

Pokemon Ruby /Sapphire Latias/Latios Guide

by Zero1093

Updated to v1.30 on Mar 1, 2004

Latias/Latios Guide

November, 2003

Version 1.26

Copyright Chad Miller, (ZeRo)

If you want to chat, my MSN email is Goku1093@hotmail.com

Then you can get personal help, if my guide isn't enough!

Email: Vegitto1093@dragonball-gt.zzn.com

Have been playing FFXI for the last billion hours, non-stop. Stupid addictive game. Anyway, if you send me an email, I will get back to you. Eventually.

Table of Contents

1. Legal Stuff
2. Introduction
3. Version History
4. Pokedex/Information
5. Movement Patterns
6. Strategy for Capture
7. Frequently Asked Questions
8. Credits

And a bit of info that will help me help you.

If you plan on emailing me, please be considerate. I get one he... lot of emails every day, so please title them appropriately.

If you want me to fix a mistake on this guide, make the mail title something like "Guide correction" or "fixing a mistake." Don't title them things like: "YOU SUCK!!" or "That was a big ****ing mistake," because those make me feel bad.

If you have a question, and need help, type "Need help with Latios/Latias" or something. That would just help me get organized.

Thank you in advance.

1. Legal Stuff

This is my guide, don't take it. If you are reading this, congrats.

Only these sites can post this guide at this time:

www.gamefaqs.com

www.neoseeker.com

[Pokemonfaqs](http://Pokemonfaqs.com) (I don't have a URL for that right now)

I can legally demand that you remove it, or pay me for it. And stuff. I don't know much about legal stuff, but that is what I get out of all that crap.

Of course, I have to add that Pokemon is Trademark to Nintendo and it's affiliates. Not like you are reading this.

2. This is my first FAQ, so don't make too much fun of me. It will scar me for life, and all the information in my mind will stay there. You won't get it. The main reason I am writing this is that no one out there seems to have written anything about these great Pokemon. (Yes, I realize I missed the accent) Even worse, there is some false information about them posted. More about that later.

By the way, I am in High School, so my access to peers on Pokemon is very little.

If anyone knew I did this... Oh, I can't think about it.
There is lots of filler, because this is my first guide. I will curb that small problem in time. Don't worry about it.
This is a lot of guess work, so it can't be very long, but most people don't read it all anyways, so size really isn't a good way to measure a guide.

3. Version History

1.30 (March 1, 2004)

After having my inbox fill with this email over and over and over, I finally decided to

do something about it...

The problem concerning section 5, part C-C has been fixed. I will probably still get

emails about it... but what can you do?

1.26 (January 4, 2004)

With the new year, I had a new offer to host my guide. With that, I updated the legal info.

That is about it.

1.25 (November 20, 2003)

Still keeping monthly updates.

Added a new method of capturing Lati*s. A good one, too.

1.21 (September 25, 2003)

Monthly... meh, still managing to keep it going.

Added a new way to get the Eon ticket, and added confirmation on the water capture. Small update.

1.2 (August 25, 2003)

Fixed various errors that have been brought to my attention. A... few...

or... more than a few... *cough*

Hope I got them all.

1.1 (April 27, 2003)

Added a recommended Pokemon list. Probably not a complete one, but that will get fixed, eventually.

Clarified some details, for some kids who send demeaning and idiotic emails to me. Maybe this will stem the tide of incomprehensible questions...

Some of you hurt my feelings! Well, not really, but you didn't have to try.

Fixed a few errors in spelling, moves, etc.

Extended my Latias/Latios strategy a little bit, hope it helps.

1.0 (April 25, 2003)

Posted the Faq, my first ever. Sections 1-8 added, but incomplete.

4. Pokedex/Information

We all saw this coming. It is in depth, so you might as well learn about them.

Besides, me having this information is at least some proof that I know what I am talking about. For initial moves, I will do it in this format:

Type, power, Power Points, Effect. (if any)

One more thing. I just found this out as I was writing this, but there are different Pokedex entries between Sapphire and Ruby. Imagine that...

Latias (Female)

EON Pokemon

Comments: A legendary with a gender. That was news to me when I first saw it.

