

Pokémon Ruby Pokemon Ruby/Sapphire Guide (w/ CAHowell)

by me frog

Updated to v1.3 on Jun 18, 2007

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R U B Y & S A P P H I R E

VERSION 1.3

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Version 1.0 April 27, 2003: Beginning of guide

Version 1.0 B May 3, 2003: Added the guide up to the Rustboro Gym. Added Half the profile for the Torchic line of Evolution.

Version 1.0 C May 4, 2003: Added the Abilities and TM/HM section of the guide. Added guide up to Wally fight.

Version 1.0: June 4, 2003: I decided to send into gamefaqs and update as I go along.

Beta Version February 4, 2004: Reformatted Guide.

Version 1.0 A: Well folks, after close to a year of this guide sitting incomplete on my desktop, after numerous reformats and Windows XP instalations, it is finally complete. With the much needed help by my great friend Colin (me frog) the guide is now complete, from New Bark to Steven.

Also, please disregard any spelling or grammar mistakes we make. Both of us have been working hard for the last few hours to get this guide complete, so there may be a few parts that still need to be slightly edited for it to be up to par with the rest of the layout. More minor updates should come in the next few days.

Version 1.1: Not much of a update, just updating my email and changing part of a particular gym leaders strategy that me frog wrote

Version 1.2: Well, I don't know what happened to me frog, but I am still here (Jason), and I have a major update for you. Cleaned up a little bit of info, and added a Pokemon gamewide locations list, so you can easily find which versions you need to buy and play to get which Pokemon. Also changed my own email, and took out some outdated info.

One thing I am looking at (A possibility) is a linked, version guide link of all the major Pokemon games with a complete pokedex (Will take awhile), and possibly a Emerald guide. I don't think it will happen anytime soon (Maybe after Pearl and Diamond come out), but I hope I have the will to write it.

Version 1.3: Its been awhile...Anywho, in prepping for the new Pokedex info I am creating, I ported over the FR/LG Pokedex that has been modified to reflect the RSE moveset. More info should be available within the next few months.

OC1:

=====
Composed of several area's, the Overworld is somewhat of a mixture of other previous RPG's. Unlike others that use a map system to move around, Pokemon breaks up the area's based on several criteria's:

- Route
- City or Town
- Wild Grass
- Building
- Ocean
- Gym

Normally, City/Town's, Building, and Gym's don't have wild Pokemon but may or may not have trainers. Routes, Wild Grass, and the Ocean usually will include a combination of Trainers and Wild Pokemon.

=====

Finding Wild Pokemon

=====

Similar to the overworld part, finding Pokemon come in different shapes and sizes. Mainly, Pokemon are randomly encountered in the wild grass, based upon their encounter rates and so on. Fishing mainly relies on the type of rod you are using. A old rod will mainly catch Magikarp, while a Super Rod will usually catch a variety of Pokemon. The ocean is usually one sided, only being home to a few types of Pokemon.

=====

Evolution Types:

=====

Level: The Most common of them all. Level evolution applies to around 80% of the Pokemon out there. When a Pokemon reaches a certain level, it will attempt to evolve. If you do not want that Pokemon to evolve, Press the B Button during the beginning of the evolution to stop it:

Stone: The least common of the types. Stone evolution happens when you find one of 6 stones and use it on certain Pokemon. The stones include:

- Fire Stone
- Water Stone
- Leaf Stone
- Water Stone
- Moon Stone
- Sun Stone

Unlike Level Evolution, you can use the stone at any time, but once you choose the stone, you cannot cancel the evolution

Trade: Unlike the other evolutions that have evolved, Trade Evolution hasn't evolved much, but has split into two area's.

-Link Evolution: The one that hasn't changed in the long run. The four Pokemon that are the only one's that can are:

- Kadabra
- Machoke
- Gravler
- Haunter

-Item Evolution: Occures when a certain evolutionary item is equipped by a pokemon that can evolve with that item is traded to another game.

Friendly: The newer type of evolution. Friendly evolution occures when a certain Pokemon's happiness reaches it's maximum and it levels up. Frienly evolution can happen as soon as level 6, as long as the Pokemon's happiness is at it's max.
=====

OD1:

```
/-----\  
|                                     |  
|                               WALKTHOUGH                               |  
\-----/
```

When you first start the game, you will be asked if you want to be a girl or boy, Choose the gender you want to be and continue. Then it will ask you your name. Enter it and continue. Your rival will be the gender you didnt choose and if it's a boy it will be brendon. If it's a girl, it is may. After you choose everything, you will start in a truck. Get out of the truck to find out that you are in Littleroot Town.

OD2:

=====

Littleroot Town

=====

As you begin, your mother will come out and tell you to set the clock. Go up to your room and set the clock on the wall to the time in your area. After that's done, go down stairs to see a cut scene of the TV and about your father as the Gym leader. After that, go to the house directly across from you. (To the right if you are a boy, to the left if you are a girl.) Go upstairs to meet your rival, the Prof.'s son or daughter. After talking, go out and go north to Route 101.

OD3:

=====

Route 101

=====

Pokemon:

```
/-----\  
|Pokemon:      |Apperance Rate:|  
|-----|-----|  
|Poochyena    |Uncommon      |  
|-----|-----|  
|Wurmples     |Common        |  
|-----|-----|  
|Zigzagoon    |Common        |  
\-----/
```

After you go on Route 101, you find the Prof, Prof. Birch, is being attacked by a wild Poochyena. Go up to his bag to choose from the 3 usual starter types. The names are: Torchic (Fire type at first, but turns a dual Fire-Fighting at it's first evolution), Mudkip (Water at first, but turns a dual Water-Ground type at it's first evolution), and Treecko (Always a grass type).

After choosing, you will have to fight and beat the poochyena, though it is a easy fight. After that, Prof. Birch will take you back to his lab and give you the pokemon you choose. After your done there, it is a wise thing to go back home to your PC and get the potion from your item box. Head all the way up Route 101 until you get to a new city, Oldale Town.

OD4:

=====
Oldale Town
=====

There's not much to do right now. The poke mart isn't selling Pokeballs right now, so you cant catch pokemon. You can heal your pokemon at the Pokemon Center if it's lost some HP. If you talk to the man to the right of the pokemon center, you will get a free potion. You can't go on Route 102 because of the usual blocking man that seems to be in every pokemon game. Your only choice is to go on Route 103 and fight your rival.

OD5:

=====
Route 103
=====

Pokemon:

```
/-----\  
|Pokemon:      |Apperance Rate:|  
|-----|-----|  
|Poochyena    |Uncommon      |  
|Wingull      |Common        |  
|Zigagoon     |Common        |  
\-----/
```

Not much to do besides fight your rival. Go up north until you find him. Like always, he has the pokemon that has a type advantage over you.

```
/-----\  
|Boss: Rival Fight 1          Money Won: 300 P |  
|-----|  
|Pokemon: (All Level 5)      |  
|Treeko (If you choose Mudkip) |  
|OR                           |  
|Torchic (If you choose Treeko) |  
|OR                           |  
|Mudkip (If you choose Torchic) |  
|-----|  
|Info: Like the G/S/C rival fight, it is very easy. It's even easier |  
|      if you level up your pokemon to around LV 9 or 10. Just keep |  
|      on using your pokemon's damageing moves and heal when your HP |  
|      get's low. Since your rival's pokemon is still at LV 5, it |  
|      hasn't learned any attacks that have a advantage over you. |  
\-----/
```

After your done, head back to Littleroot town to find your rival and the prof. in his lab. He will give you a Pokedex that can keep info on all the Pokemon you can legally catch in the game, and your rival will give you 5 Pokeballs, meaning you can now buy pokeballs from pokemarts

and catch pokemon. Go out and start walking to Route 101 and your mother will stop you and give you the Running Shoes. It allows you to run at bike speed while holding B outside and in some dungeons. After that, head to oldale town to find that you can go on Route 102 and continue.

OD6:

=====
Route 102
=====

Pokemon:

```
/-----\  
|Pokemon:      |Apperance Rate:|  
|-----|-----|  
|Lotad (Sapphire)|Uncommon      |  
|-----|-----|  
|Poochyena     |Uncommon      |  
|-----|-----|  
|Ralts         |Rare          |  
|-----|-----|  
|Seedot (Ruby) |Uncommon      |  
|-----|-----|  
|Surskit       |Rare          |  
|-----|-----|  
|Wurmple       |Uncommon      |  
|-----|-----|  
|Zigzagoon     |Common        |  
\-----/
```

Trainers:

```
/-----\  
|Youngster: Calven      ||Lass: Tina          |  
|Money Won: 80 P        ||Money Won: 64 P     |  
|                        ||                      |  
|Pokemon:               ||Pokemon:            |  
|Zigzagoon: Normal (Level 5) ||Zigzagoon: Normal (Level 4) |  
|                        ||Zigzagoon: Normal (Level 4) |  
|-----|-----|  
|Youngster: Allen      ||Bug Catcher: Rick  |  
|Money Won: 48 P        ||Money Won: 64 P     |  
|                        ||                      |  
|Pokemon:               ||Pokemon:            |  
|Poochyena: Dark (Level 5) ||Wurmple: Bug (Level 4) |  
|                        ||Wurmple: Bug (Level 4) |  
\-----/
```

Not much to do on Route 103. I dare say that this is one of the route's you will be going to the least in your adventure. There's a few trainers here with low level pokemon, so it's a good chance to level up your starter or pokemon you just caught. There's a potion near the end if you need it.

This is a good time to catch a Ralts, although it does appear very rarely. Head all the way west to find your next town, Petalburg City.

OD7:

Petalburg City

=====
You really can't do much right now. Head to your father's gym. He says that he will not fight you until you get 4 Badges from the other gym's. After that, a kid named Wally comes in and wants you and your father help him catch his first Pokemon.

You don't have to do anything but watch, but be aware that Wally will take the place of your rival later in the game. After that, you can finally go on Route 104 and continue your path to the next gym.

0D8:

=====
Route 104
=====

Pokemon:

```

/-----\
|Pokemon:      |Apperance Rate:|
|-----|-----|
|Zigzagoon    |Common         |
|-----|-----|
|Wurmples     |Common         |
|-----|-----|
|Wingull       |Common         |
|-----|-----|
|Tairlow       |Uncommon       |
\-----/

```

Trainers:

```

/-----\
|Youngster: Billy           ||Rich Boy: Winston         |
|Money Won: 128 P           ||Money Won: 1400 P         |
|                           ||                             |
|Pokemon:                   ||Pokemon:                   |
|Seedot: Grass (Level 6)    ||Zigzagoon: Normal (Level 7) |
|Tairlow: Normal/Flying (Level 8)||                             |
\-----/

```

Not much to do right now. Just some trainers and pokemon. It's best that you have about 2 to 3 pokemon at this point (Wurple is good, along with Zigzagoon and Poochyena). and continue to the Petalburg Woods.

0D9:

=====
Petalburg Woods
=====

Pokemon:

```

/-----\
|Pokemon:      |Apperance Rate:|
|-----|-----|
|Wurmples     |Common         |
|-----|-----|

```



```

|Zigzagoon      |Common      |
|-----|-----|
|Taillow       |Rare        |
|-----|-----|
|Slakoth       |Rare        |
|-----|-----|
|Silcoon       |Uncommon    |
|-----|-----|
|Shroomish     |Uncommon    |
|-----|-----|
|Cascoon       |Common      |
\-----/

```

Trainers:

```

/-----\
|Bug Catcher: Lyle      ||Bug Catcher James    |
|Money Won: 48 P       ||Money Won: 128 P     |
|                       ||                       |
|Pokemon:              ||Pokemon:              |
|Wurmple: Bug (Level 3) ||Nincada: Bug (Level 8) |
|Wurmple: Bug (Level 3) ||                       |
|Wurmple: Bug (Level 3) ||                       |
|Wurmple: Bug (Level 3) ||                       |
|Wurmple: Bug (Level 3) ||                       |
|Wurmple: Bug (Level 3) ||                       |
|Wurmple: Bug (Level 3) ||                       |
\-----/

```

Quite a few trainers here. This is a good place to level up your pokemon for the Gym fight coming up. You may want to also catch a Slakoth for your Elite four party and maybe 2 if you want a easy time in the upcoming gym. You will find a Team Aqua/Magama member eventually in the forest, so be prepared for a boss fight

```

/-----\
|Team Aqua/Magma Grunt                Money Won: 180 P      |
|                                     |                    |
|-----|-----|
|Pokemon:                             |                    |
|Poochyena: Dark (LV 9)                |                    |
|-----|-----|
|Info: A easy fight. Your starter should easily kill his poochyena in a few |
|      hits. Usually, Poochyena uses Sand Attack and then uses a damaging  |
|      attack as a method of attack, so you may want to switch often.     |
\-----/

```

After defeating him, talk to the guy he was robbing for a Great Ball. Note some trees before you leave. If you have a treecko, come back here and cut to find a lady that will give you a Miracle Seed. Exit the Petalburg Forest to reach the rest of route 104.

ODA:

```

=====
                        Route 104
=====

```

Trainers:

```

/-----\
|Lady Sindy                ||Lass Haley          |
|                           |                      |

```

```

|Money Won: 1400 P           ||Money Won: 1400 P           | | |
|                             ||                             |
|Pokemon:                   ||Pokemon:                   |
|Zigzagoon: Normal (Level 7) ||Lotad: Water/Grass (Level 7) |
|                             ||Shroomish: Grass (Level 7)  |
|-----|                   ||-----|                   |
|Fisherman Ivan             ||Doubles Match: Gina & Mia   |
|Money Won: 240 P           ||Money Won: 192 P           |
|                             ||                             |
|Pokemon:                   ||Pokemon:                   |
|Magikarp: Water (Level 8)  ||Lotad: Water/Grass (Level 8) |
|Magikarp: Water (Level 8)  ||Seedot: Grass (Level 8)    |
|Magikarp: Water (Level 8)  ||                             |
\-----/

```

If you go to the left, you will find a store and a person that will give you TM 09 (Bullet Seed). It's good for Treecko and the upcoming gym. If you go inside the shop, you can get a Wailmer Pail for watering berry's and making them grow faster.

There's a few trainer's in the area, and a pair of little girls that will give you your first Doubles matchup. In the way of items, there is a rare White Herb hold item near the shop, a useless dire hit behind a tree, a valuable PP Up by surfing on the right side of the water, and some berries. Head north to reach Rustboro City.

0DB:

```

=====
                        Rustboro City
=====
Similar to Pewter city, Rustboro is the home to your first Pokemon gym
trainer. Before you head to the gym, if you got a extra Slakoth, trade
it with the person in the house next to the gym to get a Fighting type
Makuhita. Unlike the Pewter gym and Brock in R/B, every starter has the
advantage over Roxanne (Note the Rox in her name, Rox=Rock)

```

0DC:

```

=====
                        Rustboro City Gym
=====

```

Trainers:

```

/-----\
|Youngster Josh           ||Youngster Tommy           |
|Money Won: 96 P           ||Money Won: 176 P           |
|                             ||                             |
|Pokemon:                   ||Pokemon:                   |
|Geodude: Rock/Ground (Level 10) ||Geodude: Rock/Ground (Level 11) |
|Geodude: Rock/Ground (Level 8) ||                             |
|Geodude: Rock/Ground (Level 6) ||                             |
\-----/

```

You can skip the Junior Trainers if you wish by going on the path to the left and right of the straight path, although the EXP is good for the leader.

/-----\

Gym Leader: Roxanne

Money Won: 1500 P

Pokemon:

Geodude: Rock/Ground (Level 14)

Nosepass: Rock (Level 15)

Info: Similar to Brock in many ways, Roxanne is a easy gym match. Geodude is very similar to the Geodude from R/B, so you shouldnt have too much trouble with her. Nosepass is a bit different. He will use Rock Tomb, a TM movethat may be weak in damage (though at this point, it is pretty strong), it will lower your speed.

If you choose Treecko as a starter, Absorb can easily knock down both. If you choose Torchic, level it up to a Combisken so it will learn fighting type Double Kick when it Evolves. Mudkip users have the easiest time. Not only does Mudkip learn Water Gun at level 10, but it should know Mud Slap by now.

When you win, you will get the Stone Badge (It allows you to use cut outside battle and it increases your attack power) She also gives you TM 39, Rock Tomb. Like most early Gym Leader TM's, it isnt very good, but it does slow your foe down.

ODD:

Rustboro City

Now that you have the Stone Badge, there's a few things you can do. Go to the house on the left of the Poke Center to get HM 01 (cut). Go to the right of town and go into the building right above the fountain to find the pokemon school.

Talk to the teacher there for the useful Quick Claw. After that's all done, go directly north and then to the right to find a Devon worker. Talk to him to find out that his documents have been stolen. Time to go down Route 116.

ODE:

Route 116

Pokemon:

Pokemon:	Apperance Rate:
Zigzagoon	Common
Whismur	Common
Tailow	Uncommon
Skitty	Rare
Nincada	Uncommon

Trainers:

```
/-----\  
|Bug Catcher Jose          ||Hiker Clark              |  
|Money Won: 128 P          ||Money Won: 320 P        |  
|                          ||                          |  
|Pokemon:                  ||Pokemon:                 |  
|Wurmple: Bug (Level 8)    ||Geodude: Rock/Ground (Level 8) |  
|Nincada: Bug (Level 8)   ||Geodude: Rock/Ground (Level 8) |  
|Silcoon: Bug (Level 8)   ||Geodude: Rock/Ground (Level 8) |  
|-----||-----|  
|Youngster Joey           ||School Kid Jerry        |  
|Money Won: 160 P         ||Money Won: 200 P        |  
|                          ||                          |  
|Pokemon:                  ||Pokemon:                 |  
|Zigzagoon: Normal (Level 8) ||Ralts: Psychic (Level 10) |  
|Machop: Fighting (Level 10) ||                          |  
|-----||-----|  
|Lass Janice              ||School Kid Karen        |  
|Money Won: 160 P         ||Money Won: 180 P        |  
|                          ||                          |  
|Pokemon:                  ||Pokemon:                 |  
|Marill: Water (Level 10)  ||Shroomish: Grass (Level 9) |  
|                          ||Whismur: Normal (Level 9) |  
\-----/
```

There's a few trainers on the route and some items, though none of them are really that great. Go to the end of the route to find the entrance to Rusturf Tunnel.

ODF:

```
=====  
                          Rusturf Tunnel  
=====
```

```
/-----\  
|Pokemon:      |Apperance Rate:|  
|-----|-----|  
|Whismur      |Always         |  
\-----/
```

The only pokemon you can find in the tunnel are Whismur. You may want to catch one for your collection or to raise, there actually pretty handy later on. Your main goal right now is to beat the Team Aqua/Magma member in the tunnel.

```
/-----\  
|Team Aqua/Magma Grunt          Money Won: 220 P          |  
|-----|  
|Pokemon:                       |  
|Poochyena: Dark (Level 11)     |  
|-----|  
|Info: This is like a repeat of the first fight you had in the Petalburg |  
|      Woods fight with the Team Aqua/Magma member. Use the same strategy |  
|      you used in the Petalburg Woods and you should be fine.           |  
\-----/
```

After you defeat the Team Aqua/Magma member, you will get the Devon Goods, and free Peeko so you can continue on your quest. After your done, return

to the man who got robbed so he will lead you to the Devon Corp. to the President.

He will give you the PokeNav, a tool similar to the PokeGear from G/S/C. He will also give you a letter to deliver to a man name Steven in Dewford Town. Now that everything is taken care of, it's time to go to the beginning of Route 104 and find Mr. Briney. After you find him, he will offer you a ride to Dewford Town.

ODG:

=====

Dewford Town

=====

There's really not much to do in Dewford besides the Granite Cave and the Second Gym. I recommend you go to the Gym if your pokemon have a high enough level. If not, you can go train in the Granite Cave. If you want, go talk to the fisherman at the right side of the Gym to get the Old Rod.

In the Dewford Hall (building to the north of the Poke Center), you can get TM 36 (Sludge Bomb). After you're ready, head to the Dewford Gym for your second badge.

ODH:

=====

Dewford Town Gym

=====

Trainers:

```
/-----\
|Battle Girl Laura          ||Black Belt Hideki      |
|Money Won: 336 P          ||Money Won: 448 P      |
|                            ||                            |
|Pokemon:                   ||Pokemon:                |
|Medtite: Fighting/ Psychic (Level 14) ||Machop: Fighting (Level 14) |
|-----| |-----|
|Battle Girl Tessa         |
|Money Won: 228 P         |
|                            |
|Pokemon:                   |
|Medtite: Fighting/ Psychic (Level 12) |
|Medtite: Fighting/ Psychic (Level 12) |
|Medtite: Fighting/ Psychic (Level 12) |
\-----/
```

This odd gym is a big maze with limited light. To increase your seeing distance, you must defeat a Underling. Although if you take this path, you only have to fight one trainer to reach the Gym Leader, Brawly. From the Entrance, go Up, Right, Up, Left, Up, Right, Down, Right, Up to reach the Gym leader.

```
/-----\
|Gym Leader: Brawly          Money Won: 1800 P      |
|-----|
|Pokemon:                     |
|Machop: Fighting (Level 17)  |
|Makuhita: Fighting (Level 18) |
```

```

|-----|
|Info: Another easy gym, Brawly used pure fighting types. Unlike the |
| first gym, you cannot rely completely on your starters to beat |
| Brawly. Ruby players have a harder time, although it's not |
| hard. Sapphire player's can catch a Sableye in the Granite Cave |
| for resistance. Both version players can catch Abra and evolve |
| it to a Kadabra. |
| |
| As for the leader's pokemon, Machop is the more Dangerous of the |
| two, although he does use mostly Fighting Type moves to damage |
| your pokemon. Use a flying or psychic for fast damage, or a Ghost |
| for pure defence. Makuhita is pretty easy, he stalls by using Bulk |
| Up and then uses a fighting move on your pokemon. Use the same |
| method of killing Machop for Makuhita. |
|-----|

```

After your done with the Gym, your next destination is the Granite Cave. Head north to find route 106, a few trainers, and the enterance to the Granite Cave.

```

ODI:
=====
                        Route 106
=====

```

```

Trainers:
/-----\
|Fisherman Ned          ||Fisherman Elliot      |
|Money Won: 480 P      ||Money Won: 440 P    |
|                      ||                      |
|Pokemon:              ||Pokemon:            |
|Tentacool: Water/Poison (Level 12)||Magikarp: Water (Level 11) |
|                      ||Tentacool: Water/Poison (Level 8) |
|                      ||Magikarp: Water (Level 11) |
\-----/

```

Nothing here, besides water and some Water Trainers. Once your done in this area, head west to reach Granite Cave.

```

ODJ:
=====
                        Granite Cave
=====

```

```

Pokemon:

Enterance Level:          B1F:
/-----\ /-----\
|Pokemon:      |Apperance Rate:| |Pokemon:      |Apperance Rate:|
|-----|-----| |-----|-----|
|Abra          |Uncommon      | |Abra          |Uncommon      |
|-----|-----| |-----|-----|
|Aron          |Uncommon      | |Aron          |Uncommon      |
|-----|-----| |-----|-----|
|Geodude      |Uncommon,     | |Makuhita     |Uncommon      |
|              |Rock Smash   | |Mawile (Ruby)|Uncommon      |
|-----|-----| |-----|-----|
|Makuhita     |Common        | |Sableye     |Uncommon      |

```

```

|-----|-----| |(Sapphire) | |
|Zubat  |Common  | |-----|-----|
\-----/ |Zubat  |Common  |
\-----/

```

B2F:

```

/-----\
|Pokemon: |Apperance Rate:|
|-----|-----|
|Abra     |Uncommon      |
|-----|-----|
|Aron     |Uncommon      |
|-----|-----|
|Geodude  |Uncommon,     |
|         |Rock Smash   |
|-----|-----|
|Mawile (Ruby) |Uncommon      |
|-----|-----|
|Nosepass |Uncommon,     |
|         |Rock Smash   |
|-----|-----|
|Sableye  |Uncommon      |
|(Sapphire) |              |
|-----|-----|
|Zubat    |Common        |
\-----/

```

Granite cave dosn't have any trainers, but it is filled with pokemon. It is a good idea to catch a Abra and a Aron in ruby and Sapphire, and a Sableye in Sapphire. Mawile is a OK pokemon, but Aron is a better steel pokemon.

Your main goal is to fine Steven. The path for the most part is straight forward, so you realy don't need my help with finding him. Once you find him, talk to him to give Steven the letter and he will give you TM 47 (Steel Wing).

Note a sand slop after the first ladder. Use the Mach Bike to reach a path to a common Repel and a Rare, Rare Candy.

After your done with the Cave, talk to Mr. Briney to open up a new sailing location, Slateport City and Route 109.

ODK:

```

=====
                        Route 109: Beach
=====

```

Trainers:

```

/-----\
|Sailor Huey                ||Sailor Edmond          |
|Money Won: 448 P           ||Money Won: 348 P      |
|                           ||                          |
|Pokemon:                   ||Pokemon:                |
|Machop: Fighting (Level 14) ||Wingull: Water/Flying (Level 12) |
|                           ||Machop: Fighting (Level 12)  |
|                           ||Wingull: Water/Flying (Level 12) |
|-----|-----|
|Tuber Ricky                ||Tuber Lola              |
|Money Won: 56 P            ||Money Won: 52 P        |

```

```

|                               ||                               |
|Pokemon:                       ||Pokemon:                   |
|Zigzagoon: Normal (Level 14)  ||Azurill: Water (Level 13) |
|                               ||Azurill: Water (Level 13) |
\-----/

```

ODL:

```

=====
                        Soda Shop
=====

```

Trainers:

```

/-----\
|Tuber Simon                    ||Beauty Johnanna        |
|Money Won: 48 P                ||Money Won: 1040 P     |
|                               ||                          |
|Pokemon:                       ||Pokemon:               |
|Azurill: Water (Level 12)     ||Goldeen: Water (Level 13) |
|Marill: Water (Level 12)      ||                          |
|-----|-----|
|Sailor Dwayne                  |                          |
|Money Won: 352 P               |                          |
|                               |                          |
|Pokemon:                       |                          |
|Wingull: Water/Flying (Level 11) |                          |
|Machop: Fighting (Level 11)    |                          |
|Tentacool: Water/Poison (Level 11)|                          |
\-----/

```

Bunch of Trainers on the beach. There's a little challenge at the Soda Shop if you are interested. Defeat all the trainers in the shop to win a six pack of Soda Pop. If you want more, you can buy more for 300 P each. Other than the shop challenge, there's nothing else to do on Route 109 of Interest. Time to go to Slateport City.

ODM:

```

=====
                        Slateport City
=====

```

Slateport is like Celadon City from RBY and Goldenrod in GSC. Slateport has no Gym, but it is filled with shops. Before you can head to the third town, you must settle a problem with Team Magma/Aqua at the Oceanic Museum.

The first thing you should do is go to the big building on the right side of the town and talk to the bald guy. He tells you to deliver the Devon Goods to Captain Stern in the Oceanic Museum. After you talk to him, the Team Aqua/magma members in front of the Museum will be gone.

Once inside, you must pay 50 P to enter the Museum. Talk to one of the members to get TM 46 (Thief). Go upstairs to find Captain stern and two Team Aqua/Magma members. Get ready for a fight.

```

/-----\
|Boss: 2 Team Aqua/Magma Grunts |
|-----|
|Pokemon:                       |
|-----|

```



```

|Grunt 1
|Money Won: 300 P
|(Ruby)Numel: Fire/Ground (Level 15)
|OR
|(Sapphire)Carvanha: Water/Dark (Level 15)
|-----|
|Grunt 2
|Money Won: 280 P
|Zubat: Flying/Poison (Level 14)
|(Ruby)Numel: Fire/Ground (Level 14)
|OR
|(Sapphire)Carvanha: Water/Dark (Level 14)
|-----|
|Info: The first Grunt's pokemon depends on what version you have. If it's
|      Ruby, it's a Numel. If it's Sapphire, it's a Carvanha. Take the
|      Numel down with Water, Fighting, or Ground, and take the Carvana
|      down with Electric or Grass. The second Grunt always has a Zubat,
|      so take that down with Psychic or Ice and take down the second one
|      the same way you did the first grunt.
|-----|

```

After your done with the Grunts, you will meet there leader. After they leave, you can now go North on Route 110.

ODN:

```

=====
                        Route 110
=====

```

Pokemon:

```

/-----\
|Pokemon:      |Apperance Rate:|
|-----|-----|
|Zigzagoon    |Common          |
|-----|-----|
|Wingull      |Common          |
|-----|-----|
|Plusle       |Rare in Ruby,  |
|              |Uncommon in   |
|              |Sapphire      |
|-----|-----|
|Minun        |Uncommon in   |
|              |Ruby, Rare in |
|              |Sapphire      |
|-----|-----|
|Oddish       |Uncommon       |
|-----|-----|
|Gulpin       |Uncommon       |
|-----|-----|
|Electrike    |Common         |
\-----/

```

Trainers:

```

/-----\
|Pokefan Isabel      ||Youngster Timmy  |
|Money Won: 100 P    ||Money Won: 224 P |
|                    ||                  |
|Pokemon:            ||Pokemon:         |
|Plusle: Electric (Level 15) ||Poochyena: Dark (Level 12) |

```

```

|Minun: Electric (Level 15)      ||Electrike: Electric (Level 14)  |
|                                ||Aron: Steel/Rock (Level 16)     |
|-----|-----|
|Collector Edwin                ||Psycic Edward                   |
|Money Won: 840 P               ||Money Won: 384 P                |
|                                ||                                  |
|Pokemon:                       ||Pokemon:                         |
|Lombre: Water/Grass (Level 14) ||Abra: Psycic (Level 16)        |
|Nuzleaf: Dark/Grass (Level 14) ||                                  |
|-----|-----|
|Fisherman Dale                |
|Money Won: 480 P               |
|                                |
|Pokemon:                       |
|Tentacool: Water/Poison (Level 12)|
|Tentacool: Water/Poison (Level 9) |
|Tentacool: Water/Poison (Level 12)|
|Wailmer: Water (Level 15)      |
\-----/

```

0Do:

```

=====
                          Cycling Road
=====

```

Trainers:

```

/-----\
|Triathlele Jacob              ||Triathlele Jasmine             |
|Money Won: 600 P              ||Money Won: 280 P                |
|                                ||                                  |
|Pokemon:                      ||Pokemon:                         |
|Voltorb: Electric (Level 7)   ||Magnemite: Electric/Steel (Level 15)|
|Voltorb: Electric (Level 7)   ||Magnemite: Electric/Steel (Level 15)|
|Magnemite: Electric/Steel (Level 15)||Voltorb: Electric (Level 7)    |
|-----|-----|
|Triathlele Benjamin          ||Psycic Jaclyn                  |
|Money Won: 680 P              ||Money Won: 384 P                |
|                                ||                                  |
|Pokemon:                      ||Pokemon:                         |
|Magnemite: Electric/Steel (Level 17)||Abra: Psycic (Level 16)       |
|-----|-----|
|Triathlele Anthony            |
|Money Won: 640 P              |
|                                |
|Pokemon:                      |
|Magnemite: Electric/Steel (Level 16)|
|Magnemite: Electric/Steel (Level 16)|
\-----/

```

You can only proceed on route 110 after you take care of the Team scare in Slateport, so don't even bother going on the route until you do so. You can't go on the Cycling Road until you get a bike, so you have to go through the grass path. A little bit into the grass, you will find your rival. Be prepared for your second rival fight.

```

/-----\
|Boss: Rival                    Money Won: 1200 P                |
|-----|-----|
|Pokemon:                       |

```

```

|If you choose Treeko:
|
|Wailmer: Water (Level 18)
|Shroomish: Grass (Level 18)
|Combusken: Fire/Fighting (Level 20)
|-----
|If you choose Torchic:
|
|Shroomish: Grass (Level 18)
|Numel: Fire/Ground (Level 18)
|Mudkip: Water/Ground (Level 20)
|-----
|If you choose Mudkip
|
|
|Wailmer: Water (Level 18)
|Numel: Fire/Ground (Level 18)
|Grovyile: Grass (Level 20)
|-----
|Info: Your rival has caught a few pokemon since the last time you met. To
|      fair well against your rival, your pokemon should be around level
|      (s) 17-20. For the Wailmer, use electric or grass. For Shroomish,
|      ice or fire. For the Numel, Water or Ground. For Combusken, Water
|      or Psychic. For Mudkip, Grass. For Grovyile, Fire, Poison, Ice. A
|      Electrike, Gyrados, (or Mudkip), and a Oddish is a good team for
|      most of his pokemon.
|-----
\-----/

```

After you defeat your rival, you will get the useless for the most part, Itemfinder. Continue on the route until you get to Mauville City.

ODP:

```

=====
                          Mauville City
=====

```

A small town, although there is a few things you can do, but first thing's first. Head to the gym to find Wally. He says he wants to fight you to see if he's ready for the Gym Tour. Be prepared for a easy boss fight

```

/-----\
|Boss: Wally                               Money Won: 960 P
|-----
|Pokemon:
|Ralts: Psychic (Level 16)
|-----
|Info: Wally is a easy fight. Ralts is pretty weak for a level 16
|      pokemon. If you easily too care of your rival the second time,
|      you should have no trouble with Wally.
|-----
\-----/

```

After Wally leaves, you can finally enter the Mauville City Gym, the Electric Gym.

ODQ:

```

=====
                          Mauville Gym
=====

```

Trainers:

```
-----\
|Guitarist Kirk                ||Youngster Ben                |
|Money Won: 576 P              ||Money Won: 304 P            |
|                               ||                               |
|Pokemon:                      ||Pokemon:                    |
|Electrike: Electric (Level 18) ||Zigzagoon: Normal (Level 19)|
|Magnemite: Electric/Steel (Level 18)||                               |
|-----||-----|
|Guitarist Shawn              ||Battle Girl Vivian          |
|Money Won: 544 P              ||Money Won: 456 P            |
|                               ||                               |
|Pokemon:                      ||Pokemon:                    |
|Voltorb: Electric (Level 17)  ||Meditite: Psychic/Fighting (Level 19)|
|Voltorb: Electric (Level 17)  ||                               |
|Voltorb: Electric (Level 17)  ||                               |
\-----/
```

The gym layout is very similar to Lt. Surg's gym. You need to activate the switches to open and close electric gates. It's pretty easy for the most part, so you really do not need any help with it. Make sure you bring Ground and Fire pokemon for the leader, Wattson to battle.

```
-----\
|Gym Leader: Wattson                Money Won: 2300 P          |
|-----|
|Pokemon:                            |
|Magnemite: Electric/Steel (Level 22) |
|Voltorb: Electric (Level 20)         |
|Magneton: Electric/Steel (Level 23)  |
|-----|
|Info: Magnemite and Voltorb are pretty much the same as the Trainers |
|      pokemon, except at a higher level. Deal with them the same way |
|      you have always dealt with them.                                |
|                                                                           |
|      Magneton is a different story, it uses Shock Wave, a very powerful |
|      Electric attack. Marshtomp has the easiest time here, not only is |
|      it a Ground Type (X2 Damage to Electric), but it has resistance to |
|      all of Wattson's Electric attacks, and Combusken's fire type attack |
|      bring down Magnemite/ton down in a few hits.                    |
\-----/
```

Now that you have your third Gym done, it's time to explore the town a bit. To the right of the pokemart is a house that has a man that will give you HM 06 (Rock Smash), that you will need in order to leave town and continue.

To the left of the pokemart is a house with a woman that will trade you a coin case for Harbor Mail. To the left of that house is the Game Corner, which has some useful TM's and Decorations that you can win with coins.

To the right of the Pokecenter is the Bike Shop, where you can either get a Mach Bike (Goes fast, but very hard to control, allows you to go up dirt hills), or the Arco Bike (allows you to hop over some things).

Now that you have HM 06, teach it to a pokemon and go north to Route 111.

ODR:

=====

Route 111

Pokemon:

None

Trainers:

```
-----\
|Picnicker Irene           ||Double Battle: Gabby & Ty      |
|Money Won: 288 P           ||Money Won: 1824 P              |
|                           ||                                  |
|Pokemon:                   ||Pokemon:                        |
|Shroomish: Grass (Level 18) ||Magnemite: Electric/Steel (Level 19)|
|Marill: Water (Level 18)   ||Whismur: Normal (Level 19)     |
|-----| |-----|
|Camper Travis             |
|Money Won: 304 P         |
|                           |
|Pokemon:                 |
|Sandshrew: Ground (Level 19) |
\-----/
```

There really isn't much to do on Route 111 besides challenge the Winstrate Family in the house to the left of the entrance. If you decide to battle them, you cannot heal between battles, so make sure your pokemon are at full health.

Winstrate Family (in order):

```
-----\
|Winstrate Victor          ||Winstrate Victoria             |
|Money Won: 320 P         ||Money Won: 340 P              |
|                           ||                                  |
|Pokemon:                  ||Pokemon:                       |
|Tailow: Flying/Normal (level 16) ||Roselia: Grass/Poison (Level 16) |
|Zigzagoon: Normal (Level 16)   ||                                  |
|-----| |-----|
|Winstrate Vivi          ||Winstrate Vicky                |
|Money Won: 300 P         ||Money Won: 360 P              |
|                           ||                                  |
|Pokemon:                  ||Pokemon:                       |
|Maril: Water (Level 15)      ||Meditite: Psychic/Fighting (Level 18)|
|Shroomish: Grass (Level 15)   ||                                  |
|Numel: Fire/Ground (Level 15)  ||                                  |
\-----/
```

Once you beat them all, go inside and talk to Victoria to get the Macho Brace. Continue up the route until you see a desert. Although you cannot go into the depths of the desert now, note it for later after you get the 4th badge. Head West from here to reach Route 112

ODS:

Route 112

Pokemon:

```
-----\
|Pokemon          |Apperance Rate:|
|-----| |-----|
```

```

|Machop          |Uncommon      |
|-----|-----|
|Numel           |Common        |
\-----/

```

Trainers:

```

/-----\
|Camper Larry          ||Picknicker Carol    |
|Money Won: 288 P     ||Money Won: 288 P    |
|                     ||                     |
|Pokemon:              ||Pokemon:             |
|Zigzagoon: Normal (Level 18) ||Tailow: Normal/Flying (Level 18)|
|Nuzleaf: Dark/Grass (Level 18) ||Lombre: Water/Grass (Level 18) |
|-----|-----|
|Hiker Trent          ||Hiker Brice         |
|Money Won: 640 P     ||Money Won: 720 P    |
|                     ||                     |
|Pokemon:              ||Pokemon:             |
|Geodude: Rock/Ground (Level 16) ||Numel: Fire/Ground (Level 18) |
|Geodude: Rock/Ground (Level 16) ||Machop: Fighting (Level 18) |
|Geodude: Rock/Ground (Level 16) ||                     |
|Geodude: Rock/Ground (Level 16) ||                     |
\-----/

```

It may be a good idea to catch a Numel. Although there Fire/Ground combo of types make it weak X4 against water, it is a extremely strong fire pokemon if you didn't pick up Torchic. The only thing to do in the area is to go through the Fiery Path to the rest of Route 112.

ODT:

```

=====
                          Fiery Path
=====

```

Pokemon:

```

/-----\
|Pokemon          |Apperance Rate |
|-----|-----|
|Koffing          |Uncommon in    |
|                 |Ruby, Rare in  |
|                 |Sapphire       |
|-----|-----|
|Slugma           |Uncommon       |
|-----|-----|
|Torkoal          |Common         |
|-----|-----|
|Grimer           |Rare in Ruby,  |
|                 |Uncommon in    |
|                 |Sapphire       |
|-----|-----|
|Numel            |Common         |
|-----|-----|
|Machop           |Uncommon       |
\-----/

```

Trainers:

None

There really isn't much in the fiery path to do right now. Just keep going

to the end of the path to reach the rest of 112. Once you get strength, you can get TM 06 (Toxic), and a Fire Stone.

=====
Route 112
=====

Not much to do here, just continue East to reach the rest of Route 111.

=====
Route 111
=====

There's a few trainers here, along with a rest house. It may be wise to rest up before you go on route 113. There's also a few Berry's here if you are thinking about raising a Beauty Contest quality pokemon. Continue west to R. 113 when your done in this area.

