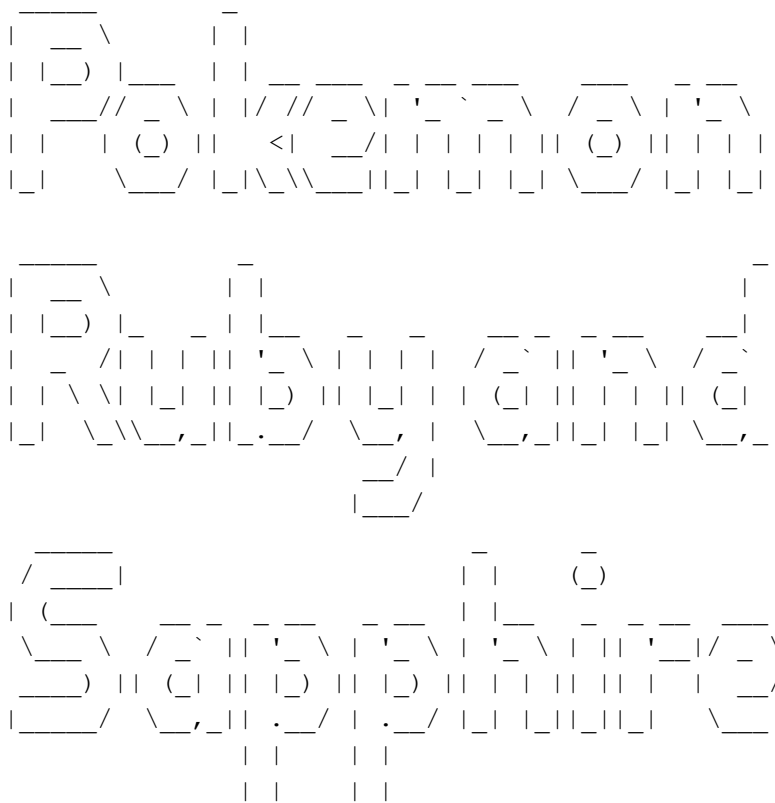


Pokémon Ruby /Sapphire FAQ/Walkthrough

by ScottThang

Updated to v7.5 on Jan 22, 2005

This walkthrough was originally written for Pokémon Ruby on the GBA, but the walkthrough is still applicable to the GBA version of the game.



POKEMON RUBY AND SAPPHIRE- FAQ/ Walkthrough

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End: 10/4/03

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Some notes:

I will take any e-mail about the game and put it in the Frequently Asked Questions area. Any questions about stuff in the page that is incorrect will not be posted, but I will e-mail back with the answer and correct the mistake.

I do not own Pokemon.
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1. Version History

0.9- got most of it complete. Updates to come

2.0. Updated Trick House, Abilities, name puns, Secret Base, and turned the Pokemon Locations into Pokedex. There is now a list of sites that have my permission to use this FAQ.

2.1. Updated Trick House with a few tricks, the pokedex with the rest of the starters, got around 10 FAQs, abilities, and probably more.

2.6- Added a LOT of pokemon to the Pokedex. Don't worry about the Abilities that I haven't posted in the Abilities section that I posted in the Pokedex, as they will be up soon. A new website has been put up in the list of sites authorized to use this FAQ.

3.2- Added pokedex entries up to Lunatone. Didn't quite finish up the abilities list.

3.7. Added Pokedex up to Banette. Started Make-Up of Walkthrough. Try to notice the difference! More FAQs, as usual.

3.72. Very small update. Make-up of walkthrough goes up to Slateport City. New site authorized to use this FAQ.

4.5. I moved the Regis section of the walkthrough to optional areas, since it is not necessary in the game, unless you want all the pokemon. I also finished the abilities (until I next update the pokedex, see below) and more FAQs, along with continuing the makeover of the walkthrough up to Lavaridge City Gym and pokedex is finally finished. But the word finished only implies the normal 202. The other ones not normally in the game will come in through many updates. This is possibly the largest update so far.

5.0. As I started the dex of old pokemon, I got up to the Weedle Family. I have finished my make-over of the walkthrough. Now it looks like all the other ones I am making. I updated the contest section and moved the entire section to after the attack list to make proper accommodations for the contest moves part. I also updated the key items section with locations. I also fixed some name puns.

6.5. Really big update! I created 3 new sections: Type Effectiveness, Pokemon Japanese Names (incomplete), and Trainers Eyes (incomplete). I also updated the Pokedex up to Growlithe and added all the rest of the pokemon to the abilities section. And if you noticed, I completely redid the walkthrough for even more information, such as bigger strategies, etc. The new walkthrough also has more accurate information. The entire Optional Stuff section has been dissolved into the Walkthrough, meaning that section is no more. I also added a site that used my FAQ without my permission. If it is a part of a site that is allowed to use my FAQ, please tell me ASAP. I also added a Pokemon ASCII picture at the top.

7.0- I finally completed the last pokemon in the Pokedex, Celebi. But I'm far from done with the Pokedex. I will eventually include height, weight, game Pokedex entries, egg groups, egg moves, etc. I also changed some small things in the walkthrough. I added two new sections: EVs and Breeding. I updated the Trainer's Eyes up to Battle Girl Cindy. In only a matter of an update or two, I will begin a full list of trainers throughout the entire game.

7.5- I updated the FAQ with an addition to an old question. I started the trainer list and I changed a few name puns (two were given to me via e-mail). I finished the trainer's eyes and updated the Trick House and Japanese names. I took gamestats.com off the Losers List because I found out that it is owned by ign, but then I added cheatcc.com, because they steal everyone's FAQs. Please tell me if they use my FAQ (they haven't yet, but I fear that they will). With the new release of Pokemon Fire Red/Leaf Green in America, I updated a bunch of pokemon in the Pokedex with attacks that they can learn by leveling up in FR/LG that they can't learn in R/S, such as Megahorn on Nidoking. I've also begun adding Gender ratio, Egg group, Egg Move, and TM/HM Lists to the Pokedex. I've added 4 attacks to the Attack List and dissolved the "Attacks Not in the Game" List into the official attack list due to the new release of FR/LG.

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2. Introduction

With 2003 came new pokemon games. Those games were Pokemon Ruby & Pokemon Sapphire. The games introduce 135 new pokemon. Pokemon Ruby and Sapphire bring the English pokemon game count to 16 or more. Now, I shall lead you into the games of Pokemon Ruby/ Sapphire.

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3. Walkthrough

3.1. Start, Starter, and rival starter

As the game begins, the new tree on the block, Professor Birch, appears. He asks your gender, your name, blah, blah, blah, blah, then you enter the game.

Location: Littleroot Town

As the game begins, you can't move! You are stuck in a small moving truck. Eventually the truck stops and the latch opens (this mother must hate you for putting you back there). As you exit, your mom will appear and greet you. She will be happy you are here and she will take you inside your new house. There will be two Machokes moving stuff. Your mom will want you to go upstairs and check out your room. Upstairs, you will find a clock, a TV, a Gamecube, a desk, a chair, a computer, books, a bed, walls, and a floor. If you check your computer, you will find a Potion. Now time to set the clock. Press A while facing the clock. Now you must set it (I hope you can read hand clocks). After you set your time, go downstairs to see your mom watching the TV. She says that your father is on. As you come to the TV, the interview will be over and your mom will be disappointed and she will say that your father's friend, Professor Birch, is living in Littleroot Town and that you should visit him. So leave the house. Go to the house to your right. A woman will notice you and say that her daughter, May, has been anxiously waiting to meet you. Go upstairs and talk to the girl. That is May. She will greet you, talk to you, and then she'll remember that she was supposed to help her father, Professor Birch. So she leaves. As you leave the house, go to the path leading from the topside of town. A kid will exclaim that someone is in trouble. Go up to Route 101.

Location: Route 101

Wild Pokemon-

Zigzagoon, Poochyena, Wurmple

Level Range- 2 to 3

As you go up, you will see a man being chased by a pokemon. He will ask you for help. That person is Professor Birch. He will tell you to look into his bag and choose a pokemon to fight the wild pokemon with. Look in and there will be three pokemon, Treeko- the grass starter, Torchic- the fire starter, and Mudkip- the water starter. Whichever one you choose will become your starter pokemon. Each one has its own fair share of pros and cons. Choose whichever one you want, and then prepare to go into battle. As you enter, you will see that the wild pokemon is a Poochyena. It is at level 2, unlike your level 5-starter pokemon. Just use whichever attack does damage and Poochyena will go down in two hits. After you beat the Poochyena, Professor Birch will thank you and take you back to his lab.

Location: Littleroot Town

As you arrive, Professor Birch will explain a few things, give you the starter pokemon you used earlier against the Poochyena, and tell you that you should fight his daughter, May. So leave the lab, then go up to Route 101.

Location: Route 101

As you arrive, there's not much of a path to see. Just follow the only path to soon find the second town in this game, Oldale Town.

Location: Oldale Town

Heal if you need it (you'll be hearing this from me a lot in this walkthrough). Do anything you might want to do that you can do. Just save your money for now, so don't buy anything. Go up to Route 103.

Location: Route 103

Wild Pokemon-

Zigzagoon, Poochyena, Wingull

Level Range- 2 to 4

As you arrive, follow the only path to the top. And who might be here other than your rival? It's time for your very first trainer battle. Be prepared (in other words, healed). Your pokemon can be at any level, but it is recommended to be at least at level 6 or 7.

May/Brendan Battle 1-

Pokemon-

The starter that overpowers your starter

What I mean is:

If you choose Treeko, May/Brendan chooses Torchic

If you choose Torchic, May/Brendan chooses Mudkip

If you choose Mudkip, May/Brendan chooses Treeko

This isn't a hard fight, even though they should be powerful against your starter. If you are using Treeko, use Pound. If you are using Torchic, use Scratch. If you are using Mudkip, use Tackle. Don't use Absorb/Ember/Water Gun. As I said, this shouldn't even be hard.

After you win, May/Brendan will talk a bit and they will ride off. Now go back to Oldale Town.

Location: Oldale Town

Heal if necessary. As you reach the bottom of town, May/Brendan will be there and she will tell you to come with her/him back to Littleroot Town. Follow her.

Location: Route 101

Just use the small cliffs to get there faster.

Location: Littleroot Town

As you enter the town, go to the lab. Professor Birch and May will be there. Professor Birch will be ecstatic that you beat May (can you say, family counseling?). They will talk a little, and then Professor Birch will give you the Pokedex. May will come up to you, be surprised that you have a Pokedex, and give you 5 Pokeballs. She will leave. Now leave the lab. As you exit, go up to Route 101.

Location: Route 101

The only things to do in here are to catch Poochyena and Zigzagoon. Catch them if you want, then go up to Oldale Town.

Location: Oldale Town

As you arrive, heal if necessary. Go to the Pokemon Center and buy 16 Pokeballs. Now you should have 21 (if you include the Pokeballs May gave you, you may have less if you caught pokemon on Route 101). You can go up to Route 103 right now and catch the Wingull, since you should have caught Poochyena and Zigzagoon by now. Catch them too if you didn't. But once you're ready, go left to Route 102.

Location: Route 102

Wild Pokemon-

Seedot/Lotad, Poochyena, Zigzagoon, Wurmple, Ralts (RARE!!), Surskit (RARE!!)

Level Range- 2 to 4

Trainers-

Youngster Calvin

Pokemon:

Zigzagoon Lv. 5

Bug Catcher Rick

Pokemon:

Wurmple Lv. 4

Wurmple Lv. 4

Youngster Allen

Pokemon:

Poochyena Lv. 5

Tailow Lv. 3

Lass Tiana

Pokemon:

Zigzagoon Lv. 4

Zigzagoon Lv. 4

The (/) between two Pokemon's names means that the first one can be found only in Pokemon Ruby and the second one can only be found in Pokemon Sapphire. So Seedot can only be found in Ruby, Lotad in Sapphire, and Surskit and Ralts are about as rare as you can get. The pokemon here often get up to level 4. There are a few normal trainers here. There are two berry trees here. Berry trees are much like the ones in G/S/C. However, you don't have the same type of berries. They have multiple effects. The two here are Pecha Berries (I believe they cure poison) and Oran berries (they recover your pokemon by 10 HP). As you beat the final trainer, take your final steps into Petalburg City.

3.2. Petalburg City, Norman, Wally and his capture

Location: Petalburg City

If you need to heal, do so. Do anything else you might want to do. Go into the gym. You can't battle the leader. By the way, the gym leader, Norman, is your father. Talk to him and he will talk a bit, then a kid will come in. His name is Wally. He will say that he wants a pokemon to accompany him back to his home in Verdanturf Town. Norman will give Wally a Zigzagoon and a Pokeball so that he can catch his own pokemon, then your father will have you come with Wally. As you leave, Wally will take you back to Route 102.

Location: Route 102

As you enter, Wally will take you into the grass, look around, and then he will be jumped by a wild pokemon. It is a level 5 Ralts. He will release Zigzagoon. He will use a few Tackles. He will then return Zigzagoon. He will launch the pokeball and catch the Ralts. He will be ecstatic and then you will return to the gym.

Location: Petalburg City

As you return to the gym, Wally will thank Norman and you, and then he will leave. Norman will tell you to go fight the gym leaders scattered throughout the land. He will tell you that he is a gym leader, and you will battle him someday. Now that that process is over, leave the gym, heal if necessary, and go west to Route 104.

Location: Route 104

Wild Pokemon-

Zigzagoon, Taillow, Wurmple

Level Range- 3 to 5

Trainers-

Youngster Billy

Pokemon:

Seedot Lv. 6

Taillow Lv. 8

Rich Boy Winston

Pokemon:

Zigzagoon Lv. 7

There are only two trainers here. One is walking on the beach. The other one is at the top. Don't worry about the cottage right now. The trainer at the top is a Rich Boy. They give you a lot of money. This one gives you 1400 pokedollars. Once you have all you want, go up to the Petalburg Woods.

Location: Petalburg Woods

Wild Pokemon-

Wurmple, Silcoon, Cascoon, Shroomish, Slakoth, Taillow

Level Range- 3 to 6

Trainers-

Bug Catcher Lyle

Pokemon:

Wurmple Lv. 3

Wurmple Lv. 3

Wurmple Lv. 3

Wurmple Lv. 3

Wurmple Lv. 3

Wurmple Lv. 3

Team Aqua/Magma Grunt

Pokemon:

Poochyena Lv. 9

Bug Catcher James

Pokemon:

Nincada Lv. 8

As you enter, head the left. The trainer there is one of the few trainers that use six pokemon. Unfortunately, they're all level 3 Wurmples. Take your time if you want. The Slakoth are rare and eventually evolve into Slaking, a really powerful pokemon. I recommend catching it. Actually, I recommend catching every new pokemon you see. As you reach the halfway point, there will be a guy looking for a Shroomish. He will ask if you found any, then a guy in a guy will come up demanding stuff. This guy is part of one of the biggest things in this game, the new evil teams. The two new teams are Team Magma and Team Aqua. If you are playing Pokemon Ruby, then it is a Team Magma Grunt. If you are playing Sapphire, it is a Team Aqua Grunt. Right now, this guy only has a Poochyena. He is not hard to beat at all. After you beat him, he will leave. The guy you saved will thank you, give you a Great Ball, and then he will realize that there is a crisis about to happen in Rustboro City. He will run off. Now continue on past the Nincada trainer, and exit the forest to wind up back on Route 104.

Location: Route 104

Trainers-

Lady Cindy

Pokemon:

Zigzagoon Lv. 7

Lass Haley

Pokemon:

Lotad Lv. 7

Shroomish Lv. 7

Twins Gia & Mia

Pokemon:

Lotad Lv. 8

Seedot Lv. 8

Fisherman Ivan

Pokemon:

Magikarp Lv. 6

Magikarp Lv. 6

Magikarp Lv. 6

As you exit the forest, go left and pick up the berries. If you talk to the kid next to the berries, you will obtain TM09- Bullet Seed, your first TM of the game. TMs are short for Technical Machines. They teach certain pokemon certain moves. Bullet Seed, for example, works on most grass pokemon. The downside to a TM is that it can only be used once, so choose the pokemon wisely. There are 50 TMs in the game. Some can be found in multiple places, or at multiple times. Anyway, the building above you is the Pretty Petal Flower Shop. One of the babes... I mean girls in there will give you the Wailmer Pail. Now when you plant berries, you can water them to raise the benefit of the growth. Leave, and then go right. The first girl is pretty much like the female form of the Rich Boy. This one is called a Lady. She also gives you 1400 pokedollars. As you reach the halfway point on the bridge, you will see twins. Back in R/S, you knew of twins. But now they introduce a new

feature...Double Battles. In Double Battles, instead of having one pokemon out on the field at a time, you have two. You can choose which foe you want to attack, and vice-versa. But all double battles in this game are optional (except for one, but we'll get to that far later). Go up and there are more berry trees. Do what you want, then enter Rustboro City.

3.3 Rustboro City, Roxanne, and the Stone Badge

Location: Rustboro City

I see that Gamefreaks (the creators of Pokemon Red, Blue, Yellow, Gold, Silver, Crystal, Ruby, and Sapphire) got off to a big start with Rustboro City. It is the first big city in the game. Go up to find the Pokemart. The Pokemon Center is right behind it. Heal if necessary. Go to the building to your left. Talk to the guy to obtain HM01- Cut. We have already introduced TMs, which are Technical Machines, but now we must introduce a nearly alike item to TMs, which are HMs. HMs are short for Hidden Machines. There are only 8 Hidden Machines. HMs, like TMs, can teach an attack to a pokemon. But they have two differences. HMs, unlike TMs, can be used as many times as your heart desires. But there are limits as to what pokemon learn what HM. Also, HM attacks can be used outside of battle. Unfortunately, you can only use certain HMs after you beat a gym. Cut is an attack that can cut down small trees blocking your way. This HM is not necessary to complete the game. It is a weak attack, so only use it on weak pokemon. Once you have trained your pokemon to a good level (Level 16 or higher is recommended, just so that your starter can evolve), go up to the gym. Get ready to obtain your first badge.

Location: Rustboro City Pokemon Gym

Type of Pokemon: Rock

Recommended types to beat this gym: Water, Grass, Ground, Fighting, Steel

Not Recommended Types: Electric, Poison, Fire, Flying, Bug, Normal, Ice
Trainers:

Youngster Josh:

Lv. 10 Geodude

Lv. 8 Geodude

Lv. 6 Geodude

Youngster Tommy:

Lv. 11 Geodude

LEADER: Roxanne

Geodude Lv. 14

Nosepass Lv. 15

This game introduces a new factor into the difficulty of gyms. Just like how in R/B/Y, the gym leaders used X (insert stat here), the gym leaders here use types of Potions. To be more specific, they use Potions, Super Potions, and Hyper Potions. This gym leader, Roxanne, likes to use Potions. To their demise, they have a limit of only two potions, and they only use them when their pokemon's HP gets low. This gym leader's main pokemon is Nosepass. Every starter has an advantage over this gym.

Grovyle: You can guess the advantage

Marshtomp: You can also guess this advantage

Combusken: Combusken in part Fighting.

For Geodude, Grovyle and Marshtomp have a x4 advantage. Use Absorb or Water Gun. Combusken can use Double Kick, but it won't be x4 effective (however, the base power of the attack will cause it to be more powerful than either of the other two. Too bad that Rock pokemon have a high defense). Nosepass can be quite the toughy. He is pure Rock, not even part ground. That means that Grovyle and Marshtomp only have a x2 advantage. Grovyle's Absorb doesn't even knock it out in one hit if it is level 18 or below. But it does at higher levels. Marshtomp should be a little luckier with Water Gun. Double Kick may take two tries to accomplish Nosepass' defeat. Rock Tomb is one of the moves Nosepass has. It is a fairly powerful rock attack that lowers the foes speed. But after enough hits, Nosepass will finally go down, officially meaning you beat your first gym in Pokemon R/S.

Prizes-

First Badge: Stone Badge

HM Capability: Cut

TM Obtained: TM39- Rock Tomb

Money- 1500 pokedollars

3.4 Old Man Briney, Save his Peeko the Wingull, Return the Goods

Location: Rustboro City

As you exit the gym, go left. You will see a Team Magma/Aqua member running off from the large building (the Devon Corp). The guy you saved earlier will come out after him. Heal if necessary. Go up to the top of town to find the man. Talk to him and he will tell you that the thief made off with the Devon Goods. He will want you to get it back for him. Go eastward to Route 116.

Location: Route 116

Wild Pokemon-

Tailow, Whismur, Nincada, Skitty (RARE!!), Zigzagoon

Level Range- 6 to 8

Trainers-

Bug Catcher Jose

Pokemon:

Wurmples Lv. 8

Nincada Lv. 8

Silcoon Lv. 8

Youngster Joey

Pokemon:

Zigzagoon Lv. 8

Machop Lv. 10

Lass Janice

Pokemon:

Marill Lv. 10

Hiker Clark

Pokemon:

Geodude Lv. 8

Geodude Lv. 8

Geodude Lv. 8

School Kid Jerry

Pokemon:

Ralts Lv. 10

School Kid Karen

Pokemon:

Shroomish Lv. 9

Whismur Lv. 9

This route has another really rare pokemon, Skitty. Catch what you need to catch. There are quite a few trainers here. Do any training you might need for later. As you reach the end, you will see a cave and a man next to the entrance. He will tell you that his pokemon Peeko (which is a Wingull) has been Pokenapped (I guess that's right) by some mysterious thug (sound familiar?). Enter the cave.

Location: Rusturf Tunnel

Wild Pokemon-

Whismur

Level Range- 6 to 8 (I think)

Trainers-

Team Aqua/Magma Grunt

Pokemon:

Poochyena Lv. 11

As you enter, go up the stairs. Pick up the nearby item. Go right and guess who might be there. I'll give you a hint. It is the Team Magma/Aqua Grunt you faced earlier (that seems like an oddly revealing hint). You can see that he has the Wingull (Peeko). As you step close to him, he will back away. Talk to him to go into battle. He still only has a Level 11 Poochyena. You should be able to cream him by now. After you beat him, he will run off, leaving you with the Wingull (Peeko). The man will come in (by the way, his name is Old Man Briney). He will thank you for rescuing his beloved Peeko, and then he will leave. Now leave.

Location: Route 116

Go west to Rustboro City.

Location: Rustboro City

As you arrive, the man who lost the Devon Goods will thank you. He will talk a little bit, give you another Great Ball, and then he will take you to his building, the Devon Corporation. Devon Corp. is the new Silph Co. As you arrive, you will be on the top floor. The guy will leave for a moment to talk to his boss, Mr. Stone. He will take you over to him. Mr. Stone will thank you for saving the guy twice. He will give you a letter to deliver to a guy named Steven on Dewford Island. The guy wants you to deliver the Devon Goods to Captain Stern in Slateport City. But since Mr. Stone asked you of your help, he gives you the Pokenav. The Pokenav is a device that shows you certain stuff, like the map of the land, the contest (which we'll get to later) status of your pokemon, and the Trainer's Eyes. Trainer's Eyes is a list of certain trainers that you have battled before. The trainers may

rebattle you later. Now that that is done, go down to the bottom floor and exit. Now go down to Route 104.

Location: Route 104

Go down to the Petalburg Woods.

Location: Petalburg Woods

Go down to the lower half of Route 104. You can take the route that you need cut for and get the Miracle Seed, which powers up grass attacks.

Location: Route 104

Now you can go to the cottage. You will see either Mr. Briney chasing his Wingull, or his Wingull chasing him (it's kinda' hard to tell). Talk to him and he will take you over to Dewford Island after talking a bit.

3.5. Dewford Town, defeat the Gym Leader for the Knuckle Badge

Location: Dewford Town

There is not much here. The Fisherman gives you the Old Rod, which can help you get Magikarp and Tentacool. After your pokemon are trained well enough (Level 20 or higher is recommended), enter the Dewford Town Gym.

Location: Dewford City Pokemon Gym

Type of Pokemon: Fighting

Recommended types to use: Psychic, Flying, Ghost

Not Recommended Types: Rock, Normal, Steel, Ice, Dark

Trainers:

Battle Girl Laura

Lv. 14 Meditite

Black Belt Hideki

Lv. 14 Machop

Battle Girl Tessa

Lv. 12 Meditite

Lv. 12 Meditite

Lv. 12 Machop

LEADER: Brawly

Pokemon:

Machop Lv. 17

Makuhita Lv. 18

This gym is pretty tough if you don't have a ghost or psychic type. If you don't train your flying type enough, it may be grounded. For a Psychic pokemon, Kadabra/Kirlia are recommended, because you don't need to trade for them. For flying pokemon, Wingull is recommended, because it is fast and powerful and it is resistant, unlike Taillow. For ghost types, any can be used. Ghost type pokemon are literally immune to fighting attacks. They can't receive any damage from Brawly. But if you have none of these types, then get ready for a long and winding trail to victory. Machop is hard enough. Seismic Toss is an attack that does damage equal to the level of the user. That means that neither weakness

nor resistance affects it. I'd say that Machop is harder than Makuhita. Makuhita has a poor defense and Special Defense. Brawly likes to use Bulk Up, which increases the attack and defense stats of a pokemon. But soon, when Makuhita goes down, you win!

Prizes:

Second Badge: Knuckle Badge

TM Obtained: TM08- Bulk Up

HM Capability: Flash

Level Limit: 30 (before traded pokemon disobey you)

Money- 1800 pokedollars

3.6. Granite Cave, a man in the Darkness, Deliver Letter

Location: Dewford Town

As you exit the gym, heal if necessary. Go up Route 106.

Location: Route 106

Trainers-

Fisherman Ned

Pokemon:

Tentacool Lv. 12

Fisherman Elliot

Pokemon:

Magikarp Lv. 11

Magikarp Lv. 11

Tentacool Lv. 8

There are no pokemon you can get right now on Route 106, unless you count Magikarp and Tentacool from the Old Rod. Beat the trainers and enter the Granite Cave.

Location: Granite Cave (1F)

Wild Pokemon-

Makuhita, Zubat, Geodude, Abra

Level Range- 6 to 10

This is a fairly small area right now. Talk to the Hiker in front of you to obtain HM05- Flash. Flash, in battle, greatly reduces the foes accuracy. Out of battle, this move lights up dark areas. Give it only to a pokemon you aren't training. Catch what you need to catch.

Makuhita was one of Brawly's pokemon, so you should know about it.

Zubat is a bat pokemon that evolves twice (the second time by friendship). Geodude was one of Roxanne's pokemon, so you should know about this one too. Abra is a psychic pokemon. It only knows Teleport and it doesn't learn any other attacks until level 16, when it evolves into Kadabra (it learns Confusion). However, you can teach it TMs and HMs. Train what you need to train and head downstairs.

Location: Granite Cave (2F)

Wild Pokemon-

Makuhita, Mawile/Sableye, Aron, Abra, Zubat

Level Range- 8 to 12

This is a larger area. It is also really dark. Use Flash to light it up partially. There are a few new pokem, on here. Sableye, which has no weaknesses due to its types, is only obtainable in Pokemon Sapphire. Mawile is a steel pokemon that can only be obtained in Pokemon Ruby. Aron is a Steel/Rock pokemon with two x4 weaknesses, one to Ground and one to Fighting. Walk along, while catch and training. At the fork in the road, take the one directly ahead of you. Follow it to the ladder and enter.

Location: Granite Cave (3F)

Wild Pokemon-

Makuhita, Sableye/Mawile, Aron, Abra, Zubat

Level Range- 8 to 12 (I think)

Walk along. The cracked rocks you pass can be broken later, but not now. They have Geodudes and Nosepasses. Climb up the ladder and go the other way. When you pass by a rock up a ladder, press A against the rock to get the Everstone, which prevents pokemon from evolving. Now go to the next ladder.

Location: Granite Cave (2F)

Now go right to the next ladder.

Location: Granite Cave (1F)

Go left to the end and enter the door. Inside the door is a man. Talk to him. He is Steven. He will talk to you a bit. After you give him the Letter, he will give you TM47- Steel Wing. Steel Wing is the first steel attack in the game normally (in other words, not trading or sharking). If you want to use it, give it to a Taillow, Swellow, Wingull, Pelliper, or Skarmory (if you are willing to wait awhile). Exit the room, hop down the ledges, cross the room, and exit the Granite Cave.

Location: Route 106

Go over to Dewford Town.

3.7. Slateport City. The Ocean Museum Attack

Location: Dewford City

As you arrive, heal if necessary. Go over to Mr. Briney. Now you have the option of going to a new location, Slateport City. Tell him you want to go there.

Location: Route 109

Trainers-

Sailor Huey

Pokemon:

Machop Lv. 14

Tuber Ricky

Pokemon:

Zigzagoon Lv. 14

Tuber Lola
Pokemon:
Azurill Lv. 13
Azurill Lv. 13

Sailor Edmund
Pokemon:
Wingull Lv. 12
Wingull Lv. 12
Machop Lv. 12

Tuber Simon
Pokemon:
Azurill Lv. 12
Marill Lv. 12

Beauty Johanna
Pokemon:
Goldeen Lv. 13

Sailor Dwane
Pokemon:
Wingull Lv. 11
Machop Lv. 11
Tentacool Lv. 11

As you two arrive, you will be on a beach. There are quite a few trainers here. There are also a few invisible items. There is also a house here. Defeat all the trainers in the house, then talk to the guy at the top to get 6 Soda Pops. Soda Pops heal 60 HP, so you should keep them. After you do all you need to do, go up to Slateport City.

Location: Slateport City

This is yet another big city. There are stalls to your left that sell all kinds of stuff. There is a big red building at the top. That is a Contest House, where pokemon contests are held. Pokemon Contests test the contest status of your pokemon. The contest status conditions are: Beauty, Cool, Cute, Tough, Smart. You can raise these conditions with Pokeblocks. To get Pokeblocks, you need to get the Pokeblock Case from the little girl on the inside left of the house. Now you need to go to a berry blender. Aw, forget it! You can't compete in a contest right now, so don't worry about it. There is a Name Rater here that allows you to give nicknames to your pokemon. There is also a Pokemon Fan Club. Let's get on to business now. Heal if necessary. Now go to the big building on the southeast side. You will notice a line of Team Magma/Aqua members on your way there. When you enter the building, go up and talk to the guy. He is Dock. He will say that Captain Stern went off to the museum. Now go to where you saw the line. It is gone now. Go in. You need to pay 50 pokedollars to get in. Pay the cash. Talk to the first team member you come across to get TM46- Thief. Thief is a fairly weak dark attack that can steal an item a foe is holding. Go upstairs. Talk to the guy there. He is Captain Stern. You will talk a little, then two Magma/Aqua members will come up. You will need to fight two battles in a row. New pokemon will be introduced. The new pokemon are the main pokemon of Team Magma/Aqua. Team Magma's main pokemon is Numel/Camerupt while Team Aqua's main pokemon is Carvanha/Sharpedo. After you beat both of them, you will talk a little, then the brains behind the whole operation will come up. That's right, it is the leader of the team. In Ruby, it is Maxie. In Sapphire, it is Archie. You will

talk a little. They will warn you not to disrupt them again, then they will leave. Captain Stern will thank you, talk a little more, such and such, and then leave. Now you leave.

3.8. Route 110 rival battle

Location: Slateport City

Since there is really nothing else to do right now, heal if necessary, buy any GREAT BALLS you might want, then go up to Route 110.

Location: Route 110

Wild Pokemon-

Gulpin, Oddish, Electrike, Plusle, Minun, Zigzagoon, Wingull

Level Range- 11 to 13

This route has two paths, the grass route and Cycling Road. But just like in R/B/Y/G/S/C, you need a bike to ride it. As you continue going up, you will see the Trick House. The Trick House is a building where you need to complete 8 different puzzles. But you must do something to even unlock each of them. From the Trick House, you can go left to Route 103. This is the side of the route on the right side of the water. There are quite a few trainers here. But you need to go right from the Trick House. There is a lot of grass here. As you continue on with your path, guess whom you see. It's your rival! It's time for your second rival battle.

Rival Battle 2-

Pokemon-

All the pokemon are based on the starter.

If you chose Treeko as your starter-

Rival Pokemon-

Combusken lv. 20

Shroomish lv. 18

Wailmer lv. 18

=====

If you chose Torchic as your starter-

Rival Pokemon-

Marshtomp lv. 20

Shroomish lv. 18

Numel lv. 18

=====

If you chose Mudkip as your starter-

Rival Pokemon-

Grovyle lv. 20

Numel lv. 18

Wailmer lv. 18

Whatever his/her pokemon are, you can use the same three pokemon for

each of them, since s/he always has a grass pokemon, a water pokemon, and a fire pokemon. This may be fairly difficult, but eventually s/he should go down.

Money: 1200

As your rival falls in defeat, s/he will give you the Itemfinder. The Itemfinder is a key item that allows you to detect hidden items. It is useful in many places. Continue on with the route, battling trainers while battling wild pokemon in the process. Finally, you should reach the end of your route, thus taking you into Mauville City.

3.9. Mauville City, a Battle with Wattson for the Dynamo Badge

Location: Mauville City

This is not the biggest city, but it's fairly big. As you enter, go into the first house. If you have a Harbor Mail, give it to the girl for a Coin Case, which allows you to play at the casino. The casino is the purple building at the southwest side of town. Go to the house at the very southeast corner and talk to the guy for HM06- Rock Smash. Rock Smash...is...a...pathetic...attack! It does 20 damage and lowers the foes defense. I can't believe they made it an HM! Go up. At the house just above the house you were just in, a guy will give you a bike. The catch is that there are two bikes, the Acro Bike and the Mach Bile. You must choose one. The Acro Bike is slower, but it can do tricks, like the Bunny Hop (hold A while not moving), the wheely (hole A while moving), and the side hop (A and either up, down, left, or right). The Mach Bike is faster and it can go up muddy slopes, but it's harder to control, it gets a slow start, and it can't do tricks. I personally prefer the Mach Bike, since its just faster. Once you choose your bike, you can go onto Cycling Road for training. The trainers there all have Magnemite and a few have Voltorb. Once your pokemon are trained enough (I recommend at least level 25 or above), heal. Go to the gym. You will see Wally there. He is complaining about how his uncle doesn't want him to fight the gym here, and he says that with Ralts, he can beat anyone. He will notice you and will want a battle.

Wally Battle 1-
Pokemon-
Ralts Lv. 16

Oh god he's easy!! You should have no problem with him. First, his Ralts should be nearly 10 levels under your pokemon, and second is that Ralts is his only pokemon. You should have no problem.

Money: 960

Once Wally goes down in defeat, he will want to go back home. As he begins to leave, his uncle will realize that you were the trainer who helped Wally catch his Ralts. He will talk a little, and then he will leave. Heal your pokemon if it really is necessary, then enter the Mauville Gym.

Location: Mauville City Pokemon Gym
Pokemon Type: Electric (some Steel)
Recommended Types: Ground, Fighting, Fire
Not Recommended Types: Water, Flying, Poison

Trainers:

Guitarist Kirk

Pokemon-

Lv. 18 Electrike

Lv. 18 Magnemite

Youngster Ben

Pokemon:

Lv. 19 Zigzagoon

Battle Girl Vivian

Pokemon:

Lv. 19 Meditite

Guitarist Shawn

Pokemon:

Lv. 17 Voltorb

Lv. 17 Voltorb

Lv. 17 Voltorb

Leader Wattson

Pokemon:

Magnemite Lv. 21

Voltorb Lv. 21

Magneton Lv. 23

Difficulty: **

Wow! This guy can actually be hard! But if you have a ground type, then this gym is a cinch. Ground pokemon are immune to electric attacks. Nincada, Geodude (and all his forms), and Marshtomp are all part ground, and they are the only pokemon you could get so far that are part ground. But Nincada isn't recommended, since it doesn't really learn ground attacks and its evolved form isn't a ground pokemon (actually, Shedinja is still immune due to its ability, but it doesn't learn any powerful attacks by then). So Geodude/Graveler/Golem and Marshtomp are recommended. Magneton is the first evolved gym pokemon in this great game. Both Magnemite and Magneton are part steel, so they have a x4 weakness to ground attacks and a x2 weakness against Fighting and Fire. Magneton knows Shock Wave, and attack that no matter what will not miss. That means not even something like Sand Attack will affect it. Voltorb is a pure electric type, so he is only weak against ground. Magnemite may use Sonicboom, which always does 20 damage, no matter what. Voltorb may use Rollout, which doubles in power every time it is used for 5 turns. But after enough fighting, Wattson will finally go down in defeat.

Prizes-

Third Badge: Dynamo Badge

TM Obtained: TM34- Shock Wave

HM Capability: Rock Smash

Money: 2300

3.10. Help the separated couple

Location: Mauville City

Heal if necessary. Since there is nothing to do, go west to Route 117.

Location: Route 117

Wild Pokemon-

Oddish, Roselia, Zigzagoon, Volbeat, Iillumize, Marill

Level Range- 13 to 14

There are 7 trainers on this route, and two of them fight together. This route only has new trainers: Jr. and Sr., Pokemon Breeder, Triathlete, and Bug Maniac. Battle the trainers and pokemon you need to battle and enter Verdanturf Town, home of Wally and the Pokemon Contests.

Location: Verdanturf Town

Well, this is a quaint, little village, now isn't it? The big Contest House is the Normal Rank Contest, the original contest house. Verdanturf Town is where Contests originated. Talk to the lady at the front desk of the contest house to receive a Contest Pass, which allows you to enter contests. As I also said before, this is Wally's hometown. He lives in one of the houses at the bottom. But that's not why we are here. Go up into the cave. Hey! It's the Rusturf Tunnel!

Location: Rusturf Tunnel

There is a trainer nearby. Go left from him and outside. In that clearing, a guy lost his glasses. Search around by pressing A in every spot to find the Blackglasses. Show those to him and he will notice that those are not his glasses, and he will leave (you can't find his glasses). The Blackglasses are used to power up Dark attacks. It could be useful on Grovyle with Pursuit if you don't already have Miracle Seed or any other item on him. Anyway, go back in the tunnel. From the trainer, go up, then left. You will see two people separated by cracked rocks. Break the rocks with Rock Smash and the man will give you HM04-Strength. Strength is the first GOOD HM in the game. Strength has 80 Base Power, but no effect in battle. Outside of battle, Strength can move large boulders that aren't cracked. But you can't use it until you beat the next gym, which is a long ways away (they always have that little problem). Now go back to Verdanturf Town.

Location: Verdanturf Town

Go to Route 117.

Location: Route 117

Go over to Mauville City.

Location: Mauville City

Since there really is nothing to do now, heal if necessary, buy what you may need (the next pokemart is also a while away), and go up to Route 111.

3.11. A Battling Family, A Burning Path that leads to Fire Pokemon

Location: Route 111

As of right now, you can't get any pokemon. You can only get the pokemon in the desert area ahead, which you can't access until later. Anyway, go up and you should see a house. That is the home of the Winstrate Family, a family of four who battle pokemon. They all have "Vi" in their names. Here they are-

Winstrate Family-

Winstrate Victor

Pokemon-

Taillow Lv. 16

Zigzagoon Lv. 16

Winstrate Victoria

Pokemon-

Roselia Lv. 17

Winstrate Vivi

Pokemon-

Marill Lv. 15

Shroomish Lv. 15

Numel Lv. 15

Winstrate Vicky

Pokemon-

Meditite Lv. 18

They can be pretty easy. After you beat them, enter the house. Talk to Victoria and she will give you the Macho Brace. The Macho Brace is an item that makes it easier to raise stats, but at the cost of speed. I suggest giving it to someone who would attack second anyways. Now that that's done, go up, smash the cracked rocks, and continue. As you get up, you'll notice reporters. Talk to them and they will battle.

Reporters Gabby & Ty

Pokemon-

Whismur (Gabby's) Lv. 19

Magnemite (Ty's) Lv. 19

After you beat them, they will ask for a REALLY, REALLY short interview (in other words, one word). You will be seeing them quite a bit. Gabby and Ty are like your rival; they all just keep on reappearing. As you continue up, you will find the desert. As I said before, that is the only place on this route where you find wild pokemon, but you can't reach it yet. Go left to get to Route 112.

Location: Route 112

Wild Pokemon-

Machop, Numel

Level Range- 14 to 16

This seems like a fairly short route. There is hardly any grass, and there are 4 trainers. You will see ledges at the left side, meaning you will get to the top of those ledges eventually. Catch what pokemon you

need and go up the stairs. In front of you is a cable car. But you can see Team Magma/Aqua members guarding it, so go left to find the Fiery Path.

Location: Fiery Path

Wild Pokemon-

Slugma, Numel, Torkoal, Machop, Grimer, Koffing

Level Range- 14 to 17

This is a straightforward path. Just go up, left, up, right, and down. Wow! That was quick! The boulder you saw along the way needs Strength, but you can't use it out of battle right now. The pokemon are mostly fire and poison, with the exception of Machop, a fighting pokemon. The Torkoal sounds nice, right? Well, not all Torkoals are angels, as you will see later. The Slugma and Numel are fairly nice to have. They both evolve into something that has a x4 weakness to water, but Numel evolves into a pokemon with more powerful attacks, such as Earthquake, Fissure, and Eruption. Once you catch what you need, exit the cave through the top.

Location: Route 112

Hey! We're back on Route 112! Pick up the berries and go right. Go up when you meet the trainer. Talk to the guy facing the tree and he will give you TM43- Secret Power. Secret Power is one of those few TMs that can be used outside of battle. Outside of battle, Secret Power can create a Secret Base. A Secret Base is a place where you can pretty much go to get away. If you trade data with someone, you can get their Secret Base too. You can also battle them in their Secret Base for experience and money, unlike Link Battles. Anyway, the house here can heal your pokemon. From the top of the trees above the house, go left to reach Route 113.

Location: Route 113

Wild Pokemon-

Sandshrew, Spinda, Skarmory

Level Range- 15 to 17

Remember that Skarmory I mentioned when Steven gave you the TM for Steel Wing? Well, here it is. Skarmory is rare, though. It also is hard to catch once you get into battle. Spinda isn't as good. It is a normal pokemon that can learn psychic attacks. Sandshrew is a ground pokemon that really doesn't learn too many powerful attacks. This is a fairly big route. It may appear to be snowing, but it's not. Remember the Fiery Path? Well, that was only the base of an active volcano, Mt. Chimney. Mt. Chimney is releasing soot, which is covering the ground. As you go on, you will see a house. Talk to the man inside the get the Soot Sack. The Soot Sack can pick up soot. You can trade soot for special stuff, such as flutes and decorations for your secret base. Keep on going. One of the mounds you come across have TM32- Double Team. Double Team is an attack that does no damage, but can lower the foes accuracy. However, it can be beat by Sweet Scent, Odor Sleuth, and Foresight. As you reach the end, the soot will stop falling and you will enter Fallabor Town.

3.12. Fallabor Town, a super contest for super contestants

Location: Fallabor Town

This is really a small city, with only 5 buildings. One is the Pokemon Center, one is the Pokemart, and one is...a Contest House! This is the Super Rank Contest House. You can only access it once you beat the normal rank contest. And you can only use the pokemon that beat the normal rank contest. Go to the crater next to the bottom left house and check it (press A) to get a Nugget. Nuggets sell for 5000 pokedollars. The house at the top-left corner is the home of the Move Tutor. The Move Tutor in this game is a man who can reteach your pokemon some moves they have forgotten. But you need a Heart Scale. It is a definite improvement over beating Lance on Pokemon Stadium 2 to reteach a pokemon a move it forgot. Also, some pokemon actually learn NEW MOVES by trying to reteach them a move. Some examples are: Blaziken (fire Punch), Medicham (Fire Punch, Thunder Punch, Ice Punch), and Donphan (Horn Attack). Go into the Pokemon Center. Talk to the girl blocking the PC. She says that she is Lanette, the creator of the Hoenn PCs (she does what Bill does in Kanto/Johto). She will leave for her house on Route 114. Once you have what you need, go west to Route 114.

Location: Route 114

Wild Pokemon-

Lotad/Seedot, Nuzleaf/Lombre, Seviper/Zangoose, Swablu

Level Range- 14 to 18 (I think)

There are a few pokemon on this route that are only accessible in one game. As you arrive on Route 114, enter the house and talk to the kid to get TM28- Dig. Dig is a fair ground attack. When Dig is used, the user goes underground. Right now, the only attacks that will hit it are Earthquake and Fissure, and they actually increase in damage when used (except for Fissure, it's a one hit knock out (OHKO)). Leave the house and go left. The man with the Poochyena will give you TM05- Roar. Roar is an attack that can switch an opposing trainer's pokemon or scare a wild pokemon from battle. As you cross the bridge, you will see a building. Find the entrance and go in. This is Lanette's House. Talk to her and she will be embarrassed about how messy her house is. She will ask you to keep this a secret by giving you a doll. In Ruby, she gives you a Seedot Doll. In Sapphire, she gives you a Lotad Doll. Now leave. Go through the grass to the stairs leading to the foot of the mountain (which I believe the actual mountain is Mt. Chimney, but I just believe it). Follow it to the entrance to what is the inside of the mountain...Meteor Falls.

3.13. Meteor Falls, where rocks use the mind

Location: Meteor Falls (bottom of Waterfall)

Wild Pokemon-

Zubat, Lunatone/Solrock

Level Range- 16 to 18

This place looks pretty nice. Lunatone and Solrock are both Psychic/Rock pokemon. They have the Levitate ability, which keeps them immune to Ground attacks. Catch them if you want, there will be stronger ones later. I know that you know about Zubat by now. Go up the stairs in front of you. There is another item there. Go over the bridge to see a scientist and a few Aqua/Magma members. They will talk to little, mentioning the meteorite they just stole from the scientist, notice you, talk a little more, and then Team Magma/Aqua comes in. Wait! I thought they were already here. Well, it is THE OTHER TEAM! The

other team will tell the evil team to stop their evil deed (apparently, Team Magma is good in Sapphire and Team Aqua is good in Ruby). They will all talk a little more, then the evil team will run off. The leader of the good team (Maxie in Sapphire and Archie in Ruby) will tell you about the evil team and their plans, and then they will leave. Go down the stairs, go left, and then up the next set of stairs. At the top is a Moon Stone. The Moon Stone is an item that evolves certain pokemon, such as Jigglypuff and Skitty. Go back to the entrance and exit.

Location: Route 114

There really is nothing to do right now other than training. So go back to Fallabor Town and heal, then go back to Route 112, the route before the Fiery Path.

3.14. Mt. Chimney, a team tampers with volcano power

Location: Route 112

We won't be here for long. From the Fiery Path, go right. Remember the two evil team members in front of the building? They are gone now, so go into the cable car station. Talk to the woman to go into the cable car and up the mountain.

Location: Mt. Chimney

Here we are, the top of Mt. Chimney. We've been through Meteor Falls and the Fiery Path, which I believe are both part of Mt. Chimney, but this is the real deal. As you exit the station, go right, then up the stairs. You will see the good team leader battling a few evil team members, all of them using Poochyena. That seems to be the deal with all the people here (well, almost). Go up, and then left. You will see a smaller path. Go up it and beat the two evil team members. At the top, you will see the evil team leader (Archie in Sapphire and Maxie in Ruby). He will talk about the Meteorite they stole from Meteor Falls. In Ruby, Maxie mentions that with the power of the meteorite, the volcano will erupt, thus, it will expand the land (that is one of Team Magma's goals). In Sapphire, Archie mentions that with the power of the meteorite, the volcano will dry up, thus, it will expand the sea (One of Team Aqua's goals). They will talk to you a little, then they will go into battle with you.

Team Magma Leader Maxie-

Pokemon-

Mightyena Lv. 24

Camerupt Lv. 25

Golbat Lv. 24

Team Aqua Leader Archie-

Pokemon-

Mightyena Lv. 24

Sharpedo Lv. 25

Golbat Lv. 24

This fight can actually be a nuisance. They both start with Mightyena, the evolved form of Poochyena (as the name implies). Mightyena's ability, Intimidate, will lower the attack of the pokemon sent out

until Mightyena is defeated or switched out (he doesn't switch). Golbat is just a nuisance anyway. It was good speed, fair flying attacks, and decent power. Camerupt is the evolved form of Numel. Camerupt's ability is either Oblivious (prevents attraction) or Magma Armor (prevents freezing). Sharpedo's ability is Rough Skin. When a contact move hits Sharpedo, damage is taken from the attacker. In all, I suggest a water pokemon for Maxie (normal on Golbat, not affected by Intimidate due to the use of Special Attacks, strong against Camerupt) and an electric pokemon for Archie (strong against Golbat, not affected by Intimidate due to the use of special attacks, strong against Sharpedo while not affected by Rough Skin unless you use Thunderpunch (but the only pokemon that would know Thunderpunch by now is Elekid, and he is only obtainable by Gameshark/Action Replay)). Neither will be hard if you use the recommended types.

After you beat Maxie/Archie, they will complain a little, then the evil team will leave. The good leader will come up to you and thank you for helping them. They will leave too. Go over to the machine and press A against it to get the Meteorite. Save that for later. Go down to where the cable car was, then go down to the Jagged Pass.

3.15. Jagged Pass, Lavaridge Town, Flannery, and the Heat Badge

Location: Jagged Pass

Wild Pokemon-
Numel, Machop, Spoink
Level Range- 19 to 22

There is only one new pokemon here, Spoink. Spoink is a psychic pig pokemon that has a spring on his butt. He is a fairly easy pokemon to train, also has some good moves, like Psybeam (he eventually learns Psychic). Numel and Machop both already made their appearance on Route 112 and in the Fiery Path. Anyway, soot is falling here, just like on Route 113. There are quite a few trainers here. As you make your way down, you may have to battle a trainer, depending on the path you take. As you reach the bottom, pass the final trainer and exit.

Location: Route 112

Remember the ledges you saw earlier before the Fiery Path? This is what is at the top of them. This is the THIRD part of Route 112. Simply go left to quickly enter Lavaridge Town.

Location: Lavaridge Town

This is actually a fairly small city. First go to the Pokemon Center and heal. Deposit a pokemon so that you have 5 pokemon with you. Go to the water and talk to the old lady next to the beds. She will give you an egg. That egg eventually hatches into Wynaut, the pre-evolved form of Wobbafett. You can go into the hot spring by using the back door of the Pokemon Center. Once you have what you need and train enough (Lv. 30 or higher is recommended), enter the Lavaridge Town Gym.

Location: Lavaridge City Gym
Pokemon Type: Fire
Recommended Types: Rock, Water, Ground
Not Recommended Types: Grass, Bug, Steel, Ice

Kindler Cole-

Pokemon-

Lv. 22 Slugma

Lv. 22 Slugma

Lv. 22 Numel

Cooltrainer Zane-

Pokemon-

Lv. 24 Kecleon

Kindler Axle

Pokemon:

Lv. 23 Numel

Lv. 23 Slugma

Battle Girl Sadie-

Pokemon-

Lv. 24 Meditite

Kindler Andy-

Pokemon-

Lv. 23 Slugma

Lv. 23 Numel

There are too many Gyms with Meditite trainers.

Leader Flannery-

Slugma Lv. 26

Slugma Lv. 26

Torkoal Lv. 28

Remember when I said that not all Torkoals are angels? This is what I mean. This one is one of the most annoying pokemon ever. The Slugmas are easy. They are likely to use Sunny Day, an attack that powers up fire attacks, powers down water attacks, makes Solarbeam a one turn attack, and lowers the accuracy of Thunder to 50%. They will also possibly use Flamethrower, a powerful fire attack. But as I said, they are easy. After you knock both of them out, she will send out the master of disaster, Torkoal. Torkoal knows Flail, an attack that gets stronger as the user's HP lowers. Body Slam is a powerful normal-type attack that may paralyze the foe. Attract is one reason why she is annoying. Attract is an attack that makes the victim fall in love with the user, giving it a 50% chance of attacking. However, it only works on the opposite gender (male on female and female on male). Finally, we have Overheat, the most powerful attack you've seen so far. Overheats Base Power is 150, stronger than Fire Blast. Overheats effect is that the Special Attack of the USER is lowered with each use. A good Swampert, Azumarill, or Gyarados can devastate her team with water attacks while a good Numel/Camerupt, Graveler/Golem, Lairon, or Lunatone/Solrock can beat them with Rock and Ground attacks. I remember a battle I had. I used a traded Hariyama level 31. It wouldn't obey me, it was paralyzed, and it was in love with Torkoal. It had a 12.5% chance of attacking. I told Hariyama to use one attack, and it used another attack that still knocked Torkoal out. Once Flannery goes down,

you win (and some may not use a Torkoal ever again).