I like this one better, because it is really cute. I love cute Pokemon.

It's moves start out very unbalanced, but you can fix that with TMs.

Sapphire Pokedex Entry:

Latias is highly intelligent and capable of understanding human speech. It is covered with a glass-like down.

The Pokemon enfolds its body with its down and refracts light to alter its appearance.

Ruby Pokedex entry: (Thanks to my brother, Sumguy_29 for this info)

Latias is highly sensitive to the emotions of people. If it senses any hostility, this Pokemon ruffles the feathers all over its body and cries shrilly to intimidate the foe.

Height: 4'7"

Weight: 88.2 lbs.

Initial Attacks:

Psychic (Psychic, 90 power, 10pp, May lower Special Defense)

Refresh (Normal, N/A power, 20pp, Heals poison, paralysis, or a burn)

Water Sport (Water, N/A power, 15pp, Raises fire resistance)

Mist Ball (Psychic, 70 power, 5pp, May lower Special Attack)

Ability: Levitate

Ground type moves do not affect Pokemon with this ability.

Stat Level: 3 (1 being highest)

You get this Pokemon at level 40, but if you have a game shark, these are the levels in which you learn it's attacks.

Learned Attacks:

Level 1, Psywave*

Level 5, Wish

Level 10, Helping Hand

Level 15, Safeguard

Level 20, Dragon Breath*

Level 25, Water Sport

Level 30, Refresh

Level 35, Mist Ball*

Level 40, Psychic*

Level 45, Recover

Level 50, Charm

Tm's/Hm's Latias can Learn: (Nearly Complete, Missing only a few)

TM 2, Dragon Claw*

TM 3, Water Pulse

TM 4, Calm Mind

TM 5, Roar

TM 6, Toxic

TM 10, Hidden Power

TM 11, Sunny Day

TM 13, Ice Beam

TM 15, Hyper Beam

TM 16, Light Screen

TM 17, Protect

TM 18, Rain Dance

TM 20, Safeguard

TM 21, Frustration

TM 22, Solarbeam

TM 24, Thunderbolt

TM 25, Thunder

TM 26, Earth Quake
TM 27, Return
TM 29, Psychic*
TM 30, Shadow Ball
TM 32, Double Team
TM 33, Reflect
TM 34, Shock Wave
TM 37, Sand Storm
TM 40, Aerial Ace
TM 43, Secret Power
TM 44, Rest
TM 45, Attract
TM 47, Steel Wing

HM 1, Cut
HM 2, Fly
HM 3, Surf
HM 5, Flash
HM 7, Waterfall
HM 8, Dive

*Deals 1.5 Damage due to type

Being a legendary Pokemon, it can't breed, obviously.

Latios (Male)
EON Pokemon

Comments: Once again, it has a gender. It is larger. But that doesn't mean better. It may look "cooler" but I still like Latias better.

Sapphire Pokedex Entry:

Latios will only open it's heart to a Trainer with a compassionate spirit. This Pokemon can fly faster than a jet plane by folding its forelegs to minimize air resistance.

Ruby Pokedex Entry: (Thanks to my brother, Sumguy_29 for this info)

Latios has the ability to make its foe see an image of what it has seen or imagines in its head.

This Pokemon is intelligent and understands human speech.

Height: 6'7"

Weight: 132.3 lbs.

Initial Attacks:

Protect (Normal, N/A power, 10pp, Makes it so that opponents attack might miss)

Refresh (Normal, N/A power, 20pp, Heals poison, paralysis, or a burn)

Luster Purge (Psychic, 70 power, 5pp, May lower Special Defense)

Psychic (Psychic, 90 power, 10pp, May lower Special Defense)

Ability: Levitate

Ground type moves do not affect Pokemon with this ability.

Stat Level: 3 (1 being highest)

You get this Pokemon at level 40, but if you have a game shark, these are the levels in which you learn it's attacks.

