

Pokémon Ruby /Sapphire FAQ/Walkthrough

by KeyBlade999

Updated to v2.00 on Oct 19, 2011

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

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|           Pokémon Ruby Version           |
|           Pokémon Sapphire Version       |
|                                           |
|           An FAQ/Walkthrough            |
|           By KeyBlade999                |
|                                           |
|           Total Size: 553 KB             |
|           Current Version: v2.00        |
|           Previous Update: 9:33 PM 10/18/2011 |
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!!           PLEASE NOTE:           !!

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!!                                     !!
!! Due to my accidental going ahead  !!
!! of myself, then saving, a major  !!
!! part of Trainer data (~65%) is not !!
!! listed. I apologize for any      !!
!! inconveniences this may cause. I  !!
!! will get on it, but submissions   !!
!! would be very helpful. See the    !!
!! Legal section for contact info.   !!
!!                                   !!
!! Additionally, a small amount of   !!
!! Pokémon Level Ranges are missing. !!
!! Again, I'd like some help here.   !!
!!                                   !!
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0. Contents*****PKMN0*****

Section Title	CTRL+F Tag
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1. Intro*****PKMN1*****

Welcome to my sixth mainstream Pokémon FAQ/Walkthrough. This one shall be on the first of them I have played. Coming full circle, it seems; returning to my origins (Pokémon-wise).

Anyhow, I have a fairly decent FAQ here for you. Enjoy!

2. Version History*****PKMN2*****

- v0.00 - General format mostly laid down. Finished Contents, Intro, and Legal. 11:14 PM 10/7/2011
- v0.10 - Completed layout. Working on the walkthrough. Finished Section I; at Dewford Town in Section II. 11:54 PM 10/10/2011
- v0.30 - Completed Sections II and III. At Verdanturf in Section IV. This FAQ is now 120 KB large. 11:55 PM 10/11/2011
- v0.50 - Completed Sections IV and V. Working on the New Mauville sidequest in Section VI. This FAQ is now 226 KB large. 11:54 PM 10/12/2011
- v0.60 - Finished up Section VI. Documented through the rival fight in Section VII. This FAQ is now 309 KB large. 12:17 AM 10/15/2011

v0.80 - Finished Sections VII and VIII. This FAQ is 414 KB large.

12:26 AM 10/17/2011

v1.90 - Finished Section IX, making this the first submittable version. I will wait, though. I finished the majority of Section X; just need to finish up the Trick House. This FAQ is 535 KB large, which surpasses all of my mainstream Pokémon FAQs, except my HeartGold/SoulSilver FAQ.

11:55 PM 10/17/2011

v2.00 - Phew! Took a little while, but I think I'm mostly done with this. I'll submit this in the next few days. Of course, updates will be made for the missing data. It might get done: this is lucky FAQ #77. Heh.

~~ Start-End Time: 11 days.
~~ File Size : 553 KB.
~~ Time of Update: 9:33 PM 10/18/2011

3. Legalities*****PKMN3*****

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: SKYDRIFTERS@aol.com, or PM me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

4. Walkthrough*****PKMN4*****

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++ Section I- Stone Badge **PKMN41** ++
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Okay, turn on the game and choose to do a "New Game", assuming this is your first playthrough, or you're starting a replay. If you have your own file started, WRONG SECTION.

Anyhow, you'll get the basic introduction from the Hoenn Pokémon professor, Professor Birch, about Pokémon and your goal in this game - to get the eight Hoenn League Badges, beat the Elite Four, and obtain "all" 386 Pokémon (not

to Sceptile, both of which are of the Grass type. They are weak to Fire, Ice, Bug, Poison, and Flying. They have advantages over Rock, Water, and Ground. It will be at an advantage in the first and eighth Gyms, while being in trouble come the fourth and sixth Gyms. Treecko is therefore okay for the average player, because this Pokémon will sweep through the Gyms early on, but begins to weaken a little come halfway through the journey.

~~ Torchic is of the Fire type. It evolves at Lv. 16 to Combusken, and again at Lv. 36 to Blaziken, the latter two of which are of the Fire/Fighting type. Torchic is weak to Water, Ground, and Rock, with advantages over Grass, Ice, Bug, and Steel. Its evolutions are additionally weak to Psychic and Flying, with a nullled weakness to Rock; and additional advantages over Rock and Normal. Torchic will be advantageous in none of the Gyms; Combusken and Blaziken will have advantages in the first and fifth Gyms. Torchic will have trouble in the first and eighth Gyms; the other two may have trouble in the sixth and eighth Gyms. Torchic is going to be one of those that are good for veteran players, due to the challenge this Pokémon brings early on.