Prizes-

Fourth Badge: Heat Badge

TM Obtained: TM50- Overheat

HM Capability: Strength

Level Limit: 50 (before pokemon start disobeying you)

Money: 2800

3.16. Go-Goggles, go to the sandstorm and receive one of two fossils

Now that one of the most annoying gyms is handled, the game still won't get any easier. As you exit the gym, your rival will appear. S/he will talk a little and then she will give you the Go-Goggles, an item that allows you to enter a sandstorm. S/he will tell you that you should fight your father at the Petalburg Gym. S/he will leave. Heal if necessary. Now go over to Route 112.

Location: Route 112

Now that we don't need the Jagged Pass, you can drop down the ledges on the right. Go over to Route 111.

Location: Route 111

Remember how the Go-Goggles allow you to go through sandstorms? Well, they mean the sandstorm you are next to, go enter.

Location: Route 111(desert)

Wild Pokemon-

Baltoy, Cacnea, Sandshrew, Trapinch, Regirock**, Lileep**/Anorith**

**- you can only get one of these

Regirock is a legendary pokemon. But you can't go into the tomb he is in right now. There are quite a few trainers here. Most of the pokemon are new. Cacnea is a grass pokemon whose ability keeps him immune to sandstorms, while raising his evasiveness while in them. Trapinch is a ground pokemon that soon evolves into Vibrava, then Flygon, a Ground/Dragon pokemon. Baltoy is a Ground/Psychic pokemon with the Levitate ability. All of them are immune from the effects of Sandstorm. At the very bottom of the desert, you will find TM37- Sandstorm. Sandstorm is an attack that hurts all pokemon that aren't rock, ground, or steel type, or pokemon with the Sand Veil ability. Go all the way to the top of the desert. You will find two piles of what appears to be poo. But they are actually fossils. One is the Root Fossil and the other is the Claw Fossil. The Root Fossil becomes Lileep, a Grass/Rock pokemon. The Claw Fossil becomes Anorith, a Bug/Rock pokemon. One you have all you need, go down to Mauville City.

3.17. Return to the third city, a challenge waits for you

Location: Mauville City

Heal if necessary, then head across Route 117 to Verdanturf Town.

Location: Verdanturf Town

Go into the Rusturf Tunnel.

Location: Rusturf Tunnel

Go up, then left all the way. Go into the door to appear on Route 116.

Location: Route 116

Talk to the first guy you see. He is the Devon guy you saved multiple times. He will give you something for being so good. Go over to Rustboro City.

Location: Rustboro City

Go into the Devon Building. Go to the second floor. Go to the bottom of the second floor and talk to one of the guys there and he will say that he created a machine that can revive fossils. Give him your fossil. Go outside, deposit a pokemon, then come back to him to receive Lileep (if you gave him the Root Fossil) or Anorith (if you gave him the Claw Fossil). Now go upstairs. Talk to the president of Devon Corp. to receive an Exp. Share. Exp. Share is an item that, when attached to a pokemon not being used in battle, it will give it experience, even when it doesn't battle. It is especially good on Magikarp. Now leave the building. Heal if necessary, then go down to Route 104.

Location: Route 104

Go down to the Petalburg Woods.

Location: Petalburg Woods

Go down to the bottom half of Route 104.

Location: Route 104

Go down, and then right to enter Petalburg City.

Location: Petalburg City

Here we are, the location of the fifth gym. This ain't your daddy's gym (well, actually, it is). Heal if necessary, and then enter the gym.

3.18. Petalburg Gym. Enter Norman the Normal Trainer. Fight Daddy!

Location: Petalburg City Gym

Type of Pokemon: Normal

Recommended Types: Fighting

Not Recommended Types: none

There are a whopping 9 rooms in this gym: the entrance, the attack room, the defense room, the speed room, the OHKO room, the Zero Reduction Room, the Accuracy Room, the Recovery Room, and Normans Lair. Each row of rooms has the same pokemon.

ROW ONE-

Location: Speed Room-

Cooltrainer Randall (he uses X Speed)

Pokemon-

Lv. 27 Delcatty

Location: Accuracy Room-

Cooltrainer Mary (she uses X Accuracy)

Pokemon-

Lv. 27 Delcatty

ROW TWO-

Location: Zero Reduction Room-

Cooltrainer Parker (he uses Guard Special)

Pokemon-

Lv. 27 Linoone

Location: Defense Room-

Cooltrainer Lori (she uses X defense)

Pokemon-

Lv. 27 Linoone

Location: Recovery Room-

Cool Trainer George (he uses recovery items)

Pokemon-

Lv. 27 Linoone

ROW THREE-

Location: Strength Room-

Cooltrainer Jody (he uses X Attack)

Pokemon-

Lv. 27 Zangoose

Location: One-hit KO Room-

Cooltrainer Burke (he uses Dire Hit)

Pokemon-

Lv. 27 Zangoose

As you have figured out by now, the order is:

Row One- Delcatty

Row Two- Linoone

Row Three- Zangoose

Leader: Norman-

Pokemon-

Slaking Lv. 28

Vigoroth Lv. 30

Slaking Lv. 31

It is time to beat your father. Slaking number one is already annoying. It has a good HP and defense, so most fighting attacks don't knock it out in one hit. It knows Yawn, an attack that puts the foe to sleep after the next turn. Slack Off is an attack that recovers HP. Vigoroth is the biggest annoyance. It is fast (for a sloth) and powerful. Slash is a really powerful normal type attack that has a good chance at a critical hit. Vigoroth also a few other good attacks. The final Slaking shouldn't actually be too hard. It is based on Focus Punch. Focus Punch has a base power of 150, but it takes a turn to load beforehand. The good side is that if it is attacked during the FP loadup stage, Focus Punch fails. All the pokemon know Facade. Facade is a powerful attack that gets even more powerful if the user is Poisoned, Burnt, or Paralyzed. A good Machoke with Revenge should be able to demolish Norman.

Prizes:

Fifth Badge: Balance Badge

TM Obtained: TM42- Facade

HM Capability: Surf

Money: 3100

3.19. En route into the rain.

Location: Petalburg City Pokemon Gym

After you beat Norman, he will tell you that Wally's father called and said that he had something for you. So leave the gym.

Location: Petalburg City

As you exit the gym, go to the building next door. Talk to the man. He is Wally's father. He will talk a little, then he will give you HM03-Surf. Surf is my FAVORITE HM!! It is a water attack with the same base power as Flamethrower and Thunderbolt. Give it to a powerful water pokemon. In a 2 vs. 2 battle, Surf hits both foes. Once you get it, leave the house, heal if necessary, and then head over to Route 104.

Location: Route 104

Mr. Briney is gone now. He is working on something we will get to much later. For now, go down to the water. Press A against it to go ONTO the water. That is surfs effect out of battle. Surf down to Route 105.

Location: Route 105

Pokemon to capture-

Tentacool, Wingull, Pelliper, Regice

Level Range- 5 to 30 (???)

Just like with Regirock in the desert, Regice can't be obtained right now. Other than that, there are only pokemon you could get before (Tentacool from the Old Rod and Wingull on Route 103). By the way, Pelliper is the evolved form of Wingull. Surf down to Route 106.

Location: Route 106

Wild Pokemon-

Tentacool, Wingull, Pelliper

Level Range- 5 to 30 (???)

Remember Route 106? This is the Route connecting Dewford Town with the Granite Cave. Go down to the bottom, then surf east to Dewford Town.

Location: Dewford City

Get onto land. Go into the top-left house. Talk to the guy to the right of the table that looks like a nerd. He will give you TM36- Sludge Bomb. Sludge Bomb is a powerful poison attack that, well, poisons the foe. Now surf east to Route 107.

Location: Route 107

Wild Pokemon-
Tentacool, Wingull, Pelliper
Level Range- 5 to 30 (???)

Just follow the same pattern as with Routes 104-106, only now going east.

Location: Route 108

Wild Pokemon-
Tentacool, Wingull, Pelliper
Level Range- ???

As you go on, you will see a ship. That is the abandoned ship. There isn't much to do there right now, but there is stuff to do. Go in.

Location: Abandoned Ship

Go downstairs. Go downstairs again. Go left to the next set of stairs and go up. Keep on going until you get to a room with a scientist. Talk to him and he will say that Captain Stern wanted him to find a Scanner. You need to find it, but you can't get it until near the end of the game. Pick up the item. It is a Storage Key. Go back to the room with the six doors and two sets of stairs. Go to the top-right door. It is locked. Use the Storage Key to unlock it. Go in and pick it the item. It is TM13- Ice Beam. Ice Beam is a really powerful ice attack. It is just as powerful as Flamethrower, Thunderbolt, and Surf. Ice Beam may freeze the foe. It is the second strongest TM you have obtained so far (right behind Overheat). Now, as they would say in the movie business...

ABANDON SHIP!!

Location: Route 108

Surf right all the way to Route 109.

Location: Route 109

Remember this route? This is the route you landed on when you got out of Mr. Briney's boat after beating Brawly and delivering the letter to Steven. Surf right, then up to land on the beach, then enter Slateport City.

Location: Slateport City

There is something new to do here, the Hyper Rank Contest. The Hyper Rank Contest is where the contest road takes a hard bump. It is

difficult. Anyway, heal if necessary and head up to Route 110.

Location: Route 110

Go north to Mauville City.

Location: Mauville City

As you enter Mauville City, you will see Wattson standing at the fork in the road. Talk to him and he will say that there is another part of the city known as New Mauville. He wants the generator shut off. And guess what...he wants your help! He will give you the Basement Key to enter New Mauville. Go back down to Route 110.

Location: Route 110

Go to the water and surf east. You will see a cave. Enter it.

Location: New Mauville

Wild Pokemon-

Magnemite, Magnetron, Voltorb, Electrode

Level Range- 22 to 24 (I think)

You can't find any pokemon yet. Go up to the big gate and press A to use the Basement Key and open it. Go down. Now you can find wild pokemon. The point here is to press the button that matches the lock you need to open. Press the first button and go through. Press the next button. As you go on, DO NOT PRESS THE THIRD BUTTON. Go around it. In the next area, press the first button you see, then go up, then left. Go all the way up, past the buttons. In the next area, press the correct button and go on. You will see a huge machine. That is the generator. Step on the red switch to shut it off. Go over to the item to get a Thunder Stone. A Thunder Stone can evolve certain pokemon, such as Pikachu. Now backtrack to the previous round area. Go right and beat the Voltorb on the switch, and then press the switch. Go down, then right. Follow the path. The item there is an Ultra Ball. Ultra Balls are stronger forms of Pokeballs than Great Balls. Follow the path back to the entrance. Now leave New Mauville.

Location: Route 110

Go back to Mauville City.

Location: Mauville City

Go talk to Wattson. He will thank you and give you TM24- Thunderbolt. Thunderbolt is a powerful electric attack that is just as powerful as Flamethrower, Ice Beam, and Surf. Now that we are ready, give it to an electric pokemon, as you may need it later. Go east to Route 118.

Location: Route 118

Wild Pokemon-

Wingull, Electrike, Manetric, Zigzagoon, Linoone

Level Range- ???

As you go right, you will see a small area of water. Surf across it. If you battled Gabby and Ty after beating Wattson, you will see them here. There are stronger than they were before and Gabby's Whismur evolved

into a Loudred. After you battle them, they will ask for another interview. After the interview, follow the path and soon you will pass by...Steven! He will talk a little, find out your name, talk a little more, ask questions, talk a little more, and then he will leave. Follow the path, going up and the fork in the road, entering Route 119.

Location: Route 119

Wild Pokemon-

Wingull, Tropius, Marill, Oddish, Zigzagoon, Linoone

Level Range- 24 to 28

This is possibly one of the largest routes in the game. All the grass here is really tall. You can't run in it and you can't ride your bike through it. As you pass through the first bit of tall grass, you will come across water. Follow the path, going up onto mountainous areas of the route. You will pass by a few waterfalls. As you reach the top, you will see a big building. You will also see two evil team members guarding the next bridge. The only place you can go right now is to the building...the Weather Institute.

3.20. Weather Institute and Castform

Location: Weather Institute

By now you might be weakened from the long route. Go over to the bed and press A against it to take a nap, thus healing your pokemon. Deposit one pokemon, just for now. You will see that there are plenty of Team Magma/Aqua members that have infiltrated the Institute. Battle the two members on the bottom floor and go upstairs. There are about three normal members up here. As you blast through them, you will come to the leader of the group. I'm not talking about Archie/Maxie, but I'm really talk about the member that thought up this whole scandal.

Pokemon Sapphire-

Aqua Admin. Shelly-

Pokemon-

Carvanha Lv. 28

Mightyena Lv. 28

Pokemon Ruby-

Magma Admin. Courtney-

Pokemon-

Numel Lv. 28

Mightyena Lv. 28

As you beat the girl, she will talk a little more, then all the members will leave. The owner of the Institute will come up and thank you. He will give you Castform. Castform is a pokemon who's ability makes his type and appearance change with the weather. They will talk a little more. If you want, you can deposit Castform, unless you think he could be a good pokemon for the team. Once you have Castform and heal, exit.

3.21. Rival fights again

Location: Route 119

Now that the team is gone, the bridge to your right is open. Cross the

bridge. As you go up from the end, your rival stops you. S/he will talk a little, and then you will go into a battle.

Rival Battle 3-

Again, the pokemon your rival has depends on your starter.

Your Starter- Treeko

Their pokemon-

Shroomish Lv. 29

Wailmer Lv. 29

Combusken Lv. 31

Your Starter- Torchic

Their Pokemon-

Shroomish Lv. 29

Numel Lv. 29

Marshtomp Lv. 31

Your Starter- Mudkip

Their Pokemon-

Numel Lv. 29

Wailmer Lv. 29

Grovyle Lv. 31

S/he was the same pokemon as last time. Your rival shouldn't be too hard if s/he was easy last time. Like last time, the three pokemon are the same types as the three starters (Water, Grass, and Fire). After you beat your rival, s/he will give you HM02- Fly. Fly is a really useful HM. When used, you can fly to any city you have already visited. It is also fairly powerful. It is a two-turn attack. The first turn, you fly up into the air, keeping you immune to most attacks. The second turn, the pokemon strikes. Your rival will tell you to train a little bit more, and then s/he will leave. Go down and surf all the way to the bottom. One of the items along the way that you pass by is a Leaf Stone. The Leaf Stone only has one use, evolving Gloom into Vileplume (it has more uses if you have a Gameshark or Action Replay). Go back to where you fought your rival. Go up all the way, then right to enter Fortree City.

3.22. Fortree City, Steven, and Kecleon

Location: Fortree City

There are only three buildings in Fortree City that are not on trees: The Pokemon Center, the Pokemart, and the gym. The Pokemart has a new version of the Pokeball in stock...Ultra Balls! Ultra Balls are stronger than Great Balls. They are extremely useful, but they are 1200 pokedollars. Buy a lot of Ultra Balls. Heal if necessary. One of the houses at the top has a woman that will test you in a game of luck. You need to guess which hand the coin is in. The order is: right, right, left. Once you guess it right, she will give you TM10, Hidden Power. Hidden Power is the strangest TM of all. The base power and the type of the attack are both based on your stats. If you try to go to the gym, you will notice that a strange force is blocking you. Go on out east to Route 120.

Location: Route 120

Wild Pokemon-

Zigzagoon, Linoone, Marill, Oddish, Kecleon, Absol, Registeel

Level Range- 26 to 28

This route has similar pokemon as with Route 119, with the exception of Absol. Absol is a pure dark pokemon whose ability makes the foe lose 2 PP when it attacks instead of one. As you can see, you can find the final Regi here: Registeel. But, like the other ones, you can't get him until much later. All the rest are the same as in Route 119. As you reach the bridge, you will see Steven there. If you look into the water, you will see a suspicious shadow. Save before talking to him. He will talk a little and show you what is blocking your path by using the Devon Scope (weird. Silph Co. and Devon Corp., Silph Scope and Devon Scope). It is...a Kecleon!

Pokemon Battle- Kecleon Lv. 30

Fury Swipes

Faint Attack

Psybeam

Screech

If you already have a Kecleon, then you can kill this, but this can be caught at a higher level than the other Kecleons. After you catch him, Steven will give you his Devon Scope. After he leaves, go back to Fortree City.

3.23. A fight with Winona for the Feather Badge

Location: Fortree City

It is time to fight the gym. Heal if necessary. Go to the invisible barrier blocking the gym. After you reveal it with the Devon Scope, the Kecleon won't battle you, but it will run away. Now enter the gym.

Location: Fortree City Pokemon Gym

Type of Pokemon: Flying

Recommended Types: Electric, Ice, Rock

Not Recommended Types: Grass, Ground, Bug, Ghost (most flying pokemon are part normal), Fighting

Bird Keeper Jared-

Pokemon-

Lv. 30 Doduo

Picnicker Kylee-

Pokemon-

Lv. 30 Swablu

Camper Tarell

Pokemon-

Lv. 29 Taillow

Lv. 29 Swellow

Birdkeeper Will-

Pokemon-

Lv. 28 Wingull

Lv. 28 Swellow

Lv. 28 Pelliper

It is recommended that you bring along a pokemon with Thunderbolt. Magneton is most recommended, because he receives a quarter of the normal damage for flying attacks due to its two types.

Leader: Winona-
Pokemon-
Swellow Lv. 31
Skarmory Lv. 31
Pelliper Lv. 30
Altaria Lv. 33

Bring not only an electric tpye pokemon, but also an ice pokemon. I hope you got Ice Beam back on the Abandoned Ship. Swellow is probably her fastest pokemon. Skarmory and Pelliper are not weak against ice attacks. If you have an electric pokemon only, then you might fear her Altaria. Altaria is not weak against electric attacks because he is Flying/Dragon. Also, it knows Earthquake. If you want any electric pokemon for Altaria, you better get a Zapdos somehow. (Cheating/Trading). You can also use a fire attack on Skarmory because he is part Steel. Pelliper is x4 weak against electric attacks.

Prizes:
Sixth Badge: Feather Badge
TM Obtained: TM40- Aerial Ace
HM Capability: Fly
Level Limit: Lv. 70 (before they start disobeying)
Money: 3300

3.24. En route through the rain, again!

Location: Fortree City

When you leave the gym, heal if necessary. Go east to Route 120.

Location: Route 120

Follow the path you took to Steven, only continue on with the Route. There are many trainers here. After you finish the bridge, it begins to rain again. There will be a huge patch of tall grass. Go through it and continue on. Soon you will be on Route 121.

Location: Route 121

Pokemon to Capture-
Zigzagoon, Linoone, Wingull, Duskull/Shuppet, Oddish, Gloom
Level Range- 26 to 28

This is a fairly good training route. After you pass by the Hex Maniac and the Beauty, you will see three Team Magma/Aqua members plotting something about Mt. Pyre. Go to the big building. That is the Safari Zone. It costs 500 pokedollars to get in. There are four sectors. The Southeast and Southwest sectors can be reached normally. You need the Mach Bike to reach the Northwest Sector and the Acro Bike to reach the Northeast Sector.

Location: Safari Zone (Southeast Sector)

Wild Pokemon-
Girifarig, Natu, Gloom, Wobbafett, Pikachu, Oddish, Doduo

Level Range- 24 to 28 (I think. The same for all four sectors)

Location: Safari Zone (Southwest Sector)

Wild Pokemon-

Doduo, Girifarig, Gloom, Natu, Pikachu, Oddish, Wobbafett

Location: Safari Zone (Northwest Sector)

Wild Pokemon-

Doduo, Dodrio, Oddish, Gloom, Rhyhorn, Pinsir, Lairon

Location: Safari Zone (Northeast Sector)

Wild Pokemon-

Natu, Xatu, Oddish, Gloom, Heracross, Phanpy

3.25. Mt. Pyre where the orbs stand small

Location: Route 121

After you exit the Safari Zone, go down to the water and surf down. You will see a big mountain. Go around to the bottom and get onto the mountain, then enter the door.

Location: Mt. Pyre (inside)

Pokemon to Capture-

Shuppet, Duskull

Level Range- 24 to 28 (I think)

Shuppet and Duskull are the only pokemon in R/S that on one route can each only be found in one game and in another area can be found both in the same game. Go up the stairs. On the next floor, the trainers start coming on. Battle whomever you want. Go upstairs again. Keep on going upstairs while battling the trainers in the process. As you reach the top, you will find TM30- Shadow Ball. Shadow Ball is a powerful ghost attack that lowers the foe's Special Defense. As you start dropping down the holes, you will come across the Sea Incense and the Lax Incense. The Sea Incense is to be held by a Male Marill/Azurmarill. When it is held by that pokemon and that pokemon breeds with a female Azu/Marill, the egg will produce an Azurill. The Lax Incense is to be held by a male Wobbafett. When that Wobbafett breeds with a female Wobbafett, it will form a Wynaut. As you reach the bottom, go over to the very west end and exit out of the door.

Location: Mt. Pyre (outside)

Pokemon to Capture-

Vulpix, Meditite

Level Range- 26 to 28

As you walk along the path, you will find TM49- Skill Swap. I believe Skill Swap switches the abilities of each pokemon. Check every tombstone here. Some of them have items. Once you are ready, go up to the summit.

Location: Mt. Pyre (Summit)

Pokemon to Capture-

Shuppet, Duskkull, Chimecho (RARE!)

Level Range- 26 to 28

As you can see, Chimecho is a really, really rare pokemon. There are a few evil team members here. As you beat all of them, you will soon reach the top. You will see two old people and Archie/Maxie. The evil team leader is trying to steal an orb. In Ruby, Maxie steals the Blue Orb to awaken and tame Groudon. In Sapphire, Archie steals the Red Orb to awaken and tame Kyogre. But they miss the opposite orb, which they also need. The old couple gives you the Red Orb in Ruby and the Blue Orb in Sapphire. Now that you are done, fly back to Slateport City.

3.26. Back to Slateport, for saving

Location: Slateport City

As you land, go up. You will see a bunch of people crowded near the Harbor. You will see Gabby and Ty interviewing Captain Stern. Talk to him and he will tell you how that was stressing. He will say that he and team found an underwater cavern. Then, Maxie/Archie will come up over the loudspeakers. Captain Stern will realize that Team Magma/Aqua is trying to steal the submarine, and then he will take you into the Harbor. Inside, you will see Maxie/Archie boarding the submarine, and then taking off. Stern will talk a little more. Once he is done, make your way to Route 121.

Location: Route 121

Instead of going down to the water, go east all the way to Lilycove City.

3.27. Lilycove City, final contests, final rival challenge

Location: Lilycove City

Go heal if necessary. Go up to the Pokemart, which is the huge building behind the Pokemon Center. Guess what! Your rival is there! S/he will battle you one last time. Good luck, as you shouldn't need it!

Rival Battle 4(Final Battle)-

Your Starter- Treeko

Rival's Pokemon-

Swellow Lv. 31

Shroomish Lv. 32

Wailmer Lv. 32

Combusken Lv. 34

Your Starter- Torchic

Rival's Pokemon-

Swellow Lv. 31

Shroomish Lv. 32

Numel Lv. 32

Marshtomp Lv. 34

Your Starter- Mudkip

Rival's Pokemon-

Swellow Lv. 31
Numel Lv. 32
Wailmer Lv. 32
Grovyle Lv. 34

As long as your pokemon are near level 40, this fight should be extremely easy. May/Brendan has a new pokemon: Swellow. It still shouldn't be hard. Just use the same strategy as always with him/her. Unfortunately, your rival will never get his/her final evolution of the starter. After you beat your rival, s/he will give you...nothing! No fair! After your rival leaves, you can enter the Pokemart, a.k.a. the Lilycove Department Store. You can get a Lotto Ticket on the first floor. The lotto ticket is just like in real life, only a bit different. In this, you get a random 5 numbers. If all 5 numbers match any of your pokemon's ID numbers, you get a Master Ball. You get smaller prizes for getting second and third place. You can also buy TMs, stat boosters, etc. Below the pokemon center is a contest house. This is the master rank contest house, the last of them. It has pokemon that have good attacks, like Selfdestruct, Explosion, and Destiny Bond. Be prepared to try a lot of times. Once you have what you need, go to the very east side of town, on the beach. Surf up to find a door. That is the door that brings you into the Team Magma/Aqua hideout.

3.28. a base and a ball. Strike out the home team!

Location: Secret Base

AS you enter, go up onto the land. Bypass the security (a wandering team member) and enter the door. At this point, the two bases (Team Magma in Ruby, Team Aqua in Sapphire) are different. Take whatever path you need. In the second room, one of the teleporters leads you to a room with 4 items. Two are actually Electrodes that aren't afraid to use Selfdestruct. One is a Nugget. The other is a...Master Ball!! The Master Ball is possibly one of the best items in the game. When thrown at a pokemon, it catches it, no matter what. Don't use it on any pokemon yet. Wait until after you beat the game. Continue following the path. Eventually, you will come to a room with a lot of water and a Team Magma/Aqua Admin. In the water is the shadow of a...submarine!! Battle the trainer.

Pokemon Sapphire-

Aqua Admin. Matt-
Pokemon-
Carvanha Lv. 32
Mightyena Lv. 32
Sharpedo Lv. 32

Pokemon Ruby-

Magma Admin. Tabitha-
Pokemon-
Numel Lv. 32
Mightyena Lv. 32
Camerupt Lv. 32

This should be easy. Once you win, s/he will tell you that the preparations are ready, and then the submarine will take off. Now find your way out using whatever path that works for you.

3.29. Surfing for joy and a badge

Location: Lilycove City

Go heal if necessary. Now go out east onto Route 124, the next water route in the game.

Location: Route 124

Pokemon to Capture-
Tentacool, Wingull, Pelliper
Level Range- ???

There aren't too many trainers here, even considering the size of this route. Just beat who you want. Don't worry about the dark spots of water. Keep on going right to enter Mossdeep City.

3.30. Mossdeep City, home of great minds, rockets, and Steven

Location: Mossdeep City

As you enter, heal if necessary. Go to the very northwest house. That is Stevens Home. He will talk to you a bit, and then he will give you HM08-Dive. Dive is a fair powered HM. When you use it, you go underwater. At that time, only one attack can hit you- Surf. Surf also increases in damage if used on a pokemon that is underwater. On the second turn, it comes up under the victim to hit them. Go through the path on the southeast side to find a big building. That is the Rocket Center. There will be plenty of guys here on all floors. One guy will tell you how many rocket launches have occurred. The amount of rocket launches is one per week. Another guy in here will give you a Sun Stone, which can evolve Gloom into Bellosom (yes, he has two different evolutions) and Sunkern into Sunflora (Sunkern is available through cheating or through Pokemon Colosseum (currently available) OR through Fire Red/Leaf Green (in Japan)). Follow the path around the R.C. to find a house. The guy in there will give you a Super Rod. The Super Rod can find pokemon from level 25-42. In the ocean, you can mostly find Wailmer and Sharpedo, with a few exceptions (Staryu in the ocean next to Lilycove City and Wailord on Route 129). They are good pokemon to train against. Once you level up your pokemon enough (level 40 or higher is recommended) and heal, enter the gym.

3.31. An annoying gym to fight. Tate & Liza for the Mind Badge

Location: Mossdeep City Gym

Type: Psychic

Recommended Types: Bug, Ghost, Dark

Not Recommended Types: Psychic, Fighting

Before I get to the trainers, I would like to mention how annoying this gym can be to beginners. You need to hit all the switches to lineup the arrows that force you to certain areas. After you hit all of them, get to the leader. As you reach the end, you will see that the leader is actually a pair of twins! Here are the trainers.

Psychic Preston-

Pokemon-

Kirlia Lv. 37

Psychic Samantha-

Pokemon-
Xatu Lv. 37

Psychic Hannah-
Pokemon-
Ralts Lv. 36
Kirlia Lv. 36

Psychic Maura-
Pokemon-
Kadabra Lv. 36
Kirlia Lv. 36

Psychic Virgil-
Pokemon-
Ralts Lv. 36
Kadabra Lv. 36

Psychic Fritz-
Pokemon-
Natu Lv. 35
Girafarig Lv. 35
Kadabra Lv. 35

Now for the leaders.

Leaders Tate & Liza-
Pokemon-
Lunatone Lv. 42
Solrock Lv. 42

This is a very annoying duo. If you use grass pokemon to harm their rock sides, Solrock will use Flamethrower. They both have the Levitate ability, which keeps them immune to ground attacks. I suggest bringing a Water, Ghost, or Dark pokemon. I especially recommend Sharpedo or Banette. Sharpedo is immune to psychic attacks and resistant to Fire and Rock attacks. He uses Water attacks and Dark attacks, both of which are super effective against Lunatone and Solrock. Banette has the Insomnia ability, which prevents it from falling asleep (Lunatone knows Hypnosis). Not only that, but Ghost pokemon are good against Psychic pokemon. This can still be a really hard gym. Surf is the most recommended attack, as it hits both Lunatone and Solrock and is super effective. Be glad once you see both of them go down for good, as you will beat the seventh gym.

Prizes:

Seventh Badge: Mind Badge

TM Obtained: TM04- Calm Mind

HM Capability: Dive

Money: 8400 (it multiplies by two because there are two people)

3.32. Three minerals. Sound weak? Nope!

Location: Mossdeep City

First, make sure you have as many Ultra Balls as possible. Teach Dive to a pokemon. Catch a Wailmer. Evolve it to a Wailord. Surf down from the city's south side.

Location: Route 126

Wild Pokemon-
Wingull, Pelliper, Tentacool

You can find any body of dark water. Go in it.

Location: Underwater

Wild Pokemon-
Clampearl, Chinchou, Relicanth

Relicanth is a pokemon that is Rock/Water and really, really rare. Guess what? You need it. Take your time in finding it. Once you find it, catch it (it may take a while). Once you catch it, go up above water.

Location: Route 126

Go just below the land of Mossdeep, and keep on going down.

Location: Route 127

Wild Pokemon-
Wingull, Pelliper, Tentacool

Keep on going down.

Location: Route 128

Wild Pokemon-
Wingull, Pelliper, Tentacool

Keep on going down.

Location: Route 129

Wild Pokemon-
Wingull, Pelliper, Tentacool, Wailord

I would have had you catch a Wailord here, but he is too rare. Go down, and then left.

Location: Route 130

Wild Pokemon-
Wingull, Pelliper, Tentacool, Wynaut (see pretty far below, to Pacifidlog Town)

Go left all the way.

Location: Route 131

Wild Pokemon-
Wingull, Pelliper, Tentacool

Go over to Pacifidlog Town.

Location: Pacifidlog Town

This is the smallest town in the game. The entire town is floating on

logs. Go to the house to the farthest right and talk to the guy staring at a wall. He will say something about a place called Mirage Island (either he sees it or he doesn't). If he says that he sees it, congratulations! Surf right to Route 130 to find an island (big island). That is Mirage Island. On it are Leichi Berries and boatloads of Wynauts, ranging from level 5 to 50. Anyway, back in Pacifidlog Town, Surf down to the bottom. Go left. Before you reach the currents, go down. Start from the very bottom and just keep on going left. Don't go up, down, or right any. When you reach the piece of water where you can go underwater, go underwater. Follow the path underwater to the end. You will see a sign at the end. It is in Braille. It says to go up. Use Dive to reach the top. You are in a cavern. There are many Braille letters here. Go to the top. Read the Braille at the top. It says to use Dig. Use Dig in front of it to open up a door. In the next room, the message says, "First comes Relicanth, last comes Wailord". Put Relicanth in the first slot of your party and Wailord in the final slot. Read it again and the sound of three doors open will be heard. Now that you have that done, it's time to catch three legendaries (I will do this in Pokedex order). First, fly to Lavaridge Town.

Location: Lavaridge Town

Go east to Route 112.

Location: Route 112

Go over to Route 111.

Location: Route 111

Go up into the desert. Go down past the Ruin Maniac to see a large rock with a door in it. Go into the door.

Location: Desert Ruins

Go up to the top. The Braille says, "Right, right, down, down, then use Strength". Go right two spaces, down two spaces, and then use Strength to open the door. Go into the door. You will see a large creature in the center of the room. SAVE BEFORE TALKING TO IT!!!!!!!!!!!!!!!!!!!!

Pokemon Battle- Regirock

Attacks:

- Super Power
- Ancientpower
- Curse
- Rock Throw

Remember when we first got to Route 111. I said that you could find a Regirock here, but you couldn't get it? Well, now you can. These guys are a pain in the rear end! Super Power is a really powerful attack, but drops the user's attack and defense stats. Ancientpower is a rock attack that has a small chance of raising all your stats. Curse lowers your speed, but raises your attack and defense. Rock Throw is a fairly weak rock attack. Sometimes, he will use a ton of Super Powers in a row, so his stats will be like, maybe almost equal to that of a Slakoth Level 5. Once his HP is really low, try to put him to sleep, and then start rapidly chucking Ultra Balls. If you don't have a sleeping attack, then just chuck Ultra Balls. Soon enough, you will have Regirock...your first legendary!

Now go to Petalburg City.

Location: Petalburg City

Heal if necessary. Go west to Route 104.

Location: Route 104

Surf down along the left side of the route. When you reach a piece of land with a Ruin Maniac, follow the split path to find another ruin.

Location: Island Cave

Go up to the Braille. It tells you to wait for time to pass twice. What it is really meaning is to wait 45 seconds in that spot. After then, a door will open. Go in. You will see another big creature in there. AS I SAID BEFORE, SAVE BEFORE TALKING TO IT!!!!!!!!!!!!!!

Pokemon Battle- Regice

Attacks:

Super Power

Ancientpower

Curse

Icy Wind

This one is just like Regirock, only with different stats, different voice and appearance, and a different attack. Icy Wind is an ice attack that can slow the foe. Again, watch out for Super Power at its prime. It will get drastically weak afterwards. Regice has the highest available Special Defense (Shuckle has the highest, but it isn't normally available in the game), so don't worry about some fire attacks knocking it out. A fire pokemon in its low to mid 40's should be able to let Regice survive even with a Flamethrower (I'm not 100% sure, and that is why you should save before fighting it). Just use just about the same strategy as with Regirock to catch Regice.

No fly to Fortree City.

Location: Fortree City

Go east to Route 120.

Location: Route 120

Follow the normal path until the rain stops. Go find the nearest set of stairs. Go up them. Continue going up to find the final cave, the Ancient Tomb.

Location: Ancient Tomb

Read the Braille at the top. It tells you to fly from the center of the room. Go find the center space and use fly to open the door. Now enter. You will see the final Regi. SAVE BEFORE YOU FIGHT HIM FOR THE NEAR TO LAST TIME!!

Pokemon Battle- Registeel

Attacks:

Super Power
Curse
Ancientpower
Metal Claw

This is it, the final regi in the game. This one is just as annoying, except with one problem. While Regice has an exceptional Special defense and a defense right on par, and Regirock has an exceptional defense with a special defense on par, Registeel's defenses are right in the middle. Both are really good, but not quite exceptional. Metal Claw is his equivalent to Icy Wind/Rock Throw. This attack may raise the users attack. All the rest of the attacks are normal. I would suggest using either a fire or fighting attack. Most attacks that are normal effectiveness won't do much on Registeel. I warn you that this can be hard. Also pack a pokemon with Grasswhistle, Hypnosis, Spore, Sleep Powder, etc. (Any attack that will put the foe to sleep). Once you manage to catch Registeel, you will finally have all the Regis!

Now fly back to Mossdeep City.

3.33. Cool down, it's only the Shoal Cave.

Location: Mossdeep City

This really is optional, but it helps if you want to fill out your pokedex. From Mossdeep City, go down the stairs, and follow the shallow water all the way to the back of town. Surf up from there to find a cave. That is the Shoal Cave.

Location: Shoal Cave

Wild Pokemon-
Zubat, Golbat, Snorunt, Spheal

At first glance, this looks like a cave dedicated to water pokemon, right. Well, it's not. It is actually based on ICE pokemon. Spheal is actually an Ice/Water pokemon that evolves twice. Snorunt is a pure Ice pokemon that only evolves once. Talk to the first man you see and he will want 4 Shoal Shells and 4 Shoal salts. You can only get the Shoal Shells when the water is high and the Shoal Salts when the water is low. When the water is low, you can enter the Basement floor, the only floor with Snorunt. It is a very icy area. If you manage to get through the path, you will find TM07-Hail. Hail is the ice equivalent to Sandstorm. It hits all non-ice pokemon on the field for 5 turns. Since I really have nothing else to say about this place, just go back to Mossdeep City.

3.34. In the eyes of a legendary, a leader fails

Location: Mossdeep City

Make sure you have a pokemon that knows Surf and a pokemon that knows Dive. Go down to the water and surf down until you find a huge piece of dark water. Go down.

Location: Underground

Follow the path for a while. Soon, you will come across a door. Guess what's behind the door. That's right! It's the submarine! Go up above water from here.

Location: Seafloor Cavern

Wild Pokemon-

Zubat, Golbat

This place is widely inhabited by Team Magma/Aqua members. There are two paths you can take here. I will take you along the easier path. Go up into the door. In this room, you need to break the rock, and then move the boulder into place. Pass by and don't go upstairs. Follow the other path to the door. In the next room, you need to push rocks in a way to get you to the top-right door. The problem? From this spot, there is no way to do it in one trip. But there is a way to do it in two trips. Push rocks so that you can get to the top-left door. This room is confusing, which is why we're using the top-right, not the top-left. Go back to the previous room. Push rocks in a way now so that you can get to the top-right door. In this room, you need to follow the currents in a way to get you to the door on the top-left corner of the room. Once you get there, go through. In this room, you need to push rocks to get to the path at the top-right. Once you push the rocks, follow the path to the door. In the next room, you need to push rocks again. But now, it's much more difficult. Once you manage to get through, enter the door. The area really got steamy. Follow the path. Pick up the pokeball. That is TM26-Earthquake. Earthquake is a really powerful ground attack, second only to Fissure (a OHKO attack). Earthquake hits all pokemon except for the user (it even hits your partner on a 2 vs. 2 battle), a flying pokemon, or a pokemon with the Levitate ability. It also hits pokemon that are underground because of Dig, while also increasing in power against the underground pokemon. As you follow the rest of the path, you will come across a body of water/lava. The pokemon in there is the pokemon you find on the box your game came in. In Sapphire, it is the Water pokemon, Kyogre. In Ruby, it is the Ground pokemon, Groudon. As you stare at it, who would come in other than Archie/Maxie. He will tell you a bit about the legendary pokemon, and will talk a little more, and then he will battle you. Trust me, this battle is likely to not be easy, unless you have high leveled pokemon or pokemon with advantages over his pokemon.

Pokemon Sapphire-

Aqua Leader Archie-

Pokemon-

Mightyena Lv. 41

Crobat Lv. 41

Sharpedo Lv. 43

Pokemon Ruby-

Magma Leader Maxie-

Pokemon-

Mightyena Lv. 41

Crobat Lv. 41

Camerupt Lv. 43

Like I said, this isn't an easy fight. Mightyena still has the Intimidate ability, which lowers the attack stat of the foe when the user of Intimidate is sent out. Crobat is the evolved form of Golbat. Golbat evolves through friendship (for an evil team leader, he must really love his pokemon). Sharpedo still hurts the foe when a contact move is used on it. Camerupt can't be affected by attract or can't be

frozen. Crobat has amazing speed, so watch out for it. I suggest Ludicolo with Ice Beam. Because he is part grass, he has the advantage over Sharpedo. Because he is part water, he has a good advantage over Camerupt. Ice Beam can be used on Crobat. As for Mightyena, Intimidate is useless on Ludicolo because he mostly uses special attacks anyways.

Once you beat Maxie/Archie, they will talk a little, and then all will go quiet. Maxie/Archie's orb (the one he got at Mt. Pyre) will begin to glow. Kyogre/Groudon will come up to you, and then take off.

Maxie/Archie will get a call from one of his minions. In Ruby, the minion will explain that a drought has occurred. In Sapphire, the minion explains that it is raining heavily. The leader will say that that was the plan. Then the minion will say that it is far worse than they expected. Then the good team member will come in and will take both of you outside. The evil team member will be astounded at the sight, will talk a little, and then both will leave. Steven will then fly in. He will be astounded, and then tell you that the terrible weather is originating in Sootopolis City. Go back to Mossdeep City now.

3.35. Sootopolis City, Steven, Wallace, and the Cave of Origins

Location: Mossdeep City

Surf down, and then left and look for a large, white rock and go underwater.

Location: Underwater

Look for a door at the bottom and go in. Go up above water from here to arrive in the second to last city in the game...Sootopolis City!

Location: Sootopolis City

Welcome to the nice Sootopolis City. Wait! This isn't nice; it's terrible! Go to the Pokemon Center and heal. If you try to go to the EIGHTH GYM, you will realize that it is locked because of bad weather. Surf to the west side. Go to the Pokemart. Buy as many Ultra Balls as your current money will allow. You will definitely need it later. Follow the rest of the path to see Steven with another guy. Steven will come up to you and introduce you to the guy. His name is Wallace and he is the Sootopolis City Gym Leader. He will talk a little, and then take you down the stairs to a cave entrance. That is the Cave of Origins. He and Steven will talk to you a little, wanting you to go in it. So, basically, go in it!

3.36. A great pokemon to catch, enter its layer!

Location: Cave of Origins

Pokemon to Capture-

Zubat, Golbat, Sableye/Mawile

This cave can get really deep, so it will get dark. You may want Flash if you've never been here before. Go straight to the door. In the rest of the rooms, you are basically going in a circular pattern. As you continue to go on, you will feel constant earthquakes. After a few floors, the area starts to get steamy. As you follow the path, you will see an item. PICK IT UP. That is HM08-Waterfall. Waterfall allows you go climb waterfalls outside of battle. You will need it later. As you

continue on, you will soon enter the final room. The music will stop. You will see Kyogre/Groudon in the water/lava. BY ALL THAT IS HOLY, I DEMAND THAT YOU SAVE! I NEVER ASKED YOU TO DO IT AS MUCH AS YOU NEED IT NOW!!!! Go in front AFTER SAVING and you orb will start to glow, causing the pokemon to come up to you. It is time for the biggest wild pokemon you have ever fought.

Pokemon Sapphire-

Pokemon Battle- Kyogre Lv. 45

Attacks:

Hydro Pump

Calm Mind

Ice Beam

Body Slam

Pokemon Ruby-

Pokemon Battle- Groudon Lv. 45

Earthquake

Bulk Up

Fire Blast

Slash

Oh boy, this guy will have you wanting to throw him into a spiked wall. Hydro Pump is the most powerful water attack in the game, with almost 140 base damage. Calm Mind is a move that raises the users Special Attack AND Special Defense. Ice Beam is a powerful ice attack that may freeze the foe. Body Slam is a powerful attack that may paralyze the foe. Earthquake was explained back in the Seafloor Cavern. It hits all pokemon on the field that aren't the user, a flying pokemon, or a Levitating pokemon. Bulk Up was a TM you obtained back when you beat Brawly. It raises the users Attack and Defense. Fire Blast is the second most powerful fire attack in the game (after Overheat), with power equaling that of Hydro Pump. Slash is a powerful normal attack with a high critical hit ratio. Kyogre's ability, Drizzle, causes rain to appear on the field as soon as Kyogre is sent out. Groudon's ability, Drought, causes bright light to appear on the field as soon as he is sent out. Both are like Rain Dance/Sunny Day. A good pokemon to have here for both fights is Ludicolo. Ludicolo has a x4 RESISTANCE to Hydro Pump and a x2 resistance against Earthquake. He receives normal damage from Ice Beam, Body Slam, Fire Blast, and Slash. Use attacks like Giga Drain on Kyogre and Surf on Groudon.

Strategy sent in by neo987-

Tell you the truth, that battle is stupidly easy if you use ONE pokemon... Shedinja. None of Kyogre's attacks can harm Shedinja AT ALL (Ice, Water, and Normal are not super-effective against Bug/Ghost, so they don't break through Shedinja's "Wonder Guard" ability.). All you need is a Lv. 20 Shedinja with Fury Cutter and BAM... toasted Kyogre in about 8 turns. Or, start with Shedinja, use minor attacks till your thumbs bleed... then toss a Timer Ball. Can it get any easier?

The best pokemon to use on Kyogre is Shedinja. His Wonder Guard ability keeps him immune to all of Kyogre's attacks. Once his health is in the red, use any pokemon to put it to sleep, then throw Ultra Balls like there is no tomorrow. Soon enough, you will be the proud owner of a Lv. 45 Kyogre/Groudon! Now leave the Cave of Origins.

After catching your legendary, leave the Cave of Origins.

3.37. From friend to foe. Get the Rain Badge!

Location: Sootopolis City

The weather is normal again. Go to the Pokemon Center. If you want, you can withdraw your new legendary. Groudon is not a smart idea, unless you give it Solarbeam. But it can learn that attack naturally (Lv. 60 or so). Surf to the center of town to see the gym. Steven will be in front of the door. He will talk a little, and then he will leave. Now enter the gym.

Location: Sootopolis City Gym

Type: Water

Recommended Types: Electric, Grass

Not Recommended Types: Rock, Fire, Ground

In this gym, you must crack all the ice and not fall down. You fall down if you hit cracked ice after already cracking it. You must end with yourself next to the slide at the top. The slide will turn into stairs. The first puzzle is Right, Up, Left, Left, Up, Right. The second and third puzzle I don't remember, so you need to find out for yourself. If you fall, you will be in a room with many trainers. Here are the trainers.

Beauty Connie-

Pokemon-

Goldeen Lv. 40

Wailmer Lv. 40

Lass Andrea-

Pokemon-

Luvdisc Lv. 41

Lady Brianna-

Pokemon-

Seaking Lv. 41

Beauty Bridget-

Pokemon-

Azumarill Lv. 41

Beauty Olivia-

Pokemon-

Lombre Lv. 41

Lass Crissy-

Pokemon-

Wailmer Lv. 40

Wailmer Lv. 40

Beauty Tiffany-

Pokemon-

Carvanha Lv. 39

Wailmer Lv. 39

Sharpedo Lv. 39

Pokefan Marissa-

Pokemon-
Azurill Lv. 36
Marill Lv. 38
Azumarill Lv. 40

After you find your way through the ice, you will find your final gym leader...Wallace!

Leader Wallace-
Pokemon-
Luvdisc Lv. 40
Seaking Lv. 42
Sealeo lv. 40
Wiscash Lv. 42
Milotic Lv. 43

The gyms have yet to move away from being annoying. I prefer grass pokemon to electric pokemon because of Wiscash. Wiscash is part Ground, so he is immune to electric attacks. But he has a x4 weakness to grass pokemon. Luvdisc has an annoying speed. Seaking is okay. Sealeo is the evolved form of Spheal, so he is part ice. That is the downfall to grass pokemon. Milotic is REALLY an annoyance. His special defense is on the border of legendary, so he CAN survive moderate-to-weak grass and electric attacks. He also knows Recover, which restores half the maximum HP of the user. He has the Marvel Scale. It raises the pokemon's defense when he is affected by a status condition. It is one pokemon you should not go easy on. It has Water Pulse, a fair powered water attack that may confuse the foe.

Prizes:
Eighth and Final Badge: Rain Badge
TM Obtained: TM03- Water Pulse
HM Capability: HM07- Waterfall
Level Limit: All traded pokemon obey you
Money: 4300

=====
Now it is time for your final challenge...the Elite Four
=====

3.38. Up, up, and to the top of Meteor Falls!

Before we get to the Elite Four, I need to show you a part of Meteor Falls you probably never saw before. First, go to Fallabor Town.

Location: Fallabor Town

Go over to Route 114.

Location: Route 114

Follow the path all the way over to Meteor Falls.

Location: Meteor Falls

Go over the bridge to the water. Surf up to the waterfall. This is a good way to start using your last HM. Climb up the waterfall. Go into the door.

Location: Meteor Falls (1F)

Wild Pokemon-

Lunatone/Solrock, Zubat, Golbat

Go find the stairs. This is another area, but with the same pokemon as with 1F. Follow the normal path to the final set of stairs. The set along the way gets you TM23-Iron Tail. Iron Tail is a powerful steel attack that may lower the foes defense. At the final set of stairs, you will be back on 1F. Go up the path next to the old couple. There is a type of trainer here that is only featured once: Dragon Tamer. After you battle him, go down the ledges ON THE LEFT SIDE. Enter the next set of stairs.

Location: Meteor Falls (Secret Room)

Wild Pokemon-

Lunatone/Solrock, Bagon

The reason we are here is actually two reasons. We will start with Bagon. Bagon is a Dragon pokemon, and I darn fine one at that. He evolves into Shellgon at Lv. 30, and then into Salamence (the R/S equivalent to Dragonite) at Lv. 50. He learns Dragon, Flying (as Salamence), and Fire attacks, but still learns other ones.

Cross the water. You will see an item there. That is TM02-Dragon Claw. Dragon Claw is my favorite Dragon attack. It has no effects, but it is powerful and accurate.

Now head back to Mossdeep City.

3.39. On your way to the end

Location: Mossdeep City

From Mossdeep City, be ready to see a few Tentacools, Wingulls, and Pellippers. Surf down, staying on the right side. When you see a piece of water stretching right, follow it. When you see another one, don't follow it and keep on going down. When you see the final one, follow it. It will take you to a stretch of oddly placed rocks that eventually lead to Ever Grande City.

Location: Ever Grande City

Follow the rest of the water path to a waterfall. Climb it to reach land. Heal at the Pokemon Center (this is a really small city, right? Wrong). Enter the cave. It isn't the Pokemon League HQ; it's actually Victory Road (A word to the not so wise, you are NOT in Kanto NOR in Johto).

3.40. Victory Road, the last sight of Wally

Location: Victory Road-

Wild Pokemon-

Makuhita, Hariyama, Zubat, Golbat, Aron, Lairon, Whismur, Loudred, Meditite, Medicham, Sableye/Mawile

Wow! This is a really good spot to train in! Pokemon here can reach anywhere from Lv. 36 to Lv. 44, depending on the floor. I don't quite remember how to get through here, so you're on your own for that. I

would just like to say that you will need Surf, Strength, Rock Smash, Waterfall, and will probably want Flash. Here's a bit of unimportant, but interesting information: Along the way, you will pass by a trainer called Cool Trainer Vito. He will say something about his family. Let's see...family, V at the start of his name. If I didn't know any better, I would say he is a Winstrate. Anyway, As you reach the end, someone will stop you. It is not Brendan/May. It is actually Wally! He will talk a little, say something about improving, and then he will battle.

Wally Battle 2-

Pokemon-

Altaria Lv. 44

Magneton Lv. 41

Roselia Lv. 44

Delcatty Lv. 43

Gardevoir Lv. 45

Last time you saw him was back in Mauville City before the Third Gym. He only had a level 16 Ralts. Now look at him. For a suggestion, bring Kyogre/Groudon for this. Kyogre has a x4 advantage over Altaria and a x2 advantage over Roselia. Groudon has a x2 advantage over Magneton and Roselia. If you have a Sableye and if it knows Shadow Ball, also use him. Gardevoir's Psychic attacks do nothing against him while Shadow Ball does heavy damage against Gardevoir. Delcatty's only weakness is fighting. If your pokemon are at least level 50, you shouldn't have a problem.

Once you beat Wally, he will talk a little. Now leave Victory Road through the nearby door.

Location: Ever Grande City

3.41. The Elite Four, the final challenge (almost)

Location: Ever Grande City

This is it. You are finally here. After a long battle against the forces of good and evil, you are finally at the Elite 4. You should know that this is no walk in the park. Now enter the door at the top and begin your near final challenge in the Elite 4 HQ.

Location: Elite 4 Headquarters

Unless you are a super god and your pokemon don't use PP or lose HP, I suggest you heal. With the last of the money you have, buy Hyper Potions and Revives. Go talk to the two guys at the door at the top to get them to move. Save if you want. Now enter the door to truly begin the Elite 4 challenge.

3.41a. Sydney and the Dark

As you begin, you need to climb some stairs. As you reach the top and enter the door, you will meet the first enemy in the Elite 4...Sydney, the master of Dark pokemon! For the Elite Four, I will post the movesets of all the pokemon each of them have. I will also have some of the gym info added in.

Elite 4 Sydney-

Pokemon Type: Dark

Recommended Types: Bug, Fighting

Not Recommended Types: Psychic, Ghost, Dark

Pokemon-

Mightyena Lv. 46

Crunch

Swagger

Take Down

Sand Attack

Sharpedo Lv. 48

Surf

Slash

Crunch

Swagger

Shiftry Lv. 48

Extrasensory

Fake Out

Double Team

Swagger

Cacturne Lv. 46

Cotton Spore

Leech Seed

Faint Attack

Needle Arm

Absol Lv. 49

Slash

Snatch

Sword Dance

Aerial Ace

This is off to an okay start. If you have your pokemon at atleast level 50, you should be okay. Three-fifths of his pokemon have a x4 weakness to Bug attacks. For this battle, I suggest Beautifly. Use any bug attacks on Mightyena, Shiftry, Cacturne, and Absol. For Sharpedo, however, I suggest using Silver Wind to bypass his Rough Skin ability. I'm not saying you have to use Beautifly, but he has a bug attack that doesn't hurt the user when used on Sharpedo. You can still use Fighting pokemon. Like I said, this member is not too hard. He can be hard if you have all the wrong pokemon (sorry to say it, but your in trouble if you have an all Psychic team). Absol is his main pokemon here. Its ability is Pressure. Pressure makes it so when you attack it, you lose 2 PP instead of 1. He also knows Snatch. If you use an attack with an effect, and Absol uses Snatch, he will use the ability of the attack against you.

