Ball	
TM32 - Double Team	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	

Egg Moves

Amnesia, False Swipe, Leech Seed, Quick Attack, Razor Wind, Take Down

===== #023 Nuzleaf =====

Type(s): Grass/Dark
Species: Wily
Height: 3'3"
Weight: 61.7 lbs.
Ability: Chlorophyll/Early Bird
Location: Route 114, Evolve Seedot

Availability: Ruby Only
Effort Points given: 2 Attack
Egg Group(s): Ground/Plant

Ruby Entry: Nuzleaf live in densely overgrown forests. They occasionally venture out of the forest to startle people. This Pokemon dislikes having its long nose pinched.

Sapphire Entry: This Pokemon pulls out the leaf on its head and makes a flute with it. The sound of Nuzleaf's flute strikes fear and uncertainty in the hearts of people lost in a forest.

Evolution: Shiftry (use Leaf Stone)

Level Moves

- Lv.1 - Pound
- Lv.3 - Harden
- Lv.7 - Growth
- Lv.13 - Nature Power
- Lv.19 - Fake Out
- Lv.25 - Torment
- Lv.31 - Faint Attack
- Lv.37 - Razor Wind
- Lv.43 - Swagger
- Lv.49 - Extrasensory

TM/HM

- | | |
|---------------------|------------------|
| TM06 - Toxic | HM1 - Cut |
| TM09 - Bullet Seed | HM4 - Strength |
| TM10 - Hidden Power | HM5 - Flash |
| TM11 - Sunny Day | HM6 - Rock Smash |
| TM15 - Hyper Beam | |
| TM17 - Protect | |
| TM19 - Giga Drain | |
| TM21 - Frustration | |
| TM22 - Solarbeam | |
| TM27 - Return | |
| TM28 - Dig | |
| TM30 - Shadow Ball | |
| TM31 - Brick Break | |
| TM32 - Double Team | |
| TM39 - Rock Tomb | |
| TM41 - Torment | |
| TM42 - Facade | |
| TM43 - Secret Power | |
| TM44 - Rest | |
| TM45 - Attract | |
| TM46 - Thief | |

Egg Moves

See Seedot (hehe)

Type(s): Grass/Dark
Species: Wicked
Height: 4'3"
Weight: 131.4 lbs.
Ability: Chlorophyll/Early Bird
Location: Evolve Nuzleaf
Availability: Ruby Only
Effort Points given: 3 Attack
Egg Group(s): Ground/Plant

Ruby Entry: Shiftry is a mysterious Pokemon that is said to live atop towering trees dating back over a thousand years. It creates terrific windstorms with the fans it holds.

Sapphire Entry: Shiftry's large fans generate awesome gusts of wind at a speed close to 100 feet per second. The whipped-up wind blows anything away. This Pokemon chooses to live quietly deep in forests.

Evolution: None

Level Moves

Lv.1 - Pound, Harden, Growth, Nature Power

TM/HM

TM06 - Toxic	HM1 - Cut
TM09 - Bullet Seed	HM4 - Strength
TM10 - Hidden Power	HM5 - Flash
TM11 - Sunny Day	HM6 - Rock Smash
TM15 - Hyper Beam	
TM17 - Protect	
TM19 - Giga Drain	
TM21 - Frustration	
TM22 - Solarbeam	
TM27 - Return	
TM28 - Dig	
TM30 - Shadow Ball	
TM31 - Brick Break	
TM32 - Double Team	
TM39 - Rock Tomb	
TM40 - Aerial Ace	
TM41 - Torment	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	
TM46 - Thief	

Egg Moves

See Seedot (hehe again)

===== #025 Tailow =====

Type(s): Normal/Flying
Species: Tinyswallow

Height: 1'
Weight: 5.1 lbs.
Ability: Guts
Location: Routes 104, 115, and 116
Availability: Both
Effort Points given: 1 Speed
Egg Group(s): Flying

Ruby Entry: Tailow courageously stands its ground against foes, however strong they may be. This gutsy Pokemon will remain defiant even after a loss. On the other hand, it cries loudly if it becomes hungry.

Sapphire Entry: Tailow is young - it has only just left its nest. As a result, it sometimes becomes lonesome and cries at night. This Pokemon feeds on Wurmples that live in forests.

Evolution: Swellow at Lv.22

Level Moves

Lv.1 - Peck, Growl
Lv.4 - Focus Energy
Lv.8 - Quick Attack
Lv.13 - Wing Attack
Lv.19 - Double Team
Lv.26 - Endeavor
Lv.34 - Aerial Ace
Lv.43 - Agility

TM/HM

TM06 - Toxic	HM2 - Fly
TM10 - Hidden Power	
TM11 - Sunny Day	
TM17 - Protect	
TM18 - Rain Dance	
TM21 - Frustration	
TM27 - Return	
TM32 - Double Team	
TM40 - Aerial Ace	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	
TM46 - Thief	
TM47 - Steel Wing	

Egg Moves

Mirror Move, Pursuit, Rage, Refresh, Sky Attack (w00t), Supersonic

===== #026 Swellow =====

Type(s): Normal/Flying
Species: Swallow
Height: 2'4"
Weight: 43.7 lbs.

Ability: Guts

Location: Route 115, evolve Taillow

Availability: Both

Effort Points given: 2 Speed

Egg Group(s): Flying

Ruby Entry: Swellow flies high above our heads, making graceful arcs in the sky. This Pokemon dives at a steep angle as soon as it spots its prey. The hapless prey is tightly grasped by Swellow's clawed feet, preventing escape.

Sapphire Entry: Swellow is very conscientious about the upkeep of its glossy wings. Once two Swellow are gathered, they diligently take care of cleaning each other's wings.

Evolution: None

Level Moves

Lv.1 - Peck, Growl, Focus Energy, Quick Attack

Lv.4 - Focus Energy

Lv.8 - Quick Attack

Lv.13 - Wing Attack

Lv.19 - Double Team

Lv.28 - Endeavor

Lv.38 - Aerial Ace

Lv.49 - Agility

TM/HM

TM06 - Toxic

HM2 - Fly

TM10 - Hidden Power

TM11 - Sunny Day

TM15 - Hyper Beam

TM17 - Protect

TM18 - Rain Dance

TM21 - Frustration

TM27 - Return

TM32 - Double Team

TM40 - Aerial Ace

TM42 - Facade

TM43 - Secret Power

TM44 - Rest

TM45 - Attract

TM46 - Thief

TM47 - Steel Wing

Egg Moves

See Taillow

===== #027 Wingull =====

Type(s): Water/Flying

Species: Seagull

Height: 2'

Weight: 20.9 lbs.

Ability: Keen Eye

Location: Surf over the ocean

Availability: Both

Effort Points given: 1 Speed

Egg Group(s): Water 1/Flying

Ruby Entry: Wingull has the habit of carrying prey and valuables in its beak and hiding them in all sorts of locations. This Pokemon rides the winds and flies as if it were skating across the sky.

Sapphire Entry: Wingull rides updrafts rising from the sea by extending its long and narrow wings to glide. This Pokemon's long beak is useful for catching prey.

Evolution: Pelipper at Lv.25

Level Moves

Lv.1 - Growl, Water Gun

Lv.7 - Supersonic

Lv.13 - Wing Attack

Lv.21 - Mist

Lv.31 - Quick Attack

Lv.43 - Pursuit

Lv.55 - Agility

TM/HM

TM03 - Water Pulse

HM2 - Fly

TM06 - Toxic

TM07 - Hail

TM10 - Hidden Power

TM13 - Ice Beam

TM14 - Blizzard

TM17 - Protect

TM18 - Rain Dance

TM21 - Frustration

TM27 - Return

TM32 - Double Team

TM34 - Shock Wave

TM42 - Facade

TM43 - Secret Power

TM44 - Rest

TM45 - Attract

TM46 - Thief

TM47 - Steel Wing

Egg Moves

Agility, Gust, Twister, Water Sport

===== #028 Pelipper =====

Type(s): Water/Flying

Species: Water Bird

Height: 3'11"

Weight: 61.7 lbs.

Ability: Keen Eye

Location: Surf over the east-side ocean, evolve Wingull

Availability: Both

Effort Points given: 2 Defense

Egg Group(s): Water 1/Flying

Ruby Entry: Pelipper is a flying transporter that carries small Pokemon and eggs inside its massive bill. This Pokemon builds its nest on steep cliffs facing the sea.

Sapphire Entry: Pelipper searches for food while in flight by skimming the wave tops. This Pokemon dips its large bill in the sea to scoop up food, then swallows everything in one big gulp.

Evolution: None

Level Moves

Lv.1 - Growl, Water Gun, Water Sport, Quick Attack

Lv.3 - Water Gun

Lv.7 - Supersonic

Lv.13 - Wing Attack

Lv.21 - Mist

Lv.25 - Protect

Lv.33 - Stockpile, Swallow

Lv.47 - Spit Up

Lv.61 - Hydro Pump

TM/HM

TM03 - Water Pulse

HM2 - Fly

TM06 - Toxic

HM3 - Surf

TM07 - Hail

TM10 - Hidden Power

TM13 - Ice Beam

TM14 - Blizzard

TM15 - Hyper Beam

TM17 - Protect

TM18 - Rain Dance

TM21 - Frustration

TM27 - Return

TM32 - Double Team

TM34 - Shock Wave

TM42 - Facade

TM43 - Secret Power

TM44 - Rest

TM45 - Attract

TM46 - Thief

TM47 - Steel Wing

Egg Moves

See Wingull

===== #029 Ralts =====

Type(s): Psychic

Species: Feeling

Height: 1'4"
Weight: 14.6 lbs.
Ability: Synchronize/Trace
Location: Route 102
Availability: Both
Effort Points given: 1 Special Attack
Egg Group(s): Indeterminate

Ruby Entry: Ralts senses the emotions of people using the horns on its head. This Pokemon rarely appears before people. But when it does, it draws closer if it senses that the person has a positive disposition.

Sapphire Entry: Ralts has the ability to sense the emotions of people. If its Trainer is in a cheerful mood, this Pokemon grows cheerful and joyous in the same way.

Evolution: Kirlia at Lv.20

Level Moves

Lv.1 - Growl
Lv.6 - Confusion
Lv.11 - Double Team
Lv.16 - Teleport
Lv.21 - Calm Mind
Lv.26 - Psychic
Lv.31 - Imprison
Lv.36 - Future Sight
Lv.41 - Hypnosis
Lv.46 - Dream Eater

TM/HM

TM04 - Calm Mind	HM5 - Flash
TM06 - Toxic	
TM10 - Hidden Power	
TM11 - Sunny Day	
TM12 - Taunt	
TM16 - Light Screen	
TM17 - Protect	
TM18 - Rain Dance	
TM20 - Safeguard	
TM21 - Frustration	
TM24 - Thunderbolt	
TM27 - Return	
TM29 - Psychic	
TM30 - Shadow Ball	
TM32 - Double Team	
TM33 - Reflect	
TM34 - Shock Wave	
TM41 - Torment	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	
TM46 - Thief	
TM48 - Skill Swap	
TM49 - Snatch	

Egg Moves

Destiny Bond, Disable, Mean Look, Memento, Will-O-Wisp

===== #030 Kirlia =====

Type(s): Psychic

Species: Emotion

Height: 2'7"

Weight: 44.5 lbs.

Ability: Synchronize/Trace

Location: Evolve Ralts

Availability: Both

Effort Points given: 2 Special Attack

Egg Group(s): Indeterminate

Ruby Entry: It is said that a Kirlia that is exposed to the positive emotions of its Trainer grows beautiful. This Pokemon controls psychokinetic powers with its highly developed brain.

Sapphire Entry: Kirlia uses the horns on its head to amplify its psychokinetic power. When the Pokemon uses its power, the air around it becomes distorted, creating mirages of nonexistent scenery.

Evolution: Gardevoir at Lv.30

Level Moves

Lv.1 - Growl, Confusion, Double Team, Teleport

Lv.6 - Confusion

Lv.11 - Double Team

Lv.16 - Teleport

Lv.21 - Calm Mind

Lv.26 - Psychic

Lv.33 - Imprison

Lv.40 - Future Sight

Lv.47 - Hypnosis

Lv.54 - Dream Eater

TM/HM

TM04 - Calm Mind

HM5 - Flash

TM06 - Toxic

TM10 - Hidden Power

TM11 - Sunny Day

TM12 - Taunt

TM16 - Light Screen

TM17 - Protect

TM18 - Rain Dance

TM20 - Safeguard

TM21 - Frustration

TM24 - Thunderbolt

TM27 - Return

TM29 - Psychic

TM30 - Shadow Ball

TM32 - Double Team

TM33 - Reflect
TM34 - Shock Wave
TM41 - Torment
TM42 - Facade
TM43 - Secret Power
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Skill Swap
TM49 - Snatch

Egg Moves

See Ralts

===== #031 Gardevoir =====

Type(s): Psychic
Species: Embrace
Height: 5'3"
Weight: 106.7 lbs.
Ability: Synchronize/Trace
Location: Evolve Kirlia
Availability: Both
Effort Points given: 3 Special Attack
Egg Group(s): Indeterminate

Ruby Entry: Gardevoir has the ability to read the future. If it senses impending danger to its Trainer, this Pokemon is said to unleash its psychokinetic energy at full power.

Sapphire Entry: Gardevoir has the psychokinetic power to distort the dimensions and create a small black hole. This Pokemon will try to protect its Trainer even at the risk of its own life.

Evolution: None

Level Moves

Lv.1 - Growl, Confusion, Double Team, Teleport
Lv.6 - Confusion
Lv.11 - Double Team
Lv.16 - Teleport
Lv.21 - Calm Mind
Lv.26 - Psychic
Lv.33 - Imprison
Lv.42 - Future Sight
Lv.51 - Hypnosis
Lv.60 - Dream Eater

TM/HM

TM04 - Calm Mind
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM12 - Taunt
HM5 - Flash

TM15 - Hyper Beam
TM16 - Light Screen
TM17 - Protect
TM18 - Rain Dance
TM20 - Safeguard
TM21 - Frustration
TM24 - Thunderbolt
TM27 - Return
TM29 - Psychic
TM30 - Shadow Ball
TM32 - Double Team
TM33 - Reflect
TM34 - Shock Wave
TM41 - Torment
TM42 - Facade
TM43 - Secret Power
TM44 - Rest
TM45 - Attract
TM46 - Thief
TM48 - Skill Swap
TM49 - Snatch

Egg Moves

See Ralts

===== #032 Surskit =====

Type(s): Bug/Water
Species: Pond Skater
Height: 1'8"
Weight: 3.7 lbs.
Ability: Swift Swim
Location: Routes 102, 111, 114, 117, 120
Availability: Both
Effort Points given: 1 Speed
Egg Group(s): Water 1/Bug

Ruby Entry: From the tips of its feet, Surskit secretes an oil that enables it to walk on water as if it were skating. This Pokemon feeds on microscopic organisms in ponds and lakes.

Sapphire Entry: If Surskit senses danger, it secretes a thick, sugary syrup from the tip of its head. There are some Pokemon that love eating this syrup.

Evolution: Masquerain at Lv.22

Level Moves

Lv.1 - Bubble
Lv.7 - Quick Attack
Lv.13 - Sweet Scent
Lv.19 - Water Sport
Lv.25 - Bubblebeam
Lv.31 - Agility
Lv.37 - Mist, Haze

TM/HM

TM03 - Water Pulse HM5 - Flash
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Ice Beam
TM14 - Blizzard
TM17 - Protect
TM18 - Rain Dance
TM19 - Giga Drain
TM20 - Safeguard
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM30 - Shadow Ball
TM32 - Double Team
TM42 - Facade
TM43 - Secret Power
TM44 - Rest
TM45 - Attract
TM46 - Thief

Egg Moves

Foresight, Hydro Pump, Mind Reader, Mud Shot, Psybeam

===== #033 Masquerain =====

Type(s): Bug/Flying
Species: Eyeball
Height: 2'7"
Weight: 7.9 lbs.
Ability: Intimidate
Location: Evolve Surskit
Availability: Both
Effort Points given: 1 Special Attack, 1 Special Defense
Egg Group(s): Water 1/Bug

Ruby Entry: Masquerain intimidates enemies with the eyelike patterns on its antennas. This Pokemon flaps its four wings to freely fly in any direction - even sideways and backwards - as if it were a helicopter.

Sapphire Entry: Masquerain's antennas have eyelike patterns that usually give it an angry look. If the eyes are droopy and appear sad, it is said to be a sign that a heavy rainfall is on its way.