~~ Mudkip is of the Water type. It evolves at Lv. 16 to Marshtomp, and again at Lv. 36 to Swampert. The latter two are Water/Ground types. Mudkip is weak to Grass and Electric, with advantages over Fire, Rock, and Ground. The others are weak to Grass (4x) only; immune to Electric; and are advantageous over Fire, Rock, Ground, Electric, and Steel. Mudkip will have an advantage in the first and fourth Gyms; the others will be good for the first, third, and fourth Gyms. Mudkip will have trouble in the third Gym; the others will have trouble in none of the Gyms. Mudkip henceforth is a great Pokémon for a beginner, because of its lack of weaknesses and lack of inability to work well in Hoenn Gyms. However, rival battles will be extremely tough on this Pokémon about 1/3 of the way through, due to evolutions.

Okay, once you have selected your starter Pokémon, you may begin your first battle.

```
| BOSS: Poochyena \
| _____ \
| Level: Level 2. |
| Type : Dark.    |
| Moves: - Tackle |
|               - Leer |
|-----|
| Please don't worry about the moveset above; it is just a inference of the |
| moves; it'll have a Normal-typemove and a stat-reducer. Anyhow, as your |
| first battle, you needn't know that Poochyena is weak to Bug and Fighting |
| nor that it is immune to Psychic. No... Simply use your attacking move   |
| and finish it. |
|_____|
```

After winning, you end up in Prof. Birch's lab, back in Littleroot.

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                    Littleroot Town
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

Once you arrive, Professor Birch will explain a few things to you. Soon thereafter, he'll let you keep the starter Pokémon used against the Poochyena (it wouldn't be a starter if you couldn't keep it, would it?). He'll finally also tell you that you should find and fight his son/daughter, your rival, on Route 103.

'Kay, leave the lab and exit Littleroot to the north.

))))))))))
 Route 101
))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	2 to 3	Both
Poochyena	Dark	2 to 3	Both
Wurmple	Bug	2 to 3	Both
Trainers' Pokémon: None.			

Hm. Nothing much here. That's fairly typical of early Routes in the games. Nothing much to mention, except that you'll want to begin leveling up your starter Pokémon by fighting some battles.

Anyhow, continue north to Oldale Town.

))))))))))
 Oldale Town
))))))))

Item Name	Cost
Potion	\$300
Antidote	\$100
Parlyz Heal	\$200
Awakening	\$250

Head on over to the red-roofed building, the Pokémon Center. The Pokémon Center is where you can fully heal your Pokémon, and even learn if they have Pokérus, for free; you simply need to talk to the nurse at the desk. On the east side of the ground floor, you'll also find a PC, which you can use to store Pokémon you don't need and to store items. Upstairs is the multiplayer center, which I think cannot be used right now, but you can later trade and battle Pokémon with others.

Exit when done and you can find the blue-roofed building. This one is the PokéMart. Here, you can buy items. For now, buy two or three Potions. You won't need the status items until later.

You cannot exit west onto Route 102, so head north to Route 103.

))))))))))
 Route 103
))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	2 to 4	Both
Poochyena	Dark	2 to 4	Both
Wingull	Water/Flying	2 to 4	Both
Trainers' Pokémon: None.			

Now would be a good time to start leveling your Pokémon up. You'll want to have it be, optimally, Level 7 before heading north.