Once you beat Sydney, go up to the door.

3.41b. Phoebe and her shadow

Now climb up the new set of stairs. As you enter the door, you will see your next enemy, the shadow trainer Phoebe.

Elite 4 Phoebe-

Pokemon Type- Ghost

Recommended Types: Normal, Ghost, Dark

Not Recommended Types: Psychic, Normal, Ghost, Fighting

Pokemon-
Dusclops Lv. 48
Curse
Confuse Ray
Future Sight
Shadow Punch

Banette Lv. 49
Will-O-Wisp
Spite
Shadow Ball
Faint Attack

Sableye Lv. 50
Attract (NO!!!!!!)
Psychic
Shadow Ball
Faint Attack

Banette Lv. 49
Skill Swap
Psychic
Toxic
Shadow Ball

Dusclops Lv. 51
Shadow Ball
Ice Beam
Earthquake
Confuse Ray

As you can see, Normal types and Ghost types are both recommended and not recommended. Normal type pokemon are immune to ghost pokemon, but ghost pokemon are also immune to normal pokemon. Ghost pokemon are strong and weak against ghost pokemon. Phoebe resides on the line between okay and annoying. Dusclops has the same ability as Absol, Pressure. As you can see with the second Dusclops, it knows Ice Beam and Earthquake. That means that, altogether, it has an advantage over 14 TYPES!!!! The only three it doesn't have an advantage over are Water, Bug, and Dark pokemon. For this battle, I suggest a Sharpedo. Sharpedo is resistant to Dusclops 2's Ice Beam and all ghost attacks this girl has. Also, he is immune to both psychics. Also make sure it is female to avoid the use of Sableye's attract. Remember, Sableye has no weaknesses, unless you have a fighting pokemon with Foresight.

Once you beat Phoebe, go into the door to enter, another flight of stairs!

3.41c. Glacia and her blizzard

As you climb up the stairs, prepare your Fighting pokemon. Once you finally reach the top of the stairs, you will meet the master of disaster in the Elite Four. She is, the one, the only, Glacia, queen of Ice pokemon.

Elite 4 Glacia-
Pokemon Type- Ice
Recommended Types: Rock, Electric (you will see soon), Fire (not

always), Fighting

Not Recommended Types: Grass, Ground, Flying, Dragon

Pokemon-

Glalie Lv. 50

Hail

Ice Beam

Crunch

Light Screen

Sealeo Lv. 50

Body Slam

Surf

Ice Ball

Hail

Sealeo Lv. 52

Attract!!!

Dive

Blizzard

Hail

Walrein Lv. 53

Sheer Cold

Surf

Body Slam

Blizzard

Glalie Lv. 52

Shadow Ball

Crunch

Hail

Ice Beam

For the love of god, you might want to throw your Gameboy into the wall after this if you don't train enough, or don't have a good pokemon to use against it (please don't throw it into the wall). The reason I don't suggest to use Fire pokemon the whole time is because of Sealeo, Sealeo, and Walrein. Walrein is the evolved form of Sealeo, who is the evolved form of Spheal. Glalie gets off to a harsh start by using Hail. You already heard about Hail before. It hits all non-ice pokemon for 5 turns. It will also use Light Screen, which greatly enhances the users Special Defense. Crunch is a really powerful dark attack. Walrein knows an attack called Sheer Cold. It is in a small group of attacks that knock out the foe IN ONE HIT!! The group consists of Fissure, Horn Drill, Guillotine, and now Sheer Cold. However, they only have 30% accuracy, but they still manage to hit most of the time. The level 52 Sealeo knows ATTRACT!! Not again!! A good fighting pokemon to have is Hariyama with the Thick Fat ability. Thick Fat lowers the strength of Fire and ICE attacks. Use something like Vital Throw for a quick knock out. Also have Brick Break to destroy the Light Screen.

Once you beat Glacia, go up to the door.

3.41d. Drake and his dragons

Once you reach the top of the stairs, you will see your fourth member of the Elite 4. This time, you are fighting Drake, the Dragon master.

Elite 4 Drake-

Pokemon Type- Dragon

Recommended Types- Ice, Dragon

Not Recommended Types- Dragon, Fire, Grass, Water, Electric

Pokemon-

Shellgon Lv. 53

Protect

Rock Tomb

Dragon Claw

Crunch

Flygon Lv. 53

Sandstorm

Dragonbreath

Dig

Sand Tomb

Flygon Lv. 53

Crunch

Dragonbreath

Flamethrower

Sand Attack

Altaria Lv. 54

Dragon Dance

Take Down

Fly

Dragonbreath

Salamence Lv. 55

Fly

Flamethrower

Crunch

Dragon Claw

If you have Kyogre, claim this as an instant victory. 4/5 of Drake's dragon pokemon have a x4 weakness to ice attacks (Kyogre knows Ice Beam). Shellgon is the only one with only a x2 weakness to ice attacks. Jut food for thoughts, Dragon pokemon have the advantage over Dragon pokemon (like with ghost). It is recommended to have a water pokemon that knows ice attacks (such as Kyogre or Walrein) to beat this guy. Three of his pokemon have an attack that has an advantage over ice pokemon. I really don't have anything else to say other than to use ice attacks.

Now that Drake has gone done, go up to the stairs above.

3.41e. The champion

Are you ready for possibly the hardest trainer you ever fought? Restore all your pokemon to full health. This is a really long staircase. As you go up, remember all of what you can about previous moments in the game. As you reach the top, save if you want. Now go in the door. As you enter you will see the champion. The champion...is STEVEN!! He will talk a little, and then the battle for the championship will begin.

Champion Steven-

Pokemon Types- Rock, Ground, Steel

Recommended Types: Water, Grass, Fire, Ground, Fighting, Steel, Ice

Not Recommended Types: Rock, Electric, Poison, Fire, Flying, Bug,

Normal

Pokemon-

Skarmory Lv. 57

Spikes

Toxic

Steel Wing

Aerial Ace

Aggron Lv. 56

Solarbeam

Earthquake

Thunder

Dragon Claw

Armaldo Lv. 56

Water Pulse

Aerial Ace

Ancientpower

Slash

Cradily Lv. 56

Giga Drain

Confuse Ray

Ancientpower

Sludge Bomb

Claydol Lv. 55

Psychic

Earthquake

Light Screen

Reflect

Metagross Lv. 58

Psychic

Meteor Mash

Earthquake

Hyper Beam

If you don't have any of the types list in the list of recommended types, then you are in trouble. First, he will send out Skarmory. Skarmory knows Steel Wing, which you know is a Steel attack. Aerial Ace, as mentioned during your fight against Winona, never misses. Spikes is an attack that causes damage to any pokemon you switch out to as soon as it is sent out unless it is a flying pokemon. Toxic is an attack that drains health each turn, with rising power. Aggron is a Rock/Steel pokemon, so he has a x4 weakness against Ground AND Fighting attacks. Solarbeam loads up on the first turn and strikes the next. It doesn't have any load up if Sunny Day is in effect. It has TWO turns of load up is Rain Dance is in effect. You already know Earthquake. Thunder is the most powerful accessible electric attack in the game. It has about 140 base damage. Dragon Claw was mentioned back in Meteor Falls. Armaldo is Bug/Rock. Ancientpower is an attack that may raise all of the users stats. Cradily is Grass/Rock. Giga Drain is much more powerful than Absorb, and it has the same effect. Sludge Bomb is the most powerful poison attack in the game. Claydol is Ground/Psychic. Light Screen is an attack that raises the users Special Defense while Reflect is the same; only it raises attack. Psychic is a powerful...well...psychic attack (it doesn't take a genius to find that

out.) Metagross is his main pokemon, and also possibly the hardest pokemon you ever fought. He is Steel/Psychic. Hyper Beam is a powerful normal-type attack that makes the user lose his next turn. You already know Psychic and Earthquake. Finally, there is Meteor Mash, Metagross' trademark attack. It is a really powerful steel attack that may raise his attack stat. I think you should have a Medicham. Give it Shadow Ball and Hi Jump Kick and it can handle three of his pokemon: Aggron, Armaldo, and Claydol. I also suggest that you bring a Charizard if you have a cheating device or Fire Red/Leaf Green if you live in the right country. Give it Flamethrower, Earthquake, and Steel Wing to handle the three other pokemon. If you can't, then use Salamence with the same attacks. Basically; here are the types of attack I recommend for each pokemon...

Skarmory: Electric, Fire

Aggron: Water, Ground, Fighting

Cradily: Poison, Steel, Ice

Armaldo: Water, Ground, Fighting, Steel

Claydol: Water, Grass, Ghost, Ice, Dark

Metagross: Ground

This fight may go on for a long time. Steven has been known to use more Full Restores than anyone you've ever fought before. But once you knock out his sixth and final pokemon, congratulations! You beat the Elite 4!

Here is a recap of pokemon you might want to use for the Elite 4 and what attacks they should know.

Beautifully- Silver Wind

Sharpedo- Crunch

Hariyama (w/ Thick Fat)- Brick Break/Vital Throw

Kyogre- Ice Beam

Medicham- Hi Jump Kick and Shadow Ball

Charizard/Salamence- Steel Wing, Flamethrower, Earthquake

Now that you have beaten Steven, you have beaten the game! But you still have more stuff to do.

3.42. The End

Once you beat Steven, he will talk a little, and then your rival will come in. S/he will try to give you information on beating the champion, and then s/he will notice that you already won. Professor Birch will come in and congratulate you on your victory. He will check your pokedex for how many pokemon you have seen or caught. Then Steven will take you into the room behind you. May/Brendan will try to follow you, only to find out that s/he can't. You will be taken into the final room. It is a glass tile room that is pretty dark. Steven will stop halfway in to say that this is where the champions are honored. You will then continue on up. At the top, there is a really big machine. You will put your pokemon in it. It will flash, and then your game will be saved. Your pokemon will appear on the front of the screen as they are inducted into the hall of fame. Now the credits will roll. You can watch it if you want. It shows all the pokemon you have obtained. You can now turn off your game.

THE END!!!!!!!

3.43. Aftermath

After 52 pages of typing up the main walkthrough, we still have stuff to do. This section is devoted to showing you the stuff you can do ONLY AFTER YOU BEAT STEVEN. Once you turn back on your file, go downstairs (you are back in your own home). Norman (yo' daddy) will be there. He will talk a little, and then he will give you the S.S. Ticket. Now you ride the S.S. Tidal. We'll get to that later. Also, the TV will be flashing. Check it and someone on it will say that a red bird has been seen flying across Hoenn (if they only knew what it really is). We'll also go for that later. First, we will go for the smallest pokemon you can only get once you beat the game...Beldum.

3.43a. Beldum, a pathetic pokemon...is it?

If you want to know how easy Beldum is to get, tap your computer. That is how easy it is to get him. First, fly to Mossdeep City. As you land, go to Steven's house (the northwest one). There will be a pokeball on the table. A note will be next to it. It is from Steven. He says that he went journeying and wants you to have the first form of his favorite pokemon. Basically, he wants you to have the pokemon on the table. That pokemon is Beldum. Beldum is a blue Steel/Psychic pokemon. Sound familiar? I thought so. Beldum is the first stage of a three-stage pokemon. The final stage is his main pokemon...Metagross! Beldum is at level 5. At 20, he evolves into Metang. Then he evolves into Metagross at level 45. Right now, Beldum only knows Take Down. The next moves he learn are Confusion and Metal Claw at level 20. That means that he learns no moves until he becomes a Metang. He can't even learn any TM or HM attacks until he evolves. Though he may be weak now, it all pays off once you have the all-powerful Metagross.

3.43b. Rayquaza, the ultimate pokemon. A Sky Pillar to Climb

It's time to convert from the weak and useless (until it evolves) to the all-powerful. First, you need to fly to Pacifidlog Town. Make sure you have the Mach Bike and as many Ultra Balls as possible.

Location; Pacifidlog Town

As you land, go to the right and surf over. When you see a piece of water branching off from the route (the branch is going northwest), follow it. You see a huge structure. Go in.

Location: Sky Pillar

Wild Pokemon-

Mawile/Sableye, Claydol, Golbat, Dusclops/Banette, Altaria

There are multiple areas on the Sky Pillar. The first two areas don't have pokemon. Find the door at the end of the first area. Now you are outside, but still in the Sky Pillar. Enter the door to enter the actual building. Now you can find wild pokemon. The levels of the pokemon raise as you go higher up in the pillar. On the first floor, find the door at the end. Now on the second floor, you need the Mach Bike. Using it, you need to cross the entire room without stopping. Be careful and get practice. The third floor is like the first floor. Just find the next door. Now, the fourth floor is like the second floor. It got a lot harder, though. You need to stop on the holes NEXT to the final hole. You will land in a new part of the third floor. Go up the stairs to be in a new part of the fourth floor. Go over the stairs to be on the fifth floor. Here, pokemon can reach near level 58. Just go over to the door. Here, you will be on the sixth floor (a.k.a. the

roof). Go over to the stairs and go up to see your reward, the legendary Rayquaza. SAVE BEFORE TALKING TO IT!!! As with other legendary pokemon, you need to battle it.

Pokemon Battle- Rayquaza Lv. 70 (wow!)

Attacks:

Extremespeed

Fly

Outrage

Rest

This could be the hardest pokemon you have ever caught. First, not even a fair leveled Kyogre (50-55) can knock Rayquaza out with an Ice Beam, even though it is x4 effective. Also, once you manage to get its health low, it will likely use Rest to restore its HP. Now you have 2 turns to get his health low while he's asleep (Rest only lasts for two turns). Extremespeed is a powerful attack that always goes first, unless a faster pokemon uses Extremespeed. Fly was mentioned before. Outrage is a 2-3 turn dragon attack that does serious damage each time (90 or so base damage). However, it confuses the user afterwards. But if you can get three turns, that's 405 base damage (including STAB). I suggest a powerful ice pokemon, like Walrein or Glalie. With an ice beam from them, hope that Rayquaza uses Rest. Now use Ice Beam once he goes to sleep and start chucking Ultra Balls until you have a Lv. 70 Rayquaza.

3.43c. S.S. Tidal

Once you get the S.S. Ticket from Norman after beating Steven, you can ride the S.S. Tidal. The S.S. Tidal takes off from Slateport City and Lilycove City. You can ride it to the Battle Tower. The Battle Tower involves battling 7 straight trainers. You choose between battling Lv. 50 pokemon and battling Lv. 100 pokemon. You get healed after each battle. It is much easier than the Battle Tower in Pokemon Crystal. You can win prizes after beating enough Battle Tower Trainers. Anyways, if you decide to ride from Slateport to Lilycove or vice versa, you can ride it while walking around inside. There are multiple trainers in there, including a Rich Boy and a Lady. There is a trashcan on the bottom floor with a Leftover in it. Leftover is an item that slowly restores HP in battle. Also, at the top of the first floor, you will see...Mr. Briney!! This is probably the reason he stopped giving you rides and just disappeared after you got Surf. The ports for the S.S. Tidal are: the building where Team Magma/Aqua stole the submarine in Slateport, and the building below the contest house in Lilycove City.

AND WITH THAT, THE WALKTHROUGH IS OFFICIALLY OVER.

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4. New Features

-almost everything, except for the 67 returning pokemon and the returning TMs and HMs, as well as other returning attacks.

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5. Game Differences-

Ruby Exclusive Pokemon-

Seedot, Nuzleaf, Shiftry, Mawile, Zangoose, Solrock, Groudon

Sapphire Exclusive Pokemon-

Lotad, Lombre, Ludicolo, Sableye, Seviper, Lunatone, Kyogre

In Ruby, Team Magma is bad and Team Aqua is good.

In Sapphire, Team Aqua is bad and Team Magma is good.

In Ruby, Team Magma tries to expand the land

In Sapphire, Team Aqua tries to expand the sea

In Ruby, The meteorite is meant to make the volcano erupt

In Sapphire, The meteorite is meant to make the volcano dry up

There are more...

=====

6. Pokedex

NOTE: ** means that it can only be obtained by using the Move Tutor.

The *** means that they are only obtained by reaching that level in
Pokemon Fire Red/Leaf Green.

Treeko- Professor Birch

Grovyle- Treeko level 16

Sceptile- Grovyle level 36-

Gender- 85% male/ 15% female

Type: Grass (all of them)

Ability- Overgrow (all of them)

Moveset:

Treeko-

Start- Pound

Start- Leer

Lv. 6- Absorb

Lv. 11- Quick Attack

Lv. 16- Pursuit

Lv. 21- Screech

Lv. 26- Mega Drain

Lv. 31- Agility

Lv. 36- Slam

Lv. 41- Detect

Lv. 46- Giga Drain

Grovyle-

Lv. 16- Fury Cutter

Lv. 17- Pursuit

Lv. 23- Screech

Lv. 29- Leaf Blade

Lv. 35- Agility

Lv. 41- Slam

Lv. 47- Detect

Lv. 53- False Swipe

Sceptile-

Lv. 43- Slam

Lv. 51- Detect

Lv. 59- False Swipe

Egg Group- Monster & Dragon

Egg Moves- Mud Sport, Endeavor, Crunch, Leech Seed, Crush Claw, Dragonbreath.

TM/HM's learned- TM01, TM02 (Sceptile), TM06, TM09, TM10, TM11, TM17, TM19, TM20, TM21, TM22, TM23, TM26 (Sceptile), TM27, TM28, TM31, TM32, TM39, TM40, TM42, TM43, TM44, TM45, HM01, HM04, HM05, HM06

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Torchic- Professor Birch
Combusken- Torchic level 16
Blaziken- Combusken level 36

Gender- 85% male/ 15% female
Type: Fire, Fire/Fighting (Blaziken)

Ability- Blaze (all of them)

Moveset:

Torchic-
Start- Scratch
Start- Growl
Lv. 7- Focus Energy
Lv. 10- Ember
Lv. 16- Peck
Lv. 19- Sand Attack
Lv. 25- Fire Spin
Lv. 28- Quick Attack
Lv. 34- Slash
Lv. 37- Mirror Move
Lv. 43- Flamethrower

Combusken-
Lv. 16- Double Kick
Lv. 21- Sand Attack
Lv. 28- Bulk Up
Lv. 32- Quick Attack
Lv. 39- Slash
Lv. 43- Mirror Move
Lv. 50- Sky Uppercut

Blaziken-
Lv. 36- Blaze Kick
Lv. 42- Slash
Lv. 49- Mirror Move
Lv. 59- Sky Uppercut
Lv. *- Fire Punch

Egg Group- Ground

Egg Moves- Counter, Reversal, Endure, Swagger, Smellingsalt, Rock Slide

TM/HM's learned- TM05 (Blaziken), TM06, TM08 (Combusken/Blaziken) TM10, TM11, TM15 (Blaziken), TM17, TM21, TM26 (Blaziken), TM27, TM28, TM31, TM32, TM35, TM38, TM39, TM40, TM42, TM43, TM44, TM45, TM50, HM01, HM04, HM06

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Mudkip- Professor Birch
Marshtomp- Mudkip level 16
Swampert- Marshtomp level 36

Gender- 85% male/ 15% female
Type: Water, Water/Ground (Marshtomp and Swampert)

Ability- Torrent

Moveset:

Mudkip-

Start- Tackle

Start- Growl

Lv. 6- Mud Slap

Lv. 10- Water Gun

Lv. 15- Bide

Lv. 19- Foresight

Lv. 24- Mud Sport

Lv. 28- Take Down

Lv. 33- Whirlpool

Lv. 37- Protect

Lv. 42- Hydro Pump

Lv. 46- Endeavor

Marshtomp-

Lv. 16- Mud Shot

Lv. 20- Foresight

Lv. 25- Mud Sport

Lv. 31- Take Down

Lv. 37- Muddy Water

Lv. 42- Protect

Lv. 46- Earthquake

Lv. 53- Endeavor

Swampert-

Lv. 39- Muddy Water

Lv. 46- Protect

Lv. 52- Earthquake

Lv. 61- Endeavor

Poochyena- Route 101, 102, 103

Mightyena- Poochyena level 18

Type: Dark (both of them)

Ability:

Poochyena- Run Away

Mightyena- Intimidate

Moveset:

Poochyena-

Start- Tackle

Lv. 5- Howl

Lv. 9- Sand Attack

Lv. 13- Bite

Lv. 17- Odor Sleuth

Lv. 21- Roar

Lv. 25- Swagger

Lv. 29- Scary Face

Lv. 33- Take Down
Lv. 37- Taunt
Lv. 41- Crunch
Lv. 45- Thief

Mightyena-

Lv. 22- Roar
Lv. 27- Swagger
Lv. 32- Scary Face
Lv. 37- Take Down
Lv. 42- Taunt
Lv. 47- Crunch
Lv. 52- Thief

Zigzagoon- almost every route in the game

Linoone- Zigzagoon level 20, Route 118, 119, 120, 121, 122, 123

Type: Normal

Ability: Pick Up

Moveset:

Zigzagoon-

Start- Tackle
Start- Growl
Lv. 5- Tail Whip
Lv. 9- Heatbutt
Lv. 13- Sand Attack
Lv. 17- Odor Sleuth
Lv. 21- Mud Sport
Lv. 25- Pin Missile
Lv. 29- Covet
Lv. 33- Flail
Lv. 37- Rest
Lv. 41- Belly Drum

Linoone-

Lv. 23- Mud Sport
Lv. 29- Fury Swipes
Lv. 35- Covet
Lv. 41- Slash
Lv. 47- Rest
Lv. 53- Belly Drum

Wurmple- Route 101, 102, 104, Petalburg Forest

Silcoon- Wurmple level 7, Petalburg Forest

Beautifly- Silcoon level 10

Cascoon- Wurmple level 7, Petalburg Forest

Dustox- Cascoon level 10

Type:

Wurmple- Bug
Silcoon- Bug
Beautifly- Bug/Flying
Cascoon- Bug
Dustox- Bug/Poison

Ability:

Wurmple- Shield Dust
Silcoon- Shed Skin

Beautifully- Swarm
Cascoon- Shed Skin
Dustox- Shield Dust

Moveset:

Wurmple-
Start- Tackle
Start- String Shot
Lv. 5- Poison Sting

Silcoon-
Lv. 7- Harden

Beautifully-
Lv. 13- Gust
Lv. 17- Stun Spore
Lv. 20- Morning Sun
Lv. 24- Mega Drain
Lv. 27- Whirlwind
Lv. 31- Attract
Lv. 34- Silver Wind
Lv. 38- Giga Drain

Cascoon-
Lv. 7- Harden

Dustox-
Lv. 13- Gust
Lv. 17- Protect
Lv. 24- Psybeam
Lv. 27- Whirlwind
Lv. 31- Light Screen
Lv. 34- Silver Wind
Lv. 38- Toxic

Lotad- Route 102, 114 (only in Sapphire)
Lombre- Lotad level 14, Route 114 (only in Sapphire)
Ludicolo- Lombre with Water Stone

Type: Grass/Water (all of them)

Ability- Swift Swim (all of them) or Rain Dish (all of them)

Moveset:

Lotad-
Start- Astonish
Start- Growl
Lv. 7- Absorb
Lv. 13- Nature Power
Lv. 21- Mist
Lv. 31- Rain Dance
Lv. 43- Mega Drain

Lombre-
Lv. 19- Fake Out
Lv. 25- Fury Swipes
Lv. 31- Water Sport
Lv. 37- Thief
Lv. 43- Uproar
Lv. 49- Hydro Pump

Ludicolo-
none

Seedot- Route 102, 114 (only in Ruby)
Nuzleaf- Seedot level 14, Route 114 (only in Ruby)
Shiftry- Nuzleaf with Leaf Stone

Type:

Seedot- Grass
Nuzleaf/Shiftry- Grass/Dark

Ability- Chlorophyll (all of them) or Early Bird (all of them)

Moveset:

Seedot-
Start- Bide
Start- Harden
Lv. 7- Growth
Lv. 13- Nature Power
Lv. 21- Synthesis
Lv. 31- Sunny Day
Lv. 43- Explosion

Nuzleaf-

Lv. 19- Fake Out
Lv. 25- Torment
Lv. 31- Faint Attack
Lv. 37- Razor Wind
Lv. 43- Swagger
Lv. 49- Extrasensory

Shiftry-

None

Tailow- Route 104, 115, 116
Swellow- Tailow level 22

Type: Normal/Flying

Ability- Guts (both of them)

Moveset-

Tailow-
Start- Peck
Start- Growl
Lv. 4- Focus Energy
Lv. 8- Quick Attack
Lv. 13- Wing Attack
Lv. 19- Double Team
Lv. 26- Endeavor
Lv. 34- Aerial Ace
Lv. 43- Agility

Swellow-

Lv. 28- Endeavor
Lv. 38- Aerial Ace
Lv. 49- Agility

Wingull- almost every route in the game

Pelliper- Wingull level 25, almost every water route

Type: Flying/Water (both of them)

Ability- Keen Eye (both of them)

Moveset:

Wingull-

Start- Growl

Start- Water Gun

Lv. 7- Supersonic

Lv. 13- Wing Attack

Lv. 21- Mist

Lv. 31- Quick Attack

Lv. 43- Pursuit

Lv. 55- Agility

Pelliper-

Lv. 25- Protect

Lv. 33- Stockpile

Lv. 33- Swallow

Lv. 47- Spit up

Lv. 61- Hydro Pump

Ralts- Route 102

Kirlia- Ralts level 20

Gardevoir- Kirlia level 30

Type: Psychic (all of them)

Ability- Trace (all of them) or Synchronize (all of them)

Moveset:

Ralts-

Start- Growl

Lv. 6- Confusion

Lv. 11- Double Team

Lv. 16- Teleport

Lv. 21- Calm Mind

Lv. 26- Psychic

Lv. 31- Imprison

Lv. 36- Future Sight

Lv. 41- Hypnosis

Lv. 46- Dream Eater

Kirlia-

Lv. 21- Calm Mind

Lv. 26- Psychic

Lv. 33- Imprison

Lv. 40- Future Sight

Lv. 47- Hypnosis

Lv. 54- Dream Eater

Gardevoir-

Lv. 33- Imprison

Lv. 42- Future Sight

Lv. 51- Hypnosis

Lv. 60- Dream Eater

Surskit- Route 102, 111, 114, 117, 120

Masquerain- Surskit level 22

Type:

Surskit- Bug/Water

Masquerain- Bug/Flying

Ability-

Surskit- Swift Swim

Masquerain- Intimidate

Moveset:

Surskit-

Start- Bubble

Lv. 7- Quick Attack

Lv. 13- Sweet Scent

Lv. 19- Water Sport

Lv. 25- Bubblebeam

Lv. 31- Agility

Lv. 37- Mist

Lv. 37- Haze

Masquerain-

Lv. 26- Gust

Lv. 33- Scary Face

Lv. 40- Stun Spore

Lv. 47- Silver Wind

Lv. 53- Whirlwind

Shroomish- Petalburg Forest

Breloom- Shroomish level 23

Type:

Shroomish- Grass

Breloom- Grass/Fighting

Ability- Effect Spore (both of them)

Moveset:

Shroomish-

Start- Absorb

Start- Tackle

Lv. 7- Stun Spore

Lv. 10- Leech Seed

Lv. 16- Mega Drain

Lv. 22- Headbutt

Lv. 28- Poisonpowder

Lv. 36- Growth

Lv. 45- Giga Drain

Lv. 54- Spore

Breloom-

Lv. 23- Mach Punch

Lv. 28- Counter

Lv. 36- Sky Uppercut

Lv. 45- Mind Reader

Lv. 54- Dynamicpunch

Slakoth- Petalburg Forest

Vigoroth- Slakoth level 18

Slaking- Vigoroth level 36

Type: Normal (all of them)

Ability-

Slakoth- Truant

Vigoroth- Vital Spirit

Slaking- Truant

Moveset:

Slakoth-

Start- Scratch

Start- Yawn

Lv. 7- Encore

Lv. 13- Slack Off

Lv. 19- Faint Attack

Lv. 25- Amnesia

Lv. 31- Covet

Lv. 37- Counter

Lv. 43- Flail

Vigoroth-

Lv. 19- Faint Attack

Lv. 25- Amnesia

Lv. 31- Covet

Lv. 37- Counter

Lv. 43- Focus Punch

Lv. 49- Reversal

Slaking-

Lv. 36- Swagger

Lv. 37- Counter

Lv. 43- Flail

Abra- Granite Cave

Kadabra- Abra level 16

Alakazam- Kadabra through trading

Type: Psychic (all of them)

Ability: Synchronize (all of them) or Inner Focus (all of them)

Moveset:

Abra-

Teleport

Kadabra-

Lv. 16- Confusion

Lv. 18- Disable

Lv. 21- Psybeam

Lv. 23- Reflect

Lv. 25- Recover

Lv. 30- Future Sight

Lv. 33- Role Play

Lv. 36- Psychic

Lv. 43- Trick

Alakazam-

Lv. 18- Disable

Lv. 21- Psybeam

Lv. 23- Reflect

Lv. 25- Recover
Lv. 30- Future Sight
Lv. 33- Calm Mind
Lv. 36- Psychic
Lv. 43- Trick

Nincada- Route 116

Ninjask- Nincada level 20

Shedinja- Nincada level 20 with an open slot in your party and any type of pokeball with you

Type:

Nincada- Bug/Ground

Ninjask- Bug/Flying

Shedinja- Bug/Ghost

Ability-

Nincada- compoundeyes

Ninjask- Speed Boost

Shedinja- Wonder Guard

Moveset:

Nincada-

Start- Scratch

Start- Harden

Start- Leech Life

Lv. 9- Sand Attack

Lv. 14- Fury Swipes

Lv. 19- Mind Reader

Lv. 25- False Swipe

Lv. 31- Mud Slap

Lv. 38- Metal Claw

Lv. 45- Dig

Ninjask-

Lv. 20- Double Team

Lv. 20- Fury Cutter

Lv. 20- Screech

Lv. 25- Sword Dance

Lv. 31- Slash

Lv. 38- Agility

Lv. 45- Baton Pass

Shedinja-

NOTE: The three moves at level 20 that Ninjask learn are also passed to Shedinja. Ex. If you teach Ninjask Double Team and Fury Cutter, Shedinja will also learn those and not Screech. Get it?

Ninjask- Double Team

Ninjask- Fury Cutter

Ninjask- Screech

Lv. 25- Spite

Lv. 31- Confuse Ray

Lv. 38- Shadow Ball

Lv. 45- Grudge

Whismur- Route 116, Rusturf Tunnel

Loudred- Whismur level 20, Victory Road

Exploud- Loudred level 40

Type: Normal (all of them)

Ability- SoundProof (all of them)

Moveset:

Whismur-

Start- Pound

Start- Uproar

Lv. 11- Astonish

Lv. 15- Howl

Lv. 21- Supersonic

Lv. 26- Stomp

Lv. 31- Screech

Lv. 35- Roar

Lv. 41- Rest

Lv. 41- Sleep Talk

Lv. 45- Hyper Voice

Loudred-

Lv. 23- Supersonic

Lv. 29- Stomp

Lv. 37- Screech

Lv. 43- Roar

Lv. 51- Rest

Lv. 51- Sleep Talk

Lv. 57- Hyper Voice

Exploud-

Lv. 40- Hyper Beam

Lv. 45- Roar

Lv. 55- Rest

Lv. 55- Sleep Talk

Lv. 63- Hyper Voice

Makuhita- Granite Cave

Hariyama- Makuhita level 24

Type: Fighting (both of them)

Ability: Guts (both of them) or Thick Fat (all of them)

Moveset:

Makuhita-

Start- Tackle

Start- Focus Energy

Start- Sand Attack

Lv. 10- Arm Thrust

Lv. 13- Vital Throw

Lv. 19- Fake Out

Lv. 22- Whirlwind

Lv. 28- Knock Off

Lv. 31- Smellingsalt

Lv. 37- Belly Drum

Lv. 40- Endure

Lv. 46- Seismic Toss

Lv. 49- Reversal

Hariyama-

Lv. 29- Knock off

Lv. 33- Smellingsalt

Lv. 40- Belly Drum

Lv. 44- Endure
Lv. 51- Seismic Toss
Lv. 55- Reversal

Goldeen- Route 102, 111, 114, 117, 120, Safari Zone, Victory Road
(Fishing)
Seaking- Goldeen level 33, Safari Zone, Victory Road

Type: Water (both of them)

Ability: Swift Swim (both of them) or Water Veil (both of them)

Moveset:

Goldeen-
Start- Peck
Start- Tail Whip
Start- Water Sport
Lv. 10- Supersonic
Lv. 15- Horn Attack
Lv. 24- Flail
Lv. 29- Fury Attack
Lv. 38- Waterfall
Lv. 43- Horn Drill
Lv. 52- Agility
Lv. 57- Megahorn***

Seaking-

Lv. 41- Waterfall
Lv. 49- Horn Drill
Lv. 61- Agility
Lv. 69- Megahorn***

Magikarp- Any water with an Old Rod
Gyarados- Magikarp level 20

Type:

Magikarp- Water
Gyarados- Water/Flying

Ability-

Magikarp- Swift Swim
Gyarados- Intimidate

Moveset:

Magikarp-
Start- Splash
Lv. 15- Tackle
Lv. 30- Flail

Gyarados-

Lv. 20- Bite
Lv. 25- Dragon Rage
Lv. 30- Leer
Lv. 35- Twister
Lv. 40- Hydro Pump
Lv. 45- Rain Dance
Lv. 50- Dragon Dance
Lv. 55- Hyper Beam

Azurill- Breed two Marills or Azurmarills with one holding the Sea

Incense

Marill- Azurill through Friendship, Route 102, 111, 114, 117, 120

Azumarill- Marill level 18

Type:

Azurill- Normal

Marill/Azumarill- Water

Ability: Thick Fat (all of them) or Huge Power (all of them)

Moveset:

Azurill-

Start- Splash

Start- Charm

Lv. 6- Tail Whip

Lv. 10- Bubble

Lv. 15- Slam

Lv. 20- Water Gun

Marill-

Start- Tackle

Start- Defense Curl

Lv. 6- Tail Whip

Lv. 10- Water Gun

Lv. 15- Rollout

Lv. 21- Bubblebeam

Lv. 28- Double-Edge

Lv. 36- Rain Dance

Lv. 45- Hydro Pump

Azumarill-

Lv. 24- Bubblebeam

Lv. 34- Double-Edge

Lv. 45- Rain Dance

Lv. 57- Hydro Pump

Geodude- Granite Cave, Rock Smash Rocks

Graveler- Geodude level 25

Golem- Gravelar through Trading

Type: Rock/Ground (all of them)

Ability: Rock Head (all of them) or Sturdy (all of them)

Moveset:

Geodude-

Start- Tackle

Start- Defense Curl

Lv. 6- Mud Sport

Lv. 11- Rock Throw

Lv. 16- Magnitude

Lv. 21- Selfdestruct

Lv. 26- Rollout

Lv. 31- Rock Blast

Lv. 36- Earthquake

Lv. 41- Explosion

Lv. 46- Double-Edge

Graveler-

Lv. 29- Rollout

Lv. 37- Rock Blast
Lv. 45- Earthquake
Lv. 53- Explosion
Lv. 62- Double-Edge

Golem-
Moveset is exactly the same as Graveler

Nosepass- Granite Cave Rocks

Type: Rock

Ability: Sturdy or Magnet Pull

Moveset:

Start- Tackle
Lv. 7- Harden
Lv. 13- Rock Throw
Lv. 16- Black
Lv. 22- Thunderwave
Lv. 28- Rock Slide
Lv. 31- Sandstorm
Lv. 37- Rest
Lv. 43- Zap Cannon
Lv. 46- Lock-On

Skitty- Route 116
Delcatty- Skitty with Moon Stone

Type: Normal

Ability: Cute Charm (both of them)

Moveset:

Skitty-
Start- Tackle
Start- Growl
Start- Tail Whip
Lv. 7- Attract
Lv. 13- Sing
Lv. 16- Doubleslap
Lv. 19- Assist
Lv. 25- Charm
Lv. 27- Faint Attack
Lv. 31- Covet
Lv. 37- Heal Bell
Lv. 39- Double Edge

Delcatty-
None

Zubat- Every Cave except for Rusturf Tunnel
Golbat- Zubat level 22, Victory Road
Crobat- Golbat through friendship

Type: Poison/Flying (all of them)

Ability: Inner Focus (all of them)

Moveset:

Zubat-

Start- Leech Life
Lv. 6- Supersonic
Lv. 11- Astonish
Lv. 16- Bite
Lv. 21- Wing Attack
Lv. 26- Confuse Ray
Lv. 31- Air Cutter
Lv. 36- Mean Look
Lv. 41- Poison Fang
Lv. 46- Haze

Golbat-

Lv. 28- Confuse Ray
Lv. 35- Air Cutter
Lv. 42- Mean Look
Lv. 49- Poison Fang
Lv. 56- Haze

Crobat-

Same moveset as Golbat

Tentacool- Any sea route, any water with Old Rod

Tentacruel- Tentacool level 30, later water routes

Type: Water/Poison (both of them)

Ability- Clear Body (both of them) or Liquid Ooze (both of them)

Moveset:

Tentacool-

Start- Poison Sting
Lv. 6- Supersonic
Lv. 12- Constrict
Lv. 19- Acid
Lv. 25- Bubblebeam
Lv. 30- Wrap
Lv. 36- Barrier
Lv. 43- Screech
Lv. 49- Hydro Pump

Tentacruel-

Lv. 38- Barrier
Lv. 47- Screech
Lv. 55- Hydro Pump

Sableye- Granite Cave, Cave of Origins, Victory Road, Sky Pillar (only in Sapphire)

Type: Ghost/Dark

Ability- Keen Eye

Moveset:

Start- Leer
Start- Scratch
Start- Foresight
Lv. 9- Night Shade
Lv. 13- Astonish
Lv. 17- Fury Swipes

Lv. 21- Fake Out
Lv. 25- Detect
Lv. 29- Faint Attack
Lv. 33- Knock Off
Lv. 37- Confuse Ray
Lv. 41- Shadow Ball
Lv. 45- Mean Look

Mawile- Granite Cave, Cave of Origins, Victory Road, Sky Pillar (only in Ruby)

Type: Steel

Ability: Hyper Cutter or Intimidate

Moveset:

Start- Astonish
Lv. 6- Fake Tears
Lv. 11- Bite
Lv. 16- Sweet Scent
Lv. 21- Vicegrip
Lv. 26- Faint Attack
Lv. 31- Baton Pass
Lv. 36- Crunch
Lv. 41- Iron Defense
Lv. 46- Stockpile
Lv. 46- Spit Up
Lv. 46- Swallow

Aron- Granite Cave, Victory Road
Lairon- Aron level 32, Victory Road
Aggron- Lairon level 42

Type: Steel/Rock (all of them)

Ability- Sturdy (all of them) or Rock Head (all of them)

Moveset:

Aron:
Start- Tackle
Start- Harden
Lv. 7- Mud Slap
Lv. 10- Headbutt
Lv. 13- Metal Claw
Lv. 17- Iron Defense
Lv. 21- Roar
Lv. 25- Take Down
Lv. 29- Iron Tail
Lv. 34- Protect
Lv. 39- Metal Sound
Lv. 44- Double-Edge

Lairon-
Lv. 37- Protect
Lv. 45- Metal Sound
Lv. 53- Double-Edge

Aggron-
Lv. 50- Metal Sound
Lv. 63- Double-Edge

Machop- Firey Path, Jagged Pass
Machoke- Machop level 28
Machamp- Machoke through trading

Type: Fighting (all of them)

Ability: Guts (all of them)

Moveset:

Machop-

Start- Low Kick

Start- Leer

Lv. 7- Focus Energy

Lv. 13- Karate Chop

Lv. 19- Seismic Toss

Lv. 22- Foresight

Lv. 25- Revenge

Lv. 31- Vital Throw

Lv. 37- Submission

Lv. 40- Cross Chop

Lv. 43- Scary Face

Lv. 49- Dynamicpunch

Machoke-

Lv. 33- Vital Throw

Lv. 41- Submission

Lv. 46- Cross Chop

Lv. 51- Scary Face

Lv. 59- Dynamicpunch

Machamp-

Exact same moveset as Machoke

Meditite- Mt. Pyre (outside, not the summit), Victory Road

Medicham- Victory Road

Type: Fighting/Psychic (both of them)

Ability: Pure Power (both of them)

Moveset:

Meditite:

Start- Bide

Start- Meditate

Lv. 9- Confusion

Lv. 12- Detect

Lv. 18- Hidden Power

Lv. 20- Swagger

Lv. 22- Mind Reader

Lv. 28- Calm Mind

Lv. 32- Hi Jump Kick

Lv. 38- Psych Up

Lv. 42- Reversal

Lv. 48- Recover

Medicham-

Lv. 40- Psych Up

Lv. 46- Reversal

Lv. 54- Recover

Electrike- Route 110, Route 118
Manetric- Electrike level 26, Route 118

Type: Electric

Ability: Lightningrod (both of them) or Static (both of them)

Moveset:

Electrike
Start- Tackle
Start- Thunder Wave
Lv. 9- Leer
Lv. 12- Howl
Lv. 17- Quick Attack
Lv. 20- Spark
Lv. 25- Odor Sleuth
Lv. 28- Roar
Lv. 33- Bite
Lv. 37- Thunder
Lv. 41- Charge

Manetric:

Lv. 31- Roar
Lv. 39- Bite
Lv. 45- Thunder
Lv. 53- Charge

Plusle- Route 110

Type: Electric

Ability: Plus

Moveset:

Start- Growl
Start- Thunder Wave
Lv. 10- Quick Attack
Lv. 13- Helping Hand
Lv. 19- Spark
Lv. 22- Encore
Lv. 28- Fake Tears
Lv. 31- Charge
Lv. 37- Thunder
Lv. 40- Baton Pass
Lv. 47- Agility

Minun- Route 110

Type: Electric

Ability: Minus

Moveset:

Start- Growl
Start- Thunder Wave
Lv. 10- Quick Attack
Lv. 13- Helping Hand
Lv. 19- Spark
Lv. 22- Encore

Lv. 28- Charm
Lv. 31- Charge
Lv. 37- Thunder
Lv. 40- Baton Pass
Lv. 47- Agility

Magnemite- New Mauville
Magnetron- Magnemite level 30

Type: Electric/Steel (both of them)

Ability: Magnet Pull (both of them) or Sturdy (both of them)

Moveset:

Magnemite:

Start- Metal Sound
Start- Tackle
Lv. 6- Thundershock
Lv. 11- Supersonic
Lv. 16- Sonicboom
Lv. 21- Thunder Wave
Lv. 26- Spark
Lv. 32- Lock-On
Lv. 38- Swift
Lv. 44- Screech
Lv. 50- Zap Cannon

Magnetron-

Lv. 35- Lock-On
Lv. 44- Tri Attack
Lv. 53- Screech
Lv. 62- Zap Cannon

Voltorb- New Mauville

Electrode- Voltorb level 30, some pokeballs in Team base

Type: Electric (both of them)

Ability: Soundproof (both of them) or Static (both of them)

Moveset:

Voltorb:

Start- Charge
Start- Tackle
Lv. 8- Screech
Lv. 15- Sonicboom
Lv. 21- Spark
Lv. 27- Selfdestruct
Lv. 32- Rollout
Lv. 37- Light Screen
Lv. 42- Swift
Lv. 46- Explosion
Lv. 49- Mirror Coat

Electrode-

Lv. 34- Rollout
Lv. 41- Light Screen
Lv. 48- Swift
Lv. 54- Explosion
Lv. 59- Mirror Coat

Volbeat- Route 117

Type: Bug

Ability: Swarm or Illuminate

Moveset:

Start- Tackle
Start- Confuse Ray
Lv. 9- Double Team
Lv. 13- Moonlight
Lv. 17- Quick Attack
Lv. 21- Tail Glow
Lv. 25- Signal Beam
Lv. 29- Protect
Lv. 33- Helping Hand
Lv. 37- Double-Edge

Illumize- Route 117

Type: Bug

Ability: Oblivious

Moveset:

Start- Tackle
Start- Sweet Scent
Lv. 9- Charm
Lv. 13- Moonlight
Lv. 17- Quick Attack
Lv. 21- Wish
Lv. 25- Encore
Lv. 29- Flatter
Lv. 33- Helping Hand
Lv. 37- Covet

Oddish- Route 110, Route 117, Safari Zone

Gloom- Oddish level 21, Safari Zone

Vileplume- Gloom with Leaf Stone

Bellosom- Gloom with Sun Stone

Type:

Oddish/Gloom/Vileplume- Grass/Poison

Bellosom- Grass

Ability: Chlorophyll

Moveset:

Oddish-
Start- Absorb
Lv. 7- Sweet Scent
Lv. 14- Poisonpowder
Lv. 16- Stun Spore
Lv. 18- Sleep Powder
Lv. 23- Acid
Lv. 32- Moonlight
Lv. 39- Petal Dance

Gloom-

Lv. 24- Acid
Lv. 35- Moonlight
Lv. 44- Petal Dance

Vileplume-

Lv. 44- Petal Dance

Bellossom-

Lv. 44- Petal Dance

Lv. 55- Solarbeam

Doduo- Safari Zone

Dodrio- Doduo level 31, Safari Zone

Type: Flying/Normal

Ability: Run Away (both of them) or Early Bird (both of them)

Moveset:

Doduo-

Start- Peck

Start- Growl

Lv. 9- Pursuit

Lv. 13- Fury Attack

Lv. 21- Tri Attack

Lv. 25- Rage

Lv. 33- Uproar

Lv. 37- Drill Peck

Lv. 45- Agility

Dodrio-

Lv. 38- Uproar

Lv. 47- Drill Peck

Lv. 60- Agility

Roselia- Route 117

Type: Grass/Poison

Ability: Natural Cure or Poison Point

Moveset:

Start- Absorb

Start- Growth

Lv. 9- Poison Sting

Lv. 13- Stun Spore

Lv. 17- Mega Drain

Lv. 21- Leech Seed

Lv. 25- Magical Leaf

Lv. 29- Grass Whistle

Lv. 33- Giga Drain

Lv. 37- Sweet Scent

Lv. 41- Ingrain

Lv. 45- Toxic

Lv. 49- Petal Dance

Lv. 53- Aromatherapy

Lv. 57- Synthesis

Gulpin- Route 110

Swalot- Gulpin level 26

Type: Poison (both of them)

Ability: Liquid Ooze (both of them) or Sticky Hold (both of them)

Moveset:

Gulpin-

Start- Pound

Lv. 6- Yawn

Lv. 9- Poison Gas

Lv. 14- Sludge

Lv. 17- Amnesia

Lv. 23- Encore

Lv. 28- Toxic

Lv. 34- Stockpile

Lv. 34- Spit Up

Lv. 34- Swallow

Lv. 39- Sludge Bomb

Swalot-

Lv. 26- Body Slam

Lv. 31- Toxic

Lv. 40- Stockpile

Lv. 40- Spit Up

Lv. 40- Swallow

Lv. 48- Sludge Bomb

Carvanha- most waters other than the ocean by using the Good Rod

Sharpedo- Carvanha level 30, Most waters with the Super Rod

Type: Water/Dark (both of them)

Ability: Rough Skin (both of them)

Moveset:

Carvanha-

Start- Leer

Start- Bite

Lv. 7- Rage

Lv. 13- Focus Energy

Lv. 16- Scary Face

Lv. 22- Crunch

Lv. 28- Screech

Lv. 31- Take Down

Lv. 37- Swagger

Lv. 43- Agility

Sharpedo-

Lv. 33- Slash

Lv. 38- Taunt

Lv. 43- Swagger

Lv. 48- Skull Bash

Lv. 53- Agility

Wailmer- Most waters with the Good and Super Rod

Wailord- Wailmer level 40, Route 129

Type: Water (both of them)

Agility: Water Veil (both of them) or Oblivious (both of them)

Moveset:

Wailmer-

Start- Splash

Start- Growl

Lv. 10- Water Gun

Lv. 14- Rollout

Lv. 19- Whirlpool

Lv. 23- Astonish

Lv. 28- Water Pulse

Lv. 32- Mist

Lv. 37- Rest

Lv. 41- Water Spout

Lv. 47- Amnesia

Lv. 50- Hydro Pump

Wailord-

Lv. 44- Water Spout

Lv. 52- Amnesia

Lv. 59- Hydro Pump

Numel- Route 112, Firey Path, Jagged Pass

Camerupt- Numel level 33

Type: Fire/Ground

Ability:

Numel- Oblivious

Camerupt- Magma Armor

Moveset:

Numel-

Start- Growl

Start- Tackle

Lv. 11- Ember

Lv. 19- Magnitude

Lv. 25- Focus Energy

Lv. 29- Take Down

Lv. 31- Amnesia

Lv. 35- Earthquake

Lv. 41- Flamethrower

Lv. 49- Double-Edge

Camerupt-

Lv. 33- Rock Slide

Lv. 37- Earthquake

Lv. 45- Eruption

Lv. 55- Fissure

Slugma- Firey Path

Magcargo- Slugma level 38

Type:

Slugma- Fire

Magcargo- Fire/Rock

Ability: Magma Armor (both of them) or Flame Body (both of them)

Moveset:

Slugma-

Start- Yawn
Start- Smog
Lv. 8- Ember
Lv. 15- Rock Throw
Lv. 22- Harden
Lv. 29- Amnesia
Lv. 36- Flamethrower
Lv. 43- Rock Slide
Lv. 50- Body Slam

Magcargo-
Lv. 48- Rock Slide
Lv. 60- Body Slam

Torkoal- Firey Path

Type: Fire

Ability: White Smoke

Moveset:

Start- Ember
Start- Smog
Lv. 7- Curse
Lv. 14- Smoke Screen
Lv. 17- Fire Spin
Lv. 20- Body Slam
Lv. 27- Protect
Lv. 30- Flamethrower
Lv. 33- Iron Defense
Lv. 40- Amnesia
Lv. 43- Flail
Lv. 46- Heat Wave

Grimer- Firey Path
Muk- Grimer level 38

Type: Poison (both of them)

Ability: Sticky Hole (both of them) or Stench (both of them)

Moveset:

Grimer:

Start- Poison Gas
Start- Pound
Start- Harden
Lv. 8- Disable
Lv. 13- Sludge
Lv. 19- Minimize
Lv. 26- Screech
Lv. 34- Acid Armor
Lv. 43- Sludge Armor
Lv. 53- Memento

Muk:

Lv. 47- Sludge Armor
Lv. 61- Memento

Koffing- Firey Path
Weezing- Koffing level 35

Type: Poison (both of them)

Ability: Levitate (both of them)

Moveset:

Koffing:

Start- Poison Gas

Start- Tackle

Lv. 9- Smog

Lv. 17- Selfdestruct

Lv. 21- Sludge

Lv. 25- Smokescreen

Lv. 33- Haze

Lv. 41- Explosion

Lv. 45- Destiny Bond

Lv. 49- Memento

Weezing:

Lv. 44- Explosion

Lv. 51- Destiny Bond

Lv. 58- Memento

Spoink- Jagged Pass

Grumpig- Spoink level 32

Type: Psychic (both of them)

Ability: Thick Fat (both of them) or Own Tempo (both of them)

Moveset:

Spoink-

Start- Splash

Lv. 7- Psywave

Lv. 10- Odor Sleuth

Lv. 16- Psybeam

Lv. 19- Psych Up

Lv. 25- Confuse Ray

Lv. 28- Magic Coat

Lv. 34- Psychic

Lv. 37- Rest

Lv. 37- Snore

Lv. 43- Bounce

Grumpig-

Lv. 37- Psychic

Lv. 43- Rest

Lv. 43- Rest

Lv. 55- Bounce

Sandshrew- Route 111 (Desert), Route 113

Sandslash- Sandshrew level 22

Type: Ground (both of them)

Ability: Sand Veil (both of them)

Moveset:

Sandshrew:

Start- Scratch

Lv. 6- Defense Curl
Lv. 11- Sand Attack
Lv. 17- Poison Sting
Lv. 23- Slash
Lv. 30- Swift
Lv. 37- Fury Swipes
Lv. 45- Sand Tomb
Lv. 53- Sandstorm