Evolution: None

Level Moves

Lv.1 - Bubble, Quick Attack, Sweet Scent, Water Sport
Lv.7 - Quick Attack
Lv.13 - Sweet Scent
Lv.19 - Water Sport
Lv.26 - Gust
Lv.33 - Scary Face
Lv.40 - Stun Spore

Lv.47 - Silver Wind
Lv.53 - Whirlwind

TM/HM

TM03 - Water Pulse HM5 - Flash
TM06 - Toxic
TM10 - Hidden Power
TM11 - Sunny Day
TM13 - Ice Beam
TM14 - Blizzard
TM15 - Hyper Beam
TM17 - Protect
TM18 - Rain Dance
TM19 - Giga Drain
TM20 - Safeguard
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM30 - Shadow Ball
TM32 - Double Team
TM40 - Aerial Ace
TM42 - Facade
TM43 - Secret Power
TM44 - Rest
TM45 - Attract
TM46 - Thief

Egg Moves

See Surskit

===== #034 Shroomish =====

Type(s): Grass
Species: Mushroom
Height: 1'4"
Weight: 9.9 lbs.
Ability: Effect Spore
Location: Petalburg Woods
Availability: Both
Effort Points given: 1 HP
Egg Group(s): Fairy/Plant

Ruby Entry: Shroomish live in damp soil in the dark depths of forests. They are often found keeping still under fallen leaves. This Pokemon feeds on compost that is made up of fallen, rotted leaves.

Sapphire Entry: If Shroomish senses danger, it shakes its body and scatters spores from the top of its head. This Pokemon's spores are so toxic, they make trees and weeds wilt.

Evolution: Breloom at Lv.23

Level Moves

Lv.1 - Absorb

Lv.4 - Tackle
Lv.7 - Stun Spore
Lv.10 - Leech Seed
Lv.16 - Mega Drain
Lv.22 - Headbutt
Lv.28 - Poisonpowder
Lv.36 - Growth
Lv.45 - Giga Drain
Lv.54 - Spore

TM/HM

TM06 - Toxic HM5 - Flash
TM09 - Bullet Seed
TM10 - Hidden Power
TM11 - Sunny Day
TM17 - Protect
TM19 - Giga Drain
TM20 - Safeguard
TM21 - Frustration
TM22 - Solarbeam
TM27 - Return
TM32 - Double Team
TM36 - Sludge Bomb
TM40 - Aerial Ace
TM42 - Facade
TM43 - Secret Power
TM44 - Rest
TM45 - Attract
TM49 - Snatch

Egg Moves

Charm, Fake Tears, False Swipe, Helping Hand, Swagger

===== #035 Breloom =====

Type(s): Grass/Fighting
Species: Mushroom
Height: 3'11"
Weight: 86.4 lbs.
Ability: Effect Spore
Location: Evolve Shroomish
Availability: Both
Effort Points given: 2 Attack
Egg Group(s): Fairy/Plant

Ruby Entry: Breloom closes in on its foe with light and sprightly footwork, then throws punches with its stretchy arms. This Pokemon's fighting technique puts boxers to shame.

Sapphire Entry: The seeds ringing Breloom's tail are made of hardened toxic spores. It is horrible to eat the seeds. Just taking a bite of this Pokemon's seed will cause your stomach to rumble.

Evolution: None

Level Moves

Lv.1 - Absorb, Tackle, Stun Spore, Leech Seed
Lv.4 - Tackle
Lv.7 - Stun Spore
Lv.10 - Leech Seed
Lv.16 - Mega Drain
Lv.22 - Headbutt
Lv.23 - Mach Punch
Lv.28 - Counter
Lv.36 - Sky Uppercut
Lv.45 - Mind Reader
Lv.54 - Dynamicpunch

TM/HM

TM01 - Focus Punch	HM1 - Cut
TM06 - Toxic	HM4 - Strength
TM08 - Bulk Up	HM5 - Flash
TM09 - Bullet Seed	HM6 - Rock Smash
TM10 - Hidden Power	
TM11 - Sunny Day	
TM15 - Hyper Beam	
TM17 - Protect	
TM19 - Giga Drain	
TM20 - Safeguard	
TM21 - Frustration	
TM22 - Solarbeam	
TM23 - Iron Tail	
TM27 - Return	
TM31 - Brick Break	
TM32 - Double Team	
TM36 - Sludge Bomb	
TM40 - Aerial Ace	
TM42 - Facade	
TM43 - Secret Power	
TM44 - Rest	
TM45 - Attract	
TM49 - Snatch	

Egg Moves

See Shroomish
=====

Slakoth - Petalburg Woods Level 18
Vigoroth - Evolve Slakoth - Level 36
Slaking - Evolve Vigoroth - Doesn't Evolve
Abra - Granite Cave - Level 16
Kadabra - Evolve Abra - Trade
Alakazam - Trade Kadabra - Doesn't Evolve
Nincada - Route 116 - Level 20
Ninjask - Evolve Nincada - Doesn't Evolve
Shedinja - Evolve Nincada with <5 Pokemon & 1 Ball - Doesn't Evolve
Whismur - Route 116, Rusturf Tunnel, Victory Road - Level 20
Loudred - Victory Road, Evolve Whismur - Level 40
Exploud - Evolve Loudred - Doesn't Evolve

Makuhita - Granite Cave, Victory Road - Level 24
Hariyama - Victory Road, Evolve Makuhita - Doesn't Evolve
Goldeen - Routes 102, 111, 114, 117, 120, Safari Zone, Victory Road - Level 33
Seaking - Safari Zone, Evolve Goldeen - Doesn't Evolve
Magikarp - Fish with Old Rod - Level 20
Gyarados - Fish in Sootopolis, Evolve Magikarp - Doesn't Evolve
Azurill - Breed 2 Marill, Male Holds Sea Incense - Friendship
Marill - Route 102, 111, 114, 117, 120, Evolve Azurill - Level 18
Azumarill - Evolve Marill - Doesn't Evolve
Geodude - Routes 114, 117, Safari Zone, Granite Cave, Victory Road - Level 25
Graveler - Victory Road, Evolve Geodude - Trade
Golem - Trade Graveler - Doesn't Evolve
Nosepass - Granite Cave (smash rocks) - Doesn't Evolve
Skitty - Route 116 - Moon Stone
Delcatty - Evolve Skitty - Doesn't Evolve
Zubat - Every Cave - Level 22
Golbat - Victory Road, Sky Pillar, Evolve Zubat - Friendship
Crobat - Evolve Golbat - Doesn't Evolve
Tentacool - Surf - Level 30
Tentacruel - Surf on the east-side ocean, Evolve Tentacool - Doesn't Evolve
Sableye - Granite Cave, Sky Pillar, Cave of Origin, Victory Road(Sapphire Only)
- Doesn't Evolve
Mawile - Granite Cave, Sky Pillar, Cave of Origin, Victory Road(Ruby Only) -
Doesn't Evolve
Aron - Granite Cave, Victory Road - Level 32
Lairon - Victory Road, Evolve Aron - Level 42
Aggron - Evolve Lairon - Doesn't Evolve
Machop - Route 112 - Level 28
Machoke - Evolve Machop - Trade
Machop - Trade Machoke - Doesn't Evolve
Meditite - Route 112, Victory Road - Level 37
Medicham - Victory Road, Evolve Meditite - Doesn't Evolve
Electrike - Routes 110 & 118 - Level 26
Manectric - Route 118, Evolve Electrike - Doesn't Evolve
Plusle - Route 110 - Doesn't Evolve
Minun - Route 110 - Doesn't Evolve
Magnemite - New Mauville - Level 30
Magnetron - New Mauville, Evolve Magnemite - Doesn't Evolve
Voltorb - New Mauville - Level 30
Electrode - New Mauville, Evolve Voltorb - Doesn't Evolve
Volbeat - Route 117 - Doesn't Evolve
Illumise - Route 117 - Doesn't Evolve
Oddish - Routes 110, 117-123, Safari Zone - Level 21
Gloom - Routes 121, 123, Safari Zone, Evolve Oddish - Leaf/Sun Stone
Vileplume - Evolve Gloom w/Leaf Stone - Doesn't Evolve
Bellossom - Evolve Gloom w/Sun Stone - Doesn't Evolve
Doduo - Safari Zone - Level 31
Dodrio - Safari Zone, Evolve Doduo - Doesn't Evolve
Roselia - Route 117 - Doesn't Evolve
Gulpin - Route 110 - Level 26
Swalot - Evolve Gulpin - Doesn't Evolve
Carvanha - Fish on Routes 118 & 119 - Level 30
Sharpedo - Routes 103, 118, 122, 124-134, Evolve Carvanha - Doesn't Evolve
Wailmer - Fish w/Good Rod, Super Rod - Level 40
Wailord - Route 129, Evolve Wailmer - Doesn't Evolve
Numel - Route 112, Fiery Pass - Level 33
Camerupt - Evolve Numel - Doesn't Evolve
Slugma - Fiery Path - Level 38
Magcargo - Evolve Slugma - Doesn't Evolve
Torkoal - Fiery Path - Doesn't Evolve

Grimer - Fiery Path - Level 38
Muk - Evolve Grimer - Doesn't Evolve
Koffing - Fiery Path - Level 35
Weezing - Evolve Koffing - Doesn't Evolve
Spoink - Jagged Pass - Level 32
Grumpig - Evolve Spoink - Doesn't Evolve
Sandshrew - Routes 111 & 113 - Level 22
Sandslash - Evolve Sandshrew - Doesn't Evolve
Spinda - Route 113 - Doesn't Evolve
Skarmory - Route 113 - Doesn't Evolve
Trapinch - Desert - Level 35
Vibrava - Evolve Trapinch - Level 45
Flygon - Evolve Vibrava - Doesn't Evolve
Cacnea - Desert - Level 32
Cacturne - Evolve Cacnea - Doesn't Evolve
Swablu - Routes 114 & 115 - Level 35
Altaria - Evolve Swablu, Sky Pillar (extremely rare) - Doesn't Evolve
Zangoose - Route 114(Ruby) - Doesn't Evolve
Seviper - Route 114(Sapphire) - Doesn't Evolve
Lunatone - Meteor Falls(Sapphire) - Doesn't Evolve
Solrock - Meteor Falls(Ruby) - Doesn't Evolve
Barboach - Fish in Meteor Falls, Victory Road, Routes 111, 114, 120 - Level 30
Whiscash - Fish in Meteor Falls, Victory Road, Evolve Barboach - Doesn't Evolve
Corphish - Fish Routes 102, 117 - Level 30
Crawdaunt - Evolve Corphish - Doesn't Evolve
Baltoy - Desert - Level 36
Claydol - Evolve Baltoy, Sky Pillar - Doesn't Evolve
Lileep - Revive Root Fossil - Level 40
Cradily - Evolve Lileep - Doesn't Evolve
Anorith - Revive Claw Fossil - Level 40
Armaldo - Evolve Anorith - Doesn't Evolve
Igglybuff - Breed 2 Jigglypuff - Friendship
Jigglypuff - Route 115, Evolve Igglybuff - Moon Stone
Wigglytuff - Evolve Jigglypuff - Doesn't Evolve
Feebas - Fish Route 119 - Get 170 Beauty, Evolves at Next Level
Milotic - Evolve Feebas - Doesn't Evolve
Castform - Weather Institute - Doesn't Evolve
Staryu - Fish in Lilycove City - Water Stone
Starmie - Evolve Staryu - Doesn't Evolve
Kecleon - Route 120 - Doesn't Evolve
Shuppet - Route 121, Mt. Pyre - Level 37
Banette - Evolve Shuppet, Sky Pillar - Doesn't Evolve
Duskull - Route 121, Mt. Pyre - Level 37
Dusclops - Evolve Duskull, Sky Pillar - Doesn't Evolve
Tropius - Route 119 - Doesn't Evolve
Chimecho - Mt. Pyre Summit - Doesn't Evolve
Absol - Route 120 - Doesn't Evolve
Vulpix - Outside Mt. Pyre - Fire Stone
Ninetales - Evolve Vulpix - Doesn't Evolve
Pichu - Breed 2 Pikachu - Friendship
Pikachu - Safari Zone, Evolve Pichu - Thunderstone
Raichu - Evolve Pikachu - Doesn't Evolve
Psyduck - Surf in Safari Zone - Level 33
Golduck - Surf in Safari Zone, Evolve Psyduck - Doesn't Evolve
Wynaut - Breed 2 Wobbuffet, Male Holds Lax Incense, Hatch Lavaridge Egg -
Lv.15
Wobbuffet - Safari Zone, Evolve Wynaut - Doesn't Evolve
Natu - Safari Zone - Level 25
Xatu - Evolve Natu, Safari Zone - Doesn't Evolve
Girafarig - Safari Zone - Doesn't Evolve

Phanpy - Safari Zone(Need Acro Bike) - Level 25
Donphan - Evolve Phanpy - Doesn't Evolve
Pinsir - Safari Zone(Need Mach Bike) - Doesn't Evolve
Heracross - Safari Zone(Need Acro Bike) Doesn't Evolve
Rhyhorn - Safari Zone(Need Mach Bike) - Level 42
Rhydon - Evolve Rhyhorn - Doesn't Evolve
Snorunt - Shoal Cave (Low tide, icy part) - Level 42
Glalie - Evolve Snorunt - Doesn't Evolve
Spheal - Shoal Cave - Level 32
Sealeo - Evolve Spheal - Level 44
Walrein - Evolve Sealeo - Doesn't Evolve
Clamperl - Anywhere Underwater - Trade w/Deepseatooth or Deepseascale
Huntail - Trade Clamperl w/Deepseatooth - Doesn't Evolve
Gorebyss - Trade Clamperl w/Deepseascale - Doesn't Evolve
Relicanth - Underwater Near Sootopolis City - Doesn't Evolve
Corsola - Route 128 - Doesn't Evolve
Chinchou - Anywhere Underwater - Level 27
Lanturn - Evolve Chinchou - Doesn't Evolve
Luvdisc - Fish on Route 128, Ever Grande City - Doesn't Evolve
Horsea - Fish on Routes 132-134 - Level 32
Seadra - Evolve Horsea - Trade w/Dragon Scale
Kingdra - Trade Seadra - Doesn't Evolve
Bagon - Meteor Falls(Need Waterfall) - Level 30
Shelgon - Evolve Bagon - Level 50
Salamence - Evolve Shelgon - Doesn't Evolve
Beldum - Steven's House After Elite 4 - Level 20
Metang - Evolve Beldum - Level 45
Metagross - Evolve Metang - Doesn't Evolve
Regirock - Desert Ruins - Doesn't Evolve
Regice - Island Cave - Doesn't Evolve
Registeel - Ancient Tomb - Doesn't Evolve
Latias - overworld(Sapphire) - Doesn't Evolve
Latos - overworld(Ruby) - Doesn't Evolve
Kyogre - Cave of Origin(Sapphire) - Doesn't Evolve
Groudon - Cave of Origin(Ruby) - Doesn't Evolve
Rayquaza - Sky Pillar(Need Mach Bike) - Doesn't Evolve
Jirachi - Bonus Disc with pre-ordered Pokemon Colosseum - Doesn't Evolve
Deoxys - Trade from FireRed or LeafGreen - Doesn't Evolve

=====
19. The S.S. Tidal
=====

The S.S. Tidal is an ongoing project that lasts until you beat the Elite Four. It goes between Slateport City, Lilycove City, the Battle Tower, and Southern Island. Get on the boat at Slateport City and say you're going to Lilycove. This little part of my walkthrough tells you all the Trainers and such inside the ship.

Enter the first cabin for a 2 on 2 battle.

Young Couple Lea & Jed
Luvdisc, Lv.45 (x2)
Money: 2880

Easy peezy. Your cabin is the cabin next to that, Cabin 2. Talk to the bed to heal or whenever you're ready to leave the ship, and you can talk to the sailor blocking the entrance to leave.

In the third cabin is yet another battle.

Rich Boy Garret
Azumarill, Lv.45
Money: 9000

Boring. In the fourth cabin is another Trainer.

Gentleman Tucker
Manetric, Lv.44 (x2)
Money: 3520

Yawn. Head to the back of Cabin 1 for another fight.

Pokefan Colton
Skitty, Lv.22, Lv.36, Lv.40, Lv.12, Lv.30; Delcatty, Lv.42
Money: 3360

In the back of Cabin 2...there's...go ahead. Guess. Another Trainer? DING!

Lady Anette
Roselia, Lv.45
Money: 9000

Aaaaand Trainer number seven in the back of Cabin 3!

Gentleman Thomas
Zangoose, Lv.45
Money: 3600

In the back of Cabin 4 there's a guy who gives you TM49, Snatch.

Go downstairs. Watch out for the sailors.

Sailor Phillip
Tentacruel, Lv.44; Machoke, Lv.44
Money: 1408

Sailor Leonard
Machop, Lv.43; Pelipper, Lv.43; Machoke, Lv.43
Money: 1376

Search in the can in the upper left corner for Leftovers, and you're done!
Leave whenever you want, there's nothing left.