ODU:

=====
Route 113
=====

Trainers:

```
/-----\
|Youngster Neal          ||Ninja Boy Lao          |
|Money Won: 320 P        ||Money Won: 228 P      |
|                        ||                                |
|Pokemon:                ||Pokemon:              |
|Trapinch: Ground (Level 18) ||Koffing: Poison (Level 17) |
|Linoone: Normal (Level 20) ||Koffing: Poison (Level 17) |
|                        ||Koffing: Poison (Level 17) |
|                        ||Koffing: Poison (Level 19) |
|-----||-----|
|Parasol Lady Madeline  ||Ninja Boy Lung        |
|Money Won: 800 P       ||Money Won: 228 P      |
|                        ||                                |
|Pokemon:               ||Pokemon:              |
|Numel: Fire/Ground (Level 20) ||Nincada: Bug (Level 19) |
|                        ||Ninjask: bug/Flying (Level 19) |
|-----||-----|
|Youngster Dillon      ||Team Battle Tori and Tia |
|Money Won: 320 P      ||Money Won: 480         |
|                        ||                                |
|Pokemon:              ||Pokemon:              |
|Aron: Ground/Steel (Level 20) ||Whismur: Normal (Level 20) |
|                        ||Whismur: Normal (Level 20) |
\-----/
```

There's quite a few trainers along with some rare pokemon. If you do not have a strong water pokemon, or Mudkip, get a sandshrew from this area and raise it so you would have a chance in the next gym. You can also pick up a rare Skarmory here, but there are better steel pokemon, so you may want to just catch it for your collection.

Another attraction on R. 113 is the Glass Workshop. Talk to the man inside the house on the route to get a Soot Sack. The soot in the grass is what you need to collect in order to get certain items from the man in the soot shop. The best way to collect soot is to use a Pokemon Level 25 and above and any repel so you won't run into random pokemon all the time. Here is the items you can get from the Glass shop:

Items	Soot Needed
Blue Flute	250 Soot
Yellow Flute	500 Soot
Red Flute	500 Soot
White Flute	1000 soot
Black Flute	1000 soot
Pretty Chair	6000 soot
Pretty Desk	8000 soot

The blue flute is the exact same as the pokeflute from R/B/Y, so it would be a good item to pick up. The Yellow Flute cures Confusion, so it would be best if you got the Yellow flute first. The red flute cures attraction, so you may want to pick it up before the 4th gym.

The black and white flutes both attract and repel weak pokemon, so you may want to pick up the black flute as soon as you can when you are not catching pokemon, and the white when you are catching pokemon. Finally, the Pretty Chair and Desk are furniture for your base.

Continue West to reach Fallarbor Town

ODV:

```

=====
                          Fallarbor Town
=====

```

Pokemart:

Items	Money
Antidote	100 P
Dire Hit	650 P
Escape Rope	550 P
Great Ball	600 P
Guard Spec.	700 P
Paralyse Heal	200 P
Super Potion	700 P
Super Repel	500 P
X Attack	500 P
X Defend	550 P
X Special	350 P
X Speed	350 P

There's not much to do in Fallarbor Town. You can finally meet the one behind the Storage system, Lanette, at the Pokecenter. Talk to her in order to change the name of the PC storage to Lanette's PC.

Left of the Pokemon Contest center is the move tutor, who will teach a pokemon a forgotten move for the price of one heart scale. The Super rank pokemon contest building is here (For any pokemon that has a ribbon from Verdanturf's Normal Rank Contest). That's all that's here.

ODW:

```

=====

```


Trainers:

```

/-----\
| Fisherman Nolan          || Fisherman Claude      |
| Money Won: 800 P         || Money Won: 800 P     |
|                           ||                          |
| Pokemon:                 || Pokemon:              |
| Barboach: Water/Ground (Level 20) || Goldeen: Water (Level 16) |
|                           || Goldeen: Water (Level 16) |
|                           || Barboach: Water/Ground (Level 18) |
|                           || Goldeen: Water (Level 16) |
|-----| |-----|
| Picnicker Nancy         || Camper Shane          |
| Money Won: 304 P        || Money Won: 304 P     |
|                           ||                          |
| Pokemon:                 || Pokemon:              |
| Marill: Water (Level 19) || Sandshrew: Ground (Level 19) |
| Lombre: Water/Grass (Level 19) || Nuzleaf: Grass/Dark (Level 19) |
|-----| |-----|
| Pokemaniac Steve       || Kindler Bernie        |
| Money Won: 1200 P      || Money Won: 608 P     |
|                           ||                          |
| Pokemon:                 || Pokemon:              |
| Aron: Ground/Steel (Level 20) || Slugma: Fire (Level 19) |
|                           || Wingull: Water/Flying (Level 19) |
|-----| |-----|
| Hiker Lucas            || Hiker Lenny           |
| Money Won: 720 P       || Money Won: 760 P     |
|                           ||                          |
| Pokemon:                 || Pokemon:              |
| Geodude: Rock/Ground (Level 18) || Machop: Fighting (Level 19) |
| Geodude: Rock/Ground (Level 18) || Machop: Fighting (Level 19) |
| Geodude: Rock/Ground (Level 18) ||-----|
|-----|
| Team Battle Tyra and Ivy |
| Money Won: 672          |
|                           |
| Pokemon:                 |
| Roselia: Grass/Poison (Level 19) |
| Graveler: Rock/Grond (Level 21) |
\-----/

```

There's quite a few trainers here, along with many items. Talk to the boy in the house to get TM 28 (Dig). Talk to the guy with the Poochyena west of the house to get TM 05 (Roar). Past the bridge is Lanette's house.

Go in and talk to her to get a Seedot Doll in the ruby version and a Lotad doll in the Sapphire version. Head south to find a chain of ladders to the entrance of Meteor Falls.

ODX:

```

=====
Meteor Falls
=====

```

Trainers:

Main Section:

None

Back of the cave:

```
/-----\  
|Team Battle: Jon and Jay          ||Dragon Tamer Nicolas          |  
|Money Won: 3200 P                 ||Money Won: 1324 P            |  
|                                  ||                                |  
|Pokemon:                          ||Pokemon:                      |  
|Medicham: Psychic/Fighting (Level 40) ||Altaria: Dragon/Flying (Level 38) |  
|Hariyama: Fighting (Level 40)       ||Altaria: Dragon/Flying (Level 38) |  
\-----/
```

Not much to do in Meteor Falls right now. Just head to the platform with team Aqua/Magma to start a cutscene. After the cutscene, hop down the path to the south to reach the exit.

0DY:

```
=====  
                          Route 115  
=====
```

Trainers:

```
/-----\  
|Black Belt Nob                    ||Collector Hector              |  
|Money Won: 640 P                  ||Money Won: 1200 P            |  
|                                  ||                                |  
|Pokemon:                          ||Pokemon:                      |  
|Machop: Fighting (Level 20)       ||Seviper: Poison (Level 20)   |  
|-----| |-----|  
|Battle Girl Cyndy                 |                               |  
|Money Won: 456 P                  |                               |  
|                                  |                               |  
|Pokemon:                          |                               |  
|Meditite: Psychic/Fighting (Level 19) |                               |  
|Makuhita: Fighting (Level 19)     |                               |  
\-----/
```

Not much to do on the route. Go north to reach Rustboro city, then head east to reach the Rusturf Tunnel. Use Rock Smash on the breakable rocks blocking the path to get HM 04 (Strength). Head east of the tunnel, then down to reach Verdanturf Town.

0DZ:

```
=====  
                          Verandaturf Town  
=====
```

Pokemart:

```
      Items          Money  
/-----|-----\  
|Great Ball   | 600 P |  
|Nest Ball    |1000 P |  
|Super Potion | 700 P |  
|Antidote     | 100 P |
```

```

|Paralyze Heal | 200 P |
|Awakening     | 250 P |
|Burn Heal    | 250 P |
|Ice Heal     | 250 P |
|Repel        | 350 P |
|X Special    | 350 P |
|Fluffy Tail  |1000 P |
\-----/

```

There is almost next to nothing to do in Verdanturf Town. The only big thing is the base of the first Pokemon Contest you need to go to to proceed to other pokemon contest in other towns. You can get TM 45 (Attracted) From a kid in the corner of the Pokemon contest buiding. Go east to reach Route 117.

D01:

```

=====
                          Route 117
=====

```

Trainers:

```

/-----\
|Pokemon Breeder Isaac          ||Bug Maniac Derik          |
|Money Won: 480 P              ||Money Won: 900 P         |
|                               ||                           |
|Pokemon:                      ||Pokemon:                  |
|Whismur: Normal (Level 12)    ||Nincada: Bug (Level 15)  |
|Aron: Ground/Steel (Level 12) ||Dustox: Poison/Bug (Level 15) |
|Poochyena: Dark (Level 12)   ||Beautifly: Flying/Bug (Level 15) |
|Makuhita: Fighting (Level 12) ||                           |
|Zigzagoon: Normal (Level 12)  ||                           |
|Tailow: Normal/Flying (Level 12) ||                           |
|-----|-----|
|Triathlete Maria              ||Pokemon Breeder Lydia    |
|Money Won: 720 P              ||Money Won: 480 P         |
|                               ||                           |
|Pokemon:                      ||Pokemon:                  |
|Doduo: Flying/Normal (Level 18) ||Marill: Water (Level 12)  |
|                               ||Goldeen: Water (Level 12) |
|                               ||Shroomish: Grass (Level 12) |
|                               ||Roselia: Grass/Poison (Level 12) |
|                               ||Skitty: Normal (Level 12) |
|-----|-----|
|Triathlete Dylan              ||Team Battle Anna and Meg |
|Money Won: 720 P              ||Money Won: 576 P         |
|                               ||                           |
|Pokemon:                      ||Pokemon:                  |
|Doduo: Flying/Normal (Level 18) ||Zigzagoon: Normal (Level 16) |
|                               ||Makuhita: Fighting (Level 18) |
\-----/

```

There are quite a few trainers on the route that you will have to defeat, but you can dodge most of them. Route 117 is also home to the pokemon daycare/breeding center. Head east to reach Mauville, and head back on R. 111 to reach R. 112 and Mt. Chimney. Go up the Cable Car that was blocked by Team Aqua/Magma to reach the peak of the mountain.

D02:


```

|Money Won: 840 P           ||Money Won: 336 P           |
|                           ||                           |
|Pokemon:                   ||Pokemon:                   |
|Baltoy: Ground/ Psychic (Level 21) ||Zigzagoon: Normal (Level 21) |
|Baltoy: Ground/ Psychic (Level 21) ||Tailow: Normal/Flying (Level 21) |
|-----|-----|
|Picnicker Diana           |
|Money Won: 320 P           |
|                           |
|Pokemon:                   |
|Shroomish: Grass (Level 20) |
|Oddish: Grass/Poison (Level 20) |
|Swablu: Flying/Dragon (Level 20) |
\-----/

```

Not much here, just some rare pokemon and some trainers. If you want to go back to the top, you will need to Acro Bike on those rock path looking things to get back to Mt. Chimney. Head South to reach Lavaridge Town.

D04:

```

=====
                          Lavarige Town
=====

```

Pokemart:

Herbal Shop:

Items	Money	Items	Money
Antidote	100 P	Energypowder	500 P
Awakening	250 P	Energy Root	800 P
Burn Heal	250 P	Heal Powder	450 P
Great Ball	600 P	Revival Herb	2800 P
Paralyse Heal	200 P		
Revive	1500 P		
Super Potion	700 P		
Super Repel	500 P		
X Speed	350 P		

Lavaridge is home to the 4th pokemon gym..and that's really it. The herbal shop is east of the gym, you can get a Wynaut Egg from the old woman near the hot spring, and you will get the Go-Goggles from your rival after you beat the Gym Leader. Now on to the Gym:

D05:

```

=====
                          Lavarige Gym
=====

```

Trainers:

```

/-----\
|Kindler Cole               ||Cooltrainer Zane           |
|Money Won: 704 P           ||Money Won: 1152 P         |
|                           ||                           |
|Pokemon:                   ||Pokemon:                   |
|Slugma: Fire (Level 22)    ||Kecleon: Grass (Level 24) |
|Numel: Fire/Ground (Level 22) ||                           |

```

```

|Slugma: Fire (Level 22)          ||
|-----|-----|
|Kindler Axle                    ||Battle Girl Sadie
|Money Won: 736 P                ||Money Won: 576 P
|                                  ||
|Pokemon:                        ||Pokemon:
|Numel: Fire/Ground (Level 23)   ||Meditite: Fighting/Psycic
|Slugma: Fire (Level 23)        ||(Level 24)
|-----|-----|
|Kindler Andy                    |
|Money Won: 736 P                |
|                                  |
|Pokemon:                        |
|Slugma: Fire (Level 23)        |
|Numel: Fire/Ground (Level 23)   |
\-----/

```

The Gym is full of hot spring pads that will launch you in another area. Some of the pad's are trainers, but there is no way of telling if it's a trainer or a pad without getting close. Flannery is on the Middle Square on the right, so navigate in that direction until you get to her. It is best that you bring water, ground, and rock types to make the battle easy.

```

/-----\
|Flannery                        Money Won: 2800 P
|-----|
|Pokemon: Slugma: Fire (Level 26)
|           Slugma: Fire (Level 26)
|           Torkoal: Fire (Level 28)
|-----|
|Info: Flannery is somewhat hard if you are not prepared. The two slugma
|       will go down very quick, while the Torkoal is the real battle. One
|       of the main damageing moves is overhear, which can easly knock out
|       a low level pokemon but drops Special Attack for Torkoal. Swampert
|       has the easiest time of defeating all three, while the rest are
|       ho-hum. Gyrados is also a great pokemon to use.
\-----/

```

After that is done, go outside the gym to get the Go-Goggles from your rival. With these, you can now enter the desert (Look in the extra area's section to find out more). Your next mission is the 5th gym in none other than Petalburg city, with your father.

Head back to Mr. Briney to go back to the exit of Petalburg city and head to the gym.

D06:

```

=====
                          Petalburg Gym
=====

```

Trainers:

```

/-----\
|Speed Room                      ||Accuracy Room
|Cooltrainer Randall             ||Cooltrainer Mary
|Money Won: 1296 P               ||Money Won: 1296 P
|                                  ||
|Pokemon:                        ||Pokemon:
|Delcatty: Normal (Level 27)    ||Delcatty: Normal (Level 27)

```

```

|Notes: Uses X Speed in      ||Notes: Uses X Accuracy in  |
|the beginning of the battle ||the beginning of the battle |
|-----| |-----|
|Recovery Room              ||Defence Room                |
|Cooltrainer George        ||Cooltrainer Lori           |
|Money Won: 1296 P         ||Money Won: 1296 P         |
|                            ||                            |
|Pokemon:                   ||Pokemon:                     |
|Linoone: Normal (Level 27) ||Linoone: Normal (Level 27) |
|Notes: Uses Super Potions  ||Notes: Uses X Defence in   |
|when HP is low. Knock out  ||the beginning of the Battle.|
|quickly                    ||                            |
|-----| |-----|
|Zero Reduction Room       ||Strength Room               |
|Cooltrainer Parker        ||Cooltrainer Jody           |
|Money Won: 1296 P         ||Money Won: 1296 P         |
|                            ||                            |
|Pokemon:                   ||Pokemon:                     |
|Linoone: Normal (Level 27) ||Zangoose: Normal (Level 27)|
|Notes: Cannot reduce status.||Notes: Uses X Strength in  |
|                            ||the beginning of the battle.|
|-----| |-----|
|One Hit K.O. (Knock Out) Room|
|Cooltrainer Berke        |
|Money Won: 1296 P        |
|                            |
|Pokemon:                  |
|Zangoose: Normal (Level 27)|
|Notes: Tries to use attacks|
|that will knock you out in |
|the beginning. Knock out   |
|very quickly              |
\-----/

```

This gym isn't about puzzles, it's about how you can cope with status changes in battle when the opponent uses a certain item to increase there status. Each room has one pokemon with a certain theme, some you know to be some of the most annoying in Pokemon if you are a vet to the series. No matter if you take either side, it will eventually lead to Norman, your father and the Gym leader. Make sure you bring fighting and ghost to the battle.

```

/-----\
|Gym Leader: Norman                Money Won: 3100 P          |
|-----|
|Pokemon: Slaking: Normal (Level 28)|
|           Vigoroth: Normal (Level 30)|
|           Slaking: Normal (Level 31)|
|-----|
|Info: Norman may be your hardest Gym leader. All 3 of his pokemon have |
|       one of the highest strength in the game, but there is a advantage |
|       for you, he can only attack every other turn. A fighting pokemon, |
|       like Combusken or Blaziken have a great advantage against all 3, |
|       and Ghost types are immune to most of there attacks (just make sure|
|       they know non-ghost attacks when attacking).                      |
|                                                                           |
|       Like I said earlier, the two Slakings can only attack every other |
|       turn, but Vigoroth can attack every turn. As long as you can knock |
|       out the first slaking and vigoroth and have your HP up, you can   |
|       definatly win the battle.                                         |

```

\-----/
After the gym match, go next door to Wally's house and get TM 03 (Surf). You must now swim to Mauville to continue on your quest. The quickest way is by going east and swimming to Mauville. However, you can take a long route by going to Mr. Briney's house and swimming to Dewford, then swimming east.

On the way, you can stop at the Abandoned Ship. If you took the shortcut from Peltaburg, then skip the following section. Once you are at Mauville, you should find Wattson the gym leader standing outside. Talk to him to get the key to New Mauville. Now head south, back to Route 110, and surf south on the water, then east to find a small cave entrance. This is New Mauville.

D07:

=====
Abandoned Ship
=====

The Abandoned Ship is a place with some nice items, and a few trainers for you to practice with. Head north into the ship at the start. You can go exploring in some of the cabins, but when you have the items there, go down the stairs in the northeast corner. Explore the rooms here (note that there's one room with some water that you can't go any further in; we'll return to that later). Once you've explored the rooms, head up the second set of stairs.

Head south and fight the trainer, then go outside the ship. Head up the stairs and into the room, then collect the Poke Ball with the Storage Key. Head back outside, go through the previous door, head north, and go down the stairs. Head to the east door and use the Storage Key to enter.

There's a Poke Ball with TM13, Ice Beam. You're done here for now, so you can exit back and continue to Mauville. Remember, in Mauville head east and surf to get to Route 118.

D08:

=====
New Mauville
=====

At the start, head forward and use the Basement Key to open the door. There are a lot of Voltorb and Magnemite in this area, so use Repel if you wish. Step on the switch in this first room, then head west and step on the switch there. Now follow the path, and DON'T step on the next switch you see. Head east, and go all the way east. Grab the Ultra Ball and turn back west, then head north to the area with the Poke Ball on the switch. Grab the Poke Ball and step on the switch, then go through the door you just opened. Head north, to the room with two Poke Balls.

Grab the left one, but ignore the right one since it's a Voltorb. Head north (DON'T step on the switch) and then east and south. Don't grab the left Poke Ball, since it's a Voltorb.

The right Poke Ball has a Full Heal, and is also covering the switch you need to step on. So step on the switch, then head north and east to find the generator. Grab the Poke Ball to find a Thunderstone, then return to Wattson and he'll give you TM24, which is Thunderbolt.

Okay, we're done with sidequests for now. Head east in Mauville and surf across the sea to Route 119.

D09:

=====
Route 118
=====

Pokemon:

Trainers:

```
/-----\
|Aroma Lady Rose          ||Fisherman Wade      |
|Money Won: 640 P         ||Money Won: 680 P     |
|                          ||                          |
|Pokemon:                 ||Pokemon:              |
|Shroomish: Grass (Level 16) ||Carvanha: Water/Dark (Level 17) |
|Roselia: Grass/Poison (Level 16) ||                          |
|-----| |-----|
|Fisherman Barny         ||Bird Keeper Chester  |
|Money Won: 1040 P       ||Money Won: 832 P     |
|                          ||                          |
|Pokemon:                 ||Pokemon:              |
|Carvanha: Water/Dark (Level 16) ||Tailow: Normal/Flying (Level 26) |
|Carvanha: Water/Dark (Level 16) ||Swellow: Normal/Flying (Level 26) |
|-----| |-----|
|Guitarist Dalton        ||Bird Keeper Perry    |
|Money Won: 480 P        ||Money Won: 864 P     |
|                          ||                          |
|Pokemon:                 ||Pokemon:              |
|Magnemite: Steel/Electric (Level 15) ||Wingull: Flying/Water (Level 27) |
|Whismur: Normal (Level 15) ||                          |
|Magnemite: Steel/Electric (Level 15) ||                          |
|-----| |-----|
|Team Battle Gabby and Ty |
|Money Won: 2592 P       |
|                          |
|Pokemon:                 |
|Magnemite: Steel/Electric (Level 27) |
|Loudred: Normal (Level 27) |
\-----/
```

D10:

=====
Route 119
=====

Quite a few trainers on this route and some new pokemon. Your goal on this route is to rid the weather institute of team aqua/magma, defeat your rival for the third time, and reach Fortree City. Before you can even reach your rival, you must do the Weather institute mission, so let's tackle that first.

First, all the tough grass prevents you from riding your bike so you'll have to walk. Trainers like to hide in this grass. Head north, out of the grass, and keep going north and you'll come to a rocky area. Cross the bridge west here and go north, through the grass. Follow the path, heading

through all the tall grass and trainers. You'll eventually come to a huge building where Team Magma/Aqua are.

Enter this building to begin a new mission.

D11:

=====
Weather Institute
=====

At the start, head north and then go west, where you'll find a PC and a bed. You can rest in this bed to heal yourself, and withdraw Pokemon from the PC. When you're ready, go east and fight the Team Magma/Aqua member. When you've defeated both, go up the stairs and fight all the trainers in the room there.

You should find a girl blocking the door. Defeat her (she is relatively simple) and then Team Magma/Aqua will retreat. You'll receive the Pokemon Castform, who changes type depending on the weather. Now exit the building and you'll find that the bridge is now available for crossing.

=====
Route 119
=====

Cross the bridge and go north to find your rival.

```
/-----\
|Boss: Rival                      Money Won: 1200 P      |
|-----|
|Pokemon:                          |
|If you choose Treeko:             |
|                                   |
|Wailmer: Water (Level 29)         |
|Shroomish: Grass (Level 29)       |
|Blaziken: Fire/Fighting (Level 31)|
|-----|
|If you choose Torchic:           |
|                                   |
|Shroomish: Grass (Level 29)       |
|Numel: Fire/Ground (Level 29)     |
|Marshtop: Water/Ground (Level 31) |
|-----|
|If you choose Mudkip             |
|                                   |
|                                   |
|Wailmer: Water (Level 29)         |
|Numel: Fire/Ground (Level 29)     |
|Sceptike: Grass (Level 20)        |
|-----|
|Brendan/May haven't exactly caught anything new, but their Pokemon are |
|a lot tougher. You have a SERIOUS disatvantage if you are using fire type|
|Pokemon, since it's raining in this area and that halves fire moves. If  |
|are using Marshtop (assuming he's your starter), you have an actual      |
|advantage, because the rainy weather will really help you. If you chose  |
|Torchic and are using Blaziken, I really hope you have some powerful    |
|fighting moves, since fire moves are really useless here, even against   |
|Shroomish. If you are using Sceptike, then you don't really have an     |
|advantage/disatvantage either way. Instead, Brendan/May have a         |
```

```

|disadvantage when s/he brings out Blaziken, since he's fire type. |
|All your Pokemon should be at least level 35+, and if you're one of those|
|fools who only raises their starter Pokemon, it should be at least level |
|45, which should be powerful enough to take any of your rival's Pokemon. |
|
|I suggest bringing out an electric type with the Thunderbolt you go from |
|Watson to use against Wailmer. You should deal with Shroomish with a |
|powerfully fighting move, or if your fire moves are powerful enough to |
|take Shroomish out in a single hit, use that too (remember it's raining!)|
|You should also use a water move to take out Numel, since it's of the |
|water type Pokemon. |
\-----/

```

You'll get HM02, which is Fly (YAY!) After Brendan/May leaves, follow the path to reach Fortree City.

D12:

```

=====
                          FORTREE CITY
=====

```

Fortree City is built on pretty much only trees. Climb the ladder and enter the treehouses to find shops selling furniture for your secret bases. In the northern bath of treehouses, enter the center house. Talk to the lady and guess, "Right, right, left" to get TM10, Hidden Power. If you go into the house left of that one, you can trade a Pikachu for a Skitty. Here's the prices for the shops...

Poke Mart

```

/-----\
|Items      | Money |
|-----|-----|
|Great Ball | 600   |
|-----|-----|
|Ultra Ball | 1200  |
|-----|-----|
|Super Potion | 700  |
|-----|-----|
|Hyper Potion | 1200 |
|-----|-----|
|Antidote    | 100  |
|-----|-----|
|Parlyz Heal | 200  |
|-----|-----|
|Awakening   | 250  |
|-----|-----|
|Revive      | 1500 |
|-----|-----|
|Super Repel | 500  |
|-----|-----|
|Wood Mail   | 50   |
\-----/

```

Secret Base Shop: Left Counter

```

/-----\
|Items      | Money |
|-----|-----|
|Small Desk  | 3000  |
|-----|-----|
|Pokemon Desk | 3000  |
|-----|-----|
|Heavy Desk  | 6000  |
|-----|-----|
|Ragged Desk | 6000  |
|-----|-----|
|Comfort Desk | 6000  |
|-----|-----|
|Brick Desk  | 9000  |
|-----|-----|
|Camp Desk   | 9000  |
|-----|-----|
|Hard Desk   | 9000  |
\-----/

```

Secret Base Shop: Right Counter

```

/-----\
|Items      | Money |
|-----|-----|
|Small Chair | 2000  |
|-----|-----|
|Pokemon Chair | 2000 |

```

Heavy Chair	2000
Ragged Chair	2000
Comfort Chair	2000
Brick Chair	2000
Camp Chair	2000
Hard Chair	2000

You can't enter the gym just yet, so proceed east out of the city and onto Route 120.

D13:

Route 120

This is another route with long, long grass. At the start, defeat the trainer and you should notice some bushes above you. Cut them all and you'll end up at a seemingly dead end. But wait, if you use the Itemfinder, it tells you a hidden item is nearby. Assuming you're at the dead end, go one step back and turn around so you're facing the dead end. Press A to get a Rare Candy. Now go south, through the tall grass. Cross the bridge to find Steven. Talk to him and he'll ask if you're Pokemon are ready for battle. Say "yes" if they are, otherwise say "no", prepare them for battle, and then talk to Steven again. Say "yes" and a Kecleon will attack. Defeat it or capture it (I suggest you capture, since it's a pretty good Pokemon) and then Steven will give you the Devon Scope.

Head back near the first trainer and go into the tall grass. Try to climb down the steps to reach the Poke Ball and you'll find that you can't, since something is blocking your way. Use the Devon Scope and another Kecleon will attack you. If you didn't capture the last one, capture this one. It IS a good Pokemon to have with you at all times. Once the Kecleon is gone, take the Nest Ball and return to Fortree City. Head to the gym and use the Devon Scope on the invisible Pokemon. Once it flees, enter Fortree City Gym.

D14:

FORTREE CITY GYM

This gym has rotating door puzzles. At the start, head right and go through the door. Continue east, defeat the trainer, and go through the next door. Defeat the trainer then head north and west, then push the door south so you can continue. Push the long door north, then head to the top of the door on your right and push it south. Get out of this little area by pushing the long door south again, then head to the other door and push through it to be able to get through. Defeat the trainer here and continue. For this next puzzle, push the only door you can push east. Now push the next door east and defeat the trainer. Now push the door you just went through south again. Now head west and push the L door south. Go around and push through all the doors here to reveal the path to the gym leader.

```

|-----|
|Pokemon:|
|Swellow: Flying (Level 31)|
|Skarmony: Flying/Steel (Level 32)|
|Pelipper: Flying/Water (Level 30)|
|Altaria: Flying/Dragon (Level 33)|
|Recomended Types: Electric|
|
|Reward(s):|
|TM 40 (Aerial Ace)|
|Feather Badge|
|You can now use Fly outside of battle|
|All Pokemon up to level 70 will obey you|
|
|Winona uses only bird Pokemon, bug electric Pokemon have a huge advantage |
|over them, so if you have high level eletric Pokemon, you can easily win. |
|The first Pokemon, Swellow, can be taken out in one hit if you have a move |
|like Thunderbolt. Remember, you got Thunderbolt after you completed the |
|New Mauville mission, so if you taught it to one of your electric Pokemon |
|it should be out first. If you don't have an eletric Pokemon, make sure |
|you just don't bring out a type like grass, where flying moves a super |
|effective. Skarmony is also a steel type, so using a fire-type Pokemon |
|against it works well. Just remember that flying moves are super effective|
|against fighting, so try to take out Skarmony in a single hit. For Pelippe|
|you REALLY don't want a fire-type out, since water moves can severely |
|damage them. Finally, Altaria is also a dragon, so electric moves will |
|not be super effective against them. Beware of Dragon Dance, where |
|Altaria's speed and attack will rise. Try to stick with normal type moves |
|for Altaira, since they cause some good damage. If you have a Blaziken, it|
|should know Slash, which is a great move to use. |
|-----/

```

Heal at a Pokemon Center, then return to Route 120.

```

=====
                        Route 120
=====

```

Head east all the way, then south past the grass, then across the bridge where you met Steven before. It'll start raining again. That means every battle you have will have Rain Dance. Defeat the trainer you first spot here when you cross the bridge. Head south and east, fighting all the trainers along the way. When you get to all the grass, head through it if you wish or make your way around it using the areas cut down for you. When you get out of the grass, drop down the hedges and cross the bridge. It'll stop raining. Continue down the path, fighting trainers and collecting items. Head south and east to Route 121.

D15:

```

=====
                        Route 121
=====

```

Here, head east and fight the trainers as you go along. You should then see some Team Magma/Aqua memebbers head south. Ignore them and cut the tree, then enter the building to be in the Safari Zone. I'm not going to cover that now, since it's not part of the main quest, so go in if you want and catch some rare Pokemon. Now head south and fight the duel trainers. Continue south and right, and make your way through the gates, fighting trainers if

you wish. Keep going east until you exit the gate area. You'll then enter Lilycove City.

D16:

=====

LILYCOVE CITY

=====

Lilycove City is small, except for the huge department store it has. At the starts, head east and heal your Pokemon at the Pokemon Center. Continue east and you should find the Pokemon Trainer Fan Club. Talk to the people in there if you wish, and then go south. The Lilycove City Motel is here, but there are no guests due to the Team Magma/Aqua occupants. Now exit and head west to find the Pokemon Contest Master Rank center. Going west even more will show you a small house. You can get info on Poke Blocks there, but if you don't want to, head south. The Shipyard is here, and later in the game the S.S. Tidal will become available for use. Now head back near the Contest Center and go south, then east for a long time.

You should find a Max Repel. Now head all the way north and climb up the stairs. You'll find Brendan/May blocking the Department Store. This guy/girl should be incredibly easy if you've been raising your Pokemon like I know you've been. My rival never touched my Pokemon (seriously) and they all took one-hit KOs. Your lead Pokemon should be at least level 45 while your others should all be high levels. Mainly stick with a good grass Pokemon with some powerful normal types and then some fighting moves and the battle should be over in no time. Yeah, that was easy, wasn't it? Anyway, your rival will fly away and let you enter the Pokemon Department Store. There are a lot of different items for sale here, so I'll list 'em all.

Floor two: Left Man

Items		Money	
Poke Ball		200	
Great Ball		600	
Ultra Ball		1200	
Escape Rope		550	
Full Heal		600	
Antidote		100	
Parlyz Heal		200	
Burn Heal		250	
Ice Heal		250	
Awakening		250	
Fluffy Tail		1000	

Floor two: Right Man

Items | Money |

Potion	300
Super Potion	700
Hyper Potion	1200
Max Potion	2500
Revive	1500
Repel	350
Super Repel	500
Max Repel	700
Wave Mail	50
Mech Mail	50

Floor three: Left Woman

Items	Money
Protien	9800
Calcium	9800
Iron	9800
Zinc	9800
Carbos	9800
HP Up	9800

Floor three: Right Woman

Items	Money
X Speed	350
X Special	350
X Attack	500
X Defend	550
Dire Hit	650
Guard Spec.	700
X Accuracy	950

Floor four: Left Man

Items	Money
TM 38	5500
TM 25	5500
TM 14	5500
TM 15	7500

Floor four: Right Man

Items	Money
TM 17	3000
TM 20	3000
TM 33	3000
TM 16	3000

Floor five: Left Woman, Upper Counter

Items	Money
Pichu Doll	3000
Pikachu Doll	3000
Marill Doll	3000
Jigglypuff Doll	3000
Duskull Doll	3000
Wynaut Doll	3000
Baltoy Doll	3000
Kecleon Doll	3000
Azurill Doll	3000
Skitty Doll	3000
Swablu Doll	3000
Gulpin Doll	3000

Floor five: Right Woman, Upper Counter

Items	Money
Pika Cushion	2000
Round Cushion	2000

Zigzag Cushion | 2000 |

Spin Cushion | 2000 |

Daimond Cushion| 2000 |

Ball Cushion | 2000 |

Grass Cushion | 2000 |

Fire Cushion | 2000 |

Water Cushion | 2000 |

Floor five: Left Woman, Lower Counter

Items | Money |

Ball Poster | 1000 |

Green Poster | 1000 |

Red Poster | 1000 |

Blue Poster | 1000 |

Cute Poster | 1000 |

Pika Poster | 1500 |

Long Poster | 1500 |

Sea Poster | 1500 |

Sky Poster | 1500 |

Floor five: Right Woman, Lower Counter

Items | Money |

Surf Mat | 4000 |

Thunder Mat | 4000 |

Fire Blast Mat | 4000 |

Powder Snow Mat| 4000 |

Attract Mat | 4000 |

Fissure Mat | 4000 |

Spikes Mat | 4000 |

Glitter Mat | 2000 |

Jump Mat | 2000 |

Spin Mat | 2000 |

Rooftop: Vending Machines

Items | Money |

Fresh Water | 200 |

Soda Pop | 300 |

Lemonade | 350 |

Rooftop: Clear-Out Sale

NOTE: The Clear-Out Sale only appears on special days

Items | Money |

Mud Ball | 200 |

Fence Length | 500 |

Fence Width | 500 |

Tire | 800 |

Breakable Door | 3000 |

Solid Board | 3000 |

Sand Ornament | 3000 |

Stand | 7000 |

Slide | 8000 |

TV | 3000 |

Round TV | 4000 |

Cute TV | 4000 |

Walimer Doll | 10000 |

Rhydon Doll | 10000 |

Whew, that was a lot of crap, wasn't it? Okay, once you're done shopping, head out of the store. Once out, you can go west to find the Pokemon Museum. Look around if you want, then head east. You'll find the Move Deleter's House, which can make Pokemon delete any move, even HM moves! Continue heading east and talk to the man to get a berry. Now drop off the ledges and then head south. Enter the house and talk to the fat man to get TM 44, Rest. You're done now, so head back out of the city. Backtrack to the area where you saw the Team Magma/Aqua members head. Surf down the water to enter the area near Mt. Pyre. Go around the rocks and land on the green strip of land. Head north to enter Mt. Pyre.

D17:

=====
Mt. Pyre
=====

Mt. Pyre is the cementary for Pokemon. At the start, head north to find an old woman. She'll give you a Cleanse Tag. That helps ward off wild Pokemon if one of your own Pokemon holds it. Now head west and go outside. Here, follow the path until you find a Poke Ball with TM 48, Skill Swap. Now follow the path until it turns misty. Keep going up until you enter a new area, with some Team Magma/Aqua grunts waiting for you. Fight three of them to find Maxie/Archie atop the area. Maxie will have the Blue Orb and Archie will have the Red Orb. Team Magma/Aqua will leave and the old couple will give you the remaining orb, the one that Team Magma/Aqua didn't take. You're done here now, so fly to Slateport.

=====
Slateport
=====

This is simply a real quick visit to Slateport. Heal your Pokemon, then head to the shipyard. Talk to Captain Stern to begin a cut-scene, then talk to Maxie/Archie in the shipyard to begin another cut-scene. Once that's all done, fly to Lilycove.

D18:

=====
Team's Secret Base
=====

At Lilycove, head to the beach and go all the way north onto the small strip of land. Surf out east and you should see a small cave entrance. Enter it to be in the Secret Base. Surf north to get on dry land. Here defeat the Grunt and go through the door. Step on the left teleporter and make your way through all the teleporters, making sure you fight all the Grunts to gain experience. Eventually you'll reach a submarine with an administrator. Defeat the administrator and the sub will take off. No big deal. Once you're done with talking, head to the teleporter you didn't take. You're back at the start. Head into the left teleporter, then head through and onto the teleporter below you. Maneuver through some more teleporters to find four Poke Balls.

One is a Nugget, two are Electrodes, and one is the MASTER BALL. Yes, it's here! So grab it and make sure to save it for the toughest Pokemon, as usual.

D19:

=====
Route 124
=====

Head back to Lilycove and you'll find the Pokemon blocking the sea before are gone, so you can surf east. Just surf east all the way until you reach Mossdeep City.

D20:

=====
MOSSDEEP CITY
=====

=====
 This is basically an island. This is also home to Steven, the dude that constantly stalks you on your travels :) First, head to the northwest house to find Steven. He'll give you HM 08, Dive, so you can teach it to your Pokemon. Now you can go exploring if you wish. There's a Poke Ball with a Net Ball here, as well as the Space Center. The house north of the Space Center has a man with a Super Rod that he'll give to you. Inside the Space Center is a man who'll give you a Sun Stone. Also, there's a house here with an old man and a locked door. If you have an E-Reader, you can scan the card that came with the game and battle a trainer through that door for fun. Once you're ready, heal your Pokemon and enter the gym.

Poke Mart

```

-----
Items          | Money |
-----
Ultra Ball     | 1200  |
-----
Net Ball       | 1000  |
-----
Dive Ball      | 1000  |
-----
Hyper Potion   | 1200  |
-----
Full Heal      | 600   |
-----
Revive         | 1500  |
-----
Max Repel      | 700   |
-----
X Attack       | 500   |
-----
X Defend       | 550   |
-----
  
```

D21:

=====
 MOSSDEEP CITY GYM
 =====

Damn, this is one of the most annoying puzzles I've ever encountered. It's a bunch of arrows and you have to activate switches to change the direction of the arrows. Eventually, you'll make a path leading to the gym leaders. After a few minutes of moving around and throwing switches, you'll create the path to the two gym leaders, Liz and Tate.

```

/-----\
|Liz and Tate                               Money Won: 8400 P |
|-----|
|
|Pokemon:                                   |
|Lunatone: Psychic/Rock (Level 42)         |
|Solrock: Psychic/Rock (Level 42)         |
|Recomended Types: Water                   |
|
|Reward(s):                                 |
|TM 04 (Calm Mind)                         |
|Mind Badge                                 |
|You can now use Dive outside of battle    |
|Raises Special Attack and Special Defense of Pokemon |
  
```

| This is the only two on two gym battle in the game, and having only two |
| Pokemon makes this one of the easier battles. Still, both Pokemon that you |
| use are going to need to be high levels if they want to have a chance at |
| defeating Lunatone and Solrock. Don't focus on both of them at the same |
| time; I usually like to take out Lunatone first, then Solrock. Beware of |
| the move Hypnosis, because having your Pokemon put to sleep during this |
| battle can really mess you up. It's nice to enter with a berry that heals |
| sleep attached to your Pokemon. Also, Psychic is one of the more powerful |
| Psychic moves, so make sure you have high Special Defense. Another reason |
| you'll want high Special Defense is because Solrock can use Flamethrower. |
| Powerful water-type moves work best here, since both Pokemon are type rock. |
| Make sure you have a few revives too, just in case your Pokemon faint. |

When you're done with the twins, head out and heal. Now go south from Mossdeep City and surf until you see a dark patch of water. Dive to enter the Seafloor.

D22:

=====

Seafloor Cavern

=====

You'll want to swim south then west/east (depending on where you dived) for a while here until you encounter a cave entrance. Enter it and surface to be in the Seafloor Cavern. Here, surf to dry land and then head into the next area. You'll have to use strength to maneuver boulders around here. Make your way through, fighting Magma/Aqua grunts. After you get past the first two boulders and fight the grunt, take the cave path first before going up the stairs. Make your way through the relatively easy boulder puzzle and then maneuver through the dark currents to the next room. Here, get through the boulders and fight the Administrator. Enter the final room to find a difficult boulder puzzle. Here's how to solve it:

Push the middle boulder up one, then the two next to it aside. Now push the first boulder to the left or right, and then push the boulder that was right on top of it up. You can now push the two boulders next to the one up, so do so, then push the boulder blocking the door to the side. You should be able to enter now. Go through the mist and grab TM 26 (Earthquake). Head south for a while to find maga/water and the legendary Pokemon. Maxie/Archie will appear and talk to you for a bit, then battle you.