Sand Slash:

Lv. 24- Slash
Lv. 33- Swift
Lv. 42- Fury Swipes
Lv. 52- Sand Tomb
Lv. 62- Sandstorm

Spinda- Route 113

Type: Normal

Ability: Own Tempo

Moveset:

Start- Tackle
Start- Uproar
Lv. 12- Faint Attack
Lv. 16- Psybeam
Lv. 23- Hypnosis
Lv. 27- Dizzy Punch
Lv. 34- Teeter Dance
Lv. 38- Psych Up
Lv. 45- Double-Edge
Lv. 49- Flail
Lv. 56- Thrash

Skarmory- Route 113

Type: Steel/Flying

Ability: Keen Eye or Sturdy

Moveset:

Start- Leer
Start- Peck
Lv. 10- Sand Attack
Lv. 16- Agility
Lv. 26- Fury Attack
Lv. 29- Air Cutter
Lv. 32- Steel Wing
Lv. 42- Spikes
Lv. 45- Metal Sound

Trapinch- Route 111 (Desert)

Vibrava- Trapinch level 35

Flygon- Vibrava level 45

Type:

Trapinch: Ground

Vibrava/Flygon- Ground/Dragon

Ability:

Trapinch: Arena Trap

Vibrava/Flygon- Levitate

Moveset:

Trapinch-

Start- Bite

Lv. 9- Sand Attack

Lv. 17- Faint Attack

Lv. 25- Sand Tomb

Lv. 33- Crunch

Lv. 41- Dig

Lv. 49- Sandstorm

Lv. 57- Hyper Beam

Vibrava-

Lv. 35- Dragonbreath

Lv. 41- Screech

Lv. 49- Sandstorm

Lv. 57- Hyper Beam

Flygon-

Lv. 49- Sandstorm

Lv. 65- Hyper Beam

Cacnea- Route 111 (Desert)

Cacturne- Cacnea level 32

Type:

Cacnea- Grass

Cacturne- Grass/Dark

Ability: Sand Veil (both of them)

Moveset:

Cacnea-

Start- Poison Sting

Start- Leer

Start- Absorb

Lv. 9- Growth

Lv. 13- Leech Seed

Lv. 17- Sand Attack

Lv. 21- Pin Missile

Lv. 25- Ingrain

Lv. 29- Faint Attack

Lv. 33- Spikes

Lv. 37- Needle Arm

Lv. 41- Cotton Spore

Lv. 45- Sandstorm

Cacturne-

Lv. 35- Spikes

Lv. 41- Needle Arm

Lv. 47- Cotton Spore

Lv. 53- Sandstorm

Lv. 59- Destiny Bond***

Swablu- Route 114, Route 115

Altaria- Sky Pillar

Type:

Swablu- Normal/Flying

Altaria- Dragon/Flying

Ability: Natural Cure (both of them)

Moveset:

Swablu-

Start- Peck

Start- Growl

Lv. 8- Astonish

Lv. 11- Sing

Lv. 18- Fury Attack

Lv. 21- Safeguard

Lv. 28- Mist

Lv. 31- Take Down

Lv. 38- Mirror Move

Lv. 41- Refresh

Lv. 48- Perish Song

Altaria-

Lv. 35- Dragonbreath

Lv. 45- Dragon Dance

Lv. 45- Refresh

Lv. 54- Perish Song

Lv. 59- Sky Attack

Zangoose- Route 114 (Ruby)

Type: Normal

Ability: Immunity

Moveset:

Start- Scratch

Start- Leer

Lv. 7- Quick Attack

Lv. 10- Sword Dance

Lv. 13- Fury Cutter

Lv. 19- Slash

Lv. 25- Pursuit

Lv. 31- Crush Claw

Lv. 37- Taunt

Lv. 46- Detect

Lv. 55- False Swipe

Seviper- Route 114 (Sapphire)

Type: Poison

Ability: Shed Skin

Moveset:

Start- Wrap

Lv. 7- Lick

Lv. 10- Bite

Lv. 16- Poison Tail

Lv. 19- Screech

Lv. 25- Glare

Lv. 28- Crunch

Lv. 34- Poison Fang
Lv. 37- Swagger
Lv. 43- Haze

Lunatone- Meteor Falls (Sapphire)

Type: Rock/Psychic

Ability: Levitate

Moveset:

Start- Tackle
Start- Harden
Lv. 7- Confusion
Lv. 13- Rock Throw
Lv. 19- Hypnosis
Lv. 25- Psywave
Lv. 31- Cosmic Power
Lv. 37- Psychic
Lv. 43- Future Sight
Lv. 49- Explosion

Solrock- Meteor Falls (Ruby)

Type: Rock/Psychic

Ability: Levitate

Moveset:

Start- Tackle
Start- Harden
Lv. 7- Confusion
Lv. 13- Rock Throw
Lv. 19- Fire Spin
Lv. 25- Psywave
Lv. 31- Cosmic Power
Lv. 37- Rock Slide
Lv. 43- Solarbeam
Lv. 49- Explosion

Barboach- Most waters other than ocean with Good Rod

Wiscash- Barboach level 30, Meteor Falls, Victory Road

Type: Water/Ground (both of them)

Ability: Oblivious (both of them)

Moveset:

Barboach-
Start- Tickle
Start- Mud Slap
Lv. 6- Mud Sport
Lv. 6- Water Sport
Lv. 11- Water Gun
Lv. 16- Magnitude
Lv. 21- Amnesia
Lv. 26- Rest
Lv. 26- Snore
Lv. 31- Earthquake
Lv. 36- Future Sight

Lv. 41- Fissure

Wiscash-

Lv. 36- Earthquake

Lv. 46- Future Sight

Lv. 56- Fissure

Corphish- Fishing on Route 102, Petalburg City, Route 117

Crawdaunt- Corphish level 30

Type:

Corphish- Water

Crawdaunt- Water/Dark

Ability: Hyper Cutter (both of them) or Shell Armor (both of them)

Moveset:

Corphish-

Start- Bubble

Lv. 7- Harden

Lv. 10- Vicegrip

Lv. 13- Leer

Lv. 20- Bubblebeam

Lv. 23- Protect

Lv. 26- Knock Off

Lv. 32- Taunt

Lv. 35- Crabhammer

Lv. 38- Sword Dance

Lv. 43- Crunch

Lv. 44- Guillotine

Crawdaunt-

Lv. 34- Taunt

Lv. 39- Crabhammer

Lv. 44- Sword Dance

Lv. 51- Crunch

Lv. 52- Guillotine

Baltoy- Route 111 (desert)

Claydol- Baltoy level 36, Sky Pillar

Type: Ground/Psychic (both of them)

Ability: Levitate (both of them)

Moveset:

Baltoy-

Start- Confusion

Start- Harden

Start- Rapid Spin

Lv. 7- Mud Slap

Lv. 11- Psybeam

Lv. 15- Rock Tomb

Lv. 19- Selfdestruct

Lv. 25- Ancientpower

Lv. 31- Sandstorm

Lv. 37- Cosmic Power

Lv. 45- Explosion

Claydol-

Lv. 36- Hyper Beam
Lv. 42- Cosmic Power
Lv. 55- Explosion

Lileep- Fossil in desert on Route 111
Cradily- Lileep level 40

Type: Grass/Rock (both of them)

Ability: Suction Cups (both of them)

Moveset:

Lileep-

Start- Astonish
Lv. 8- Constrict
Lv. 15- Acid
Lv. 22- Ingrain
Lv. 29- Confuse Ray
Lv. 36- Amnesia
Lv. 43- Ancientpower
Lv. 50- Stockpile
Lv. 50- Spit Up
Lv. 50- Swallow

Cradily-

Lv. 48- Ancientpower
Lv. 60- Stockpile
Lv. 60- Spit Up
Lv. 60- Swallow

Anorith- Fossil in desert on Route 111
Armaldo- Anorith level 40

Type: Bug/Rock (both of them)

Ability: Battle Armor (both of them)

Moveset:

Anorith-

Start- Scratch
Lv. 7- Harden
Lv. 13- Mud Sport
Lv. 19- Water Gun
Lv. 25- Metal Claw
Lv. 31- Protect
Lv. 37- Ancientpower
Lv. 43- Fury Cutter
Lv. 49- Slash
Lv. 55- Rock Blast

Armaldo-

Lv. 46- Fury Cutter
Lv. 55- Slash
Lv. 64- Rock Blast

Igglybuff- breed Jigglypuff
Jigglypuff- Igglybuff through friendship, Route 115
Wigglytuff- Jigglypuff through Moon Stone

Type: Normal (all of them)

Ability: Cute Charm (all of them)

Moveset:

Igglybuff-

Start- Sing

Start- Charm

Start- Defense Curl

Lv. 9- Pound

Lv. 14- Sweet Kiss

Jigglypuff-

Start- Sing

Start- Defense Curl

Lv. 9- Pound

Lv. 14- Disable

Lv. 19- Rollout

Lv. 24- Doubleslap

Lv. 29- Rest

Lv. 34- Body Slam

Lv. 39- Mimic

Lv. 44- Hyper Voice

Lv. 49- Double-Edge

Wigglytuff-

none

Feebas- 6 out of 400 of the water tiles on Route 119. The tiles depend upon what the Trendy Saying is in Dewford Town

Milotic- Feebas through Maxed out beauty, then one more level

Type: Water (both of them)

Ability:

Feebas- Swift Swim

Milotic- Marvel Scale

Moveset:

Feebas-

Start- Splash

Lv. 15- Tackle

Lv. 30- Flail

Milotic-

Lv. 10- Water Sport

Lv. 15- Refresh

Lv. 20- Water Pulse

Lv. 25- Twister

Lv. 30- Recover

Lv. 35- Rain Dance

Lv. 40- Hydro Pump

Lv. 45- Attract

Lv. 50- Safeguard

Castform- Weather Institute after saving them

Type: Normal

When Sunny Day is used- Fire

When Rain Dance is used- Water

When Hail is used- Ice

Ability: Forecast

Moveset:

Start- Tackle
Lv. 10- Ember
Lv. 10- Water Gun
Lv. 10- Powder Snow
Lv. 20- Rain Dance
Lv. 20- Sunny Day
Lv. 20- Hail
Lv. 30- Weather Ball

Staryu- Fishing in Lilycove City
Starmie- Staryu with a Water Stone

Type:

Staryu- Water
Starmie- Water/Psychic

Ability: Illuminate (both of them) or Natural Cure (both of them)

Moveset:

Staryu-
Start- Tackle
Start- Harden
Lv. 6- Water Gun
Lv. 10- Rapid Spin
Lv. 15- Recovery
Lv. 19- Camouflage
Lv. 24- Swift
Lv. 28- Bubblebeam
Lv. 33- Minimize
Lv. 37- Light Screen
Lv. 42- Cosmic Power
Lv. 46- Hydro Pump

Starmie-

Lv. 33- Confuse Ray

Kecleon- Route 118, Route 119, Route 120 (through the Devon Scope)

Type: Normal (changes through Ability)

Ability: Color Change

Moveset:

Start- Astonish
Start- Lick
Start- Scratch
Start- Bind
Lv. 7- Faint Attack
Lv. 12- Fury Swipes
Lv. 17- Psybeam
Lv. 24- Screech
Lv. 31- Slash
Lv. 40- Substitute
Lv. 49- Ancientpower

Shuppet- Route 121 (Sapphire), Mt. Pyre (both)

Banette- Shuppet level 37, Sky Pillar (Sapphire)

Type: Ghost (both of them)

Ability: Insomnia (both of them)

Moveset:

Shuppet-

Start- Knock Off

Lv. 8- Screech

Lv. 13- Night Shade

Lv. 20- Curse

Lv. 25- Spite

Lv. 32- Will-o-wisp

Lv. 37- Faint Attack

Lv. 44- Shadow Ball

Lv. 49- Snatch

Lv. 56- Grudge

Banette-

Lv. 39- Faint Attack

Lv. 48- Shadow Ball

Lv. 55- Snatch

Lv. 64- Grudge

Duskull- Route 121 (Ruby), Mt. Pyre (both)

Dusclops- Duskull level 37, Sky Pillar (Ruby)

Type: Ghost (both of them)

Ability:

Duskull- Levitate

Dusclops- Pressure

Moveset:

Duskull-

Start- Leer

Start- Night Shade

Start- Disable

Lv. 12- Foresight

Lv. 16- Astonish

Lv. 23- Confuse Ray

Lv. 27- Pursuit

Lv. 34- Curse

Lv. 38- Will-o-wisp

Lv. 43- Mean Look

Lv. 47- Future Sight

Dusclops-

Lv. 37- Shadow Punch

Lv. 41- Will-o-wisp

Lv. 51- Mean Look

Lv. 58- Future Sight

Tropius- Route 119

Type: Grass/Flying

Ability: Chlorophyll

Moveset:

Start- Leer

Start- Gust

Lv. 7- Growth

Lv. 11- Razor Leaf

Lv. 17- Growth

Lv. 21- Sweet Scent

Lv. 27- Whirlwind

Lv. 31- Magical Leaf

Lv. 37- Body Slam

Lv. 41- Solarbeam

Lv. 47- Synthesis

Chimecho- Mt. Pyre Summit

Type: Psychic

Ability: Levitate

Moveset:

Start- Wrap

Lv. 6- Growl

Lv. 9- Astonish

Lv. 14- Confusion

Lv. 17- Take Down

Lv. 22- Uproar

Lv. 25- Yawn

Lv. 30- Psywave

Lv. 33- Double-Edge

Lv. 38- Heal Bell

Lv. 41- Safeguard

Lv. 46- Psychic

Absol- Route 120

Type: Dark

Ability: Pressure

Moveset:

Start- Scratch

Start- Leer

Lv. 9- Taunt

Lv. 13- Quick Attack

Lv. 17- Razor Wind

Lv. 21- Bite

Lv. 26- Sword Dance

Lv. 31- Double Team

Lv. 36- Slash

Lv. 41- Future Sight

Lv. 46- Perish Song

Vulpix- Mt. Pyre outside

Ninetails- Vulpix with Fire Stone

Type: Fire (both of them)

Ability: Flash Fire (both of them)

Moveset:

Vulpix-

Start- Ember

Start- Tail Whip

Lv. 9- Roar

Lv. 13- Quick Attack

Lv. 17- Will-o-wisp

Lv. 21- Confuse Ray

Lv. 25- Imprison

Lv. 29- Flamethrower

Lv. 33- Safeguard

Lv. 37- Grudge

Lv. 41- Fire Spin

Ninetails-

Lv. 45- Fire Spin

Pichu- Breed Pikachu

Pikachu- Pichu through friendship, Safari Zone

Raichu- Pikachu with Thunder Stone

Type: Electric (all of them)

Ability: Static (all of them)

Moveset:

Pichu-

Start- Thundershock

Start- Charm

Lv. 6- Tail whip

Lv. 8- Thunder Wave

Lv. 11- Sweet Kiss

Pikachu-

Start- Thundershock

Start- Growl

Lv. 6- Tail Whip

Lv. 8- Thunder Wave

Lv. 11- Quick Attack

Lv. 15- Double Team

Lv. 20- Slam

Lv. 26- Thunderbolt

Lv. 33- Agility

Lv. 41- Thunder

Lv. 50- Light Screen

Raichu-

none

Psyduck- Fishing in Safari Zone

Golduck- Psyduck level 33, Safari Zone

Type: Water (both of them)

Ability: Damp (both of them) or Cloud Nine (both of them)

Moveset:

Psyduck-

Start- Water Sport

Start- Scratch

Start- Tail Whip

Lv. 10- Disable
Lv. 16- Confusion
Lv. 23- Screech
Lv. 31- Psych Up
Lv. 40- Fury Swipes
Lv. 50- Hydro Pump

Golduck-

Lv. 44- Fury Swipes
Lv. 58- Hydro Pump

Wynaut- Lavaridge Egg, breed Wobbafett, Mirage Island
Wobbafett- Wynaut level 15, Safari Zone

Type: Psychic (both of them)

Ability: Shadow Tag (both of them)

Moveset:

Wynaut-

Start- Splash
Start- Charm
Start- Encore
Lv. 15- Counter
Lv. 15- Mirror Coat
Lv. 15- Safeguard
Lv. 15- Destiny Bond

Wobbafett-

none

Natu- Safari Zone

Xatu- Natu level 25, Safari Zone

Type: Psychic/Flying

Ability: Early Bird (both of them) or Synchronize (both of them)

Moveset:

Start- Peck
Start- Leer
Lv. 10- Night Shade
Lv. 20- Teleport
Lv. 30- Wish
Lv. 30- Future Sight
Lv. 40- Confuse Ray
Lv. 50- Psychic

Xatu-

Lv. 35- Wish
Lv. 35- Future Sight
Lv. 50- Confuse Ray
Lv. 65- Psychic

Girafarig- Safari Zone

Type: Psychic/Normal

Ability: Early Bird or Inner Focus

Moveset:

Start- Tackle
Start- Growl
Lv. 7- Astonish
Lv. 13- Confusion
Lv. 19- Stomp
Lv. 25- Odor Sleuth
Lv. 31- Agility
Lv. 37- Baton Pass
Lv. 43- Psybeam
Lv. 49- Crunch

Phanpy- Safari Zone
Donphan- Phanpy level 25

Type: Ground (both of them)

Ability:

Phanpy: Pickup
Donphan- Sturdy

Moveset:

Phanpy-
Start- Odor Sleuth
Start- Tackle
Start- Growl
Lv. 9- Defense Curl
Lv. 17- Flail
Lv. 25- Take Down
Lv. 33- Rollout
Lv. 41- Endure
Lv. 49- Double-Edge

Donphan-
Lv. 25- Fury Attack
Lv. 33- Rollout
Lv. 41- Endure
Lv. 49- Earthquake
Lv. *- Horn Attack

Pinsir- Safari Zone

Type: Bug

Ability: Hyper Cutter

Moveset:

Start- Vicegrip
Start- Focus Energy
Lv. 7- Bind
Lv. 13- Seismic Toss
Lv. 19- Harden
Lv. 25- Revenge
Lv. 31- Brick Break
Lv. 43- Guillotine
Lv. 43- Submission
Lv. 49- Sword Dance

Heracross- Safari Zone

Type: Bug/Fighting

Ability: Swarm or Guts

Moveset:

Start- Tackle

Start- Leer

Lv. 6- Horn Attack

Lv. 11- Endure

Lv. 17- Fury Attack

Lv. 23- Brick Break

Lv. 30- Counter

Lv. 37- Take Down

Lv. 45- Reversal

Lv. 53- Megahorn

Rhyhorn- Safari Zone

Rhydon- Rhyhorn level 42

Type: Rock/Ground (both of them)

Ability: Rock Head (both of them) or Lightningrod (both of them)

Moveset:

Rhyhorn-

Start- Horn Attack

Start- Tail Whip

Lv. 10- Stomp

Lv. 15- Fury Attack

Lv. 24- Scary Face

Lv. 29- Rock Blast

Lv. 38- Horn Drill

Lv. 43- Take Down

Lv. 52- Earthquake

Lv. 57- Megahorn

Rhydon-

Lv. 46- Take Down

Lv. 58- Earthquake

Lv. 66- Megahorn

Snorunt- Shoal Cave

Glalie- Snorunt level 42

Type: Ice

Ability: Inner Focus (both of them)

Moveset:

Snorunt-

Start- Powder Snow

Start- Leer

Lv. 7- Double Team

Lv. 10- Bite

Lv. 16- Icy wind

Lv. 19- Headbutt

Lv. 25- Protect

Lv. 28- Crunch

Lv. 34- Ice Beam

Lv. 37- Hail

Lv. 43- Blizzard

Glalie-

Lv. 42- Hail

Lv. 53- Blizzard

Lv. 61- Sheer Cold

Spheal- Shoal Cave

Sealeo- Spheal level 32

Walrein- Sealeo level 44

Type: Water/Ice (all of them)

Ability: Thick Fat (all of them)

Moveset:

Spheal-

Start- Powder Snow

Start- Growl

Start- Water Gun

Start- Defense Curl***

Lv. 7- Encore

Lv. 13- Ice Ball

Lv. 19- Body Slam

Lv. 25- Aurora Beam

Lv. 31- Hail

Lv. 37- Rest

Lv. 37- Snore

Lv. 43- Blizzard

Lv. 49- Sheer Cold

Sealeo-

Lv. 39- Rest

Lv. 39- Snore

Lv. 47- Blizzard

Lv. 55- Sheer Cold

Walrein-

Lv. 50- Blizzard

Lv. 61- Sheer Cold

Clamperl- Underwater

Huntail- Clamperl traded with Deepseetooth attached

Gorebyss- Clamperl traded with Deepseascale attached

Type: Water (all of them)

Ability:

Clamperl- Shell Armor

Huntail- Swift Swim

Gorebyss- Swift Swim

Moveset:

Clamperl-

Start- Clamp

Start- Water Gun

Start- Whirlpool

Start- Iron Defense

Huntail-

Lv. 8- Bite
Lv. 15- Screech
Lv. 22- Water Pulse
Lv. 29- Scary Face
Lv. 36- Crunch
Lv. 43- Baton Pass
Lv. 50- Hydro Pump

Gorebyss-

Lv. 8- Confusion
Lv. 15- Agility
Lv. 22- Water Pulse
Lv. 29- Amnesia
Lv. 36- Psychic
Lv. 43- Baton Pass
Lv. 50- Hydro Pump

Relicanth- Underwater around Sootopolis City

Type: Rock/Water

Ability: Swift Swim or Hard Head

Moveset:

Start- Tackle
Start- Harden
Lv. 8- Water Gun
Lv. 15- Rock Tomb
Lv. 22- Yawn
Lv. 29- Take Down
Lv. 36- Mud Sport
Lv. 43- Ancientpower
Lv. 50- Rest
Lv. 57- Double-Edge
Lv. 64- Hydro Pump

Corsola- Fishing in later areas in the game

Type: Water/Rock

Ability: Nature Cure or Hustle

Moveset:

Start- Tackle
Lv. 6- Harden
Lv. 12- Bubble
Lv. 17- Recover
Lv. 17- Refresh
Lv. 23- Bubblebeam
Lv. 29- Spike Cannon
Lv. 34- Rock Blast
Lv. 39- Mirror Coat
Lv. 45- Ancientpower

Chinchou- Underwater

Lanturn- Chinchou level 27

Type: Water/Electric (both of them)

Ability: Illuminate (both of them) or Volt Absorb (both of them)

Moveset:

Start- Bubble
Start- Thunder Wave
Start- Supersonic
Lv. 13- Flail
Lv. 17- Water Gun
Lv. 25- Spark
Lv. 29- Confuse Ray
Lv. 37- Take Down
Lv. 41- Hydro Pump
Lv. 49- Charge

Luvdisc- Fishing in later parta of the game

Type: Water

Ability: Swift Swim

Moveset:

Start- Tackle
Start- Charm
Lv. 12- Water Gun
Lv. 16- Agility
Lv. 24- Take Down
Lv. 28- Attract
Lv. 36- Sweet Kiss
Lv. 40- Flail
Lv. 48- Safeguard

Horsea- Fishing in later parts of the game

Seadra- Horsea level 32

Kingdra- Seadra traded with Dragon Scale attached

Type:

Horsea/Seadra- Water

Kingdra- Water/Dragon

Ability:

Horsea/Kingdra- Swift Swim

Seadra- Poison Point

Moveset:

Horsea-
Start- Bubble
Lv. 8- Smokecreen
Lv. 15- Leer
Lv. 22- Water Gun
Lv. 29- Twister
Lv. 36- Agility
Lv. 43- Hydro Pump
Lv. 50- Dragon Dance

Seadra-

Lv. 40- Agility
Lv. 51- Hydro Pump
Lv. 62- Dragon Dance

Kingdra-

Lv. 40- Agility

Lv. 51- Hydro Pump
Lv. 62- Dragon Dance

Bagon- Room in Meteor Falls with TM02- Dragon Claw
Shellgon- Bagon level 30
Salamence- Shellgon level 50

Type:

Bagon/Shellgon- Dragon
Salamence- Dragon/Flying

Ability:

Bagon/Shellgon- Rock Head
Salamence- Intimidate

Moveset:

Bagon-
Start- Rage
Start- Bite
Lv. 9- Leer
Lv. 17- Headbutt
Lv. 21- Focus Energy
Lv. 25- Ember
Lv. 33- Dragonbreath
Lv. 37- Scary Face
Lv. 41- Crunch
Lv. 49- Dragon Claw
Lv. 53- Double-Edge

Shellgon-

Lv. 30- Protect
Lv. 38- Dragonbreath
Lv. 47- Scary Face
Lv. 56- Crunch
Lv. 69- Dragon Claw
Lv. 78- Double-Edge

Salamence-

Lv. 50- Fly
Lv. 61- Crunch
Lv. 79- Dragon Claw
Lv. 93- Double-Edge

Beldum- Steven's house after the Elite 4
Metang- Beldum level 20
Metagross- Metang level 45

Type: Metal/Psychic (all of them)

Ability: Clear Body (all of them)

Moveset:

Beldum-
Start- Take Down

Metang-

Lv. 20- Confusion
Lv. 20- Metal Claw
Lv. 26- Scary Face
Lv. 32- Pursuit

Lv. 38- Psychic
Lv. 44- Iron Defense
Lv. 50- Meteor Mash
Lv. 56- Agility
Lv. 62- Hyper Beam

Metagross-

Lv. 55- Meteor Mash
Lv. 66- Agility
Lv. 77- Hyper Beam

Regirock- Desert Cave (Route 111)

Type: Rock

Ability: Clear Body

Moveset:

Start- Rock Throw
Start- Curse
Start- Superpower
Start- Ancientpower
Lv. 41- Iron Defense
Lv. 49- Zap Cannon
Lv. 57- Lock-On
Lv. 65- Hyper Beam

Regice- Island Cave (Route 105)

Type: Ice

Ability: Clear Body

Moveset:

Start- Icy Wind
Start- Curse
Start- Superpower
Start- Ancientpower
Lv. 41- Amnesia
Lv. 49- Zap Cannon
Lv. 57- Lock-On
Lv. 65- Hyper Beam

Registeel- Ancient Tomb (Route 120)

Type: Steel

Ability: Clear Body

Moveset:

Start- Metal Claw
Start- Curse
Start- Superpower
Start- Ancientpower
Lv. 41- Iron Defense
Lv. 41- Amnesia
Lv. 49- Zap Cannon
Lv. 57- Lock-On
Lv. 65- Hyper Beam

Latias- Random Route (Sapphire), Southern Island (Ruby)

Type: Psychic/Dragon

Ability: Levitate

Moveset:

Start- Psychic

Start- Refresh

Start- Water Sport

Start- Mist Ball

Lv. 45- Recover

Lv. 50- Charm

Latios- Random Route (Ruby), Southern Island (Sapphire)

Type: Psychic/Dragon

Ability: Levitate

Moveset:

Start- Protect

Start- Refresh

Start- Luster Purge

Start- Psychic

Lv. 45- Recover

Lv. 50- Dragon Dance

Kyogre- Cave of Origins (Sapphire)

Type: Water

Ability: Drizzle

Moveset:

Start- Body Slam

Start- Calm Mind

Start- Ice Beam

Start- Hydro Pump

Lv. 50- Rest

Lv. 60- Sheer Cold

Lv. 65- Double-Edge

Lv. 75- Water Sport

Groudon- Cave of Origins (Ruby)

Type: Ground

Ability: Drought

Moveset:

Start- Slash

Start- Bulk Up

Start- Earthquake

Start- Fire Blast

Lv. 50- Rest

Lv. 60- Fissure

Lv. 65- Solarbeam

Lv. 75- Eruption

Rayquaza- Sky Pillar (top floor)

Type: Dragon/Flying

Ability: Air-Lock

Moveset:

Start- Fly

Start- Rest

Start- Extremespeed

Start- Outrage

Lv. 75- Hyper Beam

Jirachi- Gameshark, Action Replay, Nintendo Promotions

Type: Steel/Psychic

Ability: Serene Grace

Moveset:

Start- Wish

Start- Confusion

Start- Rest

Lv. 10- Swift

Lv. 15- Helping Hand

Lv. 20- Psychic

Lv. 25- Refresh

Lv. 30- Rest

Lv. 35- Double-Edge

Lv. 40- Future Sight

Lv. 45- Cosmic Power

Lv. 50- Doom Desire

Deoxys- Gameshark, Action Replay, Nintendo Promotions

Type: Psychic

Ability: Pressure

Moveset:

Start- Leer

Start- Wrap

Start- Night Shade

Lv. 10- Teleport

Lv. 15- Knock-Off

Lv. 20- Pursuit

Lv. 25- Psychic

Lv. 30- Snatch

Lv. 35- Cosmic Power

Lv. 40- Recover

Lv. 45- Psycho Boost

Lv. 50- Hyper Beam

Bulbasaur

Ivysaur- Bulbasaur Lv. 16

Venusaur- Ivysaur Lv. 32

Type: Grass/Poison (all of them)

Ability: Overgrow (all of them)

Moveset:

Bulbasaur-

Start- Tackle

Start- Growl

Lv. 7- Leech Seed

Lv. 10- Vine Whip

Lv. 15- Poisonpowder

Lv. 15- Sleep Powder

Lv. 20- Razor Leaf

Lv. 25- Sweet Scent

Lv. 32- Growth

Lv. 39- Synthesis

Lv. 46- Solarbeam

Ivysaur-

Lv. 22- Razor Leaf

Lv. 29- Sweet Scent

Lv. 38- Growth

Lv. 47- Synthesis

Venusaur-

Lv. 41 - Growth

Lv. 53- Synthesis

Lv. 65- Solarbeam

Charmander

Charmeleon- Charmander Lv. 16

Charizard- Charmeleon Lv. 36

Type:

Charmander/Charmeleon- Fire

Charizard Lv. 36

Ability: Blaze (all of them)

Moveset:

Charmander-

Start- Scratch

Start- Growl

Lv. 7- Ember

Lv. 13- Smokescreen

Lv. 13- Metal Claw***

Lv. 19- Rage

Lv. 25- Scary Face

Lv. 31- Flamethrower

Lv. 37- Slash

Lv. 43- Dragon Rage

Lv. 49- Fire Spin

Charmeleon-

Lv. 20- Rage

Lv. 27- Scary Face

Lv. 34- Flamethrower

Lv. 41- Slash

Lv. 48- Dragon Rage

Lv. 55- Fire Spin

Charizard-

Lv. 36- Wing Attack

Lv. 44- Slash
Lv. 54- Dragon Rage
Lv. 64- Fire Spin

Squirtle

Wartortle- Squirtle Lv. 16
Blastoise- Wartortle Lv. 36

Type: Water (all of them)

Ability: Torrent (all of them)

Moveset:

Squirtle-

Start- Tackle
Start- Tail Whip
Lv. 7- Bubble
Lv. 10- Withdraw
Lv. 13- Water Gun
Lv. 18- Bite
Lv. 23- Rapid Spin
Lv. 28- Protect
Lv. 33- Rain Dance
Lv. 40- Skull Bash
Lv. 47- Hydro Pump

Wartortle-

Lv. 19- Bite
Lv. 25- Rapid Spin
Lv. 31- Protect
Lv. 37- Rain Dance
Lv. 45- Skull Bash
Lv. 53- Hydro Pump

Blastoise-

Lv. 42- Rain Dance
Lv. 55- Skull Bash
Lv. 68- Hydro Pump

Caterpie

Metapod- Caterpie Lv. 7
Butterfree- Metapod Lv. 10

Type:

Caterpie/Metapod- Bug
Butterfree- Bug/Flying

Ability:

Caterpie- Shield Dust
Metapod- Shed Skin
Butterfree- Swarm

Moveset:

Caterpie-

Start- Tackle
Start- String Shot

Metapod-

Lv. 7- Harden

Butterfree-

- Lv. 10- Confusion
- Lv. 13- Poisonpowder
- Lv. 14- Stun Spore
- Lv. 15- Sleep Powder
- Lv. 18- Supersonic
- Lv. 23- Whirlwind
- Lv. 28- Gust
- Lv. 34- Psybeam
- Lv. 40- Safeguard
- Lv. 47- Silver Wind

Weedle

- Kakuna- Weedle Lv. 7
- Beedrill- Kakuna Lv. 10

Type:

- Weedle- Bug/Poison
- Kakuna- Bug/Poison
- Beedrill- Bug/Poison

Ability:

- Weedle- Shield Dust
- Kakuna- Shed Skin
- Beedrill- Swarm

Moveset:

- Weedle-
- Start- Poison Sting
- Start- String Shot

Kakuna-

- Lv. 7- Harden

Beedrill-

- Lv. 10- Fury Attack
- Lv. 15- Focus Energy
- Lv. 20- Twineedle
- Lv. 25- Rage
- Lv. 30- Pursuit
- Lv. 35- Pin Missile
- Lv. 40- Agility
- Lv. 45- Endeavor

Pidgey

- Pidgeotto- Pidgey Lv. 18
- Pidgeot- Pidgeotto Lv. 36

Type: Flying/Normal (all of them)

Ability: Keen Eye (all of them)

Moveset:

- Pidgey-
- Start- Tackle
- Lv. 5- Sand Attack
- Lv. 9- Gust
- Lv. 13- Quick Attack
- Lv. 19- Whirlwind
- Lv. 25- Wing Attack

Lv. 31- Featherdance
Lv. 39- Agility
Lv. 47- Mirror Move

Pidgeotto-

Lv. 20- Whirlwind
Lv. 27- Wing Attack
Lv. 34- Featherdance
Lv. 43- Agility
Lv. 52- Mirror Move

Pidgeot-

Lv. 48- Agility
Lv. 62- Mirror Move

Rattata

Raticate- Rattata Lv. 20

Type: Normal (both of them)

Ability: Run Away/Guts (both of them)

Moveset:

Rattata-

Start- Tackle
Start- Tail Whip
Lv. 7- Quick Attack
Lv. 13- Hyper Fang
Lv. 20- Focus Energy
Lv. 27- Pursuit
Lv. 34- Super Fang
Lv. 41- Endeavor

Raticate-

Lv. 20- Focus Energy
Lv. 30- Pursuit
Lv. 40- Super Fang
Lv. 50- Endeavor

Spearow

Fearow- Spearow Lv. 20

Type: Flying/Normal (both of them)

Ability: Keen Eye (both of them)

Moveset:

Spearow-

Start- Peck
Start- Growl
Lv. 7- Leer
Lv. 13- Fury Attack
Lv. 19- Pursuit
Lv. 25- Aerial Ace
Lv. 31- Mirror Move
Lv. 37- Drill Peck
Lv. 43- Agility

Fearow-

Lv. 26- Aerial Ace

Lv. 32- Mirror Move
Lv. 40- Drill Peck
Lv. 47- Agility

Ekans

Arbok- Ekans Lv. 22

Type: Poison (both of them)

Ability: Shed Skin/Intimidate (both of them)

Moveset:

Start- Wrap
Start- Leer
Lv. 8- Poison Sting
Lv. 13- Bite
Lv. 20- Glare
Lv. 25- Screech
Lv. 32- Acid
Lv. 37- Stockpile
Lv. 37- Spit Up
Lv. 37- Swallow
Lv. 44- Haze

Arbok-

Lv. 28- Screech
Lv. 38- Acid
Lv. 46- Stockpile
Lv. 46- Spit Up
Lv. 46- Swallow
Lv. 56- Haze

Nidoran Female

Nidorina- Nidoran Female Lv. 16
Nidoqueen- Nidorina + Moon Stone

Type:

Nidoran Female and Nidorina- Poison
Nidoqueen- Poison/Ground

Ability: Poison Point (all of them)

Moveset:

Nidoran Female-
Start- Growl
Start- Scratch
Lv. 8- Tail Whip
Lv. 12- Double Kick
Lv. 17- Poison Sting
Lv. 20- Bite
Lv. 23- Helping Hand
Lv. 30- Fury Swipes
Lv. 38- Flatter
Lv. 47- Crunch

Nidorina-

Lv. 18- Poison Sting
Lv. 22- Bite
Lv. 26- Helping Hand
Lv. 34- Fury Swipes

Lv. 43- Flatter

Lv. 53- Crunch

Nidoqueen-

Lv. 23- Body Slam

Lv. 43- Superpower***

Nidoran Male

Nidorino- Nidoran Male Lv. 16

Nidoking- Nidorino + Moon Stone

Type:

Nidoran Male and Nidorino- Poison

Nidoking- Poison/Ground

Ability: Poison Point (all of them)

Moveset:

Nidoran Male-

Start- Leer

Start- Peck

Lv. 8- Focus Energy

Lv. 12- Double Kick

Lv. 17- Poison Sting

Lv. 20- Horn Attack

Lv. 23- Helping Hand

Lv. 30- Fury Attack

Lv. 38- Flatter

Lv. 47- Horn Drill

Nidorino-

Lv. 18- Poison Sting

Lv. 22- Horn Attack

Lv. 26- Helping Hand

Lv. 34- Fury Attack

Lv. 43- Flatter

Lv. 53- Horn Drill

Nidoking-

Lv. 23- Body Slam

Lv. 43- Megahorn***

Cleffa (johto pokemon, doesn't normally belong here)

Clefairy- Cleffa + lots of love

Clefable- Clefairy + Moon Stone

Type: Normal (all of them)

Ability: Cute Charm (all of them)

Moveset:

Cleffa-

Start- Pound

Start- Charm

Lv. 4- Encore

Lv. 8- Sing

Lv. 13- Sweet Kiss

Lv. 17- Magical Leaf***

Clefairy-

Start- Pound
Start- Growl
Lv. 5- Encore
Lv. 9- Sing
Lv. 17- Follow Me
Lv. 21- Minimize
Lv. 25- Defense Curl
Lv. 29- Metronome
Lv. 33- Cosmic Power
Lv. 37- Moonlight
Lv. 41- Light Screen
Lv. 45- Meteor Mash

Clefable-
None

Paras
Parasect- Paras Lv. 24

Ability: Effect Spore (both of them)

Moveset:

Paras-
Start- Scratch
Lv. 7- Stun Spore
Lv. 13- Sleep Powder
Lv. 19- Leech Life
Lv. 25- Spore
Lv. 31- Slash
Lv. 37- Growth
Lv. 43- Giga Drain
Lv. 49- Aromatherapy

Parasect-
Lv. 27- Spore
Lv. 35- Slash
Lv. 43- Growth
Lv. 52- Giga Drain
Lv. 59- Aromatherapy

Venonat
Venomoth- Venonat Lv. 31

Type: Bug/Poison (both of them)

Ability:

Venonat- Compoundeyes
Venomoth- Shield Dust

Moveset:

Venonat-
Start- Tackle
Start- Disable
Start- Foresight
Lv. 9- Supersonic
Lv. 17- Confusion
Lv. 20- Poisonpowder
Lv. 25- Leech Life
Lv. 28- Stun Spore
Lv. 33- Psybeam

Lv. 36- Sleep Powder

Lv. 41- Psychic

Venomoth-

Lv. 31- Gust

Lv. 36- Psybeam

Lv. 42- Sleep Powder

Lv. 52- Psychic

Diglett

Dugtrio- Diglett Lv. 26

Type: Ground (both of them)

Ability: Arena Trap/Sand Veil (both of them (the pokemon))

Moveset:

Diglett-

Start- Scratch

Start- Sand Attack

Lv. 5- Growl

Lv. 9- Magnitude

Lv. 17- Dig

Lv. 21- Fury Swipes***

Lv. 25- Mud Slap

Lv. 33- Slash

Lv. 41- Earthquake

Lv. 49- Fissure

Dugtrio-

Lv. 26- Sand Tomb

Lv. 38- Slash

Lv. 51- Earthquake

Lv. 64- Fissure

Meowth

Persian- Meowth Lv. 28

Type: Normal (both of them)

Ability:

Meowth- Pick Up

Persian- Limber

Moveset:

Meowth-

Start- Scratch

Start- Growl

Lv. 11- Bite

Lv. 20- Pay Day

Lv. 28- Faint Attack

Lv. 35- Screech

Lv. 41- Fury Swipes

Lv. 45- Fury Swipes***

Lv. 46- Slash

Lv. 50- Fake Out

Persian-

Lv. 29- Faint Attack

Lv. 38- Screech

Lv. 46- Fury Swipes
Lv. 53- Slash
Lv. 59- Fake Out
Lv. 61- Fury Swipes***

Mankey

Primape- Mankey Lv. 28

Type: Fighting (both of them)

Ability: Vital Spirit (both of them)

Moveset:

Start- Scratch
Start- Leer
Lv. 9- Low Kick
Lv. 15- Karate Chop
Lv. 21- Fury Swipes
Lv. 27- Focus Energy
Lv. 33- Seismic Toss
Lv. 36- Swagger***
Lv. 39- Cross Chop
Lv. 45- Screech
Lv. 51- Thrash

Primape-

Lv. 28- Rage
Lv. 36- Seismic Toss
Lv. 44- Swagger***
Lv. 45- Cross Chop
Lv. 54- Screech
Lv. 63- Thrash

Growlithe

Arcanine- Growlithe + Fire Stone

Type: Fire (both of them)

Ability: Flash Fire (both of them) or Intimidate (both of them)

Moveset:

Growlithe-

Start- Bite
Start- Roar
Lv. 7- Ember
Lv. 13- Leer
Lv. 19- Odor Sleuth
Lv. 25- Take Down
Lv. 31- Flame Wheel
Lv. 37- Helping Hand
Lv. 43- Agility
Lv. 49- Flamethrower

Arcanine-

Lv. 49- Extremespeed

Poliwag

Poliwhirl- Poliwag Lv. 25

Poliwrath- Poliwhirl + Water Stone

Politoed- Poliwhirl traded with King's Rock attached (johto pokemon)

Type:

Poliwag/whirl/toed- Water

Poliwrath- Water/Fighting

Ability: Damp (all of them) or Water Absorb (all of them)

Moveset:

Poliwag-

Start- Bubble

Lv. 7- Hypnosis

Lv. 13- Water Gun

Lv. 19- Doubleslap

Lv. 25- Rain Dance

Lv. 31- Body Slam

Lv. 37- Belly Drum

Lv. 43- Hydro Pump

Poliwhirl-

Lv. 27- Rain Dance

Lv. 35- Body Slam

Lv. 43- Belly Drum

Lv. 49- Hydro Pump

Poliwrath-

Lv. 35- Submission

Lv. 51- Mind Reader

Politoed-

Lv. 35- Perish Song

Lv. 51- Swagger

Bellsprout

Weepinbell- Bellsprout Lv. 21

Victreebell- Weepinbell + Leaf Stone

Type: Grass/Poison (all of them)

Ability: Chlorophyll (all of them)

Moveset:

Bellsprout-

Start- Vine Whip

Lv. 6- Growth

Lv. 11- Wrap

Lv. 15- Sleep Powder

Lv. 17- Poisonpowder

Lv. 19- Stun Spore

Lv. 23- Acid

Lv. 30- Sweet Scent

Lv. 37- Razor Leaf

Lv. 45- Slam

Weepinbell-

Lv. 24- Acid

Lv. 33- Sweet Scent

Lv. 42- Razor Leaf

Lv. 54- Slam

Victreebell-

None

Ponyta

Rapidash- Ponyta Lv. 40

Type: Fire (both of them)

Ability: Flash Fire (both of them) or Run Away (both of them)

Moveset:

Ponyta-

Start- Tackle

Start- Quick Attack***

Lv. 5- Growl

Lv. 9- Tail Whip

Lv. 14- Ember

Lv. 19- Stomp

Lv. 25- Fire Spin

Lv. 31- Take Down

Lv. 38- Stomp

Lv. 45- Bounce

Lv. 53- Fire Blast

Rapidash-

Lv. 50- Bounce

Lv. 63- Fire Blast

Slowpoke

Slowbro- Slowpoke Lv. 37

Slowking- Slowpoke traded with King's Rock attached (johto pokemon)

Type: Water/Psychic (all of them)

Ability: Oblivious (all of them) or Own Tempo (all of them)

Moveset:

Slowpoke-

Start- Curse

Start- Yawn

Start- Tackle

Lv. 6- Growl

Lv. 15- Water Gun

Lv. 20- Confusion

Lv. 29- Disable

Lv. 34- Headbutt

Lv. 43- Amnesia

Lv. 47- Psych Up***

Lv. 48- Psychic

Slowbro-

Lv. 37- Withdraw

Lv. 46- Amnesia

Lv. 54- Psychic

Lv. 55- Psych Up***

Slowking-

Lv. 6- Growl

Lv. 15- Water Gun

Lv. 20- Confusion

Lv. 29- Disable

Lv. 34- Headbutt
Lv. 43- Amnesia
Lv. 47- Psych Up***
Lv. 48- Psychic

Farfetch'd

Type: Normal/Flying

Ability: Keen Eye or Inner Focus

Moveset:

Start- Peck
Lv. 6- Sand Attack
Lv. 11- Leer
Lv. 16- Fury Attack
Lv. 21- Knock Off
Lv. 26- Fury Cutter
Lv. 31- Swords Dance
Lv. 36- Agility
Lv. 41- Slash
Lv. 46- False Swipe

Seel

Dewgong- Seel Lv. 34

Type:

Seel- Water
Dewgong- Water/Ice

Ability: Thick Fat (both of them)

Moveset:

Seel-
Start- Headbutt
Lv. 9- Growl
Lv. 17- Ice Wind
Lv. 21- Aurora Beam
Lv. 29- Rest
Lv. 37- Take Down
Lv. 41- Ice Beam
Lv. 45- Safeguard

Dewgong-

Lv. 34- Sheer Cold
Lv. 42- Take Down
Lv. 51- Ice Beam
Lv. 64- Safeguard

Shellder

Cloyster- Shellder + Water Stone

Type:

Shellder- Water
Cloyster- Water/Ice

Ability: Shell Armor (both of them)

Moveset:

Shellder-

Start- Tackle
Start- Withdraw
Lv. 8- Icicle Spear***
Lv. 9- Supersonic
Lv. 17- Aurora Beam
Lv. 25- Protect
Lv. 33- Leer
Lv. 41- Clamp
Lv. 49- Ice Beam

Cloyster-
Lv. 33- Spikes
Lv. 41- Spike Cannon

Gastly
Haunter- Ghastly Lv. 25
Gengar- Haunter traded

Type: Ghost/Poison (all of them)

Ability: Levitate (all of them)

Moveset:

Gastly-
Start- Lick
Start- Hypnosis
Lv. 8- Spite
Lv. 13- Mean Look
Lv. 16- Curse
Lv. 21- Night Shade
Lv. 28- Confuse Ray
Lv. 33- Dream Eater
Lv. 36- Destiny Bond
Lv. 36- Shadow Ball***
Lv. 36- Nightmare***

Haunter-
Lv. 25- Shadow Punch
Lv. 31- Confuse Ray
Lv. 39- Dream Eater
Lv. 45- Shadow Ball***
Lv. 48- Destiny Bond
Lv. 53- Nightmare***

Gengar-
Lv. 31- Confuse Ray
Lv. 39- Dream Eater
Lv. 45- Shadow Ball***
Lv. 48- Destiny Bond
Lv. 53- Nightmare***

Onix
Steelix- Onix traded with Steel Coat attacked

Type:
Onix- Rock/Ground
Steelix- Steel/Ground (johto pokemon)

Ability: Sturdy (both of them) or Rock Head (both of them)

Moveset:

Onix-

Start- Tackle

Start- Screech

Lv. 9- Bind

Lv. 13- Rock Throw

Lv. 21- Harden

Lv. 25- Rage

Lv. 30- Dragonbreath***

Lv. 33- Sandstorm

Lv. 37- Slam

Lv. 45- Iron Tail

Lv. 49- Crunch

Lv. 57- Double-Edge

Steelix-

Start- Tackle

Start- Screech

Lv. 9- Bind

Lv. 13- Rock Throw

Lv. 21- Harden

Lv. 25- Rage

Lv. 30- Dragonbreath***

Lv. 33- Sandstorm

Lv. 37- Slam

Lv. 45- Iron Tail

Lv. 49- Crunch

Lv. 57- Double-Edge

Drowsee

Hypno- Drowsee Lv. 26

Type: Psychic (both of them)

Ability: Insomnia (both of them)

Moveset:

Drowsee-

Start- Pound

Start- Hypnosis

Lv. 10- Disable

Lv. 18- Confusion

Lv. 25- Headbutt

Lv. 31- Poison Gas

Lv. 36- Meditate

Lv. 40- Psychic

Lv. 41- Swagger***

Lv. 43- Psych Up

Lv. 45- Future Sight

Hypno-

Lv. 33- Poison Gass

Lv. 40- Meditate

Lv. 49- Psychic

Lv. 49- Swagger***

Lv. 55- Psych Up

Lv. 60- Future Sight

Krabby

Kingler- Krabby Lv. 28

Type: Water (both of them)

Ability: Shell Armor (both of them)

Moveset:

Krabby-

Start- Bubble

Lv. 5- Leer

Lv. 12- Vicegrip

Lv. 16- Harden

Lv. 23- Mud Shot

Lv. 27- Stomp

Lv. 34- Guillotine

Lv. 41- Protect

Lv. 45- Crabhammer

Lv. 49- Flail***

Kingler-

Lv. 38- Guillotine

Lv. 49- Protect

Lv. 57- Crabhammer

Lv. 65- Flail***

Exeggcute

Exeggutor- Exeggcute + Leaf Stone

Type: Grass/Psychic (both of them)

Ability: Chlorophyll (both of them)

Moveset:

Exeggcute-

Start- Barrage

Start- Hypnosis

Start- Uproar

Lv. 7- Reflect

Lv. 13- Leech Seed

Lv. 19- Confusion

Lv. 25- Stun Spore

Lv. 31- Poisonpowder

Lv. 37- Sleep Powder

Lv. 43- Solarbeam

Exeggutor-

Lv. 19- Stomp

Lv. 31- Egg Bomb

Cubone

Marowak- Cubone Lv. 28

Type: Ground (both of them)

Ability: Lightningrod (both of them) or Rock Head (both of them)

Moveset:

Cubone-

Start- Growl

Lv. 5- Tail Whip

Lv. 9- Bone Club

Lv. 13- Headbutt
Lv. 21- Focus Energy
Lv. 25- Bonemerang
Lv. 29- Rage
Lv. 33- False Swipe
Lv. 37- Thrash
Lv. 41- Bone Rush
Lv. 45- Double-Edge

Marowak-

Lv. 32- Rage
Lv. 39- False Swipe
Lv. 46- Thrash
Lv. 53- Bone Rush
Lv. 61- Double-Edge

Tyrogue (johto pokemon)

Hitmonlee- Tyrogue Lv. 20 with Attack > Defense

Hitmonchan- Tyrogue Lv. 20 with Defense > Attack

Hitmontop (johto pokemon)- Tyrogue Lv. 20 with Defense = Attack

Type: Fighting (all of them)

Ability:

Tyrogue- Guts
Hitmonlee- Limber
Hitmonchan- Keen Eye
Hitmontop- Intimidate

Moveset:

Tyrogue-
Start- Tackle

Hitmonlee-

Start- Double Kick
Start- Revenge
Lv. 6- Meditate
Lv. 11- Rolling Kick
Lv. 16- Jump Kick
Lv. 20- Brick Break
Lv. 26- Hi Jump Kick
Lv. 31- Mind Reader
Lv. 36- Foresight
Lv. 41- Endure
Lv. 46- Mega Kick
Lv. 51- Reversal

Hitmonchan-

Start- Comet Punch
Start- Revenge
Lv. 7- Agility
Lv. 13- Pursuit
Lv. 20- Mach Punch
Lv. 26- Fire Punch
Lv. 26- Ice Punch
Lv. 26- Thunderpunch
Lv. 32- Sky Uppercut
Lv. 38- Mega Punch
Lv. 44- Detect
Lv. 50- Counter

Hitmontop-

Start- Rolling Kick

Start- Revenge

Lv. 7- Focus Energy

Lv. 13- Pursuit

Lv. 19- Quick Attack

Lv. 20- Triple Kick

Lv. 25- Rapid Spin

Lv. 31- Counter

Lv. 37- Agility

Lv. 43- Detect

Lv. 49- Endeavor

Lickitung

Type: Normal

Ability: Oblivious or Own Tempo

Moveset:

Start- Lick

Lv. 7- Supersonic

Lv. 12- Defense Curl

Lv. 18- Knock-Off

Lv. 23- Stomp

Lv. 29- Wrap

Lv. 34- Disable

Lv. 40- Slam

Lv. 45- Screech

Lv. 51- Refresh

Chansey

Blissey- Chansey + Happiness (johto pokemon)