=====
20. Weakness Chart
=====

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|         | | | |F| | | | | | |E| | | | | | |
|         | | |P|i| | | | | | |l| | | | |
|         | | |s|g| | | | |G| |F|e| | |D|P|N|
|         |G| |y|h| | | |W|r|G|l|c|S| |r|o|o| *****
|         |h|D|c|t| |R|F|a|o|r|y|t|t| |a|i|r| Left type attacks the top type.
|         |o|a|h|i|B|o|i|t|u|a|i|r|e|I|g|s|m| *****
|         |s|r|i|n|u|c|r|e|n|s|n|i|e|c|o|o|a|
|         |t|k|c|g|g|k|e|r|d|s|g|c|l|e|n|n|l|
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|  Ghost|2|H|2|1|1|1|1|1|1|1|1|1|1|H|1|1|1|X|
|  Dark|2|H|2|H|1|1|1|1|1|1|1|1|1|H|1|1|1|1|
```

Key

Psychic	1	X	H	2	1	1	1	1	1	1	1	1	1	H	1	1	2	1
Fighting	X	2	H	1	H	2	1	1	1	1	H	1	2	2	1	H	2	
Bug	H	2	2	H	1	1	H	1	1	2	H	1	H	1	1	H	1	
Rock	1	1	1	H	2	1	2	1	H	1	2	1	H	2	1	2	1	H = Not very effective. .5 damage.
Fire	1	1	1	1	2	H	H	H	1	2	1	1	2	2	H	1	1	X = Immune. No damage.
Water	1	1	1	1	1	2	2	H	2	H	1	1	1	1	H	1	1	
Ground	1	1	1	1	H	2	2	1	1	H	X	2	2	1	1	2	1	
Grass	1	1	1	1	H	2	H	2	2	H	H	1	H	1	H	H	1	
Flying	1	1	1	2	2	H	1	1	1	2	1	H	H	1	1	1	1	
Electric	1	1	1	1	1	1	1	2	X	H	2	H	1	1	H	1	1	
Steel	1	1	1	1	1	2	H	H	1	1	1	H	H	2	1	1	1	
Ice	1	1	1	1	1	1	H	H	2	2	2	1	H	H	2	2	2	
Dragon	1	1	1	1	1	1	1	1	1	1	1	1	1	1	H	1	2	1
Poison	H	1	1	1	H	1	1	1	H	2	1	1	X	1	1	H	1	
Normal	X	1	1	1	1	H	1	1	1	1	1	1	1	1	H	1	1	1

=====
21. FAQ
=====

Took me long enough to realize I didn't have a FAQ...<_<;

Question: Which one's the best starter?

Answer: Most people pick Torchic because it owns a lot of Gyms and almost the entire Elite Four. They also pick her because of the lack of Fire types in this game (less than 10!). However, there is no real "best" starter. Pick the one you think looks coolest.

Question: How do I get Jirachi and Deoxys?

Answer: You can get Jirachi by using the bonus disc that comes with Pokemon Colosseum. To get Deoxys, you'll have to trade it from FireRed or LeafGreen.

Question: How do I get to Southern Island?

Answer: Scan the Eon Ticket through the e-Reader. Talk to Norman at Petalburg's Gym and he'll give you the Eon Ticket. Take this ticket to Slateport City's Harbor and talk to the lady in front of the ferry. She'll introduce you to a sailor who will tell you a little about nothing, and then take you there. Upon arriving, you'll notice that the outside is just trees, except for one sign that reads:

"Those whose memories fade seek to carve them in their hearts..."

Anyway, the real reason you're here is what's inside the clearing. Walk inside, and you'll encounter a weird object. What is it? Some say it's an egg, others say it's a stone. Nobody really knows for sure. Save before examining the stone. Once you do, Latios or Latias will appear (whichever one's the same color as your version). Each of them are Lv.50, and he/she carries the one-of-a-kind Soul Dew, which increases his/her Special Attack and Special Defense. This is the ONLY opportunity you have to catch the other one because you can only examine the stone once, so just reset if you kill him/her.

Question: What's Kyogre? Why does everyone call him cheap?

Answer: Kyogre has very high stats, and also learns Calm Mind. Calm Mind

raises Special Attack and Special Defense by one level. It takes only 3 or 4 of these to bring Kyogre's Special Attack and Special Defense to 999. Since Kyogre is a Water type, all its weaknesses are Special-based. This makes it very hard to kill. Now that Kyogre's Special Attack is maxed out, it can OHKO just about everything. Once Kyogre gets set up, few can bring it down. And I don't even wanna THINK about what would happen if Kyogre was Baton Passed a few Speed Boosts from Ninjask...

Question: Kyogre sounds cool! Give me a moveset for him.

Answer: Not a chance. The last thing I need is another 8-year-old Kyogre abuser with five other legends on his team, and/or lacking the skill to use anyone else. Go annoy the main board.

Question: Can you rate my team?

Answer: I don't rate teams. Go ask the Strategy Board.

Question: How about some gameshark codes?

Answer: No. *****DO NOT E-MAIL ME ASKING FOR CODES.*****

Question: What Pokemon aren't in this game?

Answer: Looking under "Codes and Secrets", I realize that they took out the really long list of Pokemon that aren't in this game. So here they are, all 184 of them, in National Pokedex order:

Bulbasaur's line
Charmander's line
Squirtle's line
Caterpie's line
Weedle's line
Pidgey's line
Rattata and Raticate
Spearow and Fearow
Ekans and Arbok
Both Nidoran and their lines
Cleflea's line
Paras and Parasect
Venonat and Venomoth
Diglett and Dugtrio
Meowth and Persian
Mankey and Primeape
Growlithe and Arcanine
Poliwag's line
Bellsprout's line
Ponyta and Rapidash
Slowpoke and its evolutions
Farfetch'd
Seel and Dewgong
Shellder and Cloyster
Gastly's line
Onix and Steelix
Drowzee and Hypno
Krabby and Kingler
Exeggcute and Exeggutor
Cubone and Marowak
Tyrogue and its evolutions

Lickitung
Chansey and Blissey =)
Tangela
Kangaskhan
Mr. Mime =(
Scyther and Scizor
Jynx and Smoochum
Electabuzz and Elekid
Magmar and Magby
Tauros
Lapras
Ditto
Eevee and all the Eeveelutions =(
Porygon and Porygon2
Omanyte and Omastar
Kabuto and Kabutops
Aerodactyl
Snorlax
The legendary birds
Dratini's line
Mewtwo =D
Mew
Chikorita's line
Cyndaquil's line
Totodile's line
Sentret and Furret
Hoothoot and Noctowl
Ledyba and Ledian
Spinarak and Ariados
Togepi and Togetic
Mareep's line
Sudowoodo
Hoppip's line
Aipom
Sunkern and Sunflora
Yanma
Wooper and Quagsire
Murkrow
Misdreavus
Unown (all 28 of them)
Pineco and Forretress
Dunsparce
Gligar
Snubbull and Granbull
Qwilfish
Shuckle
Sneasel
Teddiursa and Ursaring
Swinub and Piloswine
Remoraidd and Octillery
Delibird
Mantine
Houndour and Houndoom
Stantler
Smeargle
Miltank
The legendary gerbils
Larvitar's line
Lugia
Ho-oh

Most of the Pokemon from Gold and Silver can be obtained through Pokemon Colosseum. The rest (ones from Red and Blue) need to be acquired from FireRed or LeafGreen.

Question: Why does everyone raise Zigzagoon?

Answer: People don't raise Zigzagoon. They ABUSE her. Her Ability, Pickup, has a percentage of picking up an item after a fight. The percentages and items vary:

Super Potion - 30%
Ultra Ball - 10%
Full Restore - 10%
Full Heal - 10%
Revive - 10%
Rare Candy - 10%
Nugget - 10%
Protein - 5%
PP Up - 4%
King's Rock - 1%

Now this doesn't mean that 100% of the time, Zigzagoon will bring you something. These percentages mean that IF she brings you something, this is what it can be.

Question: Feebas! Where is it? Why can't I find it?

Answer: Ok, good news/bad news time. The good news: It's only on one route, which makes it easier to find. The bad news? It's on Route 119. Have you ever actually taken the time to walk through it? It takes quite a while, and there's lots of water to search. You'll have to search each and every square of water if you want to find Feebas. When you fish, you may want to fish around 4 or 5 times in each square before moving on. Magikarp and Feebas CAN and WILL appear on the same tile, along with Tentacool and Carvanha. I would estimate that the chances of finding a Feebas are 40-60%, assuming the given square actually supplies a Feebas.

Question: Ok, I've got a Feebas...why did I want this thing again?

Answer: Feebas is similar to Magikarp. Completely worthless until it evolves. However, Feebas evolves in a very special manner. You must make sure Feebas reaches 170 Beauty points before leveling it up. When Feebas reaches 170 Beauty, it will evolve ON THE NEXT LEVEL. If your Feebas will not eat any more PokeBlocks, and doesn't evolve when you level it up, your Feebas doesn't have 170 Beauty. Guess what that means? You get to catch ANOTHER Feebas! OH JOY! Hope you remember your Feebas tiles! ^_^ And no, I don't know which berries to feed her. Don't ask me. Milotic, Feebas' evolution, is very useful in battle. Milotic learns Recover (automatically making him cool), has decent Special Defense to cover his weaknesses, and learns some pretty cool moves. Well worth the effort, if you ask me.

Question: Where do I get a secret base at?

Answer: See the Secret Base portion of this guide for more details.

Question: Where is the Name Rater?

Answer: Slateport City, in the building to the left of the Pokemon Center.

Question: Where is the Move Deleter?

Answer: Lilycove City, in the house to the right of the Department Store.

Question: When I enter Flannery's Gym, I can't see! How come?

Answer: Your game is fake. The fog in Flannery's Gym (as well as in the Seafloor Cavern) should not obstruct your view in any way whatsoever.

Question: Where is the _____ Rod?

Answer: Old Rod - Dewford Town.
Good Rod - Fisherman east of Mauville, just after the water.
Super Rod - Mossdeep City.

Question: Where is Bagon?

Answer: Bagon is in Meteor Falls. You need Waterfall to reach her, and she only appears in the spot where you get TM2, Dragon Claw.

Question: I dropped/sold TM28, Dig! Where do I get another TM?

Answer: You're gonna love this...you can't! There's only one Dig TM in the entire game. Now hold on a second. Don't hang yourself just yet. There IS hope, if you've got patience. There are only two Pokemon in Ruby and Sapphire that can naturally learn Dig: Trapinch and Nincada. They learn Dig at Levels 41 and 45, respectively. YES, those are the only two. Happy leveling! ^_^

Question: How do I get Azurill?

Answer: Breed two Marill. Make the male hold the Sea Incense, found in Mt. Pyre. You need to ascend the tower from the inside, then drop through the bottom hole to get them.

Question: How do I get Wynaut?

Answer: There are two ways. One is to hatch the egg the old woman in Lavaridge gives you. The other is to breed two Wobbuffet, and have the male hold the Lax Incense, also found in Mt. Pyre. See instructions on the Sea Incense to get the Lax Incense...it's on the floor above it.

Question: I left the Master Ball behind! Where do I get another?

Answer: Win the lottery. No, seriously. Once each day, you can go to the ground floor of the Lilycove City Department Store, and talk to the lady on the right. She will tell you that you can pick a Loto Ticket. If the numbers on the aforementioned ticket match the ID of any of your Pokemon, you win a prize. Match all five numbers, and you will walk out of there one Master Ball richer (unless you drop it).

Question: What is Mirage Island?

Answer: A mystical island found in the big empty space on Route 131.

Question: How do I get to Mirage Island?

Answer: There's a man in Pacifidlog Town in the house southeast of the Pokemon Center who will tell you if he can see Mirage Island. If he sees it, it's there. Take each and every one of your Pokemon to this man every single day until he sees Mirage Island. Then go splurge.

Question: What's on Mirage Island?

Answer: Wynaut. Lots and lots of Wynaut. Oh, and a Liechi Berry. It's extremely powerful PokeBlock wise, and makes a very strong Block. It's one of a kind, too, so plant it and grow some more! In battle, it raises Attack when your HP turns red.

Question: I can't find Solarbeam! Where is it?

Answer: The Safari Zone. See the Safari Zone Section for details.

Question: How do you fish? I never catch anything.

Answer: No more free fish in this game. No, they make you work for your Pokemon in this version. An improvement, if you ask me. Anyway, when you fish, you will see a series of dots. When it says "Oh! A bite!", press A. If you're fast enough, you'll hook it and start a battle. If you're too slow, you'll lose the fish and have to start again. If you're not fast enough, but not too slow, you'll start with the dots again. Note that sometimes you won't get a bite.

Question: I can't find Timer Balls or Repeat Balls. Where are they?

Answer: Head to the Rustboro side of Rusturf Tunnel and talk to the Devon Researcher. He will give you a Repeat Ball, as well as tell you that they will now be selling them (as well as Timer Balls) in Rustboro City's PokeMart.

Question: Nobody will rematch me! Why not?

Answer: It's random when someone wants to rematch you, but the rematches won't start until you defeat Norman.

Question: They told me my Pokemon have Pokerus. What is it?

Answer: You have been graced with the most awesome thing since the invention of held items, the Pokerus. Pokerus is shown as PKRS on the Summary Screen (and only there), and you can find it where a status effect would normally be shown (it'll only appear if there is no status). What it does is double EV points given from a particular battle. For example, for every Electrike your Pokemon slaughters, it gets 1 point in Speed. If the slaughterer is infected with PKRS, it would receive double the points, or 2. Now let's say that this certain Pokemon is equipped with the Macho Brace for double points again, or 4. This means that Electrike will give you 4 Speed points every time you kill it. Assuming all you run into is Electrike, and you always kill it in one shot, it would take you about 20-30 minutes to complete Speed EV training.

Question: Pokerus sounds awesome! But that can't be it. What's the catch?

Answer: All good things must come to an end. The same holds true for PKRS. After about three days (usually - my old Metang barely had it for one), the PKRS will vanish. Those that were already infected with

PKRS will have a small black dot appear between the Ball that was used to catch it and their Level. Those with the dot cannot be infected again. However, there is a way to preserve your PKRS: Simply get someone you generally don't really care about (in my case, a Lv.5 Azurill, which will be how I refer to the sucker you infect), and infect them with PKRS. Drop it in the Box (mark it with all four marks so you can easily find it) and let it sit there forever. It won't infect your Box Pokemon, but the PKRS won't leave, either. Whenever you have someone new to infect, bring out Azurill and infect the new guy. Once that's done, drop it off again. It's usually helpful to infect multiple Azurill so you don't ever have to worry about the PKRS mysteriously running out on you.

Question: Shedinja has ONE HP! Will he ever get any more?

Answer: Nope. Whether you're Lv.1 or Lv.100, good ol' Sheddy will always have 1 HP. This is to counter the fact that Shedinja's Ability prevents all damage except that done by one of its five weaknesses.

Question: What is Shedinja weak to?

Answer: Fire, Flying, Rock, Dark, and Ghost.

Question: What about status effects? Do those work?

Answer: Yes, but only if there's no damage involved (like Poisonpowder instead of Poison Sting). Other than direct damage, Shedinja can be taken out by Spikes, Sandstorm, Hail, Poison, Burn, or Confusion (and I'm pretty sure I missed some - any information on Shedinja is appreciated).

More as I think of them... x_x

=====
22. Secret Base
=====

First and foremost, you need TM43, Secret Power. Obtain it above the desert from a man facing a tree that you can use Secret Power on. Then you can purchase items from various locations. Locations such as these:

=====
22a. Fortree City
=====

From the Fortree Pokemon Center, take the bottom ladder. Go across the bridge and into the building.

LEFT	RIGHT
Small Desk.....3,000	Small Chair.....2,000
Pokemon Desk....3,000	Pokemon Chair...2,000
Heavy Desk.....6,000	Heavy Chair.....2,000
Ragged Desk.....6,000	Ragged Chair....2,000
Comfort Desk....6,000	Comfort Chair...2,000
Brick Desk.....9,000	Brick Chair.....2,000
Camp Desk.....9,000	Camp Chair.....2,000
Hard Desk.....9,000	Hard Chair.....2,000

=====

22b. Lilycove City Department Store

=====

Go to the fifth floor.

TOP LEFT

=====

Pichu Doll.....3,000
Pikachu Doll....3,000
Marill Doll.....3,000
Jigglypuff Doll.3,000
Duskull Doll....3,000
Wynaut Doll.....3,000
Baltoy Doll.....3,000
Kecleon Doll....3,000
Azurill Doll....3,000
Skitty Doll.....3,000
Swablu Doll.....3,000
Gulpin Doll.....3,000

TOP RIGHT

=====

Pika Cushion....2,000
Round Cushion...2,000
Zigzag Cushion..2,000
Spin Cushion....2,000
Diamond Cushion.2,000
Ball Cushion....2,000
Grass Cushion...2,000
Fire Cushion....2,000
Water Cushion...2,000

BOTTOM RIGHT

=====

Surf Mat.....4,000
Thunder Mat....4,000
Fire Blast Mat..4,000
Powder Snow Mat.4,000
Attract Mat....4,000
Fissure Mat....4,000
Spikes Mat.....4,000
Glitter Mat....2,000
Jump Mat.....2,000
Spin Mat.....2,000

BOTTOM LEFT

=====

Ball Poster.....1,000
Green Poster....1,000
Red Poster.....1,000
Blue Poster....1,000
Cute Poster.....1,000
Pika Poster.....1,500
Long Poster.....1,500
Sea Poster.....1,500
Sky Poster.....1,500

If it's going on, head to the roof...

CLEAR-OUT SALE

=====

Mud Ball.....200
Fence Length.....500
Fence Width.....500
Tire.....800
Breakable Door....3,000
Solid Board.....3,000
Sand Ornament....3,000
Stand.....7,000
Slide.....8,000
TV.....3,000
Round TV.....4,000
Cute TV.....4,000
Wailmer Doll....10,000
Rhydon Doll....10,000

=====

22c. Slateport Market

=====

Two of the markets sell items for your Secret Base.

Red Brick.....500 Azurill Doll.....3,000
Blue Brick.....500 Marill Doll.....3,000

Yellow Brick.....500 Skitty Doll.....3,000
Red Balloon.....500
Blue Balloon.....500
Yellow Balloon...500
C Low Note Mat...500
D Note Mat.....500
E Note Mat.....500
F Note Mat.....500
G Note Mat.....500
A Note Mat.....500
B Note Mat.....500
C High Note Mat..500

=====
22d. Route 113
=====

The Glass Maker will only make two items for you, and they cost lots of ash. I hope you have plenty of Max Repels. Numbers indicate the amount of ash needed.

Pretty Chair...6,000
Pretty Desk....8,000

=====
22e. Pretty Petal Flower Shop
=====

From Rustboro City, go south until you find it, outside of Petalburg Woods.

Red Plant.....3,000
Tropical Plant...3,000
Pretty Flowers...3,000
Colorful Plant...5,000
Big Plant.....5,000
Gorgeous Plant...5,000

=====
22f. The Battle Tower
=====

Defeat 50 Trainers in a row and talk to the Battle Tower's owner. He'll give you the Silver Shield.

Defeat 100 Trainers in a row and talk to the Battle Tower's owner. He'll give you the Gold Shield.

=====
22g. My Base
=====

None yet. New game, new base.

=====
22h. Secret Power In Battle
=====

Ever wonder why Secret Power always changes in battle? This here's a list of every terrain, and what Secret Power can do.

Terrain	Looks Like	Terrain Example	(Status) Effect
---------	------------	-----------------	-----------------