When you finish leveling, head back to Oldale and heal if you need to. Return to Route 103, and continue north, through the grass, to find your rival. Speak to him/her and, after a quick conversation, you get your first Trainer battle.

```
| BOSS: PKMN Trainer May/Brendan  \
|_____ \
| Pokémon: Torchic [if you chose Treecko] (Lv. 5) Fire  <--,
|           Mudkip [if you chose Torchic] (Lv. 5) Water  <--+-- Only one.
|           Treecko [if you chose Mudkip] (Lv. 5) Grass  <--'
|-----|
| For practice, we'll go over weaknesses.
|
| Torchic is weak to Rock, Water, and Ground.
|
| Mudkip is weak to Grass and Electric.
|
| Treecko is weak to Fire, Ice, Flying, Bug, and Poison.
|
| All you can do here is use your starter Pokémon. Luckily for you, your
| opponent doesn't have a non-Normal move, so he/she cannot do double damage
| to you. However, you also should use your Normal move. Taking all things
| into account, a move of your starter's type will only do 75% of the normal
| damage against your opponent's starter. So stick with the Normal move.
|_____|
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After you win, your rival will speak shortly and leave. Follow suit - go south back into Oldale Town.

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| Oldale Town
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| Oldale PokéMart  \
|_____ \
| Item Name ..... Cost |
|=====|
| Potion ..... $300 |
| Antidote ..... $100 |
| Parlyz Heal ..... $200 |
| Awakening ..... $250 |
|_____|
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Heal up at the Pokémon Center and head to the south. Your rival will be near the Route-Town border, telling you of the ledges you can jump over to quickly head back to Littleroot. Continue south to Route 101.

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| Route 101
|_____|
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Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	2 to 3	Both
Poochyena	Dark	2 to 3	Both
Wurmple	Bug	2 to 3	Both

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|=====|
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Item Name	Cost
Poké Ball	\$200
Potion	\$300
Antidote	\$100
Parlyz Heal	\$200
Awakening	\$250

Head on over to the Pokémon Center and heal up. Drop off any undesired Pokémon. Head on over to the PokéMart next and stock up on some Poké Balls - about a dozen will suit you for a good time.

Head north to Route 103 to catch a Wingull, if you want.

When you're ready, exit to the west onto Route 102.

))
Route 102
))

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	2 to 4	Both
Poochyena	Dark	2 to 4	Both
Wurmple	Bug	2 to 4	Both
Ralts	Psychic	2 to 4	Both
Surskit	Water/Bug	2 to 4	Both
Seedot	Grass	2 to 4	Ruby
Lotad	Water/Grass	2 to 4	Sapphire

Trainers' Pokémon: Zigzagoon Lv. 5
Wurmple Lv. 4 (x2)
Poochyena Lv. 5, Taillow Lv. 3
Zigzagoon Lv. 4 (x2)

Further info on the above table. Remember, in the Version column, "Both" denotes that the Pokémon is found in both Ruby and Sapphire; "Ruby" denotes that this Pokémon is not found here in Sapphire, just Ruby; "Sapphire" denotes that this Pokémon is not found here in Ruby, just Sapphire. Finally, more on the Trainers' Pokémon: each individual line represents a single Trainer unless otherwise noted. Any (x#) denotes that there are (#) Pokémon of that same species and level in the Trainer's team - it is not necessarily applicable to moveset, stats, etc.

Anyhow, the Route is fairly linear. Head west, fighting Trainers, to the grass. Head north for another Trainer or two through the grass.

Further north, you'll find some Berry trees. Much like G/S/C, D/P/Pt, and HG/SS, these trees hold Berries. These Berries can have varying effects. For example, the Pecha Berries here heal Poisoning, and the Oran Berries, also here, heal 10 HP. There are many more varieties - I think there were 50-ish. Additionally, in the loamy soil where the trees were, you plant more Berry trees - however, it will take time. Not necessarily effort, just time.

Anywho, continue west to find another Trainer and Petalburg City.

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                                         Petalburg City
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-----\
| Petalburg PokéMart \
|-----\
| Item Name ..... Cost |
|=====|
| Poké Ball ..... $200 |
| Potion ..... $300 |
| Antidote ..... $100 |
| Parlyz Heal ..... $200 |
| Awakening ..... $250 |
| Escape Rope ..... $550 |
| Repel ..... $350 |
| X Speed ..... $350 |
| X Attack ..... $500 |
| X Defend ..... $550 |
| Orange Mail ..... $50 |
|-----|
```

Head on over to the Pokémon Center and restore your Pokémon's health. Go to the PokéMart if you need to, etc.

When you want to, head into the Gym. Inside, you'll find Norman, your father, who is also the fifth Gym Leader of the Hoenn region. Speak with him and he'll converse a little with you.

Soon, a kid, Wally, comes in. He wants a Pokémon that will accompany him to his home in Verdanturf Town. Your father will hand over a Zigzagoon and a Poké Ball, then send you along with Wally to make sure the capture goes well. Once you leave, you'll be taken back to Route 102.