Learned Attacks:

Level 1, Psywave*
Level 5, Parting Gift
Level 10, Helping Hand
Level 15, Safe Guard
Level 20, Dragon Breath*
Level 25, Protect
Level 30, Refresh
Level 35, Lustre Purge*
Level 40, Psychic*
Level 45, Recover
Level 50, Dragon Dance

TM/HM's Latios can learn (Nearly complete, Missing only a few)

TM 2, Dragon Claw*
TM 3, Water Pulse
TM 4, Calm Mind
TM 5, Roar
TM 6, Toxic
TM 10, Hidden Power
TM 11, Sunny Day
TM 13, Ice Beam
TM 15, Hyper Beam
TM 16, Light Screen
TM 17, Protect
TM 18, Rain Dance
TM 20, Safeguard
TM 21, Frustration
TM 22, Solarbeam
TM 24, Thunderbolt
TM 25, Thunder
TM 26, Earthquake
TM 27, Return
TM 29, Psychic*
TM 30, Shadow Ball
TM 32, Double Team
TM 33, Reflect
TM 34, Shock Wave
TM 37, Sandstorm
TM 40, Aerial Ace
TM 43, Secret Power
TM 44, Rest
TM 45, Attract
TM 47, Steel Wing

HM 1, Cut
HM 2, Fly
HM 3, Surf
HM 5, Flash
HM 7, Waterfall
HM 8, Dive

*Deals 1.5 times damage due to type

Once again, it can't breed, and thus cannot learn egg moves, or at least I think so...

5. Movement Patterns

Here, in this section, I will explain the pattern, or, the method these Pokemon use to move. They are not exactly like the dogs of G/S, because they are

easier/harder to find, depending on how you look at it.

a. They move in a logical pattern. That is, they will move only to an adjacent route. If they are on 121, they will move either to route 120 or 122.

Maybe I should clarify this. If you are on route 120 and move to route 121, and they are on route 120, they will move either to route 121 or 119.

This should stem a certain flow of emails, I hope.

b. They will teleport if you use fly. This is a key point to take note of in an attempt to capture them. More on that in section 6.

c. Once you see them for the first time, and can track them with the Pokedex, but you should follow a small set of basic rules.

A. If there is one, three, five, etc. routes between you and Lati*s, there is a chance that you will cut them off. Of course, the more routes between you and him/her, the less chance you have to cut them off.

B. If you are on the route next to them, or have two, four, six, etc. between you, then there is no chance to cut them off. You will have to start over again. (\$20 says I get emails from people who don't understand that last sentence!!)

C. Once you are the same Route as Lati*s, save. This will not cause them to stay on that route if you re-load, but it will allow you to re-load if you were to say... kill him/her.

D. Don't use repels. I didn't and my brother didn't. I took my time to write this guide and find out key points. My brother had worked on catching Latios for 20 hours (He, not bearing my cunning and knowledge).

I got him to test this. 20 minutes later, he came running into the room saying he caught Latios. Don't doubt me, man. I wrote this, and you are reading it. That means I am right.

E. You can't walk back and forth, like in G/S. If you go from route 120 to route 121, then back and forth from there, it will cause Latios and Latias to stand still. You are effectively locking the door on yourself.

F. Fighting wild Pokemon does not force them to move. They will sit on a single route (one that you are not on), laughing at you if you keep fighting wild Pokemon hoping to see them.

d. Recommended Pokemon

i. Golbat, He can learn Mean Look, and if you capture him in the sky pillar, he already knows it. The downside is that everything Latias/Latios throw at you will level him, and break the look. They run... end of story...

ii. Dusclops, This guy can learn Mean Look. 'Nuff said.

iii. Wobbuffet, It's ability also stops Latias/Latios from running away. This is also a good choice.

iv. Any dark type (They are immune to psychic attacks.) You just have to stall them.

There are many more. Send them in, if you have suggestions.

6. Strategies for Catching Latias/Latios

Mine

This was composed by me. It took me hours of searching for Latias in frustration before I was able to write this. Please, benefit from this information!

Here Goes:

Ok, first of all, you must choose a base city. This city cannot have multiple land-based entries. Do not pick somewhere like Rustboro, because the you have

about 1/4 the chance of seeing them vs. choosing a less "routed" center. For the purpose of establishing a center, I chose Lilycove city, and used route 121. This was the best area for me, but if you choose to ignore me, good luck to you!