Type: Normal (both of them)

Ability: Natural Cure (both of them) or Serene Grace (both of them)

Moveset:

Chansey-

Start- Pound

Start- Growl

Lv. 5- Tail Whip

Lv. 9- Refresh

Lv. 13- Softboiled

Lv. 17- Doubleslap

Lv. 23- Minimize

Lv. 29- Sing

Lv. 35- Egg Bomb

Lv. 41- Defense Curl

Lv. 49- Light Screen

Lv. 57- Double-Edge

Blissey-

Lv. 4- Tail Whip

Lv. 7- Refresh

Lv. 10- Softboiled

Lv. 13- Doubleslap

Lv. 18- Minimize

Lv. 23- Sing
Lv. 28- Egg Bomb
Lv. 33- Defense Curl
Lv. 40- Light Screen
Lv. 47- Double-Edge

Tangela

Type: Grass

Ability: Chlorophyll

Moveset:

Start- Constrict
Start- Ingrain
Lv. 4- Sleep Powder
Lv. 10- Absorb
Lv. 13- Growth
Lv. 19- Poisonpowder
Lv. 22- Vine Whip
Lv. 28- Bind
Lv. 31- Mega Drain
Lv. 37- Stun Spore
Lv. 40- Slam
Lv. 46- Tickle

Kangaskahn

Type: Normal

Ability: Early Bird

Moveset:

Start- Comet Punch
Start- Leer
Lv. 7- Bite
Lv. 13- Tail Whip
Lv. 19- Fake Out
Lv. 25- Mega Punch
Lv. 31- Rage
Lv. 37- Endure
Lv. 43- Dizzy Punch
Lv. 49- Reversal

Mr. Mime

Type: Psychic

Ability: Soundproof

Moveset:

Start- Barrier
Start- Confusion
Lv. 9- Substitute
Lv. 13- Meditate
Lv. 17- Doubleslap
Lv. 21- Light Screen
Lv. 21- Reflect
Lv. 22- Magical Leaf
Lv. 25- Encore

Lv. 29- Psybeam
Lv. 33- Recycle
Lv. 37- Trick
Lv. 41- Role Play
Lv. 45- Psychic
Lv. 49- Baton Pass
Lv. 53- Safeguard

Scyther

Scizor- Scyther traded with Metal Coat attached (johto pokemon)

Type:

Scyther- Bug/Flying

Scizor- Bug/Steel

Ability: Swarm (both of them)

Moveset:

Scyther-

Start- Quick Attack

Start- Leer

Lv. 6- Focus Energy

Lv. 11- Pursuit

Lv. 16- False Swipe

Lv. 21- Agility

Lv. 26- Wing Attack

Lv. 31- Slash

Lv. 36- Swords Dance

Lv. 41- Double Team

Lv. 46- Fury Cutter

Scizor-

Lv. 6- Focus Energy

Lv. 11- Pursuit

Lv. 16- False Swipe

Lv. 21- Agility

Lv. 26- Metal Claw

Lv. 31- Slash

Lv. 36- Swords Dance

Lv. 41- Double Team

Lv. 41- Iron Defense***

Lv. 46- Fury Cutter

Smoochum (johto pokemon)

Jynx- Smoochum level 30

Type: Psychic/Ice (both of them)

Ability: Oblivious (both of them)

Moveset:

Smoochum-

Start- Pound

Start- Lick

Lv. 9- Sweet Kiss

Lv. 13- Powder Snow

Lv. 21- Confusion

Lv. 25- Sing

Lv. 33- Mean Look

Lv. 37- Fake Tears

Lv. 45- Psychic
Lv. 49- Perish Song
Lv. 57- Blizzard

Jynx-

Lv. 35- Mean Look
Lv. 41- Fake Tears
Lv. 51- Body Slam
Lv. 57- Perish Song
Lv. 67- Blizzard

Elekid (johto pokemon)
Electabuzz- Elekid level 30

Type: Electric (both of them)

Ability: Static (both of them)

Moveset:

Elekid-

Start- Quick Attack
Start- Leer
Lv. 9- Thunderpunch
Lv. 17- Light Screen
Lv. 25- Swift
Lv. 33- Screech
Lv. 41- Thunderbolt
Lv. 49- Thunder

Electabuzz-

Lv. 36- Screech
Lv. 47- Thunderbolt
Lv. 58- Thunder

Magby (johto pokemon)
Magmar- Magby level 30

Type: Fire (both of them)

Ability: Flame Body (both of them)

Moveset:

Magby-

Start- Ember
Lv. 7- Leer
Lv. 13- Smog
Lv. 19- Fire Punch
Lv. 25- Smokescreen
Lv. 31- Sunny Day
Lv. 37- Flamethrower
Lv. 43- Confuse Ray
Lv. 49- Fire Blast

Magmar-

Lv. 33- Sunny Day
Lv. 41- Flamethrower
Lv. 49- Confuse Ray
Lv. 57- Fire Blast

Tauros

Type: Normal

Ability: Intimidate

Moveset:

Start- Tackle

Lv. 4- Tail Whip

Lv. 8- Rage

Lv. 13- Horn Attack

Lv. 19- Scary Face

Lv. 26- Pursuit

Lv. 26- Swagger***

Lv. 34- Rest

Lv. 43- Thrash

Lv. 53- Take Down

Lapras

Type: Water/Ice

Ability: Water Absorb or Shell Armor

Moveset:

Start- Water Gun

Start- Growl

Start- Sing

Lv. 7- Mist

Lv. 13- Body Slam

Lv. 19- Confuse Ray

Lv. 25- Perish Song

Lv. 31- Ice Beam

Lv. 37- Rain Dance

Lv. 43- Safeguard

Lv. 49- Hydro Pump

Lv. 55- Sheer Cold

Ditto

Type: Normal

Ability: Limber

Moveset:

Start- Transform

Eevee

Vaporeon- Eevee + Water Stone

Jolteon- Eevee + Thunder Stone

Flareon- Eevee + Fire Stone

Espeon- Eevee max happiness during the day (johto pokemon)

Umbreon- Eevee max happiness during the night (johto pokemon)

Type:

Eevee- Normal

Vaporeon- Water

Jolteon- Electric

Flareon- Fire

Espeon- Psychic

Umbreon- Dark

Ability:

Eevee- Run Away
Vaporeon- Water Absorb
Jolteon- Volt Absorb
Flareon- Flash Fire
Espeon- Synchronize
Umbreon- Synchronize

Moveset:

Eevee-
Start- Tackle
Start- Tail Whip
Start- Helping Hand
Lv. 8- Sand Attack
Lv. 16- Growl
Lv. 23- Quick Attack
Lv. 30- Bite
Lv. 36- Baton Pass
Lv. 42- Take Down

Vaporeon-

Lv. 8- Sand Attack
Lv. 16- Water Gun
Lv. 23- Quick Attack
Lv. 30- Bite
Lv. 36- Aurora Beam
Lv. 42- Haze
Lv. 47- Acid Armor
Lv. 52- Hydro Pump

Jolteon-

Lv. 8- Sand Attack
Lv. 16- Thundershock
Lv. 23- Quick Attack
Lv. 30- Double Kick
Lv. 36- Pin Missile
Lv. 42- Thunder Wave
Lv. 47- Agility
Lv. 52- Thunder

Flareon-

Lv. 8- Sand Attack
Lv. 16- Ember
Lv. 23- Quick Attack
Lv. 30- Bite
Lv. 36- Fire Spin
Lv. 42- Smog
Lv. 47- Leer
Lv. 52- Flamethrower

Espeon-

Lv. 8- Sand Attack
Lv. 16- Confusion
Lv. 23- Quick Attack
Lv. 30- Swift
Lv. 36- Psybeam
Lv. 42- Psychic
Lv. 47- Psych Up
Lv. 52- Morning Sun

Umbreon-

Lv. 8- Sand Attack
Lv. 16- Pursuit
Lv. 23- Quick Attack
Lv. 30- Confuse Ray
Lv. 36- Faint Attack
Lv. 42- Mean Look
Lv. 47- Screech
Lv. 52- Moonlight

Porygon

Porygon2- Porygon traded with Upgrade attached (johto pokemon)

Type: Normal (both of them)

Ability: Trace (both of them)

Moveset:

Porygon-

Start- Tackle
Start- Conversion
Start- Conversion 2
Lv. 9- Agility
Lv. 12- Psybeam
Lv. 20- Recover
Lv. 24- Sharpen
Lv. 32- Lock-On
Lv. 36- Tri Attack
Lv. 44- Recycle
Lv. 58- Zap Cannon

Porygon2-

Lv. 9- Agility
Lv. 12- Psybeam
Lv. 20- Recover
Lv. 24- Defense Curl
Lv. 32- Lock-On
Lv. 36- Tri Attack
Lv. 44- Recycle
Lv. 48- Zap Cannon

Omanyte

Omastar- Omanyte Lv. 40

Type: Water/Rock (both of them)

Ability: Swift Swim (both of them) or Swift Swim (both of them)

Moveset:

Omanyte-

Start- Withdraw
Start- Constrict
Lv. 13- Bite
Lv. 19- Water Gun
Lv. 25- Mud Shot
Lv. 31- Leer
Lv. 37- Protect
Lv. 43- Tickle
Lv. 49- Ancientpower

Lv. 55- Hydro Pump

Omastar-

Lv. 40- Spike Cannon

Lv. 46- Tickle

Lv. 55- Ancientpower

Lv. 65- Hydro Pump

Kabuto

Kabutops- Kabuto Lv. 40

Type: Water/Rock

Ability: Swift Swim (both of them) or Battle Armor (both of them)

Moveset:

Kabuto-

Start- Scratch

Start- Harden

Lv. 13- Absorb

Lv. 19- Leer

Lv. 25- Mud Shot

Lv. 31- Sand Attack

Lv. 37- Endure

Lv. 43- Metal Sound

Lv. 49- Mega Drain

Lv. 55- Ancientpower

Kabutops-

Lv. 40- Slash

Lv. 46- Metal Sound

Lv. 55- Mega Drain

Lv. 65- Ancientpower

Aerodactyl

Type: Rock/Flying

Ability: Pressure or Rock Head

Moveset:

Start- Wing Attack

Lv. 8- Agility

Lv. 15- Bite

Lv. 22- Supersonic

Lv. 29- Ancientpower

Lv. 36- Scary Face

Lv. 43- Take Down

Lv. 50- Hyper Beam

Snorlax

Type: Normal

Ability: Immunity or Thick Fat

Moveset:

Start- Tackle

Lv. 6- Amnesia

Lv. 10- Defense Curl

Lv. 15- Belly Drum
Lv. 19- Headbutt
Lv. 24- Yawn
Lv. 28- Rest
Lv. 28- Snore
Lv. 33- Body Slam
Lv. 37- Block
Lv. 37- Sleep Talk***
Lv. 42- Covet
Lv. 46- Rollout
Lv. 51- Hyper Beam

Articuno

Type: Ice/Flying

Ability: Pressure

Moveset:

Start- Gust
Start- Powder Snow
Lv. 13- Mist
Lv. 25- Agility
Lv. 37- Mind Reader
Lv. 49- Ice Beam
Lv. 61- Reflect
Lv. 73- Blizzard
Lv. 85- Sheer Cold

Zapdos

Type: Electric/Flying

Ability: Pressure

Moveset:

Start- Thundershock
Start- Peck
Lv. 13- Thunder Wave
Lv. 25- Agility
Lv. 37- Detect
Lv. 49- Drill Peck
Lv. 61- Charge
Lv. 73- Light Screen
Lv. 85- Thunder

Moltres

Type: Fire/Flying

Ability: Pressure

Moveset:

Start- Wing Attack
Start- Ember
Lv. 13- Fire Spin
Lv. 25- Agility
Lv. 37- Endure
Lv. 49- Flamethrower
Lv. 61- Safeguard

Lv. 73- Heat Wave
Lv. 85- Sky Attack

Dratini

Dragonair- Dratini Lv. 30

Dragonite- Dragonair Lv. 55

Type:

Dratini/Dragonair- Dragon

Dragonite- Dragon/Flying

Ability:

Dratini/Dragonair- Shed Skin

Dragonite- Inner Focus

Moveset:

Dratini-

Start- Wrap

Start- Leer

Lv. 8- Thunder Wave

Lv. 15- Twister

Lv. 22- Dragon Rage

Lv. 29- Slam

Lv. 36- Agility

Lv. 43- Safeguard

Lv. 50- Outrage

Lv. 57- Hyper Beam

Dragonair-

Lv. 38- Agility

Lv. 47- Safeguard

Lv. 56- Outrage

Lv. 65- Hyper Beam

Dragonite-

Lv. 55- Wing Attack

Lv. 61- Outrage

Lv. 75- Hyper Beam

Mewtwo

Type: Psychic

Ability: Pressure

Moveset:

Start- Confusion

Start- Disable

Lv. 11- Barrier

Lv. 22- Swift

Lv. 33- Psych Up

Lv. 44- Future Sight

Lv. 55- Mist

Lv. 66- Psychic

Lv. 77- Amnesia

Lv. 88- Recover

Lv. 99- Safeguard

Mew

Type: Psychic

Ability: Synchronize

Moveset:

Start- Pound

Lv. 10- Transform

Lv. 20- Mega Punch

Lv. 30- Metronome

Lv. 40- Psychic

Lv. 50- Ancientpower

Step three of three in the Pokedex section- Johto pokemon

Chikorita

Bayleef- Chikorita level 16

Meganium- Bayleef level 32

Type: Grass (all of them)

Ability: Overgrow (all of them)

Moveset:

Chikorita-

Start- Tackle

Start- Growl

Lv. 8- Razor Leaf

Lv. 12- Reflect

Lv. 15- Poisonpowder

Lv. 22- Synthesis

Lv. 29- Body Slam

Lv. 36- Light Screen

Lv. 43- Safeguard

Lv. 50- Solarbeam

Bayleef-

Lv. 23- Synthesis

Lv. 31- Body Slam

Lv. 39- Light Screen

Lv. 47- Safeguard

Lv. 55- Solarbeam

Meganium-

Lv. 41- Light Screen

Lv. 51- Safeguard

Lv. 61- Solarbeam

Cyndiquil

Quilava- Cyndiquil level 14

Typhlosion- Quilava level 36

Type: Fire (all of them)

Ability: Blaze (all of them)

Moveset:

Cyndiquil-

Start- Tackle

Start- Leer

Lv. 6- Smokescreen

Lv. 12- Ember
Lv. 19- Quick Attack
Lv. 27- Flame Wheel
Lv. 36- Swift
Lv. 46- Flamethrower

Quilava-

Lv. 21- Quick Attack
Lv. 31- Flame Wheel
Lv. 42- Swift
Lv. 54- Flamethrower

Typhlosion-

Lv. 45- Swift
Lv. 60- Flamethrower

Totodile

Croconaw- Totodile level 18
Feraligatr- Croconaw level 30

Type: Water (all of them)

Ability: Torrent (all of them)

Moveset:

Totodile-

Start- Scratch
Start- Leer
Lv. 7- Rage
Lv. 13- Water Gun
Lv. 20- Bite
Lv. 27- Scary Face
Lv. 35- Slash
Lv. 43- Screech
Lv. 52- Hydro Pump

Croconaw-

Lv. 21- Bite
Lv. 28- Scary Face
Lv. 37- Slash
Lv. 45- Screech
Lv. 55- Hydro Pump

Feraligatr-

Lv. 38- Slash
Lv. 47- Screech
Lv. 58- Hydro Pump

Sentret

Furret- Sentret level 15

Type: Normal (both of them)

Ability: Run Away (both of them) or Keen Eye (both of them)

Moveset:

Sentret-

Start- Scratch
Lv. 4- Defense Curl
Lv. 7- Quick Attack

Lv. 12- Fury Swipes
Lv. 17- Helping Hand
Lv. 24- Slam
Lv. 31- Follow Me
Lv. 40- Rest
Lv. 49- Amnesia

Furret-

Lv. 19- Helping Hand
Lv. 28- Slam
Lv. 37- Follow Me
Lv. 48- Rest
Lv. 59- Amnesia

Hoothoot

Noctowl- Hoothoot level 20

Type: Normal/Flying (both of them)

Ability: Insomnia (both of them) or Keen Eye (both of them)

Moveset:

Hoothoot-

Start- Tackle
Start- Growl
Lv. 6- Foresight
Lv. 11- Peck
Lv. 16- Hypnosis
Lv. 22- Reflect
Lv. 28- Take Down
Lv. 34- Confusion
Lv. 48- Dream Eater

Noctowl-

Lv. 25- Reflect
Lv. 33- Take Down
Lv. 41- Confusion
Lv. 57- Dream Eater

Ledyba

Ledian- Ledyba level 18

Type: Bug/Flying (both of them)

Ability: Early Bird (both of them) or Swarm (both of them)

Moveset:

Ledyba-

Start- Tackle
Lv. 8- Supersonic
Lv. 15- Comet Punch
Lv. 22- Reflect
Lv. 22- Light Screen
Lv. 22- Safeguard
Lv. 29- Baton Pass
Lv. 36- Swift
Lv. 43- Agility
Lv. 50- Double-Edge

Ledian-

Lv. 24- Reflect
Lv. 24- Light Screen
Lv. 24- Safeguard
Lv. 33- Baton Pass
Lv. 42- Swift
Lv. 51- Agility
Lv. 60- Double-Edge

Spinarak

Ariados- Spinarak level 22

Type: Bug/Poison (both of them)

Ability: Insomnia (both of them) or Swarm (both of them)

Moveset:

Spinarak-

Start- Poison Sting

Start- String Shot

Lv. 6- Scary Face

Lv. 11- Constrict

Lv. 17- Night Shade

Lv. 23- Leech Life

Lv. 30- Fury Swipes

Lv. 37- Spider Web

Lv. 45- Agility

Lv. 53- Psychic

Ariados-

Lv. 25- Leech Life

Lv. 34- Fury Swipes

Lv. 43- Spider Web

Lv. 53- Agility

Lv. 63- Psychic

Togepi

Togetic- Togepi + friendship

Type:

Togepi: Normal

Togetic: Normal/Flying

Ability: Serene Grace (both of them) or Hustle (both of them)

Moveset:

Togepi-

Start- Growl

Start- Charm

Lv. 6- Metronome

Lv. 11- Sweet Kiss

Lv. 16- Yawn

Lv. 21- Encore

Lv. 21- Ancientpower***

Lv. 26- Follow Me

Lv. 31- Wish

Lv. 36- Safeguard

Lv. 41- Double-Edge

Lv. 41- Baton Pass***

Togetic-

Lv. 6- Metronome
Lv. 11- Sweet Kiss
Lv. 16- Yawn
Lv. 21- Encore
Lv. 21- Ancientpower***
Lv. 26- Follow Me
Lv. 31- Wish
Lv. 36- Safeguard
Lv. 41- Double-Edge
Lv. 41- Baton Pass***

Mareep

Flaffy- Mareep Lv. 15
Ampharos- Flaffy Lv. 30

Type: Electric (all of them)

Ability: Static (all of them)

Moveset:

Mareep-

Start- Tackle
Start- Growl
Lv. 9- Thundershock
Lv. 16- Thunder Wave
Lv. 23- Cotton Spore
Lv. 30- Light Screen
Lv. 37- Thunder

Flaffy-

Lv. 18- Thunder Wave
Lv. 27- Cotton Spore
Lv. 36- Light Screen
Lv. 45- Thunder

Ampharos-

Lv. 30- Thunderpunch
Lv. 42- Light Screen
Lv. 57- Thunder

Sudowoodo

Type: Rock

Ability: Rock Head or Sturdy

Moveset:

Start- Rock Throw
Start- Mimic
Lv. 9- Flail
Lv. 17- Low Kick
Lv. 25- Rock Slide
Lv. 33- Block
Lv. 41- Faint Attack
Lv. 49- Slam
Lv. 57- Double-Edge

Hoppip

Skiploom- Hoppip Lv. 18
Jumpluff- Skiploom Lv. 27

Type: Grass/Flying (both of them)

Ability: Chlorophyll (all of them)

Moveset:

Hoppip-

Start- Splash

Lv. 5- Synthesis

Lv. 5- Tail Whip

Lv. 10- Tackle

Lv. 13- Poisonpowder

Lv. 15- Stun Spore

Lv. 17- Sleep Powder

Lv. 20- Leech Seed

Lv. 25- Cotton Spore

Lv. 30- Mega Drain

Skiploom-

Lv. 22- Leech Seed

Lv. 29- Cotton Spore

Lv. 36- Mega Drain

Jumpluff-

Lv. 33- Cotton Spore

Lv. 44- Mega Drain

Aipom

Type: Normal

Ability: Run Away or Pick Up

Moveset:

Start- Scratch

Start- Tail Whip

Lv. 6- Sand Attack

Lv. 13- Astonish

Lv. 18- Baton Pass

Lv. 25- Tickle

Lv. 31- Fury Swipes

Lv. 38- Swift

Lv. 43- Screech

Lv. 50- Agility

Sunkern

Sunflora- Sunkern + Sun Stone

Type: Grass (both of them)

Ability: Chlorophyll (both of them)

Moveset:

Sunkern-

Start- Absorb

Lv. 6- Growth

Lv. 13- Mega Drain

Lv. 18- Ingrain

Lv. 25- Endeavor

Lv. 30- Sunny Day
Lv. 37- Synthesis
Lv. 43- Giga Drain

Sunflora-

Lv. 6- Growth
Lv. 13- Razor Leaf
Lv. 18- Ingrain
Lv. 25- Bullet Seed
Lv. 30- Sunny Day
Lv. 37- Petal Dance
Lv. 42- Solarbeam

Yanma

Type: Bug/Flying

Ability: Speed Boost or Compoundeyes

Moveset:

Start- Tackle
Start- Foresight
Lv. 7- Quick Attack
Lv. 13- Double Team
Lv. 19- Sonicboom
Lv. 23- Hypnosis***
Lv. 25- Detect
Lv. 31- Supersonic
Lv. 37- Uproar
Lv. 43- Wing Attack
Lv. 49- Screech

Wooper

Quagsire- Wooper Lv. 20

Type: Water/Ground (both of them)

Ability: Damp (both of them) or Water Absorb (both of them)

Moveset:

Wooper-

Start- Water Gun
Start- Tail Whip
Lv. 11- Slam
Lv. 16- Mud Shot
Lv. 21- Amnesia
Lv. 31- Yawn
Lv. 36- Earthquake
Lv. 41- Rain Dance
Lv. 51- Mist
Lv. 51- Haze

Quagsire-

Lv. 23- Amnesia
Lv. 35- Yawn
Lv. 42- Earthquake
Lv. 49- Rain Dance
Lv. 61- Mist
Lv. 61- Haze

Murkrow

Type: Dark/Flying

Ability: Insomnia

Moveset:

Start- Peck

Lv. 9- Astonish

Lv. 14- Pursuit

Lv. 22- Haze

Lv. 27- Night Shade

Lv. 35- Faint Attack

Lv. 40- Taunt

Lv. 48- Mean Look

Misdreavus

Type: Ghost

Ability: Levitate

Moveset:

Start- Growl

Start- Psywave

Lv. 6- Spite

Lv. 11- Astonish

Lv. 17- Confuse Ray

Lv. 23- Mean Look

Lv. 30- Psybeam

Lv. 37- Pain Split

Lv. 45- Perish Song

Lv. 53- Grudge

Unown

Type: Psychic

Ability: Levitate

Moveset:

Start- Hidden Power

Pineco

Forretress- Pineco Lv. 31

Type:

Pineco: Bug

Forretress: Bug/Steel

Ability: Sturdy (both of them)

Moveset:

Pineco-

Start- Tackle

Start- Protect

Lv. 8- Selfdestruct

Lv. 15- Take Down

Lv. 22- Rapid Spin

Lv. 29- Bide

Lv. 36- Explosion
Lv. 43- Spikes
Lv. 50- Double-Edge

Forretress-

Lv. 31- Zap Cannon***
Lv. 39- Explosion
Lv. 49- Spikes
Lv. 59- Double-Edge

Dunsparce

Type: Normal

Ability: Run Away or Serene Grace

Moveset:

Start- Rage
Lv. 4- Defense Curl
Lv. 11- Yawn
Lv. 14- Glare
Lv. 21- Spite
Lv. 21- Rollout***
Lv. 24- Pursuit
Lv. 31- Screech
Lv. 34- Take Down
Lv. 41- Endeavor
Lv. 44- Flail***

Gligar

Type: Ground/Flying

Ability: Sand Veil or Hyper Cutter

Moveset:

Start- Poison Sting
Lv. 6- Sand Attack
Lv. 13- Harden
Lv. 20- Quick Attack
Lv. 28- Faint Attack
Lv. 36- Slash
Lv. 44- Screech
Lv. 52- Guillotine

Snubbull

Granbull- Snubbull Lv. 23

Type: Normal (both of them)

Ability: Intimidate (both of them) or Run Away (both of them)

Moveset:

Snubbull-
Start- Tackle
Start- Scary Face
Lv. 4- Tail Whip
Lv. 8- Charm
Lv. 13- Bite
Lv. 19- Lick

Lv. 26- Roar
Lv. 34- Rage
Lv. 43- Take Down
Lv. 53- Crunch

Granbull-

Lv. 28- Roar
Lv. 38- Rage
Lv. 49- Take Down
Lv. 61- Crunch

Quilfish

Type: Water/Poison

Ability: Swift Swim or Poison Point

Moveset:

Start- Tackle
Start- Poison Sting
Start- Spikes
Lv. 10- Harden
Lv. 10- Minimize
Lv. 19- Water Gun
Lv. 25- Revenge***
Lv. 28- Pin Missile
Lv. 37- Take Down
Lv. 45- Destiny Bond***
Lv. 46- Hydro Pump

Shuckle

Type: Bug/Rock

Ability: Sturdy

Moveset:

Start- Constrict
Start- Withdraw
Lv. 9- Wrap
Lv. 14- Encore
Lv. 23- Safeguard
Lv. 28- Bide
Lv. 37- Rest

Sneasel

Type: Dark/Ice

Ability: Inner Focus or Keen Eye

Moveset:

Start- Scratch
Start- Leer
Start- Taunt
Lv. 8- Quick Attack
Lv. 15- Screech
Lv. 22- Faint Attack
Lv. 29- Fury Swipes
Lv. 36- Agility

Lv. 43- Icy Wind
Lv. 50- Slash
Lv. 57- Beat Up
Lv. 64- Metal Claw

Teddiursa

Ursaring- Teddiursa Lv. 30

Type: Normal (both of them)

Ability:

Teddiursa- Pick Up

Ursaring- Guts

Moveset:

Teddiursa-

Start- Scratch

Start- Leer

Lv. 7- Lick

Lv. 13- Fury Swipes

Lv. 19- Fake Tears

Lv. 25- Faint Attack

Lv. 31- Rest

Lv. 37- Slash

Lv. 43- Snore

Lv. 49- Thrash

Ursaring-

Lv. 31- Rest

Lv. 37- Slash

Lv. 43- Snore

Lv. 49- Thrash

Swinub

Piloswine- Swinub Lv. 33

Type: Ice/Ground (both of them)

Ability: Oblivious (both of them)

Moveset:

Swinub-

Start- Tackle

Start- Odor Sleuth

Lv. 10- Powder Snow

Lv. 19- Endure

Lv. 28- Take Down

Lv. 37- Mist

Lv. 46- Blizzard

Lv. 55- Amnesia

Piloswine-

Lv. 33- Fury Attack

Lv. 42- Mist

Lv. 56- Blizzard

Lv. 70- Amnesia

Remoraidd

Octillery- Remoraidd Lv. 25

Type: Water (both of them)

Ability:

Remoraid: Hustle

Octillery: Suction Cups

Moveset:

Remoraid-

Start- Water Gun

Lv. 11- Lock-On

Lv. 22- Psybeam

Lv. 22- Aurora Beam

Lv. 22- Bubblebeam

Lv. 33- Focus Energy

Lv. 44- Ice Beam

Lv. 55- Hyper Beam

Octillery-

Lv. 25- Octozooka

Lv. 38- Focus Energy

Lv. 54- Ice Beam

Lv. 70- Hyper Beam

Mantine

Type: Water/Flying

Ability: Water Absorb or Swift Swim

Moveset:

Start- Tackle

Start- Bubble

Lv. 8- Supersonic

Lv. 15- Bubblebeam

Lv. 22- Take Down

Lv. 29- Agility

Lv. 36- Wing Attack

Lv. 43- Water Pulse

Lv. 50- Confuse Ray

Houndour

Houndoom- Houndour Lv. 24

Type: Dark/Fire (both of them)

Ability: Flash Fire (both of them) or Early Bird (both of them)

Moveset:

Houndour-

Start- Leer

Start- Ember

Lv. 7- Howl

Lv. 13- Smog

Lv. 19- Roar

Lv. 25- Bite

Lv. 31- Odor Sleuth

Lv. 37- Faint Attack

Lv. 43- Flamethrower

Lv. 49- Crunch

Houndoom-

Lv. 27- Bite

Lv. 35- Odor Sleuth

Lv. 43- Faint Attack

Lv. 51- Flamethrower

Lv. 59- Crunch

Stantler

Type: Normal

Ability: Intimidate

Moveset:

Start- Tackle

Lv. 7- Leer

Lv. 13- Astonish

Lv. 19- Hypnosis

Lv. 25- Stomp

Lv. 31- Sand Attack

Lv. 31- Role Play***

Lv. 37- Take Down

Lv. 43- Confuse Ray

Lv. 49- Calm Mind

Smeargle

Type: Normal

Ability: Own Tempo

Moveset:

Start- Sketch

Lv. 11- Sketch

Lv. 21- Sketch

Lv. 31- Sketch

Lv. 41- Sketch

Lv. 51- Sketch

Lv. 61- Sketch

Lv. 71- Sketch

Lv. 81- Sketch

Lv. 91- Sketch

Miltank

Type: Normal

Ability: Thick Fat

Moveset:

Start- Tackle

Start- Growl

Lv. 8- Defense Curl

Lv. 13- Stomp

Lv. 19- Milk Drink

Lv. 26- Bide

Lv. 34- Rollout

Lv. 43- Body Slam

Lv. 53- Heal Bell

Raikou

Type: Electric

Ability: Pressure

Moveset:

Start- Bite

Start- Leer

Lv. 11- Thundershock

Lv. 21- Roar

Lv. 31- Quick Attack

Lv. 41- Spark

Lv. 51- Reflect

Lv. 61- Crunch

Lv. 71- Thunder

Lv. 81- Calm Mind

Entei

Type: Fire

Ability: Pressure

Moveset:

Start- Bite

Start- Leer

Lv. 11- Ember

Lv. 21- Roar

Lv. 31- Fire Spin

Lv. 41- Stomp

Lv. 51- Flamethrower

Lv. 61- Swagger

Lv. 71- Fire Blast

Lv. 81- Calm Mind

Suicune

Type: Water

Ability: Pressure

Moveset:

Start- Bite

Start- Leer

Lv. 11- Bubblebeam

Lv. 21- Rain Dance

Lv. 31- Gust

Lv. 41- Aurora Beam

Lv. 51- Mist

Lv. 61- Mirror Coat

Lv. 71- Hydro Pump

Lv. 81- Calm Mind

Larvitar

Pupitar- Larvitar Lv. 30

Tyranitar- Pupitar Lv. 55

Type:

Larvitar/Pupitar- Rock/Ground

Tyranitar- Rock/Dark

Ability:

Larvitar- Guts

Pupitar- Shed Skin

Tyranitar- Sandstream

Moveset:

Larvitar-

Start- Bite

Start- Leer

Lv. 8- Sandstorm

Lv. 15- Screech

Lv. 22- Rock Slide

Lv. 29- Thrash

Lv. 36- Scary Face

Lv. 43- Crunch

Lv. 50- Earthquake

Lv. 57- Hyper Beam

Pupitar-

Lv. 38- Scary Face

Lv. 47- Crunch

Lv. 56- Earthquake

Lv. 65- Hyper Beam

Tyranitar-

Lv. 61- Earthquake

Lv. 75- Hyper Beam

Lugia

Type: Psychic/Flying

Ability: Pressure

Moveset:

Start- Whirlwind

Lv. 11- Safeguard

Lv. 22- Gust

Lv. 33- Recover

Lv. 44- Hydro Pump

Lv. 55- Rain Dance

Lv. 66- Swift

Lv. 77- Aeroblast

Lv. 88- Ancientpower

Lv. 99- Future Sight

Ho-oh

Type: Fire/Flying

Ability: Pressure

Moveset:

Start- Whirlwind

Lv. 11- Safeguard

Lv. 22- Gust

Lv. 33- Recover

Lv. 44- Fire Blast

Lv. 55- Sunny Day
Lv. 66- Swift
Lv. 77- Sacred Fire
Lv. 88- Ancientpower
Lv. 99- Future Sight

AND FINALLY, THE LAST POKEMON IN THE POKEDEX, CELEBI

Celebi

Type: Grass/Psychic

Ability: Natural Cure

Moveset:

Start- Leech Seed
Start- Confusion
Start- Recover
Start- Heal Bell
Lv. 10- Safeguard
Lv. 20- Ancientpower
Lv. 30- Future Sight
Lv. 40- Baton Pass
Lv. 50- Perish Song

EXPECT MANY MORE UPDATES TO THE POKEDEX. MANY, MANY MORE.

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7. Gabby and Ty

As you may have noticed, you see a reporter and a cameraman every once in a while. Those two are Gabby & Ty. Gabby is a reporter always looking for a story. Every time you battle them, there two pokemon improve in levels. Here are their pokemon

Battle 1-
Whismur Lv. 19
Magnebite Lv. 19

Battle 2-
Loudred Lv. 27
Magnebite Lv. 27

Battle 3-
Loudred Lv. 30
Magnebite Lv. 30

Battle 4-
Loudred Lv. 33
Magnebite Lv. 33

Battle 5-
Loudred Lv. 36
Magnebite Lv. 36

Battle 6 and on-
Exploud Lv. 39
Magnebite Lv. 39

Gabby owns the Whismur, probably because it is famous for its noise. Ty has the Magnemite, probably because it is like a machine, just like a camera. After the battle, G&T will get a one-word interview from you and then leave.

=====

8. Items

Recovery Items (HP)-

Energy Root (200 HP)
Energy Powder (50 HP)
Fresh Water (50 HP)
Full Restore (All HP)
Hyper Potion (200 HP)
Leftovers (slowly recovers each turn)
Lemonade (80 HP)
Max Potion (All HP)
Potion (20 HP)
Shell Bell (???)
Soda Pop (60 HP)
Super Potion (50 HP)

Recovery Items (PP)-

Elixer (10 PP for all moves)
Ether (10 PP for one move)
Max Elixer (All PP for all moves)
Max Ether (All PP for one move)

Recovery Items (Knocked out pokemon)-

Max Revive (Revive Pokemon + Fully Heal)
Revival Herb
Revive (Revive to Half HP)

Recovery Items (Status)-

Antidote (poison)
Awakening (sleep)
Blue Flute (all)
Burn Heal (Burn)
Full Heal (All)
Full Restore (All)
Heal Powder (All)
Ice Heal (Frozen)
Lava Cookie (All)
Paralyze Heal (Paralysis)
Red Flute (Attraction)
Yellow Flute (Confusion)

Raising Pokemon-

Deepseascale (evolve Clamperl)
Deepseatooth (evolve Clamperl)
Dragon Scale (Evolve certain pokemon)
Everstone (Stop pokemon from evolving)
EXP Share (gives EXP to all pokemon holding it)

Fire Stone (Evolve some pokemon)
King's Rock (evolve certain pokemon)
Lax Incense (get Wynaut from eggs from Wobbafett)
Leaf Stone (Evolve some pokemon)
Metal Coat (evolve certain pokemon)
Moon Stone (evolve certain pokemon)
Rare Candy (raises level by 1)
Sea Incense (get Azurill from Eggs from Marill or Azumarill)
Soothe Bell (raise happiness (great for pokemon that evolves that way))
Sun Stone (evolve certain pokemon)
Thunder Stone (evolve certain pokemon)
Water Stone (evolve some pokemon)

Stat gain-

Calcium (Special Attack)
Carbos (Speed)
Dire Hit (Critical Hit Ratio)
HP Up (HP)
Iron (Defense)
King's Rock (Critical Hit Ratio)
Light Ball (doubles Pikachu's Special Attack)
Macho Brace (ups stat gain at cost of speed)
PP Max (Raises PP of one move by 3/5. Can be used once)
PP Up (Raises PP of one move by 1/5. Can be used three times)
Protein (Attack)
Scope Lens (Critical Hit Ratio)
Thick Club (Double Cubone's Attack)
X Accuracy (hold item for accuracy)
X Attack (hold item for attack)
X Defense (hold item for defense)
X Special (hold item for special stats)
X Speed (hold item for speed)
Zinc (Special Defense)

Attack raisers-

Black Belt (raises fighting attacks)
Black Glasses (raises dark attacks)
Charcoal (raises fire attacks)
Dragon Fang (raises dragon attacks)
Hard Stone (raises rock attacks)
Magnet (raises electric attacks)
Metal Coat (raises steel attacks)
Miracle Seed (raises grass attacks)
Mystic Water (raises water attacks)
Nevermeltice (raises ice attacks)
Poison Barb (raises poison attacks)
Sharp Beak (raises flying attacks)
Silk Scarf (raises normal attacks)
Silverpowder (raises bug attacks)
Soft Sand (raises ground attacks)
Spell Tag (raises ghost attacks)
Twisted Spoon (raises psychic attacks)

Shards-

Blue Shard (trade for water stone)
Green Shard (trade for leaf stone)
Red Shard (trade for fire stone)
Yellow Shard (trade for thunder stone)

Protection-

Focus Band (may stop pokemon from fainting)
Guard Spec (protects stats)

Finding Wild Pokemon-

Black Flute (repels wild pokemon)
Cleanse Tag (decrease chance of finding wild pokemon)
Escape Rope (exit caves and other pokemon inhabited areas)
Max Repel (repel pokemon for 250 steps)
Repel (repel pokemon for 100 steps)
Super Repel (repel pokemon for 200 steps)
White Flute (attracts wild pokemon)

Mail-

Bead Mail (???)
Glitter Mail (Pikachu design)
Harbor Mail (Wingull Design)
Mech Mail (Magnemite Design)
Orange Mail (Zigzagoon Design)
Shadow Mail (Duskull Mail)
Tropic Mail (Bellossom Design)
Wave Mail (Wailmer Design)
Wood Mail (Slakoth Design)

Flutes-

Black Flute (repel wild pokemon)
Blue Flute (Awaken pokemon)
Red Flute (anti-attracts pokemon)
White Flute (attracts wild pokemon)
Yellow Flute (cures confusion)

Scarves-

Blue Scarf (raises Beauty)
Green Scarf (raises Smartness)
Pink Scarf (raises Cuteness)
Red Scarf (raises Coolness)
Yellow Scarf (raises Toughness)

Other Items-

Amulet Coin (doubles money earnings)
Bright Powder (lowers foes accuracy)
Fluffy Tail (escape from battle)
Heart Scale (trade to Move Tutor to relearn a move)
Nugget (sell for 5000 pokedollars)
Quick Claw (may attack first)
Shoal Salt (use to get Shell Bell)

Shoal Shell (use to get Shell Bell)
Smoke Ball (escape from battle)
Star Piece (sell for 4900 pokedollars)
Star Dust (sell for 1000 pokedollars)

Key Items-

Acro Bike- Bike Shop in Mauville City (speed up travel)
Basement Key- Wattson in Mauville City (get into New Mauville)
Blue Orb- Mt. Pyre Summit (used to tame Kyogre in Sapphire, awaken Groudon in Ruby)
Claw Fossil- Northeast side of desert (use to revive Anorith)
Coin Case- girl in Mauville City that you give Wave Mail to. (gain coins in Game Corner)
Contest Pass- Lady at contest house in Verdanturf Town (gain entry to contests)
Devon Goods- retrieve from Grunt in Rusturf Tunnel (give it to Stern in Slateport)
Devon Scope- Steven east of Fortree City (identify Kecleon)
Eon Ticket- Gameshark/Action Replay/Nintendo promo (go to Southern Island)
Go-Goggles- May after beating Flannery (go into the sandstorm)
Good Rod- Fisherman east of Mauville City (Catch pokemon in water from level 15-30)
Itemfinder- May north of Slateport City (find invisible items)
Mach Bike- Bike shop in Mauville City (speed up travel a lot)
Meteorite- Machine next to Archie on Mt. Chimney (a mysterious rock from space)
Old Rod- Fisherman on Dewford Island (catch Magikarp and Tentacool)
Pokeblock Case- Girl in Slateport City Contest House (holds pokeblocks)
Red Orb (Tame Groudon in Ruby, awaken Kyogre in Sapphire)
Root Fossil- Northeast side of desert (use to revive Lileep)
S.S. Ticket- Dad after beating Elite 4 (get on the S.S. Tidal)
Scanner- Abandoned Ship (trade for Deepseatooth or Deepseascale)
Soot Sack- House on Route 113 (collect ashes on Route 113)
Storage Key- Abandoned Ship (open storage room in Abandoned Ship)
Super Rod- Fisherman in Mossdeep City (catch pokemon in water from level 30-40)
Wailmer Pail- Flower Shop just outside of Petalburg Forest (water berries)

=====

9. TM/HM List-

TM01- Focus Punch

Type: Fighting

PP: 5

Accuracy: 100%

Power: 150

Effect: Loads up on first turn. Fails if attacked on first turn.

Location: Route 115

TM02- Dragon Claw

Type: Dragon

PP: 15

Accuracy: 100%

Power: 80

Effect: No Effect

Location: Meteor Falls (Bagon Room)

TM03- Water Pulse

Type: Water

PP: 20

Accuracy: 100%

Power: 60

Effect: May confuse the foe

Location: Sootopolis City Gym

TM04- Calm Mind

Type: Psychic

PP: 20

Accuracy: N/A

Power: ~

Effect: Raises Special Attack and Special Defense

Location: Mossdeep City Gym

TM05- Roar

Type: Normal

PP: 20

Accuracy: N/A

Power: ~

Effect: escape wild pokemon battles/ switch foes pokemon

Location: Route 114

TM06- Toxic

Type: Poison

PP: 10

Accuracy: 85%

Power: ~

Effect: Takes 1/16 of foes HP away per turn

Location: Fiery Path

TM07- Hail

Type: Ice

PP: 5

Accuracy: N/A

Power: ~

Effect: Slowly take damage away from opponent. Doesn't work against ice pokemon.

Location: Shoal Cave

TM08- Bulk Up

Type: Fighting

PP: 20

Accuracy: N/A

Power: ~

Effect: Raise Attack and Defense

Location: Dewford City Gym

TM09- Bullet Seed

Type: Grass

PP: 30

Accuracy: 100%

Power: 10

Effect: Attack 2-5 times

Location: Kid on Route 104 above Petalburg Forest

TM10- Hidden Power

Type: Normal

PP: 15

Accuracy: 100%

Power: Unknown

Effect: This is complicated. Hidden Power is based on your pokemon's DVs, or Diversification Values. Those decide on the stats. The power is based on stuff that would make your brain spin. I won't get into it right now.

Location: Forttree City, Slateport Market Afterwards

TM11- Sunny Day

Type: Fire

PP: 5

Accuracy: N/A

Power: ~

Effect: raise fire attack power, lower water attack power, make Solarbeam a one-turn move, and halves Thunder's accuracy

Location: Scorched Slab

TM12- Taunt

Type: Dark

PP: 20

Accuracy: 100%

Power: ~

Effect: makes opponent use only attacks that do damage

Location: Trick Master

TM13- Ice Beam

Type: Ice

PP: 15

Accuracy: 100%

Power: 95

Effect: may freeze the opponent

Location: Casino, abandoned ship

TM14- Blizzard

Type: Ice

PP: 10

Accuracy: 70%

Power: 140

Effect: May freeze the foe

Location: Lilycove department store

TM15- Hyper Beam

Type: Normal

PP: 10

Accuracy: 90%

Power: 150

Effect: attack, then charge next turn

Location: Lilycove Department Store

TM16- Light Screen

Type: Psychic

PP: 15

Accuracy: N/A

Power: ~

Effect: Sharply raises Special Defense

Location: Lilycove Department Store

TM17- Protect

Type: Normal

PP: 5

Accuracy: 100%

Power: ~

Effect: Negate the foes attack. Accuracy halves for every consecutive use

Location: Lilycove Department Store

TM18- Rain Dance

Type: Water

PP: 5

Accuracy: N/A

Power: ~

Effect: Raises water attack power, lowers fire attack power, makes Thunder 100% accurate, makes Solarbeam a three turn attack

Location: Abandoned Ship

TM19- Giga Drain

Type: Grass

PP: 5

Accuracy: 100%

Power: 60

Effect: recover half the damage

Location: girl on Route 123 as long as you have a grass pokemon with you.

TM20- Safeguard

Type: Normal

PP: 25

Accuracy: N/A

Power: ~

Effect: Prevents status changes

Location: Lilycove Department Store

TM21- Frustration

Type: Normal

PP: 20

Accuracy: 100%

Power: ???

Effect: Power depends on how much a pokemon dislikes you.

Location: Pacifidlog Town (bottom-left house)

TM22- Solarbeam

Type: Grass

PP: 10

Accuracy: 100%

Power: 120

Effect: Load up first turn, strike the next. Doesn't involve loading if Sunny Day is in effect. Two turns of loading if Rain Dance is in effect.

Location: Safari Zone

TM23- Iron Tail

Type: Steel

PP: 10

Accuracy: 75%

Power: 100

Effect: may lower the foes defense

Location: Meteor Falls

TM24- Thunderbolt
Type: Electric
PP: 15
Accuracy: 100%
Power: 80
Effect: May paralyze the foe.
Location: Wattson after New Mauville sidequest

TM25- Thunder
Type: Electric
PP: 10
Accuracy: 70%
Power: 120
Effect: May paralyze the foe
Location: Lilycove Department Store

TM26- Earthquake
Type: Ground
PP: 10
Accuracy: 100%
Power: 100
Effect: no effect
Location: Seafloor Cavern (place where you find Kyogre/Groudon for the first time)

TM27- Return
Type: Normal
PP: 20
Accuracy: 100%
Power: ???
Effect: power depends on how much the pokemon likes you
Location: Cozmo after returning the meteorite, Pacifidlog Town (where you get Frustration)

TM28- Dig
Type: Ground
PP: 10
Accuracy: 100%
Power: 60
Effect: Dig on the first turn, avoiding any attack that turn other than Earthquake and Fissure, strike on the next.
Location: Kid on Route 114 in house

TM29- Psychic
Type: Psychic
PP: 10
Accuracy: 100%
Power: 90
Effect: May lower the foes Special Defense.
Location: Casino

TM30- Shadow Ball
Type: Ghost
PP: 15
Accuracy: 100%
Power: 80
Effect: May lower the foes Special Defense
Location: Mt. Pyre

TM31- Brick Break

Type: Fighting

PP: 15

Accuracy: 100%

Power: 75

Effect: Breaks Reflect and Light Screen. That means that if your opponent used Light Screen or Reflect, then if you use Brick Break, that shield will be destroyed.

Location: Sootopolis City

TM32- Double Team

Type: Normal

PP: 15

Accuracy: N/A

Power: ~

Effect: lowers the foes accuracy

Location: Casino

TM33- Reflect

Type: Psychic

PP: 20

Accuracy: N/A

Power: ~

Effect: Raises defense. Is destroyed by Brick Break

TM34- Shock Wave

Type: Electric

PP: 20

Accuracy: N/A

Power: 60

Effect: Never misses no matter what

Location: Mauville City Gym

TM35- Flamethrower

Type: Fire

PP: 15

Accuracy: 100%

Power: 95

Effect: May burn the foe

Location: Casino

TM36- Sludge Bomb

Type: Poison

PP: 10

Accuracy: 100%

Power: 90

Effect: May poison the foe

Location: Dewford Town

TM37- Sandstorm

Type: Ground

PP: 5

Accuracy: N/A

Power: ~

Effect: Hits each pokemon every turn. Doesn't effect rock, ground, or steel pokemon

Location: Desert

TM38- Fire Blast

Type: Fire

PP: 5

Accuracy: 85%
Power: 120
Effect: May burn the foe
Location: Lilycove Department Store

TM39- Rock Tomb
Type: Rock
PP: 10
Accuracy: 80%
Power: May lower the foes speed
Location: Rustboro City Gym

TM40- Aerial Ace
Type: Flying
PP: 20
Accuracy: N/A
Power: 60
Effect: Always hits no matter what
Location: Fortree City Gym

TM41- Torment
Type: Dark
PP: 15
Accuracy: N/A
Power: ~
Effect: Prevents use of the same move twice in a row
Location: Slateport City

TM42- Facade
Type: Normal
PP: 20
Accuracy: 100%
Power: 70
Effect: Does more damage if the user is poisoned, paralyzed, or burned
Location: Petalburg City Gym

TM43- Secret Power
Type: Normal
PP: 20
Accuracy: 100%
Power: 70
Effect: The effect depends on the location. You can make a secret base with this.
Location: Route 111

TM44- Rest
Type: Psychic
PP: 10
Accuracy: N/A
Power: ~
Effect: Puts the user to sleep. Heals HP to full.
Location: Lilycove City (right most house)

TM45- Attract
Type: Normal
PP: 15
Accuracy: 100%
Power: ~
Effect: Attracts the foe. Gives it a 50% chance of the foe not attacking

TM46- Thief

Type: Dark

PP: 10

Accuracy: 100%

Power: 40

Effect: May steal an item from the foe

Location: Team Magma/Aqua member in Ocean Museum

TM47- Steel Wing

Type: Steel

PP: 25

Accuracy: 90%

Power: 70

Effect: no effect

Location: Steven inside Granite Cave

TM48- Skill Swap

Type: Psychic

PP: 10

Accuracy: N/A

Power: ~

Effect: Switches the two pokemon's effects for the battle

TM49- Snatch

Type: Dark

PP: 10

Accuracy: N/A

Power: ~

Effect: Negates the effect of the move the opponent is about to use

TM50- Overheat

Type: Fire

PP: 5

Accuracy: 100%

Power: 150

Effect: lowers the special attack of the user greatly

Location: Lavaridge City Gym

HM01- Cut

Type: Normal

PP: 30

Accuracy: 100%

Power: 50

Effect: cuts down certain trees outside of battle

Location: Rustboro City. Building next to Pokemon Center

Badge needed for use: Rock Badge (Rustboro Gym)

HM02- Fly

Type: Flying

PP: 15

Accuracy: 90%

Power: 75

Effect: Allows you to fly to cities you've already been to. In battle, flies up on the first turn, then strikes

Location: May next to weather institute

Badge needed for use: Feather Badge (Fortree Gym)

HM03- Surf

Type: Water

PP: 15

Accuracy: 100%

Power: 95

Effect: Allows you to surf on water outside of battle. Hits all pokemon the opponents have inside of battle.

Location: Wally's dad after the fifth gym

Badge needed for use: Balance Badge (Petalburg Gym)

HM04- Strength

Type: Normal

PP: 15

Accuracy: 100%

Power: 80

Effect: Pushes rocks outside of battle

Location: man in Rusturf Tunnel after breaking the rock

Badge needed for use: Heat Badge (Lavaridge Gym)

HM05- Flash

Type: Normal

PP: 30

Accuracy: 70%

Power: ~

Effect: Lights up dark caves outside of battle, and lowers accuracy of the opposing pokemon inside of battle.

Location: Hiker at beginning of granite Cave

Badge needed for use: Knuckle Badge (Dewford Gym)

HM06- Rock Smash

Type: Fighting

PP: 20

Accuracy: 100%

Power: 20 (uggh! Pathetic!)

Effect: Breaks cracked rocks outside of battle. Lowers the foes defense inside of battle

HM07- Waterfall

Type: Water

PP: 15

Accuracy: 100%

Power: 80

Effect: Allows you to climb waterfalls outside of battle

HM08- Dive

Type: Water

PP: 10

Accuracy: 100%

Power: 60

Effect: Go underwater in deep spaces outside of battle. Same effect as dig inside of battle, with the exception of what will hit it.

=====

10. Shiny Pokemon

In the games of Ruby and Sapphire, you may eventually notice pokemon with odd color schemes. DO NOT TURN OFF YOUR GAME THINKING IT IS A GLITCH! It is a shiny pokemon. You have somewhere around a 1/8000 chance of finding one. I, myself, have never found one. There are many people who have never found one. The problem with shinies other than rarity is the fact that they do not have the best stats. To get a shiny pokemon, you need to find one with certain DVs. DV is short for

Diversification Value. It can also mean EV or IV. The only easy to get shinies ever were in G/S/C, and there are no shinies that are easy to get in Ruby and Sapphire.