/-----\

Maxie/Archie	Money Won: 8400 P	
--------------	-------------------	--

|-----|

| Pokemon:

| Mightyena: Dark (Level 41)

| Crobat: Bug/Flying (Level 41)

| Camerupt (Ruby only) Fire: (Level 43)

| Sharpedo (Sapphire only) Water: (Level 43)

| Recommended Types: Electric, Fighting, Water (Ruby only)

|

| The final battle between the Magma/Aqua leader has arrived, and it |
| actually isn't that tough if you've been raising your Pokemon correctly. |
| Sapphire owners have an advantage, since they only need electric types to |
| take down the two tough Pokemon, Crobat and Sharpedo. However, you need to |
| bring a water type with you if you're playing Ruby, since Camerupt is |
| weak against water. Mightyena's Intimidate can cut your Pokemon's attack, |
| so you'll want to make sure you have powerful Pokemon so it doesn't effect |

|you as much. You simply need to use some fighting moves (I used Double
|Kick) to defeat it. Crobat has tough defense, as well as good flying moves|
|to use, so make sure you have strong attacks to defeat it. Make sure to |
|use good water moves against Camerupt, and you simply have to use your |
|electric Pokemon to defeat Sharpedo. |
|-----/

Archie will awaken Groudon/Kyroge using the Blue/Red Orb. Groudon/Kyroge will go on a mad rage and disappear. When you emerge outside, you'll find that Sunny Day/Rain Dance has been activated and won't stop. After Maxie/Archie realizes what they have done, the good Team (Archie/Maxie) will show up and tell you to leave the matter alone for now. Steven will then show up and tell you to go to Sootopolis City. Now, fly to Mossdeep City.

=====
Underwater
=====

In Mossdeep, Surf south for a while, then go west. Swim around (go north a bit if needed) until you notice some white rocks surrounded by dark water. Dive under then go south and into the cave entrance. Here, surface to be in Sootopolis City.

D23:

=====
Cave of Origin
=====

First, head straight up to find yourself at the gym. You can't enter now, so go west and then north to enter the Poke Mart. Buy fifty Ultra Balls (yes, fifty) and then exit. Go north here and follow the path and you'll spot Steven and another man, who will introduce himself as Wallace, Sootopolis's Gym Leader. After some talking, they'll tell you to go into the Cave of Origin. Enter and then head straight. You'll find yourself in a darkened room, so use Flash to lighten it up. Make your way around the cave and grab the Poke Ball when you see it to get HM 07, Waterfall. Now when you get to the room with the legendary Pokemon, SAVE YOUR DAMN GAME! Then approach it and stand in front and it'll slowly approach you. You now enter battle!

This isn't really a boss (it's a freakin Pokemon), so I'm not going to list it in boss format. However, I will tell you a strategy for CAPTURING it. Please note that the strategy I tell you is, "Use your Master Ball." You need that for later.

BATTLE WITH: GROUDON (Level 45)	BATTLE WITH: KYROGUE (Level 45)
Earthquake	Hydro Pump
Fire Blast	Ice Beam
Slash	Body Slam
Bulk Up	Calm Mind

Right off the bat, use any type of paralyzing move. Thunder Wave works best, since it's only reason for being there is to paralyze. Once the Pokemon is paralyzed, you'll have an easier time capturing it. Now you'll want to bring a water Pokemon for Groudon and an electric Pokemon for Kyroge. Make sure that none of them are too high of levels to do one-hit KOs. You might even want to go with a move that is not that effective

against the two Pokemon when they get very weak, so that they will take less damage. It's very good if you use a fire-type move when fighting Kyrogue, since it's not effective AND Drizzle halves fire. Just make sure you don't burn it, or you'll have a limited time to capture. Once the Pokemon is paralyzed and is down to VERY low HP, start throwing Ultra Balls like mad.

DON'T save if you kill him. Instead, RESET and try again. Keep doing this until Groudon/Kyrogue is finally caught! Your Pokemon battles just got a lot easier...

D24:

=====

SOOTPOLIS CITY

=====

Now that everything is calm and back to normal, you can explore Sootpolis City for real. Follow the path out until you can head south or north. Take the north path and enter the house to get TM 31, Brick Break. Now head south, past the Mart, and surf east past the gym to get to the other side of Sootpolis. Heal at the Pokemon Center then walk around, entering all the houses. By the time you've entered all the houses, you'll have a Wailmer Doll, and have learned some neat information. There's also two guys that want you to bring them specific Pokemon. If the Pokemon is big, you can get nice rewards. When you're ready, head to the Sootpolis Gym. Talk to Steven and he'll thank you, then fly away. Now you can enter the gym.

Finally! You're about to get the final gym badge!

D25:

=====

SOOTPOLIS CITY GYM

=====

The puzzles in this gym require you to walk over all panels on a floor, but you can't step on the same one twice or you'll fall to a floor below with many trainers. To get through the first puzzle, use this guide:

Up, right, up, left, left, up, right.

You'll then have to go through a second, harder puzzle. To get through this one do this:

Up, left, left, left, up, up, right, right, down, right, right, right, down, right, up, up, left, left, left.

On the third puzzle, you'll want to purposely drop down to the floor and fight EVERY trainer there. Use this opportunity to train your new legendary Pokemon, as well as help out some of your older Pokemon. There are eight trainers, which means plenty of experience.

Okay, once you reach the third puzzle after fighting all trainers, you should notice how difficult it is. Here's the solution:

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.

You'll then reach Wallace!

```

/-----\
|Wallace                               Money Won: 4300 P|
|-----|
|Pokemon:                               |
|Luvdisc: Water (Level 40)              |
|Wiscash: Water, Rock (Level 42)        |
|Sealo: Water (Level 40)                 |
|Seaking: Water (Level 42)               |
|Milotic: Water (Level 43)               |
|Recommended types: Electric, Grass     |
|                                         |
|Reward(s):                              |
|TM 03 (Water Pulse)                    |
|Rain Badge                              |
|You can now use Waterfall outside of battle|
|All Pokemon up to level 100 will obey you|
|                                         |
|If you have Groudon, then don't fret about not being able to use him here. |
|You'll first want to bring him out so you can use Sunny Day, which will |
|half all water attacks here. If he knows Solarbeam, then all the Pokemon |
|are dead due to Solarbeam's power and it having to not charge up any |
|longer. Even if you don't know Solarbeam, still bring him out for one turn|
|to activate Sunny Day. If you have Kyrogue, then you'll want to have |
|taught him an electric move, like Thunderbolt. If Kyrogue has an electric |
|move, then first start off by doing three Calm Minds, then simply use |
|your electric move on each Pokemon. You should really just keep |
|Groudon/Kyrogue in for the whole battle to raise their experience levels, |
|but having a powerful electric type will work well too. |
\-----/

```

You're now ready to take the Pokemon League Challenge! Yes! First, make sure you have Pokemon that know the following HMs: Surf, Strength, Flash, Rock Smash, Waterfall, and Dive. If not, then you won't be able to reach the Pokemon League. Now head out to the open sea again and surf east for a LOOOOOOONG time. Eventually, you'll enter Ever Grande City. There's a huge waterfall here, so use the move Waterfall to climb up it. Head forward to get onto land again. Heal at the Pokemon Center, then exit and climb the stairs to enter Victory Road.

D26:

```

=====
                        Victory Road
=====

```

There's a ****load of exploring to be done here, lots of trainers, and a hell of alotta items for you to find. Fight EVERY trainer you see here, since they all have Pokemon that can give you massive amounts of experience points. When you get to the second floor, you'll have to use Flash. Push the boulder blocking your path to the side, or you won't be able to continue. You're going to have to push around lots of boulders on this floor, as well as do Rock Smash on a few things. You'll eventually run into water that you have to surf around it. Look for waterfalls in these areas, since they can lead to different paths. When you don't need to use Flash anymore, save and continue. Wally will appear and speak to your character.

After a bit of talk, you'll engage in a battle!

```

/-----\
|Wally                                  |
|-----|

```


|
|Pokemon:
|Altaria: Dragon (Level 44)
|Magneton: Electric/Steel (Level 41)
|Roselia: Grass (Level 44)
|Delcatty: Normal (Level 43)
|Gardevoir: Psychic (Level 45)
|Recommended types: Ice, Fire
|

|Remember little Wally from the beginning of the game, where he caught a
|nice little Ralts? Holy crap, he's definitely improved, and he has a wide
|range of Pokemon. Make your starter Pokemon know Ice Beam or Blizzard (so
|you're all cool if you have Kyogre) and hit Altaria with it right off the
|bat. Good, now you don't have to worry about it anymore. You should then
|bring out a fire type to deal with Magneton, since fire is super-effective
|against steel types. Simply stick with that one fire type when Wally
|brings out Roselia, and you can take it out in a single hit. If you wish,
|you can also use an ice move to wipe out Roselia. Watch out for it's Giga
|Drain move, which can easily sap HP of a grass type. Gardevoir is a little
|tough, since mainly bug types are only super-effective against them, but
|then again, bug-types do so little damage. I suggest just sticking to the
|Pokemon you brought along and using their most powerful moves without
|getting hit that much. Beware of Delcatty, who likes to use Sing to put
|your Pokemon to sleep. Try to take her out right when she appears, again
|using your most powerful moves.
|

\-----/

Once you beat Wally, exit Victory Road and follow the path to the Pokemon
League.

D27:

=====
POKEMON LEAGUE CHAMPIONSHIP
=====

BEFORE YOU ENTER.....

Check to see if all your Pokemon who are going to be in the League are at
least level 40 and up. If not, then you should go back and train them some
more. And then here's the recommended types for the whole Elite Four...

(in order from most needed to least needed)

Ice
Fire
Psychic
Electric
Water
Fighting
Ground

Yeah, that's seven types, but some of your Pokemon should be able to learn
moves that have both of those types in them.

Well, you're finally here. First, head to the Pokemon Center section and
heal all your Pokemon. Then go to the Poke Mart and buy the following: ten
Full Heals, fifteen Hyper Potions, and fifteen Revives. Then give all of
your Pokemon berries that would help them. I don't know what Pokemon you
have, or its moves, so you're going to have to decide what berries to give
it. When you've done all that, save and walk up to the two men. They will
check to see if you have all eight badges, and then allow you to enter. Do
so to be in the first room of the Pokemon League!

```
/-----\  
|Sydney (Elite Four I) |  
| | |  
|Pokemon: |  
|Mightyena: Dark (Level 46) |  
|Shrifty: Grass (Level 48) |  
|Cacturne: Grass (Level 48) |  
|Sharpedo: Water (Level 48) |  
|Absol: Dark (Level 49) |  
|Recommended types: Fire, Electric |  
| | |  
|For the past two Pokemon sets, the first of the Elite Four has always been |  
|easy, and of course this one is easy too. You should have a good fire-type |  
|prepared by now, and you should've gone through the whole game battling |  
|with an electric type. For the two Dark Pokemon, I really don't have any |  
|super strategies, except for use your most powerful attacks against them. |  
|Absol knows Swords Dance, which sharply raises his attack, so you'll want |  
|to quickly get rid of him so he doesn't go all out on you using Slash. |  
|You'll want to eliminate Cacturn IMMEDIATELY, because he knows Leech Seed, |  
|and that lasts the whole battle or until you switch Pokemon. Sydney seems |  
|to like Swagger a lot, since Mightyena, Shrifty, and Sharpedo all have it. |  
|You'll only want to use your electric Pokemon for Sharpedo, unless you |  
|have electric moves that can easily hurt dark Pokemon. |  
\-----/
```

```
/-----\  
|Phoebe (Elite Four II) |  
| | |  
|Pokemon: |  
|Dusclops: Ghost (Level 48) |  
|Banette: Ghost (Level 49) |  
|Banette: Ghost (Level 49) |  
|Sableye: Ghost (Level 50) |  
|Dusclops: Ghost (Level 51) |  
|Recommended types: Psychic. Lots of Psychic. |  
| | |  
|Well, Jason and I haven't really been telling you to constantly use a |  
|Psychic Pokemon throughout the FAQ, but this is the one time where you |  
|need one the most. Ghosts are seriously damaged by Psychic types, and |  
|you'll have an EXTREMELY easy time with this battle if you use one. If you |  
|don't have a Psychic Pokemon, then don't worry. You can still beat Phoebe, |  
|but it will be a bit tougher. You'll need to use your Fire Pokemon for |  
|this, but if your Fire Pokemon has moves that are limited in PP, then |  
|you'll want to use a Pokemon that's an Electric or Water type. Don't use |  
|your Ice Pokemon, since you'll be using the Ice moves a lot during the |  
|final Elite Four battle. Okay, there are two major moves that are concerns |  
|here: Confuse Ray and Toxic. Both Dusclops' have Confuse Ray, and Banette |  
|has Toxic. When those Pokemon are brought out, you'll want to make sure to |  
|get them off the screen as quickly as possible. Sableye also knows |  
|Attract, and she's a female which means that pretty much all of your |  
|Pokemon are going to be attracted to her. I don't think the legendary |  
|Pokemon have genders, so you should bring whichever one of them you have |  
|out when Sableye is brought out. |  
\-----/
```

```
/-----\  
|Glacia (Elite Four III) |  
| | |  
|Pokemon: |
```

|Glalie: Ice (Level 50) |
|Sealio: Water (Level 50) |
|Sealio: Water (Level 52) |
|Glalie: Ice (Level 52) |
|Walrein: Water (Level 53) |
|Recommended types: Fire, Electric |
|

|You should definitely have some good, high level Fire and Electric Pokemon |
|by now, so this battle should be a freaking piece of cake. Glacia will |
|start out with the level fifty Glalie, which you can wipe out easily using |
|a fire move. Switch to your Electric Pokemon next, because she'll bring |
|out both her Sealios. The Sealios will probaby use Hail if your electric |
|move doesn't wipe them out in one hit, but Hail isn't that big of a deal. |
|Once they're both gone, another Glalie will be brought out again. Another |
|blast from a Fire-type should easily finish it off. Now Walrein is the |
|best Pokemon Glacia has, and it knows two very dangerous moves: Blizzard |
|and Sheer Cold. Blizzard has a big chance of freezing you, while causing |
|massive damage. And then Sheer Cold is a one-hit KO move. That means that |
|it doesn't have great accuracy, but it still will eventually hit, so |
you'll want to make sure to take out Walrein in as few hits as possible.

/-----\
|Drake (Elite Four IV) |
| |
|Pokemon: |
|Shellgon: Dragon (Level 53) |
|Flygon: Dragon (Level 53) |
|Flygon: Dragon (Level 53) |
|Altaria: Dragon (Level 54) |
|Salamence: Dragon (Level 55) |
|Recommended types: Real big ****load of Ice |
|

|If you don't have Ice Pokemon, you're in MAJOR trouble. Dragons, being the |
|best type of Pokemon there is, are very resistant to almost anything else |
|except for ice. If you are playing Sapphire, then Kyogure came with Ice |
|Beam, which is perfect for this battle (just make sure you've raised him |
|to at least level fifty). If you don't, then any other Ice Pokemon who is |
|at least level fifty can easily defeat ALL of these guys in one hit. |
|You seriously don't even have to worry about anybody being hit once. |
|However, some of the Dragons have great speed, so they'll be able to move |
|faster than you. The Flygons will cast Sandstorm, but that, like Hail, |
|shouldn't be that big of a deal. Dragonbreath is a powerful technique, but |
|it isn't so powerful that it'll one-hit KO you. Again, bringing along an |
|Ice Pokemon guarantees a win for this battle, so you have nothing to worry |
about.

Now check to see if all of your Pokemon are at full health, and continue
forward up the MASSIVE staricase. When you get to the top you'll find the
Champion who is...

/-----\
|Steven |
| |
|Pokemon: |
|Skarmony: Steel (Level 57) |
|Armaldo: Rock (Level 56) |
|Metagross: Psychic (Level 58) |
|Cradily: Grass (Level 56) |

```

|Claydol: Ground (?) (Level 55)
|Aggron: Ground (Level 56)
|Recommended types: Fire, Ice, Fighting, Ground
|
|Well, here's the final showdown, and c'mon, you knew it was going to be
|Steven didn't you? He played sorta the same role that Lance did in
|Gold/Silver, which shoulda tipped you off. Anyway, this can be a tough
|battle, since Steven uses five different types of Pokemon. That means your
|going to have to have a wide variety of Pokemon types also, if you hope to
|prevail. Skarmony knows Toxic, but a single blast from a Fire-type should
|take him out in a single hit, so you shouldn't have to worry about getting
|poisoned. Armaldo knows Water Pulese, but Earthquake can do wonders
|agianst him. Metagross is Steven's toughest Pokemon, and it knows some
|REALLY powerful moves: Psychic, Meteor Mash, Earthquake, and Hyper Beam.
|Fortunately, it is damaged easily by Ground moves, like Earthquake.
|You'll want to use your fighting moves on the ground Pokemon. If you have
|Blaziken, you can teach it Flamethrower, Earthquake, and Sky Uppercut,
|which are fire, ground, and fighting moves. That makes the battle a lot
|easier if some of your Pokemon have two of the recommended types in them.
|Just remember to heal when necessary, and never let your Pokemon get too
|far down in the red zone, and you should win this battle after a long
|period of exchanging blows.
|
\-----/

```

After you beat Steven, you'll be inducted into the Hall of Fame. Sit back and enjoy the credits. Congrats! You just beat the game!

OE1:

```

/-----\
|
|                                POKEMON INFO                                |
|
\-----/

```

=====
#1 Treeko/ #2 Grovyle/ #3 Sceptike

Type: Grass

Evolution Line:

Treeko (Lv 0) > Grovyle (Lv 16) > Sceptile(Lv 36)

Ability: Overgrow

Moveset:

Move:	#1	#2	#3
Pound	-	-	-
Leer	-	-	-
Absorb	6	-	-
Quick Attack	11	-	-
Fury Cutter	-	16	16
Screech	21	23	23
Mega Drain	26	X	X
Leaf Blade	X	29	29
Agility	31	35	35
Slam	36	41	43
Detect	41	47	51
Giga Drain	46	X	X

TM's/HM's for Treeko

```

TM's
/-----\
|XX|02|03|04|05|XX|07|08|XX|XX|
|-----|
|XX|12|13|14|15|16|XX|18|XX|XX|
|-----|
|XX|XX|XX|24|25|26|XX|XX|29|30|
|-----|
|XX|XX|33|34|35|36|37|38|XX|XX|
|-----|
|41|XX|XX|XX|XX|46|47|48|49|50|
\-----/
    
```