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                                         Route 102
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
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-----|
|   Pokémon Species   |   Pokémon Type   |   Level Range   |   Version   |
|-----+-----+-----+-----|
| Zigzagoon           | Normal           | 2 to 4          | Both        |
| Poochyena           | Dark             | 2 to 4          | Both        |
| Wurmple             | Bug              | 2 to 4          | Both        |
| Ralts               | Psychic          | 2 to 4          | Both        |
| Surskit             | Water/Bug        | 2 to 4          | Both        |
| Seedot              | Grass            | 2 to 4          | Ruby       |
| Lotad               | Water/Grass      | 2 to 4          | Sapphire    |
|=====|
| Trainers' Pokémon: Zigzagoon Lv. 5 |
|                               Wurmple Lv. 4 (x2) |
|                               Poochyena Lv. 5, Taillow Lv. 3 |
|                               Zigzagoon Lv. 4 (x2) |
|-----|
```

Once you enter, you and Wally will take to the grass. After some looking around, Wally is jumped by a Pokémon.

The Pokémon is a Lv. 5 Ralts (lucky... you don't understand how rare that is.). Anyhow, the battle is out of your control. Watch the method for a generic capture and Wally will indeed get a Ralts. He'll become overjoyed and you will return to the Gym with him.

Pokémon Species	Pokémon Type	Level Range	Version
Silcoon	Bug	3 to 6	Both
Tailow	Normal/Flying	3 to 6	Both
Wurmple	Bug	3 to 6	Both
Cascoon	Bug/Poison	3 to 6	Both
Shroomish	Grass/Poison	3 to 6	Both
Slakoth	Normal	3 to 6	Both

Trainers' Pokémon: Wurmple Lv. 3 (x6)
Poochyena Lv. 9
Nincada Lv. 8

Once you enter the forest, head west to the find Trainer with six Wurmple. :/
Not exactly the best idea...

Anyhow, continue along the fairly linear path. Not much to mention once you come across the grass - Tailow is still an option, and Slakoth isn't too bad an idea. Shroomish might make a good substitute for a Grass Pokémon - heck, it is the same type as Bulbasaur, a Kanto starter.

Around halfway through, you'll come across a man looking for a Shroomish. He'll ask you if you've found any, then some guy will appear.

This guy is part of Hoenn's main criminal organization: Team Aqua (in Sapphire) or Team Magma (in Ruby). These two organizations - much like Team Rocket, Team Galactic, and Team Plasma - have been creating much trouble in the Hoenn region, mainly because they clash often. You'll battle these guys often, and they play a critical part in the storyline.

Anyhow, the Grunt will battle you. He simply has a Lv. 9 Poochyena - nothing too special. Just don't use Psychic moves on him and you'll be fine. (Although Bug moves ARE super-effective.)

Beat the Grunt and he will leave. The Shroomish man will thank you by handing over a Great Ball, which are 50% more effective than the typical Poké Ball. He then remembers the crisis soon-to-come in Rustboro City and runs off.

Continue along the path, past the next Trainer, and north, out of the forest, onto Route 104. (Again.)

))
Route 104 (North)
))

The Pretty Petal Flower Shop \	
Item Name	Cost
Red Plant	\$3,000
Tropical Plant	\$3,000
Pretty Flowers	\$3,000
Colorful Plant	\$5,000
Big Plant	\$5,000
Gorgeous Plant	\$5,000

Pokémon and Trainer Data \

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	3 to 5	Both
Taillow	Normal/Flying	3 to 5	Both
Wurmple	Bug	3 to 5	Both
=====			
Trainers' Pokémon: Zigzagoon Lv. 7			
Lotad Lv. 7, Shroomish Lv. 7			
Lotad Lv. 8, Seedet Lv. 8			
Magikarp Lv. 6 (x3)			

Once you exit Petalburg Woods (am I the only one thinking of Paper Mario 2 by now?), head west to find some Berries. Grab them and speak with the kid nearby to receive TM09, Bullet Seed. Bullet Seed is a Grass-type move that has low power, but hits multiple times. Due to the low power, it would be best placed on a Grass type.

Now, what are TMs? TMs, or Technical Machines, are these items that can teach moves to Pokémon that they often wouldn't learn otherwise. These moves can often be very powerful - as with TM50, Overheat. However, the downside to using a TM is that it can only be used once (unless you play Black/White). HMs, or Hidden Machines, are specialized versions of TMs. They, too, can teach moves, often powerful ones, like Surf. However, HMs have an unlimited number of uses, but they can only be found once. HMs can also be used outside of battles once you get the corresponding Gym Badge.

Also nearby is the Pretty Petal Flower Shop. Shop in there if you wish, but the stuff can't be used for a while until you can make a Secret Bade. Also be sure to speak with one of the girls in there to obtain the Wailmer Pail, an items helps out with Berry growing.

Exit when you're done there and head east. You'll find encounter a Lady (a female Rich Boy). Further along, on the bridge, you'll find two Trainers for a double battle.

A double battle is a 2-on-2, often in which you supply two Pokémon. In these, your Pokémon both gain EXP. You can choose a Pokémon to target, so you can gang up on one (my strategy). It's really not worth mentioning, except that you must have two Pokémon in your party to participate, in which case all of the double battles, save for one, are optional.

Go further north to find some Berry trees. As you go, make sure to speak with the Fisherman near the water to battle some of the useless Magikarp. From the Berries, head west and north into Rustboro City.

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))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
Rustboro City
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Rustboro PokéMart \	
Item Name	Cost
=====	
Poké Ball	\$200
Potion	\$300
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$200

Escape Rope	\$550
Repel	\$350
X Speed	\$350
X Attack	\$500
X Defend	\$550

Let's begin by finding the PokéMart north of you. Here, you can shop for stuff as usual, most notably, the Super Potions. Super Potions will heal 50_HP, rather than the Potions' 20 HP. You'll get 2.5x the effect at just 2.3x the cost.

Further north is the Pokémon Center. Heal as usual.