=====

11. Secret Base

If you read the TM/HM list, you will notice that TM43- Secret Power can make secret bases. Secret Bases come in all shapes, locations, and sizes.

There are many of them. They come in trees, rocks, and bushes. In many places in Houen, you can buy stuff like dolls and mats and so on. Those are used to decorate your Secret Base. The first secret base can be found on Route 116, next to the Rusturf Tunnel entrance.

The following locations have stone bases-

Route 116, Route 111, Open space within Rusturf Tunnel, Route 113, Route 114, Route 115, Route 118, Route 119, Route 120, Route 121, Route 122, Route 123

The following locations have tree bases-

Route 111, Route 115, Route 118, Route 119, Route 120?, Route 121?, Route 122, Route 123

The following has bush bases-

Route 119

=====

12. Type Effectiveness

There are many different forms of effectiveness. For this section, we will have multiple example pokemon.

12.1. Basic Effectiveness

Welcome to the first part in the explanation on attack effectiveness! In this section, I will cover the basic info on how good attacks will do.

For this section, since we need an example. We will use Treeko.

As we all know, each attack has a Base Power. Pound, for example, has 40 Base Power. That is just one attack though. There are a LOT of attacks, ranging from very low power to very high. Pound is the basic starting attack of Treeko and a few others. There are much more powerful attacks than Pound. So the first rule of effectiveness is: the number one decider on power is Base Damage.

Now lets say we have a Treeko at level six. By now, he should have learned Absorb. Its base power is 20, so it is weaker than Pound in Base Damage. However, a special rule to effectiveness that some may not know shall now be explained. That is STAB. STAB is short for Same Type Attack Bonus. The effect of STAB? When a pokemon uses an attack that is the same type as the pokemon itself, the attack becomes 1.5 times stronger. Now lets see Treeko's Absorb.

$20 \text{ Base Damage} \times 1.5 \text{ (STAB)} = 30 \text{ Damage}$

But that still isn't stronger than Pound as you can see.

30 (Absorb)<40 (Pound)

Now we will use the move Treeko learns at the time of his first evolution, Pursuit. Pursuit has 40 Base Damage, so it is as strong as Pound. It is a Dark type move, so Treeko does not get STAB for it when used. Let's pit Treeko up against a Dusknoll. Because Pursuit is a Dark type move, it has extra power over Dusknoll. This is called a "super-effective attack". When you see the phrase "It's super-effective", it means that the power of the attack is multiplied by 2. Let's look at Pursuit now...

$40 \text{ Base Damage} \times 2 \text{ (super-effective)} = 80 \text{ Damage}$

So now Pursuit does 80 damage against Dusknoll.

Now we shall look at another very important factor of attack power, stats. Stats are the 6 numbers you see on a pokemon status screen. Stats decide if a Tackle from a Mudkip is the same power as a Tackle from a Wurmple. Let's look at Treeko and another example, Grimer. Both of them learn Pound. But they have different stats. We shall look for the greater stat by looking at the Base Stat. The Base Stat is the one stat of a pokemon that decides the height of the stat the Base Stat follows. Treeko's Base Stat for attack is 45, and Grimer's base stat for attack is 80. Sheesh! Grimer's Base Stat for attack is MUCH higher than Treeko's. Therefore, Grimer's Pound is more powerful than Treeko's Pound.

Another thing shall be explained in this section. For this, we shall evolve Treeko into Grovyle. At one point, Grovyle learns Leaf Blade. Leaf Blade is indeed a powerful attack. It has a good effect. Let's say Grovyle is battling an Absol. Grovyle uses Leaf Blade. Unlike most other attacks, this attack has a good chance of doing double the normal damage when not a super-effective attack. When an attack does double the normal damage but not a super-effective attack, it is called a critical hit. Every attack that does damage has a chance of a critical hit. But Leaf Blade, Slash, and some other attacks have a better chance at a critical hit. So as we look at Leaf Blade, we see that it does 70 damage. With the critical hit...

$70 \text{ Base Damage} \times 2 \text{ (critical hit)} = 140 \text{ damage}$

That's already more damage taken from a foe than most other attacks!

Now while there are good sides that effect how much the attack does, there are also bad sides *dramatic reverb plays*. We still have our evolved Grovyle. WE shall put him up against a Skarmory. Skarmory is a Steel type pokemon. When we use Pound, the opposite effect of a super-effective attack occurs. That means that instead of the Pound that Grovyle uses doing x2 the damage, it does half the normal damage.

$40 \text{ Base Damage} / 2 \text{ (not very effective)} = 20 \text{ damage}$

So now that Pound does less damage than a Tackle.

It's time for one final thing that affects power. This is also the worst thing you can get. After enough battles, our prized Grovyle evolved into a Sceptile. At level 43, it learns Slam. Slam is a powerful attack that does 80 damage. Now lets let Sceptile battle a Duskclops. Sceptile uses Slam. As we all know, Ghosts in almost every story around cannot be hit by physical strikes. Slam is a physical

attack. Dusclops is a ghost pokemon. When an attack like Slam is used on a pokemon like Dusclops, Slam does absolutely nothing.

Another factor in damage is something I call "Type-Enhancing Items". What are they? Well, these items power up the damage an attack delivers by 1.1. Here is a list of all of them and what stat they boost.

Hard Stone- Rock
Mystic Water- Water
Magnet- Electric
Miracle Seed- Grass
Poison Barb- Poison
Twistedspoon- Psychic
Charcoal- Fire
Soft Sand- Ground
Sharp Beak- Flying
Silverpowder- Bug
Silk Scarf- Normal
Spell Tag- Ghost
Black Belt- Fighting
Metal Coat- Steel
Nevermeltice- Ice
Dragon Fang- Dragon
Blackglasses- Dark

So, if we attach the Silk Scarf to Sceptile, the power of his Slam is powered up by 1.1. That means...

$80 \times 1.1 = 88$ damage

One more thing to address is the miracle of breeding and catching, the IVs. They are what we would call genes. IV is short for Individual Value. They are randomly generated. They can be anything from 0-31. IVs are added to a pokemon's stats. They are generated when a pokemon is hatched or caught. A pokemon with all of his IVs as 31 is considered a "Max Stat Pokemon". The last one you would want is 0. A pokemon's genes can look anything like this.

HP: 20
Attack: 12
Defense: 23
Speed: 3
Special Attack: 30
Special Defense: 15

Those stats are average to below average. Firstly, you should notice that the special attack IV is 30, the second highest possible. That means that if two of the same pokemon with the same personality are both at level 100, and one has an IV for special attack of 0, that means that the one with an IV of 30 will have 30 more points added.

As for EVs, they are explained in an entire section. Check it out for more information.

Finally, we have personalities. There are multiple personalities, and each has its effect on stats (with the exception of a few). Some increase the stats you want and some decrease it. Expect more in this part later on.

So now that we know all that stuff about effectiveness from our beloved

Treeko, it is time to move on to our next section. Farewell, brave Treeko!

12.2. Add-on Effectiveness

Now we have reached section two. For this section, he shall pick a totally new pokemon. We shall use Torkoal, a fire type pokemon.

We all enjoy having extra damage added on to our attack. Let's take our Torkoal into battle. It is newly hatched and at level 5. By now, it should know Ember and Smog. Let's put him up against a Paras. We all know that Paras is a bug pokemon. Fire attacks are super-effective against Bug pokemon. However, Paras is also part grass, which also receives double the damage from a fire attack. For this, we shall show Ember as x.

$X \times 2 \text{ (bug)} \times 2 \text{ (grass)} = 4x \text{ (effectiveness)}$

Now plug 40 (Ember's base damage) into x

$40 \times 4 = 160 \text{ damage}$

That's even more powerful than our beloved Grovyle's Leaf Blade critical hit.

Now that we are on the subject of critical hits, let's make that 160 damage Ember a critical hit.

$160 \text{ damage} \times 2 = 320 \text{ damage}$

BAM! Already more powerful than every attack in the game. But we must remember STAB, our loveable Same Type Attack Bonus. Ember is the same type as Torkoal...

$320 \text{ damage} \times 1.5 \text{ (STAB)} = 480 \text{ damage}$

WOW! That's already nearly as powerful as two Explosions, which are normally the most powerful attack in the game. That Ember is 12 times stronger than if used on a Shuppet by a Castform that hasn't used Sunny Day.

Also, let's say we attack a Charcoal to Torkoal. Charcoal is an item that powers up fire attacks, like with the Silk Scarf for Normal attacks.

$480 \times 1.1 = 528$

Man, now that's pure power!

Now, stats are a little harder to add in. I, unfortunately, do not know how to calculate stats into the power. But since we are using a fire type attack, we are introduced to two new terms. Special Attack- a form of attack that has power affected by the Special Attack and Special Defense. Special attack types are the following: Grass, Electric, Fire, Water, Psychic, Dragon, and Ice. Physical Attack- a form of attack that has power affected by the Attack and Defense Stats. Physical attacks are the following: Rock, Poison, Ground, Flying, Bug, Normal, Ghost, Fighting, Steel, and Dark. Ember isn't a physical attack; it is a special attack. That means that if it were to fight a pokemon with a high Special Defense stat, then Ember won't do as much damage.

Time to say goodbye to our second beloved pokemon, Torkoal. Bye!

12.3. Special Effects

As we exit one section and leave Torkoal, we now enter a new section with our brand new example. As for this one, we shall use the elusive Mew.

Special Effects are brand new things to this guide. There are three different major types of Special Effects. We shall start with the MAJOR STATUS CONDITIONS.

Major Status Condition:

Poisoned

Paralyzed

Burnt

Frozen

Asleep

Badly Poisoned

Fainted

With our Mew, we shall learn Sludge Bomb. Sludge Bomb is a poison attack. Almost all poison attacks have the poison effect added in. When a pokemon is poisoned, the health is slowly drained from them. Pretty much all the poison pokemon known to man have an attack that can poison the foe, except for Acid.

Now we shall teach our pretty Mew Thunderbolt. Thunderbolt is an electric attack. Thunderbolt, along with many other electric attacks, can paralyze the foe. When a pokemon is paralyzed, two effects come into play. First, the paralyzed pokemon has a 1 in 2 chance of attack, or 50% chance. The second effect is that the paralyzed pokemon is drastically slowed down.

Mew does like a wide variety of attacks. He shall now learn Fire Blast, the strongest fire attack normally accessible in the game. Fire Blast has just about a 10% chance of burning the foe. The burn effect also has two effects. The first is that the burnt pokemon's health is slowly drained, just like the poison effect. The second effect makes the attack stat of the burnt pokemon lower a lot.

As for Mew's fourth attack, we shall now explain the freeze effect. Mew shall learn Ice Beam. The freeze effect is possibly one of the best effects. When a pokemon is frozen, it cannot attack until it is no longer frozen. There are a few ways for a pokemon to defrost. First, you can just wait it off. Second, the frozen pokemon has a higher chance of being defrosted with a fire attack used on it. Third, a pokemon can use Heal Bell or other condition repairing attacks.

In order to describe the next status condition, Mew shall not gain a new attack, but fight a Shroomish. Shroomish's effect means that if attacked by a physical attack, there is a slight chance that the attacker will either be poison, paralyzed, or put to sleep. When a pokemon is put to sleep, it cannot attack unless it knows Snore or Sleep Talk. Snore and Sleep Talk can only be used while asleep. If you put the foe to sleep, then you can use either Dream Eater or Nightmare, which only hit sleeping pokemon.

Mew shall now learn Toxic, another poison attack. This poisons the foe, but this poison is different. As with normal poisoning, health is

drained. But the amount drained when Toxic is used slowly raises with each turn in effect. This is the one TM almost every pokemon can learn. I believe only Weedle, Kakuna, Caterpie, Metapod, Ditto, Magikarp, Wurmple, Silcoon, Cascoon, and maybe a few more can't get it, and only because they can't learn TMs and HMs. Once you get by all that, it's not much different than normal poisoning.

As for our final one, Mew shall use Transform to become a Walrein. This particular Walrein knows Sheer Cold, meaning that Mew now has it. Sheer cold instantly knocks out the foe. When a pokemon is knocked out, it must be revived either at the Pokemon Center or with certain items. After being knocked out, the pokemon cannot fight. It is the worst status condition for you to get, the best for the foe to receive.

Now that we got through major status conditions, we shall get into MINOR STATUS CONDITIONS.

Minor Status Conditions:

Attracted

Confused

Cursed

We are now beginning a new chapter. For this first condition, Attraction, we shall teach our beloved Mew Attract. Attraction is an effect a lot like paralysis. During the time of attraction, the attracted pokemon has a 50% chance of attacking. However, attraction can only work between a male and female pokemon (we don't want any naughty pokemon now, nope!). That means Mew using attract is a dumb idea, as Mew is genderless.

Our second MiSC is Confusion, also the most common one. We shall now teach Mew Confusion (an attack) by leveling up. He will use Confusion (an attack) on a Swablu. There is a good chance when Confusion (an attack) is used, the opponent will become confused (the effect). When a pokemon is confused (the effect), it has a 50% chance of attacking. It is just like attraction, but with a nasty side effect. If you do not attack the foe on a turn where you are confused due to confusion, you will hurt yourself. Risky gambling.

Time for our final one. Mew shall learn nothing. But he shall go into a Link Battle against a Shuppet that knows Curse. As the name suggests, Curse gives you the cursed effect. But the effect only comes up when used by a Ghost pokemon. Any non-ghost pokemon that use Curse will just raise a few stats and lower one. Anyway, when Shuppet used Curse on Mew, which is the only move that can curse the foe, Mew has become cursed. He will now slowly lose life, with the amount lost rising each turn.

Time to leave the Status Conditions, as we enter the Stat Change category.

I don't need a list, because all I would put down are the stats. All I will say in this quick section is that some attacks (such as Bubble, Psychic, etc.) can lower the foes stats. Some attacks (such as Calm Mind, Growth, Curse (in two of three effects), etc.) can raise your own stats.

Wow! That was a quick category. But now it's time to leave this section with a few last words. As there are still those effects, other attacks have other special effects. Those effects are usually made just for

that attack and maybe a few more.

Time to leave the section as we watch our favorite Mew fly off in the horizon.

12.4. Type Advantages and Disadvantages

Yes, time for the T A&D. In this section, we will not use an example, as this is all just a chart of stuff that pokemon are strong and weak against.

Type: Rock

Powerful against: Fire, Flying, Bug, Ice

Not very effective against: Ground, Fighting, Steel

Weak against: Water, Grass, Ground, Fighting, Steel

Resistant against: Poison, Fire, Flying, Normal

Immune against: none

No effect against: none

Type: Water

Powerful against: Rock, Fire, Ground

Not very effective against: Water, Grass, Dragon

Weak against: Electric, Grass

Resistant against: Water, Fire, Ice

Immune against: none

No effect against: none

Type: Electric

Powerful against: Water, Flying

Not very effective against: Electric, Grass, Dragon

Weak against: Ground

Resistant against: Electric, Flying

Immune against: none

No effect against: Ground

Type: Grass

Powerful against: Rock, Water, Ground

Not very effective against: Grass, Poison, Fire, Flying, Bug, Steel, Dragon

Weak against: Poison, Fire, Flying, Bug, Ice

Resistant against: Water, Electric, Grass

Immune against: none

No effect against: none

Type: Poison

Powerful against: Grass

Not very effective against: Rock, Poison, Bug

Weak against: Psychic, Ground

Resistant against: Grass, Poison, Bug, Fighting

Immune against: none

No effect against: Steel

Type: Psychic

Powerful against: Poison, Fighting

Not very effective against: Psychic, Steel

Weak against: Bug, Ghost, Dark

Resistant against: Psychic, Fighting

Immune against: none

No effect against: Dark

Type: Fire

Powerful against: Grass, Bug, Steel, Ice

Not very effective against: Rock, Water, Fire, Dragon

Weak against: Rock, Water, Ground

Resistant against: Grass, Fire, Bug, Steel, Ice

Immune against: none

No effect against: none

Type: Ground

Powerful against: Rock, Electric, Poison, Fire, Steel

Not very effective against: Water, Grass

Weak against: Water, Grass

Resistant against: Rock

Immune against: Electric

No effect against: Flying, pokemon with Levitate ability

Type: Flying

Powerful against: Grass, Bug, Fighting

Not very effective against: Rock, Electric, Steel

Weak against: Rock, Electric, Ice

Resistant against: Grass, Bug, Fighting

Immune against: Ground

No effect against: none

Type: Bug

Powerful against: Grass, Psychic, Dark

Not very effective against: Poison, Fire, Flying, Bug, Steel

Weak against: Rock, Fire, Flying

Resistant against: Grass, Poison, Bug, Dark

Immune against: none

No effect against: none

Type: Normal

Powerful against: none

Not very effective against: Rock, Steel

Weak against: Fighting

Resistant against: none

Immune against: Ghost

No effect against: Ghost (wow!)

Type: Ghost

Powerful against: Psychic, Ghost

Not very effective against: Steel, Dark

Weak against: Ghost, Dark

Resistant against: none

Immune against: Normal, Fighting

No effect against: Normal

Type: Fighting

Powerful against: Rock, Normal, Steel, Ice, Dark

Not very effective against: Poison, Psychic, Flying

Weak against: Psychic, Flying

Resistant against: Rock, Dark

Immune against: none

No effect against: Ghost

Type: Steel

Powerful against: Rock

Not very effective against: Fire

Weak against: Fire, Ground, Fighting

Resistant against: Rock, Grass, Psychic, Flying, Bug, Normal, Ghost, Steel, Ice, Dragon, Dark

Immune against: Poison

No effect against: none

Type: Ice

Powerful against: Grass, Ground, Flying, Dragon

Not very effective against: Water, Fire, Steel, Ice

Weak against: Rock, Fire, Fighting

Resistant against: Ice

Immune against: none

No effect against: none

Type: Dragon

Powerful against: Dragon

Not very effective against: Steel

Weak against: Ice, Dragon

Resistant against: Water, Electric, Grass, Fire

Immune against: none

No effect against: none

Type: Dark

Powerful against: Psychic, Ghost

Not very effective against: Steel, Fighting, Dark

Weak against: Bug, Fighting

Resistant against: Ghost, Dark

Immune against: Psychic

No effect against: none

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13. Casino

In Mauville City, there is a big building. That is the Casino. It is where you can legally gamble if you are too young. In order to play in it, you need a Coin Case. To get a coin case, you need to trade a Surf Mail to the girl in the first building in Mauville City.

There are a few things to do there. There are three games, the slot machine, Roulette, and something I don't remember the name of. The slots are those three line things that are common in actual casinos. Roulette is a game where you flip a card and if you match the card that is already up, you win. The other one involves a revolving circle with a few pokemon faces on it. You guess a pokemon and spin it. If you are correct, you win. You get coins from winning. You can use those coins to get prizes. One of the girls gives you TMs, like Flamethrower, and other stuff.

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14. Name Puns

In these games, the pokemon all have origins to their names. This list shows the words that their names come from.

14.1. Pokemon in the game

Treeko- Tree + Gecko

Grovyle- Grove + Reptile

Sceptile- Sceptic + Reptile

Torchic- Torch + Chick

Combusken- Combustion + Chicken

Blaziken- Blaze + Chicken
Mudkip- Mud + Skip
Marshomp- Marsh + Stomp
Swampert- Swamp + Expert
Poochyena- Pooch + Hyena
Mightyena- Mighty + Hyena
Zigzagoon- Zigzag + Raccoon
Linoone- Line + Raccoon
Wurmple- Worm + Simple
Silcoon- Silk + Cocoon
Beautifly- Beauty + Butterfly
Cascoon- Casket + Cocoon
Dustox- Dust + Toxic
Lotad- Lotus + Pad
Lombre- Lotus + Sombrero (mexican hat. Compare its leaf to a sombrero)
Ludicolo- Ludicrous + Solo
Seedot- Seed + Dot
Nuzleaf- Nuzzle + leaf
Shiftry- Shifty + Tree
Taillow- Tail + Swallow
Swellow- Swell + Swallow
Wingull- Wing + Seagull/ Wind + Seagull
Pelipper- Pellican + ???
Ralts- ???
Kirlia- named for a camera that shows the auras around a person
Gardevoir- Guard + voir (view)
Surskit- Surf + Skit
Masquerain- Mask + Masquerade
Shroomish- Like a mushroom (the suffix 吠sh means "like a")
Breloom- Umbrella + Mushroom
Slakoth- Slack + Sloth/ Rhyme of Slack-Off
Vigoroth- Vigor + Sloth
Slaking- Slack + King/ Slacking
Abra- First part of a magic spell
Kadabra- second part of a magic spell
Alakazam- final part of a magic spell (abracadabra alakazam!)
Nincada- Ninja + Cicada
Ninjask- Ninja + Mask
Shedinja- Shed + Ninja
Whismur- Whisper + Murmur
Loudred- Loud + Dread
Exploud- Explode + Loud
Makuhita- rank in sumo
Hariyama- rank in sumo
Goldeen- Goldfish + Queen
Seaking- Sea + King
Magikarp- Magic + Carp
Gyarados- No clue, possibly Japanese for something
Azurill- Azure (shade of blue) + Rill
Marill- Marine (or Mar, which is Spanish for sea) + Rill
Azumarill- Azure + Marine + Rill
Geodude- Geode + Dude/Geo + Dude
Graveler- Gravel + Traveler
Golem- type of creature made from rocks
Nosepass- Nose + Compass
Skitty- Skit + Kitty
Delcatty- Delicate + Kitty
Zubat- Zoo + Bat
Golbat- Gol (blue) + Bat
Crobat- Crow + Bat

Tentacool- Tentacle + Cool
Tentacruel- Tentacle + Cruel
Sableye- Sable + Eye
Mawile- Maw (mouth) + Smile
Aron- Iron
Lairon- Lair + Iron
Aggron- Aggressive + Iron
Machop- Macho + Chop
Machoke- Macho + Choke
Machamp- Macho + Champ
Meditite- Meditate + Mite
Medicham- Meditate + Champ
Electrike- Electric + Tike
Manetric- Mane + Electric
Plusle- Plus
Minun- Minus
Magnemite- Magnet + Mite
Magneton- Magnet + Proton/Neutron/Electron (possibly all)
Voltorb- Volt + Orb
Electrode- a tool
Volbeat- Volt + Beetle
Illumize- Illuminate
Oddish- Odd + Radish
Gloom- a synonym for sadness + Bloom
Vileplume- Vile + Plume
Bellossom- Bella (Italian for beautiful) + Blossom
Doduo- Dodo + Duo
Dodrio- Dodo + Trio
Roselia- Rose + Cecilia
Gulpin- Gulp + In
Swalot- Swallow + a lot
Carvanha- Carve + Piranha
Shardepo- Shark + Torpedo
Wailmer- Whale + Mer (latin for sea)
Wailord- Whale + Lord
Numel- Numb + Camel
Camerupt- Camel + Erupt
Slugma- Slug + Magma
Magcargo- Magma + Escargot
Torkoal- Torch + Coal
Grimer- Grime
Muk- Muck
Koffing- Coughing
Weezing- Wheezing
Spink- Spring + Oink
Grumpig- Grump + Pig
Sandshrew- Sand + Shrew
Sandlash- Sand + Slash
Spinda- Spin + Panda
Skarmory- Sky Armor (SkARMORy)
Trapinch- Trap + Pinch
Vibrava- Vibrate + Larva
Flygon- Fly + Dragon
Cacnea- Cactus + Neo (?)
Cacturne- Cactus + Nocturne
Swablu- Swab + Blue/ Swan + Blue
Altaria- Altitude + Aria
Zangoose- ??? + Mongoose
Seviper- Sever + Viper/ Severe + Viper
Lunatone- Lunar + Stone

Solrock- Solar + Rock
Barboach- Barb + Loach
Wiscash- Whisker + Cash
Corphish- Corp + Fish
Crawdaunt- Crayfish + Daunt
Baltoy- Ball + Toy
Claydol- Clay + Doll
Lileep- Lily + Sleep
Cradily- Cradle + Lily
Anorith- no clue
Armaldo- Armor + Armadillo
Igglybuff- Giggly + Buff
Jigglypuff- Jiggly + Puff
Wigglytuff- Wiggly + Tuff
Feebas- Feeble + Bass
Milotic- Melodic + Exotic
Castform- Forecast + Form
Staryu- Star + You
Starmie- Star + Me
Kecleon- Chameleon
Shuppet- Shadow + Puppet
Banette- Banish + Marionette
Duskull- Dusk + Skull
Dusclops- Dusk + Cyclops
Tropius- Tropical + Brachiosaurus
Chimecho- Chime + echo
Absol- Absolutely
Vulpix- Vulpine (latin for fox) + Six
Ninetales- Nine + Tales/ Nine + Tails
Pichu- Pi + Chu
Pikachu- Pika + Chu
Raichu- Rai + Chu
Psyduck- Psychic + Duck
Golduck- Gol (blue)+ Duck
Wynaut- Why Not
Wobbafett- Wobble + Buffet
Natu- ???
Xatu- ???
Girafarig- Palindrome Giraf (Giraffe)
Phanpy- Elephant + Baby
Donphan- Don + Elephant
Pinsir- Pincers
Heracross- Hera (short for Heracles, a god in mythology) + Cross
Rhyhorn- Rhinoceros + Horn
Rhydon- Rhinoceros + Don
Snorunt- Snore + Runt/ Snort + Runt/ Snow + Runt
Glalie- Glacial + Lie
Spheal- Sphere + Seal
Sealeo- Seal + Leo
Walrein- Walrus + Reign
Clamperl- Clam + Pearl/ Clamp + Pearl
Huntail- Hunt + Tail
Gorebyss- Gore + Abyss
Relicanth- Relic + Coelacanth
Corsola- Coral misspelled with an extra O
Chinchou- Chin + no clue
Lanturn- Lantern
Luvdisc- Love + Disc
Horsea- Seahorse
Seadra- Sea + Dragon

Kingdra- King + Dragon
Bagon- Baby + Dragon
Shellgon- Shell + Dragon
Salamence- Salamander + Menace
Beldum- Dumbbell
Metang- anagram of Magnet
Metagross- Metal + Gross
Regirock- Regi + Rock
Regice- Regi + Ice
Registeel- Regi + Steel
Latias- Lati (Latin root meaning rare) + as (feminine ending)
Latos- Lati (Latin root meaning rare) + os (masculine ending)
Kyogre- Kai + Orca (God + Whale)
Groudon- Ground + Don
Rayquaza- conversion of Japanese name Rekkuzo
Jirachi- no clue
Deoxys- Deoxyribonucleic acids (DNA)

14.2. Pokemon out of the game

Bulbasaur- Bulb + Dinosaur
Ivysaur- Ivy + Dinosaur
Venusaur- Venus Fly Trap + Dinosaur
Charmander- Char + Salamander
Charmeleon- Char + Chameleon
Charizard- Char + Lizard
Squirtle- Squirt + Turtle
Wartortle- War + Turtle
Blastoise- Blast + Tortoise
Caterpie- Caterpillar + Pie (small)
Metapod- Metamorphosis + Pod
Butterfree- Butterfly + Free
Weedle- Wee + Needle
Kakuna- Cocoon
Beedrill- Bee + Drill
Pidgey- Pigeon
Pidgeotto- Pigeon + Auto
Pidgeot- Pigeon + Jet
Rattata- Rat + the sound of a machine gun (?)
Raticate- Rat + Eraticate
Spearow- Spear + Sparrow
Fearow- Fear + Sparrow
Ekans- Snake spelled backwards
Arbok- Cobra spelled backwards with a K instead of a C, it looks good
Nidoran (F)- Needle + Ran
Nidoqueen- Needle + Queen
Nidoran (M)- see Nidoran (F)
Nidorino- see Nidorina, only the 撲 means boy
Nidoking- Needle + King
Clefairy- Clef (a symbol in music) + Fairy
Clefable- Clef (a symbol in music) + Fable
Paras- Parasol (Umbrella)
Parasect- Parasol + Insect
Venonat- Venom + Nat
Venomoth- Venom + Moth
Diglett- Dig + Lett, in dutch, means "pays attention", so maybe...
Dugtrio- Dug + Trio
Meowth- Meow
Persian- a type of cat

Mankey- Man + Monkey
Primeape- Prime + Ape/ Primate + Ape
Growlithe- Growl + Lethal
Arcanine- Arcane + Canine
Poliwag- Polliwog + Wag
Poliwhirl- Polliwog + Whirl
Poliwrath- Polliwog + Wrath
Bellsprout- Bell + Sprout
Weepinbell- Weeping + Bell
Vitrebell- Victory + Bell
Ponyta- Pony + Tail
Rapidash- Rapid + Dash/Rapid + Ash (comes from a volcano)
Slowpoke- Slow + Poke
Slowbro- Slow + Bro (brother)
Farfetch'd- Farfetched
Seel- Seal
Dewgong- Dewgong (really, there's an animal named a Dewgong)
Shellder- Shell + Oyster
Cloyster- Clam + Oyster/Clamp + Oyster
Ghastly- Gas + Ghostly
Haunter- Haunt
Gengar- Gangster + I don't know
Onix- Onyx, a type of rock
Drowsee- Drowsy
Hypno- Hypnosis
Krabby- Crabby
Kingler- King + I don't know
Exeggcute- Execute + Egg
Exeggutor- Executor + Eggs
Cubone- Cue + Bone
Marowak- Marrow (a certain part of a bone) + Whack
Hitmonlee- Hit + Monster + Bruce Lee
Hitmonchan- Hit + Monster + Jackie Chan
Lickitung- Lick + Tongue
Chansey- Chance
Tangela- Tangle
Kangaskhan- Kangaroo + Gengas Kahn
Mr. Mime- Mister (weird how there are female MR. Mime) + Mime
Scyther- Scythe
Jynx- Jinx
Electabuzz- Electric + Buzz
Magmar- Magma + Marsh
Tauros- Toro (Spanish for bull)
Lapras- Lap + Race
Ditto- Ditto (copy)
Eevee- phonetic of EV, the first two letters of evolution
Vaporeon- Vapor + Eon
Jolteon- Jolt + Eon
Flareon- Flare + Eon (apparently, all Eevee evolutions have Eon in their names)
Porygon- a mistranslation of Polygon
Omanyte- Ammonite
Omastar- Ammonite + Star
Kabuto- Kabuto (I believe it is Japanese for a certain head armor)
Kabutops- Kabuto + Tops
Aerodactyl- Aero (meaning flying) + Pterodactyl
Snorlax- Snore + Relax
Articuno- Arctic + Uno (Spanish for one)
Zapdos- Zap + Dos (Spanish for two)
Moltres- Molten + Tres (Spanish for three)

Dratini- Dragon + Tiny
Dragonair- Dragon + Air
Dragonite- Dragon + Might/Dragon + Knight
Mewtwo- Mew + Two (second)
Mew- Meow (looks like a cat)
Chikorita- Chicory (a spice) + Chiquita, or little girl
Bayleef- Bay Leaf, a type of herb
Meganium- Mega + Geranium
Cyndiquil- Cinder + Quill
Quilava- Quill + Lava
Typhlosion- Typhoon + Explosion
Totodile- Tot + Crocodile
Croconaw- Crocodile + Jaw
Feraligatr- Feral + Alligator
Sentret- Sentry + Ferret
Furret- Ferret + Fur
Hoot-hoot- Hoot (noise of an owl)
Noctowl- Nocturnal + Owl
Ledyba- Lady Bug
Ledian- Lady + I don't know
Spinarak- Spinner + Arachnid (spider)
Ariados- Ariadne (in mythology was turned into a spider) + Dos
Cleffa- Clef + Fa (fourth note in the musical scale)
Togepi- Togepi's name was never translated due to its early arrival
Togetic- Togetics name was never translated either
Mareep- Mary (Mary has a little lamb) + Sheep
Fluffy- Fluffy
Ampharos- Amp + faros (spanish for lighthouses)
Sudowoodo- Pseudo (fake) + wood (fake wood. It acts like a tree)
Politoed- Polliwog + Toad
Hoppip- Hop + Skip
Skiploom- Skip + Bloom
Jumpluff- Jump + Fluff
Aipom- Ape + Palm (it has a hand on the end of its tail)
Sunkern- Sun + Kernel
Sunflora- Sun + Flora (flower)
Yanma- I don't know
Wooper- I don't know
Quagsire- Quagmire + sire (ruler)
Espeon- ESP (some psychic mumbo jumbo) + Eon
Umbreon- Umbra + Eon (these last two are Eevee evolutions)
Murkrow- Murky + Crow
Slowking- Slow + King
Misdreavus- Mischievous + Dream
Unown- Unknown (really, it means unknown)
Pineco- Pine Cone
Forretress- Forest + Fortress
Dunsparce- Dun (light brown) + Sparce (really, really rare in G/S/C)
Gligar- Glide + gargoyle
Steelix- Steel + Onyx
Snubbull- Snub + Bull dog
Granbull- Grand + Bull dog
Qwilfish- Quill + Fish
Scizor- Scissor
Shuckle- Shuck (remove from shell) + Turtle (it's a turtle)
Sneasle- Sneak + Weasel
Teddiursa- Teddy + Ursa (bear. It's a Teddy Bear)
Ursaring- Ursa + Ring
Swinub- Swine + Snub
Piloswine- Pile + Swine

Remoraid- Remora + Raid
Octillery- Octopus + Artillery
Delibird- Delivery + Bird
Mantine- Manta Ray + Sardine (possibly. He has a fish on him)
Houndour- Hound + Dour (grumpy)
Houndoom- Hound + Doom
Porygon 2- mistranslation of Polygon + 2
Stantler- Stamp + Antler
Smeargle- Smear + Beagle
Tyrogue- Tyke + Rogue
Hitmontop- Hit + Monster + Top
Smoochum- Smooch + Chum
Elekid- Electric + Kid
Magby- Magma + Baby
Miltank- Milk + Tank
Blissey- Bliss
Raikou- Rai (electric) + I don't know
Entei- I don't know
Suicune- I don't know
Larvitar- Larva + Tar
Pupitar- Pupa + Tar
Tyranitar- Tyrant + Tar
Lugia- I don't know
Ho-oh- Houoh, which is Japanese for phoenix
Celebi- I don't know

Non-Pokemon-

Roxanne- Rox=Rocks, she uses Rock Pokemon
Brawly- Brawl, another word for a fight
Wattson- Watts, something involving electricity
Flannery- Fla= Flame, she uses fire pokemon
Norman- Normal, he uses normal type pokemon
Winona- Wind, she uses flying pokemon
Tate & Liza- I don't know
Wallace- Possibly Walrus
Sydney- I don't know
Phoebe- Possibly phantom, as she uses ghost pokemon
Glacia- Glacier, she uses ice pokemon
Drake- Dragon, he uses dragon pokemon

=====

15. Attacks

AA

Absorb
Type: Grass
PP: 20
Accuracy: 100%
Power: 20
Effect: User recovers half the damage taken from the opponent

Acid
Type: Poison
PP: 30
Accuracy: 100%
Power: 40
Effect: May lower the foes defense

Acid Armor

Type: Poison

PP: 40

Accuracy: N/A

Power: ~

Effect: Raises the users defense

Aerial Ace

Type: Flying

PP: 20

Accuracy: N/A

Power: 60

Effect: Never misses the foe

Aeroblast

Type: Flying

PP: 5

Accuracy: 95%

Power: 100

Effect: Has a high critical-hit ratio

Agility

Type: Psychic

PP: 30

Accuracy: N/A

Power: ~

Effect: Raises the users speed

Air Cutter

Type: Flying

PP: 25

Accuracy: 95%

Power: 55

Effect: high critical hit ratio

Amnesia

Type: Psychic

PP: 20

Accuracy: N/A

Power: ~

Effect: Raises the users Special Defense

Ancientpower

Type: Rock

PP: 5

Accuracy: 100%

Power: 60

Effect: May raise all of the users stats

Arm Thrust

Type: Fighting

PP: 20

Accuracy: 100%

Power: 15

Effect: Attacks 2-5 times in a row

Aromatherapy

Type: Grass

PP: 5

Accuracy: N/A

Power: ~
Effect: Heals all status abnormalities

Assist

Type: Normal
PP: 20
Accuracy: 100%
Power: ~
Effect: uses one of your other pokemons moves. Choice is random

Astonish

Type: Dark
PP: 15
Accuracy: 100%
Power: 30
Effect: May flinch the foe

Attract

Type: Normal
PP: 20
Accuracy: 100%
Power: ~
Effect: Attracts the foe.

Aurora Beam

Type: Ice
PP: 20
Accuracy: 100%
Power: 65
Effect: May lower the foes attack.

BB

Barrage

Type: Normal
PP: 20
Accuracy: 85%
Power: 15
Effect: hits 2-5 times

Barrier

Type: Psychic
PP: 30
Accuracy: N/A
Power: ~
Effect: Raises the users defense

Baton Pass

Type: Normal
PP: 40
Accuracy: N/A
Power: ~
Effect: Switches the users pokemon and passes the stat changes on the first pokemon over to the second pokemon

Beat Up

Type: Dark
PP: 10
Accuracy: 100%
Power: 10

Effect: Does the normal damage times the number of pokemon on your team

Belly Drum

Type: Normal

PP: 10

Accuracy: N/A

Power: ~

Effect: Maximizes the users attack stat at the cost of half the users HP

Blast Burn

Type: Fire

PP: 5

Accuracy: 90%

Power: 150

Effect: the user can't attack the next turn

Bide

Type: Normal

PP: 10

Accuracy: 100%

Power: ~

Effect: Takes in damage for two turns, then deals that much damage on the third turn

Bind

Type: Normal

PP: 20

Accuracy: 75%

Power: 15

Effect: traps the foe for 2-5 turns

Bite

Type: Dark

PP: 25

Accuracy: 100%

Power: 60

Effect: May flinch the foe

Blaze Kick

Type: Fire

PP: 10

Accuracy: 90

Power: 85

Effect: May burn the foe. Good critical hit ratio.

Blizzard

Type: Ice

PP: 5

Accuracy: 70%

Power: 120

Effect: May freeze the foe

Block

Type: Normal

PP: 5

Accuracy: N/A

Power: ~

Effect: Prevents the foe from running or switching

Body Slam

Type: Normal

PP: 15

Accuracy: 100%

Power: 85

Effect: May paralyze the foe

Bone Club

Type: Ground

PP: 20

Accuracy: 85%

Power: 65

Effect: May flinch the foe

Bone Rush

Type: Ground

PP: 10

Accuracy: 80%

Power: 25

Effect: Attacks 2-5 times

Bonemerang

Type: Ground

PP: 10

Accuracy: 90

Power: 50

Effect: Hits the foe twice

Bounce

Type: Normal

PP: 5

Accuracy: 85%

Power: 85

Effect: Bounces into the air the first turn, then strikes the next

Brick Break

Type: Fighting

PP: 15

Accuracy: 100%

Power: 75

Effect: Breaks shields such as Reflect and Light Screen

Bubble

Type: Water

PP: 30

Accuracy: 100%

Power: 20

Effect: May lower the foes speed

Bubblebeam

Type: Water

PP: 20

Accuracy: 100%

Power: 65

Effect: May lower the foes speed

Bulk Up

Type: Fighting

PP: 20

Accuracy: N/A

Power: ~
Effect: Raises the users Attack and Defense

Bullet Seed

Type: Grass
PP: 30
Accuracy: 100%
Power: 10
Effect: attacks for 2-5 turns

CC

Calm Mind

Type: Psychic
PP: 20
Accuracy: N/A
Power: ~
Effect: Raises the users Sp. Attack and Sp. Defense

Camouflage

Type: Normal
PP: 20
Acc: N/A
Power: ~
Effect: Changes the users type to correspond with the field

Charge

Type: Electric
PP: 20
Accuracy: N/A
Power: ~
Effect: Doubles the users electric move power for one turn

Charm

Type: Normal
PP: 20
Accuracy: 100%
Power: ~
Effect: Lowers the foes Attack

Clamp

Type: Water
PP: 10
Accuracy: 75%
Power: 35
Effect: traps the foe for 2-5 turns

Comet Punch

Type: Normal
PP: 15
Accuracy: 85%
Power: 18
Effect: Attacks 2-5 times

Confuse Ray

Type: Ghost
PP: 10
Accuracy: 100%
Power: ~
Effect: Confuses the foe

Confusion

Type: Psychic

PP: 25

Accuracy: 100%

Power: 50

Effect: May confuse the foe

Constrict

Type: Normal

PP: 35

Accuracy: 100%

Power: 10 (WEAK!!!!!!)

Effect: May lower the foes speed

Conversion

Type: Normal

PP: 30

Accuracy: 100%

Power: ~

Effect: Changes the users type to that of the opponent

Conversion 2

Type: Normal

PP: 30

Accuracy: 100%

Power: ~

Effect: Changes the users type to the resistance of the last move used against it.

Cosmic Power

Type: Psychic

PP: 20

Accuracy: N/A

Power: ~

Effect: Raises the users Attack and Sp. Attack.

Cotton Spore

Type: Grass

PP: 40

Accuracy: 85%

Power: ~

Effect: Lowers the foes speed

Counter

Type: fighting

PP: 20

Accuracy: 100%

Power: ~

Effect: Deals double the damage received by the user on the foes last attack.

Covet

Type: Normal

PP: 40

Accuracy: 100%

Power: 40

Effect: May steal an item from the foe

Crabhammer

Detect

Type: Fighting

PP: 5

Accuracy: 100%

Power: ~

Effect: Negates the foes attack. Accuracy is halved with each consecutive use

Dig

Type: Ground

PP: 10

Accuracy: 100%

Power: 60

Effect: Digs underground the first turn, strikes the next

Disable

Type: Normal

PP: 20

Accuracy: 55%

Power: ~

Effect: When this move is used, the opponent can't use the last move it used for a few turns

Dive

Type: Water

PP: 10

Accuracy: 100%

Power: 60

Effect: Goes underwater the first turn, strikes the next

Dizzy Punch

Type: Normal

PP: 10

Accuracy: 100%

Power: 70

Effect: May confuse the foe

Double Kick

Type: Fighting

PP: 30

Accuracy: 100%

Power: 30

Effect: Attacks twice

Double Team

Type: Normal

PP: 15

Accuracy: N/A

Power: ~

Effect: raises the users evasiveness

Double-Edge

Type: Normal

PP: 15

Accuracy: 100%

Power: 120

Effect: You hurt yourself using this attack

Doubleslap

Type: Normal

Power: 100
Effect: Does extra damage if the foe is underground

Egg Bomb
Type: Normal
PP: 10
Accuracy: 75%
Power: 100
Effect: no effect

Ember
Type: Fire
PP: 25
Accuracy: 100%
Power: 40
Effect: May burn the foe

Encore
Type: Normal
PP: 5
Accuracy: N/A
Power: ~
Effect: Makes the foe use its last used move for five more turns

Endeavor
Type: Normal
PP: 5
Accuracy: 100%
Power: ~
Effect: Lowers the foes HP to the amount of the level of your pokemon,
Will not work if your pokemon has more HP.

Endure
Type: Normal
PP: 10
Accuracy: 100%
Power: ~
Effect: Makes sure that the user cannot be knocked out that turn.
Accuracy lowers with each consecutive use.

Eruption
Type: Fire
PP: 5
Accuracy: 100%
Power: 150
Effect: Damage lowers with the HP.

Explosion
Type: Normal
PP: 5
Accuracy: 100%
Power: 250
Effect: Knocks out the user. It is the strongest move in the game.

Extrasensory
Type: Psychic
PP: 30
Accuracy: 100%
Power: 80
Effect: May flinch the opponent

Extremespeed
Type: Normal
PP: 5
Accuracy: 100%
Power: 80
Effect: Always attacks first

FF

Facade
Type: Normal
PP: 20
Accuracy: 100%
Power: 70
Effect: Does more damage if the user is burned, paralyzed, or poisoned

Faint Attack
Type: Dark
PP: 20
Accuracy: N/A
Power: 60
Effect: Never misses

Fake Out
Type: Normal
PP: 10
Accuracy: 100%
Power: 40
Effect: On the first turn and ONLY the first turn, this move can be used. It instantly flinches the foe

Fake Tears
Type: Dark
PP: 20
Accuracy: 100%
Power: ~
Effect: lowers the foes Sp. Defense

False Swipe
Type: Normal
PP: 40
Accuracy: 100%
Power: 40
Effect: Always leaves the foe with at least one HP

Featherdance
Type: Flying
PP: 15
Accuracy: 100%
Power: ~
Effect: lowers the foes Attack

Fire Blast
Type: Fire
PP: 5
Accuracy: 85%
Power: 120
Effect: May burn the foe

Fire Punch

Type: Fire

PP: 15

Accuracy: 100%

Power: 75

Effect: May burn the foe

Fire Spin

Type: Fire

PP: 15

Accuracy: 70%

Power: 15

Effect: Traps the foe for 2-5 turns

Fissure

Type: Ground

PP: 5

Accuracy: 30%

Power: ~

Effect: Knocks out the foe in one hit. Doesn't work against pokemon of a higher level of the user

Flail

Type: Normal

PP: 15

Accuracy: 100%

Power: ~

Effect: It takes more damage the lower the users HP is.

Flame Wheel

Type: Fire

PP: 25

Accuracy: 100%

Power: 60

Effect: May burn the foe

Flamethrower

Type: Fire

PP: 15

Accuracy: 100%

Power: 95

Effect: May burn the foe

Flash

Type: Normal

PP: 20

Accuracy: 70%

Power: ~

Effect: lowers the foes accuracy

Flatter

Type: Dark

PP: 15

Accuracy: 100%

Power: ~

Effect: Raises the foes Sp. Attack but confuses them

Fly

Type: Flying

PP: 15

Accuracy: 95%
Power: 75
Effect: Flies into the sky on the first turn, strikes the next

Focus Energy
Type: 30
Accuracy: N/A
Power: ~
Effect: Raises the users critical hit ratio

Focus Punch
Type: Fighting
PP: 5
Accuracy: 100%
Power: 150
Effect: loads up on the first turn, strikes the next. Fails if attacked on the first turn

Follow Me
Type: Normal
PP: 20
Accuracy: 100%
Power: ~
Effect: Uses the move the opponent last used

Foresight
Type: Normal
PP: 40
Accuracy: 100%
Power: ~
Effect: Negates all accuracy reducing moves. Makes Ghost pokemon vulnerable to Normal and Fighting attacks.

Frenzy Plant
Type: Grass
PP: 5
Accuracy: 90%
Power: 150
Effect: the user can't attack the next turn

Frustration
Type: Normal
PP: 20
Accuracy: 100%
Power: ~
Effect: Damage varies on how much the user hates you

Fury Attack
Type: Normal
PP: 20
Accuracy: 100%
Power: 15
Effect: Attacks 2-5 times

Fury Cutter
Type: Bug
PP: 20
Accuracy: 95%
Power: 10
Effect: Damage doubles with each consecutive use

PP: 20

Accuracy: 100%

Power: ~

Effect: In a 2 vs. 2 battle, it raises the attack of the pokemon it is used on. You can use it on the enemies.

Hi Jump Kick

Type: Fighting

PP: 20

Accuracy: 90

Power: 85

Effect: If it misses, you take a fraction of the damage normally taken

Hidden Power

Type: Normal

PP: 15

Accuracy: 100%

Power: ~

Effect: The type and power of this move is based on the DVs of the user

Horn Attack

Type: Normal

PP: 25

Accuracy: 100%

Power: 65

Effect: No effect

Horn Drill

Type: Normal

PP: 5

Accuracy: 30%

Power: ~

Effect: Knocks out the opponent in one hit. Does not work against pokemon of a higher level than the user

Howl

Type: Normal

PP: 40

Accuracy: N/A

Power: ~

Effect: Raises the users attack

Hydro Cannon

Type: Water

PP: 5

Accuracy: 90%

Power: 150

Effect: the user can't attack the next turn

Hydro Pump

Type: Water

PP: 5

Accuracy: 80%

Power: 120

Effect: No effect

Hyper Beam

Type: Normal

PP: 5

Accuracy: 90%

Leech Life

Type: Bug

PP: 15

Accuracy: 100%

Power: 20

Effect: recovers half of the damage that is taken

Leech Seed

Type: Grass

PP: 10

Accuracy: 90%

Power: ~

Effect: Slowly drains HP from the foe

Leer

Type: Normal

PP: 30

Accuracy: N/A

Power: ~

Effect: lowers the foes defense

Lick

Type: Ghost

PP: 20

Accuracy: 100%

Power: 20

Effect: May paralyze the foe

Light Screen

Type: Psychic

PP: 30

Accuracy: N/A

Power: ~

Effect: Raises the users Sp. Defense. Breaks if Brick Break is used against it.

Lock-On

Type: Normal

PP: 5

Accuracy: 100%

Power: ~

Effect: The next move always hits

Lovely Kiss

Type: Normal

PP: 10

Accuracy: 75%

Power: ~

Effect: Puts the foe to sleep

Low Kick

Type: Fighting

PP: 20

Accuracy: 100%

Power: ~

Effect: Power is based on the weight of the opponent

Luster Purge

Type: Psychic

Accuracy: 75%
Power: 120
Effect: no effect

Mega Punch

Type: Normal
PP: 20
Accuracy: 85%
Power: 80
Effect: no effect

Megahorn

Type: Bug
PP: 10
Accuracy: 85%
Power: 120
Effect: No effect

Memento

Type: Dark
PP: 10
Accuracy: 100%
Power: ~
Effect: lowers the attack and Sp. Attack of the opponent and then faints the user

Metal Claw

Type: Steel
PP: 35
Accuracy: 95%
Power: 50
Effect: may raise the users defense

Metal Sound

Type: Steel
PP: 40
Accuracy: 85%
Power: ~
Effect: lowers the foes Special Defense

Meteor Mash

Type: Steel
PP: 10
Accuracy: 85%
Power: 100
Effect: may raise the users attack

Metronome

Type: Normal
PP: 10
Accuracy: 100%
Power: ~
Effect: Does a random attack. A fun move

Milk Drink

Type: Normal
PP: 10
Accuracy: 100%
Power: ~
Effect: Restores half of the users total HP.

Mimic

Type: Normal

PP: 10

Accuracy: 100%

Power: ~

Effect: copies one of the foes moves

Mind Reader

Type: Normal

PP: 5

Accuracy: 100%

Power: ~

Effect: makes the next move 100% accurate

Minimize

Type: Normal

PP: 20

Accuracy: N/A

Power: ~

Effect: lowers the foes accuracy. But it makes Stomp take more damage against the one who used Minimize

Mirror Coat

Type: Psychic

PP: 5

Accuracy: 100%

Power: ~

Effect: Pays back the damage from a Special Attack back to the user of the SA for double the damage

Mirror Move

Type: Flying

PP: 20

Accuracy: N/A

Power: ~

Effect: copies the last move the foe used

Mist

Type: Ice

PP: 30

Accuracy: N/A

Power: ~

Effect: disposes of all stat changes on the user

Mist Ball

Type: Psychic

PP: 5

Accuracy: 100%

Power: 70

Effect: may lower the foes Sp. Attack

Moonlight

Type: Normal

PP: 5

Accuracy: N/A

Power: ~

Effect: recovers some of the users HP. Power varies depending on the time of the day

Accuracy: 100%
Power: 35
Effect: no effect

Perish Song

Type: Normal
PP: 5
Accuracy: 100%
Power: ~
Effect: Knocks out all pokemon in three turns

Petal Dance

Type: Grass
PP: 20
Accuracy: 100%
Power: 70
Effect: Attacks 2-3 times. Confuses the user afterwards

Pin Missile

Type: Normal
PP: 20
Accuracy: 85%
Power: 14
Effect: Attacks 2-5 times

Poison Fang

Type: Poison
PP: 15
Accuracy: 100%
Power: 50
Effect: May poison the foe with rising poison damage each turn

Poison Gas

Type: Poison
PP: 40
Accuracy: 55%
Power: ~
Effect: Poisons the foe

Poison Sting

Type: Poison
PP: 35
Accuracy: 100%
Power: 15
Effect: May poison the foe

Poison Tail

Type: Poison
PP: 25
Accuracy: 100%
Power: 50
Effect: Has a good critical hit ratio. May poison the foe

Poisonpowder

Type: Poison
PP: 35
Accuracy: 75%
Power: ~
Effect: Poisons the foe

Pound

Type: Normal

PP: 35

Accuracy: 100%

Power: 40

Effect: no effect

Powder Snow

Type: Ice

PP: 25

Accuracy: 100%

Power: 40

Effect: May freeze the foe

Present

Type: Normal

PP: 15

Accuracy: 90%

Power: ~

Effect: Has four different effects...