```

+++++++ ++++++ ++++++ ++++++ ++++++ ++++++ ++++++ ++++++ ++++++
Tiny Grass Knock Off    Grassy, but no wild battles    Paralyze
Grass    Needle Arm    Normal grass                    Poison
Tall Grass Magical Leaf Very tall grass                    Sleep
Mountain Rock Throw    On top of mountains            Confuse
Cave     Bite           Inside any cave                  Flinch
Ocean    Surf           Waves style water (Darker Blue)  Attack  -1 level
Pond     Bubblebeam    Smooth style water (Lighter Blue) Speed   -1 level
Underwater Waterfall    Underwater weeds                Defense -1 level
Sand     Mud Shot      On any sand places such as Desert accuracy -1 level
Elsewhere Strength    Normal floors such as off grass etc Paralyze
-----

```

```

=====
23. Ability: Soundproof
=====

```

```

o-----o          Grasswhistle
| The Soundproof Ability negates all moves that |          Growl
| are based on sound. It's helpful to know which |          Heal Bell
| moves fall into this category, so I've taken  |          Howl
| the liberty of composing this list of moves.  |          Hyper Voice
| Each attack listed to the right is sound-based |          Metal Sound
| and will fail if used on a Pokemon that sports |          Perish Song
| the Soundproof Ability. Although no Pokemon in |          Roar
| the currently known 387 (excluding Gonbe) can  |          Screech
| naturally have the Cacophony Ability, it works |          Sing
| in the same manner as Soundproof. None of the |          Snore
| moves are different, so why'd they exclude it? |          Supersonic
o-----o          Uproar

```

```

=====
24. Nature Chart
=====

```

All natures in this game give a +10% bonus to one stat, while giving -10% to another. This chart displays all that. The chart is read from the top, then the left. For example, a Lonely nature means +Attack, -Defense.

```

+---+-----+
|MJ|          PLUS 10%          |
+---+-----+-----+-----+-----+-----+
| |Go Mime|ATTACK |DEFENSE| SPEED |SP. ATK|SP. DEF|
|M +-----+-----+-----+-----+-----+-----+
|I |ATTACK | Hardy | Bold | Timid | Modest| Calm |
|N +-----+-----+-----+-----+-----+-----+
|U |DEFENSE| Lonely| Docile| Hasty | Mild | Gentle|
|S +-----+-----+-----+-----+-----+-----+
| | SPEED | Brave |Relaxed|Serious| Quiet | Sassy |
|1 +-----+-----+-----+-----+-----+-----+
|0 |SP. ATK|Adamant| Impish| Jolly |Bashful|Careful|
|% +-----+-----+-----+-----+-----+-----+
| |SP. DEF|Naughty| Lax  | Naive | Rash | Quirky|
+---+-----+-----+-----+-----+-----+-----+

```

```

=====
25. Flutes
=====

```

Upon entering Route 113, you'll notice there's white stuff falling, covering

everything. You'll also notice that when you step on the grass, the white shakes off. This "white" is ash that falls from Mt. Chimney, and once you have the Soot Sack (given to you by a man in the Glass Workshop on the west side of Route 113), you can carry ash. Ash is used to make flutes (which never disappear) which can do neat things. This is a list of each flute, what it does, and how much ash it needs to be made. 1 step in ashy grass = 1 ash.

```

+-----+-----+-----+
| COLOR|STEPS|      EFFECT      |
+-----+-----+-----+
| Blue | 250 |Cures Sleep.     |
+-----+-----+-----+
| Yellow| 500 |Cures Confusion. |
+-----+-----+-----+
| Red  | 500 |Cures Attract.   |
+-----+-----+-----+
| White|1,000|Encounter rate up. |
+-----+-----+-----+
| Black|1,000|Encounter rate down.|
+-----+-----+-----+

```

You can also make two items for your base using a LOT of ash!

Pretty Chair - 6,000 steps

Pretty Desk - 8,000 steps

=====
 26. Shop List
 =====

This is a list of all the items in the stores around Hoenn.

OLDALE TOWN

- Poke Ball*.....200
- Potion.....300
- Antidote.....100
- Parlyz Heal.....200
- Awakening.....250

* = Appears after you get the Pokedex

=====
 PETALBURG CITY

- Poke Ball.....200
- Great Ball*.....600
- Potion.....300
- Super Potion*.....700
- Antidote.....100
- Parlyz Heal.....200
- Awakening.....250
- Escape Rope.....550
- Repel.....350
- X Speed.....350
- X Attack.....500
- X Defend.....550
- Orange Mail.....50

* = Appears after you defeat Flannery

=====
PRETTY PETAL FLOWER SHOP

Red Plant.....3,000
Tropical Plant....3,000
Pretty Flowers....3,000
Colorful Plant....5,000
Big Plant.....5,000
Gorgeous Plant....5,000
=====

RUSTBORO CITY

Poke Ball.....200
Repeat Ball*.....1,000
Timer Ball*.....1,000
Potion.....300
Super Potion.....700
Antidote.....100
Parlyz Heal.....200
Escape Rope.....550
Repel.....350
X Speed.....350
X Attack.....500
X Defend.....550

* = Only appears after talking to the Devon Researcher by Rusturf Tunnel

=====
FALLARBOR TOWN

Great Ball.....600
Super Potion.....700
Antidote.....100
Parlyz Heal.....200
Escape Rope.....550
Super Repel.....500
X Special.....350
X Speed.....350
X Attack.....500
X Defend.....550
Dire Hit.....650
Guard Spec.....700
=====

LAVARIDGE TOWN

Great Ball.....600
Super Potion.....700
Antidote.....100
Parlyz Heal.....200
Awakening.....250
Burn Heal.....250
Revive.....1,500
Super Repel.....500
X Speed.....350
=====

LAVARIDGE HERBAL STORE

Energypowder.....500
Energy Root.....800
Heal Powder.....450
Revival Herb.....2,800

=====
MAUVILLE CITY

Poke Ball.....200
Great Ball.....600
Super Potion.....700
Antidote.....100
Parlyz Heal.....200
Awakening.....250
Super Repel.....500
X Speed.....350
X Attack.....500
X Defend.....550
Guard Spec.....700
Dire Hit.....650
X Accuracy.....950

=====
SLATEPORT CITY

Poke Ball.....200
Great Ball.....600
Potion.....300
Super Potion.....700
Antidote.....100
Parlyz Heal.....200
Escape Rope.....550
Repel.....350
Harbor Mail.....50

=====
SLATEPORT MARKET 1

Azurill Doll.....3,000
Marill Doll.....3,000
Skitty Doll.....3,000

=====
SLATEPORT MARKET 2 <- Only available after being given TM43

TM10.....3,000 (Hidden Power)
TM43.....3,000 (Secret Power)

=====
SLATEPORT MARKET 3

Protein.....9,800
Iron.....9,800
Carbos.....9,800
Zinc.....9,800
Calcium.....9,800
HP Up.....9,800

=====
SLATEPORT MARKET 4

Red Brick.....500
Blue Brick.....500
Yellow Brick.....500
Red Balloon.....500
Blue Balloon.....500
Yellow Balloon.....500
C Low Note Mat.....500
D Note Mat.....500
E Note Mat.....500
F Note Mat.....500

G Note Mat.....500
A Note Mat.....500
B Note Mat.....500
C High Note Mat.....500

=====
FORTREE CITY

Great Ball.....600
Ultra Ball.....1,200
Super Potion.....700
Hyper Potion.....1,200
Antidote.....100
Parlyz Heal.....200
Awakening.....250
Revive.....1,500
Super Repel.....500
Wood Mail.....50

=====
FORTREE FURNITURE SHOP (LEFT)

Small Desk.....3,000
Pokemon Desk.....3,000
Heavy Desk.....6,000
Ragged Desk.....6,000
Comfort Desk.....6,000
Brick Desk.....9,000
Camp Desk.....9,000
Hard Desk.....9,000

=====
FORTREE FURNITURE SHOP (RIGHT)

Small Chair.....2,000
Pokemon Chair.....2,000
Heavy Chair.....2,000
Ragged Chair.....2,000
Comfort Chair.....2,000
Brick Chair.....2,000
Camp Chair.....2,000
Hard Chair.....2,000

=====
LILYCOVE DEPT. STORE 2F (LEFT)

Poke Ball.....200
Great Ball.....600
Ultra Ball.....1,200
Escape Rope.....550
Full Heal.....600
Antidote.....100
Parlyz Heal.....200
Burn Heal.....250
Ice Heal.....250
Awakening.....250
Fluffy Tail.....1,000

=====
LILYCOVE DEPT. STORE 2F (RIGHT)

Potion.....300
Super Potion.....700
Hyper Potion.....1,200
Max Potion.....2,500

Revive.....1,500
Repel.....350
Super Repel.....500
Max Repel.....700
Wave Mail.....50
Mech Mail.....50

=====
LILYCOVE DEPT. STORE 3F (LEFT)

Protein.....9,800
Iron.....9,800
Carbos.....9,800
Zinc.....9,800
Calcium.....9,800
HP Up.....9,800

=====
LILYCOVE DEPT. STORE 3F (RIGHT)

X Speed.....350
X Special.....350
X Attack.....500
X Defend.....550
Dire Hit.....650
Guard Spec.....700
X Accuracy.....950

=====
LILYCOVE DEPT. STORE 4F (LEFT)

TM38.....5,500 (Fire Blast)
TM25.....5,500 (Thunder)
TM14.....5,500 (Blizzard)
TM15.....7,500 (Hyper Beam)

=====
LILYCOVE DEPT. STORE 4F (RIGHT)

TM17.....3,000 (Protect)
TM20.....3,000 (Safeguard)
TM33.....3,000 (Reflect)
TM16.....3,000 (Light Screen)

=====
LILYCOVE DEPT. STORE 5F (TOP LEFT)

Pichu Doll.....3,000
Pikachu Doll.....3,000
Marill Doll.....3,000
Jigglypuff Doll...3,000
Duskull Doll.....3,000
Wynaut Doll.....3,000
Baltoy Doll.....3,000
Kecleon Doll.....3,000
Azurill Doll.....3,000
Skitty Doll.....3,000
Swablu Doll.....3,000
Gulpin Doll.....3,000

=====
LILYCOVE DEPT. STORE 5F (TOP-RIGHT)

Pika Cushion.....2,000
Round Cushion.....2,000
Zigzag Cushion....2,000

Spin Cushion.....2,000
Diamond Cushion...2,000
Ball Cushion.....2,000
Grass Cushion.....2,000
Fire Cushion.....2,000
Water Cushion.....2,000

=====
LILYCOVE DEPT. STORE 5F (BOTTOM-LEFT)

Ball Poster.....1,000
Green Poster.....1,000
Red Poster.....1,000
Blue Poster.....1,000
Cute Poster.....1,000
Pika Poster.....1,500
Long Poster.....1,000
Sea Poster.....1,500
Sky Poster.....1,500

=====
LILYCOVE DEPT. STORE 5F (BOTTOM-RIGHT)

Surf Mat.....4,000
Thunder Mat.....4,000
Fire Blast Mat...4,000
Powder Snow Mat...4,000
Attract Mat.....4,000
Fissure Mat.....4,000
Spikes Mat.....4,000
Glitter Mat.....4,000
Jump Mat.....4,000
Spin Mat.....4,000

=====
LILYCOVE DEPT. STORE ROOFTOP

Fresh Water.....200
Soda Pop.....300
Lemonade.....350

=====
LILYCOVE DEPT. STORE CLEAR-OUT SALE

Mud Ball.....200
Fence Length.....500
Fence Width.....500
Tire.....800
Breakable Door...3,000
Solid Board.....3,000
Sand Ornament...3,000
Stand.....7,000
Slide.....8,000
TV.....3,000
Round TV.....4,000
Cute TV.....4,000
Wailmer Doll....10,000
Rhydon Doll.....10,000

=====
MOSSDEEP CITY

Ultra Ball.....1,200
Net Ball.....1,000
Dive Ball.....1,000

Hyper Potion.....1,200
Full Heal.....600
Revive.....1,500
Max Repel.....700
X Attack.....500
X Defend.....550
=====

SOOTOPOLIS CITY

Ultra Ball.....1,200
Hyper Potion.....1,200
Max Potion.....2,500
Full Heal.....600
Revive.....1,500
Max Repel.....700
X Attack.....500
X Defend.....550

Shadow Mail.....50
=====

EVER GRANDE CITY

Ultra Ball.....1,200
Hyper Potion.....1,200
Max Potion.....2,500
Full Restore.....3,000
Full Heal.....600
Revive.....1,500
Max Repel.....700

=====
27. Ability List
=====

Here's a list of every Ability a Pokemon can possibly have, plus each Pokemon that can have it. Due to the release of FireRed and LeafGreen, the remaining 186 Pokemon have been added to their corresponding Ability.

o-----o-----o
| AIR LOCK | Weather effects are cancelled. This means that Solarbeam |
o-----o still requires a charge, Thunder can miss in rain, etc. |
| | |
| Available To: Rayquaza |
o-----o-----o

o-----o-----o
| ARENA TRAP | Your current Pokemon cannot flee unless they are Flying- |
o-----o type or have either the Levitate or Run Away Abilities. If |
| none are true, the only way to escape is to faint, use |
| Baton Pass, or defeat whatever it is that's Trapped you. |
| | |
| Available To: Trapinch, Diglett, Dugtrio |
o-----o-----o

o-----o-----o
| BATTLE ARMOR | Your foe's moves will never land a critical strike. |
o-----o |
| | |
| Available To: Anorith, Armaldo, Kabuto, Kabutops |
o-----o-----o

-----o-----
| BLAZE | When your HP fall below 1/3, Fire-type moves deal 1.5x
o-----o normal damage. |

| Available To: Torchic, Combusken, Blaziken, Charmander, Charmeleon, |
| Charizard, Cyndaquil, Quilava, Typhlosion |

-----o-----
| CACOPHONY | Sound moves fail when used with this Pokemon in play. See |
o-----o the "Ability: Soundproof" section for a list of all such |
| moves. |

| Available To: None. Nobody's got it, but it IS there... |

-----o-----
| CHLOROPHYLL | When Sunny Day is in effect, this Pokemon's speed will |
o-----o rise. This does not mean "Speed goes up by 1 level" and |
| will still allow you to boost it up six times. |

| Available To: Seedot, Nuzleaf, Shiftry, Oddish, Gloom, Vileplume, |
| Bellossom, Tropius, Bellsprout, Weepinbell, Victreebel, |
| Tangela, Hoppip, Skiploom, Jumpluff, Sunkern, Sunflora, |
| Exeggcute, Exeggutor |

-----o-----
| CLEAR BODY | The Intimidate Ability and moves that lower stats, such as |
o-----o Growl or Leer, fail when used on this Pokemon. |

| Available To: Tentacool, Tentacruel, Beldum, Metang, Metagross, Regirock, |
| Regice, Registeel |

-----o-----
| CLOUD NINE | Weather effects are cancelled. This means that Solarbeam |
o-----o still requires a charge, Thunder can miss in rain, etc. |

| Available To: Psyduck, Golduck |

-----o-----
| COLOR CHANGE | Pokemon's type changes to the type of move that directly |
o-----o damaged it last. |

| Available To: Kecleon |

-----o-----
| COMPOUNDEYES | Accuracy of this Pokemon's attacks is multiplied by 130%. |
o-----o |

| Available To: Nincada, Venonat, Venomoth, Yanma, Butterfree |

-----o-----
| CUTE CHARM | When a contact move is done to this Pokemon, and the foe is |
o-----o of the opposite gender, there is a 30% chance they will be |
| inflicted with Attract. See the "Contact Moves" section for |

a list of all such moves.

Available To: Skitty, Delcatty, Igglybuff, Jigglypuff, Wigglytuff,
Cleffa, Clefairy, Clefable

DAMP | This awkward Ability forbids self-destruction.

Available To: Psyduck, Golduck, Wooper, Quagsire, Poliwhag, Poliwhirl,
Poliwrath, Politoed

DRIZZLE | Rain Dance starts when this Pokemon enters battle. This
lasts the entire battle, unless Sandstorm or Sunny Day is
used.

Available To: Kyogre

DROUGHT | Sunny Day starts when this Pokemon enters battle. This
lasts the entire battle, unless Rain Dance or Sandstorm is
used.

Available To: Groudon

EARLY BIRD | Sleep lasts for half the duration it normally would.

Available To: Girafarig, Doduo, Dodrio, Seedot, Nuzleaf, Shiftry, Natu,
Xatu, Ledyba, Ledian, Houndour, Houndoom, Kangaskhan

EFFECT SPORE | When a contact move is done to this Pokemon, there is a 10%
chance the foe will be inflicted with Burn, Sleep,
Paralyze, or Poison. See the "Contact Moves" section for a
list of all such moves.

Available To: Shroomish, Breloom, Paras, Parasect

FLAME BODY | When a contact move is done to this Pokemon, there is a 30%
chance the foe will be inflicted with Burn. See the
"Contact Moves" section for a list of all such moves.

Available To: Slugma, Magcargo, Magby, Magmar

FLASH FIRE | When a Fire-type move is done to this Pokemon, Flash Fire
will activate, granting immunity to direct Fire-type
damage, as well as making all Fire damage from it multiply
by 150%.

| Available To: Vulpix, Ninetales, Growlithe, Arcanine, Houndour, Houndoom, |
| Ponyta, Rapidash, Flareon |

o-----o

o-----o
| FORECAST | Type changes depending on the weather. No weather = Normal, |
o-----o Hail = Ice, Sunny Day = Fire, Rain Dance = Water. Sandstorm |
| does not change this Pokemon's type. |

| Available To: Castform |

o-----o

o-----o
| GUTS | Attack is multiplied by 150% if your Pokemon is affected by |
o-----o a Special Condition. |

| Available To: Taillow, Swellow, Makuhita, Hariyama, Machop, Machoke, |
| Machamp, Heracross, Tyrogue, Larvitar, Rattata, Raticate, |
| Ursaring |

o-----o

o-----o
| HUGE POWER | Doubles Attack in battle. If this Ability is Skill Swapped, |
o-----o Attack is returned to normal. |

| Available To: Azurill, Marill, Azumarill |

o-----o

o-----o
| HUSTLE | All damage from this Pokemon is multiplied by 150%. |
o-----o Accuracy for this Pokemon's moves is multiplied by 80%. |

| Available To: Corsola, Delibird, Togepi, Togetic, Remoraid |

o-----o

o-----o
| HYPER CUTTER | This Pokemon's Attack can not be lowered. If Haze is used, |
o-----o Attack will still be set at +0. |

| Available To: Mawile, Trapinch, Pinsir, Corphish, Crawdaunt, Gligar, |
| Krabby, Kingler |

o-----o

o-----o
| ILLUMINATE | If this Pokemon leads your party, encounter rate goes up. |
o-----o |

| Available To: Chinchou, Lanturn, Volbeat, Staryu, Starmie |

o-----o

o-----o
| IMMUNITY | This Pokemon cannot be Poisoned by any means. |
o-----o |

| Available To: Zangoose, Snorlax |

o-----o

o-----o
| INNER FOCUS | This Pokemon cannot flinch by any means, even by Fake Out. |

-----o
 | Available To: Girafarig, Snorunt, Glalie, Zubat, Golbat, Crobat, Abra, |
 | Kadabra, Alakazam, Dragonite, Farfetch'd, Sneasel |
 -----o

-----o-----o
 | INSOMNIA | This Pokemon cannot fall asleep by any means, even by Rest. |
 -----o
 | Available To: Shuppet, Banette, Murkrow, Spinarak, Ariados, Drowzee, |
 | Hypno, Hoothoot, Noctowl |
 -----o

-----o-----o
 | INTIMIDATE | Any foes that are on the field when this Pokemon is first |
 -----o brought into battle will have their Attack dropped by 1 |
 | level. Pokemon with the Hyper Cutter, White Smoke, or Clear |
 | Body Abilities are immune to this effect. |
 | Available To: Mightyena, Gyarados, Mawile, Salamence, Masquerain, |
 | Hitmontop, Arcanine, Ekans, Arbok, Stantler, Tauros, |
 | Snubbull, Granbull |
 -----o

-----o-----o
 | KEEN EYE | Accuracy of this Pokemon cannot be lowered. |
 -----o
 | Available To: Skarmory, Wingull, Pelipper, Sableye, Hoothoot, Noctowl, |
 | Sneasel, Hitmonchan, Pidgey, Pidgeotto, Pidgeot, Spearow, |
 | Fearow, Farfetch'd, Sentret, Furret |
 -----o

-----o-----o
 | LEVITATE | Damage-dealing Ground moves fail when used on this Pokemon. |
 -----o
 | Available To: Solrock, Lunatone, Flygon, Baltoy, Claydol, Vibrava, |
 | Flygon, Koffing, Weezing, Chimecho, Latias, Latios, |
 | Duskull, Unown, Misdreavus, Gastly, Haunter, Gengar |
 -----o

-----o-----o
 | LIGHTNINGROD | In a 2-on-2 battle, all Electric attacks done to your team |
 -----o will target this Pokemon, regardless of whether or not it |
 | was the original target. |
 | Available To: Electrike, Manectric, Rhyhorn, Rhydon, Cubone, Marowak |
 -----o

-----o-----o
 | LIMBER | This Pokemon cannot become Paralyzed by any means. |
 -----o
 | Available To: Persian, Hitmonlee, Ditto |
 -----o

-----o-----o
 | LIQUID OOZE | When HP are absorbed (moves like Mega Drain, etc.), the foe |

o-----o loses HP equal to the amount that would have been gained. |

| |

| Available To: Tentacool, Tentacruel, Gulpin, Swalot |

o-----o

o-----o

| MAGMA ARMOR | This Pokemon cannot be Frozen by any means. |

o-----o |

| Available To: Slugma, Magcargo, Camerupt |

o-----o

o-----o

| MAGNET PULL | If your Pokemon is Steel-type, it can not escape battle. |

o-----o |

| Available To: Magnemite, Magnetron, Nosepass |

o-----o

o-----o

| MARVEL SCALE | Defense is multiplied by 150% if this Pokemon is affected |

o-----o by a Special Condition. |

| Available To: Milotic |

o-----o

o-----o

| MINUS | If a Pokemon with the Plus Ability is your partner in |

o-----o 2-on-2, this Pokemon's Special Attack is multiplied by |

| 150%. |

| Available To: Minun |

o-----o

o-----o

| NATURAL CURE | Upon being recalled, all Special Conditions are healed. |

o-----o |

| Available To: Roselia, Swablu, Altaria, Corsola, Staryu, Starmie, Celebi, |

| Chansey, Blissey |

o-----o

o-----o

| OBLIVIOUS | This Pokemon cannot be Attracted by any means. |

o-----o |

| Available To: Wailmer, Wailord, Illumise, Numel, Barboach, Whiscash, |

| Lickitung, Slowpoke, Slowbro, Slowking, Smoochum, Jynx, |

| Swinub, Piloswine |

o-----o

o-----o

| OVERGROW | When your HP fall below 1/3, Grass-type moves deal 1.5x |

o-----o normal damage. |

| Available To: Treecko, Grovyle, Sceptile, Bulbasaur, Ivysaur, Venusaur, |

| Chikorita, Bayleef, Meganium |

o-----o

o-----o