Next up, go into the building to the west of the Pokémon Center. Speak with the man inside to obtain HM01, Cut. If you don't understand HMs and TMs, see paragraph two of the Route 104 (North) section above. This move will allow you to cut down small trees outside of battle - I believe one was in the southeast portion of Route 104 (North), in fact. In battle, it isn't that useful, mostly seeing as you cannot get rid of it for a better move until far later.

Okay, that's all so far. Head into the Rock-training Rustboro Gym when you are ready. If your Pokémon are Lv. 16+, you will be just fine.

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                                      Rustboro Gym
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

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Pokémon Species	Pokémon Type	Level Range	Version
No Pokémon are to be found in this location.			
===== Trainers' Pokémon: Geodude Lv. 10, Geodude Lv. 8, Geodude Lv. 6			
Geodude Lv. 11			

Let's head on over to the Gym Leader, shall we?

BOSS: Gym Leader Roxanne \	\
Pokémon: Geodude (Lv. 14) Rock/Ground	
Nosepass (Lv. 15) Rock	

Geodude is weak to Fighting, Water (4x), Grass (4x), Steel, Ice, and MAYBE Ground. It is immune to Electric.	
Nosepass is weak to Fighting, Grass, Water, Steel, and Ground.	
Recommendations: As I said before, a Lv. 16+ starter will do it for you. If you lack such, and chose Torchic, you'll probably have to use a Shroomish that you caught back in the Petalburg Woods. If not that, I guess you'll just have to rough it out with someone.	

For winning, you will be given the Stone Badge. You'll also obtain TM39, Rock Tomb, in addition to the ability to use Cut outside of battles.

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Rustboro Gym

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Once you have obtained the Stone Badge, leave the Gym.

))))))))))

Rustboro City

))))))))))

Rustboro PokéMart \	
Item Name	Cost
Poké Ball	\$200
Potion	\$300
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$200
Escape Rope	\$550
Repel	\$350
X Speed	\$350
X Attack	\$500
X Defend	\$550

Outside, heal up at the Pokémon Center, then head towards the large building to the west of the Rustboro Gym, the Devon Corp. Building. You'll see a Team Magma/Aqua member flee, with the man you saved back in the Petalburg Woods chasing him. Go to the northern part of the town to find the man, who will tell you that the thief - the Team Magma/Aqua member - stole the Devon Goods.

Head east to Route 116.

))))))))))

Route 116

))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Whismur	Normal	6 to 8	Both
Tailow	Normal/Flying	6 to 8	Both
Nincada	Bug/Ground	6 to 8	Both
Skitty	Normal	6 to 8	Both
Zigzagoon	Normal	6 to 8	Both

Trainers' Pokémon: Wurmple Lv. 8, Silcoon Lv. 8, Nincada Lv. 8
 Zigzagoon Lv. 8, Machop Lv. 10
 Marill Lv. 10
 Geodude Lv. 8 (x3)
 Ralts Lv. 10
 Shroomish Lv. 9, Whismur Lv. 9

This Route has quite a few Trainers. The Route mainly heads west, although you can take a few different paths that diverge and merge to and from the main path to find a few different Trainers. Follow the path eastward.

Once you reach the end of the ledge, a house should be to the north. Go towards it, but ignore it and cut down the Cut tree nearby to be able to reach some more Trainers.

Return eastward to find a cavern, with an old man next to the entrance. He will tell you that his Wingull, Peeko, has been Poké-napped by someone, most likely to be the Team Magma/Aqua guy with the Devon Goods. Enter the cave.

))
 Rusturf Tunnel
))

Pokémon Species	Pokémon Type	Level Range	Version
Whismur	Normal	6 to 8	Both
Trainers' Pokémon: Poochyena Lv. 11			

As you enter, head north to find an item upstairs. Go south a bit, then east to find the thief/Pokénapper/Team Magma/Team Aqua Grunt from earlier. You can see the Wingull he stole, too. As you near him, he'll back away. Unfortunately for him, you can't really retreat in this cave without Rock Smash, so you'll have to speak with him to battle his Lv. 11 Poochyena.

Again, nothing special. Remember, though: Poochyena are weak to Fighting and Bug, and immune to Psychic.

After you beat him, the Grunt shall flee, leaving Peeko and the Devon Goods behind. The old man, Briney, will enter to take back Peeko before leaving. You should follow suit.

))
 Route 116
))

Pokémon Species	Pokémon Type	Level Range	Version
Whismur	Normal	6 to 8	Both
Taillow	Normal/Flying	6 to 8	Both
Nincada	Bug/Ground	6 to 8	Both
Skitty	Normal	6 to 8	Both
Zigzagoon	Normal	6 to 8	Both
Trainers' Pokémon: Wurmple Lv. 8, Silcoon Lv. 8, Nincada Lv. 8			
Zigzagoon Lv. 8, Machop Lv. 10			
Marill Lv. 10			
Geodude Lv. 8 (x3)			
Ralts Lv. 10			
Shroomish Lv. 9, Whismur Lv. 9			

Head north-northwest and Cut down the tree to enter this path if you didn't do so earlier. You'll find a few more Trainers here.

Regardless, head west into Rustboro City.

Lotad Lv. 7, Shroomish Lv. 7
 Lotad Lv. 8, Seedot Lv. 8
 Magikarp Lv. 6 (x3)

Go south, across the bridge, then west and south, back into the Petalburg Woods.

))
 Petalburg Woods
))

Pokémon Species	Pokémon Type	Level Range	Version
Silcoon	Bug	3 to 6	Both
Taillow	Normal/Flying	3 to 6	Both
Wurmple	Bug	3 to 6	Both
Cascoon	Bug/Poison	3 to 6	Both
Shroomish	Grass/Poison	3 to 6	Both
Slakoth	Normal	3 to 6	Both

=====
 Trainers' Pokémon: Wurmple Lv. 3 (x6)
 Poochyena Lv. 9
 Nincada Lv. 8

Head east this time and Cut down the tree. You'll be able to find a Miracle Seed, which powers up Grass moves by 20%. Then simply head south and out of the forest.

))
 Route 104 (South)
))

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	3 to 5	Both
Taillow	Normal/Flying	3 to 5	Both
Wurmple	Bug	3 to 5	Both

=====
 Trainers' Pokémon: Seedot Lv. 6, Taillow Lv. 8
 Zigzagoon Lv. 7

Next, head into the cottage that you'll find south-ish of you. Inside, you will find Mr. Briney and Peeko running around. Speak with Mr. Briney to be allowed onto Dewford Island.

I hope you noticed the way the travel occurred. That means that you'll be later able to traverse these waters, which will happen.

))
 Dewford Town
))

There is not much to speak of here when you initially arrive. A Fisherman on the beach is capable of handing over an Old Rod, though.

Go to the Pokémon Center and heal up. Bring along Kirlia or Swellow to the Gym.