Does some damage to the foe

Does good damage to the foe

Does great damage to the foe

Heals some of the foes HP

Obviously, you don't want the fourth effect, unless you have a plan...

Protect

Type: Normal

PP: 5

Accuracy: 100%

Power: ~

Effect: Negates the foes next attack. Accuracy drops with each consecutive use

Psybeam

Type: Psychic

PP: 20

Accuracy: 100%

Power: 65

Effect: May confuse the foe

Psych Up

Type: Normal

PP: 10

Accuracy: N/A

Power: ~

Effect: Copies stat changes the opponent uses on itself

Psychic

Type: Psychic

PP: 10

Accuracy: 100%

Power: 90

Effect: May lower the foes Sp. Defense

Psywave

Type: Psychic

PP: 15

Accuracy: 100%

Power: ~

Type: Normal

PP: 20

Accuracy: N/A

Power: ~

Effect: Recovers half the whole amount of HP for the user

Recycle

Type: Normal

PP: 10

Accuracy: N/A

Power: ~

Effect: lets you use a held item again

Reflect

Type: Psychic

PP: 20

Accuracy: N/A

Power: ~

Effect: raises the users defense. Is broken if Brick Break is used against it

Refresh

Type: Normal

PP: 20

Accuracy: N/A

Power: ~

Effect: cures the users status abnormalities

Rest

Type: Psychic

PP: 10

Accuracy: N/A

Power: ~

Effect: Puts the user to sleep. Fully recovers the user. Allows the use of Sleep Talk and Snore

Return

Type: Normal

PP: 20

Accuracy: 100%

Power: ~

Effect: depends on hoe much the pokemon likes you

Revenge

Type: Fighting

PP: 10

Accuracy: 100%

Power: 60

Effect: power doubles if attack on the same turn as the move is used as long as the opponent attacks first

Reversal

Type: Fighting

PP: 15

Accuracy: 100%

Power: N/A

Effect: The attack power goes up as your HP goes down

Roar

Type: Normal

PP: 20

Accuracy: 100%

Power: ~

Effect: Switches out opponent trainers pokemon and escape from wild battles

Rock Blast

Type: Rock

PP: 10

Accuracy: 100%

Power: 25

Effect: attacks 2-5 times

Rock Slide

Type: Rock

PP: 10

Accuracy: 90%

Power: 75

Effect: may flinch the foe

Rock Smash

Type: Fighting

PP: 15

Accuracy: 100%

Power: 20

Effect: lowers the foes defense

Rock Throw

Type: Rock

PP: 15

Accuracy: 90%

Power: 50

Effect: no effect

Rock Tomb

Type: Rock

PP: 10

Accuracy: 90%

Power: 50

Effect: lowers the foes speed

Role Play

Type: Psychic

PP: 10

Accuracy: 100%

Power: ~

Effect: the two pokemon share one of the pokemon's abilities

Rolling Kick

Type: Fighting

PP: 15

Accuracy: 85%

Power: 60

Effect: May flinch the foe

Rollout

Type: Rock

PP: 20

Accuracy: 90%

Power: 30

Secret Power

Type: Normal

PP: 20

Accuracy: 100%

Power: 70

Effect: the effect depends on the battlefield. This is used to make secret bases

Seismic Toss

Type: Fighting

PP: 20

Accuracy: 100%

Power: ~

Effect: The power is equal to the level of the user

Selfdestruct

Type: Normal

PP: 5

Accuracy: 100%

Power: 200

Effect: Knocks out the user

Shadow Ball

Type: Ghost

PP: 15

Accuracy: 100%

Power: 80

Effect: may lower the foes special defense

Shadow Punch

Type: Ghost

PP: 20

Accuracy: N/A

Power: 60

Effect: Never misses

Sharpen

Type: Normal

PP: 30

Accuracy: 100%

Power: ~

Effect: Raises the users defense

Sheer Cold

Type: Ice

PP: 5

Accuracy: 30%

Power: ~

Effect: Knocks out the foe in one hit

Shock Wave

Type: Electric

PP: 20

Accuracy: N/A

Power: 60

Effect: Never misses

Signal Beam

Type: Bug

PP: 15
Accuracy: 100%
Power: 75
Effect: may confuse the foe

Silver Wind
Type: Bug
PP: 5
Accuracy: 100%
Power: 60
Effect: may raise all stats

Sing
Type: Normal
PP: 15
Accuracy: 55%
Power: ~
Effect: Puts the opponent to sleep

Sketch
Type: Normal
PP: 1(!!!!)
Accuracy: 100%
Power: ~
Effect: This is a one-time only move. Once you use it, you copy the
foes last move AND you keep it until you replace it with another move.
That is why it has only one PP.

Skill Swap
Type: Psychic
PP: 10
Accuracy: 100%
Power: ~
Effect: swaps each pokemon's abilities

Skull Bash
Type: Normal
PP: 15
Accuracy: 100%
Power: 100
Effect: loads up the first turn, raising defense, then strikes the next
turn

Sky Attack
Type: Normal
PP: 5
Accuracy: 90%
Power: 140
Effect: loads up the first turn, then strikes the next

Sky Uppercut
Type: Fighting
PP: 15
Accuracy: 90%
Power: 85
Effect: Can hit pokemon that used Fly

Slack Off
Type: Normal
PP: 10

Accuracy: 100%
Power: ~
Effect: recovers half of the users full HP

Slam
Type: Normal
PP: 20
Accuracy: 75%
Power: 80
Effect: no effect

Slash
Type: Normal
PP: 20
Accuracy: 100%
Power: 70
Effect: has a good critical hit ratio

Sleep Powder
Type: Grass
PP: 15
Accuracy: 75%
Power: ~
Effect: Puts the foe to sleep

Sleep Talk
Type: Normal
PP: 10
Accuracy: N/A
Power: ~
Effect: Randomly uses one of the users moves. Can only be used once asleep

Sludge
Type: Poison
PP: 20
Accuracy: 100%
Power: 65
Effect: may poison the foe

Sludge Bomb
Type: Poison
PP: 10
Accuracy: 100%
Power: 90
Effect: may poison the foe

Smellingsalt
Type: Normal
PP: 10
Accuracy: 100%
Power: 60
Effect: does twice the damage if the foe has a status abnormality

Smog
Type: Poison
PP: 20
Accuracy: 70%
Power: 20
Effect: May poison the foe

Smokescreen

Type: Normal

PP: 20

Accuracy: 100%

Power: ~

Effect: lowers the foes accuracy

Snatch

Type: Dark

PP: 10

Accuracy: 100%

Power: ~

Effect: takes the beneficial effects of the opponents moves

Snore

Type: Normal

PP: 15

Accuracy: 100

Power: 40

Effect: May flinch the foe. Can only be used while the user is asleep

Softboiled

Type: Normal

PP: 10

Accuracy: N/A

Power: ~

Effect: recovers half of the users total HP

Solarbeam

Type: Grass

PP: 10

Accuracy: 100%

Power: 120

Effect: loads up the first turn, strikes the next. Doesn't need load up if Sunny Day is in use. Needs two turns of load up if Rain Dance is in use

Sonicboom

Type: Normal

PP: 20

Accuracy: 90%

Power: 20

Effect: Always does 20 damage as long as this move affects the foe

Spark

Type: Electric

PP: 20

Accuracy: 100%

Power: 65

Effect: May paralyze the foe

Spider Web

Type: Bug

PP: 10

Accuracy: 100%

Power: ~

Effect: stops the foe from escaping

Spike Cannon

Type: Normal
PP: 15
Accuracy: 100%
Power: 20
Effect: attacks 2-5 times

Spikes
Type: Ground
PP: 20
Accuracy: N/A
Power: ~
Effect: hurts the pokemon the opposing trainer switches out to

Spit Up
Type: Normal
PP: 10
Accuracy: 100%
Power: 100
Effect: can only be used after Stockpile

Spite
Type: Ghost
PP: 10
Accuracy: 100%
Power: ~
Effect: deducts 2-5 PP from the last move the foe used

Splash
Type: Normal
PP: 40
Accuracy: 100%
Power: ~
Effect: Does nothing (seriously!)

Spore
Type: Grass
PP: 15
Accuracy: 100%
Power: ~
Effect: put the foe to sleep

Steel Wing
Type: Steel
PP: 20
Accuracy: 90%
Power: 70
Effect: May raise the defense of the user

Stockpile
Type: Normal
PP: 10
Accuracy: N/A
Power: ~
Effect: Allows you to use Spit Up and Swallow

Stomp
Type: Normal
PP: 20
Accuracy: 100%
Power: 65

Effect: does extra damage against pokemon that have used Minimize

Strength

Type: Normal

PP: 15

Accuracy: 100%

Power: 100%

Effect: No effect

String Shot

Type: Bug

PP: 40

Accuracy: 95%

Power: ~

Effect: lowers the foes speed

Struggle

Type: ???

PP: N/A

Accuracy: 100%

Power: 50

Effect: Can only be used once all the PP for all the moves on one pokemon is used up. You receive damage in the attack

Stun Spore

Type: Grass

PP: 30

Accuracy: 75%

Power: ~

Effect: paralyzes the foe

Submission

Type: Fighting

PP: 25

Accuracy: 80%

Power: 80%

Effect: Hurts self during the attack

Substitute

Type: Normal

PP: 10

Accuracy: N/A

Power: ~

Effect: creates a dummy to prevent taking damage for a few turns at the cost of 1/4 the total HP of the user

Sunny Day

Type: Fire

PP: 5

Accuracy: N/A

Power: ~

Effect: powers up fire attacks, weakens water attacks, makes solarbeam a one turn move, halves Thunders accuracy

Super Fang

Type: Normal

PP: 10

Accuracy: 90%

Power: ~

Effect: This is a good attack. It halves the foes current HP. Very

useful against Blissey. Let's see what fraction of HP will be taken out after 10 hits...

Hit 1: 1/2
Hit 2: 1/4
Hit 3: 1/8
Hit 4: 1/16
Hit 5: 1/32
Hit 6: 1/64
Hit 7: 1/128
Hit 8: 1/256
Hit 9: 1/512
Hit 10: 1/1024

Add all those together and it should be 1 HP left, as it cannot knock out the foe

Superpower

Type: Fighting

PP: 5

Accuracy: 100%

Power: 120

Effect: lowers the users attack and defense

Supersonic

Type: Normal

PP: 20

Accuracy: 55%

Power: ~

Effect: confuses the foe

Surf

Type: Water

PP: 15

Accuracy: 100%

Power: 95

Effect: Hurts all opponents on the field

Swagger

Type: Normal

PP: 15

Accuracy: 90%

Power: ~

Effect: Confuses the foe and raises their attack

Swallow

Type: Normal

PP: 10

Accuracy: 100%

Power: ~

Effect: can only be used after Stockpile is used. Recovers damage

Sweet Kiss

Type: Normal

PP: 10

Accuracy: 75%

Power: ~

Effect: confuses the foe

Sweet Scent

PP: 20

Accuracy: 100%

Power: ~

Effect: For two turns, the foe can only use moves that do damage. Great for Counter, Mirror Coat, and Bide

Teeter Dance

Type: Normal

PP: 20

Accuracy: 100%

Power: ~

Effect: confuse your foe

Teleport

Type: Psychic

PP: 20

Accuracy: N/A

Power: ~

Effect: escape from battle

Thief

Type: Dark

PP: 10

Accuracy: 100%

Power: 40

Effect: steals an item held by the foe

Thrash

Type: Normal

PP: 20

Accuracy: 100%

Power: 90

Effect: Attacks 2-3 times. Confuses the user afterwards

Thunder

Type: Electric

PP: 10

Accuracy: 70%

Power: 120

Effect: May paralyze the foe

Thunder Wave

Type: Electric

PP: 20

Accuracy: 100%

Power: ~

Effect: Paralyzes the foe

Thunderbolt

Type: Electric

PP: 15

Accuracy: 100%

Power: 95

Effect: May paralyze the foe

Thunderpunch

Type: Electric

PP: 15

Accuracy: 100%

Power: 75

Effect: May paralyze the foe

Thundershock

Type: Electric

PP: 30

Accuracy: 100%

Power: 40

Effect: May paralyze the foe

Tickle

Type: Normal

PP: 20

Accuracy: 100%

Power: ~

Effect: lowers the foes attack and defense

Torment

Type: Dark

PP: 15

Accuracy: 100%

Power: ~

Effect: prevents the foe from using the same attack twice in a row

Toxic

Type: Poison

PP: 10

Accuracy: 85%

Power: ~

Effect: Badly poisons the foe. Damage from the poison increases every turn

Transform

Type: Normal

PP: 10

Accuracy: 100%

Power: ~

Effect: Transforms the user into the foe, moves and all. All the moves will have 5 PP.

Tri-Attack

Type: Normal

PP: 10

Accuracy: 100%

Power: 80

Effect: may paralyze, burn, Or freeze the foe

Trick

Type: Psychic

PP: 10

Accuracy: 100%

Power: each pokemon switches their items

Triple Kick

Type: Fighting

PP: 10

Accuracy: 90%

Power: 10+

Effect: Attacks three times. Damage raises with each use.

Twineedle

Accuracy: 100%
Power: 40
Effect: no effect

Water Pulse

Type: Water
PP: 20
Accuracy: 100%
Power: 60
Effect: May confuse the foe

Water Sport

Type: Water
PP: 15
Accuracy: N/A
Power: ~
Effect: weakens fire attacks

Water Spout

Type: Water
PP: 5
Accuracy: 100%
Power: 150
Effect: power weakens as your HP lowers

Waterfall

Type: Water
PP: 15
Accuracy: 100%
Power: 80
Effect: no effect

Weather Ball

Type: Normal
PP: 10
Accuracy: 100%
Power: 50
Effect: type changes with the weather

Whirlpool

Type: Water
PP: 15
Accuracy: 70%
Power: 15
Effect: traps the foe for 2-5 turns

Whirlwind

Type: Normal
PP: 20
Accuracy: 100%
Power: ~
Effect: blows the foe away from the battle

Will-o-wisp

Type: Fire
PP: 15
Accuracy: 75%
Power: ~
Effect: burns the foe

Wing Attack
Type: Flying
PP: 35
Accuracy: 100%
Power: 60
Effect: no effect

Wish
Type: Normal
PP: 10
Accuracy: N/A
Power: ~
Effect: every few turns, you fully recover HP

Wrap
Type: Normal
PP: 20
Accuracy: 85%
Power: 15
Effect: traps the foe for 2-5 turns

XX
XXXXXXX

YY
YYYYYYY

Yawn
Type: Normal
PP: 10
Accuracy: 100%
Power: ~
Effect: put the foe to sleep at the end of the turn after this move is used

ZZ
ZZZZZZZ

Zap Cannon
Type: Electric
PP: 5
Accuracy: 50%
Power: 100
Effect: always paralyzes the foe

=====

16. Contests

In R/S, there is a cool sidequest called "CONTEST". In a contest, you try to impress the judges and audience with appeal and attacks. To impress the audience, you give your pokemon "POKEBLOCKS", which are made in "BERRY BLENDERS" which are located in "CONTEST HOUSES". You need a "POKEBLOCK CASE" to make pokeblocks. There are five types of contests. They are Smart, Cool, Tough, Beauty, and Cute. There are four ranks, Normal, Super, Hyper, and Master. Here is a description:

Part 1: The Audience-

In this part, you try to impress the audience with your pokemon. You,

like I already said, need pokeblocks to make that possible. You can also use "SCARVES", which almost double the stat for the contest you are competing in. I think the most amount of people you can impress is eight, which is very easily done with scarves.

Pat 2: The Judge-

In this part, you try to impress the judge with the moves your pokemon know. They each not only have a battle type, but a contest type (Cool, Tough, etc...). There are also stuff like jam and appeal, which helps you (appeal) and helps you more (jam). J & A are based on stars. Appeal is used to get closer to victory. Jam is used to take away stars from other pokemon. You gain less appeal if you use a move that doesn't have the same type as the contest you're appealing in. That means, for example, using a Beauty move in a Tough contest. You also gain less if you use the same move twice in a row. But you can gain twice the normal amount if you use something called a combo. For example, lets say Medicham uses Thunderpunch. Then he uses Ice Punch. Instead of gaining the normal 4 stars for appeal, you gain 8 stars!

=====

16.1. Contest Moves

Unlike battles, contests don't involve knocking out the opposing pokemon. The attacks give you stars, and some take away stars. This section explains all the moves and what they do in the contest.

Name: Absorb
Contest Type: Smart
Appeal: **
Jam: ***
Description: Startles the POKEMON that appealed before the user

Name: Acid
Contest Type: Smart
Appeal: *
Jam: ****
Description: Badly startles the POKEMON in front

Name: Acid Armor
Contest Type: Tough
Appeal: *
Jam: none
Description: Ups the user's condition. Helps prevent nervousness

Name: Aerial Ace
Contest Type: Cool
Appeal: **
Jam: none
Description: The appeal works great if performed first

Name: Aeroblast
Contest Type: Cool
Appeal: ***
Jam: none
Description: Affected by how well the appeal in front goes

Name: Agility
Contest Type: Cool
Appeal: ***

Jam: none

=====

17. Abilities

Air Lock- Weather doesn't affect

Pokemon-

Rayquaza

Arena Trap- prevents pokemon on the ground from escaping

Pokemon-

Trapinch, Diglett, Dugtrio

Battle Armor- prevents being hit by a critical hit.

Pokemon-

Anorith, Armaldo, Kabuto, Kabutops

Blaze- raises the power o fire attacks when HP goes down to low

Pokemon-

Torchic, Combusken, Blaziken, Charmander, Charmeleon, Charizard,
Cyndiquil, Quilava, Typhlosion

Chlorophyll- Speed is raised in a bright sun

Pokemon-

Seedot, Nuzleaf, Shiftry, Oddish, Gloom, Vileplume, Bellosom, Tropius,
Bellsprout, Weepinbell, Victreebell, Exeggcute, Exeggutor, Tangela,
Hoppip, Skiploom, Jumpluff, Sunkern, Sunflora

Clear Body- Not affected by stat changing moves

Pokemon-

Tentacool, Tentacruel, Regirock, Regice, Registeel, Beldum, Metang,
Metagross

Cloud Nine- Gets rid of any weather effects

Pokemon-

Psyduck, Golduck

Color Change- Changes type to that of the last move the foe used

Pokemon-

Kecleon

Compoundeyes- accuracy is raised

Pokemon-

Nincada, Butterfree, Venonat, Yanma

Cute Charm- May make the foe attracted if hit

Pokemon-

Skitty, Delcatty, Igglybuff, Jigglypuff, Wigglytuff, Cleffa, Clefairy,
Clefable

Damp- prevents anyone from using Selfdestruct or Explosion

Pokemon-

Psyduck, Golduck, Poliwhirl, Poliwhirl, Poliwrath, Politoed, Wooper,
Quagsire

Drizzle- When sent out, rain begins to fall. Exact same effects as Rain
Dance, but permanent.

Pokemon-

Kyogre

Drought- Same as Drizzle, only with sun.

Pokemon-

Groudon

Early Bird- wake up quickly

Pokemon-

Seedot, Nuzleaf, Shiftry, Doduo, Dodrio, Natu, Xatu, Girafarig,
Kangaskhan, Ledyba, Ledian, Houndour, Houndoom

Effect Spore- When hit by a physical attack, may paralyze, poison, or
put the foe to sleep

Pokemon-

Shroomish, Breloom, Paras, Parasect

Flame Body- May burn the foe on contact

Pokemon-

Slugma, Magcargo, Magby, Magmar

Flash Fire- Attack and Special Attack go up when hit by a fire attack

Pokemon-

Vulpix, Ninetales, Growlithe, Arcanine, Ponyta, Rapidash, Flareon,
Houndour, Houndoom

Forecast- Changes type to that of the weather

Pokemon-

Castform

Guts- raises attack if health bar is red

Pokemon-

Tailow, Swellow, Makuhita, Hariyama, Machop, Machoke, Machop,
Heracross, Rattata, Raticate, Ursaring, Tyrogue, Larvitar

Huge Power- raises power in battle

Pokemon-

Azurill, Marill, Azumarill

Hustle- at the cost of accuracy, raises power

Pokemon-

Corsola, Togepi, Togetic, Remoraidd, Mantine

Hyper Cutter- cannot lose attack power

Pokemon-

Mawile, Trapinch, Pinsir, Corphish, Crawdaunt, Krabby, Kingler, Gligar

Illuminate- wild pokemon encounter rate increased

Pokemon-

Volbeat, Staryu, Starmie, Chinchou, Lanturn

Immunity- can't be poisoned

Pokemon-

Zangoose, Snorlax

Inner Focus- cannot flinch

Pokemon-

Abra, Kadabra, Alakazam, Zubat, Golbat, Crobat, Girafarig, Snorunt,
Glalie, Farfetch'd, Dragonite, Sneasle

Insomnia- cannot fall asleep

Pokemon-

Shuppet, Banette, Drowsee, Hypno, Hoothoot, Noctowl, Spinarak, Ariados, Murkrow

Intimidate- lowers the foes attack when sent into battle

Pokemon-

Mightyena, Masquerain, Gyarados, Mawile, Salamence, Ekans, Arbok, Growlithe, Arcanine, Tauros, Snubbull, Granbull, Stantler, Hitmontop

Keen Eye- cannot lose accuracy

Pokemon-

Wingull, Pelliper, Sableye, Skarmory, Pidgey, Pidgeotto, Pidgeot, Spearow, Fearow, Farfetch'd, Hitmonchan, Sentret, Furret, Hoothoot, Noctowl, Sneasle

Levitate- Is not affected by ground moves. Is not affected by the Arena Trap ability

Pokemon-

Koffing, Weezing, Vibrava, Flygon, Solrock, Lunatone, Baltoy, Claydol, Duskull, Chimecho, Latias, Latios, Ghostly, Haunter, Gengar, Misdreavus, Unown

Limber- cannot be paralyzed

Pokemon-

Persian, Hitmonlee, Ditto

Liquid Ooze- hurts healing pokemon

Pokemon-

Tentacool, Tentacruel, Gulpin, Swalot

Lightningrod- all electric attacks are directed towards it

Pokemon-

Electrike, Manetric, Rhyhorn, Rhydon, Cubone, Marowak

Magma Armor- cannot be frozen

Pokemon-

Slugma, Magcargo

Magnet Pull- prevents steel pokemon from escaping

Pokemon-

Nosepass, Magnemite, Magneton

Minus- gains power when with a pokemon with the PLUS ability

Pokemon-

Minun

Natural Cure- all status conditions are healed when taken from battle

Pokemon-

Roselia, Swablu, Altaria, Corsola, Staryu, Starmie, Chansey, Blissey, Celebi

Oblivious- cannot be affected by attract or Cute Charm (ooh!)

Pokemon-

Wailmer, Wailord, Iillumize, Numel, Barboach, Wiscash, Slowpoke, Slowbro, Slowking, Lickitung, Jynx, Swinub, Piloswine

Overgrow- grass attack power is raised when HP is low

Pokemon-

Treeko, Grovyle, Sceptile, Bulbasaur, Ivysaur, Venusaur, Chikorita, Bayleef, Meganium

Own Tempo- cannot be confused

Pokemon-

Spink, Grumpig, Spinda, Slowpoke, Slowbro, Slowking, Lickitung, Smeargle

Pickup- chance of a random item picked up after battle

Pokemon-

Zigzagoon, Linoone, Phanpy, Meowth, Aipom, Teddiursa

Plus- gains power when with a pokemon with the Minus ability

Pokemon-

Plusle

Poison Point- chance of poisoning the foe from a direct attack

Pokemon-

Roselia, Seadra, Nidoran Female, Nidorina, Nidoqueen, Nidoran Male, Nidorino, Nidoking, Qwilfish

Pressure- when attacked, the PP of the foe is reduced by 2

Pokemon-

Absol, Dusclops, Deoxys, Aerodactyl, Articuno, Zapdos, Moltres, Mewtwo, Raikou, Entei, Suicune, Lugia, Ho-oh

Pure Power- attack is raised in battle

Pokemon-

Meditite, Medicham

Rain Dish- Slowly recovers HP when raining

Pokemon-

Lotad, Lombre, Ludicolo

Rock Head- no damage taken in recoil from attacks like Take Down

Pokemon-

Aron, Lairon, Aggron, Geodude, Graveler, Golem, Rhyhorn, Rhydon, Bagon, Shellgon, Onix, Cubone, Marowak, Aerodactyl, Sudowoodo, Steelix

Rough Skin- when hit with a direct attack, foe takes damage in recoil

Pokemon-

Carvanha, Sharpedo

Run Away- always able to run from a wild pokemon battle, regardless of stats

Pokemon-

Poochyena, Doduo, Dodrio, Rattata, Raticate, Ponyta, Rapidash, Eevee, Sentret, Furret, Aipom, Dunsparce, Snubbull

Sand Stream- causes a Sandstorm when sent into battle

Pokemon-

Tyranitar

Sand Veil- evasion raises in sandstorm, doesn't take damage from sandstorm

Pokemon-

Sandshrew, Sandslash, Cacnea, Cacturne, Diglett, Dugtrio, G

Serene Grace- all added effects of attacks double the chances of working

Pokemon-

Jirachi, Chansey, Blissey, Togepi, Togetic, Dunsparce

Shadow Tag- foe cannot flee from battle

Pokemon-

Wynaut, Wobbafett

Shed Skin- all status ailments disappear one turn after going in effect

Pokemon-

Silcoon, Cascoon, Seviper, Metapod, Kakuna, Ekans, Arbok, Dratini, Dragonair, Pupitar

Shell Armor- cannot receive a critical hit

Pokemon-

Corphish, Crawdaunt, Clamperl, Shellder, Cloyster, Lapras, Omanyte, Omastar

Shield Dust- cannot be effected by add-on effects

Pokemon-

Wurmple, Dustox, Caterpie, Weedle, Venomoth

Soundproof- is not effected by sound attacks

Pokemon-

Whismur, Loudred, Exploud, Voltorb, Electrode, Mr. Mime

Speed Boost- speed raises every turn

Pokemon-

Ninjask, Yanma

Static- if hit by a direct contact attack, you may paralyze the foe

Pokemon-

Electrike, Manetric, Voltorb, Electrode, Pichu, Pikachu, Raichu, Elekid, Electabuzz, Mareep, Flaffy, Ampharos

Stench- rate of wild pokemon encounter goes down when in first position

Pokemon-

Grimer, Muk

Sticky Hold- if you have a held item, it cannot be stolen by Thief or

Covet

Pokemon-

Gulpin, Swalot, Grimer, Muk

Sturdy- cannot be phased by a OHKO attack

Pokemon-

Geodude, Graveler, Golem, Nosepass, Aron, Lairon, Aggron, Magnemite, Magnetron, Skarmory, Donphan, Onix, Sudowoodo, Pineco, Forretress, Steelix, Shuckle

Suction Cups- Cannot be taken from battle unless you return it

Pokemon-

Lileep, Cradily, Octillery

Swarm- bug attacks do more damage when HP is low

Pokemon-

Beautifly, Volbeat, Heracross, Beedrill, Scyther, Ledyba, Ledian, Spinarak, Ariados, Scizor

Swift Swim- speed raises when raining

Pokemon-

Lotad, Lombre, Ludicolo, Surskit, Goldeen, Seaking, Magikarp, Feebas, Huntail, Gorebyss, Relicanth, Luvdisc, Horsea, Kingdra, Omanyte, Omastar, Kabuto, Kabutops, Quilfish, Mantine

Synchronize- when effected by a status condition, the foe is also effected

Pokemon-

Ralts, Kirlia, Gardevoir, Abra, Kadabra, Alakazam, Natu, Xatu, Mew, Espeon, Umbreon

Thick Fat- Fire and Ice moves to less damage on you

Pokemon-

Makuhita, Hariyama, Azurill, Marill, Azumarill, Spink, Grumpig, Spheal, Sealeo, Walrein, Seel, Dewgong, Snorlax

Torrent- when HP is low, water attacks do more damage

Pokemon-

Mudkip, Marshtomp, Swampert, Squirtle, Wartortle, Blastoise, Totodile, Croconaw, Feraligatr

Trace- you receive the ability of the foe for the rest of the battle

Pokemon-

Ralts, Kirlia, Gardevoir, Porygon, Porygon 2

Truant- attacks only every second turn

Pokemon-

Slakoth, Slaking

Vital Spirit- cannot be put to sleep

Pokemon-

Vigoroth, Mankey, Primeape, Delibird

Volt Absorb- when hit by an electric attack, you recover HP

Pokemon-

Chinchou, Lanturn, Jolteon

Water Absorb- when hit by a water attack, you recover HP

Pokemon-

Poliwhirl, Poliwhirl, Poliwhirl, Politoed, Lapras, Vaporeon, Wooper, Quagsire, Mantine

Water Veil- you cannot be burned

Pokemon-

Goldeen, Seaking, Wailmer, Wailord

White Smoke- all moves and abilities that lower your stats are negated

Pokemon-

Torkoal

Wonder Guard- best effect, only effects by its weaknesses

Pokemon-

Shedinja

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18. Mirage Island

In Sootopolis City, there is a man in a house that mentions something about Mirage Island. Mirage Island is far off east from that city. In order to reveal it, you need a MIRAGE FRIENDLY POKEMON. It is a random number that only reveals MI if it matches something in any of your pokemon.

Pokemon to capture-
Wynaut

That is all you can find, Wynaut. Levels vary from 5 to 50. You can find Leichi berries there. Other than that, Mirage Island is only for bragging rights.

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19. Ribbons

Ribbons are won in many ways. Here is a list of all ribbons.

Pokemon League Victory
Hard Work (EVs near max or maxed)
Purify Your Pokemon (only available through trading with Colosseum)

Win Cool Contest Normal Level
Win Cool Contest Super Level
Win Cool Contest Hyper Level
Win Cool Contest Master Level

Win Beauty Contest Normal Level
Win Beauty Contest Super Level
Win Beauty Contest Hyper Level
Win Beauty Contest Master Level

Win Tough Contest Normal Level
Win Tough Contest Super Level
Win Tough Contest Hyper Level
Win Tough Contest Master Level

Win Cute Contest Normal Level
Win Cute Contest Super Level
Win Cute Contest Hyper Level
Win Cute Contest Master Level

Win Smart Contest Normal Level
Win Smart Contest Super Level
Win Smart Contest Hyper Level
Win Smart Contest Master Level

=====

20. Trick House

In the Trick House (located on Route 110), there are four rooms.

Room 1-

This is the living room. You start by finding the Trick Master in a certain area. After you find him, you go to the second room.

Room 2-

This is the main part of the house. It is a big maze where you need to find two things. First, you need to find a scroll. Second, you need to find the door. After you find the scroll, go to the door to open it. Now, you are in Room 3.

Room 3-

This is the room where you find the Trick Master after the maze. He will be impressed and give you a prize. Now go to Room 4.

Room 4-

This is a hallway that leads you back to Room 1.

There are seven different trick house mazes, each found after completing a certain task.

Here we go...

====

Trick One-

Trick Master location in First Room- Under the table

HM needed- Cut

Trainers-

Lass Sally

Pokemon-

Oddish Lv. 16

Youngster Eddie

Pokemon-

Zigzagoon Lv. 14

Zigzagoon Lv. 16

Lass Robin

Pokemon-

Skitty Lv. 14

Marill Lv. 14

Shroomish Lv. 14

In this maze, you need to cut down trees to get to the scroll and the door. You can go right to get the Orange Mail, but those aren't needed. Now go up two trees to the square two after the entrance. Now cut the right tree, then the top tree, and then the right tree. You will face Eddie and you will find the scroll. Now go back to the left side of the room. Go all the way up from the left side, then all the way to the right to find the door.

Prize- Rare Candy

====

Trick Two (note- You need to beat Wattson before you can attempt the second

Trick House maze)-

Trick Master Location in the First Room- behind the right tree

HM needed- none

Trainers-

School Kid Paul

Pokemon-

Numel Lv. 15

Wingull Lv. 15

Oddish Lv. 15

School Kid Ted
Pokemon-
Ralts Lv. 17

School kid Georgia
Pokemon-
Shroomish Lv. 16
Beautifly Lv. 16

In this maze, you need to push buttons to reveal paths to cross over holes. Now, Go right towards the first accessible button and push it. Now go to the hole That has been covered and cross over. Now go to the next button, which is nearby. Now go to the next covered hole and pass through. Now go to the next button and push it. Now cross the hole. Go and push the last button. You can now reach the scroll. After you get the scroll, go over to the door.

Prize- Timer Ball

==--==

Trick Three (note- you can go right to Trick Three after Trick Two)-

Trick Master location in First Room- In the dresser

HM needed- Rock Smash

Trainers-

Camper Justin
Pokemon-
Kecleon Lv. 24

Picnicker Martha
Pokemon-
Skitty Lv. 23
Swablu Lv. 23

Hiker Alan
Pokemon-
Geodude Lv. 22
Nosepass Lv. 22
Graveler lv. 22

This maze involves opening doors to get to the scroll and the main door. Just follow your gut. It may get hard to describe this with all the puzzling parts. But after you get to the scroll, the door should be easy.

Prize: Hard Stone

==--==

Trick Four (note: you can get to trick 4 after beating Norman)

Trick Master location in the first room- behind the left window

HM needed: Strength

=====

21. Southern Island

This is a mysterious island. It only pops up after the Elite 4 and after obtaining an EON TICKET, which can only be obtained from Nintendo or Gameshark. Southern Island is located just east from Route 109, right under the top-left corner of the letter box.

Southern Island has one pokemon and one item, which is attached to that pokemon. You can reach Southern Island by using the Eon Ticket at the S.S. Tidal. Talk to the lady and she will see your Eon Ticket and let you go to Southern Island.

On Southern Island, the first part is merely a path. Walk through it. Now, enter the forest. Here, you will see trees, a few puddles, and a black orb. SAVE BEFORE IT!!!!!! Now, talk to the orb. You will go into a fight. In Ruby, you will find Latias. In Sapphire, you will find Latios. What you basically find is the legendary that you could not normally get in the game. It is at level 50, and it is holding Soul Dew, which sharply raises the lati*s Special stats. Make sure you either have a Master Ball or plenty of Ultra Balls. It will not run away. After you catch it, you can take off the Soul Dew.

Before I forget, I would like to point out something that has been asked hundreds of times to me. If you use Gameshark/Action Replay to get the Eon Ticket, then you must activate another code with it to get the lady to notice the ticket.

=====

22. Pokemon Japanese Names

Treeko- Kimori
Grovyale- Jupotol
Sceptile- Jukain
Torchic- Achamo
Combusken- Wakashamo
Blaziken- Bashamo
Mudkip- Mizugorou
Marshomp- Numakorou
Swampert- Rugaji
Poochyena- Pochena
Mightyena- Guraena
Zigzagoon- Jiguzaguma
Linoone- Massuguma
Wurmple- Kemusso
Silcoon- Karasairu
Beautifly- Agehanto
Cascoon- Mayurudo
Dustox- Dokukeiru
Lotad- Hasuboo
Lombre- Hasubrero
Ludicolo- Runpapa
Seedot- Taneboo

Nuzleaf- Conohana
Shiftry- Daatengu
Taillow- Subame
Swellow- Oosubame
Wingull- Kyamome
Pelliper- Perippa
Ralts- Rarutosu
Kirlia- Kiruria
Gerdevoir- Saanaito
Surskit- Ametama
Masquerain- Amemoosu
Shroomish- Kinokoko
Breloom- Kinogassa
Slakoth- Namakero
Vigoroth- Yarukimono
Slaking- Kekkingu
Abra- Kesie
Kadabra- Yungera
Alakazam- Fudin
Nincada- Tsuchinin
Ninjask- Tekkanin
Shedinja- Nukenin
Whismur- Gonyonyo
Loudred- Dogoomu
Exploud- Bakuong
Makuhita- Makunoshita
Hariyama- Harieteyama
Goldeen- Tosakinto
Seaking- Azumao
Magikarp- Koiking
Gyarados- Gayaradosu
Azurill- Ruriri
Marill- Mariru
Azumarill- Mariruri
Geodude- Ishutsubute
Graveler- Gouron
Golem- Gouranya
Nosepass- Nozupasu
Skitty- Eneko
Delcatty- Enekororo
Zubat- Zubatto
Golbat- Gorubatto
Crobat- Kurobatto
Tentacool- Menokurage
Tentacruel- Menokurage (really!)
Sableye- Yamirami
Mawile- Kuchiito
Aron- Kokodora
Lairon- Kodora
Aggron- Bossugodora
Machop- Wanriki
Machoke- Gorikii
Machamp- Kairikii
Meditite- Asanan
Medicham- Chaaremu
Electrike- Rakurai
Manectric- Raibolt
Plusle- Purasuru
Minun- Mainan
Magnebite- Koiru

Magneton- Reakoiruu
Voltorb- Biriridama
Electrode- Marumain

=====

23. Trainers Eyes

The Trainers Eyes is like the phone from G/S/C. Trainers loaded into the trainers Eyes may want to rebattle you. However, it is not NEARLY as annoying because they don't call you. You have to look in your trainers eyes to see who wants to rebattle you. It's definitely an improvement over the phone-call-every-minute idea. There are many trainers. Like the phone in G/S/C, the trainers improve each battle until the fifth battle.

Aroma Lady Rose
Location: Route 118

Battle One-
Shroomish Lv. 16
Roselia Lv. 16

Battle Two-
Shroomish Lv. 26
Roselia Lv. 26

Battle Three-
Shroomish Lv. 28
Gloom Lv. 28
Roselia Lv. 28

Battle Four-
Shroomish Lv. 31
Gloom Lv. 31
Roselia Lv. 31

Battle Five-
Breloom Lv. 34
Gloom Lv. 34
Roselia Lv. 34

=====

Ruin Maniac Dusty
Location: Route 111 (Desert)

Battle One-
Sandslash Lv. 24

Battle Two-
Sandslash Lv. 24

Battle Three-
Sandslash Lv. 30

Battle Four-
Sandslash Lv. 33

Battle Five-
Sandslash Lv. 36

=====

Tuber Lola

Location: Route 109

Battle One-

Azurill Lv. 13

Azurill Lv. 13

Battle Two-

Marill Lv. 26

Marill Lv. 26

Battle Three-

Marill Lv. 29

Marill Lv. 29

Battle Four-

Marill Lv. 32

Marill Lv. 32

Battle Five-

Azumarill Lv. 35

Azumarill Lv. 35

=====

Tuber Ricky

Location: Route 109

Battle One-

Zigzagoon Lv. 14

Battle Two-

Linoone Lv. 27

Battle Three-

Linoone Lv. 30

Battle Four-

Linoone Lv. 33

Battle Five-

Linoone Lv. 36

=====

Sis and Bro Rita and Sam

Location: Route 124

Battle One-

Chinchou Lv. 36

Carvanha Lv. 34

Battle Two-

Chinchou Lv. 42

Carvanha Lv. 40

Battle Three-

Lanturn Lv. 45

Carvanha Lv. 43

Battle Four-

Lanturn Lv. 48
Sharpedo Lv. 46

Battle Five-
Lanturn Lv. 51
Sharpedo Lv. 49

=====

Cooltrainer Brooke
Location: Route 111

Battle One-
Wingull Lv. 18
Numel Lv. 18
Roselia Lv. 18

Battle Two-
Wingull Lv. 26
Numel Lv. 26
Roselia Lv. 26

Battle Three-
Pelliper Lv. 29
Numel Lv. 29
Roselia Lv. 29

Battle Four-
Pelliper Lv. 32
Numel Lv. 32
Roselia Lv. 32

Battle Five-
Pelliper Lv. 34
Camerupt Lv. 34
Roselia Lv. 34

=====

Cooltraiber Wilton
Location: Route 111

Battle One-
Electrike Lv. 18
Wailmer Lv. 18
Makuhita Lv. 18

Battle Two-
Electrike Lv. 26
Wailmer Lv. 26
Makihita Lv. 26

Battle Three-
Manectric Lv. 29
Wailmer Lv. 29
Makuhita Lv. 29

Battle Four-
Manectric Lv. 32
Wailmer Lv. 32
Makuhita Lv. 32

Battle Five-
Manetric Lv. 34
Wailmer Lv. 34
Hariyama Lv. 34

=====

Hex Maniac Valerie
Location: Mt. Pyre

Battle One-
Sableye Lv. 32

Battle Two-
Sableye Lv. 35

Battle Three-
Spoink Lv. 37
Sableye Lv. 37

Battle Four-
Spoink Lv. 40
Sableye Lv. 40

Battle Five-
Duskull Lv. 42
Sableye Lv. 42
Grumpig Lv. 42

=====

Lady Cindy
Location: Route 104

Battle One-
Zigzagoon Lv. 7

Battle Two-
Zigzagoon Lv. 11

Battle Three-
Linoone Lv. 27

Battle Four-
Linoone Lv. 30

Battle Five-
Linoone Lv. 33

Battle Six (yes, there is a battle six)-
Linoone Lv. 36

=====

Beauty Jessica
Location: Route 121

Battle One-
Kecleon Lv. 30
Seviper Lv. 30

Battle Two-
Kelceon Lv. 33

Seviper Lv. 33

Battle Three-
Kecleon Lv. 36
Seviper Lv. 36

Battle Four-
Kecleon Lv. 39
Seviper Lv. 39

Battle Five-
Kecleon Lv. 42
Seviper Lv. 42

=====

Rich Boy Winston
Location: Route 104

Battle One-
Zigzagoon Lv. 7

Battle Two-
Linoone Lv. 27

Battle Three-
Linoone Lv. 30

Battle Four-
Linoone Lv. 33

Battle Five-
Linoone Lv. 36

=====

Pokemaniac Steve
Location: Route 114

Battle One-
Aron Lv. 20

Battle Two-
Lairon Lv. 27

Battle Three-
Lairon Lv. 29
Rhyhorn Lv. 29

Battle Four-
Lairon Lv. 32
Rhyhorn Lv. 32

Battle Five-
Aggron Lv. 35
Rhydon Lv. 35

=====

Swimmer Tony
Location: Route 107

Battle One-

Carvanha Lv. 27

Battle Two-
Sharpedo Lv. 30

Battle Three-
Sharpedo Lv. 33

Battle Four-
Staryu Lv. 34
Sharpedo Lv. 36

Battle Five-
Starmie Lv. 37
Sharpedo Lv. 39

=====
Black Belt Nob
Location: Route 105

Battle One-
Machop Lv. 20

Battle Two-
Machop Lv. 27

Battle Three-
Machop Lv. 29
Machoke Lv. 29

Battle Four-
Machop Lv. 31
Machoke Lv. 31
Machoke Lv. 31

Battle Five-
Machop Lv. 33
Machoke Lv. 33
Machoke Lv. 33
Machamp Lv. 33

=====
Guitarist Dalton
Location: Route 118

Battle One-
Magnemite Lv. 15
Whirmur Lv. 15
Magnemite Lv. 15

Battle Two-
Magnemite Lv. 25
Whismur Lv. 25
Magnemite Lv. 25

Battle Three-
Magnemite Lv. 28
Loudred Lv. 28
Magnemite Lv. 28

Battle Four-
Magneton Lv. 31
Loudred Lv. 31
Magneton Lv. 31

Battle Five-
Magneton Lv. 34
Exploud Lv. 34
Magneton Lv. 34

=====

Kindler Bernie
Location: Route 114

Battle One-
Slugma Lv. 19
Wingull Lv. 19

Battle Two-
Slugma Lv. 26
Wingull Lv. 26

Battle Three-
Slugma Lv. 29
Pelliper Lv. 29

Battle Four-
Slugma Lv. 32
Pelliper Lv. 32

Battle Five-
Magcargo Lv. 35
Pelliper Lv. 35

=====

Camper Ethan
Location: Jagged Pass

Battle One-
Zigzagoon Lv. 21
Tailow Lv. 21

Battle Two-
Zigzagoon Lv. 26
Tailow Lv. 26

Battle Three-
Linoone Lv. 29
Swellow Lv. 29

Battle Four-
Sandshrew Lv. 31
Swellow Lv. 31
Linoone Lv. 31

Battle Five-
Swellow Lv. 34
Sandslash Lv. 34
Linoone Lv. 34

=====

Old Couple John & Jay
Location: Meteor Falls

Battle One-

Medicham Lv. 40
Hariyama Lv. 40

Battle Two-

Medicham Lv. 43
Hariyama Lv. 43

Battle Three-

Medicham Lv. 46
Hariyama Lv. 46

Battle Four-

Medicham Lv. 49
Hariyama Lv. 49

Battle Five-

Medicham Lv. 52
Hariyama Lv. 52

=====

Bug Maniac Brendon
Location: Route 120

Battle One-

Surskit Lv. 28
Surskit Lv. 28
Surskit Lv. 28

Battle Two-

Surskit Lv. 31
Surskit Lv. 31
Surskit Lv. 31

Battle Three-

Surskit Lv. 34
Surskit Lv. 34
Masquarain Lv. 34

Battle Four-

Surskit Lv. 36
Wurmple Lv. 36
Surskit Lv. 36
Masquarain Lv. 36

Battle Five-

Surskit Lv. 38
Dustox Lv. 38
Surskit Lv. 38
Masquarain Lv. 38
Beautifly Lv. 38

=====

Psychic Cameron
Location: Route 123

Battle One-
Kadabra Lv. 31
Solrock Lv. 31

Battle Two-
Kadabra Lv. 34
Solrock Lv. 34

Battle Three-
Kadabra Lv. 37
Solrock Lv. 37

Battle Four-
Kadabra Lv. 40
Solrock Lv. 40

Battle Five-
Solrock Lv. 43
Alakazam Lv. 43

=====

Psychic Jacki
Location: Route 123

Battle One-
Kadabra Lv. 31
Lunatone Lv. 31

Battle Two-
Kadabra Lv. 34
Lunatone Lv. 34

Battle Three-
Kadabra Lv. 37
Lunatone Lv. 37

Battle Four-
Kadabra Lv. 40
Lunatone Lv. 40

Battle Five-
Lunatone Lv. 43
Alakazam Lv. 43

=====

School Kid Karen
Location: Route 116

Battle One-
Shroomish Lv. 9
Whismur Lv. 9

Battle Two-
Shroomish Lv. 26
Whismur Lv. 26

Battle Three-
Shroomish Lv. 29
Loudred Lv. 29

Battle Four-
Breloom Lv. 32
Loudred Lv. 32

Battle Five-
Breloom Lv. 35
Exploud Lv. 35

=====
School Kid Jerry
Location: Route 116

Battle One-
Ralts Lv. 10

Battle Two-
Ralts Lv. 26
Meditite Lv. 26

Battle Three-
Kirlia Lv. 29
Meditite Lv. 29

Battle Four-
Kirlia Lv. 32
Medicham Lv. 32

Battle Five-
Kirlia Lv. 34
Banette Lv. 34
Medicham Lv. 34

=====
Sr. & Jr. Ana & Meg
Location: Route 117

Battle One-
Zigzagoon Lv. 16
Makuhita Lv. 18

Battle Two-
Zigzagoon Lv. 26
Makuhita Lv. 28

Battle Three-
Zigzagoon Lv. 29
Makuhita Lv. 31

Battle Four-
Linoone Lv. 32
Makuhita Lv. 34

Battle Five-
Linoone Lv. 35
Hariyama Lv. 37

=====
Pokefan Isabel
Location: Route 110

Battle One-
Plusle Lv. 15
Minun Lv. 15

Battle Two-
Plusle Lv. 26
Minun Lv. 26

Battle Three-
Plusle Lv. 29
Minun Lv. 29

Battle Four-
Plusle Lv. 32
Minun Lv. 32

Battle Five-
Plusle Lv. 35
Minun Lv. 35

=====

Pokefan Miguel
Location: Route 103 (right side of water)

Battle One-
Skitty Lv. 16

Battle Two-
Skitty Lv. 27

Battle Three-
Skitty Lv. 30

Battle Four-
Delcatty Lv. 33

Battle Five-
Delcatty Lv. 36

=====

Expert Timothy
Location: Route 115

Battle One-
Hariyama Lv. 28

Battle Two-
Hariyama Lv. 31

Battle Three-
Hariyama Lv. 34

Battle Four-
Hariyama Lv. 37

Battle Five-
Hariyama Lv. 40

=====

Expert Shelby

Location: Mt. Chimney

Battle One-

Meditite Lv. 22

Makuhita Lv. 22

Battle Two-

Meditite Lv. 30

Makuhita Lv. 30

Battle Three-

Medicham Lv. 33

Hariyama Lv. 33

Battle Four-

Medicham Lv. 36

Hariyama Lv. 36

Battle Five-

Medicham Lv. 39

Hariyama Lv. 39

=====

Youngster Calvin

Location: Route 102

Battle One-

Zigagoon Lv. 5

Battle Two-

Linoone Lv. 27

Battle Three-

Swellow Lv. 28

Linoone Lv. 30

Battle Four-

Swellow Lv. 31

Linoone Lv. 33

Battle Five-

Swellow Lv. 34

Vigoroth Lv. 32

Linoone Lv. 36

=====

Fisherman Elliot

Location: Route 106

Battle One-

Magikarp Lv. 11

Tentacool Lv. 8

Magikarp Lv. 11

Battle Two-

Tentacool Lv. 24

Gyarados Lv. 27

Gyarados Lv. 27

Battle Three-

Gyarados Lv. 29
Carvanha Lv. 26
Tentacool Lv. 26
Gyarados Lv. 29

Battle Four-
Gyarados Lv. 31
Carvanha Lv. 30
Tentacruel Lv. 30
Gyarados Lv. 31

Battle Five-
Gyarados Lv. 33
Sharpedo Lv. 33
Gyarados Lv. 33
Tentacruel Lv. 35

=====
Triathlete Abigail
Location: Route 110

Battle One-
Magnemite Lv. 17

Battle Two-
Magnemite Lv. 28

Battle Three-
Magnemite Lv. 31

Battle Four-
Magnetron Lv. 34

Battle Five-
Magnetron Lv. 37

=====
Triathlete Benjamin
Location: Route 110

Battle One-
Magnemite Lv. 17

Battle Two-
Magnemite Lv. 28

Battle Three-
Magnemite Lv. 31

Battle Four-
Magnetron Lv. 34

Battle Five-
Magnetron Lv. 37

=====
Triathlete Isaiah
Location: Route 128

Battle One-

Saryu Lv. 36

Battle Two-
Saryu Lv. 39

Battle Three-
Saryu Lv. 42

Battle Four-
Starmie Lv. 45

Battle Five-
Starmie Lv. 48

=====

Triathlete Katelyn
Location: Route 128

Battle One-
Saryu Lv. 36

Battle Two-
Saryu Lv. 39

Battle Three-
Saryu Lv. 42

Battle Four-
Starmie Lv. 45

Battle Five-
Starmie Lv. 48

=====

Triathlete Maria
Location: Route 117

Battle One-
Doduo Lv. 18

Battle Two-
Doduo Lv. 28

Battle Three-
Doduo Lv. 31

Battle Four-
Dodrio Lv. 34

Battle Five-
Dodrio Lv. 37

=====

Triathlete Dylan
Location: Route 117

Battle One-
Doduo Lv. 18

Battle Two-

Doduo Lv. 28

Battle Three-

Doduo Lv. 31

Battle Four-

Dodrio Lv. 34

Battle Five-

Dodrio Lv. 37

=====

Dragon Tamer Nicholas

Location: Meteor Falls

Battle One-

Altaria Lv. 38

Altaria Lv. 38

Battle Two-

Altaria Lv. 41

Altaria Lv. 41

Battle Three-

Altaria Lv. 44

Altaria Lv. 44

Battle Four-

Bagon Lv. 46

Altaria Lv. 46

Altaria Lv. 46

Battle Five-

Altaria Lv. 49

Altaria Lv. 49

Shellgon Lv. 49

=====

Bird Keeper Robert

Location: Route 120

Battle One-

Swablu Lv. 30

Battle Two-

Natu Lv. 32

Swablu Lv. 32

Battle Three-

Natu Lv. 35

Altaria Lv. 35

Battle Four-

Natu Lv. 38

Altaria Lv. 38

Battle Five-

Altaria Lv. 41

Xatu Lv. 41

=====

Ninja Boy Lao

Location: Route 113

Battle One-

Koffing Lv. 17

Koffing Lv. 17

Koffing Lv. 17

Koffing Lv. 19

Battle Two-

Koffing Lv. 24

Koffing Lv. 24

Koffing Lv. 24

Koffing Lv. 26

Battle Three-

Koffing Lv. 27

Koffing Lv. 27

Koffing Lv. 27

Koffing Lv. 29

Battle Four-

Koffing Lv. 30

Koffing Lv. 30

Koffing Lv. 30

Koffing Lv. 32

Battle Five-

Koffing Lv. 33

Koffing Lv. 33

Koffing Lv. 33

Weezing Lv. 35

=====

Battle Girl Cindy

Location: Route 115

Battle One-

Meditite Lv. 19

Makuhita Lv. 19

Battle Two-

Meditite Lv. 26

Makuhita Lv. 26

Battle Three-

Meditite Lv. 29

Makuhita Lv. 29

Battle Four-

Medicham Lv. 32

Hariyama Lv. 32

Battle Five-

Medicham Lv. 35

Hariyama Lv. 35

=====

Parasol Lady Madeline

Location: Route 113

Battle One-
Numel Lv. 20

Battle Two-
Numel Lv. 27

Battle Three-
Numel Lv. 30

Battle Four-
Roselia Lv. 32
Numel Lv. 32

Battle Five-
Roselia Lv. 35
Camerupt Lv. 35

=====
Swimmer Jenny

Battle One-
Wailmer Lv. 35

Battle Two-
Wailmer Lv. 38

Battle Three-
Wailmer Lv. 41

Battle Four-
Staryu Lv. 43
Wailmer Lv. 43

Battle Five-
Luvdisc Lv. 45
Wailmer Lv. 45
Starmie Lv. 45

=====
Picknicker Diana
Location: Jagged Pass

Battle One-
Shroomish Lv. 20
Oddish Lv. 20
Swablu Lv. 20

Battle Two-
Shroomish Lv. 25
Gloom Lv. 25
Swablu Lv. 25

Battle Three-
Breloom Lv. 28
Gloom Lv. 28
Swablu Lv. 28

Battle Four-

Breloom Lv. 31
Gloom Lv. 31
Swablu Lv. 31

Battle Five-
Breloom Lv. 40
Vilepluma Lv. 40
Altaria Lv. 40

=====

Twins Amy & Liv
Location: Route 103

Battle One-
Plusle Lv. 9
Minun Lv. 9

Battle Two-
Plusle Lv. 16
Minun Lv. 16

Battle Three-
Plusle Lv. 27
Minun Lv. 27

Battle Four-
Plusle Lv. 30
Minun Lv. 30

Battle Five-
Plusle Lv. 33
Minun Lv. 33

Battle Six-
Plusle Lv. 36
Minun Lv. 36

=====

Sailor Ernest
Location: Route 125

Battle One-
Wingull Lv. 33
Tentacool Lv. 33
Machoke Lv. 33

Battle Two-
Wingull Lv. 36
Tentacool Lv. 36
Machoke Lv. 36

Battle Three-
Pelliper Lv. 39
Tentacool Lv. 39
Machoke Lv. 39

Battle Four-
Pelliper Lv. 42
Tentacool Lv. 42
Machoke Lv. 42

Battle Five-
Pelliper Lv. 45
Machoke Lv. 45
Tentacruel Lv. 45

=====

Collector Edwin
Location: Route 110

Battle One-
Lombre Lv. 14
Nuzleaf Lv. 14

Battle Two-
Lombre Lv. 26
Nuzleaf Lv. 26

Battle Three-
Lombre Lv. 29
Nuzleaf Lv. 29

Battle Four-
Lombre Lv. 32
Nuzleaf Lv. 32

Battle Five-
Ludicolo Lv. 35
Shiftry Lv. 35

=====

Pokemon Breeder Lydia
Location: Route 117

Battle One-
Wingull Lv. 12
Shroomish Lv. 12
Marill Lv. 12
Roselia Lv. 12
Skitty Lv. 12
Goldeen Lv. 12