```

| OWN TEMPO |      This Pokemon cannot become Confused by any means.      |
o-----o
|
| Available To: Spoink, Grumpig, Spinda, Slowpoke, Slowbro, Slowking,
|               Lickitung, Smeargle
o-----o

o-----o-----o
| PICKUP |      May pick up an item after a battle.
o-----o
|
| Available To: Zigzagoon, Linoone, Phanpy, Meowth, Aipom, Teddiursa
o-----o

o-----o-----o
| PLUS |      If a Pokemon with the Minus Ability is your partner in
o-----o      2-on-2, this Pokemon's Special Attack is multiplied by
|               150%.
|
| Available To: Plusle
o-----o

o-----o-----o
| POISON POINT | When a contact move is done to this Pokemon, there is a 30%
o-----o      chance the foe will be inflicted with Poison. Poison-types
|               and Pokemon with the Immunity Ability are immune to this
|               effect. See the "Contact Moves" section for a list of all
|               such moves.
|
| Available To: Roselia, Seadra, Qwilfish, Nidoran(F), Nidoran(M),
|               Nidorina, Nidorino, Nidoqueen, Nidoking
o-----o

o-----o-----o
| PRESSURE |      When a move is used on this Pokemon, an extra PP is used.
o-----o
|
| Available To: Absol, Deoxys, Dusclops, Articuno, Zapdos, Moltres, Mewtwo,
|               Lugia, Ho-oh, Raikou, Entei, Suicune, Aerodactyl
o-----o

o-----o-----o
| PURE POWER |      Doubles Attack in battle. If this Ability is Skill Swapped,
o-----o      Attack power is returned to normal.
|
| Available To: Meditite, Medicham
o-----o

o-----o-----o
| RAIN DISH |      Recover 1/16 your max HP each turn it rains.
o-----o
|
| Available To: Lotad, Lombre, Ludicolo
o-----o