TM's/HM's for Grovyle

```

TM's
/-----\
|XX|02|03|04|05|XX|07|08|XX|XX|
|-----|
|XX|12|13|14|15|16|XX|18|XX|XX|
|-----|
|XX|XX|XX|24|25|26|XX|XX|29|30|
|-----|
|XX|XX|33|34|35|36|37|38|XX|XX|
|-----|
|41|XX|XX|XX|XX|46|47|48|49|50|
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TM's/HM's for Sceptile

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TM's
/-----\
|XX|XX|03|04|XX|XX|07|08|XX|XX|
|-----|
|XX|12|13|14|XX|16|XX|18|XX|XX|
|-----|
|XX|XX|XX|24|25|XX|XX|XX|29|30|
|-----|
|XX|XX|33|34|35|36|37|38|XX|XX|
|-----|
|41|XX|XX|XX|XX|46|47|48|49|50|
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HM's for all 3
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|XX|02|03|XX|XX|XX|07|
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#4 Torchic/ #5 Combusken/ #6 Blaziken

Type: #4: Fire #5-6: Fire/Fighting

Evolution Line:

Torchic (Lv 0) > Combusken (Lv 16) > Blaziken(Lv 36)

Ability: Blaze

Moveset:

Move:	#4	#5	#6
Fire Punch	X	X	-
Scratch	-	-	-
Growl	-	-	-
Focus Energy	7	7	7
Ember	10	13	13
Double Kick	X	16	16
Peck	16	17	17
Sand-Attack	19	21	21
Fire Spin	25	X	X
Bulk Up	X	28	28
Quick Attack	28	32	32
Blaze Kick	X	X	36
Slash	34	39	42
Mirror Move	37	43	49

Flamethrower	43	X	X
Sky Uppercut	X	50	59

TM's/HM's for Treeko

TM's

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/-----\
|01|02|03|04|05|XX|07|08|09|XX|
|-----|
|XX|12|13|14|15|16|XX|18|19|20|
|-----|
|XX|22|23|24|25|26|XX|XX|29|30|
|-----|
|31|XX|33|34|XX|36|37|XX|XX|XX|
|-----|
|41|XX|XX|XX|XX|46|47|48|49|XX|
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TM's/HM's for Combusken

TM's

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/-----\
|XX|02|03|04|05|XX|07|XX|09|XX|
|-----|
|XX|12|13|14|15|16|XX|18|19|20|
|-----|
|XX|22|23|24|25|26|XX|XX|29|30|
|-----|
|XX|XX|33|34|XX|36|37|XX|XX|XX|
|-----|
|41|XX|XX|XX|XX|46|47|48|49|XX|
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TM's/HM's for Blaziken

TM's

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/-----\
|XX|02|03|04|XX|XX|07|XX|09|XX|
|-----|
|XX|12|13|14|XX|16|XX|18|19|20|
|-----|
|XX|22|23|24|25|XX|XX|XX|29|30|
|-----|
|XX|XX|33|34|XX|36|37|XX|XX|XX|
|-----|
|41|XX|XX|XX|XX|46|47|48|49|XX|
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HM's

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|XX|02|03|XX|XX|XX|07|
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#7 Mudkip/ #8 Marshtomp/ #9 Swampert

Type: #7: Water #8-9: Water/Ground

Evolution Line:

Mudkip (Lv 0)
 Marshtomp (Lv 16)
 Swampert (Lv 36)

Ability: Torrent

Moveset:

Move:	#7	#8	#9
Tackle	-	-	-
Growl	-	-	-
Mud-Slap	6	-	-
Water Gun	10	10	10
Bide	15	15	15
Mud Shot	X	16	16
Foresight	19	20	20
Mud Sport	24	25	25
Take Down	28	31	31
Whirlpool	33	X	X
Muddy Water	X	37	39

Protect	37	42	46
Hydro Pump	42	X	X
Earthquake	X	46	52
Endeavor	46	53	61

 #10 Poochyena/ #11 Mightyena

Type: Dark

Evolution Line:
 Poochyena (Lv 0)
 Mightyena (Lv 18)

Ability: #10-Run Away #11-Intimidate

Moveset:

Move:	#10	#11
Tackle	-	-
Howl	-	-
Sand-Attack	5	-
Bite	13	-
Odor Sleuth	17	17
Roar	21	22
Swagger	25	27
Scary Face	29	32
Taunt	37	42
Crunch	41	47
Thief	45	52

 #12 Zigzagoon/ #13 Linoone

Type: Normal

Evolution Line:
 Zigzagoon (Lv 0)
 Linoone (Lv 20)

Ability: Pickup

Moveset:

Move:	#12	#13
Tackle	-	-
Growl	-	-
Tail Whip	5	-
Headbutt	9	9
Sand-Attack	13	13
Odor Sleuth	17	17
Mud Sport	21	23
Pin Missile	25	X
Fury Swipes	X	29
Covet	29	35
Flail	33	-

Slash - 41
Rest 37 47
Belly Drum 41 53

#14 Wurple/#15 Silcoon/#16 Beautifly

Type: #14-15: Bug #16: Bug/Flying

Evolution Line:

Wurple (Lv 0)

Silcoon (Lv 7)

Beautifly (Lv 10, Random)

Ability: #14-Shield Dust,
#15-Shed Skin, #16-Swarm

Moveset:

Move:	#14	#15	#16
Tackle	-	-	-
String Shot	-	-	-
Poison Sting	5	X	5
Harden	X	7	7
Absorb	X	X	10
Gust	X	X	13
Stun Spore	X	X	17
Morning Sun	X	X	20
Mega Drain	X	X	24
Whirlwind	X	X	27
Attract	X	X	31
Silver Wind	X	X	34
Giga Drain	X	X	38

#19 Lotad/#20 Lombre/ #21 Ludicolo

Type: Grass/Water

Evolution Line:

Lotad (Lv 0)

Lombre (Lv 14)

Ludicolo (Water Stone)

Ability: Swift Swim or Rain Dish

Moveset:

Move:	#19	#20	#21
Astonish	-	-	-
Growl	3	3	-
Absorb	7	7	-
Nature Power	13	13	-
Fake Out	X	19	X
Mist	21	X	X
Fury Swipes	X	25	X
Rain Dance	31	X	X
Water Sport	X	31	X

Thief	X	37	X
Mega Drain	43	X	X
Uproar	X	43	X
Hydro Pump	X	49	X

 #22 Seedot/#23 Nuzleaf/ #24 Shiftry

Type: #22: Grass #23-#24: Grass/Dark

Evolution Line:

Seedot (Lv 0)

Nuzleaf (Lv 14)

Shiftry (Leaf Stone)

Ability: Chlorophyll or Early Bird

Moveset:

Move:	#22	#23	#24
Bide	-	-	X
Pound	X	-	-
Harden	3	3	-
Growth	7	7	-
Nature Power	13	13	-
Fake Out	X	19	X
Synthesis	21	X	X
Torment	X	25	X
Sunny Day	31	X	X
Faint Attack	X	31	X
Razor Wind	X	37	X
Explosion	43	X	X
Swagger	X	43	X
Extrasensory	X	49	X

 #25 Tailow/ #26 Swellow

Type: Normal/Flying

Evolution Line:

Tailow (Lv 0)

Swellow (Lv 22)

Ability: Guts

Moveset:

Move:	#25	#26
Peck	-	-
Growl	-	-
Focus Energy	4	-
Quick Attack	8	-
Wing Attack	13	13
Double Team	19	19
Endeavor	26	28
Aerial Ace	34	38
Agility	43	49

#27 Wingull/ #28 Pelipper

Type: Water/Flying

Evolution Line:

Wingull (Lv 0)

Pelipper (Lv 25)

Ability: Keen Eye

Moveset:

Move:	#27	#28
Growl	-	-
Water Gun	-	-
Supersonic	7	7
Wing Attack	13	13
Mist	21	21
Protect	X	25
Quick Attack	31	X
Stockpile	X	33
Swallow	X	33
Pursuit	43	X
Spit Up	X	47
Agility	55	X
Hydro Pump	X	61

OF1:

/-----\
| VARIOUS INFO |
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OF2:

=====
Catching all the Pokemon
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Key:

FR: Available in FireRed
LG: Available in LeafGreen
R: Available in Ruby
S: Available in Sapphire
E: Available in Emerald. Sometimes spelled out
Col: Available in Colosseum
XD: Available in XD

[: Beginning check. If you print this part out, you can check off the Pokemon evolution line you caught. Remember: in each version, you can get the beginning form then level it up to get its Pokedex info if you breed it. Ditto is a must, but is unavailable in Ruby and Sapphire.

- *: Choice Pokemon. You can only get one of the 2 or 3 options per game, so you have to play the game multiple times and trade the other one to another carriage to get all of them.
- ** : Uses a evolution item/stone that may be limited per game. May need to find another stone/item in other versions to evolve it.
- ***: Link trade Pokemon. Need either two GBA games or a GBA and GCN game to trade it to evolve.
- ****: One-Chance Pokemon. They always appear in the same spot, and will be gone if you run or knock them out (Or they knock you out). Save before, or else they will be gone forever unless you get a trade or restart your game.
- *****: Espion and Umbreon evolve from eevee, but they cannot be evolved in FR/LG due to a lack of clock. As for Feebas and Milotic, they cannot evolve in FR/LG if you trade a Feebas over due to a lack of Pokeblocks.
- *X6: These are running pokemon. They run across the land until you catch them. You can run from them and damage them, but they will be gone if you knock them out. One chance Pokemon, too.
- *X7: Promotional Pokemon. Cannot catch without something. Usually a one chance Pokemon.

*Note: Any one chance Pokemon in XD and Colosseum can be re-caught later, so don't worry if you have those versions and you knock one of the legendaries out.

Ch	Base Pokemon and Evolution line	Versions Available in
[]	Bulbasaur/Ivysaur/Venusaur	FR/LG *
[]	Charmander/Charmelion/Charizard	FR/LG *
[]	Squirtle/Wartortle/Blastoise	FR/LG *
[]	Caterpie/Metapod/Butterfree	FR/LG, XD
[]	Weedle/Kakuna/Beedrill	FR/LG, XD
[]	Pidgey/Pidgeotto/Pidgeot	FR/LG, XD
[]	Rattata/Raticate	FR/LG, XD
[]	Spearow/Fearow	FR/LG, XD
[]	Ekans/Arbok	FR, XD
[]	Pichu/Pikachu/Raichu	FR/LG, R/S/E
[]	Sandsheiw	LG, R/S/E
[]	Nidoran (Fe)/Nidorina/Nidoqueen	FR/LG
[]	Nidoran (Ma)/Nidorino/Nidoking	FR/LG
[]	Cleffa/Clefairy/Clefable	FR/LG
[]	Vulpix/Ninetales	LG, R/S/E, XD
[]	Igglybuff/Jigglypuff/Wigglytuff	FR/LG, R/S/E
[]	Zubat/Golbat/Crobat	FR/LG, R/S/E
[]	Oddish/Gloom/Vileplume/Bellosom	FR, R/S/E **
[]	Paras/Parasect	FR/LG, XD
[]	Venonat/Venomoth	FR/LG, XD
[]	Diglett/Dugtrio	FR/LG, XD
[]	Meowth/Persian	FR/LG, E, XD
[]	Psyduck/Golduck	FR, R/S/E, XD
[]	Mankey/Primeape	FR/LG, XD

[] Growlithe/Arcanine	FR, XD	
[] Poliwhag/whirl/wrath/toad	FR/LG, XD **	
[] Abra/Kadabra/Alakazam	FR/LG, R/S/E ***	
[] Machop/Machoke/Machop	FR/LG, R/S/E ***	
[] Bellsprout/Weepingbell/Victreebel	LG, XD	
[] Tentacool/Tentacruel	FR/LG, R/S/E	
[] Geodude/Gravler/Golem	FR/LG, R/S/E ***	
[] Ponyta/Rapidash	FR/LG, XD	
[] Slowpoke/Slowbro/Slowking	LG	
[] Magnemite/Magneton	FR/LG, R/S/E, XD	
[] Farfetch'D	FR/LG, XD	
[] Doduo/Dodrio	FR/LH, R/S/E, XD	
[] Seel/Dewgong	FR/LG, XD	
[] Grimer/Muk	FR/LG, R/S/E, XD	
[] Shellder/Cloyster	FR, XD	
[] Gastly/Haunter/Gengar	FR/LG ***	
[] Onix/Steelix	FR/LG **	
[] Drowzee/Hypno	FR/LG, XD	
[] Krabby/Kingler	FR/LG	
[] Voltorb/Electrode	FR/LG, R/S/E, XD	
[] Exeggcute/Exeggutor	FR/LG, XD	
[] Cubone/Marowak	FR/LG, XD	
[] Tyogre/Hitmonlee/Chan/Top	FR/LG, Col, XD	
[] Lickitung	FR/LG, XD	
[] Koffing/Weezing	FR/LG, R/S/E	
[] Rhyhorn/Rhydon	FR/LG, R/S/E, XD	
[] Chansey/Blissey	FR/LG, XD	
[] Tangela	FR/LG, XD	
[] Kangaskhan	FR/LG, XD	
[] Horsea/Seadra/Kingdra	FR/LG, R/S/E	
[] Goldeen/Seaking	FR/LG, R/S/E	
[] Staryu/Starmie	LG, R/S/E, XD	
[] Mr. Mime	FR/LG, XD	
[] Scyther/Scizor	FR, XD **	
[] Smoochum/Jynx	FR/LG	
[] Elekid/Electabuzz	FR, XD	
[] Magby/Magmar	LG, XD	
[] Pinsir	LG, XD	
[] Tauros	FR/LG, XD	
[] Magikarp/Gyrados	FR/LG	
[] Lapras	FR/LG, XD	
[] Ditto	FR/LG, E	
[] Eevee/Flar/Jolt/Vapor	FR/LG, XD, Col	
[] Porygon/Porygon2	FR/LG	
[] Omanyte/Omastar	FR/LG *	
[] Kabuto/Kabutops	FR/LG *	
[] Aerodactyl	FR/LG	
[] Snorlax	FR/LG, XD ****	
[] Articuno	FR/LG, XD ****	
[] Zapdos	FR/LG, XD ****	
[] Moltres	FR/LG, XD ****	
[] Dratini/Dragonair/Dragonite	FR/LG, XD	
[] Mewtwo	FR/LG ****	
[] Mew	Emerald *X7	
[] Chikorita/Bayleef/Meganium	Col, XD, E *	
[] Cyndaquil/Quilava/Typhlosion	Col, XD, E *	
[] Totodile/Croconaw/Feraligatr	Col, XD, E *	
[] Sentret/Furret	FR/LG, Col	
[] Hoothoot/Noctowl	E, Col	
[] Ledyba/Ledian	E, Col, XD	

[] Spinarak/Ariadoss	FR/LG, E, XD, Col	
[] Chinchou/Lanturn	R/S/E	
[] Togepi/Togetic	FR/LG, Col, XD	
[] Natu/Xatu	FR/LG, R/S/E, XD	
[] Mareep/Flaafy/Ampharos	E, XD, Col	
[] Azurill/Marill/Azimarill	FR/LG, R/S/E	
[] Sudowoodo	E, Col *	
[] Hoppip/Skiploom/Jumpluff	FR/LG, Col	
[] Aipom	E, Col	
[] Sunkern/Sunflora	E, Col	
[] Yanma	FR/LG, Col	
[] Wooper/Quagsire	FR, E, Col, XD	
[] Espeon/Umbreon	Col, XD *****	
[] Murkrow	FR, Col	
[] Misdreavus	LG, Col	
[] Unknown	FR/LG	
[] Wynaut/Wobbuffet	FR/LG, R/S/E	
[] Girafarig	R/S/E	
[] Pineco/Forretress	E, XD, Col	
[] Dunsparce	FR/LG, Col	
[] Gligar	E, XD, Col	
[] Snubbull/Granbull	E, Col	
[] Qwilfish	FR, Col	
[] Shuckle	FR/LG, E, Col, XD	
[] Heracross	FR/LG R/S/E, Col, XD	
[] Sneasel	LG, Col	
[] Teddiursa/Ursaring	E, Col, XD	
[] Slugma/Macargo	FR/LG, R/S/E, Col, XD	
[] Swinub/Piloswine	FR/LG, XD, Col	
[] Corsola	R/S/E	
[] Remoraid/Octillery	LG, E, Col	
[] Delibird	FR, Col	
[] Mantine	LG, Col	
[] Skarmory	FR/LG, R/S/E, Col	
[] Houndour/Houndoom	E, Col, XD	
[] Phanpy/Donphan	R/S/E, FR/LG, XD	
[] Stantler	E, Col	
[] Smeargle	E, Col	
[] Miltank	E, Col	
[] Raikou	FR/LG, Col *X6	
[] Entei	FR/LG, Col *X6	
[] Suicune	FR/LG, Col *X6	
[] Larvitar/Pupitar/Tyranitar	FR/LG, Col	
[] Lugia	FR/LG, E, XD ****	
[] Ho-Oh	FR/LG, E, XD ****	
[] Celebi	Colosseum Promotion Disk *X7	
[] Treecko/Grovyle/Sceptile	R/S/E *	
[] Torchic/Combusken/Blaziken	R/S/E *	
[] Mudkip/Marshomp/Swampert	R/S/E *	
[] Poochyena/Mightyena	R/S/E, XD	
[] Zigzagoon/Lioone	R/S/E	
[] Wurmple/Silcoon/Cast/Dustox/Beau	R/S/E	
[] Lotad/Lombre/Ludicolo	S/E	
[] Seedot/Nuzleaf/Shiftry	R/E, XD	
[] Tailow/Swellow	R/S/E, XD	
[] Wingull/Pelipper	R/S/E	
[] Ralts/Kirlia/Gardevoir	R/S/E, XD	
[] Surskit/Masquerain	R/S	
[] Shroomish/Breloom	R/S/E, XD	
[] Slakoth/Vigoroth/Slaking	R/S/E	

[] Nincada/Ninjask/Shednja	R/S/E	
[] Whismur/Loudred/Exploud	R/S/E	
[] Makuhita/Hariyama	R/S/E, Col, XD	
[] Nosepass	R/S/E, XD	
[] Skitty/Delcatty	R/S/E, XD	
[] Sableye	S/E, XD	
[] Mawile	R/E, XD	
[] Aron/Larion/Aggron	R/S/E	
[] Meditite/Medicham	R/S, Col	
[] Electrike/Manectric	R/S/E, XD	
[] Plusle	R/S/E, Col	
[] Minun	R/S/E	
[] Volbeat	R/S/E	
[] Illumise	R/S/E	
[] Roselia	R/S, XD	
[] Gulpin/Swalot	R/S/E, XD	
[] Carvanha/Sharpedo	R/S/E, XD	
[] Wailmer/Wailord	R/S/E	
[] Numel/Camerupt	R/S/E, XD	
[] Torokoal	R/S/E	
[] Spoink/Grumpig	R/S/E	
[] Spinda	R/S/E	
[] Trapinch/Vibrava/Flygon	R/S/E, Col	
[] Cacnea/Cacturne	R/S/E	
[] Swablu/Altaria	R/S/E, Col, XD	
[] Zangoose	R, XD	
[] Seviper	S/E	
[] Lunatone	S, XD	
[] Solrock	R/E, XD	
[] Barboach/Whiscash	R/S/E	
[] Corphish/Crawdaunt	R/S/E	
[] Baltoy/Claydol	R/S/E, XD	
[] Lileep/Cradily	R/S/E	
[] Anorith/Armaldo	R/S/E	
[] Feebas/Milotic	R/S/E *****	
[] Castform	R/S/E	
[] Kecleon	R/S/E	
[] Shuppet/Banette	R/S/E, XD	
[] Duskkull/Dusclops	R/S/E, XD	
[] Tropius	R/S/E, Col	
[] Chimecho	R/S/E	
[] Absol	R/S/E, Col	
[] Snorunt/Glalie	R/S/E, XD	
[] Spheal/Sealeo/Walrein	R/S/E, XD	
[] Clamperl/Huntail/Gorebyss	R/S/E **	
[] Relicanth	R/S/E	
[] Bagon/Shelgon/Salamence	R/S/E, XD	
[] Beldum/Metang/Metagross	R/S/E, Col	
[] Regirock	R/S/E ****	
[] Regice	R/S/E ****	
[] Registeel	R/S/E ****	
[] Latias	R/S/E *X6	
[] Latios	R/S/E *X6	
[] Kyogre	S/E ****	
[] Groudon	R/E ****	
[] Rayquaza	R/S/E ****	
[] Jirachi	Col Bonus Disc, Pokemon Channel*X7	
[] Deoxys	FR/LG, E *X7	

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What you will need to catch all the Pokemon available (The Minimum)

GBA:

- -Pokemon Emerald
-Pokemon LeafGreen
-Pokemon Ruby or Sapphire
-A GBA or GBASP (Cannot be a DS or DS Lite, due to a lack of trading)

GCN:

- -Pokemon XD: Gale of Darkness
-Pokemon Colosseum
-Pokemon Colosseum Bonus Disc
-Pokemon Channel (PAL aeas)
-A GBA to GCN link cable
-A Gamecube

Optional:

- -Pokemon FireRed
-Pokemon Box

How to get all version exclusive Pokemon (HARD WAY)

-Depending on how much money you have, you can either take longer and save money, or buy the other versions and save money. For the harder way (With only two GBA versions), you will need to beat the following in order:

*Beat Pokemon Colosseum and/or XD one time. This opens up links to Ruby and Sapphire, and opens the door for cleared LeafGreen and Emerald. Capture all Shadow Pokemon so you have them ready in the future.

(Note: In the end, you will need to beat both. Once in XD to get Lugia, and once in Colosseum with the Battle mode to the top to get Ho-Oh).

*Beat Emerald once with the Treecko line and transfer him and any possible hard-to-get Pokemon over to the finished XD or Colosseum file. Start over once transfered.

*Beat Emerald once with the Torchic line and and also get Latias (The red one). Transfer him and any possible hard-to-get Pokemon over to the finished XD or Colosseum file. Start over once both are transfered.

*Beat Emerald once with the Mudkip line and transfer him and any possible hard-to-get Pokemon over to the finished XD or Colosseum file. Keep this file and capture all Pokemon available in Emerald that do not require link evolution. Also, choose Latios at the end (Blue one).

*Start up a LeafGreen file and get the Bulbasaur line. Start up the machine on the Sevii islands and transfer him and any rare Pokemon over to XD and Colosseum. Start over.

*Start up a LeafGreen file and get the Charmander line, as well as getting the Helix fossil in Mt. Moon so you can get Omanyte. Start up the machine on the Sevii islands and transfer him, Omanyte and any rare Pokemon over to XD and Colosseum. Start over.

*Start up a LeafGreen file and get the Squirtle line, and make sure you get the Dome Fossil at Mt. Moon so you can get Kabuto. Start up the machine on the Sevii islands and transfer him and any rare Pokemon over to XD and Colosseum. Keep this file and capture all LeafGreen Pokemon available.

*Start up Ruby or Sapphire and get to the point where you can get Surskit (Routes 102, 111, 114, 117, and 120). Transfer it over to Emerald.

*Catch a bunch of throwaway Pokemon in Emerald, then transfer all the Pokemon caught in XD and Colosseum (Including the Hoenn and Kanto starters, and Lati@s). Breed them with Ditto to get a perfect Hoenn Pokedex. Transfer them over to Pokemon LeafGreen and Ruby or Sapphire to get a perfect Hoenn Pokedex as well.

*Now, for the hard part. Jirachi will require a US Pokemon Colosseum bonus disc (For US Residence) or Pokemon Channel (PAL area residence) to get him (As well as a GCN, GBA/SP, a GCN to GBA cable, and one of the Pokemon GBA games).

*At this time, you should have all but 3 Pokemon: Celebi, Deoxys, and Mew legitly.

-Celebi is a Japan exclusive via a special Japanese only Pokemon Colosseum bonus disc (You can get him, but you would need more stuff: Action Replay cheat device to play import games, a Japanese version of Ruby, Sapphire, or Emerald, the Japanese Colosseum game that has already been beaten and all Pokemon purified, and two GBAs to transfer from the Japanese to the US version).

-Deoxys and Mew are event exclusive, so those will be the missing links in your collection until you are able to get the key items needed to head to their islands in FR/LG and Emerald respectively.

How to get all version exclusive Pokemon (EASY WAY)

-Similar to above, but you will need FR/LG, a version of Ruby or Sapphire, Emerald, two GBAs, a GBA link cable (Or a GBA, a link cable and a Gameboy player) XD and Colosseum and do all the above minus starting new files. With these alternate versions, you can easily transfer the starters (Bulbasaur, Squirtle, Charmander, Treecko, Torchic, and Mudkip) to their respective versions and then start over early

(For example, the easiest way is to make LeafGreen and Emerald your main versions, and use FireRed and Ruby or Sapphire your start over versions. Start a new game in Ruby or Sapphire, transfer the starter you don't have, then repeat and get the other one and a Surskit and transfer those over. Then, make LeafGreen your main and get the starter you didn't get in that version in FR and transfer that over, then restart and get the other one). Do the steps that involve linking XD and Colosseum (and beating them and getting Ho-Oh and Lugia) and viola, you will have all but 3 of the Pokemon!

OF3:

Item List

Useable Items:

Antidote	100	50	Cures Poison Condition
Awakening	250	125	Awakens Sleeping Pokemon
Burn Heal	250	125	Heals Burned Pokemon
Calcium	9800	4900	Up's Special
Carbos	9800	4900	Up's Speed
Coin Case	-	-	Holds a maximum of 9,999 coins
Dire Hit	650	375	Up's chance of a Critical Hit
Elixir	-	-	Restores 10 PP to all moves
Escape Rope	550	275	Returns to Enterance of Dungeon or Pokemon Center on field.
EXP. All	-	-	Split's EXP in battle among party
Fire Stone	2100	1050	Evolves certain Fire Pokemon (See List)
Fresh Water	200	100	Recovers 50 HP
Full Heal	600	300	Cures All status ailments besides Faint.
Full Restore	3000	1500	Recovers all HP on non-fainted Pokemon and cures all status effects
Good Rod	-	-	Catches a variety of Pokemon
Great Ball	600	300	Catches Pokemon at 1.5 Accuracy
Guard Spec.	700	350	Up's chance at blocking special attacks
HP Up	9800	4900	Up's HP
Hyper Potion	1500	750	Restores 200 HP
Ice Heal	250	125	Cures Freezing Status Effect
Iron	9800	4900	Up's Defence
Item Finder	-	-	Emit's beeping noise when a hidden item is near

Leaf Stone	2100	1050	Used to Evolve certain Grass pokemon (See List)
Lemonade	350	175	Recovers 80 HP
Master Ball	-	-	100% Accuracy when catching Pokemon
Max Elixir	-	-	Restores all PP
Max Ether	-	-	Restores all PP to one Technique
Max Potion	2500	1250	Restores all HP
Max Repel	700	350	Lower level Wild Pokemon then your front Pokemon will not attack for 250 steps
Max Revive	-	2000	Revives a Pokemon at Full HP
Moon Stone	-	-	Evolves a certain list of Pokemon (See List)
Nugget	-	5000	Used to sell for money
Old Rod	-	-	Always Catches Magikarp
Paralyse Heal	200	100	Cures Paralyse Condition
Poke Ball	200	100	Catches Pokemon at 1.0 accuracy
Poke Doll	1000	500	Used to escape battle
Potion	300	150	Cures 20 HP
PP Up	-	-	Boost one Move's PP by 20%
Protein	9800	4900	Up's attack
Rare Candy	-	2400	Up's a Pokemon's current level
Repel	350	175	Lower level Wild Pokemon then your front Pokemon will not attack for 100 steps
Revive	1500	750	Revives Pokemon at 1/2 their current Max HP
S.S. Ticket	-	-	Allows enterance to the S.S. Anne
Safari Ball	-	-	Used only in the Safari zone. Works at 1.0 accuracy of other Pokeballs
Soda Pop	300	150	Recovers 60 HP
Super Potion	700	350	Recovers 70 HP
Super Repel	500	250	Lower level Wild Pokemon then your front Pokemon will not attack for 200 steps

Super Rod	-	-	Captures all types of Water Pokemon
Thunder Stone	100	1050	Evolves certain Pokemon (See List)
Ultra Ball	200	600	Captures Pokemon at 2.0 Accuracy
Water Stone	100	1050	Evolves certain Pokemon (See List)
X Accuracy	950	475	Up's Accuracy in Battle
X Attack	500	250	Up's Attack in battle
X Defend	550	275	Up's Defence in Battle
X Special	350	175	Up's Special in Battle
X Speed	350	175	Up's Speed in Battle

OF4:

Abilities List

Abilities List:

Name:	Effect:
Air Lock	Voids Weather moves (Ex: Sandstorm, Hail, etc)
Arena Trap	Prevents Non Flying and pokemon with Levitate from fleeing
Battle Armor	More Resistance against Critical Hits
Blaze	Added 1.5 of fire type attacks when HP drops below 1/3
Chlorophyll	Doubles speed when Sunny Day or Drought is used
Clear Body	Voids Status moves (EX: Sand Attack, etc)
Cloud Nine	Voids weather effects for all pokemon
Color Change	Changes Type based on the type of move your opponent uses
Compoundeyes	Accuracy + 30%
Cute Charm	Attracts Pokemon of opposite gender 30% when attacked
Damp	Voids Pokemon using Selfdestruct and Explosion
Drizzle	Always uses Rain Dance automaticly every turn
Drought	Always uses Sunny Day automaticly every turn
Early Bird	Fast Awakening when asleep
Effect Spore	Adds poison, Paralyse, or Sleeping power 10% when

	attacking
Flame Body	Adds Burn condition 30% when attacking
Flash Fire	Voids fire damage from opponent and Up's fire type attacks
Forecast	Changes type based on field weather conditions
Guts	Add's 1.5 when affected with a status condition
Huge Power	Up's attack, but dropped by 1/2 when Skill Swap is used
Hustle	Up's attack power by 1.5, but drops hit ratio to 80%
Hyper Cutter	Voids attacks that lower attack power
Illuminate	Increases wild pokemon appearance when in the 1st slot
Immunity	Voids Poison effect
Inner Focus	Voids Flinching effect
Insomnia	Voids sleep effect
Intimidate	Lowers attack power
Keen Eye	Voids Accuracy down attacks
Levitate	Voids all Ground attack damage
Lightningrod	Pokemon with ability takes electric attacks in 2 on 2
Liquid Ooze	Damages opponent when HP is drained by opponents attack
Magma Armor	Voids Ice Effect
Magnet Pull	Prevents steel pokemon from fleeing
Marvel Scale	Up's defence by 1.5 with a status condition
Minus	Up's Special attack by 1.5 when Plusle is in battle
Poison Point	Add's poison effect 30% when attacking
Pressure	Reduces opponents PP by 2 when attacked
Pure Power	Same as Huge Power
Rain Dish	Recovers HP when it's raining on the field
Rock Head	Voids recoil damage
Rough Skin	Damages pokemon when attacked
Run Away	Always flee's from wild pokemon when run is selected
Sand Stream	Always uses sandstorm every turn
Sand Veil	Up's evasion during sandstorms

Shadow Tag	Dosn't allow opponent to flee or change pokemon
Shed Skin	30% Chance of curing a status effect every turn
Shell Armor	Voids Critical Hits
Shield Dust	Voids addition effects of moves
Soundproof	Voids moves that have do do with sound
Speed Boost	Up's speed every turn
Static	Add's Paralyse 30% when attacking
Stench	Decreases pokemon encounter ratio when in front slot
Sticky Hold	Voids effects of the move thief and Knock Off
Sturdy	Voids One hit-KO attacks
Suction Cups	Prevents change when opponent uses Roar or Whirlwind
Swarm	Up's Bug Type attacks by 1.5 when HP is at 1/3 of max
Swift Swim	Up's speed by 1/2 when raining
Synchronize	If attacked with Poison, Paralyse, or burn attack, opponent get's the same condition
Thick Fat	Reduces damage of Fire or Ice attacks by 1/2
Torrent	Up's water attacks by 1.5 when HP reaches 1/3 of max
Trace	Recieves same ability as the opponent has
Truant	Pokemon can only attack every other turn
Vital Spirit	Voids sleep condition
Volt Absorb	Restores HP when attacked with a electric attack
Water Veil	Voids burn condition
White Smoke	Voids lowering pokemons status by opponents attacks
Wonder Guard	Voids all damage except field and critical hit damage

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 TM/HM List
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Key:

TM (Technical Machine): A machine that holds a move that

can be taught once to one pokemon. You can buy multiples of some TM's, others you can only get once per game.

HM (Hidden Machine): A machine that holds a move that can be taught once to any pokemon multiple times. You cannot buy HM's, but you can use them as much as you want. HM's are used to progress through the game and reach new area's

Coins (C): Ammount of coins needed to purchase at the Mauville City Game corner

P: Ammount of money you need to buy a item. Recieved from battle

TM List:

TM #	Ability	Location	Price
01	Focus Punch	Roue 115	-
02	Dragon Claw	Meteor Falls	-
03	Water Pulse	Sooropolis Gym	-
04	Calm Mind	Mossdeep Gym	-
05	Roar	Roue 114	-
06	Toxic	Fiery Path	-
07	Hail	Shoal Cave	-
08	Bulk Up	Dewfort Town Gym	-
09	Bullet Seed	Route 104	-
10	Hidden Power	Slateport/Fortree	3,000P
11	Sunny Day	Scorched Slab	-
12	Taunt	Trick House	-
13	Ice Beam	Casino/Sunken ship	4,000C
14	Blizzard	Lilycove Store	5,500P
15	Hyper Beam	Lilycove Store	7,500P
16	Light Screen	Lilycove Store	3,000P
17	Protect	Lilycove Store	3,000P
18	Rain Dance	Abandon Ship	-
19	Giga Drain	Route 123	-
20	Safeguard	Lilycove Store	3,000P
21	Frustration	Pacifilog Town	-

22	Solarbeam	Safari Zone	-
23	Iron Tail	Meteor Falls	-
24	Thunderbolt	Casino	4,000C
25	Thunder	Lilycove Store	5,500P
26	Earthquake	Seafloor Cavern	-
27	Return	Pacifidlog Town	-
28	Dig	Route 114	-
29	Psycic	Casino/Victory Road	3,500C
30	Shadow Ball	Mt. Pyre	-
31	Brick Break	Sootopolis City	-
32	Double Team	Casino	1,500C
33	Reflect	Lilycove Store	3,000P
34	Shock Wave	Mauville Gym	-
35	Flamethrower	Casino	4,000C
36	Sludge Bomb	Dewford Town	-
37	Sandstorm	Route 111	-
38	Fire Blast	Lilycove Store	5,500P
39	Rock Tomb	Rustboro Gym	-
40	Aerial Ace	Fortree Gym	-
41	Torment	Slateport City	-
42	Facade	Petalburg Gym	-
43	Secret Power	Slateport/Route 111	3,000P
44	Rest	Lilycove City	-
45	Attract	Verdanturf Town	-
46	Thief	Slateport City	-
47	Steel Wing	Granite Cave	-
48	Skill Swap	Mt. Pyre	-
48	Snatch	S.S. Tidal	-
50	Overheat	Lavaridge Gym	-

HM List:

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|HM # | Ability | Location |
|-----|-----|-----|
|01 | Cut | Rustboro City |
|-----|-----|-----|
|02 | Fly | Route 119 |
|-----|-----|-----|
|03 | Surf | Petalburg City |
|-----|-----|-----|
|04 | Strength | Rusturf Tunnel |
|-----|-----|-----|
|05 | Flash | Granite Cave |
|-----|-----|-----|
|06 | Rock Smash | Mauville City |
|-----|-----|-----|
|07 | Waterfall | Cave of Origin |
|-----|-----|-----|
|08 | Dive | Mossdeep City |
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OF6:

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                          Move List
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Move List: Letter A

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|Name      |Type      |AP|Acc|PP| Info |
|-----|-----|---|---|---|-----|
|Absorb    |Grass     |20|100%|20| User recovers half damage dealt. |
|-----|-----|---|---|---|-----|
|Acid      |Poison    |40|100%|30| May lower opponent's DEFENSE ability |
|         |          |  |  |  | down one stage. |
|-----|-----|---|---|---|-----|
|Acid Armor|Poison    |--| ---|40| Raises user's DEFENSE ability up two |
|         |          |  |  |  | stages. |
|-----|-----|---|---|---|-----|
|Aerial Ace|Flying    |60| ---|20| If opponent is on screen, hits without |
|         |          |  |  |  | fail. |
|-----|-----|---|---|---|-----|
|Aeroblast|Flying    |100|95%|5| Has a high critical hit rate. |
|-----|-----|---|---|---|-----|
|Agility   |Psychic   |---| ---|30| Raises user's SPEED ability up two |
|         |          |  |  |  | stages. |
|-----|-----|---|---|---|-----|
|Air Cutter|Flying    |55|95%|25| Has a high critical hit rate. |
|-----|-----|---|---|---|-----|
|Amnesia   |Psychic   |---| ---|20| Raises user's SPECIAL DEFENSE ability |
|         |          |  |  |  | up two stages. |
|-----|-----|---|---|---|-----|
|Ancientpower|Rock     |60|100%|5| May raise all of user's abilities up |
|         |          |  |  |  | one stage. |
|-----|-----|---|---|---|-----|
|Arm Thrust|Fighting |15|100%|20| Attacks 2-5 times. Has a 37.5% chance |
|         |          |  |  |  | each of hitting 2 or 3 times and a |
|         |          |  |  |  | 12.5% chance each of hitting 4 or 5 |
|         |          |  |  |  | times. |
|-----|-----|---|---|---|-----|

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Aromatherapy	Grass	---	---	5	Party recovers from all status ailments.
Assist	Normal	---	100%	20	An attack chosen in random from the other Pokemon in your team.
Astonish	Ghost	30	100%	15	May cause opponent to FLINCH.
Attract	Normal	---	100%	15	Induces opponent with ATTRACT condition.
Aurora Beam	Ice	65	100%	20	May lower opponent's ATTACK ability down one stage.

B Name Moves:

Barrage	Normal	15	85%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Barrier	Psychic	---	---	30	Raises user's DEFENSE ability up two stages.
Baton Pass	Normal	---	---	40	Allows you to switch Pokemon during battle, new Pokemon retains any stat changes the previous Pokemon had.
Beat Up	Dark	10	100%	10	Your Pokemon attacks as many times as the number of Pokemon you are currently carrying, afflicted (poison, sleep, etc) Pokemon don't count.
Belly Drum	Normal	---	---	10	Raises user's ATTACK ability up very high. Will consume half of the user's maximum HP is available.
Bide	Normal	---	100%	10	Withstands attacks for 2, 3 turns, then deals back double the damage.
Bind	Normal	15	75%	20	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Bite	Dark	60	100%	25	May cause opponent to FLINCH.
Blast Burn	Fire	150	90%	5	Attacks in two turns. The second turn, user does not attack.
Blaze Kick	Fire	85	90%	10	May induce opponent with BURN status. Has a high critical hit ratio.
Blizzard	Ice	120	70%	5	May induce opponent with FREEZE status.
Block	Normal	---	100%	5	Opponent cannot escape as long as user remains in battle.
Body Slam	Normal	85	100%	15	May induce opponent with PARALYSIS status.

Bone Club	Ground	65	85%	20	May cause opponent to FLINCH.
Bone Rush	Ground	25	80%	10	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Bonemerang	Ground	50	90%	10	Attacks twice.
Bounce	Flying	85	85%	5	Attacks in two turns. The first turn, user does not take damage.
Brick Break	Fighting	75	100%	15	The effects of Reflect and Light Screen are removed.
Bubble	Water	20	100%	30	May lower opponent's SPEED ability down one stage.
Bubblebeam	Water	65	100%	20	May lower opponent's SPEED ability down one stage.
Bulk Up	Fighting	---	---	20	Raises user's ATTACK and DEFENSE abilities each up one stage.
Bullet Seed	Grass	10	100%	30	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.

C Move List:

Calm Mind	Psychic	---	---	20	Raises user's SPECIAL ATTACK and SPECIAL DEFENSE abilities each up one stage.
Camouflage	Normal	---	100%	20	Type changes based on surroundings. On land and under water, changes to Water type. In caves and on rocks, changes to Rock type. Elsewhere, changes to Normal type.
Charge	Electric	---	100%	20	Stores electricity to increase the power of the next electric attack.
Charm	Normal	---	100%	20	Lowers opponent's ATTACK ability down two stages.
Clamp	Water	35	75%	10	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Comet Punch	Normal	18	85%	15	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Confuse Ray	Ghost	---	100%	10	Induces opponent with CONFUSION condition.
Confusion	Psychic	50	100%	25	May induce opponent with CONFUSION

					condition.
Constrict	Normal	10	100%	35	May lower opponent's SPEED ability down one stage.
Conversion	Normal			30	User's Type becomes the same as the Type of one of its moves.
Conversion 2	Normal		100%	30	User becomes a Type resistant to last attack's Type.
Cosmic Power	Psychic			20	Raises user's DEFENSE and SPECIAL DEFENSE abilities each up one stage.
Cotton Spore	Grass		85%	40	Lowers opponent's SPEED ability down two stages.
Counter	Fighting		100%	20	If hit by a physical attack, deals back double the damage.
Covet	Normal	40	100%	40	If user is not holding an item, user takes opponent's item.
Crabhammer	Water	90	85%	10	Has a high critical hit rate.
Cross Chop	Fighting	100	80%	5	Has a high critical hit rate.
Crunch	Dark	80	100%	15	May lower opponent's SPECIAL DEFENSE ability down one stage.
Crush Claw	Normal	75	95%	10	May lower opponent's DEFENSE ability down one stage.
Curse	???			10	Raises user's ATTACK and DEFENSE abilities each up one stage. Lowers user's SPEED ability down one stage.
Cut	Normal	50	95%	30	No effect.

D Move List:

Defense Curl	Normal			40	Raises Defense up one stage. Damage from Rollout will increase.
Destiny Bond	Ghost			5	If user is knocked out by opponent's next move, then opponent is also knocked out.
Detect	Fighting			5	Takes no damage from opponent's attack. May fail if used more than once in a row.
Dig	Ground	60	100%	10	Attacks in two turns. The first turn, user does not take damage.
Disable	Normal		55%	20	Disables an opponent's move for a short amount of time.
Dive	Water	60	100%	10	Attacks in two turns. The first turn,

						user does not take damage.
Dizzy Punch	Normal	70	100%	10		May induce opponent with CONFUSION condition.
Doom Desire	Steel	120	85%	5		No effect.
Double Kick	Fighting	30	100%	30		Attacks twice.
Double Team	Normal			15		Raises user's Evasion ability up one stage.
Double-Edge	Normal	120	100%	15		User is dealt recoil damage equal to 1/3 damage dealt to opponent.
Doubleslap	Normal	15	85%	10		Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Dragon Claw	Dragon	80	100%	15		No effect.
Dragon Dance	Dragon			20		Raises user's ATTACK and SPEED abilities each up one stage.
Dragon Rage	Dragon		100%	10		Always deals 40 HP of damage.
Dragonbreath	Dragon	60	100%	20		May induce opponent with PARALYSIS status.
Dream Eater	Psychic	100	100%	15		Only works when opponent is SLEEP condition. User recovers HP based on damage to opponent.
Drill Peck	Flying	80	100%	20		No effect.
Dynamicpunch	Fighting	100	50%	5		May induce opponent with CONFUSION condition.

E Move List:

Earthquake	Ground	100	100%	10		Hits all opponents.
Egg Bomb	Normal	100	75%	10		No effect.
Ember	Fire	40	100%	25		May induce opponent with BURN status.
Encore	Normal		100%	5		Makes opponent repeat its 痴 last attack for 2 to 6 turns.
Endeavor	Normal		100%	5		Damage is equal to opponent's current HP minus user's current HP.
Endure	Normal		0%	10		Ensures that opponent's next attack will leave user with at least 1 HP.
Eruption	Fire	150	100%	5		Power decreases as user's HP lowers.
Explosion	Normal	250	100%	5		Attack deals double damage. User

					faints.
Extrasensory	Psychic	80	100%	30	May cause opponent to FLINCH.
Extremespeed	Normal	80	100%	5	Always attacks first.

F Move List:

Facade	Normal	70	100%	20	Attack power is double if user is inflicted with POISON, PARALYZE, or BURN.
Faint Attack	Dark	60	---	20	If opponent is on screen, hits without fail.
Fake Out	Normal	40	100%	10	Hits only on the first turn, will cause FLINCH.
Fake Tears	Dark	---	100%	20	Lowers opponent's SPECIAL DEFENSE ability down two stages.
False Swipe	Normal	40	100%	40	Always leaves opponent with at least 1 HP.
Featherdance	Flying	---	100%	15	Lowers opponent's ATTACK ability down two stages.
Fire Blast	Fire	120	85%	5	May induce opponent with BURN status.
Fire Punch	Fire	75	100%	15	May induce opponent with BURN status.
Fire Spin	Fire	15	70%	15	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Fissure	Ground	---	30%	5	Knocks out opponent in one hit. Accuracy increases by an amount equal to the difference between user and enemy's experience levels, then divided by 128.
Flail	Normal	---	100%	15	The less HP user has, the higher the attack power. When HP is very low, attack power is 200. When HP is highest, attack power is 20.
Flame Wheel	Fire	60	100%	25	May induce opponent with BURN status. Can remove FREEZE status from user.
Flamethrower	Fire	95	100%	15	May induce opponent with BURN status.
Flash	Normal	---	70%	20	Lowers opponent's Hit Ratio ability down one stage.
Flatter	Dark	---	100%	15	Raises opponent's SPECIAL ATTACK ability up two stages, then induces opponent with CONFUSION condition.
Fly	Flying	70	95%	15	Attacks in two turns. The first turn,

					user does not take damage.
Focus Energy	Normal	---	---	30	Increases user's critical hit rate.
Focus Punch	Fighting	150	100%	20	No effect.
Follow Me	Normal	---	100%	20	User takes all hits from opponents' attacks. Best used in 2VS2 battles.
Foresight	Normal	---	100%	40	After use, opponent's raised evasion will be ignored.
Frenzy Plant	Grass	150	90%	5	Attacks in two turns. The second turn, user does not attack.
Frustration	Normal	---	100%	20	Power is greater when Pok ^モ on is not happy.
Fury Attack	Normal	15	85%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Fury Cutter	Bug	10	95%	20	Move's power becomes stronger if it hits.
Fury Swipes	Normal	18	80%	15	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Future Sight	Psychic	80	90%	15	Attack hits 2 turns later.

G Move List:

Giga Drain	Grass	60	100%	5	User recovers half damage dealt.
Glare	Normal	---	75%	30	Induces opponent with PARALYSIS status
Grasswhistle	Grass	---	55%	15	May induce opponent with SLEEP status.
Growl	Normal	---	100%	40	Lowers opponent's ATTACK ability down one stage.
Growth	Normal	---	---	40	Raises user's SPECIAL ATTACK ability up one stage.
Grudge	Ghost	---	100%	5	If user is fainted by opponent's next move, then that move's PP drops to 0.
Guillotine	Normal	---	30%	5	Knocks out opponent in one hit. Accuracy increases by an amount equal to the difference between user and enemy's experience levels, then divided by 128.
Gust	Flying	40	100%	35	Forces opponent to switch. Also hits while opponent is using Fly.

H Move List:

Hail	Ice	---	---	10	Causes hailstorm for 5 turns.
Harden	Normal	---	---	30	Raises user's DEFENSE ability up one stage.
Haze	Ice	---	---	30	Resets all ability stages.
Headbutt	Normal	70	100%	15	May cause opponent to FLINCH.
Heal Bell	Normal	---	---	5	Party recovers from all status ailments.
Heat Wave	Fire	100	90%	10	May induce opponent with BURN status.
Helping Hand	Normal	---	100%	20	During a 2VS2 battle, the partner's attacks are 1.5x attack power. Best used in 2VS2 battles.
Hi Jump Kick	Fighting	85	90%	20	If attack misses, user takes 1/8 HP of damage.
Hidden Power	Normal	---	100%	15	Power and type varies from Pok ^騫 on to Pok ^騫 on.
Horn Attack	Normal	65	100%	25	No effect.
Horn Drill	Normal	---	30%	5	Knocks out opponent in one hit. Accuracy increases by an amount equal to the difference between user and enemy's experience levels, then divided by 128.
Howl	Normal	---	---	40	Raises user's ATTACK ability up one stage.
Hydro Cannon	Water	150	90%	5	Attacks in two turns. The second turn, user does not attack.
Hydro Pump	Water	120	80%	5	No effect.
Hyper Beam	Normal	150	90%	5	Attacks in two turns. The second turn, user does not attack.
Hyper Fang	Normal	80	90%	15	May cause opponent to FLINCH.
Hyper Voice	Normal	90	100%	10	No effect.
Hypnosis	Psychic	---	60%	20	May induce opponent with SLEEP status.

I Move List:

Ice Ball	Ice	30	90%	20	Attacks for 5 turns.
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Ice Beam	Ice	95	100%	10	May induce opponent with FREEZE status
Ice Punch	Ice	75	100%	15	May induce opponent with FREEZE status
Icicle Spear	Ice	10	100%	30	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Icy Wind	Ice	55	95%	15	May lower opponent's SPEED ability down one stage.
Imprison	Psychic	---	100%	10	Opponent cannot use any move that user knows.
Ingrain	Grass	---	100%	20	HP is recovered every turn. However, the user cannot switch.
Iron Defense	Steel	---	---	15	Raises user's DEFENSE ability up two stages.
Iron Tail	Steel	100	75%	15	May lower opponent's DEFENSE ability down one stage.

J Move List:

Jump Kick	Fighting	70	95%	25	If attack misses, user takes 1/8 HP of damage.
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K Move List:

Karate Chop	Fighting	50	100%	25	Has a high critical hit rate.
Kinesis	Psychic	---	80%	15	Lowers opponent's Hit Ratio ability down one stage.
Knock Off	Dark	20	100%	20	No effect.

L Move List:

Leaf Blade	Grass	70	100%	15	Has a high critical hit rate.
Leech Life	Bug	20	100%	15	User recovers half damage dealt.
Leech Seed	Grass	---	90%	10	Absorbs a small amount of HP from the opponent every turn.
Leer	Normal	---	100%	30	Lowers opponent's DEFENSE ability down one stage.
Lick	Ghost	20	100%	30	May induce opponent with PARALYSIS status.
Light Screen	Psychic	---	---	30	Special type moves deal half damage to user for five turns.
Lock-On	Normal	---	100%	5	Ensures that user's next attack will


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| | | | | hit without fail.
|-----|-----|---|----|--|-----|
|Lovely Kiss |Normal |---|75%|10| May induce opponent with SLEEP status.
|-----|-----|---|----|--|-----|
|Low Kick |Fighting|---|100%|20| Power depends on the user's weight.
|-----|-----|---|----|--|-----|
|Luster Purge|Psychic | 70|100%| 5| May lower opponent's SPECIAL DEFENSE
| | | | | ability down one stage.
|-----|-----|---|----|--|-----|

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M Move List:

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/-----\
|Mach Punch |Fighting| 40|100%|30| Always attacks first.
|-----|-----|---|----|--|-----|
|Magic Coat |Psychic |---|100%|15| The effect of any SPECIAL move will
| | | | | rebound and return to opponent.
|-----|-----|---|----|--|-----|
|Magical Leaf|Grass | 60|---|20| If opponent is on screen, hits without
| | | | | fail.
|-----|-----|---|----|--|-----|
|Magnitude |Ground |---|100%|30| Attack power is randomly 10, 30, 50,
| | | | | 70, 90, 110, or 150, based on the
| | | | | magnitude of the attack (4 through 20
| | | | | respectively).
|-----|-----|---|----|--|-----|
|Mean Look |Normal |---|100%| 5| Opponent cannot escape as long as user
| | | | | remains in battle.
|-----|-----|---|----|--|-----|
|Meditate |Psychic |---|---|40| Raises user's ATTACK ability up one
| | | | | stage.
|-----|-----|---|----|--|-----|
|Mega Drain |Grass | 40|100%|10| User recovers half damage dealt.
|-----|-----|---|----|--|-----|
|Mega Kick |Normal |120|75%| 5| No effect.
|-----|-----|---|----|--|-----|
|Mega Punch |Normal | 80|85%|20| No effect.
|-----|-----|---|----|--|-----|
|Megahorn |Bug |120|85%|10| No effect.
|-----|-----|---|----|--|-----|
|Memento |Dark |---|100%|10| User faints and opponent's abilities
| | | | | lower.
|-----|-----|---|----|--|-----|
|Metal Claw |Steel | 50|95%|35| May raise user's ATTACK ability up one
| | | | | stage.
|-----|-----|---|----|--|-----|
|Metal Sound |Steel |---|85%|40| Lowers opponent's SPECIAL DEFENSE
| | | | | ability down two stages.
|-----|-----|---|----|--|-----|
|Meteor Mash |Steel |100|85%|10| May raise user's ATTACK ability up one
| | | | | stage.
|-----|-----|---|----|--|-----|
|Metronome |Normal |---|---|10| Randomly uses almost any attack.
|-----|-----|---|----|--|-----|
|Milk Drink |Normal |---|---|10| User recovers half maximum HP.
|-----|-----|---|----|--|-----|
|Mimic |Normal |---|100%|10| Copies move used by opponent.
|-----|-----|---|----|--|-----|
|Mind Reader |Normal |---|100%| 5| Ensures that user's next attack will
| | | | | hit without fail.
|-----|-----|---|----|--|-----|
|Minimize |Normal |---|---|20| Raises user's Evasion ability up one

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					stage. STOMP deals double damage to user as long as user remains in battle.
Mirror Coat	Psychic	---	100%	20	If hit by a special attack, deals back double the damage.
Mirror Move	Flying	---	---	20	Move is replaced by the last move used by opponent.
Mist	Ice	---	---	30	Prevents user's abilities from being lowered.
Mist Ball	Psychic	70	100%	5	May lower opponent's SPECIAL ATTACK ability down one stage.
Moonlight	Normal	---	---	5	Restores HP, amount restored is based on time, most effective during the night.
Morning Sun	Normal	---	---	5	Restores HP, amount restored is based on time, most effective during the day time.
Mud Shot	Ground	55	95%	15	May lower opponent's SPEED ability down one stage.
Mud Sport	Ground	---	100%	15	As long as user remains in battle, Electric type moves deal less damage to user and opponent.
Muddy Water	Water	95	85%	10	May lower opponent's Hit Ratio ability down one stage.
Mud-Slap	Ground	20	100%	10	May lower opponent's Hit Ratio ability down one stage.

N Move List:

Nature Power	Normal	---	95%	20	Move used depends on battle location.
Needle Arm	Grass	60	100%	15	May cause opponent to FLINCH.
Night Shade	Ghost	---	100%	15	Deals HP of damage equal to user's level.
Nightmare	Ghost	---	100%	15	Inflicts 1/4 damage every turn. Only works if opponent is induced with SLEEP condition.

O Move List:

Octazooka	Water	65	85%	10	May lower opponent's Hit Ratio ability down one stage.
Odor Sleuth	Normal	---	100%	40	After use, opponent's raised evasion

					will be ignored.
Outrage	Dragon	90	100%	15	Attacks 2, 3 turns, then induces user with CONFUSION condition.
Overheat	Fire	140	90%	5	Lowers user's SPECIAL ATTACK ability down two stages.

P Move List:

Pain Split	Normal	---	100%	20	Evenly divides HP so that both user and opponent have half of their combined remaining HP.
Pay Day	Normal	40	100%	20	User gains money after battle.
Peck	Flying	35	100%	35	No effect.
Perish Song	Normal	---	---	5	All Pokemon will faint after three turns. Switching a Pokemon out of battle prevents its fainting.
Petal Dance	Grass	70	100%	20	Attacks 2, 3 turns, then induces user with CONFUSION condition.
Pin Missile	Bug	14	85%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Poison Fang	Poison	50	100%	15	May induce opponent with TOXIC status.
Poison Gas	Poison	---	55%	40	Induces opponent with POISON status.
Poison Sting	Poison	15	100%	35	May induce opponent with POISON status
Poison Tail	Poison	50	100%	25	May induce opponent with POISON status Has a high critical hit ratio.
Poisonpowder	Poison	---	75%	35	Induces opponent with POISON status.
Pound	Normal	40	100%	35	No effect.
Powder Snow	Ice	40	100%	25	May induce opponent with FREEZE status
Present	Normal	---	90%	15	Random effect, either does 40, 80, or 120 damage or restores your opponent's HP by 80.
Protect	Normal	---	---	10	Takes no damage from opponent's attack May fail if used more than once in a row.
Psybeam	Psychic	65	100%	20	May induce opponent with CONFUSION condition.
Psych Up	Normal	---	---	10	Your Pokemon receives the same temporary special effects that your

					opponent received from one of its moves (such as from Amnesia).
Psychic	Psychic	90	100%	10	May lower opponent's SPECIAL DEFENSE ability down one stage.
Psycho Boost	Psychic	140	90%	5	Lowers user's SPECIAL ATTACK ability down two stages.
Psywave	Psychic	---	80%	15	Deals HP of damage equal to 1 to 1.5 x user's level.
Pursuit	Dark	40	100%	20	Opponent 痴 Pokemon receives double damage if the trainer tries to switch Pokemon the turn this attack is used.

Q Move List:

Quick Attack	Normal	40	100%	30	Always attacks first.
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R Move List:

Rage	Normal	20	100%	20	User's Attack raises when damaged by opponent.
Rain Dance	Water	---	---	5	Causes "Big Rain" weather for five turns.
Rapid Spin	Normal	20	100%	40	Deals damage and frees Pokemon from multi-round attacks like Wrap and Leech Seed.
Razor Leaf	Grass	55	95%	25	Has a high critical hit rate.
Razor Wind	Normal	80	100%	10	Attacks in two turns. Has a high critical hit ratio.
Recover	Normal	---	---	20	Restores half of user's maximum HP.
Recycle	Normal	---	100%	10	User's disposable held item returns.
Reflect	Psychic	---	---	20	Physical type moves deal half damage to user for five turns.
Refresh	Normal	---	100%	20	User recovers from BURN, FREEZE, or PARALYSIS status.
Rest	Psychic	---	---	10	User restores all HP and is induced with SLEEP condition for two turns.
Return	Normal	---	100%	20	Power is greater when Pok 驚 on is happy
Revenge	Fighting	60	100%	10	If the user is damaged before it attacks, the attack power is double.
Reversal	Fighting	---	100%	15	The less HP user has, the higher the

					attack power. When HP is very low, attack power is 200. When HP is highest, attack power is 20.
Roar	Normal	---	100%	20	Escape from a wild battle. Switch opponent's Pokémons in a link battle.
Rock Blast	Rock	25	80%	10	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Rock Slide	Rock	75	90%	10	May cause opponent to FLINCH.
Rock Smash	Fighting	20	100%	15	May lower opponent's DEFENSE ability down one stage.
Rock Throw	Rock	50	90%	15	No effect.
Rock Tomb	Rock	50	80%	10	May lower opponent's SPEED ability down one stage.
Role Play	Psychic	---	100%	10	User's characteristic changes to opponent's characteristic.
Rolling Kick	Fighting	60	85%	15	May cause opponent to FLINCH.
Rollout	Rock	30	90%	20	Attacks for 5 turns.

S Move List:

Sacred Fire	Fire	100	95%	5	May induce opponent with BURN status. Can remove FREEZE status from user.
Safeguard	Normal	---	---	25	Protects your Pokemon from special effects like PARALYSIS and SLEEP, this effect lasts temporary.
Sand Tomb	Ground	15	70%	15	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Sand-Attack	Ground	---	100%	15	Lowers opponent's Hit Ratio ability down one stage.
Sandstorm	Rock	---	---	10	Causes sandstorm weather for five turns.
Scary Face	Normal	---	90%	10	Lowers opponent's SPEED ability down two stages.
Scratch	Normal	40	100%	35	No effect.
Screech	Normal	---	85%	40	Lowers opponent's DEFENSE ability down two stages.
Secret Power	Normal	70	100%	20	Effect depends on surroundings. In grass, effect is POISON. In tall grass, effect is SLEEP. On the ocean, ATTACK lowers one stage. Underwater,

					DEFENSE lowers one stage. In a pond, SPEED lowers one stage. In sand, accuracy lowers one stage. In a cave, effect is FLINCH. On rocks, effect is CONFUSION. Elsewhere, effect is PARALYZE.
Seismic Toss	Fighting	---	100%	20	Deals HP of damage equal to user's level.
Selfdestruct	Normal	200	100%	5	Attack deals double damage. User faints.
Shadow Ball	Ghost	80	100%	15	May lower opponent's SPECIAL DEFENSE ability down one stage.
Shadow Punch	Ghost	60	---	20	If opponent is on screen, hits without fail.
Sharpen	Normal	---	---	30	Raises user's ATTACK ability up one stage.
Sheer Cold	Ice	---	30%	5	Knocks out opponent in one hit. Accuracy increases by an amount equal to the difference between user and enemy's experience levels, then divided by 128.
Shock Wave	Electric	60	0%	20	If opponent is on screen, hits without fail.
Signal Beam	Bug	75	100%	15	May induce opponent with CONFUSION condition.
Silver Wind	Bug	60	100%	5	May raise all of user's abilities up one stage.
Sing	Normal	---	55%	15	May induce opponent with SLEEP status.
Sketch	Normal	---	---	1	Permanently copies opponent's last move.
Skill Swap	Psychic	---	100%	10	Swap characteristics with opponent.
Skull Bash	Normal	100	100%	15	Raises Defense up one stage first turn, then attacks second turn.
Sky Attack	Flying	140	90%	5	Attacks in two turns. May cause opponent to FLINCH.
Sky Uppercut	Fighting	85	90%	15	Can hit opponent during FLY.
Slack Off	Normal	---	100%	10	Restores half of user's maximum HP.
Slam	Normal	80	75%	20	No effect.
Slash	Normal	70	100%	20	Has a high critical hit rate.
Sleep Powder	Grass	---	75%	15	May induce opponent with SLEEP status.

Sleep Talk	Normal	---	---	10	Pokemon attacks with one of the opponent's attacks, only used when asleep.
Sludge	Poison	65	100%	20	May induce opponent with POISON status
Sludge Bomb	Poison	90	100%	10	May induce opponent with POISON status
SmellingSalt	Normal	60	100%	10	If the opponent is induced with PARALYZE status, attack power is double. Opponent recovers from PARALYZE status.
Smog	Poison	20	70%	20	May induce opponent with POISON status
Smokescreen	Normal	---	100%	20	Lowers opponent's Hit Ratio ability down one stage.
Snatch	Dark	---	100%	10	Unknown?
Snore	Normal	40	100%	15	Can only be used when user is induced with SLEEP.
Softboiled	Normal	---	100%	10	User recovers half maximum HP.
Solarbeam	Grass	120	100%	10	Attacks in two turns. The first turn, user does not attack. Attacks in one turn during Clear Skies weather.
Sonicboom	Normal	---	90%	20	Always deals 20 HP of damage.
Spark	Electric	65	100%	20	May induce opponent with PARALYSIS status.
Spider Web	Bug	---	100%	10	Opponent cannot escape as long as user remains in battle.
Spike Cannon	Normal	20	100%	15	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Spikes	Ground	---	---	20	Sets spikes down. Opponent takes damage upon switch.
Spit Up	Normal	100	100%	10	Deals damage depending on how much energy is stored.
Spite	Ghost	---	100%	10	Opponent's last move used loses 2 to 5 PP.
Splash	Normal	---	---	40	Does nothing.
Spore	Grass	---	100%	15	May induce opponent with SLEEP status.
Steel Wing	Steel	70	90%	25	Deals damage and may raise your defense by 1 level temporarily.
Stockpile	Normal	---	---	10	Stores energy. May be used up to three times.

Stomp	Normal	65	100%	20	May cause opponent to FLINCH.
Strength	Normal	80	100%	15	No effect.
String Shot	Bug	---	95%	40	Lowers opponent's SPEED ability down one stage.
Struggle	Normal	50	100%	--	Used when user runs out of PP. User is dealt recoil damage equal to 1/4 damage dealt to opponent.
Stun Spore	Grass	---	75%	30	Induces opponent with PARALYSIS status
Submission	Fighting	80	80%	25	Used when user runs out of PP. User is dealt recoil damage equal to 1/4 damage dealt to opponent.
Substitute	Normal	---	---	10	Uses 1/4 of the user's HP to make a decoy. Decoy takes damage from opponent's attacks until it breaks.
Sunny Day	Fire	---	---	5	Causes "Clear Skies" weather for five turns.
Super Fang	Normal	---	90%	10	Deals damage equal to half opponent's current HP.
Superpower	Fighting	120	100%	5	Lowers user's ATTACK and DEFENSE abilities each down one stage.
Supersonic	Normal	---	55%	20	Induces opponent with CONFUSION condition.
Surf	Water	95	100%	15	No effect.
Swagger	Normal	---	90%	15	Raises opponent's ATTACK ability up two stages, then induces opponent with CONFUSION condition.
Swallow	Normal	---	---	10	Recovers HP depending on how much energy is stored.
Sweet Kiss	Normal	---	75%	10	Induces opponent with CONFUSION condition.
Sweet Scent	Normal	---	100%	20	Lowers opponent's Evasion ability down one stage.
Swift	Normal	60	---	20	If opponent is on screen, hits without fail.
Swords Dance	Normal	---	---	30	Raises user's ATTACK ability up two stages.
Synthesis	Grass	---	---	5	Restores HP, amount of HP restored depends on time of day.

Tackle	Normal	35	95%	35	No effect.
Tail Glow	Bug	---	100%	20	Raises user's SPECIAL ATTACK ability up two stages.
Tail Whip	Normal	---	100%	30	Lowers opponent's DEFENSE ability down one stage.
Take Down	Normal	90	85%	20	Used when user runs out of PP. User is dealt recoil damage equal to 1/4 damage dealt to opponent.
Taunt	Dark	---	100%	20	Unknown?
Teeter Dance	Normal	---	100%	20	All Pokémon on except user become induced with CONFUSION.
Teleport	Psychic	---	---	20	Flees from battle. Does not work in Trainer Battles.
Thief	Dark	40	100%	10	If user is not holding an item, user takes opponent's item.
Thrash	Normal	90	100%	20	Attacks 2, 3 turns, then induces user with CONFUSION condition.
Thunder	Electric	120	70%	10	May induce opponent with PARALYSIS. Has 100% accuracy during Big Rain weather.
Thunder Wave	Electric	---	100%	20	Induces opponent with PARALYSIS status
Thunderbolt	Electric	95	100%	15	May induce opponent with PARALYSIS status.
Thunderpunch	Electric	75	100%	15	May induce opponent with PARALYSIS status.
Thundershock	Electric	40	100%	30	May induce opponent with PARALYSIS status.
Tickle	Normal	---	100%	20	Lowers opponent's ATTACK and DEFENSE abilities each down one stage.
Torment	Dark	---	100%	15	The same move cannot be used twice in a row.
Toxic	Poison	---	85%	10	Induces opponent with TOXIC status.
Transform	Normal	---	---	10	User's abilities (except for HP) become that of opponent. User's ability changes and status inducement also become that of opponent. Users moves become those of opponent, but only have 5 PP each.
Tri Attack	Normal	80	100%	10	May induce opponent with either BURN, FREEZE, or PARALYSIS.

Trick	Psychic	---	100%	10	User and opponent exchange held items.
Triple Kick	Fighting	10	90%	10	Attacks 1 to 3 times.
Twineedle	Bug	25	100%	20	Attacks 2 times. May induce opponent with POISON condition.
Twister	Dragon	40	100%	20	No effect.

U Move List:

Uproar	Normal	50	100%	10	Cannot sleep for 2 to 5 turns.
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V Move List:

Vicegrip	Normal	55	100%	30	No effect.
Vine Whip	Grass	35	100%	10	No effect.
Vital Throw	Fighting	70	100%	10	Hits opponent without fail. Always goes last.
Volt Tackle	Electric	120	100%	15	User is dealt recoil damage equal to 1/3 damage dealt to opponent.

W Move List:

Water Gun	Water	40	100%	25	No effect.
Water Pulse	Water	60	100%	20	May induce opponent with CONFUSION condition.
Water Sport	Water	---	100%	15	As long as user remains in battle, Fire type moves deal less damage to user and opponent.
Water Spout	Water	150	100%	5	Power decreases as user's HP lowers.
Waterfall	Water	80	100%	15	No effect.
Weather Ball	Normal	50	100%	10	Attack power doubles during weather. Type changes based on weather. Becomes Fire type in "Clear Skies". Becomes Water type in "Big Rain". Becomes Ice type in hailstorm. Becomes Rock type in sandstorm.
Whirlpool	Water	15	70%	15	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Whirlwind	Normal	---	100%	20	Escape from a wild battle. Switch opponent's Pokémon in a link battle.
Will-O-Wisp	Fire	---	75%	15	Induces opponent with BURN status.
Wing Attack	Flying	60	100%	35	No effect.

Wish	Normal	---	100%	10	Half maximum HP is recovered at the end of the next turn. Still recovers, even if user switches.
Withdraw	Water	---	---	40	Raises user's DEFENSE ability up one stage.
Wrap	Normal	15	85%	20	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.

Y Move List:

Yawn	Normal	---	100%	10	If the opponent remains in battle, it will be induced with SLEEP on the following turn.
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Z Move List:

Zap Cannon	Electric	100	50%	5	May induce opponent with PARALYSIS status.
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OF7:

Nature List

Name	Status	Ata	Def	S. Ata	S. Def	Spe
Adamant	Up			Down		
Bashful						
Bold	Down	Up				
Brave	Up					Down
Calm	Down				Up	
Careful				Down	Up	
Gentle			Down		Up	
Hardy						Up
Hasty			Down			Up
Impish		Up		Down		Up
Jolly				Down		Up
Lax			Up		Down	
Lonely	Up		Down			

Mild		Down	Up		
Modest	Down		Up		
Naive				Down	Up
Naughty	Up			Down	
Quiet			Up		Down
Quirky					
Rash			Up		Up
Relaxed		Up			Down
Sassy				Up	Down
Serious					
Timid	Down				Up

Key:

Ata = Attack

Def = Defence

Spe = Speed

S. Ata = Special Attack

S. Def = Special Defence

Up = Status goes up more when leveling up

Down = Status doesn't go up as much when leveling up

X01:

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|                POKEDEX: 001-151                |
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Current Status:

=====
Version 1.0: Bulbasaur-Sandslash Pokedex

Version 1.1: Nidoran Female-Golbat

Version 1.2: Finished with Barebones of the FR/LG Pokemon

Key:

=====
Number before name: Current Pokedex number of Pokemon

Pokemon Name: Name of the Pokemon

Type: Element Type of that Pokemon

Location: Where you can find it

Evolution Line: List of Evolutions for that Pokemon Type

Move List Key:

=====

Name: Name of Attack

Type: Type of Attack

#1: Level the first form learns it at

#2: Level of the Second form it learns it at

#3L level the third form learns it at

Pre: Baby Pokemon that learns the mote

Sta: Pokemon knows that move from the start

-: That type of Pokemon cannot learn that particular attack

Ability: Ability the Pokemon may have when you get it. If it had one ability, then it will always have that ability. If it has two, there is a split chance that your Pokemon may have that move with you catch/hatch it. If your Pokemon has a different ability when it evolves, it will overwrite the previous one.

Egg Group: Egg Groups are a hidden value that shows which Pokemon can Breed with what. Please note that the names are not show, and I will use the Nintendo Power Guide's names (Since it is the closest thing to being official that there is)

Moves: Note that these moves only apply to FR/LG. Because it was released later then R/S, some of the level moves may be different from raising those Pokemon in those version due to balancing issues.

Lost Moves: These are moves a Pokemon once learned in a previous Generation, but lost when it came to another generation. The current list only applies to moves that were lost via leveling up, and not TM's. Note that some of these may be learned via R/S/E/Col/XD, since I have not checked the move list for those versions yet.

=====
#1 Bulbasaur/#2 Ivysaur/#3 Venusaur

Type: Grass/Poison

Ability: Overgrow

Egg Group: Monster/Grass

Location: Trade from FR/LG

Evolution Line: Bulbasaur Lv 16
 Ivysaur Lv 32
 Venusaur Final

Move List:

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/-----\
|Name          |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Tackle        |Normal    |Sta|Sta|Sta|
|Growl         |Normal    |4  |4  |4  |
|Leech Seed    |Grass     |7  |7  |7  |
|Vine Whip     |Grass     |10 |10 |10 |
|Poison Powder |Poison    |15 |15 |15 |
|Sleep Powder  |Grass     |15 |15 |15 |
|Razor Leaf    |Grass     |27 |30 |30 |
|Sweet Scent   |Normal    |25 |29 |29 |