Battle Two-
Wingull Lv. 22
Shroomish Lv. 22
Marill Lv. 22
Roselia Lv. 22
Skitty Lv. 22
Goldeen Lv. 22

Battle Three-
Pelliper Lv. 25
Breloom Lv. 25
Marill Lv. 25
Roselia Lv. 25
Delcatty Lv. 25
Goldeen Lv. 25

Battle Four-
Pelliper Lv. 28

Breloom Lv. 28
Marill Lv. 28
Roselia Lv. 28
Delcatty Lv. 28
Goldeen Lv. 28

Battle Five-
Pelliper Lv. 31
Breloom Lv. 31
Azumarill Lv. 31
Roselia Lv. 31
Delcatty Lv. 31
Seaking Lv. 31

=====

Pokemon Breeder Isaac
Location: Route 117

Battle One-
Whismur Lv. 12
Zigzagoon Lv. 12
Aron Lv. 12
Poochyena Lv. 12
Taillow Lv. 12
Makuhita Lv. 12

Battle Two-
Loudred Lv. 22
Linoone Lv. 22
Aron Lv. 22
Mightyena Lv. 22
Swellow Lv. 22
Makuhita Lv. 22

Battle Three-
Loudred Lv. 25
Linoone Lv. 25
Aron Lv. 25
Mightyena Lv. 35
Swellow Lv. 25
Hariyama Lv. 25

Battle Four-
Loudred Lv. 28
Linoone Lv. 28
Aron Lv. 28
Mightyena Lv. 28
Swellow Lv. 28
Hariyama Lv. 28

Battle Five-
Loudred Lv. 31
Linoone Lv. 31
Lairon Lv. 31
Mightyena Lv. 31
Swellow Lv. 31
Hariyama Lv. 31

=====

Pokemon Ranger Catherine

Location: Route 119

Battle One-
Gloom Lv. 27
Roselia Lv. 27

Battle Two-
Gloom Lv. 30
Roselia Lv. 30

Battle Three-
Gloom Lv. 33
Roselia Lv. 33

Battle Four-
Gloom Lv. 36
Roselia Lv. 36

Battle Five-
Belloso Lv. 39
Roselia Lv. 39

=====
=====

Pokemon Ranger Jackson
Location: Route 119

Battle One-
Breloom Lv. 28

Battle Two-
Breloom Lv. 31

Battle Three-
Breloom Lv. 34

Battle Four-
Breloom Lv. 37

Battle Five-
Kecleon Lv. 39
Breloom Lv. 39

=====
=====

Lass Haley
Location: Route 104

Battle One-
Lotad Lv. 7
Shroomish Lv. 7

Battle Two-
Lombre Lv. 26
Shroomish Lv. 26

Battle Three-
Lombre Lv. 29
Breloom Lv. 29

Battle Four-
Lombre Lv. 32

Breloom Lv. 32

Battle Five-

Swellow Lv. 34

Lombre Lv. 34

Breloom Lv. 34

=====

Bug Catcher James

Location: Petalburg Woods

Battle One-

Nincada Lv. 8

Battle Two-

Ninjask Lv. 27

Battle Three-

Dustox Lv. 29

Ninjask Lv. 29

Battle Four-

Surskit Lv. 31

Dustox Lv. 31

Ninjask Lv. 31

Battle Five-

Surskit Lv. 33

Ninjask Lv. 33

Dustox Lv. 33

Ninjask Lv. 33

=====

Hiker Trent

Location: Route 112

Battle One-

Geodude Lv. 16

Geodude Lv. 16

Geodude Lv. 16

Geodude Lv. 16

Battle Two-

Geodude Lv. 24

Geodude Lv. 24

Geodude Lv. 24

Graveler Lv. 24

Battle Three-

Geodude Lv. 27

Geodude Lv. 27

Graveler Lv. 27

Graveler Lv. 27

Battle Four-

Geodude Lv. 30

Graveler Lv. 30

Graveler Lv. 30

Graveler Lv. 30

Battle Five-
Graveler Lv. 33
Graveler Lv. 33
Graveler Lv. 33
Golem Lv. 33

=====

Young Couple Lois & Hal
Location: Abandoned Ship

Battle One-
Volbeat Lv. 27
Illumize Lv. 27

Battle Two-
Volbeat Lv. 30
Illumize Lv. 30

Battle Three-
Volbeat Lv. 33
Illumize Lv. 33

Battle Four-
Volbeat Lv. 36
Illumize Lv. 36

Battle Five-
Volbeat Lv. 39
Illumize Lv. 39

=====

Pokemon Trainer Wally
Location: Victory Road

Battle One-
Altaria Lv. 47
Delcatty Lv. 46
Roselia Lv. 47
Magnetron Lv. 44
Gardevoir Lv. 48

Battle Two-
Altaria Lv. 50
Delcatty Lv. 49
Roselia Lv. 50
Magnetron Lv. 47
Gardevoir Lv. 51

Battle Three-
Altaria Lv. 53
Delcatty Lv. 52
Roselia Lv. 53
Magnetron Lv. 50
Gardevoir Lv. 54

Battle Four-
Altaria Lv. 56
Delcatty Lv. 55
Roselia Lv. 56
Magnetron Lv. 53

Gardevoir Lv. 57

=====

You cannot rebattle the next 8 trainers.

=====

Leader Roxanne
Location: Rustboro City

Battle One-
Geodude Lv. 14
Nosepass Lv. 15

=====

Leader Brawly
Location: Dewford Town

Battle One-
Machop Lv. 17
Makuhita Lv. 18

=====

Leader Wattson
Location: Mauville City

Battle One-
Magnezone Lv. 22
Voltorb Lv. 20
Magnezone Lv. 23

=====

Leader Flannery
Location: Lavaridge Town

Battle One-
Slugma Lv. 26
Slugma Lv. 26
Torkoal Lv. 28

=====

Leader Norman
Location: Petalburg City

Battle One-
Slaking Lv. 28
Vigoroth Lv. 30
Slaking Lv. 31

=====

Leader Winona
Location: Fortree City

Battle One-
Swellow Lv. 31
Pelliper Lv. 30
Skarmory Lv. 32
Altaria Lv. 33

=====

Leader Liza & Tate
Location: Mossdeep City

Battle One-
Solrock Lv. 42
Lunatone Lv. 42

=====

Leader Wallace
Location: Sootopolis City

Battle One-
Luvdisc Lv. 42
Wiscash Lv. 40
Sealeo Lv. 40
Seaking Lv. 42
Milotic Lv. 43

=====

You can battle the final 5 as many times as you want, but the pokemon levels will never change

=====

Elite Four Sydney
Location: Ever Grande City

Battle One-
Mightyena Lv. 46
Shiftry Lv. 48
Cacturne Lv. 46
Sharpedo Lv. 48
Absol Lv. 49

=====

Elite Four Phoebe
Location: Ever Grande City

Battle One-
Dusclops Lv. 48
Banette Lv. 49
Sableye Lv. 50
Banette Lv. 49
Dusclops Lv. 51

=====

Elite Four Glacia
Location: Ever Grande City

Battle One-
Glalie Lv. 50
Sealeo Lv. 50
Sealeo Lv. 52
Glalie Lv. 52
Walrein Lv. 53

=====

Elite Four Drake
Location: Ever Grande City

Battle One-

Shelgon Lv. 52
Altaria Lv. 54
Flygon Lv. 53
Flygon Lv. 53
Salamence Lv. 55

=====

Champion Steven
Location: Ever Grande City

Battle One-
Skarmory Lv. 57
Claydol Lv. 55
Aggron Lv. 56
Cradily Lv. 56
Armaldo Lv. 56
Metagross Lv. 58

=====

24. Breeding

Breeding is just one of the fun things to do in Pokemon Ruby and Sapphire. To breed, you need a male pokemon and a female pokemon. Easy, huh? Not that easy. They need to be in the same egg group. Egg Groups are, well, groups of pokemon that can breed together and make eggs. To see all the egg groups, go to 24.1. There are multiple reasons to breed. One, you might want to just get the first form of your evolved or unevolved pokemon. When you breed, the egg hatches to become the first form of the female pokemon. The only exceptions are Marill/Azumarill and Wobbafett. If Marill/Azumarill isn't holding anything, the egg will hatch to be a Marill. If the pokemon is holding a Sea Incense, the egg will hatch to become an Azurill. With Wobbafett, the egg normally hatches into Wobbafett. But if Wobbafett is holding a Lax Incense, the egg will hatch into a Wynaut. A second reason to breed is to try to get good stat pokemon. I think that good stat pokemon are easier to get through breeding than through catching. Another reason to breed is to pass on attacks. This will break into a long paragraph. To show this, we will use a male Camerupt and a female Torkoal.

Male Camerupt-

Attacks:

Eruption
Amnesia
Overheat
Flamethrower (Don't mind the triple fire attack, it's only an example)

Female Torkoal-

Attacks:

Amnesia
Flamethrower
Body Slam
Heat Wave

Both of these pokemon are part of the Field Egg Group. Due to this, these fire pokemon can breed. There are four steps to figuring out what attacks the baby will know.

Step 1: Start with the attacks the baby will know.

Since the Torkoal is female, the baby will be a Torkoal. Just for the heck of it, we'll make it a male.

Baby Male Torkoal-

Attacks:

Ember

Ember is the starting attack for any Torkoal.

Step 2: Add in any moves both pokemon know that the baby can learn by leveling up.

If you were to check my pokedex for Torkoal, you would see that he learns the following attacks by leveling up-

Ember

Smog

Curse

Smokescreen

Fire Spin

Body Slam

Protect

Flamethrower

Iron Defense

Amnesia

Flail

Heat Wave

As you can see, both parents know the attacks Flamethrower and Amnesia. Because of that we put those on the baby.

Baby Male Torkoal-

Attacks:

Ember

Amnesia

Flamethrower

Now Torkoal has three moves. But we're not done yet.

Step 3: If there are any attacks the father learned from a TM or HM that the baby can learn, the kid knows it.

If you were to check the TM/HM chart in this FAQ, you would see that Flamethrower and Overheat are the two TMs that Camerupt knows.

Naturally, Torkoal can't learn Flamethrower again, so we just add on Overheat, which Torkoal can learn.

Baby Male Torkoal-

Attacks:

Ember

Amnesia

Flamethrower

Overheat

Now we take a look at the fourth and final step.

Step 4: Any attack that the father knows that the baby can only get through breeding shall be taught to the baby.

Endure
Eruption
Sleep Talk
Yawn

Those were the egg moves for Torkoal. As we see, Eruption is an egg move that father Camerupt knows. Because of that, we teach it to Torkoal.

Baby Male Torkoal-

Attacks:
Ember
Amnesia
Flamethrower
Overheat
Eruption

But wait! I thought a pokemon could only know four attacks at a time. That's right. That means that we need to get rid of an attack. Which attack? The attack at the top of the attack list.

Baby Male Torkoal-

Attacks:
Amnesia
Flamethrower
Overheat
Eruption

That's it. That is Baby Torkoal's moveset. Wait! Let's compare it to the father.

Camerupt-
Eruption
Amnesia
Overheat
Flamethrower

Torkoal-
Amnesia
Flamethrower
Overheat
Eruption

Wow! These two have the exact same moveset, only in a different order! Like father like son, I guess.

So now you understand the basics of breeding. But this section isn't quite done yet.

=====

24.1. Egg Groups

There are many egg groups.

Ditto Egg Group (can breed with anybody)-

Ditto

Bug Egg Group-

Caterpie

Metapod

Butterfree

Weedle

Kakuna

Beedrill

Paras

Parasect

Venonat

Venomoth

Scyther

Pinsir

Ledyba

Ledian

Pineco

Forretress

Gligar

Scizor

Shuckle

Heracross

Wurmple

Silcoon

Beautifly

Cascoon

Dustox

Surskit

Masquarain

Nincada

Ninjask

Volbeat

Illumize

Trapinch

Vibrava

Flygon

Dragon Egg Group-

Charmander

Charmeleon

Charizard

Ekans

Arbok

Magikarp

Gyarados

Horsea

Seadra

Dratini

Dragonair

Dragonite

Kingdra

Treeko

Grovyle

Sceptile

Swablu

Altaria

Seviper

Feebas

Milotic

Bagon
Shellgon
Salamence

Fairy Egg Group-

Pikachu
Raichu
Clefairy
Clefable
Jigglypuff
Wigglytuff
Togetic
Marill
Azumarill
Hoppip
Skiploom
Jumpluff
Snubbull
Granbull
Shroomish
Breloom
Skitty
Delcatty
Mawile
Plusle
Minun
Roselia
Castform
Snorunt
Glalie

Ground Egg Group-

Rattata
Raticate
Ekans
Arbok
Pikachu
Raichu
Sandshrew
Sandslash
Nidoran female
Nidoran male
Nidorino
Nidoqueen
Vulpix
Nintales
Diglett
Dugtrio
Meowth
Persian
Psyduck
Golduck
Mankey
Primeape
Growlithe
Arcanine
Ponyta
Rapidash
Farfetch'd
Seel

Dewgong
Rhyhorn
Rhydon
Tauros
Eevee
Vaporeon
Jolteon
Flareon
Cyndiquil
Quilava
Typhlosion
Sentret
Furret
Mareep
Flaffy
Ampharos
Aipom
Wooper
Quagsire
Espeon
Umbreon
Girafarig
Dunsparce
Snubbull
Granbull
Sneasel
Teddiursa
Ursaring
Swinub
Piloswine
Delibird
Houndour
Houndoom
Phanpy
Donphan
Smeargle
Miltank
Torchic
Combusken
Blaziken
Poochyena
Mightyena
Zigzagoon
Linoone
Seedot
Nuzleaf
Shiftry
Slakoth
Vigoroth
Slaking
Whismur
Loudred
Exploud
Skitty
Mawile
Electrike
Manetric
Wailmer
Wailord
Numel

Camerupt
Torkoal
Spoink
Grumpig
Spinda
Zangoose
Seviper
Kecleon
Absol
Spheal
Sealeo
Walrein

Flying Egg Group-

Pidgey
Pidgeotto
Pidgeot
Spearow
Fearow
Zubat
Golbat
Farfetch'd
Doduo
Dodrio
Aerodactyl
Hoothoot
Noctowl
Crobat
Togetic
Natu
Xatu
Murkrow
Skarmory
Tailow
Swellow
Wingull
Pelliper
Swablu
Altaria

Human Shaped Egg Group-

Abra
Kadabra
Alakazam
Machop
Machoke
Machamp
Drowsee
Hypno
Hitmonlee
Hitmonchan
Chansey
Mr. Mime
Jynx
Electabuzz
Magmar
Hitmontop
Blissey
Makuhita
Hariyama

Sableye
Volbeat
Illumize
Spinda
Cacnea
Cacturne

Mineral Egg Group-

Magnemite
Magneton
Voltorb
Electrode
Shedinja
Lunatone
Solrock
Baltoy
Claydol
Beldum
Metang
Metagross

Monster Egg Group-

Bulbasaur
Ivysaur
Venusaur
Charmander
Charmeleon
Charlizard
Squirtle
Wartortle
Blastoise
Nidoran female
Nidoran male
Nidorino
Nidoqueen
Slowpoke
Slowbro
Cubone
Marowak
Lickitung
Rhyhorn
Rhydon
Kangaskahn
Lapras
Snorlax
Chikorita
Bayleef
Meganium
Totodile
Croconaw
Feraligatr
Mareep
Flaffy
Ampharos
Slowking
Larvitar
Pupitar
Tyranitar
Treeko
Grovyle

Sceptile
Mudkip
Marshomp
Swampert
Whismur
Loudred
Exploud
Aron
Lairon
Aggron
Tropius

No Egg Group (pokemon that can't breed)-

Nidorina
Nidoqueen
Staryu
Starmie
Articuno
Zapdos
Moltres
Mewtwo
Mew
Pichu
Cleffa
Igglybuff
Togepi
Unown
Tyrogue
Smoochum
Elekid
Magby
Raikou
Entei
Suicune
Lugia
Ho-oh
Celebi
Shedinja
Azurill
Wynaut
Regirock
Regice
Registeel
Latias
Latos
Kyogre
Groudon
Rayquaza
Jirachi
Deoxys

Plant Egg Group-

Bulbasaur
Ivysaur
Venusaur
Oddish
Gloom
Vileplume
Paras
Parasect

Bellsprout
Weepinbell
Victreebell
Exeggcute
Exeggutor
Tangela
Chikorita
Bayleef
Meganium
Bellossom
Hoppip
Skiploom
Jumppluff
Sunkern
Sunflora
Lotad
Lombre
Ludicolo
Seedot
Nuzleaf
Shiftry
Shroomish
Breloom
Roselia
Cacnea
Cacturne
Tropius

Rock Egg Group-

Geodude
Graveler
Golem
Onix
Sudowoodo
Steelix
Nosepass
Snorunt
Glalie

Indeterminate Egg Group-

Grimer
Muk
Gastly
Haunter
Gengar
Koffing
Weezing
Slugma
Magcargo
Misdreavus
Wobbafett
Ralts
Kirlia
Gardevoir
Gulpin
Swalot
Castform
Shuppet
Banette
Duskull

Dusclops

Chimecho

Water One Egg Group-

Squirtle

Wartortle

Blastoise

Psyduck

Golduck

Poliwag

Poliwhirl

Poliwrath

Slowpoke

Slowbro

Seel

Dewgong

Horsea

Seadra

Lapras

Omanyte

Omastar

Kabuto

Kabutops

Dratini

Dragonair

Dragonite

Totodile

Croconaw

Feraligatr

Marill

Azumarill

Politoed

Wooper

Quagsire

Slowking

Corsola

Delibird

Mantine

Kingdra

Mudkip

Marshtomp

Swampert

Lotad

Lombre

Ludicolo

Wingull

Pelliper

Surskit

Masquarain

Corphish

Crawdaunt

Feebas

Milotic

Spheal

Sealeo

Walrein

Clamperl

Huntail

Gorebyss

Relicanth

Water Two Egg Group-

Goldeen
Seaking
Magikarp
Gyarados
Chinchou
Lantern
Quilfish
Remoraïd
Octillery
Carvanha
Sharpedo
Wailmer
Wailord
Barboach
Wiscash
Relicanth
Luvdisc

Water Three Egg Group-

Tentacool
Tentacruel
Shellder
Cloyter
Omanyte
Omastar
Kabuto
Kabutops
Corsola
Corphish
Crawdaunt
Lileep
Cradily
Anorith
Armaldo

=====

24.2. Egg Moves

I'm only listing the first forms.

Ditto Egg Group-

Ditto- no egg moves

=====

Bug Egg Group-

Caterpie- no egg moves

Weedle- no egg moves

Paras- Counter, False Swipe, Flail, Light Screen, Psybeam, Pursuit,
Screech, Sweet Scent

Venonat- Baton Pass, Giga Drain, Screech, Signal Beam

Scyther- Baton Pass, Counter, Endure, Light Screen, Razor Wind,
Reversal, Safeguard, Silver Wind

Pinsir- Fury Attack, False Swipe, Faint Attack

Ledyba-
Pineco
Gligar
Shuckle
Heracross
Wurmple
Surskit
Nincada
Volbeat
Illumize
Trapinch

=====

Dragon Egg Group-

Charmander
Charmeleon
Charlizard
Ekans
Arbok
Magikarp
Gyarados
Horsea
Seadra
Dratini
Dragonair
Dragonite
Kingdra
Treeko
Grovyle
Sceptile
Swablu
Altaria
Seviper
Feebas
Milotic
Bagon
Shellgon
Salamence

=====

Fairy Egg Group-

Pikachu
Raichu
Cleffairy
Cleffable
Jigglypuff
Wigglytuff
Togetic
Marill
Azumarill
Hoppip
Skiploom
Jumpluff
Snubbull
Granbull
Shroomish

Breloom
Skitty
Delcatty
Mawile
Plusle
Minun
Roselia
Castform
Snorunt
Glalie

Ground Egg Group-

Rattata
Raticate
Ekans
Arbok
Pikachu
Raichu
Sandshrew
Sandslash
Nidoran female
Nidoran male
Nidorino
Nidoqueen
Vulpix
Nintales
Diglett
Dugtrio
Meowth
Persian
Psyduck
Golduck
Mankey
Primeape
Growlithe
Arcanine
Ponyta
Rapidash
Farfetch'd
Seel
Dewgong
Rhyhorn
Rhydon
Tauros
Eevee
Vaporeon
Jolteon
Flareon
Cyndiquil
Quilava
Typhlosion
Sentret
Furret
Mareep
Flaffy
Ampharos
Aipom
Wooper

Quagsire
Espeon
Umbreon
Girafarig
Dunsparce
Snubbull
Granbull
Sneasel
Teddiursa
Ursaring
Swinub
Piloswine
Delibird
Houndour
Houndoom
Phanpy
Donphan
Smeargle
Miltank
Torchic
Combusken
Blaziken
Poochyena
Mightyena
Zigzagoon
Linoone
Seedot
Nuzleaf
Shiftry
Slakoth
Vigoroth
Slaking
Whismur
Loudred
Exploud
Skitty
Mawile
Electrike
Manectric
Wailmer
Wailord
Numel
Camerupt
Torkoal
Spink
Grumpig
Spinda
Zangoose
Seviper
Kecleon
Absol
Spheal
Sealeo
Walrein

=====

Flying Egg Group-
Pidgey
Pidgeotto

Pidgeot
Spearow
Fearow
Zubat
Golbat
Farfetch'd
Doduo
Dodrio
Aerodactyl
Hoothoot
Noctowl
Crobat
Togetic
Natu
Xatu
Murkrow
Skarmory
Tailow
Swellow
Wingull
Pelliper
Swablu
Altaria

=====

Human Shaped Egg Group-

Abra
Kadabra
Alakazam
Machop
Machoke
Machamp
Drowsee
Hypno
Hitmonlee
Hitmonchan
Chansey
Mr. Mime
Jynx
Electabuzz
Magmar
Hitmontop
Blissey
Makuhita
Hariyama
Sableye
Volbeat
Illumize
Spinda
Cacnea
Cacturne

=====

Mineral Egg Group-

Magnemite
Magneton
Voltorb
Electrode

Shedinja
Lunatone
Solrock
Baltoy
Claydol
Beldum
Metang
Metagross

=====

Monster Egg Group-

Bulbasaur
Ivysaur
Venusaur
Charmander
Charmeleon
Charizard
Squirtle
Wartortle
Blastoise
Nidoran female
Nidoran male
Nidorino
Nidoqueen
Slowpoke
Slowbro
Cubone
Marowak
Lickitung
Rhyhorn
Rhydon
Kangaskahn
Lapras
Snorlax
Chikorita
Bayleef
Meganium
Totodile
Croconaw
Feraligatr
Mareep
Flaffy
Ampharos
Slowking
Larvitar
Pupitar
Tyranitar
Treeko
Grovyle
Sceptile
Mudkip
Marshomp
Swampert
Whismur
Loudred
Exploud
Aron
Lairon
Aggron

Tropius

=====

No Egg Group (pokemon that can't breed)-

Staryu- no egg moves
Articuno- no egg moves
Zapdos- no egg moves
Moltres- no egg moves
Mewtwo- no egg moves
Mew- no egg moves
Pichu-
Cleffa
Igglybuff
Togepi
Unown
Tyrogue
Smoochum
Elekid
Magby
Raikou
Entei
Suicune
Lugia
Ho-oh
Celebi
Shedinja
Azurill
Wynaut
Regirock
Regice
Registeel
Latias
Latos
Kyogre
Groudon
Rayquaza
Jirachi
Deoxys

=====

Plant Egg Group-

Bulbasaur
Ivysaur
Venusaur
Oddish
Gloom
Vileplume
Paras
Parasect
Bellsprout
Weepinbell
Victreebell
Exeggcute
Exeggutor
Tangela
Chikorita
Bayleef
Meganium

Bellossom
Hoppip
Skiploom
Jumpluff
Sunkern
Sunflora
Lotad
Lombre
Ludicolo
Seedot
Nuzleaf
Shiftry
Shroomish
Breloom
Roselia
Cacnea
Cacturne
Tropius

=====

Rock Egg Group-

Geodude
Graveler
Golem
Onix
Sudowoodo
Steelix
Nosepass
Snorunt
Glalie

=====

Indeterminate Egg Group-

Grimer
Muk
Gastly
Haunter
Gengar
Koffing
Weezing
Slugma
Magcargo
Misdreavus
Wobbafett
Ralts
Kirlia
Gardevoir
Gulpin
Swalot
Castform
Shuppet
Banette
Duskull
Dusclops
Chimecho

=====

Water One Egg Group-

Squirtle
Wartortle
Blastoise
Psyduck
Golduck
Poliwag
Poliwhirl
Poliwrath
Slowpoke
Slowbro
Seel
Dewgong
Horsea
Seadra
Lapras
Omanyte
Omastar
Kabuto
Kabutops
Dratini
Dragonair
Dragonite
Totodile
Croconaw
Feraligatr
Marill
Azumarill
Politoed
Wooper
Quagsire
Slowking
Corsola
Delibird
Mantine
Kingdra
Mudkip
Marshtomp
Swampert
Lotad
Lombre
Ludicolo
Wingull
Pelliper
Surskit
Masquarain
Corphish
Crawdaunt
Feebas
Milotic
Spheal
Sealeo
Walrein
Clamperl
Huntail
Gorebyss
Relicanth

=====

Water Two Egg Group-

- Goldeen
- Seaking
- Magikarp
- Gyarados
- Chinchou
- Lantern
- Quilfish
- Remoraid
- Octillery
- Carvanha
- Sharpedo
- Wailmer
- Wailord
- Barboach
- Wiscash
- Relicanth
- Luvdisc

=====

Water Three Egg Group-

- Tentacool
- Tentacruel
- Shellder
- Cloyter
- Omanyte
- Omastar
- Kabuto
- Kabutops
- Corsola
- Corphish
- Crawdaunt
- Lileep
- Cradily
- Anorith
- Armaldo

=====

24.3. Chain Breeding

What is chain breeding? Let's just say that it may not be easy. Chain breeding involves getting moves onto a pokemon that hatches from an egg. It may seem like breeding Eruption from Camerupt to a baby Torkoal, but it's not. Chain breeding is harder. You need to chain breed when you want a move bred onto a baby still. But what happens if the move that can be bred is only found on pokemon outside of that baby's egg group? Let's take a Sceptile. You want to breed that starter so that you have a baby Treeko that knows Crush Claw. But not one pokemon inside either of Sceptile's egg groups (Monster and Dragon) can learn Crush Claw normally. It isn't a TM or HM. But if we look at the groups, we can see that Rhyhorn, part of the monster egg group, can also be bred Crush Claw. That's all fine and dandy, but we need to find Zangoose's egg group. Zangoose is the only pokemon that can learn Crush Claw naturally. He is in the field egg group. Ho! So is Rhyhorn. So breed a female Rhyhorn/Rhydon with a male Zangoose that knows Crush Claw. It may be hard in Sapphire, since you can't get Zangoose in that game. The baby Rhyhorn that comes from those two parents with know Crush Claw. Keep on doing this until you have a male Rhyhorn. Once you have the male Rhyhorn with Crush Claw, breed it with a female Sceptile.

The baby Treeko that hatches will know Crush Claw. To make things a little clearer...

Male Zangoose (Crush Claw)
+Female Rhyhorn (mother)
~~~~~  
Baby Male Rhyhorn (Crush Claw)  
+Female Sceptile  
~~~~~  
Baby Treeko (Crush claw)

Another example is getting Encore onto Sunkern. No pokemon in its egg group can get it. However, Hoppip can also get Encore through breeding, and he is in Hoppip's egg group. However, he is also in the fairy egg group, the same group as Clefairy. So basically, breed a male Clefairy with Encore and a female Hoppip and get a male Hoppip with Encore. Breed the male Hoppip with a female Sunkern to get a baby Sunkern with Encore. But, you would need Colosseum and Pokemon FR/LG to get Sunkern, Hoppip, and Clefairy.

It's not always just two breedings. It may get harder than Crush Claw on Treeko or Encore on Sunkern.

Now let's say that you want to get Encore onto Machop. This is where it gets interesting. You will have to get it from Clefairy. The thing is, none of the pokemon in Machop's egg group are also in the fairy egg group. However, if you were to look through all the egg groups, you would see that Pikachu is in the fairy and ground egg group. Spinda is in the humanshaped egg group AND the ground egg group (same as Pikachu). Both Spinda and Pikachu get Encore through breeding. Machop is in the human egg group! So that means that you will need to breed three times.

Male Clefairy w/Encore__Male Pikachu w/Encore__Male Spinda w/Encore
+Female Pikachu w/o it/~+Female Spinda w/o it-/~+Female Machop w/o it

The final result is= Baby Machop with Encore!

=====

25. EVs

Most people who see this for the first time will have no idea what it's about. To tell you the truth, I didn't know what EVs were until just a few days before this section started. EV is short for Effort Value. EVs are counted in points. You can't actually see EVs in your game. They are an invisible number. But what really are EVs?

EVs are received every time you fight an opposing pokemon, wild or not. The points you receive are put into one of six categories: HP, Attack, Defense, Speed, Special Attack, and/or Special Defense. After you receive four EVs for one stat and raise the pokemon to the next level, the stat you got the EVs in will increase one more point than usual.

Let's take a few examples. Let's say you want your HP to be higher than the normal level. So you need to get some HP Effort Points. That means you need to find a pokemon that has good HP. A good, easy example is to use Makuhita in Granite Cave. Makuhita has good HP, so you will get 1 Effort Point in HP. But let's see Hariyama. Hariyama is the evolved form of Makuhita. Hariyama gives you TWO Effort Points due to its super HP. But Slaking, who isn't part of the Makuhita Family, goes overboard

with THREE Effort Points. But not all pokemon only give Effort Points in one stat. Chimecho, for example, gives Effort Points in both Special Attack AND Special Defense.

You may think "Oh, if I can do that, I should raise my pokemon to have 999 stat points in every stat". Well, sorry, you can't. You prevent this from happening; the creators of the game created a 255-point limit for one stat. "Okay, so I will just get up to 255 Effort Points in every stat". Sorry, you still can't. To prevent people from using that limit and still having super stats, the creators went further to create a 510 point limit for an entire pokemon. That means that if you max out in two stats, you can't get Effort Points anymore.

=====

26. Trainers List

This is a complete list of trainers throughout Pokemon Ruby/Sapphire. Trainer's Eyes trainers will have two stars at the beginning and end of their names.

=====

Route 101- none

=====

Oldale Town- none

=====

Route 103 (left side of lake)- 1

Rival Brendan/May-
Treeko/Torchic/Mudkip (one of them) Lv. 5

=====

Route 102- 4

Youngster Calvin-
Zigzagoon Lv. 5
Money- 80

Bug Catcher Rick-
Wurmple Lv. 4
Wurmple Lv. 4
Money- 64

Youngster Allen-
Poochyena Lv. 5
Taillow Lv. 3
Money- 48

Lass Tiana-
Zigzagoon Lv. 4
Zigzagoon Lv. 4
Money- 64

=====

Petalburg City- 8 (fifth gym)

Cooltrainer Randall-
Delcatty Lv. 27
Money- 1296

Cooltrainer Mary-
Delcatty Lv. 27
Money- 1296

Cooltrainer Parker-
Linoone Lv. 27
Money- 1296

Cooltrainer Lori-
Linoone Lv. 27
Money- 1296

Cooltrainer George-
Linoone Lv. 27
Money- 1296

Cooltrainer Jody-
Zangoose Lv. 27
Money- 1296

Cooltrainer Berke-
Zangoose Lv. 27
Money- 1296

Leader Norman-
Slaking Lv. 28
Vigoroth Lv. 30
Slaking Lv. 31
Money- 3100

=====

Route 104 (before PW)- 2

Youngster Billy-
Seedot Lv. 6
Tailow Lv. 8
Money- 128

Rich Kid Winston-
Zigagoon Lv. 7
Money- 1400

=====

Petalburg Woods- 3

Bug Catcher Lyle-
Wurmple Lv. 3
Wurmple Lv. 3
Wurmple Lv. 3
Wurmple Lv. 3
Wurmple Lv. 3
Wurmple Lv. 3

Money- 48

Team Aqua/Magma Grunt-

Poochyena Lv. 9

Money- 180

Bug Catcher James-

Nincada Lv. 8

Money- 128

=====

Route 104 (after PW)- 4

Lady Cindy-

Zigzagoon Lv. 7

Money- 1400

Lass Haley-

Lotad Lv. 7

Shroomish Lv. 7

Money- 112

Twins Gia & Mia-

Lotad Lv. 8

Seedot Lv. 8

Money- 192

Fisherman Ivan-

Magikarp Lv. 6

Magikarp Lv. 6

Magikarp Lv. 6

=====

Rustboro City- 3 (first gym)

Youngster Josh-

Geodude Lv. 10

Geodude Lv. 8

Geodude Lv. 6

Money- 96

Youngster Tommy-

Geodude Lv. 11

Money- 176

Leader Roxanne-

Geodude Lv. 14

Nosepass Lv. 15

Money- 1500

=====

Route 116-

Youngster Joey-

Zigzagoon Lv. 8

Machop Lv. 10

Money- 160

Bug Catcher Jose-
Wurmple Lv. 8
Nincada Lv. 8
Silcoon Lv. 8
Money- 128

Lass Janice-
Marill Lv. 10
Money- 160

Hiker Clark-
Geodude Lv. 8
Geodude Lv. 8
Geodude Lv. 8
Money- 320

School Kid Jerry-
Ralts Lv. 10
Money- 200

School Kid Karen-
Shroomish Lv. 9
Whismur Lv. 9
Money- 180

=====

Rusturf Tunnel- 2

Team Aqua/Magma Grunt-
Poochyena Lv. 11
Money- 220

Hiker Mike-
Geodude Lv. 16
Geodude Lv. 16
Machop Lv. 16
Money- 640

=====

Route 105- 7

Swimmer Dawn-
Marill Lv. 27
Money- 216

Swimmer Beverly-
Wailmer Lv. 26
Wailmer Lv. 26
Money- 208

Ruin Maniac Foster-
Sandshrew Lv. 26
Sandslash Lv. 26
Money- 1560

Swimmer Austin-
Magikarp Lv. 25

Tentacool Lv. 25
Wingull Lv. 25
Money- 200

Swimmer Luis-
Carvanha Lv. 27
Money- 216

Swimmer Nicole-
Wailmer Lv. 27
Money- 216

Swimmer Douglas-
Tentacool Lv. 26
Tentacool Lv. 26

=====

Route 106- 2

Fisherman Ned-
Tentacool Lv. 12
Money- 480

Fisherman Elliot-
Magikarp Lv. 11
Tentacool Lv. 8
Magikarp Lv. 11
Money- 440

=====

Dewford Town- 4 (second gym)

Battle Girl Laura-
Meditite Lv. 14
Money- 336

Black Belt Hideki-
Machop Lv. 14
Money- 448

Battle Girl Tessa-
Meditite Lv. 12
Meditite Lv. 12
Machop Lv. 12

Leader Brawly-
Machop Lv. 17
Makuhita Lv. 18
Money- 1800

=====

Granite Cave- none

=====

Route 107- 5

Swimmer Beth-
Marill Lv. 25
Goldeen Lv. 25
Wingull Lv. 25
Money- 200

Swimmer Darrin-
Tentacool Lv. 27
Money- 216

Sis and Bro Lisa & Ray
Goldeen Lv. 28
Tentacool Lv. 26
Money- 624

Swimmer Tony-
Carvanha Lv. 27
Money- 216

Swimmer Denise-
Wingull Lv. 27
Money- 216

=====
Route 108- 4

Swimmer Tara-
Horsea Lv. 26
Marill Lv. 26
Money- 208

Swimmer Jerome-
Tentacool Lv. 26
Wingull Lv. 26
Money- 208

Swimmer Missy-
Goldeen Lv. 24
Wingull Lv. 24
Marill Lv. 24
Wailmer Lv. 24
Money- 192

Swimmer Matthew-
Carvanha Lv. 27
Money- 216

=====
Route 109- 10 (6 on the water and 4 on the beach)

Beach-

Sailor Edmond-
Wingull Lv. 12
Wingull Lv. 12
Machop Lv. 12
Money- 384

Sailor Huey-
Machop Lv. 12

Money- 448

****Tuber Lola****-

Azurill Lv. 13

Azurill Lv. 13

Money- 52

****Tuber Ricky****-

Zigzagoon Lv. 14

Money- 56

Water (and the small islands)-

Young Couple Mel & Paul-

Beautifly Lv. 27

Dustox Lv. 27

Money- 1728

Tuber Gwen-

Marill Lv. 27

Money- 108

Tuber Carmen-

Marill Lv. 27

Money- 108

Swimmer Alice-

Goldeen Lv. 25

Goldeen Lv. 25

Wingull Lv. 25

Money- 200

=====

27. FAQ

Q. What do you mean by MIRAGE FRIENDLY POKEMON?

A. Mirage Friendly is a status that does not appear. It is invisible to anyone as long as you can't see Mirage Island. If you see Mirage Island, that means that one pokemon on your team is MIRAGE FRIENDLY. It is all random.

Q. On my Sapphire Version on all of my pokemons summaries it says "status- pkrs" what does that mean?

A. About the "status- pkrs", you should consider yourself EXTREMELY LUCKY!!!!!! That means that your pokemon have the Pokerus Virus. It is a good virus that means that when you grow your pokemon levels, they gain stats easier. The chances of getting this are even lower than the chances of finding a shiny pokemon. It wears off after a while. You can spread it to your PC pokemon by putting the infected pokemon in the PC.

Q. What level does Vibrava evolve into Flygon?

A. Vibrava evolves at level 45.

Q. How come my Wobbafett's Shadow Tag doesn't work?

A. I have no idea.

Q. What is Mystery Event?

A. Something that involves a link cable and I believe an e-reader. I don't know what it's about though.

Q. Can I get an Eon Ticket with a Gameshark?

A. Yes

Q. Can I get Jirachi and Deoxys with gameshark?

A. Yes

Q. How many ways are there to get a Master Ball?

A. Three. One from the Team Magma Hideout, more from Gameshark. I believe you can get it from the lotto.

Q. Can Blaziken be caught in Ruby or is he only in Sapphire?

A. Blaziken is the final form of Torchic, one of the three starter pokémon, meaning you can get it in both games.

Q. Where's the stern (I need to give him the scanner)

A. Stern is in Slateport City at the docks where you ride the S.S. Tidal.

Q. When does Trapinch learn dig?

A. Trapinch learns Dig at level 43, but only as a Trapinch

Q. Where can I find an Eon Ticket?

A. Either from Nintendo or from Gameshark/Action Replay

Q. Where can I find a Dragon Scale?

A. Either from Bagon or Horsea. Use Thief, Covet, or simply catch it and take off the item.

Q. Is there a move deleter in this game?

A. Yes. He is in Lilycove City

Q. Is there still the four-move restriction?

A. Yes

Q. If you only have one pokémon and you are in a 2 vs. 2 battle, will you still be able to use it?

A. Yes

Q. Can you suggest a pokémon I can get early on?

A. There are plenty. Some of my favorites are Makuhita and Lotad.

Q. Is Aron a good choice?

A. Yes, but mostly for patient people. It takes a long time to raise Aron.

Q. Where is the HM for Waterfall?

A. Waterfall is in the Cave of Origins.

Q. How do you get into the small indents in the walls?

A. You get into the indents by using Secret Power.

Q. How do you get all the phrases on Pokemon Ruby and Sapphire?

A. You get them from stuff like catching pokemon, participating in contests, etc.

Q. when I start up ruby it says, battery is down therefore clock based events wont happen. What does this mean? And does it hurt my playability a lot?

A. I have no idea about this. It never happened to me.

Okay, I found the answer. This glitch affects how berries grow and other time-based events (those time based-events won't happen again). There are many ways to fix it. The most well-known one is to hook up with Colosseum/Fire Red/Leaf Green.

Q. Where do you get Flygon's pre-evolved form in Ruby?

A. Flygons pre-evolution, Vibrava, cannot be caught in the games. However, Vibrava's pre-evolution, Trapinch, can be caught in the desert.

Q. Can you tell me which currents to go on to reach Sky Pillar?

A. The currents do not lead to Sky Pillar. You get there by going EAST from Pacifidlog Town.

Q. Where do you get Shellgon's Pre-evolved form?

A. You find Bagon in Meteor Falls in the room where you find TM02-Dragon Claw.

Q. Can Mew, Mewtwo, Entei, Raikou, Suicune, Lugia, Ho-oh be caught in this game?

A. They cannot be caught in the game.

Q. Can you trade pokemon from Silver/Gold to Ruby/Sapphire?

A. No, you cannot trade pokemon from Silver/Gold to Ruby/Sapphire.

Q. I seem to have problems in fishing. Once I get a bite, it always gets away. I find it frustrating sometimes. Can you give me some advice, tell which route I should go, and do I still need to press any buttons to reel it in?

A. Okay, I'll give you what you need to know about fishing. To fish, first use the rod you are using. When it says you have a bite, press A immediately. Next, if you are lucky, you will go straight to the

battle. If not, you will go to another screen with a bunch of dots. Once it says you have a bite, press A immediately. Repeat until you pull up the fish.

Q. Can you catch Wailmer while Surfing?

A. You can only catch Wailmer while fishing.

Q. Every time I start a new game, Torchic always is a male! Why is that? I want him to be a female!

A. Torchic has an 87.5% chance of being male and a 12.5% chance of it being female.

Q. Is there any town or city in Hoenn with a mart that sells rare candy? And if there is what town or city is it?

A. There are no marts that sell rare candies.

Q. Are there any marts that sell Master Balls or Ultra Balls?

A. There are no marts that sell Master Balls. The marts in Foretree City, Lilycove City, Sootopolis City, Mossdeep City, I believe Pacifidlog Town, and Ever Grande City sell Ultra Balls.

Q. The legendary pokemon is almost dead, in the red area. You told up to use Ultra Balls. I have plenty of them, 20+ but it won't work. What do I have to do?

A. Well, there is nothing wrong. No matter what health it has, it will still take a lot tries to catch it.

Q. Hey Scott where do you get desks, chairs, plants, ornaments, mats, posters, dolls, & cushions in Ruby?

A. You can get them by buying them or getting them from other people.

Q. How and where do you get the scanner?

A. You get the scanner in the Abandoned Ship.

Q. Where do you find Regice and Registeel?

A. Regice and Registeel can be found in tombs in different locations.

Regice can be found in the tomb on Route 104.

Registeel can be found in the tomb on that route to the right of Foretree City.

Q. What are all the mirage pokemon?

A. The chances of having a mirage friendly pokemon are random. You can find one, or you can have a non-mirage friendly pokemon become a mirage friendly pokemon.

Q. You know where your in the sealed cavern at the bottom of the ocean current where it says "first comes relicanth last comes wailord" then you do what it says then it sounds like a door opens then there is there is three clicks where is the door that opened?

A. No door opens. The sound you hear after that means that the door to

the regi's caves has been opened.

Q. I have looked high and low and I can't find the paintings for the museum.

A. You need to win the master contest in every category, but you also need to accomplish something in the contest that I forgot.

Q. What can I do with the Claw Fossil?

A. If you picked up the Claw Fossil, you can resurrect the pokemon inside, giving you Anorith.

Q. How do you get non-mirage friendly pokemon and train them into Mirage-friendly pokemon?

A. You may catch a non-mirage friendly pokemon, but everyday, there is a very small chance that one of your non-mirage friendly pokemon becomes a mirage friendly pokemon. It is all based on chance, like with Shiny Pokemon.

Q. How do you get Jirachi and Deoxys using Action Replay?

A. Just put in the code and follow the directions. If you are using the Route 101 code for them, then look for them on Route 101. So just put in the code for them, make sure it's on, and follow the directions on the Action Replay page to find your prize.

Q. How do you find the timer ball?

A. I believe you find it by going to the Rusturf Pokemart. You might need to get the Repeat Ball by talking to the devon corp. guy near the Rusturf Tunnel.

Q. Will May fight you with her begin pokemon, swampert?

A. No

Q. How do you delete HMs?

A. To get rid of HMs, go to the move deleter in Lilycove City.

Q. Where do you purchase a lotto ticket?

A. You can purchase a lottery ticket at the Lilycove Pokemart at the main desk.

Q. How do you get a surfing pokemon?

A. First of all, you get surf from Wally's parents next to the Petalburg Gym.

Second, about 99% of all water pokemon can learn surf. If you have a water pokemon who's name is not Magikarp, then it can learn surf.

Q. How do you get the Master Ball if you've already beaten Team Magma/Aqua?

A. You can't get back into the base after beating Magma/Aqua. So the only other way to get it is by winning the lottery or getting it in a

trade.

Q. Can you duplicate in this game?

A. No. At least I think you can't...

Q. How do you get to the regi's cave?

A. I believe that all you have to do is to go to Pacifidlog Town, surf all the way down, and as you reach the currents, step on the bottom tile of them. Just go straight when controllable until you reach a specific place where you can go underwater.

Q. Is there any other way to get a Wailord other than evolving a Wailmer?

A. You can catch a Wailord on Route 129, but he's rare.

Q. What do you mean by the strip of water connecting Route 133/134?

A. As for the strip of water connecting Route 133/134, there is a piece of calm water in the middle of the currents that is half on Route 133 and half on Route 134.

Q. How do get the S.S. Tidal working?

A. The S.S. Tidal begins after you beat the Elite 4.

Q. Where is the Pokeblock Case?

A. You can find the Pokeblock case by talking to the little girl in the Hyper Rank Contest House in Slateport City.

Q. What do you do in the sealed chamber and how do you open up the one big rock and the six little rocks around it?

A. Once you are in the sealed chamber, you must read the Braille in the back of the room, then follow what it says. The chambers will open after the end of the sealed chamber. The rocks around them don't open up.

Q. How do you get cut and surf in sapphire?

A. Cut- the house to the left of the Pokemon Center in Rustboro City. Talk to the man.

Surf- house to the left of the Petalburg Gym after beating the PG. Talk to man.

Q. What level does Jirachi learn Doom Desire?

A. Jirachi learns Doom Desire at level 50.

Q. Where exactly can you find Chimecho?

A. Chimecho can be found on the summit of Mt. Pyre.

Q. What level does Anorith evolve into Armaldo?

A. Anorith evolves at level 40.

I'm getting these in boatloads!! Also try to keep all FAQs for me limited to what's not already asked/posted.

=====

28. Thanks

Special Thanks to-

Nintendo- for creating this game

Gamefreaks- For creating this game

skulldumb@hotmail.com- For the other two of Steven's Aggron's moves

seanolan@mail.webkorner.com- For corrections on some of the name puns

tiggatoo_215@hotmail.com- For the Wallace name pun. Even the littlest corrections count.

BladeMaster88446- For the Last half of the Mantine name pun.

phoenixmaster95@hotmail.com- For Drake's Shellgon's fourth move, Crunch.

3s0t3r1c@telus.net- for helping me remember that Metang evolves into Metagross at level 45, not 50.

ssdko99@hotmail.com- for the second half of the Vibrava name pun.

Mr. Toonsurfer- for the Omanyte/star name puns.

Frank A.- for corrections on the Latios and Latias name puns.

You- for reading it

=====

29. End

Well ,this game is coming to an end. There are only a few more things I need to do. You can expect dozens more updates. I am far from finished.

Here are some games you can expect guides from me on-

Metroid Prime (currently in progress)

Metroid Fusion (currently in progress)

Pokemon Red/Blue (currently in progress)

Pokemon Crystal (currently in progress)

Pokemon Fire Red/Leaf Green (once I get it and beat it once)

Pokemon Emerald (whenever it is to be released in America)

Pokemon Ruby/Sapphire (another one)

Legend of Zelda: Oracle of Ages (currently in progress)

Legend of Zelda: Oracle of Seasons (once I complete the one above this)

From all of us in my body, god-bye!

Cheatcc.com is not allowed to use my FAQ under any circumstances.

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30. Copyright

This FAQ is copyright 2003-2004 Scott Millard. This FAQ shall and will

not be posted on any websites without my permission. Doing so will resort in a whole bunch of legal mumbo jumbo. If you do, expect your name on a list called "Criminal list" that will be up only if you copy it. In order to post it, you must ask for my permission. Just e-mail me at my e-mail address shown at the beginning of this FAQ. But if you don't know where it is, it is ScottThang@ aol.com

Note: Get rid of that space, that is not actually part of the e-mail

Cheatcc.com is not allowed to use my FAQ under any circumstances.

There is no reason to copy this FAQ without my permission. You have good chances of me saying yes, as I like my stuff being well known.

And remember-

An idiot a day keeps the aspirin nearby

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31. Authorized Sites

This list is about sites that are authorized to use this FAQ. If you see these websites using my FAQ, don't worry.

Neoseeker.com
Faqs.ign.com
www.trhh.2ya.com

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32. Losers List

This is a list of losers who put my FAQ on their site without my permission. It took just a bit of looking on Google.com. If by some chance I made a mistake (maybe it is part of another site that has my permission), then please tell me as quickly as possible.

Cheatcc.com (even though they didn't steal it, they steal everybody's FAQ eventually.)

Farewell!

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