```
))))))))))
          Dewford Gym
))))))))))
```

Pokémon Species	Pokémon Type	Level Range	Version
None can be found here.			
===== Trainers' Pokémon: Lv. 14 Meditite Lv. 14 Machop Lv. 12 Meditite (x2), Lv. 12 Machop			

Head north, then as far east as possible. Defeat the Trainer. Go north, west, north a small bit, then west to battle a Trainer. Return to the two-tile wide hallway, go north, then west to battle the last Trainer.

Return to the northernmost part of the two-tile hall, go east and along the path to find Brawly.

BOSS: Gym Leader Brawly \
Pokémon: Machop (Lv. 17) Fighting Makuhita (Lv. 18) Fighting
----- Both Pokémon are weak to Psychic and Flying. They both resist Bug, Rock, and Dark. Machop particularly uses Seismic Toss, which will deal a small 17 damage.
Recommendations: Most any Pokémon you normally can have at this point, so long as it is not Normal, Dark, Rock, Ice, or Steel, work fine here. To be specific, Psychic (ie. Kirlia) and Flying (ie. Swellow) work best. Your starter works just as well. Any Pokémon participating should be Lv. 18+.

For winning, you will obtain the second Hoenn Badge, the Knuckle Badge. You also obtain TM08 (Bulk Up), the ability to use the Flash HM out of battle, and all traded Pokémon will obey you (up to Lv. 30).