```

Growth	Normal	34	38	41
Synthesis	Grass	39	47	53
Solar Beam	Grass	46	56	65

Egg Move List:

Name	Type
Light Screen	Psychic
Skull Bash	Normal
Safeguard	Normal
Charm	Normal
Petal Dance	Grass
Magical Leaf	Grass
Grasswhistle	Grass
Curse	???

TM and HM List:

TM	Name	Notes
TM 05	Roar	Venusaur Only
TM 06	Toxic	
TM 09	Bullet Seed	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	Venusaur Only
TM 17	Protect	
TM 19	Giga Drain	
TM 21	Frustration	
TM 22	Solar Beam	
TM 26	Earthquake	Venusaur Only
TM 27	Return	
TM 32	Double Team	
TM 36	Sluge Bomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
HM 01	Cut	
HM 04	Strength	
HM 05	Flash	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Body Slam	
Double Edge	
Mimic	
Substitute	
Sword Dance	
Frenzy Plant	Venusaur Only

=====
#4 Charmander/#5 Charmeleon/#6 Charizard

Type: Charmander/Charmeleon: Fire
Charizard: Fire/Flying

Ability: Blaze

Egg Group: Monster/Dragon

Location: Trade from FR/LG

Evolution Line: Charmander Lv 16
Charmeleon Lv 36
Charizard Final

Move List:

```
/-----\  
|Name          |Type      |#1|#2|#3|  
|-----|-----|---|---|---|  
|Scratch       |Normal    |Sta|Sta|Sta|  
|Growl         |Normal    |Sta|Sta|Sta|  
|Ember         |Fire      |7 |7 |7 |  
|Smokescreen   |Normal    |13 |13 |13 |  
|Rage          |Normal    |19 |20 |20 |  
|Scary Face    |Normal    |25 |27 |27 |  
|Flamethrower |Fire      |31 |34 |34 |  
|Wing Attack   |Flying    |-  |-  |36 |  
|Slash         |Normal    |37 |41 |44 |  
|Dragon Rage   |Dragon    |43 |48 |54 |  
|Fire Spin     |Fire      |49 |55 |64 |  
\-----/
```

Egg Move List:

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/-----\  
|Name          |Type      |  
|-----|-----|  
|Belly Drum    |Normal    |  
|Ancientpower  |Rock      |  
|Rock Slide    |Rock      |  
|Bite          |Dark      |  
|Outrage       |Dragon    |  
|Beat Up       |Dark      |  
|Swords Dance  |Normal    |  
|Dragon Dance   |Dragon    |  
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TM and HM List:

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/-----\  
|TM  |Name          |Notes      |  
|----|-----|-----|  
|TM 01|Focus Punch  |           |  
|TM 02|Dragon Claw  |           |  
|TM 05|Roar         |Charizard only|  
|TM 06|Toxic        |           |  
|TM 10|Hidden Power |           |  
|TM 11|Sunny Day    |           |  
|TM 15|Hyper Beam   |Charizard only|  
|TM 17|Protect      |           |  
|TM 21|Frustration  |           |  
|TM 23|Iron Tail    |           |  
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TM 26	Earthquake	Charizard only
TM 27	Return	
TM 28	Dig	
TM 31	Brick Break	
TM 32	Double Team	
TM 35	Flamethrower	
TM 38	Fire Blast	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 47	Steel Wing	Charizard only
TM 50	Overheat	

HM 01	Cut	
HM 02	Fly	Charizard only
HM 04	Strength	
HM 06	Rock Smash	
\-----/		

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Swords Dance	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Rock Slide	
Substitute	
Blast Burn	Charizard Only

Lost Moves:

Name	Type
Leer	Normal
Rage	Normal

=====
#7 Squirtle/#8 Wartortle/#9 Blastoise

Type: Water

Ability: Torment

Egg Group: Monster/Water 1

Location: Trade from FR/LG

Evolution Line: Squirrel Lv 16

Wartortle Lv 36
 Blastoise Final

Move List:

```

/-----\
|Name           |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Tackle         |Normal    |Sta|Sta|Sta|
|Tail Whip     |Normal    |4  |4  |4  |
|Bubble        |Water     |7  |7  |7  |
|Withdraw      |Water     |10 |10 |10 |
|Water Gun     |Water     |13 |13 |13 |
|Bite          |Dark      |18 |19 |19 |
|Rapid Spin    |Normal    |23 |25 |25 |
|Protect       |Normal    |28 |31 |31 |
|Rain Dance    |Water     |33 |37 |42 |
|Skull Bash   |Normal    |40 |45 |55 |
|Hydro Pump   |Water     |47 |53 |68 |
\-----/
  
```

Egg Move List:

```

/-----\
|Name           |Type      |
|-----|-----|
|Forsight      |Normal    |
|Flail         |Normal    |
|Refresh       |Normal    |
|Mud Sport     |Ground    |
|Yawn          |Normal    |
\-----/
  
```

TM and HM List:

```

/-----\
|TM  |Name           |Notes
|----|-----|-----|
|TM 01|Focus Punch  |
|TM 03|Water Pulse  |
|TM 05|Roar         |Blastoise Only
|TM 06|Toxic        |
|TM 07|Hail         |
|TM 10|Hidden Power |
|TM 13|Ice Beam     |
|TM 14|Blizzard     |
|TM 15|Hyper Beam   |Blastoise Only
|TM 17|Protect      |
|TM 18|Rain Dance   |
|TM 23|Iron Tail    |
|TM 26|Earthquake   |Blastoise Only
|TM 27|Return       |
|TM 28|Dig          |
|TM 31|Brick Break  |
|TM 42|Facade       |
|TM 43|Secret Power |
|TM 44|Rest         |
|TM 45|Attract      |
|----|-----|-----|
|HM 03|Surf         |
|HM 04|Strength     |
|HM 06|Rock Smash   |
|HM 07|Waterfall    |
\-----/
  
```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Mega Punch   |             |
|Mega Kick    |             |
|Body Slam    |             |
|Double-Edge  |             |
|Counter      |             |
|Seismic Toss |             |
|Mimic        |             |
|Substitute   |             |
|Hydro Cannon |Blastoise Only|
\-----/

```

=====

#10 Caterpie/#11 Metapod/#12 Butterfree

Type: Caterpie/Metapod: Bug
 Butterfree: Bug/Flying

Ability: Shield Dust (Caterpie)
 Shed Skin (Metapod)
 Compoundeyes (Butterfree)

Egg Group: Bug

Location: Trade from FR/LG

Evolution Line: Caterpie Lv 7
 Metapod Lv 10
 Butterfree Final

Move List:

```

/-----\
|Name           |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Tackle         |Normal    |Sta|-|Sta|
|String Shot    |Bug       |Sta|-|Sta|
|Harden         |Normal    |-|7|-|
|Confusion      |Psychic   |-|-|10|
|Poison Powder  |Poison    |-|-|13|
|Stun Spore     |Grass     |-|-|14|
|Sleep Powder   |Grass     |-|-|15|
|Supersonic     |Normal    |-|-|18|
|Whirlwind      |Normal    |-|-|23|
|Gust           |Flying    |-|-|28|
|Psybeam       |Psychic   |-|-|34|
|Safeguard      |Normal    |-|-|40|
|Silver Wind    |Bug       |-|-|47|
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type      |
|-----|-----|
|None          |           |
\-----/

```

TM and HM List: *Note: Only Butterfree can learn TM's and HM's

TM	Name	Notes
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 19	Giga Drain	
TM 20	Safeguard	
TM 21	Frustration	
TM 22	Solar Beam	
TM 27	Return	
TM 29	Psycic	
TM 30	Shadow Ball	
TM 32	Double Team	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 48	Skill Swap	
HM 05	Flash	

Move Tutors List:

Move Name:	Notes:
Double-Edge	Butterfree Only
Mimic	Butterfree Only
Dream Eater	Butterfree Only
Substitute	Butterfree Only

=====
#13 Weedle/#14 Kakuna/#15 Beedrill

Type: Bug/Poison

Location: Trade from FR/LG

Ability: Shield Dust (Weedle)
Shed Skin (Kakuna)
Swarm (Beedrill)

Egg Group: Bug

Evolution Line: Weedle Lv 7
Kakuna Lv 10
Beedrill Final

Move List:

Name	Type	#1	#2	#3
Poison Sting	Poison	Sta	-	Sta

String Shot	Bug	Sta -	Sta
Harden	Normal	- 7	-
Fury Attack	Normal	- -	10
Focus Energy	Normal	- -	15
Twin Needle	Bug	-	20
Rage	Normal	- -	25
Pursuit	Dark	- -	30
Pin Missile	Bug	- -	35
Agility	Psychic	- -	40
Endeavor	Normal	- -	45

\-----/

Egg Move List:

Name	Type	
None		

\-----/

TM and HM List: *Note: Only Beedrill can learn TM's and HM's

TM	Name	Notes	
TM 06	Toxic		
TM 10	Hidden Power		
TM 11	Sunny Day		
TM 15	Hyper Beam		
TM 16	Light Screen		
TM 17	Protect		
TM 19	Giga Drain		
TM 21	Frustration		
TM 22	Solar Beam		
TM 27	Return		
TM 31	Brick Break		
TM 32	Double Team		
TM 36	Sluge Bomb		
TM 40	Aerial Ace		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
TM 46	Thief		
HM 01	Cut		
HM 06	Rock Smash		

\-----/

Move Tutors List:

Move Name:	Notes:	
Swords Dance	Beedrill only	
Double Edge	Beedrill only	
Mimic	Beedrill only	
Substitute	Beedrill only	

\-----/

Type: Normal/Flying

Ability: Keen Eye

Egg Group: Flying

Location: Trade from FR/LG

Evolution Line: Pidgey Lv 18
 Pidgeotto Lv 36
 Pidgeot Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Tackle        |Normal    |Sta|Sta|Sta|
|Sand Attack   |Normal    |5  |5  |5  |
|Gust          |Flying    |9  |9  |9  |
|Quick Attack  |Normal    |13 |13 |13 |
|Whirlwind     |Normal    |19 |20 |20 |
|Wing Attack   |Flying    |25 |27 |27 |
|Featherdance  |Flying    |31 |34 |34 |
|Agility       |Psychic   |39 |43 |48 |
|Mirror Move   |Flying    |47 |52 |62 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Pursuit       |Dark      |
|Faint Attack  |Dark      |
|Forsight      |Normal    |
|Steel Wing    |Steel     |
|Air Cutter    |Flying    |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes
|----|-----|-----|
|TM 06|Toxic         |
|TM 10|Hidden Power  |
|TM 11|Sunny Day     |
|TM 15|Hyper Beam    |Pidgeot Only
|TM 17|Protect       |
|TM 18|Rain Dance    |
|TM 21|Frustration   |
|TM 27|Return        |
|TM 32|Double Team   |
|TM 40|Aerial Ace    |
|TM 42|Facade        |
|TM 43|Secret Power  |
|TM 44|Rest          |
|TM 45|Attract       |
|TM 46|Thief         |
|TM 47|Steel Wing    |
|----|-----|-----|
|HM 02|Fly           |

```

\-----/

Move Tutors List:

/-----\

Move Name:	Notes:
Double-Edge	
Mimic	
Substitute	

=====

#19 Rattata/#20 Raticate

Type: Normal

Ability: Run Away
Guts

Egg Group: Field

Location: Trade from FR/LG

Evolution Line: Rattata: Lv 20
Raticate: Final

Move List:

/-----\

Name	Type	#1	#2
Tackle	Normal	Sta	Sta
Tail Whip	Normal	Sta	Sta
Quick Attack	Normal	7	7
Hyper Fang	Normal	13	13
Focus Energy	Normal	20	-
Scary Face	Normal	-	20
Pursuit	Dark	27	30
Super Fang	Normal	34	40
Endeavor	Normal	41	50

Egg Move List:

/-----\

Name	Type
Screech	Normal
Flame Wheel	Fire
Fury Swipes	Normal
Bite	Dark
Counter	Fighting
Reversal	Fighting
Uproar	Normal
Swagger	Normal
Body Slam	Normal

TM and HM List:

/-----\

TM	Name	Notes
----	------	-------

TM 05	Roar	Raticate only
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Raticate Only
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 28	Dig	
TM 30	Shadow Ball	
TM 32	Double Team	
TM 34	Shock Wave	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 01	Cut	
HM 04	Strength	Raticate only
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Body Slam	
Double-Edge	
Counter	
Mimic	
Thunder Wave	
Substitute	

#21 Spearow/#22 Fearow

Type: Normal/Flying

Ability: Keen Eye

Egg Group: Flying

Location: Trade from FR/LG

Evolution Line: Spearow Lv 20
Fearow Final

Move List:

Name	Type	#1	#2
------	------	----	----

Peck	Flying	Sta	Sta
Growl	Normal	Sta	Sta
Leer	Normal	7	7
Fury Attack	Normal	13	13
Pursuit	Dark	19	26
Aerial Ace	Flying	25	-
Mirror Move	Flying	31	32
Drill Peck	Flying	37	40
Agility	Psycic	43	47

Egg Move List:

Name	Type
False Swipe	Normal
Scary Face	Normal
Quick Attack	Normal
Tri Attack	Normal
Astonish	Ghost
Sky Attack	Fly

TM and HM List:

TM	Name	Notes
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	Fearow only
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 27	Return	
TM 32	Double Team	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 47	Steel Wing	
HM 02	Fly	

Move Tutors List:

Move Name:	Notes:
Double-Edge	
Mimic	
Substitute	

Type: Poison

Ability: Intimidate
Shed Skin

Egg Group: Field/Dragon

Location: Trade from FR/LG

Evolution Line: Ekans Lv 22
Arbok Final

Move List:

```
-----\
|Name          |Type      |#1|#2|
|-----|-----|---|---|
|Wrap          |Normal    |Sta|Sta|
|Leer          |Normal    |Sta|Sta|
|Poison Sting  |Poison    |8 |8 |
|Bite          |Dark      |13|13|
|Glare         |Normal    |20|20|
|Screech      |Normal    |25|28|
|Acid         |Poison    |32|38|
|Stockpile    |Normal    |37|46|
|Swallow      |Normal    |37|46|
|Spit Up      |Normal    |37|46|
|Haze         |Ice       |44|56|
\-----/
```

Egg Move List:

```
-----\
|Name          |Type      |
|-----|-----|
|Slam          |Normal    |
|Spite        |Ghost     |
|Beat Up      |Dark      |
|Poison Fang  |Poison    |
\-----/
```

TM and HM List:

```
-----\
|TM  |Name          |Notes          |
|----|-----|-----|
|TM 06|Toxic        |              |
|TM 10|Hidden Power |              |
|TM 11|Sunny Day    |              |
|TM 15|Hyper Beam   |Arbok only    |
|TM 17|Protect      |              |
|TM 18|Rain Dance   |              |
|TM 19|Giga Drain   |              |
|TM 21|Frustration  |              |
|TM 23|Iron Tail    |              |
|TM 26|Earthquake   |              |
|TM 27|Return       |              |
|TM 28|Dig           |              |
|TM 32|Double Team  |              |
|TM 36|Sluge Bomb   |              |
|TM 41|Torment      |              |
|TM 42|Facade       |              |
|TM 43|Secret Power |              |
\-----/
```

TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 49	Snatch	

HM 04	Strength	

Move Tutors List:

Move Name:	Notes:
Body Slam	
Double-Edge	
Mimic	
Rock Slide	
Substitute	

#172 Pichu/#25 Pikachu/#26 Raichu

Type: Electric

Ability: Static

Egg Group: Field/Fairy

Location: Pikachu: Safari Zone
Raichu: Evolves from Raichu

Evolution Line: Pichu Friendship Evoluion
Pikachu Thunder Stone
Raichu Final

Move List:

Name	Type	#1	#2
Thundershock	Electric	Sta	Sta
Growl	Normal	Sta	Sta
Tail Whip	Normal	6	-
Thunder Wave	Electric	8	-
Quick Attack	Normal	11	-
Double Team	Normal	15	-
Slam	Normal	20	-
Thunderbolt	Electric	26	-
Agility	Psychic	33	-
Thunder	Electric	41	-
Light Screen	Psychic	50	-

Egg Move List:

Name	Type
Reversal	Fighting

Bide	Normal
Present	Normal
Encore	Normal
Doubleslap	Normal
Wish	Normal
Charge	Electric

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 06	Toxic	
TM 10	Hidden Power	
TM 15	Hyper Beam	Raichu only
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 28	Dig	
TM 31	Brick Break	
TM 32	Double Team	
TM 34	Shock Wave	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	Raichu only
HM 04	Strength	
HM 05	Flash	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Thunder Wave	
Substitute	

Lost Moves:

Name	Type
Swift	Normal

\-----/

=====
#27 Sandshrew/#28 Sandslash

Type: Ground

Ability: Sand Veil

Egg Group: Field

Location: Sandshrew: Route 113
Sandslash: Evolves from Sandshrew

Evolution Line: Sandshrew Lv 22
Sandslash Final

Move List:

/-----\
Name	Type	#1	#2
Scratch	Normal	Sta	Sta
Defence Curl	Normal	6	6
Sand Attack	Normal	11	11
Poison Sting	Poison	17	17
Slash	Normal	23	24
Swift	Normal	30	33
Fury Swipes	Normal	37	42
Sand Tomb	Ground	45	52
Sandstorm	Rock	53	62
\-----/

Egg Move List:

/-----\
Name	Type
Flail	Normal
Safeguard	Normal
Counter	Fighting
Rapid Spin	Normal
Rock Slide	Rock
Metal Claw	Metal
Swords Dance	Normal
Crush Claw	Normal
\-----/

TM and HM List:

/-----\
TM	Name	Notes
TM 01	Focus Punch	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	Sandslash only
TM 17	Protect	
TM 21	Frustration	
TM 23	Iron Tail	
TM 26	Earthquake	
TM 27	Return	
\-----/

```

|TM 28|Dig          |          |
|TM 31|Brick Break |          |
|TM 32|Double Team  |          |
|TM 37|Sandstorm     |          |
|TM 39|Rock Tomb      |          |
|TM 40|Aerial Ace     |          |
|TM 42|Facade          |          |
|TM 43|Secret Power    |          |
|TM 44|Rest            |          |
|TM 45|Attract        |          |
|TM 46|Thief          |          |
|-----|-----|-----|
|HM 01|Cut             |          |
|HM 04|Strength        |          |
|HM 06|Rock Smash     |          |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:      |Notes:      |
|-----|-----|
|Swords Dance   |            |
|Body Slam      |            |
|Double-Edge    |            |
|Counter        |            |
|Seismic Toss   |            |
|Mimic          |            |
|Rock Slide     |            |
|Substitute     |            |
\-----/

```

=====

#29 Nidoran Female/#30 Nidorina/#31 Nidoqueen

Type: Nidoran/Nidorina: Poison
Nidoqueen: Poison/Ground

Ability: Poison Point

Egg Group: Nidoran: Monster/Field

Nidorina/Nidoqueen: Cannot Breed

Location: Trade from FR/LG

Evolution Line: Nidoran Lv 16
Nidorina Moon Stone
Nidoqueen Final

Move List:

```

/-----\
|Name              |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Growl             |Normal    |Sta|Sta|Sta|
|Scratch           |Normal    |Sta|Sta|Sta|
|Tail Whip         |Normal    |8  |8  |8  |
|Double Kick       |Fighting  |12 |12 |-  |
|Poison Sting      |Poison    |17 |18 |-  |
|Bite              |Dark      |20 |22 |-  |

```

Body Slam	Normal	-	-	22	
Helping Hand	Normal	23	26	-	
Fury Swipes	Normal	30	34	-	
Flatter	Dark	38	43	-	
Crunch	Dark	47	53	-	

\-----/

Egg Move List:

Name	Type	
Supersonic	Normal	
Disable	Normal	
Take Down	Normal	
Focus Energy	Normal	
Charm	Normal	
Counter	Fighting	
Beat Up	Dark	

\-----/

TM and HM List:

TM	Name	Notes	
TM 01	Focus Punch	Nidoqueen only	
TM 03	Water Pulse		
TM 05	Roar	Nidoqueen only	
TM 06	Toxic		
TM 10	Hidden Power		
TM 11	Sunny Day		
TM 12	Taunt	Nidoqueen only	
TM 13	Ice Beam		
TM 14	Blizzard		
TM 15	Hyper Beam	Nidoqueen only	
TM 17	Protect		
TM 18	Rain Dance		
TM 21	Frustration		
TM 23	Iron Tail		
TM 24	Thunderbolt		
TM 25	Thunder		
TM 26	Earthquake	Nidoqueen only	
TM 27	Return		
TM 28	Dig		
TM 30	Shadow Ball	Nidoqueen only	
TM 31	Brick Break	Nidoqueen only	
TM 32	Double Team		
TM 34	Shock Wave		
TM 35	Flamethrower	Nidoqueen only	
TM 36	Sluge Bomb		
TM 37	Sandstorm	Nidoqueen only	
TM 38	Fire Blast	Nidoqueen only	
TM 39	Rock Tomb	Nidoqueen only	
TM 40	Aerial Ace		
TM 41	Torment	Nidoqueen only	
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
TM 46	Thief		

|-----|

HM 01 Cut		
HM 03 Surf	Nidoqueen only	
HM 04 Strength		
HM 06 Rock Smash		

\-----/

Move Tutors List:

Move Name:	Notes:	
-----	-----	
Mega Punch	Nidoqueen only	
Mega Kick	Nidoqueen only	
Body Slam		
Double-Edge		
Counter		
Seismic Toss	Nidoqueen only	
Mimic		
Rock Slide	Nidoqueen only	
Substitute		

\-----/

Lost Moves:

Name	Type	
-----	-----	
Tackle	Normal	

\-----/

=====

#32 Nidoran Male/#33 Nidorino/#34 Nidoking

Type: Nidoran Male/Nidorino: Poison

Nidoking: Poison/Ground

Ability: Poison Point

Egg Group: Monster/Field

Location: Nidoran Male: Route 3, Safari Zone

Nidorino: Safari Zone

Nidoking: Evolves from Nidorino

Evolution Line: Nidoran Male Lv 16
 Nidorino Moon Stone
 Nidoking Final

Move List:

Name	Type	#1	#2	#3	
-----	-----	---	---	---	
Leer	Normal	Sta	Sta	Sta	
Peck	Flying	Sta	Sta	Sta	
Focus Energy	Normal	8	8	-	
Double Kick	Fighting	12	12	-	
Poison Sting	Poison	17	18	-	
Horn Attack	Normal	20	22	-	
Thrash	Normal	-	-	23	
Helping Hand	Normal	23	26	-	
Fury Attack	Normal	30	34	-	

Flatter	Dark	38	43	-
Horn Drill	Normal	47	53	-

Egg Move List:

Name	Type
Counter	Fighting
Disable	Normal
Supersonic	Normal
Take Down	Normal
Amnesia	Psychic
Confusion	Psychic
Beat Up	Dark

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	Nidoking only
TM 03	Water Pulse	
TM 05	Roar	Nidoking only
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	Nidoking only
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Nidoking only
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 26	Earthquake	Nidoking only
TM 27	Return	
TM 28	Dig	
TM 30	Shadow Ball	Nidoking only
TM 31	Brick Break	Nidoking only
TM 32	Double Team	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 36	Sluge Bomb	
TM 37	Sandstorm	
TM 38	Fire Blast	Nidoking only
TM 39	Rock Tomb	Nidoking only
TM 40	Aerial Ace	Nidoking only
TM 41	Torment	Nidoking only
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 01	Cut	
HM 03	Surf	Nidoking only


```

|HM 04|Strength      |
|HM 06|Rock Smash   |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:      |Notes:          |
|-----|-----|
|Mega Punch      |Nidoking only  |
|Mega Kick       |Nidoking only  |
|Body Slam       |                |
|Double-Edge     |                |
|Counter         |                |
|Seismic Toss    |Nidoking only  |
|Mimic           |                |
|Rock Slide      |Nidoking only  |
|Substitute      |                |
\-----/

```

Lost Moves:

```

/-----\
|Name              |Type           |
|-----|-----|
|Tackle            |Normal         |
\-----/

```

=====

#35 Clefairy/#36 Clefable

Type: Normal

Ability: Cute Charm

Egg Group: Fairy

Location: Trade from FR/LG

Evolution Line: Clefairy Moon Stone
 Clefable Final

Move List:

```

/-----\
|Name              |Type           |#1 |#2 |
|-----|-----|---|---|
|Pound             |Normal         |Sta|Sta|
|Growl             |Normal         |Sta|Sta|
|Sing              |Normal         |9  |- |
|Double Slap       |Normal         |13 |- |
|Minimize         |Normal         |21 |- |
|Defence Curl     |Normal         |25 |- |
|Metronome         |Normal         |29 |- |
|Cosmic Power     |Psychic        |33 |- |
|Moonlight         |Normal         |37 |- |
|Light Screen     |Psychic        |41 |- |
|Meteor Mash       |Steel          |45 |- |
\-----/

```

Egg Move List:

```

/-----\
|Name              |Type           |

```

Present	Normal
Metronome	Normal
Amnesia	Psychic
Belly Drum	Normal
Splash	Normal
Mimic	Normal
Wish	Normal
Substitute	Normal

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 03	Water Pulse	
TM 04	Calm Mind	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Clefable only
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 20	Safeguard	
TM 21	Frustration	
TM 22	Solar Beam	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 28	Dig	
TM 29	Psycic	
TM 30	Shadow Ball	
TM 31	Brick Break	
TM 32	Double Team	
TM 33	Reflect	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 38	Fire Blast	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 49	Snatch	
HM 01	Cut	
HM 02	Fly	
HM 03	Surf	
HM 04	Strength	
HM 05	Flash	
HM 06	Rock Smash	
HM 07	Waterfall	

Move Tutors List:

--	--	--

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double Edge	
Counter	
Seismic Toss	
Mimic	
Metronome	
Softboiled	
Dream Eater	
Thunder Wave	
Substitute	

=====
#37 Vulpix/#38 Ninetales

Type: Fire

Ability: Flash Fire

Egg Group: Field

Location: Mt. Prye

Evolution Line: Vulpix Fire Stone
 Ninetales Final

Move List:

Name	Type	#1	#2
Ember	Fire	Sta	Sta
Tail Whip	Normal	5	-
Roar	Normal	9	-
Quick Attack	Normal	13	-
Will-O-Wisp	Fire	17	-
Confuse Ray	Ghost	21	-
Flamethrower	Fire	29	-
Safeguard	Normal	33	-
Grudge	Ghost	37	-
Fire Spin	Fire	42	45

Egg Move List:

Name	Type
Flail	Normal
Spite	Ghost
Disable	Normal
Howl	Normal
Psych Up	Normal
Heat Wave	Fire

TM and HM List:

/-----\

TM	Name	Notes
TM 05	Roar	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	Ninetales only
TM 17	Protect	
TM 20	Safeguard	
TM 21	Frustration	
TM 23	Iron Tail	
TM 27	Return	
TM 28	Dig	
TM 32	Double Team	
TM 35	Flamethrower	
TM 38	Fire Blast	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 50	Overheat	

Move Tutors List:

Move Name:	Notes:
Body Slam	
Double-Edge	
Mimic	
Substitute	

#39 Jigglypuff/#40 Wigglytuff

Type: Normal

Ability: Cute Charm

Egg Group: Fairy

Location: Route 115

Evolution Line: Jigglypuff Moon stone
 Wigglytuff Final

Move List:

Name	Type	#1	#2
Sing	Normal	Sta	Sta
Defense Curl	Normal	4	-
Pound	Normal	9	-
Disable	Psychic	14	-
Rollout	Rock	19	-
Double Slap	Nomal	24	-
Rest	Psychic	29	-
Body Slam	Normal	34	-
Mimic	Normal	39	-

Hyper Voice	Normal	44	-
Double Edge	Normal	49	-

-----/

Egg Move List:

Name	Type
Perish Song	Normal
Present	Normal
Faint Attack	Dark
Wish	Normal
Fake Tears	Dark

-----/

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 03	Water Pulse	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Wigglytuff only
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 20	Safeguard	
TM 21	Frustration	
TM 22	Solar Beam	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 28	Dig	
TM 29	Psycic	
TM 30	Shadow Ball	
TM 31	Brick Break	
TM 32	Double Team	
TM 33	Reflect	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 38	Fire Blast	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 49	Snatch	
HM 04	Strength	
HM 05	Flash	

-----/

Move Tutors List:

Move Name:	Notes:
Mega Punch	

```

|Mega Kick      |
|Body Slam     |
|Double-Edge   |
|Counter       |
|Seismic Toss  |
|Mimic         |
|Dream Eater   |
|Thunder Wave  |
|Substitute    |
\-----/

```

=====

#41 Zubat/#42 Golbat/#169 Crobat

Type: Poison

Ability: Inner Focus

Egg Group: Flying

Location: Zubat and Golbat: Pretty much any cave in the game

Crobat: Evolves from Golbat after getting the Nationaldex

Evolution Line: Zubat Lv 22
Golbat Friendly Evolution
Crobat Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|
|-----|-----|---|---|
|Leech Life    |Bug       |Sta|Sta|
|Screech       |Normal    |-  |Sta|
|Supersonic    |Normal    |6  |6  |
|Astonish      |Ghost     |11 |11 |
|Bite          |Dark      |16 |16 |
|Wing Attack   |Flying    |21 |21 |
|Confuse Ray   |Ghost     |26 |28 |
|Air Cutter    |Fly       |31 |35 |
|Mean Look     |Normal    |36 |42 |
|Poison Fang   |Poison    |41 |49 |
|Haze          |Ice       |46 |56 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Quick Attack  |Normal    |
|Pursuit       |Dark      |
|Faint Attack  |Dark      |
|Gust          |Fly       |
|Whirlwind     |Normal    |
|Curse        |???      |
|Double-Edge   |Normal    |
\-----/

```

TM and HM List:

```

/-----\

```

TM	Name	Notes
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 15	Hyper Beam	Golbat and Crobat only
TM 17	Protect	
TM 18	Rain Dance	
TM 19	Giga Drain	
TM 21	Frustration	
TM 27	Return	
TM 30	Shadow Ball	
TM 32	Double Team	
TM 36	Sluge Bomb	
TM 40	Aerial Ace	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 47	Steel Wing	
TM 49	Snatch	

Move Tutors List:

Move Name:	Notes:
Double-Edge	
Mimic	
Substitute	

=====
#43 Oddish/#44 Gloom/#45 Vileplume

Type: Grass/Poison

Ability: Chlorophyll

Egg Group: Grass

Location: Oddish: Routes 110, 117, 119, 120, 121, 123, Safari Zone

Gloom: Routes 121, 123, Safari Zone

Vileplume: Evolves from Gloom.

Evolution Line: Oddish Lv 21
 Gloom Leaf Stone
 Vileplume Final

Move List:

Name	Type	#1	#2	#3

Absorb	Grass	Sta	Sta	Sta
Sweet Scent	Normal	7	7	-
Poison Powder	Poison	14	14	-
Stun Spore	Grass	16	16	-
Sleep Powder	Grass	18	18	-
Acid	Poison	23	24	-
Moonlight	Normal	32	35	-
Petal Dance	Grass	39	44	44

Egg Move List:

Name	Type	
Swords Dance	Normal	
Razor Leaf	Grass	
Flail	Normal	
Synthesis	Grass	
Charm	Normal	
Ingrain	Grass	

TM and HM List:

TM	Name	Notes	
TM 06	Toxic		
TM 09	Bullet Seed		
TM 10	Hidden Power		
TM 11	Sunny Day		
TM 15	Hyper Beam	Vileplume only	
TM 17	Protect		
TM 19	Giga Drain		
TM 21	Frustration		
TM 22	Solar Beam		
TM 27	Return		
TM 32	Double Team		
TM 36	Sluge Bomb		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
HM 01	Cut		
HM 05	Flash		

Move Tutors List:

Move Name:	Notes:	
Swords Dance		
Body Slam	Vileplume only	
Double-Edge		
Mimic		
Substitute		

Type: Bug/Grass

Ability: Effect Spore

Egg Group: Bug/Grass

Location: Trade from FR/LG

Evolution Line: Paras Lv 24
Parasect Final

Move List:

```
/-----\  
|Name          |Type      |#1|#2|  
|-----|-----|---|---|  
|Scratch       |Normal    |Sta|Sta|  
|Stun Spore    |Grass     |7 |7 |  
|Poisonpowder  |Poison    |13|13|  
|Leech Life    |Bug       |19|19|  
|Spore         |Grass     |25|27|  
|Slash         |Normal    |31|35|  
|Growth        |Normal    |37|43|  
|Giga Drain    |Grass     |43|51|  
|Aromatherapy  |Grass     |49|59|  
\-----/
```

Egg Move List:

```
/-----\  
|Name          |Type      |  
|-----|-----|  
|False Swipe   |Normal    |  
|Screech       |Normal    |  
|Counter       |Fighting  |  
|Psybeam       |Psychic   |  
|Flail         |Normal    |  
|Sweet Scent   |Normal    |  
|Light Screen  |Psychic   |  
|Pursuit       |Dark      |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes          |  
|----|-----|-----|  
|TM 06|Toxic         |               |  
|TM 09|Bullet Seed   |               |  
|TM 10|Hidden Power  |               |  
|TM 11|Sunny Day     |               |  
|TM 15|Hyper Beam    |Parasect only |  
|TM 17|Protect       |               |  
|TM 19|Giga Drain    |               |  
|TM 21|Frustration   |               |  
|TM 22|Solar Beam    |               |  
|TM 27|Return        |               |  
|TM 28|Dig           |               |  
|TM 32|Double Team   |               |  
|TM 36|Sluge Bomb    |               |  
|TM 40|Aerial Ace    |               |  
\-----/
```

```

|TM 42|Facade      |
|TM 43|Secret Power|
|TM 44|Rest         |
|TM 45|Attract      |
|TM 46|Thief        |
|-----|-----|-----|
|HM 01|Cut              |
|HM 05|Flash            |
|HM 06|Rock Smash      |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:  |Notes:      |
|-----|-----|
|Swords Dance|            |
|Body Slam   |            |
|Double-Edge |            |
|Counter     |            |
|Mimic       |            |
|Substitute  |            |
\-----/

```

=====

#48 Venonat/#49 Venomoth

Type: Bug/Poison

Ability: Compoundeyes (Venonat)
 Shield Dust (Venomoth)

Egg Group: Bug

Location: Trade from FR/LG

Evolution Line: Venonat Lv 31
 Venomoth Final

Move List:

```

/-----\
|Name          |Type   |#1|#2|
|-----|-----|---|---|
|Tackle        |Normal |Sta|Sta|
|Disable       |Psychic|Sta|Sta|
|Foresight     |Normal |Sta|Sta|
|Supersonic    |Normal |9 |9 |
|Confusion     |Psychic|17|17|
|Poison Powder |Poison |20|20|
|Leech Life    |Grass  |25|25|
|Stun Spore    |Grass  |28|28|
|Gust          |Flying |- |31|
|Psybeam      |Psychic|33|36|
|Sleep Powder  |Grass  |36|42|
|Psychic       |Psychic|41|52|
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type   |

```

```

|-----|-----|
|Baton Pass      |Normal  |
|Screech         |Normal  |
|Giga Drain      |Grass   |
|Signal Beam     |Bug     |
\-----/

```

TM and HM List:

```

/-----\
|TM   |Name          |Notes          |
|-----|-----|
|TM 06|Toxic         |               |
|TM 10|Hidden Power  |               |
|TM 11|Sunny Day     |               |
|TM 15|Hyper Beam    |Venomoth only |
|TM 17|Protect       |               |
|TM 19|Giga Drain    |               |
|TM 21|Frustration  |               |
|TM 22|Solar Beam   |               |
|TM 27|Return        |               |
|TM 29|Psycic       |               |
|TM 32|Double Team  |               |
|TM 36|Sluge Bomb   |               |
|TM 40|Aerial Ace   |Venomoth only |
|TM 42|Facade       |               |
|TM 43|Secret Power |               |
|TM 44|Rest         |               |
|TM 45|Attract      |               |
|TM 46|Thief        |               |
|TM 48|Skill Swap   |               |
|-----|-----|
|HM 05|Flash        |               |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:      |Notes:        |
|-----|-----|
|Double-Edge    |              |
|Mimic          |              |
|Substitute     |              |
\-----/

```

=====

#50 Diglett/#51 Dugtrio

Type: Ground

Ability: Sand Veil
Arena Trap

Egg Group: Field

Location: Trade from FR/LG

Evolution Line: Diglett Lv 26
Dugtrio Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|
|-----|-----|---|---|
|Scratch       |Normal    |Sta|Sta|
|Sand Attack   |Normal    |Sta|Sta|
|Tri Attack    |Normal    |-  |Sta|
|Growl         |Normal    |5  |5  |
|Dig           |Ground    |17 |17 |
|Mud-Slap      |Ground    |25 |25 |
|Sand Tomb     |Ground    |-  |26 |
|Slash        |Normal    |33 |38 |
|Eathquake     |Ground    |41 |51 |
|Fissure       |Ground    |49 |64 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Faint Attack  |Dark      |
|Screech       |Normal    |
|Ancientpower  |Rock      |
|Pursuit       |Dark      |
|Beat Up       |Dark      |
|Uproar        |Normal    |
|Rock Slide    |Rock      |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes          |
|----|-----|-----|
|TM 06|Toxic         |              |
|TM 10|Hidden Power  |              |
|TM 11|Sunny Day     |              |
|TM 15|Hyper Beam    |Dugtrio only |
|TM 17|Protect       |              |
|TM 21|Frustration   |              |
|TM 26|Earthquake    |              |
|TM 27|Return        |              |
|TM 28|Dig           |              |
|TM 32|Double Team   |              |
|TM 36|Sluge Bomb    |              |
|TM 39|Rock Tomb     |              |
|TM 40|Aerial Ace    |              |
|TM 42|Facade        |              |
|TM 43|Secret Power  |              |
|TM 44|Rest          |              |
|TM 45|Attract       |              |
|TM 46|Thief         |              |
|----|-----|-----|
|HM 01|Cut           |              |
|HM 06|Rock Smash    |              |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:    |Notes:      |
|-----|-----|
|Body Slam    |            |

```

```

|Double-Edge | |
|Mimic | |
|Rock Slide | |
|Substitute | |
\-----/

```

=====

#52 Meowth/#53 Persian

Type: Normal

Ability: Pickup (Meowth)
Limber (Persian)

Egg Group: Field

Location: Trade from FR/LG

Evolution Line: Meowth Lv 28
Persian Final

Move List:

```

/-----\
|Name |Type |#1|#2|
|-----|-----|---|---|
|Scratch |Normal |Sta|Sta|
|Growl |Normal |Sta|Sta|
|Bite |Dark |11|11|
|Pay Day |Normal |20|20|
|Faint Attack |Dark |28|29|
|Screech |Normal |35|38|
|Fury Swipes |Normal |41|46|
|Slash |Normal |46|53|
|Fake Out |Normal |50|59|
\-----/

```

Egg Move List:

```

/-----\
|Name |Type |
|-----|-----|
|Spite |Ghost |
|Charm |Normal |
|Hypnosis |Psychic |
|Amnesia |Psychic |
|Psych Up |Normal |
|Assist |Normal |
\-----/

```

TM and HM List:

```

/-----\
|TM |Name |Notes |
|----|-----|-----|
|TM 03|Water Pulse | |
|TM 05|Roar |Persian only |
|TM 06|Toxic | |
|TM 10|Hidden Power | |
|TM 11|Sunny Day | |
|TM 12|Taunt | |
|TM 15|Hyper Beam |Persian only |

```

TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 28	Dig	
TM 30	Shadow Ball	
TM 32	Double Team	
TM 34	Shock Wave	
TM 40	Aerial Ace	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 49	Snatch	
----- ----- -----		
HM 01	Cut	
HM 05	Flash	
\-----/		

Move Tutors List:

/-----\	
Move Name:	Notes:

Body Slam	
Double-Edge	
Mimic	
Dream Eater	
Substitute	
\-----/	

=====

#54 Psyduck/#55 Golduck

Type: Water

Ability: Damp
Cloud Nine

Egg Group: Water 1/Field

Location: Both: Surfing in the Safari Zone

Evolution Line: Psyduck Lv 33
Golduck Final

Move List:

/-----\				
Name	Type	#1	#2	
----- ----- --- ---				
Water Sport	Water	Sta	Sta	
Scratch	Normal	Sta	Sta	
Tail Whip	Normal	5	5	
Disable	Psychic	10	10	
Confusion	Psychic	16	16	

Screech	Normal	23	23	
Psych Up	Normal	31	31	
Fury Swipes	Normal	40	44	
Hyrdo Pump	Water	50	58	

\-----/

Egg Move List:

Name	Type	
Hypnosis	Psychic	
Psybeam	Psychic	
Foresight	Normal	
Light Screen	Psychic	
Future Sight	Psychic	
Psychic	Psychic	
Cross Chop	Fighting	
Refresh	Normal	

\-----/

TM and HM List:

TM	Name	Notes	
TM 01	Focus Punch		
TM 03	Water Pulse		
TM 04	Calm Mind		
TM 06	Toxic		
TM 07	Hail		
TM 10	Hidden Power		
TM 13	Ice Beam		
TM 14	Blizzard		
TM 15	Hyper Beam	Golduck only	
TM 17	Protect		
TM 18	Rain Dance		
TM 21	Frustration		
TM 23	Iron Tail		
TM 27	Return		
TM 28	Dig		
TM 31	Brick Break		
TM 32	Double Team		
TM 40	Aerial Ace		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
HM 03	Surf		
HM 04	Strength		
HM 05	Flash		
HM 06	Rock Smash		
HM 07	Waterfall		
HM 08	Dive		

\-----/

Move Tutors List:

Move Name:	Notes:	
Mega Punch		

```

|Mega Kick      |
|Body Slam     |
|Double-Edge   |
|Counter       |
|Seismic Toss  |
|Mimic         |
|Substitute    |
\-----/

```

=====

#56 Mankey/#57 Primeape

Type: Fighting

Ability: Vital Spirit

Egg Group: Field

Location: Trade from FR/LG

Evolution Line: Mankey Level 28
Primeape Final

Move List:

```

/-----\
|Name          |Type    |#1|#2|
|-----|-----|---|---|
|Scratch       |Normal  |Sta|Sta|
|Leer          |Normal  |Sta|Sta|
|Low Kick      |Fighting|9  |9  |
|Karate Chop   |Fighting|15 |15 |
|Fury Swipes   |Normal  |21 |21 |
|Focus Energy  |Normal  |27 |27 |
|Rage          |Normal  |-  |28 |
|Seismic Toss  |Fighting|33 |36 |
|Cross Chop    |Fighting|39 |45 |
|Screech       |Normal  |45 |54 |
|Trash         |Normal  |51 |63 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type    |
|-----|-----|
|Rock Slide    |Rock    |
|Foresight     |Normal  |
|Meditate      |Normal  |
|Counter       |Fighting|
|Reversal      |Fighting|
|Beat Up       |Dark    |
|Revenge       |Fighting|
|Smellingsalt  |Normal  |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes |
|----|-----|-----|
|TM 01|Focus Punch  |      |

```


TM 06	Toxic	
TM 08	Bulk Up	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 15	Hyper Beam	Primeape only
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 26	Earthquake	
TM 27	Return	
TM 28	Dig	
TM 31	Brick Break	
TM 32	Double Team	
TM 39	Rock Tomb	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 50	Overheat	

HM 04	Strength	
HM 06	Rock Smash	
\-----/		

Move Tutors List:

/-----\	
Move Name:	Notes:

Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Metronome	
Rock Slide	
Substitute	
\-----/	

Lost Moves:

/-----\	
Name	Type

Fury Attack	Normal
\-----/	

=====

#58 Growlithe/#59 Arcanine

Type: Fire

Ability: Intimidate
Flash Fire

Egg Group: Field

Location: Trade from FR/LG

Evolution Line: Growlithe Fire Stone
 Arcanine Final

Move List:

```
-----\
|Name                |Type      |#1|#2|
|-----|-----|---|---|
|Bite                |Normal    |Sta|Sta|
|Roar                |Normal    |Sta|Sta|
|Ember               |Fire      |7  |- |
|Leer                |Normal    |13 |- |
|Odor Sleuth         |Normal    |19 |- |
|Take Down           |Normal    |25 |- |
|Flame Wheel         |Fire      |31 |- |
|Helping Hand        |Normal    |47 |- |
|Agility             |Psychic   |43 |- |
|Flamethrower        |Fire      |49 |- |
|Extremespeed        |Normal    |-  |49 |
\-----/
```

Egg Move List:

```
-----\
|Name                |Type      |
|-----|-----|
|Body Slam           |Normal    |
|Safeguard           |Normal    |
|Crunch              |Dark      |
|Thrash              |Normal    |
|Fire Spin           |Fire      |
|Howl                |Normal    |
|Heat Wave           |Fire      |
\-----/
```

TM and HM List:

```
-----\
|TM  |Name                |Notes      |
|----|-----|-----|
|TM 05|Roar                |           |
|TM 06|Toxic               |           |
|TM 10|Hidden Power        |           |
|TM 11|Sunny Day           |           |
|TM 15|Hyper Beam          |Arcanine only|
|TM 17|Protect             |           |
|TM 21|Frustration         |           |
|TM 23|Iron Tail           |           |
|TM 27|Return              |           |
|TM 28|Dig                 |           |
|TM 32|Double Team         |           |
|TM 35|Flamethrower        |           |
|TM 38|Fire Blast          |           |
|TM 40|Aerial Ace          |           |
|TM 42|Facade              |           |
|TM 43|Secret Power        |           |
|TM 44|Rest                |           |
\-----/
```

```

|TM 45|Attract      |      |
|TM 46|Thief        |      |
|TM 50|Overheat     |      |
|-----|-----|-----|
|HM 04|Strength         |      |
|HM 06|Rock Smash      |      |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:      |Notes:      |
|-----|-----|
|Body Slam      |            |
|Double-Edge    |            |
|Mimic          |            |
|Substitute     |            |
\-----/

```

=====
#60 Poliwhirl/#61 Poliwhirl/#62 Poliwhirl

Type: Water (Poliwhirl and Poliwhirl), Water/Fighting (Poliwhirl)

Ability: Water Absorb
Damp

Egg Group: Water 1

Location: Trade from FR/LG

Evolution Line: Poliwhirl Lv 25
Poliwhirl Water Stone (Poliwhirl), Trade with King's Rock
(Poliwhirl)
Poliwhirl Final
Poliwhirl Final

Move List:

```

/-----\
|Name              |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Bubble            |Water     |Sta|Sta|Sta|
|Hypnosis          |Psychic   |7 |7 | - |
|Water Gun         |Water     |13|13| - |
|Double Slap       |Normal    |19|19| - |
|Rain Dance        |Water     |25|27| - |
|Body Slam         |Normal    |31|35| - |
|Submission        |Fighting  | - | - |35|
|Belly Drum        |Normal    |37|43| - |
|Hydro Pump        |Water     |43|51| - |
|Mind Reader       |Normal    | - | - |51|
\-----/

```

Egg Move List:

```

/-----\
|Name              |Type      |
|-----|-----|
|Mist              |Ice       |
|Bounce           |Fly       |
|Bubblebeam       |Water     |

```

Haze	Ice
Mind Reader	Normal
Water Sport	Water
Ice Ball	Ice

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	Poliwhirl and Wrath only
TM 03	Water Pulse	
TM 05	Roar	
TM 06	Toxic	
TM 07	Hail	
TM 08	Bulk Up	Poliwrath only
TM 10	Hidden Power	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Poliwrath only
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 26	Earthquake	Poliwhirl and Wrath only
TM 27	Return	
TM 28	Dig	
TM 29	Psycic	
TM 31	Brick Break	Poliwhirl and Wrath only
TM 32	Double Team	
TM 39	Rock Tomb	Poliwrath only
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 04	Strength	Poliwhirl and Wrath only
HM 06	Rock Smash	Poliwhirl and Wrath only
HM 07	Waterfall	
HM 08	Dive	

Move Tutors List:

Move Name:	Notes:
Mega Punch	Poliwhirl and Wrath only
Mega Kick	Poliwhirl and Wrath only
Body Slam	
Double-Edge	
Counter	Poliwhirl and Wrath only
Seismic Toss	Poliwhirl and Wrath only
Mimic	
Metronome	Poliwhirl and Wrath only
Substitute	

Lost Moves:

Name	Type
------	------

```
|-----|-----|
|Amnesia          |Psycic  |
\-----/
```

```
=====
#63 Abra/#64 Kadabra/#65 Alakazam
```

Type: Psycic

Ability: Synchronize
Inner Focus

Egg Group: Human-like

Location: Abra: Granite Cave 1F, BF1, BF2
Kadabra: Evolves from Abra
Alakazam: Evolves from Kadabra

Evolution Line: Abra Lv 16
Kadabra Link Trade
Alakasam Final

Move List:

```
/-----\
|Name          |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Teleport      |Psycic    |Sta|Sta|Sta|
|Confusion     |Psycic    |-  |16 |16 |
|Disable       |Psycic    |-  |18 |18 |
|Psybeam       |Psycic    |-  |21 |21 |
|Reflect       |Psycic    |-  |23 |23 |
|Recover       |Normal    |-  |25 |25 |
|Future Sight  |Psycic    |-  |30 |30 |
|Role Play     |Psycic    |-  |33 |-  |
|Calm Mind     |Psycic    |-  |-  |33 |
|Psycic        |Psycic    |-  |36 |36 |
|Trick         |Psycic    |-  |43 |43 |
\-----/
```

Egg Move List:

```
/-----\
|Name          |Type      |
|-----|-----|
|Encore        |Normal    |
|Barrier       |Psycic    |
|Knock Off     |Dark      |
|Fire Punch    |Fire      |
|Ice Punch     |Ice       |
|Thunderpunch  |Electric  |
\-----/
```

TM and HM List:

```
/-----\
|TM  |Name          |Notes  |
|----|-----|-----|
|TM 01|Focus Punch  |        |
|TM 04|Calm Mind    |        |
|TM 06|Toxic        |        |
|TM 10|Hidden Power |        |
```

TM 11	Sunny Day	
TM 12	Taunt	
TM 15	Hyper Beam	Alakazam only
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 20	Safeguard	
TM 21	Frustration	
TM 23	Iron Tail	
TM 27	Return	
TM 29	Psycic	
TM 30	Shadow Ball	
TM 32	Double Team	
TM 33	Reflect	
TM 34	Shock Wave	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 48	Skill Swap	
TM 49	Snatch	
-----	-----	-----
HM 05	Flash	

\-----/

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Metronome	
Dream Eater	
Thunder Wave	
Substitute	

\-----/

=====
#66 Machop/#67 Machoke/#68 Machamp

Type: Fighting

Ability: Guts

Egg Group: Human-Like

Location: Machop: Route 112, Fiery Path, Jagged Path

Machoke: Evolves from Machop

Machamp: Evolves from Machoke

Evolution Line: Machop Lv 28

Machoke Link Trade

Machamp Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Low Kick      |Fighting  |Sta|Sta|Sta|
|Leer          |Normal    |Sta|Sta|Sta|
|Focus Energy  |Normal    |7 |7 |7 |
|Karate Chop   |Fighting  |13|13|13|
|Seismic Toss  |Fighting  |19|19|19|
|Foresight     |Normal    |22|22|22|
|Revenge       |Fighting  |25|25|25|
|Vital Throw   |Fighting  |31|33|33|
|Submission    |Fighting  |37|41|41|
|Cross Chop    |Fighting  |40|46|46|
|Scary Face    |Normal    |43|51|51|
|Dynamicpunch  |Fighting  |49|59|59|
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Light Screen  |Psychic   |
|Meditate      |Psychic   |
|Rolling Kick  |Fighting  |
|Encore        |Normal    |
|Smellingsalt |Normal    |
|Counter       |Fighting  |
|Rock Slide    |Rock      |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes          |
|----|-----|-----|
|TM 01|Focus Punch  |               |
|TM 06|Toxic        |               |
|TM 08|Bulk Up      |               |
|TM 10|Hidden Power |               |
|TM 11|Sunny Day    |               |
|TM 15|Hyper Beam   |Machamp only  |
|TM 17|Protect      |               |
|TM 18|Rain Dance   |               |
|TM 21|Frustration  |               |
|TM 26|Earthquake   |               |
|TM 27|Return       |               |
|TM 28|Dig          |               |
|TM 31|Brick Break  |               |
|TM 32|Double Team  |               |
|TM 35|Flamethrower|               |
|TM 38|Fire Blast   |               |
|TM 39|Rock Tomb    |               |
|TM 42|Facade       |               |
|TM 43|Secret Power |               |
|TM 44|Rest         |               |
|TM 45|Attract      |               |
|TM 46|Thief        |               |
|----|-----|-----|

```

```

|HM 04|Strength      |      |
|HM 06|Rock Smash   |      |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:      |Notes:      |
|-----|-----|
|Mega Punch     |            |
|Mega Kick      |            |
|Body Slam      |            |
|Double-Edge    |            |
|Counter        |            |
|Seismic Toss   |            |
|Mimic          |            |
|Metronome      |            |
|Rock Slide     |            |
|Substitute     |            |
\-----/

```

=====

#69 Bellsprout/#70 Weepingbell/#71 Victreebel

Type: Grass/Poison

Ability: Chlorophyll

Egg Group: Grass

Location: Trade from FR/LG

Evolution Line: Bellsprout Lv 21
 Weepingbell Leaf Stone
 Victreebel Final

Move List:

```

/-----\
|Name              |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Vine Whip        |Grass     |Sta|Sta|Sta|
|Growth           |Normal    |6 |6 | - |
|Wrap             |Normal    |11|11| - |
|Sleep Powder     |Grass     |15|15| - |
|Poison Powder    |Poison    |17|17| - |
|Stun Spore       |Grass     |19|19| - |
|Acid             |Poison    |23|24| - |
|Sweet Scent      |Normal    |30|33| - |
|Razor Leaf       |Grass     |37|42| - |
|Slam             |Normal    |45|54| - |
\-----/

```

Egg Move List:

```

/-----\
|Name              |Type      |
|-----|-----|
|Swords Dance     |Normal    |
|Encore           |Normal    |
|Reflect          |Psychic   |
|Synthesis        |Grass     |

```


Leech Life	Bug	
Ingrain	Grass	
Magical Leaf	Grass	

\-----/

TM and HM List:

TM	Name	Notes
TM 06	Toxic	
TM 09	Bullet Seed	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	Victreebel Only
TM 17	Protect	
TM 19	Giga Drain	
TM 21	Frustration	
TM 22	Solar Beam	
TM 27	Return	
TM 32	Double Team	
TM 36	Sluge Bomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 01	Cut	
HM 05	Flash	

\-----/

Move Tutors List:

Move Name:	Notes:
Swords Dance	
Body Slam	Victreebel only
Double-Edge	
Mimic	
Substitute	

\-----/

=====

#72 Tentacool/#73 Tentacruel

Type: Water/Poison

Ability: Clear Body
Liquid Ooze

Egg Group: Water 3

Location: Tentacool: Pretty much surf in any body of water on a route. You should find one in no time.

Tentacruel: Abandoned Ship B1

Evolution Line: Tentacool Lv 30
Tentacruel Final

Move List:

```

/-----\
|Name           |Type      |#1|#2|
|-----|-----|---|---|
|Poison Sting   |Poison    |Sta|Sta|
|Supersonic     |Normal    |6  |6  |
|Constrict      |Normal    |12 |12 |
|Acid           |Poison    |19 |19 |
|Bubblebeam     |Water     |25 |25 |
|Wrap           |Normal    |30 |30 |
|Barrier        |Psycic    |36 |38 |
|Screech        |Normal    |43 |47 |
|Hydro Pump     |Water     |49 |55 |
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type      |
|-----|-----|
|Aurora Beam    |Ice       |
|Mirror Coat    |Psycic    |
|Rapid Spin     |Normal    |
|Haze           |Ice       |
|Safeguard      |Normal    |
|Confuse Ray    |Ghost     |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name           |Notes          |
|----|-----|-----|
|TM 03|Water Pulse   |               |
|TM 06|Toxic         |               |
|TM 07|Hail          |               |
|TM 10|Hidden Power  |               |
|TM 13|Ice Beam      |               |
|TM 14|Blizzard      |               |
|TM 15|Hyper Beam    |Tentacruel only|
|TM 17|Protect       |               |
|TM 18|Rain Dance    |               |
|TM 19|Giga Drain    |               |
|TM 21|Frustration   |               |
|TM 27|Return        |               |
|TM 32|Double Team   |               |
|TM 36|Sluge Bomb    |               |
|TM 42|Facade        |               |
|TM 43|Secret Power  |               |
|TM 44|Rest          |               |
|TM 45|Attract       |               |
|TM 46|Thief         |               |
|----|-----|-----|
|HM 01|Cut           |               |
|HM 03|Surf          |               |
|HM 07|Waterfall     |               |
|HM 08|Dive          |               |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Swords Dance|             |
|Double-Edge |             |
|Mimic        |             |
|Substitute   |             |
\-----/

```

Lost Moves:

```

/-----\
|Name          |Type        |
|-----|-----|
|Water Gun     |Water       |
\-----/

```

=====
#74 Geodude/#75 Graveler/#76 Golem

Type: Rock/Ground

Ability: Rock Head
Sturdy

Egg Group: Mineral

Location: Geodude: Routes 111, 114, Granite Cave B2, Safari Zone,
Victory Road (Via Rock Smash), Granite Cave 1F

Graveler: Victory Road B1 (via Rock Smash)

Golem: Evolves from Graveler.

Evolution Line: Geodude Lv 25
Graveler Link Trade
Golem Final

Move List:

```

/-----\
|Name          |Type        |#1|#2|#3|
|-----|-----|---|---|---|
|Tackle         |Normal      |Sta|Sta|Sta|
|Defence Curl   |Normal      |Sta|Sta|Sta|
|Mud Sport      |Ground      |6  |6  |6  |
|Rock Throw     |Rock        |11 |11 |11 |
|Magnitude      |Ground      |16 |16 |16 |
|Self Destruct  |Normal      |21 |21 |21 |
|Rollout        |Normal      |26 |29 |29 |
|Rock Blast     |Rock        |31 |37 |37 |
|Earthquake     |Ground      |36 |45 |45 |
|Explosion      |Normal      |41 |53 |53 |
|Double-Edge    |Normal      |46 |62 |62 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type        |
|-----|-----|
|Mega Punch    |Normal      |

```

```

|Rock Slide          |Rock      |
|Block              |Normal    |
\-----/

```

TM and HM List:

```

/-----\
|TM   |Name          |Notes      |
|-----|-----|-----|
|TM 01|Focus Punch  |           |
|TM 05|Roar         |Golem only|
|TM 06|Toxic        |           |
|TM 10|Hidden Power |           |
|TM 11|Sunny Day    |           |
|TM 15|Hyper Beam   |Golem only|
|TM 17|Protect      |           |
|TM 21|Frustration  |           |
|TM 26|Earthquake   |           |
|TM 27|Return       |           |
|TM 28|Dig          |           |
|TM 31|Brick Break  |           |
|TM 32|Double Team  |           |
|TM 35|Flamethrower|           |
|TM 37|Sandstorm    |           |
|TM 38|Fire Blast   |           |
|TM 39|Rock Tomb    |           |
|TM 42|Facade       |           |
|TM 43|Secret Power |           |
|TM 44|Rest         |           |
|TM 45|Attract      |           |
|-----|-----|-----|
|HM 04|Strength     |           |
|HM 06|Rock Smash   |           |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:  |Notes:      |
|-----|-----|
|Mega Punch  |           |
|Mega Kick   |Golem only |
|Body Slam   |           |
|Double-Edge |           |
|Counter     |           |
|Seismic Toss|           |
|Mimic       |           |
|Metronome   |           |
|Explosion   |           |
|Rock Slide  |           |
|Substitute  |           |
\-----/

```

Lost Moves:

```

/-----\
|Name          |Type      |
|-----|-----|
|Harden        |Normal    |
\-----/

```

Type: Fire

Ability: Run Away
Flash Fire

Egg Group: Field

Location: Trade from FR/LG

Evolution Line: Ponyta Lv 40
Rapidash Final

Move List:

```
/-----\  
|Name          |Type      |#1|#2|  
|-----|-----|---|---|  
|Quick Attack  |Normal    |Sta|Sta|  
|Growl         |Normal    |5  |5  |  
|Tail Whip     |Normal    |9  |9  |  
|Ember         |Fire      |14 |14 |  
|Stomp         |Normal    |19 |19 |  
|Fire Spin     |Fire      |25 |25 |  
|Take Down    |Normal    |31 |31 |  
|Agility       |Psychic   |38 |38 |  
|Fury Attack   |Normal    |-  |40 |  
|Bounce        |Normal    |45 |50 |  
|Fire Blast    |Fire      |53 |63 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name          |Type      |  
|-----|-----|  
|Thrash        |Normal    |  
|Double Kick   |Fighting  |  
|Hypnosis      |Psychic   |  
|Charm         |Normal    |  
|Double-Edge   |Normal    |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes          |  
|----|-----|-----|  
|TM 06|Toxic         |              |  
|TM 10|Hidden Power  |              |  
|TM 11|Sunny Day     |              |  
|TM 15|Hyper Beam    |Rapidash only|  
|TM 17|Protect       |              |  
|TM 21|Frustration   |              |  
|TM 22|Solar Beam    |              |  
|TM 23|Iron Tail     |              |  
|TM 27|Return        |              |  
|TM 32|Double Team   |              |  
|TM 35|Flamethrower  |              |  
|TM 38|Fire Blast    |              |  
|TM 42|Facade        |              |  
|TM 43|Secret Power  |              |
```

```

|TM 44|Rest      |      |
|TM 45|Attract  |      |
|TM 50|Overheat  |      |
|-----|-----|-----|
|HM 04|Strength    |      |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:   |
|-----|-----|
|Double-Edge |         |
|Body Slam   |         |
|Mimic       |         |
|Substitute  |         |
\-----/

```

=====

#79 Slowpoke/#80 Slowbro

Type: Water/Psycic

Ability: Oblivious
Own Tempo

Egg Group: Monster/Water 1

Location: Trade from LG

Evolution Line: Slowpoke Lv 37 (Slowbro), Trade with King's Rock
(Slowking)
Slowbro Final

Move List:

```

/-----\
|Name           |Type     |#1|#2|
|-----|-----|---|---|
|Curse         |???     |Sta|Sta|
|Yawn          |Normal  |Sta|Sta|
|Tackle        |Normal  |Sta|Sta|
|Growl         |Normal  |6  |6  |
|Water Gun     |Water   |15 |15 |
|Confusion     |Psycic  |20 |20 |
|Disable       |Normal  |29 |29 |
|Head Butt    |Normal  |34 |34 |
|Withdraw     |Water   |-  |37 |
|Amnesia      |Psycic  |43 |46 |
|Psycic       |Psycic  |48 |54 |
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type     |
|-----|-----|
|Safeguard     |Normal  |
|Belly Drum    |Normal  |
|Future Sight  |Psycic  |
|Stomp         |Normal  |
|Mud Sport     |Ground  |

```

Sleep Talk	Normal
Snore	Normal

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	Slowbro only
TM 03	Water Pulse	
TM 04	Calm Mind	
TM 06	Toxic	
TM 07	Hail	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Slowbro only
TM 17	Protect	
TM 18	Rain Dance	
TM 20	Safeguard	
TM 21	Frustration	
TM 23	Iron Tail	
TM 26	Earthquake	
TM 27	Return	
TM 28	Dig	
TM 29	Psycic	
TM 30	Shadow Ball	
TM 31	Brick Break	Slowbro only
TM 32	Double Team	
TM 35	Flamethrower	
TM 38	Fire Blast	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 48	Skill Swap	
HM	Name	Notes
HM 03	Surf	
HM 04	Strength	
HM 05	Flash	
HM 06	Rock Smash	Slowbro only
HM 08	Dive	

Move Tutors List:

Move Name:	Notes:
Mega Punch	Slowbro only
Mega Kick	Slowbro only
Body Slam	
Double-Edge	
Counter	Slowbro only
Seismic Toss	Slowbro only
Mimic	
Dream Eater	
Thunder Wave	
Substitute	

=====

#81 Magnemite/#82 Magneton

Type: Electric/Steel

Ability: Magnet Pull
Sturdy

Egg Group: None, has to breed with Ditto

Location: Magnemite: New Mauville
Magneton: New Mauville

Evolution Line: Magnemite Lv 30
Magneton Final

Move List:

```
/-----\  
|Name                |Type      |#1|#2|  
|-----|-----|---|---|  
|Metal Sound         |Steel     |Sta|Sta|  
|Tackle              |Normal    |Sta|Sta|  
|Thundershock        |Electric  |6 |6 |  
|Supersonic          |Normal    |11|11|  
|Sonic Boom          |Normal    |16|16|  
|Thunder Wave        |Electric  |21|21|  
|Spark               |Electric  |26|26|  
|Lock-On             |Normal    |32|35|  
|Swift               |Normal    |38|- |  
|Tri-Attack          |Normal    |- |44|  
|Screech             |Normal    |44|53|  
|Zap Cannon          |Electric  |50|62|  
\-----/
```

Egg Move List:

```
/-----\  
|Name                |Type      |  
|-----|-----|  
|None                |          |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes          |  
|----|-----|-----|  
|TM 06|Toxic         |               |  
|TM 10|Hidden Power |               |  
|TM 11|Sunny Day     |               |  
|TM 15|Hyper Beam    |Magneton only |  
|TM 17|Protect       |               |  
|TM 18|Rain Dance    |               |  
|TM 21|Frustration   |               |  
|TM 24|Thunderbolt   |               |  
|TM 25|Thunder       |               |  
|TM 27|Return        |               |  
|TM 32|Double Team   |               |  
|TM 33|Reflect       |               |  
|TM 34|Shock Wave    |               |
```



```

|TM 42|Facade      |
|TM 43|Secret Power|
|TM 44|Rest        |
|-----|-----|-----|
|HM 05|Flash          |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Double-Edge  |            |
|Mimic        |            |
|Thunder Wave |            |
|Substitute   |            |
\-----/

```

=====

#83 Farfetch'd

Type: Normal/Flying

Ability: Keen Eye
Inner Focus

Egg Group: Flying/Field

Location: Trade from FR/LG

Evolution Line: None

Move List:

```

/-----\
|Name          |Type      |#1 |
|-----|-----|---|
|Peck          |Normal    |Sta|
|Sand Attack   |Normal    |6  |
|Leer         |Normal    |11 |
|Fury Attack   |Normal    |16 |
|Knock Off     |Dark      |21 |
|Fury Cutter   |Bug       |26 |
|Swords Dance  |Normal    |31 |
|Agility       |Psychic   |36 |
|Slash         |Normal    |41 |
|False Swipe   |Normal    |46 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Steel Wing    |Steel     |
|Foresight     |Normal    |
|Mirror Move   |Flying    |
|Whirlwind     |Flying    |
|Quick Attack  |Normal    |
|Flail         |Normal    |
|Featherdance  |Flying    |
|Curse        |???      |

```

\-----/

TM and HM List:

TM	Name	Notes
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 17	Protect	
TM 21	Frustration	
TM 23	Iron Tail	
TM 27	Return	
TM 32	Double Team	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 47	Steel Wing	
HM 01	Cut	
HM 02	Fly	

Move Tutors List:

Move Name:	Notes:
Swords Dance	
Body Slam	
Double-Edge	
Mimic	
Substitute	

=====
#84 Doduo/#85 Dodrio

Type: Normal/Flying

Ability: Run Away
Early Bird

Egg Group: Flying

Location: Doduo: Safari Zone
Dodrio: Safari Zone

Evolution Line: Doduo Lv 31
Dodrio Final

Move List:

Name	Type	#1	#2
Peck	Normal	Sta	Sta
Growl	Normal	Sta	Sta

Pursuit	Fark	9	9	
Fury Attack	Normal	13	13	
Tri Attack	Normal	21	21	
Rage	Normal	25	25	
Uproar	Normal	33	38	
Drill Peck	Flying	37	47	
Agility	Psycic	45	60	

\-----/

Egg Move List:

Name	Type	
Quick Attack	Normal	
Supersonic	Normal	
Haze	Ice	
Faint Attack	Dark	
Flail	Normal	
Endeavor	Normal	

\-----/

TM and HM List:

TM	Name	Notes	
TM 06	Toxic		
TM 10	Hidden Power		
TM 11	Sunny Day		
TM 12	Taunt	Dodrio only	
TM 15	Hyper Beam	Dodrio only	
TM 17	Protect		
TM 21	Frustration		
TM 27	Return		
TM 32	Double Team		
TM 40	Aerial Ace		
TM 41	Torment	Dodrio only	
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
TM 46	Thief		
TM 47	Steel Wing		
HM 02	Fly		

\-----/

Move Tutors List:

Move Name:	Notes:	
Body Slam		
Double-Edge		
Mimic		
Substitute		

\-----/

=====

#86 Seel/#87 Dewgong

Type: Water (Seel)

Water/Ice (Dewgong)

Ability: Thick Fat

Egg Group: Water 1/Field

Location: Trade from FR/LG

Evolution Line: Seel Lv 36
 Dewgong Final

Move List:

```
/-----\  
|Name           |Type      |#1|#2|  
|-----|-----|---|---|  
|Head Butt     |Normal    |Sta|Sta|  
|Growl         |Normal    |9 |9 |  
|Icy Wind      |Ice       |17|17|  
|Auroara Beam  |Ice       |21|21|  
|Rest          |Psychic   |29|29|  
|Sheer Cold    |Ice       |- |34|  
|Take Down     |Normal    |37|42|  
|Ice Beam      |Ice       |41|51|  
|Safeguard     |Normal    |49|64|  
\-----/
```

Egg Move List:

```
/-----\  
|Name           |Type      |  
|-----|-----|  
|Lick           |Ghost     |  
|Perish Song    |Normal    |  
|Disable        |Normal    |  
|Horn Drill     |Normal    |  
|Slam           |Normal    |  
|Encore         |Normal    |  
|Fake Out       |Normal    |  
|Icicle Spear   |Ice       |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name           |Notes      |  
|----|-----|-----|  
|TM 03|Water Pulse   |           |  
|TM 06|Toxic         |           |  
|TM 07|Hail          |           |  
|TM 10|Hidden Power  |           |  
|TM 13|Ice Beam      |           |  
|TM 14|Blizzard      |           |  
|TM 15|Hyper Beam    |Dewgong only|  
|TM 17|Protect       |           |  
|TM 18|Rain Dance    |           |  
|TM 20|Safeguard     |           |  
|TM 21|Frustration   |           |  
|TM 27|Return        |           |  
|TM 32|Double Team   |           |  
|TM 42|Facade        |           |  
|TM 43|Secret Power  |           |  
\-----/
```

TM 44	Rest		
TM 45	Attract		
TM 46	Thief		
----- ----- ----- -----			
HM 03	Surf		
HM 07	Waterfall		
HM 08	Dive		
\-----/			

Move Tutors List:

/-----\			
Move Name:	Notes:		
----- -----			
Body Slam			
Double-Edge			
Mimic			
Substitute			
\-----/			

=====

#88 Grimer/#89 Muk

Type: Poison

Ability: Stench
Sticky Hold

Egg Group: Amorphous

Location: Grimer: Fiery Path
Muk: Evolves from Grimer

Evolution Line: Grimer Lv 38
 Muk Final

Move List:

/-----\				
Name	Type	#1	#2	
----- ----- ----- -----				
Poison Gas	Poison	Sta	Sta	
Pound	Normal	Sta	Sta	
Harden	Normal	4	4	
Disable	Normal	8	8	
Sludge	Poison	13	13	
Minimize	Normal	19	19	
Screech	Normal	26	26	
Acid Armor	Poison	34	34	
Sludge Bomb	Poison	43	47	
Memento	Normal	53	61	
\-----/				

Egg Move List:

/-----\		
Name	Type	

Haze	Ice	
Mean Look	Normal	
Lick	Ghost	
Imprison	Psychic	

Curse	???	
Shadow Punch	Ghost	
Explosion	Normal	

\-----/

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	Muk only
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 15	Hyper Beam	Muk only
TM 17	Protect	
TM 18	Rain Dance	
TM 19	Giga Drain	
TM 21	Frustration	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 28	Dig	
TM 31	Brick Break	Muk only
TM 32	Double Team	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 36	Sluge Bomb	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 04	Strength	Muk only
HM 06	Rock Smash	Muk only

\-----/

Move Tutors List:

Move Name:	Notes:
Body Slam	
Mimic	
Explosion	
Substitute	

\-----/

=====

#90 Shellder/#91 Cloyster

Type: Water (Shellder)
 Water/Ice (Cloyster)

Ability: Shell Armor

Egg Group: Water 3

Location: Trade from FR/LG

Evolution Line: Shellder Water Stone
 Cloyster Final

Move List:

```
-----\
|Name                |Type      |#1|#2|
|-----|-----|---|---|
|Tackle              |Normal    |Sta|Sta|
|Withdrawl           |Water     |Sta|Sta|
|Supersonic          |Normal    |9  |- |
|Aurora Beam         |Ice       |17 |- |
|Protect             |Normal    |25 |- |
|Leer                |Normal    |33 |- |
|Spikes              |Ground    |-  |33|
|Clamp               |Water     |41 |- |
|Spike Cannon        |Normal    |-  |41|
|Ice Beam            |Ice       |49 |- |
\-----/
```

Egg Move List:

```
-----\
|Name                |Type      |
|-----|-----|
|Rapid Spin          |Normal    |
|Bubblebeam          |Water     |
|Barrier              |Psychic   |
|Screech              |Normal    |
|Icicle Spear        |Ice       |
\-----/
```

TM and HM List:

```
-----\
|TM  |Name                |Notes
|----|-----|-----|
|TM 03|Water Pulse        |
|TM 06|Toxic              |
|TM 07|Hail                |
|TM 10|Hidden Power       |
|TM 13|Ice Beam           |
|TM 14|Blizzard           |
|TM 15|Hyper Beam         |Cloyster only
|TM 17|Protect            |
|TM 18|Rain Dance         |
|TM 21|Frustration        |
|TM 27|Return             |
|TM 32|Double Team        |
|TM 41|Torment            |Cloyster only
|TM 42|Facade             |
|TM 43|Secret Power       |
|TM 44|Rest               |
|TM 45|Attract           |
|----|-----|-----|
|HM 03|Surf               |
|HM 08|Dive               |
\-----/
```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Double-Edge  |            |
|Mimic        |            |
|Explosion    |            |
|Substitute   |            |
\-----/

```

=====
#92 Gastly/#93 Haunter/#94 Gengar

Type: Ghost/Poison

Ability: Levitate

Egg Group: Amorphous

Location: Gastly: Pokemon Tower
Haunter: Pokemon Tower

Egg Group: Amorphous

Evolution Line: Gastly Lv 28
Haunter Link Trade
Gengar Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Lick          |Ghost     |Sta|Sta|Sta|
|Hypnosis     |Psychic   |Sta|Sta|Sta|
|Spite        |Ghost     |8 |8 |8 |
|Mean Look    |Normal    |13|13|13|
|Curse       |???      |16|16|16|
|Night Shade  |Ghost     |21|21|21|
|Shadow Punch |Ghost     |- |25|25|
|Confuse Ray  |Ghost     |28|31|31|
|Dream Eater  |Psychic   |33|39|39|
|Destiny Bond |Ghost     |36|48|48|
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Psywave       |Psychic   |
|Perish Song   |Normal    |
|Haze          |Ice       |
|Astonish      |Dark      |
|Will-O-Wisp   |Fire      |
|Grudge        |Ghost     |
|Explosion     |Normal    |
\-----/

```

TM and HM List:

/-----\

TM	Name	Notes
TM 01	Focus Punch	Gengar only
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 15	Hyper Beam	Gengar only
TM 17	Protect	
TM 18	Rain Dance	
TM 19	Giga Drain	
TM 21	Frustration	
TM 24	Thunderbolt	
TM 25	Thunder	Gengar only
TM 27	Return	
TM 29	Psycic	
TM 30	Shadow Ball	
TM 31	Brick Break	Gengar only
TM 32	Double Team	
TM 36	Sluge Bomb	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 48	Skill Swap	
TM 49	Snatch	
HM 04	Strength	Gengar only
HM 06	Rock Smash	Gengar only

Move Tutors List:

Move Name:	Notes:
Mega Punch	Gengar only
Mega Kick	Gengar only
Body Slam	Gengar only
Double-Edge	Gengar only
Counter	Gengar only
Seismic Toss	Gengar only
Mimic	
Metronome	Gengar only
Dream Eater	
Explosion	
Substitute	

=====

#95 Onix

Type: Rock/Ground

Ability: Rock Head
Sturdy

Egg Group: Mineral

Location: Trade from FR/LG

Evolution Line: Onix Trade with Steel Coat
 Steelix Final

Move List:

```
 /-----\  
|Name           |Type      |#1 |  
|-----|-----|---|  
|Tackle         |Normal    |Sta|  
|Screech        |Normal    |Sta|  
|Bind           |Normal    |9  |  
|Rock Throw     |Rock      |13 |  
|Harden         |Normal    |21 |  
|Rage           |Normal    |25 |  
|Sandstorm      |Rock      |33 |  
|Slam           |Normal    |37 |  
|Iron Tail      |Steel     |45 |  
|Sand Tomb      |Ground    |49 |  
|Double Edge    |Normal    |57 |  
 \-----/
```

Egg Move List:

```
 /-----\  
|Name           |Type      |  
|-----|-----|  
|Rock Slide     |Rock      |  
|Flail          |Normal    |  
|Explosion      |Normal    |  
|Block          |Normal    |  
 \-----/
```

TM and HM List:

```
 /-----\  
|TM  |Name           |Notes |  
|----|-----|-----|  
|TM 05|Roar           |      |  
|TM 06|Toxic          |      |  
|TM 10|Hidden Power   |      |  
|TM 11|Sunny Day      |      |  
|TM 12|Taunt          |      |  
|TM 15|Hyper Beam     |      |  
|TM 17|Protect        |      |  
|TM 21|Frustration    |      |  
|TM 23|Iron Tail      |      |  
|TM 26|Earthquake     |      |  
|TM 27|Return         |      |  
|TM 28|Dig            |      |  
|TM 32|Double Team    |      |  
|TM 37|Sandstorm      |      |  
|TM 39|Rock Tomb      |      |  
|TM 41|Torment        |      |  
|TM 42|Facade         |      |  
|TM 43|Secret Power   |      |  
|TM 44|Rest           |      |  
|TM 45|Attract        |      |  
|----|-----|-----|  
|HM 04|Strength       |      |  
|HM 06|Rock Smash     |      |
```

```

\-----/
Move Tutors List:
/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Body Slam   |            |
|Double-Edge |            |
|Mimic       |            |
|Explosion   |            |
|Rock Slide  |            |
|Substitute  |            |
\-----/

```

=====

#96 Drowzee/#97 Hypno

Type: Psychic

Ability: Insomnia

Egg Group: Human-Like

Location: Trade from FR/LG

Evolution Line: Drowzee Lv 26
Hypno Final

Move List:

```

/-----\
|Name           |Type      |#1|#2|
|-----|-----|---|---|
|Pound          |Normal    |Sta|Sta|
|Hypnosis       |Psychic   |Sta|Sta|
|Nightmare      |Ghost     |-  |Sta|
|Disable        |Normal    |10 |10 |
|Confusion      |Psychic   |18 |18 |
|Headbutt       |Normal    |25 |25 |
|Poison Gas     |Poison    |31 |33 |
|Meditate       |Psychic   |36 |40 |
|Psychic        |Psychic   |40 |49 |
|Psych Up       |Normal    |43 |55 |
|Future Sight   |Psychic   |45 |60 |
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type      |
|-----|-----|
|Barrier        |Psychic   |
|Assist         |Normal    |
|Role Play      |Psychic   |
|Fire Punch     |Fire      |
|Thunderpunch   |Electric  |
|Ice Punch      |ICe       |
\-----/

```

TM and HM List:

```

/-----\

```

TM	Name	Notes
TM 01	Focus Punch	
TM 04	Calm Mind	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 15	Hyper Beam	Hypno only
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 20	Safeguard	
TM 21	Frustration	
TM 27	Return	
TM 29	Psycic	
TM 30	Shadow Ball	
TM 31	Brick Break	
TM 32	Double Team	
TM 33	Reflect	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 48	Skill Swap	
TM 49	Snatch	
HM 05	Flash	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Metronome	
Dream Eater	
Thunder Wave	
Substitute	

#98 Krabby/#99 Kingler

Type: Water

Ability: Hyper Cutter
Shell Armor

Egg Group: Water 3

Location: Trade from FR/LG

Evolution Line: Krabby Lv 28
 Kingler Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|
|-----|-----|---|---|
|Bubble        |Water     |Sta|Sta|
|Metal Claw    |Metal     |Sta|- |
|Leer          |Normal    |5  |5  |
|Vice Grip     |Normal    |12 |12 |
|Harden        |Normal    |16 |16 |
|Mud Shot      |Ground    |23 |23 |
|Stomp         |Normal    |27 |27 |
|Guillotine    |Normal    |34 |38 |
|Protect       |Normal    |41 |49 |
|Crab Hammer  |Water     |45 |57 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Dig           |Ground    |
|Haze          |Ice       |
|Amnesia       |Psychic   |
|Flail         |Normal    |
|Slam          |Normal    |
|Knock Off     |Dark      |
|Swords Dance  |Normal    |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes          |
|----|-----|-----|
|TM 03|Water Pulse  |              |
|TM 06|Toxic        |              |
|TM 07|Hail         |              |
|TM 10|Hidden Power |              |
|TM 13|Ice Beam     |              |
|TM 14|Blizzard     |              |
|TM 15|Hyper Beam   |Hypno only    |
|TM 17|Protect      |              |
|TM 18|Rain Dance   |              |
|TM 21|Frustration  |              |
|TM 27|Return       |              |
|TM 28|Dig          |              |
|TM 32|Double Team  |              |
|TM 39|Rock Tomb    |              |
|TM 42|Facade       |              |
|TM 43|Secret Power |              |
|TM 44|Rest         |              |
|TM 45|Attract      |              |
|TM 46|Thief        |              |
|----|-----|-----|
|HM 01|Cut          |              |
|HM 03|Surf         |              |

```

```

|HM 04|Strength      |           |
|HM 06|Rock Smash   |           |
|HM 08|Dive         |           |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:      |Notes:      |
|-----|-----|
|Swords Dance   |             |
|Body Slam      |             |
|Double-Edge    |             |
|Mimic          |             |
|Substitute     |             |
\-----/

```

=====

#100 Votorb/# 101 Electrode

Type: Electric

Ability: Soundproof
Static

Egg Group: None, needs to breed with Ditto

Location: Votorb: New Mauville
Electrode: New Mauville

Evolution Line: Votorb Lv 30
 Electrode Final

Move List:

```

/-----\
|Name              |Type      |#1|#2|
|-----|-----|---|---|
|Charge           |Electric  |Sta|Sta|
|Tackle           |Normal    |Sta|Sta|
|Screech          |Normal    |8  |8  |
|Sonic Boom       |Normal    |15 |15 |
|Spark            |Electric  |21 |21 |
|Self-Destruct    |Normal    |27 |27 |
|Rollout          |Rock      |32 |34 |
|Light Screen     |Psychic   |37 |41 |
|Swift            |Normal    |42 |48 |
|Explosion        |Normal    |46 |54 |
|Mirror Coat      |Psychic   |49 |59 |
\-----/

```

Egg Move List:

```

/-----\
|Name              |Type      |
|-----|-----|
|None              |           |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes      |

```

TM 06	Toxic	
TM 10	Hidden Power	
TM 12	Taunt	
TM 15	Hyper Beam	Electrode only
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 32	Double Team	
TM 34	Shock Wave	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 46	Thief	
HM 05	Flash	

Move Tutors List:

Move Name:	Notes:
Mimic	
Thunder Wave	
Explosion	
Substitute	

#102 Exeggcute/#103 Exeggutor

Type: Psychic/Grass

Ability: Chlorophyll

Egg Group: Grass

Location: Trade from FR/LG

Evolution Line: Exeggcute Leaf Stone
Exeggutor Final

Move List:

Name	Type	#1	#2
Barrage	Normal	Sta	Sta
Hypnosis	Psychic	Sta	Sta
Uproar	Normal	Sta	Sta
Reflect	Psychic	7	-
Leech Seed	Grass	13	-
Confusion	Psychic	19	-
Stomp	Normal	-	19
Stun Spore	Grass	25	-

Poisonpowder	Poison	31	-
Egg Bomb	Normal	-	31
Sleep Powder	Grass	37	-
Solarbeam	Grass	43	-

Egg Move List:

Name	Type
Synthesis	Grass
Moonlight	Normal
Reflect	Psychic
Ancientpower	Rock
Psych Up	Normal
Ingrain	Grass
Curse	???

TM and HM List:

TM	Name	Notes
TM 06	Toxic	
TM 09	Bullet Seed	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	Exeggutor only
TM 16	Light Screen	
TM 17	Protect	
TM 19	Giga Drain	
TM 21	Frustration	
TM 22	Solar Beam	
TM 27	Return	
TM 29	Psychic	
TM 32	Double Team	
TM 33	Reflect	
TM 36	Sluge Bomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 48	Skill Swap	
HM 04	Strength	
HM 05	Flash	

Move Tutors List:

Move Name:	Notes:
Double-Edge	
Mimic	
Dream Eater	
Explosion	
Substitute	

=====

#104 Cubone/#105 Marowak

Type: Ground

Ability: Rock Head
Lightningrod

Egg Group: Monster

Location: Trade from FR/LG

Evolution Line: Cubone Lv 28
Marowak Final

Move List:

```
/-----\  
|Name                |Type      |#1|#2|  
|-----|-----|---|---|  
|Growl               |Normal    |Sta|Sta|  
|Tail Whip           |Normal    |5 |5 |  
|Bone Club           |Ground    |9 |9 |  
|Headbutt            |Normal    |13|13|  
|Leer                |Normal    |17|17|  
|Focus Energy        |Normal    |21|21|  
|Bonemerang          |Ground    |25|25|  
|Rage                 |Normal    |29|32|  
|False Swipe         |Normal    |33|39|  
|Thrash              |Normal    |37|46|  
|Bone Rush           |Ground    |41|53|  
|Double-Edge         |Normal    |45|61|  
\-----/
```

Egg Move List:

```
/-----\  
|Name                |Type      |  
|-----|-----|  
|Rock Slide          |Rock      |  
|Ancientpower        |Rock      |  
|Belly Drum          |Normal    |  
|Screech             |Normal    |  
|Skull Bash          |Normal    |  
|Perish Song         |Normal    |  
|Swords Dance        |Normal    |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name                |Notes      |  
|----|-----|-----|  
|TM 01|Focus Punch        |           |  
|TM 06|Toxic              |           |  
|TM 10|Hidden Power       |           |  
|TM 11|Sunny Day          |           |  
|TM 13|Ice Beam           |           |  
|TM 14|Blizzard           |           |  
|TM 15|Hyper Beam         |Marowak only|  
|TM 17|Protect            |           |  
|TM 18|Rain Dance         |           |  
\-----/
```

TM 21	Frustration	
TM 23	Iron Tail	
TM 26	Earthquake	
TM 28	Dig	
TM 31	Brick Break	
TM 32	Double Team	
TM 35	Flamethrower	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
-----	-----	-----
HM 04	Strength	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Swords Dance	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Rock Slide	
Substitute	

=====
#106 Hitmonlee

Type: Fighting

Ability: Limber

Egg Group: Human-Like

Location: Trade from FR/LG

Evolution Line: Tyrogue Lv 20 when Attack is higher then Defense
 Hitmonlee Final

Move List:

Name	Type	#1
Revenge	Fighting	Sta
Double Kick	Fighting	Sta
Meditate	Psychic	6
Rolling Kick	Fighting	11
Jump Kick	Fighting	16

Brick Break	Fighting	20
Focus Energy	Normal	21
High Jump Kick	Fighting	26
Mind Reader	Normal	31
Foresight	Normal	36
Endure	Normal	41
Mega Kick	Normal	46
Reversal	Fighting	51

Egg Move List:

Name	Type
Rapid Spin	Normal
Hi Jump Kick	Fighting
Mach Punch	Fighting
Mind Reader	Normal
Helping Hand	Normal

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 06	Toxic	
TM 08	Bulk Up	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 26	Earthquake	
TM 27	Return	
TM 31	Brick Break	
TM 32	Double Team	
TM 39	Rock Tomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 04	Strength	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double Edge	
Counter	
Seismic Toss	
Mimic	
Metronome	

```
|Rock Slide      |
|Substitute      |
\-----/
```

=====

#107 Hitmonchan

Type: Fighting

Ability: Keen Eye

Egg Group: Human-Like

Location: Trade from FR/LG

Evolution Line: Tyogre LV 20 when Defense is higher
 Hitmonchan Final

Move List:

```
/-----\
|Name           |Type      |#1 |
|-----|-----|---|
|Revenge        |Fighting  |Sta|
|Comet Punch    |Normal    |Sta|
|Agility        |Psycic   |7  |
|Pursuit        |Dark      |13 |
|Mach Punch     |Fighting  |20 |
|Fire Punch     |Fire      |26 |
|Ice Punch      |Ice       |26 |
|Thunder Punch  |Electric  |26 |
|Sky Uppercut   |Fighting  |32 |
|Mega Punch     |Normal    |38 |
|Detect         |Fighting  |44 |
|Counter        |Fighting  |50 |
\-----/
```

Egg Move List:

```
/-----\
|Name           |Type      |
|-----|-----|
|Rapid Spin     |Normal    |
|Hi Jump Kick   |Fighting  |
|Mach Punch     |Fighting  |
|Mind Reader    |Normal    |
|Helping Hand   |Normal    |
\-----/
```

TM and HM List:

```
/-----\
|TM  |Name           |Notes |
|----|-----|-----|
|TM 01|Focus Punch   |      |
|TM 06|Toxic         |      |
|TM 08|Bulk Up       |      |
|TM 10|Hidden Power  |      |
|TM 11|Sunny Day     |      |
|TM 17|Protect       |      |
|TM 18|Rain Dance    |      |
|TM 21|Frustration   |      |
```

```

|TM 26|Earthquake |
|TM 27|Return |
|TM 31|Brick Break |
|TM 32|Double Team |
|TM 39|Rock Tomb |
|TM 42|Facade |
|TM 43|Secret Power |
|TM 44|Rest |
|TM 45|Attract |
|TM 46|Thief |
|-----|-----|-----|
|HM 04|Strength |
|HM 06|Rock Smash |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name: |Notes: |
|-----|-----|
|Mega Punch | |
|Mega Kick | |
|Body Slam | |
|Double Edge | |
|Counter | |
|Seismic Toss | |
|Mimic | |
|Metronome | |
|Rock Slide | |
|Substitute | |
\-----/

```

=====

#108 Lickitung

Type: Normal

Ability: Own Tempo
Oblivious

Egg Group: Monster

Location: Trade from FR/LG

Evolution Line: None

Move List:

```

/-----\
|Name |Type |#1 |
|-----|-----|---|
|Lick |Ghost |Sta|
|Supersonic |Normal |7 |
|Defense Curl |Normal |12 |
|Knock Off |Dark |18 |
|Stomp |Normal |23 |
|Wrap |Normal |29 |
|Disable |Normal |34 |
|Slam |Normal |40 |
|Screech |Normal |45 |
|Refresh |Normal |51 |

```

\-----/
Egg Move List:

```
/-----\  
|Name                |Type        |  
|-----|-----|  
|Belly Drum          |Normal      |  
|Magnitude            |Ground      |  
|Body Slam            |Normal      |  
|Curse               |???         |  
|Smellingsalt         |Normal      |  
|Sleep Talk           |Normal      |  
|Snore                 |Normal      |  
|Substitute           |Normal      |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name                |Notes      |  
|----|-----|-----|  
|TM 01|Focus Punch         |           |  
|TM 03|Water Pulse         |           |  
|TM 06|Toxic                |           |  
|TM 10|Hidden Power        |           |  
|TM 11|Sunny Day           |           |  
|TM 12|Taunt                |           |  
|TM 13|Ice Beam             |           |  
|TM 14|Blizzard             |           |  
|TM 15|Hyper Beam          |           |  
|TM 17|Protect              |           |  
|TM 18|Rain Dance           |           |  
|TM 21|Frustration         |           |  
|TM 22|Solar Beam           |           |  
|TM 23|Iron Tail            |           |  
|TM 24|Thunderbolt         |           |  
|TM 25|Thunder              |           |  
|TM 26|Earthquake           |           |  
|TM 27|Return               |           |  
|TM 28|Dig                  |           |  
|TM 30|Shadow Ball          |           |  
|TM 31|Brick Break          |           |  
|TM 32|Double Team          |           |  
|TM 34|Shock Wave           |           |  
|TM 35|Flamethrower        |           |  
|TM 37|Sandstorm            |           |  
|TM 38|Fire Blast           |           |  
|TM 39|Rock Tomb            |           |  
|TM 42|Facade               |           |  
|TM 43|Secret Power         |           |  
|TM 44|Rest                 |           |  
|TM 45|Attract              |           |  
|TM 46|Thief                |           |  
|----|-----|-----|  
|HM 01|Cut                  |           |  
|HM 03|Surf                 |           |  
|HM 04|Strength             |           |  
|HM 06|Rock Smash           |           |  
\-----/
```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Mega Punch  |            |
|Mega Kick   |            |
|Body Slam   |            |
|Double-Edge |            |
|Counter     |            |
|Seismic Toss|            |
|Mimic       |            |
|Dream Eater |            |
|Rock Slide  |            |
|Substitute  |            |
\-----/

```

=====

#109 Koffing/#110 Weezing

Type: Poison

Ability: Levitate

Egg Group: Amorphous

Location: Koffing: Fiery Path

Weezing: Evolves from Koffing

Evolution Line: Koffing Lv 35
Weezing Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|
|-----|-----|---|---|
|Poison Gas    |Poison    |Sta|Sta|
|Tackle        |Normal    |Sta|Sta|
|Smog          |Poison    |9  |9  |
|Self Destruct |Normal    |17 |17 |
|Sludge        |Poison    |21 |21 |
|Smoke Screen  |Normal    |25 |25 |
|Haze          |Ice       |33 |33 |
|Explosion     |Normal    |41 |44 |
|Destiny Bond  |Ghost     |45 |51 |
|Memento       |Dark      |49 |58 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Screech       |Normal    |
|Psywave       |Psychic   |
|Psybeam       |Psychic   |
|Destiny Bond  |Ghost     |
|Pain Split    |Normal    |
|Will-O-Wisp   |Fire      |
\-----/

```

TM and HM List:

```

/-----\
|TM   |Name           |Notes   |
|-----|-----|-----|
|TM 06|Toxic            |         |
|TM 10|Hidden Power    |         |
|TM 11|Sunny Day       |         |
|TM 12|Taunt           |         |
|TM 15|Hyper Beam      |Weezing only|
|TM 17|Protect         |         |
|TM 18|Rain Dance      |         |
|TM 21|Frustration     |         |
|TM 24|Thunderbolt     |         |
|TM 25|Thunder         |         |
|TM 27|Return          |         |
|TM 30|Shadow Ball     |         |
|TM 32|Double Team     |         |
|TM 34|Shock Wave      |         |
|TM 35|Flamethrower   |         |
|TM 36|Sluge Bomb      |         |
|TM 38|Fire Blast      |         |
|TM 41|Torment         |         |
|TM 42|Facade          |         |
|TM 43|Secret Power    |         |
|TM 44|Rest            |         |
|TM 45|Attract         |         |
|TM 46|Thief           |         |
|-----|-----|-----|
|HM 05|Flash           |         |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:  |Notes:  |
|-----|-----|
|Mimic       |         |
|Explosion   |         |
|Substitute  |         |
\-----/

```

=====

#111 Rhyhorn/#112 Rhydon

Type: Ground/Rock

Ability: Lightningrod
 Rock Head

Egg Group: Monster/Field

Location: Rhyhorn: Safari Zone
 Rhydon: Evolves from Rhyhorn

Evolution Line: Rhyhorn Lv 42
 Rhydon Final

Move List:

```

/-----\
|Name           |Type   |#1|#2|

```


Horn Attack	Normal	Sta	Sta
Tail Whip	Normal	Sta	Sta
Stomp	Normal	10	10
Fury Attack	Normal	15	15
Scary Face	Normal	24	24
Rock Blast	Rock	29	29
Horn Drill	Normal	38	38
Take Down	Normal	43	46
Earthquake	Ground	52	58
Megahorn	Bug	57	66

Egg Move List:

Name	Type
Crunch	Dark
Reversal	Fighting
Rock Slide	Rock
Counter	Fighting
Magnitude	Ground
Swords Dance	Normal
Curse	???
Crush Claw	Normal

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	Rhydon only
TM 05	Roar	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Rhydon only
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 26	Earthquake	
TM 27	Return	
TM 28	Dig	
TM 31	Brick Break	Rhydon only
TM 32	Double Team	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	

HM 01	Cut	Rhydon only
HM 03	Surf	Rhydon only
HM 04	Strength	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Mega Punch	Rhydon only
Mega Kick	Rhydon only
Body Slam	
Double-Edge	
Counter	
Seismic Toss	Rhydon only
Mimic	
Rock Slide	
Substitute	

Lost Moves:

Name	Type
Leer	Normal

#113 Chansey

Type: Normal

Ability: Natural Cure
Serene Grace

Egg Group: Fairy

Location: Trade from FR/LG

Evolution Line: Chansey Friendly Evolution
 Blissey Final

Move List:

Name	Type	#1
Pound	Normal	Sta
Growl	Normal	Sta
Tail Whip	Normal	5
Refresh	Normal	9
Double Slap	Normal	17
Minimize	Normal	23
Sing	Normal	29
Egg Bomb	Normal	35
Defense Curl	Normal	41
Light Screen	Psychic	49

Egg Move List:

```
|-----|  
|Name |Type |  
|-----|-----|  
|Present |Normal |  
|Metronome |Normal |  
|Heal Bell |Normal |  
|Aromatherapy |Grass |  
|Substitute |Normal |  
|-----|
```

TM and HM List:

```
|-----|  
|TM |Name |Notes |  
|----|-----|-----|  
|TM 01|Focus Punch | |  
|TM 03|Water Pulse | |  
|TM 04|Calm Mind | |  
|TM 06|Toxic | |  
|TM 07|Hail | |  
|TM 10|Hidden Power | |  
|TM 11|Sunny Day | |  
|TM 13|Ice Beam | |  
|TM 14|Blizzard | |  
|TM 15|Hyper Beam | |  
|TM 16|Light Screen | |  
|TM 17|Protect | |  
|TM 18|Rain Dance | |  
|TM 20|Safeguard | |  
|TM 21|Frustration | |  
|TM 22|Solar Beam | |  
|TM 23|Iron Tail | |  
|TM 24|Thunderbolt | |  
|TM 25|Thunder | |  
|TM 26|Earthquake | |  
|TM 27|Return | |  
|TM 29|Psycic | |  
|TM 30|Shadow Ball | |  
|TM 31|Brick Break | |  
|TM 32|Double Team | |  
|TM 34|Shock Wave | |  
|TM 35|Flamethrower | |  
|TM 37|Sandstorm | |  
|TM 38|Fire Blast | |  
|TM 39|Rock Tomb | |  
|TM 42|Facade | |  
|TM 43|Secret Power | |  
|TM 44|Rest | |  
|TM 45|Attract | |  
|TM 48|Skill Swap | |  
|TM 49|Snatch | |  
|----|-----|-----|  
|HM 04|Strength | |  
|HM 05|Flash | |  
|HM 06|Rock Smash | |  
|-----|
```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Mega Punch   |            |
|Mega Kick    |            |
|Body Slam    |            |
|Double-Edge  |            |
|Counter      |            |
|Seismic Toss |            |
|Mimic        |            |
|Metronome    |            |
|Softboiled   |            |
|Dream Eater  |            |
|Thunder Wave |            |
|Substitute   |            |
\-----/

```

=====

#114 Tangela

Type: Grass

Ability: Chlorophyll

Egg Group: Grass

Location: Trade from FR/LG

Evolution Line: None

Move List:

```

/-----\
|Name          |Type      |#1 |
|-----|-----|---|
|Ingrain       |Grass     |Sta|
|Constrict     |Normal    |Sta|
|Sleep Powder  |Grass     |4  |
|Absorb        |Grass     |10 |
|Growth        |Normal    |13 |
|Poison Powder |Poison    |19 |
|Vine Whip     |Grass     |22 |
|Bind          |Normal    |28 |
|Mega Drain    |Grass     |31 |
|Stun Spore    |Grass     |37 |
|Slam          |Normal    |40 |
|Tickle        |Normal    |46 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Flail         |Normal    |
|Confusion     |Psychic   |
|Mega Drain    |Grass     |
|Reflect       |Psychic   |
|Amnesia       |Psychic   |
|Leech Seed    |Grass     |

```

|Nature Power |Normal |
|-----|

TM and HM List:

TM	Name	Notes
TM 06	Toxic	
TM 09	Bullet Seed	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	
TM 17	Protect	
TM 19	Giga Drain	
TM 21	Frustration	
TM 22	Solar Beam	
TM 27	Return	
TM 32	Double Team	
TM 36	Sluge Bomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 01	Cut	
HM 05	Flash	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Swords Dance	
Body Slam	
Double-Edge	
Mimic	
Substitute	

=====

#115 Kangaskhan

Type: Normal

Ability: Early Bird

Egg Group: Monster

Location: Trade from FR/LG

Evolution Line: None

Move List:

Name	Type	#1
Comet Punch	Normal	Sta

Leer	Normal	Sta
Bite	Dark	7
Tail Whip	Normal	13
Fake Out	Normal	19
Mega Punch	Normal	25
Rage	Normal	31
Endure	Normal	37
Dizzy Punch	Normal	43
Reversal	Fighting	49

\-----/

Egg Move List:

/-----\		
Name	Type	
----- -----		
Stomp	Normal	
Foresight	Normal	
Focus Energy	Normal	
Safeguard	Normal	
Disable	Normal	
Counter	Fighting	
Crush Claw	Normal	
Substitute	Normal	
\-----/		

TM and HM List:

/-----\			
TM	Name	Notes	
----- ----- -----			
TM 01	Focus Punch		
TM 03	Water Pulse		
TM 05	Roar		
TM 06	Toxic		
TM 07	Hail		
TM 10	Hidden Power		
TM 11	Sunny Day		
TM 13	Ice Beam		
TM 14	Blizzard		
TM 15	Hyper Beam		
TM 17	Protect		
TM 18	Rain Dance		
TM 21	Frustration		
TM 22	Solar Beam		
TM 23	Iron Tail		
TM 24	Thunderbolt		
TM 25	Thunder		
TM 26	Earthquake		
TM 27	Return		
TM 28	Dig		
TM 30	Shadow Ball		
TM 31	Brick Break		
TM 32	Double Team		
TM 34	Shock Wave		
TM 35	Flamethrower		
TM 37	Sandstorm		
TM 38	Fire Blast		
TM 39	Rock Tomb		
TM 40	Aerial Ace		
TM 42	Facade		
TM 43	Secret Power		

```

|TM 44|Rest      |      |
|TM 45|Attract   |      |
|TM 46|Thief     |      |
|-----|-----|-----|
|HM 01|Cut           |      |
|HM 03|Surf          |      |
|HM 04|Strength      |      |
|HM 06|Rock Smash    |      |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:      |Notes:      |
|-----|-----|
|Mega Punch     |            |
|Mega Kick      |            |
|Body Slam      |            |
|Double-Edge    |            |
|Counter        |            |
|Seismic Toss   |            |
|Mimic          |            |
|Rock Slide     |            |
|Substitute     |            |
\-----/

```

=====

#116 Horsea/#117 Seadra

Type: Water (Horsea and Seadra)
Water/Dragon (Kingdra)

Ability: Swift Swim (Horsea)
Poison Point (Seadra)

Egg Group: Water 1/Dragon

Location: Horsea: Routes 132, 133, 134 (Via Fishing)

Seadra: Evolves from Horsea

Kingdra: Evolves from Seadra

Evolution Line: Horsea Lv 32
Seadra Trade with a Dragon Scale attached to Evolve
Kingdra Final

Move List:

```

/-----\
|Name              |Type      |#1|#2|
|-----|-----|---|---|
|Bubble            |Water     |Sta|Sta|
|Smoke Screen     |Normal    |8  |8  |
|Leer              |Normal    |15 |15 |
|Water Gun         |Water     |22 |22 |
|Twister           |Dragon    |29 |29 |
|Agility           |Psychic   |36 |40 |
|Hydro Pump        |Water     |43 |51 |
|Dragon Dance      |Dragon    |50 |62 |
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type   |
|-----|-----|
|Flail          |Normal |
|Aurora Beam    |Ice    |
|Octazooka      |Water  |
|Disable        |Normal |
|Bounce         |Fly    |
|Dragon Rage    |Dragon |
|Dragonbreath   |Dragon |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name           |Notes   |
|----|-----|-----|
|TM 03|Water Pulse    |        |
|TM 06|Toxic          |        |
|TM 07|Hail           |        |
|TM 10|Hidden Power   |        |
|TM 13|Ice Beam       |        |
|TM 14|Blizzard       |        |
|TM 15|Hyper Beam     |Sea and Kingdra only|
|TM 17|Protect        |        |
|TM 18|Rain Dance     |        |
|TM 21|Frustration    |        |
|TM 27|Return         |        |
|TM 32|Double Team    |        |
|TM 42|Facade         |        |
|TM 43|Secret Power   |        |
|TM 44|Rest           |        |
|TM 45|Attract        |        |
|----|-----|-----|
|HM 03|Surf           |        |
|HM 07|Waterfall      |        |
|HM 08|Dive           |        |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:     |Notes:   |
|-----|-----|
|Double-Edge    |         |
|Mimic          |         |
|Substitute     |         |
\-----/

```

=====

#118 Goldeen/#119 Seaking

Type: Water

Ability: Swift Swim
Water Veil

Egg Group: Water 2

Location: Goldeen: Routes 102, 111, 114, 117, 120, Petalburg City, Safari

Seaking: Safari Zone

Evolution Line: Goldeen Lv 33
 Seaking Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|
|-----|-----|---|---|
|Peck          |Flying    |Sta|Sta|
|Tail Whip     |Normal    |Sta|Sta|
|Water Sport   |Water     |Sta|Sta|
|Supersonic    |Normal    |10 |10 |
|Horn Attack   |Normal    |15 |15 |
|Flail         |Normal    |24 |24 |
|Fury Attack   |Normal    |29 |29 |
|Waterfall     |Water     |38 |41 |
|Horn Drill    |Normal    |43 |49 |
|Agility       |Psycic   |52 |61 |
\-----/
    
```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Psybeam       |Psycic   |
|Haze          |Ice      |
|Hydro Pump    |Water    |
|Sleep Talk    |Normal   |
|Mud Sport     |Ground   |
\-----/
    
```

TM and HM List:

```

/-----\
|TM  |Name          |Notes          |
|----|-----|-----|
|TM 03|Water Pulse  |               |
|TM 06|Toxic        |               |
|TM 07|Hail         |               |
|TM 10|Hidden Power |               |
|TM 13|Ice Beam     |               |
|TM 14|Blizzard     |               |
|TM 15|Hyper Beam   |Seaking only  |
|TM 17|Protect      |               |
|TM 18|Rain Dance   |               |
|TM 21|Frustration  |               |
|TM 27|Return       |               |
|TM 32|Double Team  |               |
|TM 42|Facade       |               |
|TM 43|Secret Power |               |
|TM 44|Rest         |               |
|TM 45|Attract      |               |
|----|-----|-----|
|HM 03|Surf         |               |
|HM 07|Waterfall    |               |
|HM 08|Dive         |               |
\-----/
    
```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:       |
|-----|-----|
|Double-Edge  |              |
|Mimic        |              |
|Substitute   |              |
\-----/

```

=====

#120 Staryu/#121 Starmie

Type: Water (Staryu)
 Water/Psycic (Starmie)

Ability: Illuminate
 Natural Cure

Egg Group: None, needs to breed with Ditto.