o-----o-----o
| ROCK HEAD |      This Pokemon takes no recoil damage.
o-----o
|
| Available To: Aron, Lairon, Aggron, Rhyhorn, Rhydon, Geodude, Graveler,

```

Golem, Bagon, Shelgon, Relicanth, Cubone, Marowak, Onix,
Steelix, Sudowoodo, Aerodactyl

ROUGH SKIN | When a contact move is done to this Pokemon, the foe will
be damaged by 1/16 their max HP. See the "Contact Moves"
section for a list of all such moves.

Available To: Carvanha, Sharpedo

RUN AWAY | This Pokemon will always be able to flee or switch out,
even if the foe has used Mean Look or has otherwise trapped
you.

Available To: Poochyena, Doduo, Dodrio, Aipom, Dunsparce, Ponyta,
Rapidash, Rattata, Raticate, Sentret, Furret, Snubbull,
Eevee

SAND STREAM | Sandstorm starts when this Pokemon enters battle. This
lasts the entire battle, unless Rain Dance or Sunny Day is
used.

Available To: Tyranitar

SAND VEIL | When Sandstorm is in effect, this Pokemon's evasion will
rise. This does not mean "Evasion goes up by 1 level" and
will still allow you to boost it up six times.

Available To: Sandshrew, Sandslash, Cacnea, Cacturne, Gligar, Diglett,
Dugtrio

SERENE GRACE | Effect percentages double.

Available To: Jirachi, Chansey, Blissey, Togepi, Togetic, Dunsparce

SHADOW TAG | Foe's switching and fleeing is prevented.

Available To: Wynaut, Wobbuffet

SHED SKIN | After every turn, if this Pokemon is affected by a Special
Condition, there is a 1 in 3 chance that it will be healed.

Available To: Silcoon, Cascoon, Seviper, Ekans, Arbok, Metapod, Kakuna,
Dratini, Dragonair, Pupitar

-----o-----o-----
| SHELL ARMOR | Your foe's moves will never land a critical strike. |
o-----o-----o-----
| Available To: Shellder, Cloyster, Corphish, Crawdaunt, Omanyte, Omastar, |
| Krabby, Kingler, Lapras, Clamperl |
o-----o-----o-----

-----o-----o-----
| SHIELD DUST | Effect percentages are reduced to zero. |
o-----o-----o-----
| Available To: Wurmple, Dustox, Weedle, Caterpie, Venomoth |
o-----o-----o-----

-----o-----o-----
| SOUNDPROOF | Sound moves fail when used with this Pokemon in play. See |
o-----o-----o----- the "Ability: Soundproof" section for a list of all such |
| moves. |
| Available To: Mr. Mime, Whismur, Loudred, Exploud, Voltorb, Electrode |
o-----o-----o-----

-----o-----o-----
| SPEED BOOST | Speed goes up by 1 level every turn. |
o-----o-----o-----
| Available To: Ninjask, Yanma |
o-----o-----o-----

-----o-----o-----
| STATIC | When a contact move is done to this Pokemon, there is a 30% |
o-----o-----o----- chance they will be inflicted with Paralyze. Those with the |
| Limber Ability are immune to this effect. See the "Contact |
| Moves" section for a list of all such moves. |
| Available To: Electrike, Manectric, Voltorb, Electrode, Pichu, Pikachu, |
| Raichu, Elekid, Electabuzz, Mareep, Flaaffy, Ampharos |
o-----o-----o-----

-----o-----o-----
| STENCH | If this Pokemon leads your party, encounter rate goes down. |
o-----o-----o-----
| Available To: Grimer, Muk |
o-----o-----o-----

-----o-----o-----
| STICKY HOLD | Held item cannot be stolen. |
o-----o-----o-----
| Available To: Grimer, Muk, Gulpin, Swalot |
o-----o-----o-----

-----o-----o-----
| STURDY | One-hit KO moves fail when used against this Pokemon. |
o-----o-----o-----
| Available To: Aron, Lairon, Aggron, Skarmory, Donphan, Nosepass. |
o-----o-----o-----

| Magnemite, Magneton, Onix, Steelix, Pineco, Forretress, |
| Shuckle, Geodude, Graveler, Golem |

o-----o

o-----o

| SUCTION CUPS | Forced switching (Roar/Whirlwind) is prevented. |

o-----o

| | |

| Available To: Lileep, Cradily, Octillery |

o-----o

o-----o

| SWARM | When your HP fall below 1/3, Bug-type moves deal 1.5x |

o-----o normal damage. |

| | |

| Available To: Volbeat, Heracross, Beautifly, Ledyba, Ledian, Scyther, |

| Scizor, Spinarak, Ariados, Beedrill |

o-----o

o-----o

| SWIFT SWIM | When Rain Dance is in effect, your Pokemon's speed will |

o-----o rise. This does not mean "Speed goes up by 1 level" and |

| will still allow you to boost it up six times. |

| | |

| Available To: Magikarp, Luvdisc, Feebas, Horsea, Kingdra, Lotad, Lombre, |

| Ludicolo, Surskit, Clamperl, Huntail, Gorebyss, Relicanth, |

| Goldeen, Seaking, Omanyte, Omastar, Qwilfish, Mantine, |

| Kabuto, Kabutops |

o-----o

o-----o

| SYNCHRONIZE | When Poison, Burn or Paralyze is put on this Pokemon, it is |

o-----o mirrored on the foe. Poison-types cannot be Poisoned, and |

| Fire-types cannot be Burned. |

| | |

| Available To: Ralts, Kirlia, Gardevoir, Natu, Xatu, Abra, Kadabra, |

| Alakazam, Mew, Espeon, Umbreon |

o-----o

o-----o

| THICK FAT | Fire- and Ice-type moves deal half their normal damage. |

o-----o

| | |

| Available To: Azurill, Marill, Azumarill, Makuhita, Hariyama, Spheal, |

| Sealeo, Walrein, Spoink, Grumpig, Snorlax, Miltank, Seel, |

| Dewgong |

o-----o

o-----o

| TORRENT | When your HP fall below 1/3, Water-type moves deal 1.5x |

o-----o normal damage. |

| | |

| Available To: Mudkip, Marshtomp, Swampert, Squirtle, Wartortle, |

| Blastoise, Totodile, Croconaw, Feraligatr |

o-----o

o-----o

| TRACE | Copy the foe's Ability until this Pokemon is recalled. |

o-----o

| | |

Available To: Ralts, Kirlia, Gardevoir, Porygon, Porygon2	

TRUANT	This Pokemon cannot attack twice in a row.

Available To: Slakoth, Slaking	

VITAL SPIRIT	This Pokemon cannot fall asleep by any means, even by Rest.

Available To: Vigoroth, Mankey, Primeape, Delibird	

VOLT ABSORB	Whenever an Electric-type move strikes this Pokemon, it is healed by up to 1/4 its maximum HP instead of losing HP.

Available To: Chinchou, Lanturn, Jolteon	

WATER ABSORB	Whenever a Water-type move strikes this Pokemon, it will be healed by up to 1/4 its maximum HP instead of losing HP.

Available To: Vaporeon, Wooper, Quagsire, Poliwag, Poliwhirl, Poliwrath, Politoed, Lapras, Mantine	

WATER VEIL	This Pokemon cannot be Burned by any means.

Available To: Wailmer, Wailord, Goldeen, Seaking	

WHITE SMOKE	The Intimidate Ability and moves that lower stats, such as Growl or Leer, fail when used on this Pokemon.

Available To: Torkoal	

WONDER GUARD	This Pokemon can only be directly damaged by weakness(es).

Available To: Shedinja	

-----	No special ability.

Available To: None. Nobody's got it, but it IS there...	

=====
28. Important Items
=====

The following are lists of important items you may want to get. Note that this list does not include Key Items.

=====
28a. Stat Uppers
=====

Each stat item raises a certain type of move's damage by 10%. Here are their locations, again in alphabetical order for easy reference.

BLACK BELT	Steal from Black Belt Nob's Machamp.
BLACKGLASSES	Route 116 (through Rusturf Tunnel).
CHARCOAL	Lavaridge Town.
DRAGON FANG	Steal from Dragon Tamer Nicolas' Shelgon.
HARD STONE	Prize for solving Trick 3; steal from wild Aron/Lairon
MAGNET	Prize for solving Trick 6.
METAL COAT	Steal from wild Steel Pokemon.
MIRACLE SEED	Petalburg Woods (need Cut).
MYSTIC WATER	Remove from Castform.
NEVERMELTICE	Shoal Cave (low tide).
POISON BARB	Steal from wild Roselia/Cacnea.
SEA INCENSE	Mt. Pyre.
SHARP BEAK	Steal from wild Flying Pokemon.
SILK SCARF	Dewford Town.
SILVERPOWDER	Steal from Bug Maniac Brandon's Lv.38 Masquerain.
SOFT SAND	Given to you on Route 109 by a young girl.
SPELL TAG	Steal from wild Ghost Pokemon.
TWISTEDSPOON	Steal from wild Abra.

=====
28b. Scarves
=====

All the scarves help you in a Contest. Get them at the Pokemon Fan Club in Slateport City (thanks to Roll Light (GameFAQs) for this information). Speak to the president, and if you've maxed a certain Contest stat, he'll give you a scarf.

COLOR	MAXED STAT	EFFECT
Blue	Beauty	Raises Beauty rating in Contests.
Green	Smart	Raises Smart rating in Contests.
Pink	Cute	Raises Cute rating in Contests.
Red	Cool	Raises Cool rating in Contests.
Yellow	Tough	Raises Tough rating in Contests.

=====
28c. Other Hold Items
=====

I don't exactly know where to put these things...so they get their own section.

Name of Item	Location	Effect
AMULET COIN	Mom in Littleroot Town (need 5 badges)	Doubles \$ from a battle.
BRIGHTPOWDER	Win this in the Battle Tower after you have at least 49 consecutive wins.	Lowers foe's Accuracy by 10%.
CHOICE BAND	Win this in the Battle Tower after you have at least 49 consecutive wins.	First attack's power is 1.5x, but no other moves may be chosen.
CLEANSE TAG	Mt. Pyre	Lowers encounter rate.
DEEPSEASCALE	You can choose either this or the DEEPSEATOOTH in return for the Scanner	Raises Clamperl's SP.DEF. Trade and get Gorebyss.
DEEPSEATOOTH	You can choose either this or the DEEPSEASCALE in return for the Scanner	Raises Clamperl's SP.ATK. Trade and get Huntail.
EVERSTONE	Steal from wild Geodude/Graveler, find in Granite Cave	The Pokemon that holds this item won't evolve.
EXPERIENCE SHARE	Devon Corp. after delivering Steven's letter; Lilycove Department Store	Gives Exp. to a Pokemon, even if it doesn't fight.
FOCUS BAND	Shoal Cave (low tide).	10% chance of surviving a fatal attack with 1 HP.
KING'S ROCK	Mossdeep City; Zigzagoon's Pickup; steal from wild Hariyama	10% chance of making the foe flinch.
LAX INCENSE	Mt. Pyre	See BRIGHTPOWDER.
LEFTOVERS	Win this in Battle Tower; S.S. Tidal.	Restores HP each turn.
LIGHT BALL	Steal from wild Pokemon	Doubles Pikachu's SP.ATK.
MACHO	Defeat the Winstrate family on Route	Doubles effort values,

BRACE	111. Enter, and talk to the mother.	but lowers speed.
MENTAL	Fortree City. Follow the boy's Wingull	Prevents attraction.
HERB	from Fortree to Mossdeep and back.	
QUICK	Rustboro City Trainer's School - talk	10% chance of giving you
CLAW	to the teacher.	the first strike.
SCOPE	Win this in the Battle Tower after you	Raises critical strike
LENS	have at least 49 consecutive wins.	ratio by 1.
	Collect 4 Shoal Salt and 4 Shoal	Restores HP based on how
SHELL BELL	Shells, and give them to the man near	much damage you do with
	the entrance of Shoal Cave.	each strike.
SOOTHE	Slateport City Fan Club - head to the	Friendship-based
BELL	back. Lead Pokemon must love you.	evolutions happen sooner.
WHITE HERB	Route 104 after defeating Wattson.	Restores stats when lost.

=====
29. Gabby & Ty
=====

Gabby & Ty are a news reporter/cameraman team that will challenge you in various places around Hoenn. There are three locations in which they will appear. Also, the levels of their Pokemon change with each visit. After defeating them, Gabby will ask if you would like to be interviewed. If you accept, you will get to choose a word that you think best described your battle. You don't have to be honest (you can pick any word you want). Your interview will appear on television shortly after your battle, so check a television to see it. If you decline the offer to be interviewed, they'll leave you alone...until you next encounter them in the sequence.

Route 111 (First Appearance)	Route 111 (Second Appearance)
-----	-----
Magnemite/Whismur, Lv.19	Magneton/Loudred, Lv.33
Money: 1824	Money: 3168
Route 118 (First Appearance)	Route 118 (Second Appearance)
-----	-----
Magnemite/Loudred, Lv.27	Magneton/Loudred, Lv.36
Money: 2592	Money: 3456
Route 120 (First Appearance)	Route 120 (Second Appearance)
-----	-----
Magneton/Loudred, Lv.30	Magneton/Exploud, Lv.39
Money: 2880	Money: 3744

After the second encounter on Route 120, Gabby and Ty will continue to sequence themselves on Route 111, 118, and 120, in that order, but you will continuously fight the last battle (Route 120 (Second Appearance)). Very helpful if you need money or levels, especially if you equip the Amulet Coin.

=====
30. New Moves
=====

Name: Aerial Ace

Type: Flying
Power: 60
Accuracy: ---
Effect: Never misses.

Name: Air Cutter
Type: Flying
Power: 55
Accuracy: 95
Effect: High chance of a critical strike.

Name: Arm Thrust
Type: Fighting
Power: 15
Accuracy: 100
Effect: Hits 2-5 times.

Name: Aromatherapy
Type: Grass
Power: ---
Accuracy: ---
Effect: Heals party of all status effects.

Name: Assist
Type: Normal
Power: ---
Accuracy: 100
Effect: Uses a random attack selected from those of your entire party.

Name: Astonish
Type: Ghost
Power: 30
Accuracy: 100
Effect: Double damage on foes that have used Minimize. 30% chance of making the foe flinch.

Name: Blast Burn
Type: Fire
Power: 150
Accuracy: 90
Effect: User must recharge for 1 turn if this attack hits.

Name: Blaze Kick
Type: Fire
Power: 85
Accuracy: 90
Effect: 10% of burning the foe, high critical strike chance, defrosts frozen Pokemon.

Name: Block
Type: Normal:
Power: ---
Accuracy: 100
Effect: The foe can no longer flee or switch.

Name: Bounce
Type: Flying
Power: 85
Accuracy: 85
Effect: Spring up on turn one, attack on turn two. 30% chance of paralyzing the

foe.

Name: Brick Break
Type: Fighting
Power: 75
Accuracy: 100
Effect: Destroys Light Screen and Reflect.

Name: Bulk Up
Type: Fighting
Power: ---
Accuracy: ---
Effect: Raises Attack and Defense by 1 level.

Name: Bullet Seed
Type: Grass
Power: 10
Accuracy: 100
Effect: Hits 2-5 times.

Name: Calm Mind
Type: Psychic
Power: ---
Accuracy: ---
Effect: Raises Special Attack and Special Defense by 1 level.

Name: Camouflage
Type: Normal
Power: ---
Accuracy: 100
Effect: Changes type to a type that corresponds to the battlefield's terrain.

Name: Charge
Type: Electric
Power: ---
Accuracy: ---
Effect: Electric damage from the user on the next turn is doubled.
Lowers

Name: Cosmic Power
Type: Normal
Power: ---
Accuracy: ---
Effect: Raises Defense and Special Defense by 1 level.

Name: Covet
Type: Normal
Power: 40
Accuracy: 100
Effect: Steals the foe's held item.

Name: Crush Claw
Type: Normal
Power: 75
Accuracy: 95
Effect: 50% of lowering the foe's Defense by 1 level.

Name: Dive
Type: Water
Power: 60
Accuracy: 100

Effect: Hide underwater on turn one, surface and attack on turn two.

Name: Doom Desire

Type: Steel

Power: 120

Accuracy: 85

Effect: Hits 2 turns later. You cannot layer this effect.

Name: Dragon Claw

Type: Dragon

Power: 80

Accuracy: 100

Effect: None.

Name: Dragon Dance

Type: Dragon

Power: ---

Accuracy: ---

Effect: Raises Attack and Speed by 1 level.

Name: Endeavor

Type: Normal

Power: ---

Accuracy: 100

Effect: Foe's HP becomes your current HP. Fails if your HP \geq foe's HP.

Name: Eruption

Type: Fire

Power: 150

Accuracy: 100

Effect: Does more damage the higher your HP is.

Name: Extrasensory

Type: Psychic

Power: 80

Accuracy: 100

Effect: 10% chance of making the foe flinch.

Name: Facade

Type: Normal

Power: 70

Accuracy: 100

Effect: Doubles in strength if the user is Poisoned, Paralyzed, or Burned.

Name: Fake Out

Type: Normal

Power: 40

Accuracy: 100

Effect: A first-turn, first-strike move that causes flinching. (from the game)

Name: Fake Tears

Type: Dark

Power: ---

Accuracy: 100

Effect: Lowers foe's Special Defense by 2 levels.

Name: Featherdance

Type: Flying

Power: ---

Accuracy: 100

Effect: Lowers foe's Attack by 2 levels.

Name: Flatter

Type: Dark

Power: ---

Accuracy: 100

Effect: Raises foe's Special Attack by 1 level, then confuses them.

Name: Focus Punch

Type: Fighting

Power: 150

Accuracy: 100

Effect: Charge on your turn, then do damage at the end of your foe's turn. If you are damaged on your foe's turn, you will lose the attack.

Name: Follow Me

Type: Normal

Power: ---

Accuracy: ---

Effect: Goes first. Foes attack only the user of this move.

Name: Frenzy Plant

Type: Grass

Power: 150

Accuracy: 90

Effect: User must recharge for 1 turn if this attack hits.

Name: Grasswhistle

Type: Grass

Power: ---

Accuracy: 55

Effect: Makes the foe Sleep.

Name: Grudge

Type: Ghost

Power: ---

Accuracy: ---

Effect: If the user faints within one turn of this move's use, the attack that was used to make the user faint has its PP reduced to zero.

Name: Hail

Type: Ice

Power: ---

Accuracy: ---

Effect: Damages all non-Ice Pokemon in play for 1/16 max HP. Lasts 5 turns.

Name: Heat Wave

Type: Fire

Power: 100

Accuracy: 90

Effect: 10% chance of inflicting the foe with Burn.

Name: Helping Hand

Type: Normal

Power: ---

Accuracy: 100

Effect: Goes first. Your partner's next attack's power is multiplied by 1.5.

Name: Howl

Type: Normal

Power: ---
Accuracy: ---
Effect: Raises Attack by 1 level.

Name: Hydro Cannon
Type: Water
Power: 150
Accuracy: 90
Effect: User must recharge for 1 turn if this attack hits.

Name: Hyper Voice
Type: Normal
Power: 90
Accuracy: 100
Effect: None.

Name: Ice Ball
Type: Ice
Power: 30
Accuracy: 90
Effect: Attack lasts until it misses, for up to 5 turns. Damage doubles in strength with each successive hit.

Name: Icicle Spear
Type: Ice
Power: 10
Accuracy: 100
Effect: Hits 2-5 times.

Name: Imprison
Type: Psychic
Power: ---
Accuracy: 100
Effect: The foe cannot use moves that the user also knows.

Name: Ingrain
Type: Grass
Power: ---
Accuracy: ---
Effect: Recover 1/16 max HP every turn, but you can no longer flee or switch.

Name: Iron Defense
Type: Steel
Power: ---
Accuracy: ---
Effect: Raises Defense by 2 levels.

Name: Knock Off
Type: Dark
Power: 20
Accuracy: 100
Effect: Foe drops held item, if any. This item is returned after the battle.

Name: Leaf Blade
Type: Grass
Power: 70
Accuracy: 100
Effect: High chance of a critical strike.

Name: Luster Purge

Type: Psychic
Power: 70
Accuracy: 100
Effect: 50% chance of lowering the foe's Special Defense by 1 level.

Name: Magic Coat
Type: Psychic
Power: ---
Accuracy: ---
Effect: Goes first. Reflects moves that would lower one of your stats or would inflict a status effect (but no direct damage) upon you.

Name: Magical Leaf
Type: Grass
Power: 60
Accuracy: ---
Effect: Never misses.

Name: Memento
Type: Dark
Power: ---
Accuracy: 100