```
++++
++++
++              ++
++  Section III-  Dynamo Badge               **PKMN43**    ++
++              ++
++++
++++
```

```
))))))))))
          Dewford Gym
))))))))))
```

Once you finish the Leader, go back to the two-tile hall, south, east, south, west, south to the entrance.

```
))))))))))
          Dewford Town
))))))))))
```

Heal up at the Pokémon Center, then head north to Route 106.

))
Route 106
))

Pokémon Species	Pokémon Type	Level Range	Version
None are found here.			
=====			
Trainers' Pokémon: Tentacool Lv. 12			
Magikarp Lv. 11 (x2), Tentacool Lv. 8			

On this Route, it is worth considering catching a Magikarp or a Tentacool. Both Pokémon become quite useful once they evolve.

))
Granite Cave
))

1F Pokémon Listings			
Pokémon Species	Pokémon Type	Level Range	Version
Makuhita	Fighting	6 to 10	Both
Zubat	Poison/Flying	6 to 10	Both
Geodude	Rock/Ground	6 to 10	Both
Abra	Psychic	6 to 10	Both
B1F Pokémon Listings			
Pokémon Species	Pokémon Type	Level Range	Version
Makuhita	Fighting	8 to 12	Both
Zubat	Poison/Flying	8 to 12	Both
Aron	Rock/Steel	8 to 12	Both
Abra	Psychic	8 to 12	Both
Sableye	Ghost/Dark	8 to 12	Sapphire
Mawile	Steel	8 to 12	Ruby
B2F Pokémon Listings			
Pokémon Species	Pokémon Type	Level Range	Version
Makuhita	Fighting	8 to 12	Both
Zubat	Poison/Flying	8 to 12	Both
Aron	Rock/Steel	8 to 12	Both
Abra	Psychic	8 to 12	Both
Sableye	Ghost/Dark	8 to 12	Sapphire
Mawile	Steel	8 to 12	Ruby
=====			
Trainers' Pokémon: No Trainers are found here.			

Go forward and speak with the Hiker to obtain HM05, Flash. Flash, in a battle, will lower the opponents' accuracy. Outside of battle, as long as you have the Knuckle Badge, it can light up dark areas. Grass Pokémon can learn it, or at least some of them. Abra also can learn it, if you want to catch it.

Anyhow, onto Pokémon. Abra is a fairly decent substitute for Ralts's chain, although it is tougher to train. Makuhita makes for a fairly decent Fighting Pokémon. Aron, on later floors, is okay, depending on your personal strategy. Geodude is a must have, as is Sableye, the Pokémon with no weaknesses and three immunities.

Anyhow, follow the linear path and head down the ladder.

<= B1F =>

Use Flash to light it up here. Go along the path for a bit. Once you hit the fork in the path, take the path directly ahead of you to a ladder. Go on down.

<= B2F =>

Continue along the path, ignoring the rocks (you can deal with them later on). When you pass by an oddly-colored rock, go up the stairs and examine to find an Everstone, which, which held, prevents evolution.

Go east to the ladder.

<= B1F =>

Go west to the ladder.

<= 1F =>

Go along the path and into the small room. There, you'll find a man. Speak to him to learn that he is Steven Stone, the desired recipient of the letter given to you by Mr. Stone. After some talking, you'll be given TM47, Steel Wing, a decent move for your Swellow.

Exit the room, hop over the ledges, head east and out of the cavern.

))
Route 106
))

Pokémon Species	Pokémon Type	Level Range	Version
None are found here.			
Trainers' Pokémon: Tentacool Lv. 12			
Magikarp Lv. 11 (x2), Tentacool Lv. 8			

Return to Dewford Town.

))
Dewford Town
))

Okay, we have a bit more traveling to do before going to Slateport. Let's go to Mr. Briney's and return to his cottage on Route 104.

))
 Route 104 (South)
))

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	3 to 5	Both
Tailow	Normal/Flying	3 to 5	Both
Wurmple	Bug	3 to 5	Both

=====
 Trainers' Pokémon: Seedot Lv. 6, Tailow Lv. 8
 Zigzagoon Lv. 7

Go northwest into the Petalburg Woods.

))
 Petalburg Woods
))

Pokémon Species	Pokémon Type	Level Range	Version
Silcoon	Bug	3 to 6	Both
Tailow	Normal/Flying	3 to 6	Both
Wurmple	Bug	3 to 6	Both
Cascoon	Bug/Poison	3 to 6	Both
Shroomish	Grass/Poison	3 to 6	Both
Slakoth	Normal	3 to 6	Both

=====
 Trainers' Pokémon: Wurmple Lv. 3 (x6)
 Poochyena Lv. 9
 Ninjada Lv. 8

Go along the forest path out of the forest.

))
 Route 104 (North)
))

The Pretty Petal Flower Shop \

Item Name	Cost
Red Plant	\$3,000
Tropical Plant	\$3,000
Pretty Flowers	\$3,000
Colorful Plant	\$5,000
Big Plant	\$5,000
Gorgeous Plant	\$5,000

Pokémon and Trainer Data \

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	3 to 5	Both
Tailow	Normal/Flying	3 to 5	Both
Wurmple	Bug	3 to 5	Both