Location: Staryu: Lilycove City

 Starmie: Evolves from Staryu

Evolution Line: Staryu Water Stone
 Starmie Final

Move List:

```

/-----\
|Name           |Type      |#1|#2|
|-----|-----|---|---|
|Tackle         |Normal    |Sta|-|
|Harden         |Normal    |Sta|-|
|Water Gun      |Water     |6  |-|
|Rapid Spin     |Normal    |10 |-|
|Recover        |Normal    |15 |-|
|Camouflage     |Normal    |19 |-|
|Swift          |Normal    |24 |-|
|Bubblebeam     |Water     |28 |-|
|Minimize       |Normal    |33 |-|
|Confuse Ray    |Ghost     |-  |33|
|Light Screen   |Psycic    |37 |-|
|Cosmic Power   |Psycic    |42 |-|
|Hydro Pump     |Water     |46 |-|
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type      |
|-----|-----|
|None           |          |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name           |Notes   |
|----|-----|-----|
|TM 03|Water Pulse   |        |

```

TM 06	Toxic	
TM 07	Hail	
TM 10	Hidden Power	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Starmie only
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 29	Psycic	
TM 32	Double Team	
TM 33	Reflect	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 48	Skill Swap	Starmie only

HM 03	Surf	
HM 05	Flash	
HM 07	Waterfall	
HM 08	Dive	
\-----/		

Move Tutors List:

/-----\		
Move Name:	Notes:	

Double-Edge		
Mimic		
Dream Eater	Starmie only	
Thunder Wave		
Substitute		
\-----/		

=====

#122 Mr. Mime

Type: Psychic

Ability: Soundproof

Egg Group: Human-Like

Location: Trade from FR/LG

Evolution Line: None

Move List:

/-----\		
Name	Type	#1

Barrier	Psychic	Sta
Confusion	Psychic	5
Substitute	Normal	9
Meditate	Psychic	13

Double Slap	Normal	17	
Light Screen	Psychic	21	
Reflect	Psychic	21	
Encore	Normal	25	
Psybeam	Psychic	29	
Recycle	Normal	33	
Trick	Psychic	37	
Role Play	Psychic	41	
Psychic	Psychic	45	
Baton Pass	Normal	49	
Safeguard	Normal	53	

\-----/

Egg Move List:

Name	Type	
----- -----		
Future Sight	Psychic	
Hypnosis	Psychic	
Mimic	Normal	
Psych Up	Normal	
Fake Out	Normal	
Trick	Psychic	

\-----/

TM and HM List:

TM	Name	Notes	
----- ----- -----			
TM 01	Focus Punch		
TM 04	Calm Mind		
TM 06	Toxic		
TM 10	Hidden Power		
TM 11	Sunny Day		
TM 12	Taunt		
TM 15	Hyper Beam		
TM 16	Light Screen		
TM 17	Protect		
TM 18	Rain Dance		
TM 20	Safeguard		
TM 21	Frustration		
TM 22	Solar Beam		
TM 24	Thunderbolt		
TM 25	Thunder		
TM 27	Return		
TM 29	Psychic		
TM 30	Shadow Ball		
TM 31	Brick Break		
TM 32	Double Team		
TM 33	Reflect		
TM 34	Shock Wave		
TM 41	Torment		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
TM 46	Thief		
TM 48	Skill Swap		
TM 49	Snatch		
----- ----- -----			

|HM 05|Flash | |
|-----|

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Metronome	
Dream Eater	
Thunder Wave	
Substitute	

=====

#123 Scyther

Type: Bug/Flying (Scyther)
Bug/Steel (Scizor)

Ability: Swarm

Egg Group: Bug

Location: Trade from FR

Evolution Line: Scyther Trade with Metal Coat
Scizor Final

Move List:

Name	Type	#1
Quick Attack	Normal	Sta
Leer	Normal	Sta
Focus Energy	Normal	6
Pursuit	Dark	11
False Swipe	Normal	16
Agility	Psycic	21
Wing Attack	Flying	26
Slash	Normal	31
Swords Dance	Normal	35
Double Team	Normal	41
Fury Cutter	Bug	46

Egg Move List:

Name	Type
Counter	Fighting
Safeguard	Normal
Baton Pass	Normal

Reversal	Fighting
Light Screen	Psychic
Endure	Normal
Silver Wind	Bug

TM and HM List:

TM	Name	Notes
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 27	Return	
TM 32	Double Team	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 47	Steel Wing	
HM 01	Cut	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Swords Dance	
Double-Edge	
Counter	
Mimic	
Substitute	

#124 Jynx

Type: Ice/Psychic

Ability: Oblivious

Egg Group: Human-Like

Location: Smoochum: Breed a Jynx with another Pokemon
 Jynx: Trade for in Cerulean City (Poliwhirl for Jynx)

Evolution Line: Smoochum Lv 30
 Jynx Final

Move List:

Name	Type	#1
------	------	----

Pound	Normal	Sta
Lick	Ghost	Sta
Lovely Kiss	Normal	9
Powder Snow	Ice	13
Double Slap	Normal	21
Ice Punch	Ice	25
Mean Look	Normal	35
Fake Tears	Dark	41
Body Slam	Normal	51
Perish Song	Normal	57
Blizzard	Ice	58

Egg Move List:

Name	Type
Meditate	Psychic
Psych Up	Normal
Fake Out	Normal
Wish	Normal
Ice Punch	Ice

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 03	Water Pulse	
TM 04	Calm Mind	
TM 06	Toxic	
TM 07	Hail	
TM 10	Hidden Power	
TM 12	Taunt	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 27	Return	
TM 29	Psycic	
TM 30	Shadow Ball	
TM 31	Brick Break	
TM 32	Double Team	
TM 33	Reflect	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 48	Skill Swap	
HM 01	Cut	
HM 02	Fly	
HM 03	Surf	

HM 04	Strength		
HM 05	Flash		
HM 06	Rock Smash		
HM 07	Waterfall		

\-----/

Move Tutors List:

Move Name:	Notes:		
Mega Punch			
Mega Kick			
Body Slam			
Double-Edge			
Counter			
Seismic Toss			
Mimic			
Metronome			
Dream Eater			
Substitute			

\-----/

Lost Moves:

Ability	Type		
Thrash	Normal		

\-----/

=====

#125 Electabuzz

Type: Electric

Ability: Static

Egg Group: Human-Like

Location: Trade from FR

Evolution Line: Elekid Lv 30
 Electabuzz Final

Move List:

Name	Type	#1	
Quick Attack	Normal	Sta	
Leer	Normal	Sta	
Thunder Punch	Electric	9	
Light Screen	Psychic	17	
Swift	Normal	25	
Screech	Normal	36	
Thunderbolt	Electric	47	
Thunder	Electric	58	

\-----/

Egg Move List:

/-----\

Name	Type
Karate Chop	Fighting
Barrier	Psychic
Rolling Kick	Fighting
Meditate	Psychic
Cross Chop	Fighting
Fire Punch	Fire
Ice Punch	Ice

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 06	Toxic	
TM 10	Hidden Power	
TM 15	Hyper Beam	
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 29	Psycic	
TM 31	Brick Break	
TM 32	Double Team	
TM 34	Shock Wave	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 04	Strength	
HM 05	Flash	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Thunder Wave	
Substitute	

Lost moves:

Ability	Type
---------	------

```
|-----|-----|
|Thundershock      |Electric |
\-----/
```

=====

#126 Magmar

Type: Fire

Ability: Flame Body

Egg Group: Human-Like

Location: Trade from LG

Evolution Line: Magby Lv 30
 Magmar Final

Move List:

```
/-----\
|Name           |Type      |#1 |
|-----|-----|---|
|Ember          |Fire      |Sta|
|Leer           |Normal    |7  |
|Smog           |Poison    |13 |
|Fire Punch     |Fire      |19 |
|Smoke Screen   |Normal    |25 |
|Sunny Day      |Fire      |33 |
|Flamethrower   |Fire      |41 |
|Confuse Ray    |Ghost     |49 |
|Fire Blast     |Fire      |57 |
\-----/
```

Egg Move List:

```
/-----\
|Name           |Type      |
|-----|-----|
|Karate Chop    |Fighting |
|Mega Punch     |Normal   |
|Barrier        |Psychic  |
|Screech        |Normal   |
|Cross Chop     |Fighting |
|Thunderpunch   |Electric |
\-----/
```

TM and HM List:

```
/-----\
|TM  |Name           |Notes |
|----|-----|-----|
|TM 01|Focus Punch   |      |
|TM 06|Toxic         |      |
|TM 10|Hidden Power  |      |
|TM 11|Sunny Day     |      |
|TM 15|Hyper Beam    |      |
|TM 17|Protect       |      |
|TM 21|Frustration   |      |
|TM 23|Iron Tail     |      |
|TM 27|Return        |      |
|TM 29|Psychic       |      |
```

```

|TM 31|Brick Break |
|TM 32|Double Team |
|TM 35|Flamethrower |
|TM 38|Fire Blast |
|TM 42|Facade |
|TM 43|Secret Power |
|TM 44|Rest |
|TM 45|Attract |
|TM 46|Thief |
|-----|-----|-----|
|HM 04|Strength |
|HM 06|Rock Smash |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name: |Notes: |
|-----|-----|
|Mega Punch | |
|Mega Kick | |
|Body Slam | |
|Double-Edge | |
|Counter | |
|Seismic Toss | |
|Mimic | |
|Substitute | |
\-----/

```

=====
#127 Pinsir

Type: Bug

Ability: Hyper Cutter

Egg Group: Bug

Location: Safari Zone

Evolution Line: None

Move List:

```

/-----\
|Name |Type |#1 |
|-----|-----|---|
|Vice Grip |Normal |Sta|
|Focus Energy |Normal |Sta|
|Bind |Normal |7 |
|Seismic Toss |Fighting |13 |
|Harden |Normal |19 |
|Revenge |Fighting |25 |
|Birck Break |Fighting |31 |
|Guillotine |Normal |37 |
|Submission |Fighting |43 |
|Swords Dance |Normal |49 |
\-----/

```

Egg Move List:

```

/-----\

```

Name	Type
Fury Attack	Normal
Flail	Normal
False Swipe	Normal
Faint Attack	Dark

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 06	Toxic	
TM 08	Bulk Up	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 26	Earthquake	
TM 27	Return	
TM 28	Dig	
TM 31	Brick Break	
TM 32	Double Team	
TM 39	Rock Tomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 01	Cut	
HM 04	Strength	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Swords Dance	
Body Slam	
Double-Edge	
Seismic Toss	
Mimic	
Rock Slide	
Substitute	

Lost Moves:

Name	Type
Slash	Normal

Type: Normal

Ability: Intimidate

Egg Group: Field

Location: Tauros: Safari Zone

Evolution Line: None

Move List:

```

/-----\
|Name          |Type    |#1 |
|-----|-----|---|
|Tackle        |Normal  |Sta|
|Tail Whip     |Normal  |4  |
|Rage          |Normal  |8  |
|Horn Attack   |Normal  |13 |
|Scary Face    |Normal  |19 |
|Pursuit       |Dark    |26 |
|Rest          |Psychic |34 |
|Thrash        |Normal  |43 |
|Take Down     |Normal  |53 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type    |
|-----|-----|
|None          |         |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes |
|----|-----|-----|
|TM 03|Water Pulse  |      |
|TM 06|Toxic        |      |
|TM 10|Hidden Power |      |
|TM 11|Sunny Day    |      |
|TM 13|Ice Beam     |      |
|TM 14|Blizzard     |      |
|TM 15|Hyper Beam   |      |
|TM 17|Protect      |      |
|TM 18|Rain Dance   |      |
|TM 21|Frustration  |      |
|TM 22|Solar Beam   |      |
|TM 23|Iron Tail    |      |
|TM 24|Thunderbolt  |      |
|TM 25|Thunder      |      |
|TM 26|Earthquake   |      |
|TM 27|Return       |      |
|TM 32|Double Team  |      |
|TM 34|Shock Wave   |      |
|TM 35|Flamethrower|      |
|TM 37|Sandstorm    |      |
|TM 38|Fire Blast   |      |
|TM 39|Rock Tomb    |      |

```

TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
----- ----- -----			
HM 03	Surf		
HM 04	Strength		
HM 06	Rock Smash		
\-----/			

Move Tutors List:

/-----\		
Move Name:	Notes:	

Body Slam		
Double-Edge		
Mimic		
Substitute		
\-----/		

Lost Moves:

/-----\		
Name	Type	

Stomp	Normal	
Leer	Normal	
\-----/		

=====

#129 Magikarp/#130 Gyrados

Type: Water (Magikarp)
 Water/Flying (Gyrados)

Ability: Swift Swim (Magikarp)
 Intimidate (Gyrados)

Egg Group: Water 2/Dragon

Location: Magikarp: Pretty much anywhere you can fish

Gyrados: Sootopolis City (Fishing)

Evolution Line: Magikarp Lv 20
 Gyrados Final

Move List:

/-----\				
Name	Type	#1	#2	
----- ----- -----				
Splash	Normal	Sta	Sta	
Tackle	Normal	15	Sta	
Flail	Normal	30	-	
Bite	Dark	-	20	
Dragon Rage	Dragon	-	25	
Leer	Normal	-	30	
Twister	Dragon	-	35	
Hydro Pump	Water	-	40	

Rain Dance	Water	-	45
Dragon Dance	Dragon	-	50
Hyper Beam	Normal	-	55

Egg Move List:

Name	Type
None	

TM and HM List: *Note: Magikarp cannot learn TM's or HM's

TM	Name	Notes
TM 03	Water Pulse	
TM 05	Roar	
TM 06	Toxic	
TM 07	Hail	
TM 10	Hidden Power	
TM 12	Taunt	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 26	Earthquake	
TM 27	Return	
TM 32	Double Team	
TM 35	Flamethrower	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
HM 03	Surf	
HM 04	Strength	
HM 06	Rock Smash	
HM 07	Waterfall	
HM 08	Dive	

Move Tutors List: *Note: Magikarp cannot learn moves from tutors

Move Name:	Notes:
Body Slam	
Double-Edge	
Mimic	
Thunder Wave	
Substitute	

=====

#131 Lapras

Type: Water/Ice

Ability: Water Absorb
Shell Armor

Egg Group: Monster/Water 1

Location: Trade from FR/LG

Evolution Line: None

Move List:

```
/-----\  
|Name           |Type   |#1 |  
|-----|-----|---|  
|Water Gun      |Water  |Sta|  
|Growl          |Normal |Sta|  
|Sing           |Normal |Sta|  
|Mist           |Ice    |7  |  
|Body Slam     |Normal |13 |  
|Confuse Ray    |Ghost  |19 |  
|Perish Song    |Normal |25 |  
|Ice Beam       |Ice    |31 |  
|Rain Dance     |Water  |37 |  
|Safeguard      |Normal |43 |  
|Hydro Pump     |Water  |49 |  
|Sheer Cold     |Ice    |55 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name           |Type   | |  
|-----|-----| |  
|Foresight      |Normal | |  
|Substitute     |Normal | |  
|Tickle         |Normal | |  
|Refresh        |Normal | |  
|Dragon Dance   |Dragon | |  
|Curse         |???   | |  
|Sleep Talk     |Normal | |  
|Horn Drill     |Normal | |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name           |Notes | |  
|----|-----|-----| |  
|TM 03|Water Pulse  |      | |  
|TM 05|Roar         |      | |  
|TM 06|Toxic        |      | |  
|TM 07|Hail         |      | |  
|TM 10|Hidden Power |      | |  
|TM 13|Ice Beam     |      | |  
|TM 14|Blizzard     |      | |  
|TM 15|Hyper Beam   |      | |  
|TM 17|Protect      |      | |
```


TM 18	Rain Dance	
TM 20	Safeguard	
TM 21	Frustration	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 29	Psycic	
TM 32	Double Team	
TM 34	Shock Wave	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	

HM 03	Surf	
HM 04	Strength	
HM 06	Rock Smash	
HM 07	Waterfall	
HM 08	Dive	
\-----/		

Move Tutors List:

/-----\	
Move Name:	Notes:

Body Slam	
Double Edge	
Mimic	
Dream Eater	
Substitute	
\-----/	

=====
#132 Ditto

Type: Normal

Ability: Limber

Egg Group: Ditto can breed with any non-legendary Pokemon of any gender.

Location: Trade from FR/LG/E

Evolution Line: None

Move List:

/-----\		
Name	Type	#1

Transform	Normal	Sta
\-----/		

Egg Move List:

/-----\	
Name	Type

None	
\-----/	

TM and HM list:

```
-----\
|TM   |Name           |Notes   |
|-----|-----|-----|
|None |                |        |
\-----/
```

Move Tutors List:

```
-----\
|Move Name: |Notes:   |
|-----|-----|
|None      |         |
\-----/
```

=====

#133 Eevee

Type: Normal

Ability: Run Away

Egg Group: Field

Location: Trade from FR/LG

Evolution Line: Eevee Thunder Stone (Jolteon)
 Water Stone (Vaporeon)
 Fire Stone (Flareon)
 Friendly Evolution at Night (Umbreon)*
 Friendly Evolution in the Morning or
 Mid Day (Espeon)*

*Can only evolve in R/S/E

Jolteon	Final
Flareon	Final
Vaporeon	Final
Umbreon	Final
Espeon	Final

Move List: (Note: This only applies to Eevee)

```
-----\
|Name           |Type      |#1 |
|-----|-----|---|
|Tackle         |Normal    |Sta|
|Tail Whip     |Normal    |Sta|
|Helping Hand  |Normal    |Sta|
|Sand Attack   |Normal    |8  |
|Growl         |Normal    |16 |
|Quick Attack  |Normal    |23 |
|Bite          |Dark      |30 |
|Baton Pass    |Fighting  |36 |
|Take Down     |Normal    |42 |
\-----/
```

Egg Move List:

```
-----\
|Name           |Type      |
\-----/
```

Charm	Normal
Flail	Normal
Endure	Normal
Curse	???
Tickle	Normal
Wish	Normal

TM and HM List:

TM	Name	Notes
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 27	Return	
TM 28	Dig	
TM 30	Shadow Ball	
TM 32	Double Team	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	

Move Tutors List:

Move Name:	Notes:
Body Slam	
Double-Edge	
Mimic	
Substitute	

#134 Vaporeon

Type: Water

Ability: Water Absorb

Egg Group: Field

Location: Evolved from Eevee via Water Stone

Evolution Line: Eevee Water Stone
 Vaporeon Final

Move List: (Note: This only applies to Vaporeon)

Name	Type	#1
Tackle	Normal	Sta

Tail Whip	Normal	Sta
Helping Hand	Normal	Sta
Sand Attack	Normal	8
Water Gun	Water	16
Quick Attack	Normal	23
Bite	Normal	30
Aurora Beam	Ice	36
Haze	Ice	42
Acid Armor	Poison	47
Hydro Pump	Water	52

Egg Move List:

Name	Type
None (Eevee)	

TM and HM List:

TM	Name	Notes
TM 03	Water Pulse	
TM 05	Roar	
TM 06	Toxic	
TM 07	Hail	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 27	Return	
TM 28	Dig	
TM 30	Shadow Ball	
TM 32	Double Team	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
HM 03	Surf	
HM 07	Waterfall	
HM 08	Dive	

Move Tutors List:

Move Name:	Notes:
Body Slam	
Double-Edge	
Mimic	
Substitute	

Lost Moves:

```

/-----\
|Name           |Type   |
|-----|-----|
|Mist           |Ice    |
\-----/

```

#135 Jolteon

Type: Electric

Ability: Volt Absorb

Egg Group: Field

Location: Evolved from Eevee via Thunder Stone

Evolution Line: Eevee Thunder Stone
 Jolteon Final

Move List: (Note: This only applies to Jolteon)

```

/-----\
|Name           |Type   |#1 |
|-----|-----|---|
|Tackle         |Normal |Sta|
|Tail Whip     |Normal |Sta|
|Helping Hand  |Normal |Sta|
|Sand Attack   |Normal |8  |
|Thundershock  |Electric|16 |
|Quick Attack  |Normal |23 |
|Double Kick   |Fighting|30 |
|Pin Missile   |Bug     |36 |
|Thunder Wave  |Electric|42 |
|Agility       |Psychic|47 |
|Thunder       |Electric|52 |
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type   |
|-----|-----|
|None (Eevee)  |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name           |Notes |
|----|-----|-----|
|TM 05|Roar          |      |
|TM 06|Toxic         |      |
|TM 10|Hidden Power  |      |
|TM 11|Sunny Day     |      |
|TM 15|Hyper Beam    |      |
|TM 17|Protect       |      |
|TM 18|Rain Dance    |      |
|TM 21|Frustration   |      |
|TM 23|Iron Tail     |      |
|TM 24|Thunderbolt   |      |

```

TM 25	Thunder	
TM 27	Return	
TM 28	Dig	
TM 30	Shadow Ball	
TM 32	Double Team	
TM 34	Shock Wave	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	

HM 05	Flash	

Move Tutors List:

Move Name:	Notes:
Body Slam	
Double-Edge	
Mimic	
Thunder Wave	
Substitute	

=====
#136 Flareon

Type: Fire

Ability: Flash Fire

Egg Group: Field

Location: Evolved from Eevee via Fire Stone

Evolution Line: Eevee Fire Stone
 Vaporeon Final

Move List: (Note: This only applies to Flareon)

Name	Type	#1
Tackle	Normal	Sta
Tail Whip	Normal	Sta
Helping Hand	Normal	Sta
Sand Attack	Normal	8
Ember	Fire	16
Quick Attack	Normal	23
Bite	Normal	30
Fire Spin	Fire	36
Smog	Poison	42
Leer	Normal	47
Flamethrower	Fire	52

Egg Move List:

Name	Type
------	------

```
|-----|-----|
|None (Eevee) |
\-----/
```

TM and HM List:

```
/-----\
|TM   |Name           |Notes |
|-----|-----|-----|
|TM 05|Roar            |      |
|TM 06|Toxic           |      |
|TM 10|Hidden Power   |      |
|TM 11|Sunny Day      |      |
|TM 15|Hyper Beam     |      |
|TM 17|Protect        |      |
|TM 18|Rain Dance     |      |
|TM 21|Frustration    |      |
|TM 23|Iron Tail      |      |
|TM 27|Return         |      |
|TM 28|Dig            |      |
|TM 30|Shadow Ball    |      |
|TM 32|Double Team    |      |
|TM 35|Flamethrower   |      |
|TM 38|Fire Blast     |      |
|TM 42|Facade         |      |
|TM 43|Secret Power   |      |
|TM 44|Rest           |      |
|TM 45|Attract       |      |
|TM 50|Overheat      |      |
\-----/
```

Move Tutors List:

```
/-----\
|Move Name:   |Notes: |
|-----|-----|
|Body Slam   |      |
|Double-Edge |      |
|Mimic       |      |
|Substitute  |      |
\-----/
```

Lost Moves:

```
/-----\
|Name           |Type   |
|-----|-----|
|Rage           |Normal |
\-----/
```

=====
#137 Porygon

Type: Normal

Ability: Trace

Egg Group: None, must breed with Ditto.

Location: Trade from FR/LG

Evolution Line: Porygon Traded while holding the Up-Grade item

Move List:

```

/-----\
|Name           |Type      |#1 |
|-----|-----|---|
|Tackle         |Normal    |Sta|
|Conversion 2   |Normal    |Sta|
|Conversion     |Normal    |Sta|
|Agility        |Psychic   |9  |
|Psybeam        |Psychic   |12 |
|Recover        |Normal    |30 |
|Sharpen        |Normal    |24 |
|Lock-On        |Normal    |32 |
|Tri Attack     |Normal    |36 |
|Recycle        |Normal    |44 |
|Zap Cannon     |Electric  |48 |
\-----/
    
```

Egg Move List:

```

/-----\
|Name           |Type      |
|-----|-----|
|None           |          |
\-----/
    
```

TM and HM List:

```

/-----\
|TM  |Name           |Notes |
|----|-----|-----|
|TM 06|Toxic          |      |
|TM 10|Hidden Power   |      |
|TM 11|Sunny Day      |      |
|TM 13|Ice Beam       |      |
|TM 14|Blizzard       |      |
|TM 15|Hyper Beam     |      |
|TM 17|Protect        |      |
|TM 18|Rain Dance     |      |
|TM 21|Frustration    |      |
|TM 22|Solar Beam     |      |
|TM 23|Iron Tail      |      |
|TM 24|Thunderbolt    |      |
|TM 25|Thunder        |      |
|TM 27|Return         |      |
|TM 29|Psychic        |      |
|TM 30|Shadow Ball    |      |
|TM 32|Double Team    |      |
|TM 34|Shock Wave     |      |
|TM 40|Aerial Ace     |      |
|TM 42|Facade         |      |
|TM 43|Secret Power   |      |
|TM 44|Rest           |      |
|TM 46|Thief          |      |
|----|-----|-----|
|HM 05|Flash          |      |
\-----/
    
```

Move Tutors List:

```

/-----\
    
```


Move Name:	Notes:
Double-Edge	
Mimic	
Dream Eater	
Thunder Wave	
Substitue	

Lost Moves:

Name	Type
Harden	Normal

=====
 #138 Omanyte/#139 Omastar

Type: Rock/Water

Ability: Swift Swim
 Shell Armor

Egg Group: Water 1/Water 3

Location: Trade from FR/LG

Evolution Line: Omanyte Lv 40
 Omastar Final

Move List:

Name	Type	#1	#2
Constrict	Normal	Sta	Sta
Withdraw	Water	Sta	Sta
Bite	Dark	13	13
Water Gun	Water	19	19
Mud Shot	Ground	25	25
Leer	Normal	31	31
Protect	Normal	37	37
Spike Cannon	Normal	-	40
Tickle	Normal	43	46
Ancientpower	Rock	49	55
Hydro Pump	Water	55	65

Egg Move List:

Name	Type
Bubblebeam	Water
Aurora Beam	Ice
Slam	Normal
Supersonic	Normal
Haze	Ice
Rock Slide	Rock
Spikes	Ground

\-----/

TM and HM List:

```
/-----\  
|TM   |Name           |Notes   |  
|----|-----|-----|  
|TM 03|Water Pulse   |         |  
|TM 06|Toxic         |         |  
|TM 07|Hail          |         |  
|TM 10|Hidden Power  |         |  
|TM 13|Ice Beam     |         |  
|TM 14|Blizzard     |         |  
|TM 15|Hyper Beam   |Omastar only|  
|TM 17|Protect      |         |  
|TM 18|Rain Dance   |         |  
|TM 21|Frustration  |         |  
|TM 27|Return       |         |  
|TM 32|Double Team  |         |  
|TM 37|Sandstorm    |         |  
|TM 39|Rock Tomb    |         |  
|TM 42|Facade       |         |  
|TM 43|Secret Power |         |  
|TM 44|Rest         |         |  
|TM 45|Attract     |         |  
|TM 46|Thief       |         |  
|----|-----|-----|  
|HM 03|Surf        |         |  
|HM 06|Rock Smash  |         |  
|HM 07|Waterfall   |         |  
|HM 08|Dive        |         |  
\-----/
```

Move Tutors List:

```
/-----\  
|Move Name: |Notes:   |  
|-----|-----|  
|Body Slam  |         |  
|Seismic Toss|Omastar only|  
|Double Edge|         |  
|Mimic      |         |  
|Rock Slide |         |  
|Substitute |         |  
\-----/
```

Lost Moves:

```
/-----\  
|Name           |Type     |  
|-----|-----|  
|Horn Attack    |Normal   |  
\-----/
```

=====

#140 Kabuto/#141 Kabutops

Type: Rock/Water

Ability: Swift Swim
Battle Armor

Egg Group: Water 1/Water 3

Location: Trade from FR/LG

Evolution Line: Kabuto Lv 40
 Kabutops Final

Move List:

```
-----\
|Name                |Type      |#1|#2|
|-----|-----|---|---|
|Scratch             |Normal    |Sta|Sta|
|Harden              |Normal    |Sta|Sta|
|Absorb              |Grass     |13 |13 |
|Leer                |Normal    |19 |19 |
|Mud Shot            |Ground    |25 |25 |
|Sand-Attack         |Ground    |31 |31 |
|Endure              |Normal    |37 |37 |
|Slash               |Normal    |-  |40 |
|Metal Sound         |Steel     |43 |46 |
|Mega Drain          |Grass     |49 |55 |
|Hydro Pump          |Water     |55 |65 |
\-----/
```

Egg Move List:

```
-----\
|Name                |Type      |
|-----|-----|
|Bubblebeam          |Water     |
|Aurora Beam         |Ice       |
|Rapid Spin          |Normal    |
|Dig                 |Ground    |
|Flail               |Normal    |
|Knock Off           |Dark      |
|Confuse Ray         |Ghost     |
\-----/
```

TM and HM List:

```
-----\
|TM  |Name          |Notes      |
|----|-----|-----|
|TM 03|Water Pulse  |           |
|TM 06|Toxic        |           |
|TM 07|Hail         |           |
|TM 10|Hidden Power |           |
|TM 13|Ice Beam     |           |
|TM 14|Blizzard     |           |
|TM 15|Hyper Beam   |Kabutops only|
|TM 17|Protect      |           |
|TM 18|Rain Dance   |           |
|TM 19|Giga Drain   |           |
|TM 21|Frustration  |           |
|TM 27|Return       |           |
|TM 28|Dig          |           |
|TM 31|Brick Break  |Kabutops only|
|TM 32|Double Team  |           |
|TM 37|Sandstorm    |           |
|TM 39|Rock Tomb    |           |
|TM 40|Aerial Ace   |           |
|TM 42|Facade       |           |
```

TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	

HM 01	Cut	Kabutops only
HM 03	Surf	
HM 06	Rock Smash	
HM 07	Waterfall	
HM 08	Dive	

\-----/

Move Tutors List:

/-----\	
Move Name:	Notes:

Swords Dance	Kabutops only
Mega Kick	Kabutops only
Body Slam	
Double Edge	
Seismic-Toss	Kabutops only
Mimic	
Rock Slide	
Substitute	
\-----/	

=====

#142 Aerodactyl

Type: Flying/Rock

Ability: Rock Head
Pressure

Egg Group: Flying

Location: Trade from FR/LG

Evolution Line: None

Move List:

/-----\		
Name	Type	#1

Wing Attack	Flying	Sta
Agility	Psycic	8
Bite	Normal	15
Supersonic	Normal	22
Ancientpower	Rock	29
Scary Face	Normal	36
Take Down	Normal	43
Hyper Beam	Normal	50
\-----/		

Egg Move List:

/-----\	
Name	Type

Whirlwind	Flying

Pursuit	Dark
Foresight	Normal
Steel Wing	Steel
Dragonbreath	Dragon
Curse	???

TM and HM List:

TM	Name	Notes
TM 02	Dragon Claw	
TM 05	Roar	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 26	Earthquake	
TM 27	Return	
TM 32	Double Team	
TM 35	Flamethrower	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 40	Aerial Ace	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 47	Steel Wing	
HM 02	Fly	
HM 04	Strength	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Double-Edge	
Mimic	
Rock Slide	
Substitute	

#143 Snorlax

Type: Normal

Ability: Immunity
Thick Fat

Egg Group: Monster

Location: Trade from FR/LG

Evolution Line: None

Move List:

```
/-----\  
|Name          |Type      |#1 |  
|-----|-----|---|  
|Tackle        |Normal    |Sta|  
|Amnesia       |Psychic   |6  |  
|Defense Curl  |Normal    |10 |  
|Belly Drum    |Normal    |15 |  
|Headbutt      |Normal    |19 |  
|Yawn          |Normal    |24 |  
|Rest          |Psychic   |28 |  
|Snore         |Normal    |28 |  
|Body Slam     |Normal    |33 |  
|Sleep Talk    |Normal    |37 |  
|Block         |Normal    |41 |  
|Covet         |Normal    |42 |  
|Rollout       |Rock      |46 |  
|Hyper Beam    |Normal    |51 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name          |Type      |  
|-----|-----|  
|Lick          |Ghost     |  
|Charm         |Normal    |  
|Double-Edge   |Normal    |  
|Curse        |???      |  
|Fissure       |Ground    |  
|Substitute    |Normal    |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes |  
|----|-----|-----|  
|TM 01|Focus Punch  |      |  
|TM 03|Water Pulse  |      |  
|TM 06|Toxic        |      |  
|TM 10|Hidden Power |      |  
|TM 11|Sunny Day    |      |  
|TM 13|Ice Beam     |      |  
|TM 14|Blizzard     |      |  
|TM 15|Hyper Beam   |      |  
|TM 17|Protect      |      |  
|TM 18|Rain Dance   |      |  
|TM 21|Frustration  |      |  
|TM 22|Solar Beam   |      |  
|TM 24|Thunderbolt  |      |  
|TM 25|Thunder      |      |  
|TM 26|Earthquake   |      |  
|TM 27|Return       |      |  
\-----/
```

TM 29	Psychic	
TM 30	Shadow Ball	
TM 31	Brick Break	
TM 32	Double Team	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	

HM 03	Surf	
HM 04	Strength	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Metronome	
Rock Slide	
Substitute	

Lost Moves:

Name	Type
Harden	Normal

=====

#144 Articuno

Type: Ice/Flying

Ability: Pressure

Egg Group: Legendary, cannot breed

Location: Trade from FR/LG

Evolution Line: None

Move List:

Name	Type	#1
------	------	----

Gust	FLying	Sta
Powder Snow	Ice	Sta
Mist	Ice	13
Agility	Psycic	25
Ice Beam	Ice	49
Reflect	Psycic	61
Blizzard	Ice	73
Sheer Cold	Ice	85

Egg Move List:

Name	Type
None	

TM and HM List:

TM	Name	Notes
TM 03	Water Pulse	
TM 05	Roar	
TM 06	Toxic	
TM 07	Hail	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 27	Return	
TM 32	Double Team	
TM 37	Sandstorm	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 47	Steel Wing	
HM 02	Fly	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Double-Edge	
Mimic	
Substitute	

Lost Moves:

Name	Type
Peck	Flying

\-----/
=====

#145 Zapdos

Type: Electric/Flying

Ability: Pressure

Egg Group: Legendary, cannot breed

Location: Trade from FR/LG

Evolution Line: None

Move List:

/-----\
Name	Type	#1
Peck	Flying	Sta
Thundershock	Electric	Sta
Thunder Wave	Electric	13
Agility	Psychic	25
Detect	Fighting	37
Drill Peck	Flying	49
Charge	Electric	61
Light Screen	Psychic	73
Thunder	Electric	85
\-----/

Egg Move List:

/-----\
Name	Type
None	
\-----/

TM and HM List:

/-----\
TM	Name	Notes
TM 05	Roar	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 32	Double Team	
TM 34	Shock Wave	
TM 37	Sandstorm	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
\-----/

TM 44	Rest	
TM 47	Steel Wing	
HM 02	Fly	
HM 05	Flash	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Double-Edge	
Mimic	
Thunder Wave	
Substitute	

#146 Moltres

Type: Fire/Flying

Ability: Pressure

Egg Group: Legendary, cannot breed

Location: Trade from FR/LG

Evolution Line: None

Move List:

Name	Type	#1
Wing Attack	Flying	Sta
Ember	Fire	Sta
Fire Spin	Fire	13
Agility	Psycic	25
Endure	Normal	37
Flamethrower	Fire	49
Safeguard	Normal	61
Heat Wave	Fire	73
Sky Attack	Flying	85

Egg Move List:

Name	Type
None	

TM and HM List:

TM	Name	Notes
TM 05	Roar	
TM 06	Toxic	

TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 20	Safeguard	
TM 21	Frustration	
TM 27	Return	
TM 32	Double Team	
TM 35	Flamethrower	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 46	Thief	
TM 47	Steel Wing	
TM 50	Overheat	
----- ----- -----		
HM 02	Fly	
HM 06	Rock Smash	
\-----/		

Move Tutors List:

/-----\	
Move Name:	Notes:

Double-Edge	
Mimic	
Substitute	
\-----/	

Lost Moves:

/-----\	
Name	Type

Peck	Flying
Leer	Normal
\-----/	

=====

#147 Dratini/#148 Dragonair/#149 Dragonite

Type: Flying/Dragon

Ability: Shed Skin (Dratini and Dragonair)

Inner Focus (Dragonite)

Egg Group: Water 1/Dragon

Location: Trade from FR/LG

Evolution Line: Dratini Lv 30
Dragonair Lv 55
Dragonite Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Wrap          |Normal    |Sta|Sta|Sta|
|Leer          |Normal    |Sta|Sta|Sta|
|Thunder Wave  |Thunder   |8  |8  |8  |
|Twister       |Dragon    |15 |15 |15 |
|Dragon Rage   |Dragon    |22 |22 |22 |
|Slam          |Normal    |29 |29 |29 |
|Agility       |Psychic   |36 |38 |38 |
|Safeguard     |Normal    |43 |47 |47 |
|Wing Attack   |Flying    |-  |-  |55 |
|Outrage       |Dragon    |50 |56 |61 |
|Hyper Beam    |Normal    |57 |65 |75 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Light Screen  |Psychic   |
|Mist          |Ice       |
|Haze          |Ice       |
|Supersonic    |Normal    |
|Dragonbreath  |Dragon    |
|Dragon Dance  |Dragon    |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes          |
|----|-----|-----|
|TM 01|Focus Punch  |Dragonite only|
|TM 02|Dragon Claw  |Dragonite only|
|TM 03|Water Pulse  |               |
|TM 05|Roar         |Dragonite only|
|TM 06|Toxic        |               |
|TM 07|Hail         |               |
|TM 10|Hidden Power |               |
|TM 11|Sunny Day    |               |
|TM 13|Ice Beam     |               |
|TM 14|Blizzard     |               |
|TM 15|Hyper Beam   |               |
|TM 17|Protect      |               |
|TM 18|Rain Dance   |               |
|TM 20|Safeguard    |               |
|TM 21|Frustration  |               |
|TM 23|Iron Tail    |               |
|TM 24|Thunderbolt  |               |
|TM 25|Thunder      |               |
|TM 26|Earthquake   |Dragonite only|
|TM 27|Return       |               |
|TM 31|Brick Break  |Dragonite only|
|TM 32|Double Team  |               |
|TM 34|Shock Wave   |               |
|TM 35|Flamethrower|               |
|TM 37|Sandstorm    |Dragonite only|
|TM 38|Fire Blast   |               |
|TM 39|Rock Tomb    |Dragonite only|
|TM 40|Aerial Ace   |Dragonite only|

```

TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 47	Steel Wing	Dragonite only

HM 01	Cut	Dragonite only
HM 02	Fly	Dragonite only
HM 03	Surf	
HM 04	Strength	Dragonite only
HM 06	Rock Smash	Dragonite only
HM 07	Waterfall	
HM 08	Dive	Dragonite only

Move Tutors List:

Move Name:	Notes:
Body Slam	
Double-Edge	
Mimic	
Thunder Wave	
Substitute	

=====

#150 Mewtwo

Type: Psychic

Ability: Pressure

Egg Group: Legendary, cannot breed.

Location: Trade from FR/LG

Evolution Line: None

Move List:

Name	Type	#1
Confusion	Psychic	Sta
Disable	Normal	Sta
Barrier	Psychic	11
Swift	Normal	22
Psych up	Normal	33
Future Sight	Psychic	44
Mist	Ice	55
Psychic	Psychic	66
Amnesia	Psychic	77
Recover	Normal	88
Safeguard	Normal	99

Egg Move List:

Name	Type
------	------

```
|-----|-----|
|None      |
\-----/
```

TM and HM List:

```
/-----\
|TM   |Name           |Notes   |
|-----|-----|-----|
|TM 01|Focus Punch   |         |
|TM 03|Water Pulse   |         |
|TM 04|Calm Mind     |         |
|TM 06|Toxic         |         |
|TM 07|Hail          |         |
|TM 08|Bulk Up       |         |
|TM 10|Hidden Power  |         |
|TM 11|Sunny Day     |         |
|TM 12|Taunt         |         |
|TM 13|Ice Beam      |         |
|TM 14|Blizzard      |         |
|TM 15|Hyper Beam    |         |
|TM 16|Light Screen  |         |
|TM 17|Protect       |         |
|TM 18|Rain Dance    |         |
|TM 20|Safeguard     |         |
|TM 21|Frustration  |         |
|TM 22|Solar Beam    |         |
|TM 23|Iron Tail     |         |
|TM 24|Thunderbolt   |         |
|TM 25|Thunder       |         |
|TM 26|Earthquake    |         |
|TM 27|Return        |         |
|TM 29|Psycic       |         |
|TM 30|Shadow Ball   |         |
|TM 31|Brick Break   |         |
|TM 32|Double Team   |         |
|TM 33|Reflect       |         |
|TM 34|Shock Wave    |         |
|TM 35|Flamethrower |         |
|TM 37|Sandstorm     |         |
|TM 38|Fire Blast    |         |
|TM 39|Rock Tomb     |         |
|TM 40|Aerial Ace    |         |
|TM 41|Torment       |         |
|TM 42|Facade        |         |
|TM 43|Secret Power  |         |
|TM 44|Rest          |         |
|TM 48|Skill Swap    |         |
|TM 49|Snatch        |         |
|-----|-----|-----|
|HM 04|Strength      |         |
|HM 05|Flash         |         |
|HM 06|Rock Smash    |         |
\-----/
```

Move Tutors List:

```
/-----\
|Move Name:  |Notes:   |
|-----|-----|
|Mega Punch  |         |
|Mega Kick   |         |
```

```

|Body Slam      |
|Double-Edge    |
|Counter        |
|Seismic Toss   |
|Mimic          |
|Metronome      |
|Dream Eater    |
|Thunder Wave   |
|Substitute     |
\-----/

```

=====

#151 Mew

Type: Psychic

Ability: Synchronize

Egg Group: Legendary, cannot breed.

Location: Special event pokemon. Located on a island in Emerald, need a special event item to get to it.

Evolution Line: None

Move List:

```

/-----\
|Name          |Type    |#1 |
|-----|-----|---|
|Pound         |Normal  |Sta|
|Transform     |Normal  |10 |
|Mega Punch    |Normal  |20 |
|Metronome     |Normal  |30 |
|Psychic       |Psychic |40 |
|Ancientpower  |Rock    |50 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type    |
|-----|-----|
|None          |         |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes |
|----|-----|-----|
|TM 01|Focus Punch  |      |
|TM 02|Dragon Claw  |      |
|TM 03|Water Pulse  |      |
|TM 04|Calm Mind    |      |
|TM 05|Roar         |      |
|TM 06|Toxic        |      |
|TM 07|Hail         |      |
|TM 08|Bulk Up      |      |
|TM 09|Bullet Seed  |      |
|TM 10|Hidden Power |      |
|TM 11|Sunny Day    |      |

```

TM 12	Taunt	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 19	Giga Drain	
TM 20	Safeguard	
TM 21	Frustration	
TM 22	Solar Beam	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 26	Earthquake	
TM 27	Return	
TM 28	Dig	
TM 29	Psycic	
TM 30	Shadow Ball	
TM 31	Brick Break	
TM 32	Double Team	
TM 33	Reflect	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 36	Sluge Bomb	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 40	Aerial Ace	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 47	Steel Wing	
TM 48	Skill Swap	
TM 49	Snatch	
TM 50	Overheat	

HM 01	Cut	
HM 02	Fly	
HM 03	Surf	
HM 04	Strength	
HM 05	Flash	
HM 06	Rock Smash	
HM 07	Waterfall	

Move Tutors List:

Move Name:	Notes:
Body Slam	
Counter	
Double Edge	
Dream Eater	
Explosion	
Mega Kick	
Mega Punch	


```
|Metronome      |
|Mimic          |
|Rock Slide     |
|Seismic Toss  |
|Softboiled     |
|Substitute     |
|Sword Dance    |
|Thunder Wave  |
\-----/
```

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-TM/HM Guide
-Part of Pokedex
-Catchable Pokemon list
-Abilities List
-Move List
-Item List
-Pokedex: 001-151
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Nintendo's Official Pokemon Guide: Reference used

Versus Pokemon Guide: Reference used.

www.pokemoneelite2000.com: Move List info

Wikipedia

www.serebii.net: Both provided a list of Pokemon exclusive to each version. Thank you.

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