Effect: User faints. Lowers foe's Attack and Special Attack by 2 levels.

Name: Metal Sound
Type: Steel
Power: ---
Accuracy: 85
Effect: Lowers foe's Special Defense by 2 levels.

Name: Meteor Mash
Type: Steel
Power: 100
Accuracy: 85
Effect: 20% chance of raising the user's Attack.

Name: Mist Ball
Type: Psychic
Power: 70
Accuracy: 100
Effect: 50% chance of lowering the foe's Special Attack by 1 level.

Name: Mud Shot
Type: Ground
Power: 55
Accuracy: 95
Effect: Lowers foe's Speed by 1 level.

Name: Mud Sport
Type: Ground
Power: ---
Accuracy: ---
Effect: Electric damage done to the user is cut in half.

Name: Muddy Water
Type: Water
Power: 95
Accuracy: 85
Effect: 30% chance of lowering the foe's accuracy by 1 level.

Name: Nature Power

Type: Normal

Power: ---

Accuracy: 95

Effect: Nature Power will transform into these moves, depending on the terrain:

Grass = Stun Spore	Tall Grass = Razor Leaf
Desert = Earthquake	Light Water = Bubblebeam
Dark Water = Surf	Underwater = Hydro Pump
Mountaintop = Rock Slide	Cave = Shadow Ball
Elsewhere = Swift	

Name: Needle Arm

Type: Grass

Power: 60

Accuracy: 100

Effect: Double damage on foes that have used Minimize. 30% chance of making the foe flinch.

Name: Odor Sleuth

Type: Normal

Power: ---

Accuracy: 100

Effect: Accuracy modifiers are negated and prevented. Ghosts become vulnerable to Normal and Fighting attacks.

Name: Overheat

Type: Fire

Power: 140

Accuracy: 90

Effect: Lowers user's Special Attack by 2 levels.

Name: Poison Fang

Type: Poison

Power: 50

Accuracy: 100

Effect: 30% chance of inflicting the foe with Toxic.

Name: Poison Tail

Type: Poison

Power: 50

Accuracy: 100

Effect: High chance of a critical strike. 10% chance of poisoning the foe.

Name: Psycho Boost

Type: Psychic

Power: 140

Accuracy: 90

Effect: Lowers user's Special Attack by 2 levels.

Name: Recycle

Type: Normal

Power: ---

Accuracy: ---

Effect: Items that can only be used once can be used a second time.

Name: Refresh

Type: Normal

Power: ---

Accuracy: ---

Effect: User is cured of Poison, Burn, or Paralysis.

Name: Revenge
 Type: Fighting
 Power: 60
 Accuracy: 100
 Effect: Goes second. Base power doubles if user is damaged on the turn this attack is used.

Name: Rock Blast
 Type: Rock
 Power: 25
 Accuracy: 80
 Effect: Hits 2-5 times.

Name: Rock Tomb
 Type: Rock
 Power: 50
 Effect: Lower foe's Speed by 1 level.

Name: Role Play
 Type: Psychic
 Power: ---
 Accuracy: 100
 Effect: User copies foe's Ability until the user is recalled.

Name: Sand Tomb
 Type: Ground
 Power: 15
 Accuracy: 70
 Effect: The foe can no longer flee or switch. Lasts 2-5 turns.

Name: Secret Power
 Type: Normal
 Power: 70
 Accuracy: 100
 Effect: Effect changes depending on the terrain. Chances are always 30%.

Terrain	Looks Like	Terrain Example	(Status) Effect
Tiny Grass	Knock Off	Grassy, but no wild battles	Paralyze
Grass	Needle Arm	Normal grass	Poison
Tall Grass	Magical Leaf	Very tall grass	Sleep
Mountain	Rock Throw	On top of mountains	Confuse
Cave	Bite	Inside any cave	Flinch
Ocean	Surf	Waves style water (Dark Blue)	Attack -1 level
Pond	Bubblebeam	Smooth style water (Light Blue)	Speed -1 level
Underwater	Waterfall	Weeds in underwater routes	Defense -1 level
Sand	Mud Shot	On any sand places such as Desert	accuracy -1 level
Elsewhere	Strength	Normal floors	Paralyze

Name: Shadow Punch
 Type: Ghost
 Power: 60
 Accuracy: ---
 Effect: Never misses.

Name: Sheer Cold
 Type: Ice
 Power: ---

Accuracy: 30

Effect: Faints the foe in one shot. Doesn't hit a higher-level Pokemon.

Name: Shock Wave

Type: Electric

Power: 60

Accuracy: ---

Effect: Never misses.

Name: Signal Beam

Type: Bug

Power: 75

Accuracy: 100

Effect: 10% chance of confusing the foe.

Name: Silver Wind

Type: Bug

Power: 60

Accuracy: 100

Effect: 10% chance of raising each of your stats by 1 level.

Name: Skill Swap

Type: Psychic

Power: ---

Accuracy: 100

Effect: Trade Abilities with the foe. This effect lasts for each Pokemon until it is recalled. Truant and Wonder Guard cannot be Swapped.

Name: Sky Uppercut

Type: Fighting

Power: 85

Accuracy: 90

Effect: Can hit a Pokemon using Fly.

Name: Slack Off

Type: Normal

Power: ---

Accuracy: 100

Effect: Recovers 50% of the user's max HP.

Name: Smellingsalt

Type: Normal

Power: 60

Accuracy: 100

Effect: If the foe is Paralyzed, this attack's power is doubled, and the foe is no longer Paralyzed.

Name: Snatch

Type: Dark

Power: ---

Accuracy: 100

Effect: Goes first. If the foe uses a move that would not cause damage, but up their stats (such as Howl or Calm Mind), you will Snatch that move and its effects will be bestowed upon you, as if you had performed that particular move. Recover can also be Snatched.

Name: Spit Up

Type: Normal

Power: ---

Accuracy: 100

Effect: The more energy that is Stockpiled, the stronger this attack.
Stockpiled energy is reduced to 0 when this attack is used.

Name: Stockpile

Type: Normal

Power: ---

Accuracy: ---

Effect: Stockpile energy up to 3 times to increase efficiency of Spit Up and Swallow.

Name: Superpower

Type: Fighting

Power: 120

Accuracy: 100

Effect: Lowers user's Attack and Defense by 1 level.

Name: Swallow

Type: Normal

Power: ---

Accuracy: ---

Effect: The more energy that is Stockpiled, the more this move heals.
Stockpiled energy is reduced to 0 when this attack is used.

Name: Tail Glow

Type: Bug

Power: ---

Accuracy: ---

Effect: Raises user's Special Attack by 2 levels.

Name: Taunt

Type: Dark

Power: ---

Accuracy: ---

Effect: Foe can only use moves that cause direct damage. Lasts 2 turns.

Name: Teeter Dance

Type: Normal

Power: ---

Accuracy: 100

Effect: Confuse all other battlers.

Name: Tickle

Type: Normal

Power: ---

Accuracy: 100

Effect: Lowers foe's Attack and Defense by 1 level.

Name: Torment

Type: Dark

Power: ---

Accuracy: 100

Effect: Foe cannot use the same move twice in a row.

Name: Trick

Type: Psychic

Power: ---

Accuracy: 100

Effect: User and foe switch held items for duration of battle.

Name: Uproar

Type: Normal
Power: 50
Accuracy: 100
Effect: Lasts 2-5 turns. During this time, no Pokemon can Sleep.

Name: Volt Tackle
Type: Electric
Power: 120
Accuracy: 100
Effect: User takes 1/3 damage dealt as recoil.

Name: Water Pulse
Type: Water
Power: 60
Accuracy: 100
Effect: 20% chance of confusing the foe.

Name: Water Sport
Type: Water
Power: ---
Accuracy: ---
Effect: Fire damage done to the user is cut in half.

Name: Weather Ball
Type: Normal
Power: 50
Accuracy: 100
Effect: Type changes depending on the weather.
 Sunny Day = Fire
 Rain Dance = Water
 Sandstorm = Rock
 Hail = Ice

Name: Will-O-Wisp
Type: Fire
Power: ---
Accuracy: 75
Effect: Burns the foe.

Name: Wish
Type: Normal
Power: ---
Accuracy: ---
Effect: At the end of your next turn, your Active Pokemon will recover 50% of their max HP.

Name: Yawn
Type: Normal
Power: ---
Accuracy: 100
Effect: Foe will Sleep one turn after this attack is used.

=====
31. Contact Moves
=====

These moves are classified as contact moves; that is, certain things may happen due to you coming in contact with the foe, or touching them in some way.

The following Abilities are affected by contact moves:

o-----o-----o-----o-----o-----o-----o-----o-----o
 | Cute Charm | Effect Spore | Flame Body | Poison Point | Rough Skin | Static |
 o-----o-----o-----o-----o-----o-----o-----o-----o

CONTACT MOVE LIST

o-----o-----o-----o-----o-----o-----o-----o-----o				
Aerial Ace	Drill Peck	Leaf Blade	Scratch	
Ancientpower	Dynamicpunch	Leech Life	Seismic Toss	
Arm Thrust	Endeavor	Lick	Shadow Punch	
Astonish	Extremespeed	Low Kick	Skull Bash	
Bide	Facade	Mach Punch	Sky Uppercut	
Bind	False Swipe	Megahorn	Slam	
Bite	Fire Punch	Metal Claw	Slash	
Blaze Kick	Flail	Meteor Mash	Smellingsalt	
Body Slam	Fly	Needle Arm	Spark	
Bounce	Focus Punch	Outrage	Steel Wing	
Clamp	Frustration	Overheat	Stomp	
Constrict	Fury Attack	Peck	Strength	
Counter	Fury Cutter	Petal Dance	Submission	
Crabhammer	Fury Swipes	Poison Fang	Superpower	
Cross Chop	Guillotine	Poison Tail	Tackle	
Crunch	Headbutt	Pound	Take Down	
Crush Claw	Hi Jump Kick	Pursuit	Thief	
Cut	Horn Attack	Quick Attack	Thrash	
Dig	Horn Drill	Rage	Thunderpunch	
Dive	Ice Ball	Rapid Spin	Tickle	
Dizzy Punch	Ice Punch	Return	Vicegrip	
Double Kick	Iron Tail	Revenge	Vital Throw	
Double-Edge	Jump Kick	Reversal	Waterfall	
Doubleslap	Karate Chop	Rock Smash	Wing Attack	
Dragon Claw	Knock Off	Rollout	Wrap	
o-----o-----o-----o-----o-----o-----o-----o-----o				

=====
 32. Lost Moves
 =====

Volt Tackle, thought to be the only lost move after the release of FireRed and LeafGreen, has been confirmed to be in Emerald. Here's how to get it:

- Two Pikachu, two Raichu, one of each, or one and Ditto.
- a Light Ball

Attach the Light Ball to anything that isn't listed above that isn't Ditto and breed. When the baby hatches, Volt Tackle should be one of the moves your newly hatched Pichu knows. It isn't breedable, so Pichu's line is the only Pokemon that gets it.

=====
 33. Matt's Moves
 =====

The following attacks are various moves I've created, or moves I'd like to see in future games. NONE OF THESE ATTACKS EXIST. I feel like I have to say this, because there'll probably be someone who thinks that Mightyena'll learn Stalk Roar or something and they'd be like "wut lv duz migheyta learn stlak roar".

If you'd like to contribute an attack to this list, you must e-mail me with all criteria present for all the moves already listed here. If you miss any of it, your attack will not be posted. Also, keep in mind that I won't post every single attack you may send me, but ones I think have thought put into them. If the attack does something out of battle, be sure to include that, too, but if I think it's a stupid effect (like if you created a move that would let you fly over all terrain for a certain amount of time), I'll just ignore it.

Again, they're listed in alphabetical order, for future reference.

Name: Annoyance

Type: Bug

Power: ---

Accuracy: 90

Effect: Poisons both foes. 50% chance the poison will be deadly (Toxic).

Name: Aqua Sonic

Type: Water

Power: 65

Accuracy: 85

Effect: If a Pokemon would resist this attack, it takes normal damage instead.

Name: Avalanche

Type: Rock

Power: 120

Accuracy: 75

Effect: None.

Name: Break

Type: Ice

Power: ---

Accuracy: ---

Effect: Goes second. All foes' positive stat changes are reverted back to 0.

Name: Cheer

Type: Normal

Power: ---

Accuracy: ---

Effect: Goes directly after your partner. Your partner's HP is restored by 1/3 max HP after they perform their attack.

Name: Discharge

Type: Electric

Power: 120

Accuracy: 65

Effect: Paralyzes both foes.

Name: Boulder Dash

Type: Rock

Power: 40

Accuracy: 100

Effect: Lowers foe's Attack and Speed by 1 level.

Name: Buildup

Type: Poison

Power: ---

Accuracy: ---

Effect: Raises Attack and Special Attack by 1 level.

Name: Electroburn

Type: Electric
Power: 90
Accuracy: 90
Effect: 40% chance of inflicting Burn or Paralyze on the opponent.

Name: Flare
Type: Normal
Power: 200
Accuracy: 90
Effect: Lowers all surviving battlers' Special Attack by 2 levels.

Name: Frostbite
Type: Ice
Power: ---
Accuracy: 40
Effect: Freezes the opponent.

Name: Gale
Type: Flying
Power: 25
Accuracy: 95
Effect: The foe can no longer flee or switch. Lasts 2-5 turns.

Name: Dragonslayer
Type: Dragon
Power: 120
Accuracy: 75
Effect: None.

Name: Earth Spire
Type: Ground
Power: 80
Accuracy: 100
Effect: 30% of making the foe flinch.

Name: Haunting
Type: Ghost
Power: 115
Accuracy: 85
Effect: Lasts 2-5 turns, then user takes 1/4 max HP in damage each turn.

Name: Headlock
Type: Fighting
Power: 60
Accuracy: ---
Effect: 40% chance of Paralyzing the foe.

Name: Heartbreak
Type: Dark
Power: 100
Accuracy: ---
Effect: Destroys Attraction. If user is not Attracted, attack will fail.

Name: Immolation
Type: Fire
Power: ---
Accuracy: ---
Effect: User becomes soaked in flames, making a foe take 1/16 max HP damage when this Pokemon is hit by a Contact Move. Lasts until user is recalled.

Name: Insect Crush

Type: Bug

Power: 100

Accuracy: 80

Effect: Doubles in base power when used against Rock, Flying, or Fire. Yes, this means that this attack has a base power of 400 against Magcargo...

Name: Lavish

Type: Grass

Power: ---

Accuracy: ---

Effect: As long as Sunny Day is in effect, user recovers 1/7 max HP between turns.

Name: Magic Dust

Type: Grass

Power: ---

Accuracy: 75

Effect: Inflicts either Paralyze, Poison, or Sleep on the foe.

Name: Mystic Power

Type: Dragon

Power: 50

Accuracy: 100

Effect: Protects against a random status effect for 3 turns. You can only be saved from one status effect until the five turns are up, so you can't stack this effect.

Name: Pick On

Type: Flying

Power: Varies

Accuracy: ---

Effect: $(\lfloor(\text{User's weight} - \text{Foe's weight})/2\rfloor) = \text{damage}$. Never misses.

Name: Poison Bind

Type: Poison

Power: 30

Accuracy: 85

Effect: The foe can no longer flee or switch. Lasts until the user is recalled. 20% chance of inflicting the foe with Toxic.

Name: Poison Kiss (submitted by Kawakami)

Type: Poison

Power: 75

Accuracy: 100

Effect: 10% chance of inflicting Toxic and Attract on the foe.

Name: Prophecy

Type: Psychic

Power: ---

Accuracy: 65

Effect: One of your foe's attacks is randomly chosen and must be performed on the next round (this means you cannot switch for the Prophesied round). Out of battle, shows the foe's Pokemon before you fight them (this does not work on Link Battles).

Name: Quicksilver

Type: Steel

Power: 60

Accuracy: ---
Effect: Never misses.

Name: Rend
Type: Ground
Power: 10
Accuracy: 100
Effect: Does more damage the lower the foe's HP is.

Name: Riptide
Type: Water
Power: 75
Accuracy: 100
Effect: Doubles in base power if used on water terrain.

Name: Stalk Roar
Type: Dark
Power: ---
Accuracy: ---
Effect: Waits one turn, then forces the foe to switch.

Name: Steadfast
Type: Steel
Power: ---
Accuracy: ---
Effect: Hold fast to the ground to prevent forced switching (Roar/Whirlwind).

Name: Steady Punch
Type: Fighting
Power: 60
Accuracy: 100
Effect: This attack will always do 60 damage, regardless of the foe's Defense.

Name: Telekinesis
Type: Psychic
Power: 60
Accuracy: ---
Effect: Never misses.

Name: Vengeance
Type: Ghost
Power: ---
Accuracy: ---
Effect: If the user faints within 1 turn of this move's use, the attack that was used to make the user faint is replaced with one of the user's moves (the user decides which move to swap). Original moves are restored after the battle ends.

Name: War Cry
Type: Normal
Power: ---
Accuracy: 100
Effect: Raises user's Attack by 3 levels. User's Defense lowers by 2 levels.

=====
34. Abandoned Ship
=====

In order to fully complete this quest, you will need to be able to use Dive.

To get to the Abandoned Ship, Surf east from Dewford Town.

Once you're there, enter through the door. Go around the cabins and enter through the back on the left side to find a Harbor Mail. Go down the stairs.

Fight the Sailor.

Sailor Duncan

Wailmer, Lv.26; Machoke, Lv.26

Money: 832

Enter the cabin on the bottom left side to find an Escape Rope. Leave.

Enter the broken door to find a Dive Ball. Leave.

Enter the middle door on the bottom and Dive.

Go to the far left and enter the hole in the north wall. Surface.

Enter the door on the far right on the bottom, and position yourself one square south of the northeast corner. Press A to find the Rm.1 Key. Grab the Water Stone and exit the room.

You can now enter the door on the far left on the bottom. Do so, and position yourself one square north and one square east of the hole on the left side. Face west, and press A to find the Rm.4 Key. Grab TM18, Rain Dance, and leave.

Now head around back to the door on the left side. Enter. Press A on the trash can to find the Rm.6 Key. Leave.

Enter the door on the right side in the back. Grab the Luxury Ball, and then head left into the next room. Position yourself two squares south and two squares west of the bottom trash can. Face east, and press A to find the Rm.2 Key.

You can now enter the middle door on the bottom. Pick up the Scanner and leave.

Dive, exit, swim east, surface, exit.

Back on the floor with the Sailor, go up the left set of stairs and wail on the little kid that awaits you.

Tuber Charlie

Marill, Lv.27

Money: 108

Enter the room from the back to find a Revive. At the bottom of that room, there's another fight.

Young Couple Lois & Hal

Volbeat/Illumise, Lv.27

Money: 1728

Exit the room, exit the inside. Go up the stairs and into the other room. Pick up the Storage Key and leave.

Backtrack to the room with the Sailor.

Now that you have the Storage Key, you can enter the room next to the right set of stairs. Do so. Pick up TM13, Ice Beam.

Use the Escape Rope you picked up to exit the ship. Fly to Slateport City.

Enter the Harbor, and talk to Captain Stern. He will offer you either a Deepseetooth or a Deepseascale in return for the Scanner. Both of these items, when either is held, will make Clamperl evolve when she is traded:

Clamperl -> Deepseetooth -> Huntail
Clamperl -> Deepseascale -> Gorebyss

And that's it.

=====
35. New Mauville
=====

This section is dedicated to the completion of New Mauville. To complete this side quest, the only HM you will need is Surf.

Once you can use Surf out of battle (defeat Norman), Wattson will appear in the center of Mauville City. He'll tell you that there's a new section of Mauville City called 'New Mauville'. He wants you to go inside and shut down the generator because it's getting dangerous. He gives you the Basement Key and his trust, then lets you go about your business. Let's help him out.