First fly, not walk, to your base city. This is important, and I cannot stress this enough. My brother screwed that part up. (I need you to learn from our mistakes, if you want to catch him/her)

Once there, heal and make sure a good Pokemon leads your party. I would recommend a Pokemon that knows Mean Look, or has an ability that stops running. I chose a Golbat, which was the stupidest move I ever made, because every move Latias/Latios knows is super effective against it.

Walk into the adjacent route to your base city and fight about 10 random battles.

If they are on that route, they show up at a VERY common rate. You will usually see them in 1-4 battles, but I don't like to make guarantees.

After you have fought the battles, FLY! back to (insert city here). You may be one space away from your city, but they will not change routes unless you FLY! I mean, use some sense, I made the last section for a reason.

Once you have flown back to your city, heal as necessary, and return to your route and repeat. It is that easy.

After you have seen Latias/Latios, this is even easier to employ, as you will where the Latias/Latios is. Fly to your city and check your Pokedex. I will use Lilycove, as I am too lazy to really explain this. Follow the movement section of the guide. If Latias/Latios is on Route 120 or 122, you can move onto Route 121 and hope that it chose to move into you, if not, you can follow it and hope it doubles back.

Alternate Method, By GIZMO

Personally, I like this method.

First, find any Route that Latios/Latias can spawn in, which is probably something I should make a list of, because there are some Routes they will never appear in. Get into a grass patch anywhere on the Route, then save and reset. You can then check the local patches, and if Lati*s isn't there, you can just reset again.

I have not time tested this method, but I know that it does work. Good Luck!

7. Frequently Asked Questions (FAQs) More to come, I hope. That would be cool.

-This guide roolz!

Thanks, I know that, but it still makes me feel great to see them. Send away!

-This guide suxx much!

I know I won't get many of these, but even if you think that, please don't send me these. I don't need my box filling with them. They don't make me feel as good as the praise.

-Your guide is wrong. You said...

I have gotten a lot of these, and I will admit that this is guess work.

Every email I got like this was either from a person who OBVIOUSLY didn't read the whole guide, or some little kid who thinks he is better than me.

This guide is not wrong, or at least no one has raised a valid arguement.

This being guess work isn't wrong. Perhaps there are better methods out there, and I repect that, but that does not make my guide wrong, or inaccurate.

There, maybe this will stop all those (Expletively deleted) kids from emailing stupid messages to me.

-Can you run from the other random battles you encounter while looking for Latias/Latios?

Yes, you can. It won't affect their location.

-Can I use repels?

Yes, you can. I didn't and I had no problem catching them, but if you feel like that is necessary, fine by me.

-Can you catch Latios and Latias in the same game?

Yes, but there are only 2 ways to do it. You need to get an Eon ticket, and sail to south island. There, the one that you haven't gotten will be waiting, and at level 50. This is a one-time battle, so don't kill them, and remember to save. To get an Eon ticket, you either have to attend a Pokemon convention, or you have to use a Gameshark.

There is now a third way to get them. Nintendo Power sent out, to their loyal subscribers, in September, a copy of the Eon Ticket E-reader card. Get those readers ripping!

-Is there anything you have to do before you can see these Pokemon?

Yes, you have to beat the Elite Four. Also, I am not sure, but I believe that you have to watch the TV. It will tell you of a red/blue Pokemon flying around Hoenn.

-Can Latios/Latias be caught in the water, too?

Yes, they can. Thank you to all the people who sent me confirmation. SOrry that I never got around to mentioning all of you, but thanks anyway.

8. Credits

CJayC

Thanks for mastering this site.

He is the best!

Sumguy_29

My brother. He tested this guide, and gave me some other information. Basically everything written here about Latios. An overall good guy.

You

For reading this and not stealing it.

A whole bunch of people for sending me repel and Acro bike strategies. I am sure everyone knows these, and I won't thank everyone who sent me an identical strategy, because then I would miss one and he would be mad and then...

'Nuff said.

THE FRESH CAT and andmontet for informing me that Trapinch's Area Trap doesn't work on Latias/Latios. Sorry for the misleading information.

GIZMO for his method of capturing Lati*s.