Head south out of the city until you hit water. Surf down and a little to the right to find the entrance to New Mauville.

Once inside, you'll find that you're trapped. You need to step on blue and green switches in order to open their corresponding doors if you want to progress.

To start, step on the blue switch. Head through the now-opened door to your left, and step on the green switch. Note that the blue door (and all blue doors you may find here) are now shut. If a blue switch is down, green doors are shut, and vice versa.

Head left and up until you find some boxes. Don't step on the switch! Instead, pass through the door to your right.

An item ball is in sight. Pick it up to find an Escape Rope you'll need later.

Head to the right on the bottom side to find an Ultra Ball. Go back to where you found the Escape Rope. Step on the switch it was on. You'll see an item ball if you go to the right, but it contains a Lv.25 Voltorb (which you can flee from).

Head left and up to find two item balls that are blocking two switches. The one on the left contains a Parlyz Heal, and the right one contains a Lv.25 Voltorb. Either way, don't step on either switch. Simply head up and to the right.

You'll find that two more item balls block switches. The one on the left contains a Lv.25 Voltorb, and the one on the right gets you a Full Heal. Step on the switch on the right and pass through the door.

Step on the red switch to stop the generator. Pick up the Thunderstone to your right, and use the Escape Rope you picked up earlier to escape New Mauville.

Talk to Wattson after this is done to be awarded with TM24, Thunderbolt.

=====
36. Stone Guide
=====

This section is dedicated to obtaining all the Stones and Shards needed to evolve your Pokemon. To redeem your shards for Stones, go to the Hunter's House. To find it, simply go all the way to Mossdeep's western coast, then Surf north. It's impossible to miss.

Fire Stone Locations

1. Fiery Path (need Strength). Push the boulder and head south.

Red Shard Locations

1. Route 127. If you follow the path straight south from Mossdeep until you are able to turn right, do so and go around the Fishermen that stand by the water's edge to find a long strip of dark water. Dive here and find a lone rock (around the middle). The shard lies there.
2. Steal from wild Corsola (thanks to TimeSpaceMage (GameFAQs) for this tip)

Used to Evolve: Vulpix

Leaf Stone Locations

1. Route 119 (need Surf). From the Weather Institute, cross the bridge, go south, and continue south by Surfing until you find it.

Green Shard Locations

1. Route 124. Dive in the area to the left of a male Swimmer. Follow the path.
2. Route 124. There's a 2x2 patch of dark water just below a female Swimmer. Dive and head south into the grass. The shard is hidden in the empty spot.
3. Steal from wild Relicanth (thanks to TimeSpaceMage (GameFAQs) for this tip)

Used to Evolve: Nuzleaf & Gloom

Moon Stone Locations

1. Meteor Falls. Head directly left to find it.
2. Steal one from wild Lunatone.

Used to Evolve: Skitty & Jigglypuff

Sun Stone Locations

1. Given to you by a sailor in Mossdeep Space Center.
2. Steal one from wild Solrock.

Used to Evolve: Gloom

Thunderstone Locations

1. New Mauville (next to the generator).

Yellow Shard Locations

1. Route 124. If you head north and circle right from the Hunter's House, you will find a place you can Dive. Follow this path to find a shard.
2. Route 126. From Sootopolis City, Surf left and then north as far as you can go. You'll find some dark water you can Dive in. Do so and cross the small square of dark ground, then surface on the other side. Head left and south to find another patch of dark (along with Swimmer Nikki). Dive in this patch and find three dark spots. The topmost of these three contains the shard.
3. Steal one from wild Chinchou.

Used to Evolve: Pikachu

Water Stone Locations

1. Abandoned Ship. Find the spot you can Dive at, and enter the lower-right room after surfacing. You'll find the Stone there.

Blue Shard Locations

1. Route 124. There's a patch of dark water near a male Swimmer who swims in a square path. Dive here, and follow the underwater path all the way south, but don't surface. Instead, head left and surface there. Now, go right to find the shard.
2. Steal from wild Clamperl (thanks to TimeSpaceMage (GameFAQs) for this tip)

Used to Evolve: Lombre & Staryu

I know you can steal the shards from other Pokemon, but I don't know which ones. Please e-mail me if you have any information regarding this.

=====

37. My Team

=====

*****	Sunny Day		*****	Dragon Dance
* HOUNDOOM *	Flamethrower		* TYRANITAR *	Rock Slide
*****	Crunch		*****	Aerial Ace
	Solarbeam			Earthquake
	ATK:172			ATK:312
Nickname:	DEF:116		Nickname:	DEF:254
Level: 100	SpA:336		Level: 100	SpA:206
Gender: Female	SpD:184		Gender: Female	SpD:227
Ability: Flash Fire	SPD:270		Ability: Sand Stream	SPD:192
Nature: Modest	HP:266		Nature: Calm	HP:334
EVs: 252 SpA, 252 SPD, 6 HP			EVs: 252 ATK, 126 HP/SPD, 6 SpD	

*****	Rain Dance		*****	Calm Mind
* FERALIGATR *	Surf		* ESPEON *	Psychic
*****	Screech		*****	Swift
	Earthquake			Morning Sun
	ATK:280			ATK:154

Nickname:	DEF:219	Nickname:	DEF:158
Level: 100	SpA:173	Level: 100	SpA:323
Gender: Male	SpD:202	Gender: Female	SpD:213
Ability: Torrent	SPD:271	Ability: Synchronize	SPD:300
Nature: Jolly	HP:289	Nature: Impish	HP:244
EVs: 252 ATK, 252 SPD, 6 HP		EVs: 252 SpA, 252 SPD, 6 DEF	

***** Agility		***** Spider Web	
* METAGROSS * Shadow Ball		* ARIADOS * Toxic	
***** Meteor Mash		***** Attract	
Earthquake		Night Shade	
	ATK:357		ATK:185

Nickname:	DEF:284	Nickname:	DEF:221
Level: 100	SpA:199	Level: 100	SpA:122
Gender:	SpD:209	Gender: Female	SpD:227
Ability: Clear Body	SPD:215	Ability: Insomnia	SPD:113
Nature: Adamant	HP:294	Nature: Careful	HP:254
EVs: 252 ATK, 252 SPD, 6 HP		EVs: 252 DEF, 252 SpD, 6 HP	

(Sapphire ROM Team) This is whenever I want to test moves or something. They don't really MEAN anything. The above team is the only one I actually care about.

Torkoal - Modest - Lv.100
Follow Me, Lock-On, Fissure, Sketch

Xatu - Mild - Lv.100
Fly, Recycle, Psycho Boost, Destiny Bond

Kyogre - Lonely - Lv.100
Waterfall, Memento, Focus Punch, Bone Rush

Manetric - Bold - Lv.100
Strength, Body Slam, Secret Power, Flash

Whiscash - Sassy - Lv.100
Surf, Focus Punch, Explosion, Dive

Zangoose - Adamant - Lv.100
Sky Attack, Hi Jump Kick, False Swipe, Destiny Bond

=====
38. Acknowledgements
=====

You'll notice that most of my Acknowledgements are gone. They're not gone, though. I just put your thanks where you gave me help at. The ones I left were ones that were too vague in description to put a name on, or large contributions. Meh.

Me.

CJayC for posting this FAQ.

Starwars4J (AIM) for some TM info.

Jaromaru (AIM) for the levels of Archie's Pokemon when he releases Kyogre. MANY thanks for allowing me to use his shop lists, info on the Soundproof Ability, Secret Power's effects, and the amount of ash required to make glass items.

jiafuzhan2002@yahoo.com for pointing out May doesn't have a Carvanha, as well as some TM locations.

teoshunsamuel@hotmail.com for some Contest combos.

amyhre@yahoo.com for a few Contest combos.

aaronthe@mbx4.singnet.com.sg for the Double Team/Teleport combo.

pokenitro55 (AIM) for just about every Contest combo, and the Ability list.

WhiteMirage (GameFAQs) for lots of stat uppers, and "other" items/locations.

nutbus2@aol.com for a few item effects.

rpgmaker3@msn.com for clearing up some things, and correcting others.

You, for reading/using it.

The Pokemon Company, for making yet another great RPG.

=====
39. Version History
=====

Version 1.0 - March 13, 2003

Wrote the Table of Contents. Yay!

Version 1.02 - March 15, 2003

Wrote more walkthrough. Up to just beating Archie for the first time.

Version 1.1 - March 16, 2003

Finished walkthrough! Still need to do the Trick House, Game Corner, Contests.

Version 1.2 - March 17, 2003

Finished Safari Zone, Battle Tower, Latias/Rayquaza portion of section 11a, Trick House sections.

Version 1.21 - March 18, 2003

Did most of the TMs. All HMs accounted for! Section 11a complete!

Version 1.3 - March 19, 2003

Finished FAQ! Joy!

Version 1.31 - March 19, 2003

It was posted! Yay! Deleted "Last Updated" part from very top of FAQ. Altered "My Team".

Version 1.4 - March 20, 2003

Fixed some wording and a few errors. Added Beldum to "Unlocked Pokemon" section. New section: "The Trainer's Eyes". Added CJayC to Acknowledgements section <_<, updated "My Team" again.

Version 1.41 - March 22, 2003

Added a couple more Pokemon for the Battle Tower. Fixed a few errors and changed some stuff.

Version 1.5 - March 22, 2003

Changed one or two errors. New Section: "Mini-Pokedex". Updated "My Team" yet

again.

Version 1.6 - March 23, 2003

Added new section: "The S.S. Tidal". Another "My Team" update. Changed "Power Plant" to "New Mauville".

Version 1.65 - March 23, 2003

Added new subsection: "Move Combos". Added another location of TM27. Fixed stuff.

Version 1.7 - March 24, 2003

Added new section: "Weakness Chart". New data on the Game Corner Bolt Counter.

Version 1.8 - March 24, 2003

Added new section: "FAQ". <_<;

Version 2.0 - March 29, 2003

Changed some stuff. More questions added to FAQ. Added E4 strategies. New part of "My Team", which will be updated as soon as I beat the game with my new team. I also added my levels at major battles as a guideline. I'm not done yet, but I want to update NOW so people stop e-mailing me... <_< And levels are now displayed in a chart instead of a list to make it easier. I also fixed some errors I made when I wrote the first part (I did it all from memory, now I'm walking myself through it).

Version 2.1 - March 30, 2003

Last update for a while. New sections, I'll leave it up to you to find them.

Version 2.2 - March 30, 2003

Ok, THIS is the last update for a while. New section: "Ability List".

Version 2.5 - May 4, 2003

There are many changes. I'm still not done, but I have to update today. For those that are wondering (or don't frequently check the boards), I don't have Internet at home anymore, so I just have to change without updating. Some of the things have been rewritten, new sections are added, and old sections are completed, for the most part. I know for a fact that the TM list is now done. Thank you to those that helped me finish it. Keep those e-mails coming!

Version 2.6 - May 18, 2003

Not many changes, mostly a "Yes, I'm still here" update.

Version 2.7 - June 4, 2003

Added information on Mirage Island, because I'm sick of being too lazy to add it. Also added some effects on some items.

Version 2.8 - June 7, 2003

Fixed item locations, and other unimportant stuff.

Version 3.0 - July 10, 2003

Huge update. All the lowly trainers have been added (unless I missed some). A new section on Gabby & Ty has been added, as well as a section on the Abandoned Ship. Another new section includes listing of all the new moves and their effects. The ability "STICKY" is now listed as "STICKY HOLD" (why didn't anyone catch this? Use Swalot!), and the section "Other" is now listed as "Other Hold Items". Other errors were fixed. There's a new team for you to laugh at, and the Pokedex is going to get a makeover when I get time. Oh, and there's also all-new Elite Four strategies, which includes movesets for all of their Pokemon, with strategies for each individual Pokemon. Enjoy.

Version 3.01 - July 13, 2003

Added Youngster Billy to the Route 104 Trainer listing.

Version 3.1 - October 3, 2003

Ok, ok! I added the Geodude tip for Mauville's Gym! Stop e-mailing me about it! >_< Two more sites have been graced with permission to post my walkthrough, and a new question I've been getting a lot has been added to the FAQ, along with one I think should go there. Information on Mirage Island has been updated, check it out. The section "Acknowledgements" has been updated. Information on Shoal Cave has been added, which can be found in section 8j. All moves for each of the Elite Four's Pokemon have now been filled in. The Pink Bow and the Polkadot Bow have been removed from the section "Stat Uppers", since I don't think they're in Ruby or Sapphire. Added new sections: "GSC to RS Changes", and "Contact Moves". The Pokedex has been completed up to Breloom. The rest will follow when I get time. The Ability List has also been changed, take a look at that as well. Not all Pokemon have been listed, but I plan on doing that soon. Sky Uppercut has been added to the New Moves list (I can't believe I forgot it). There's also another team for you to point and laugh at, with a new format as well. I also changed the format for the section "Move Combos". I think it's easier to read in this format, and it doesn't waste so much space. What do you guys think?

Version 3.11 - October 21, 2003

Minor update. Two new sites have been added. I got a bit more specific when I asked for help, and I added another GSC to RS change (#28). My team's been updated, and I added my rom Sapphire team for kicks. Move illegality fun! =D

Version 3.2 - November 21, 2003

Another small update. Minor things have been rewritten. The section on the Battle Tower has been removed completely. The In-Depth FAQ on the Battle Tower on GameFAQs owns all over it. Information on Lilycove's clear-out sale has been added (see the Shop List section for info). And, after more than 130 hours of incompleteness, I finally have a sixth Pokemon! Look at My Team and stare in awe at my Donphan's sexy 354 Attack. Oh yeah.

Version 3.3 - December 6, 2003

Nothing special. Rewrote some things and added a strategy for the first encounter against May. A new site has been added.

Version 3.5 - January 23, 2004

Tons of changes, so I skipped a number. Changed the very top to make it say "Pokemon Ruby & Sapphire FAQ/Walkthrough" instead of just recognizing Sapphire (though most people say that it's a walkthrough for Ruby, which it NEVER was intended to be). A new site has been added. Added new sections: "Lost Moves" and "Matt's Moves". I advise you all to look at them. Added a few more places to pick up some Secret Base items. Four new GSC to RS changes. Go see. I added the fact that you can't travel back to Johto and Kanto a fourth time, just to get the point across! Edited Rain Dance and Sunny Day's Contest combos to make the list shorter. I'm pretty sure that everything's covered, but if you find that it's in error, let me know. Also changed Dragonbreath's combos to show Dragon Rage instead of Dragon Claw twice. Edited the New Moves list. Added some Pokemon to their respective Ability Lists. Added Psychic Jaclyn to the Cycling Road Trainer listing (she must have hid well if she avoided me for all this time), and Fisherman Claude to the Route 114 Trainer listing (he's standing in plain view! how on earth did I miss him?!) I also added info on how to get Jirachi legit (old news anyway). I also gave much more details in the FAQ section on what exactly Southern Island is. Added a few more questions to the FAQ. Changed the Catching Kyogre/Groudon strategies to include my most recent attempts at catching them (will it help? I don't know.) I've removed my old team and it'll stay blank until my new Ruby squad is at a high enough level to

warrant posting them. The most notable change is the new e-mail address. I will no longer be replying to e-mails sent to my previous address. I mostly changed it because it's shorter than the other one, and it's not so hard to mess up.

Version 3.6 - October 20, 2004

I haven't updated since January... I've really neglected this walkthrough, but that's mostly because I'm finished for the most part. Forget the Pokedex... it's way too much hassle. Perhaps I'll do one for FRLG... Anyway: for some reason, Yahoo! decided to deactivate tracbul, so I'm back to using the old e-mail address. Sorry for any inconveniences - it took me by surprise. Granted, I should have updated as soon as I found out, but I've been too lazy to do it. If you still have any questions or anything like that, be sure to e-mail the *new* new e-mail address, found just below this update and at the top of the document. With that said, quite a few new Trainers have been added, courtesy of marcol701@libero.it. Use CTRL + F and type in his e-mail to see all his contributions. One more GSC to RS change has been added. Corrected Flatter's effect. New sections: "New Mauville" and "Stone Guide". People in the past have asked me, "where do u get the _____ stone plz", and so I figured that I would answer their grammarless questions once and for all. Added Swimmer Brenda to the Route 126 Trainer listing (darn her). Added my log for capturing Groudon (I hope it helps at least one person). Added more of Steven's words of 'wisdom'. The "Lost Moves" section has been edited to only include Volt Tackle, which isn't exactly lost anymore. Spaced out the Table of Contents to make it easier to read. Deoxys has been confirmed to be in FireRed and LeafGreen (Unown (all 28 of them) and Lugia/Ho-oh are also there), so that information has been added. I've also altered the Ability List to include the first 251 Pokemon.

Version 3.61 - November 3, 2004

Added TimeSpaceMage's shard-stealing tips; fixed error with Brick Break.

Version 3.62 - May 23, 2006

Updated with new site.

This document is copyright ©2003-2004 by Matt Johnson. E-mail: shika@mail.com

This document is copyright dmon2 and hosted by VGM with permission.