```

=====
| Trainers' Pokémon: Zigzagoon Lv. 7
| Lotad Lv. 7, Shroomish Lv. 7
| Lotad Lv. 8, Seedet Lv. 8
| Magikarp Lv. 6 (x3)
|
=====

```

Go east, across the bridge, and north to Rustboro City.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Rustboro City
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

----- \
| Rustboro PokéMart \
|
| Item Name ..... Cost
|=====
| Poké Ball ..... $200
| Repeat Ball ..... $1,000
| Timer Ball ..... $1,000
| Potion ..... $300
| Super Potion ..... $700
| Antidote ..... $100
| Parlyz Heal ..... $200
| Escape Rope ..... $550
| Repel ..... $350
| X Speed ..... $350
| X Attack ..... $500
| X Defend ..... $550
|
|
|

```

Heal up if needed, then head to the Devon Corp. building. Head to the third floor and speak with Mr. Stone. As a reward for delivering the Letter, you'll be given the EXP. Share.

The EXP. Share is an item that allows a Pokémon to receive ~50% of the EXP. from a battle, despite the fact that it did not participate. This is quite good for raising Pokémon on the side, or for those, like Magikarp and Abra, that are tough to level up otherwise. Don't think you'll use it in such a manner? Well, put it on your lead Pokémon, who will then get bonus EXP.!

Anyhow, leave Devon Corp. and head south, out of the city.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Route 104 (North)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

----- \
| The Pretty Petal Flower Shop \
|
| Item Name ..... Cost
|=====
| Red Plant ..... $3,000
| Tropical Plant ..... $3,000
| Pretty Flowers ..... $3,000
| Colorful Plant ..... $5,000
| Big Plant ..... $5,000
| Gorgeous Plant ..... $5,000
|
|
|

```

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	3 to 5	Both
Tailow	Normal/Flying	3 to 5	Both
Wurmple	Bug	3 to 5	Both

Trainers' Pokémon: Zigzagoon Lv. 7
Lotad Lv. 7, Shroomish Lv. 7
Lotad Lv. 8, Seedot Lv. 8
Magikarp Lv. 6 (x3)

Go south, across the bridge, then southwest to the Petalburg Woods.

))
Petalburg Woods
))

Pokémon Species	Pokémon Type	Level Range	Version
Silcoon	Bug	3 to 6	Both
Tailow	Normal/Flying	3 to 6	Both
Wurmple	Bug	3 to 6	Both
Cascoon	Bug/Poison	3 to 6	Both
Shroomish	Grass/Poison	3 to 6	Both
Slakoth	Normal	3 to 6	Both

Trainers' Pokémon: Wurmple Lv. 3 (x6)
Poochyena Lv. 9
Nincada Lv. 8

Head east this time and Cut down the tree. You'll be able to find a Miracle Seed, which powers up Grass moves by 20%, if you did not grab it earlier. Then simply go south and outside of the woods.

))
Route 104 (South)
))

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	3 to 5	Both
Tailow	Normal/Flying	3 to 5	Both
Wurmple	Bug	3 to 5	Both

Trainers' Pokémon: Seedot Lv. 6, Tailow Lv. 8
Zigzagoon Lv. 7

Speak with Mr. Briney and head on over to Dewford.

))
Dewford Town
))

When you make landfall, head over to the Pokémon Center and heal up again if you need to. Speak with Mr. Briney again and sail to Slateport City. (Well, you actually make landfall on Route 109, south of Slateport.)

))
 Route 109
))

Pokémon Species	Pokémon Type	Level Range	Version
None are to be found in this location.			
=====			
Trainers' Pokémon: Machop Lv. 14			
	Zigzagoon Lv. 14		
	Azurill Lv. 13 (x2)		
	Wingull Lv. 12 (x2), Machop Lv. 12		
	Azurill Lv. 12, Marill Lv. 12		
	Goldeen Lv. 13		
	Wingull Lv. 11, Tentacool Lv. 11, Machop Lv. 11		

When you arrive on the beach, you have access to quite a few Trainer battles. Take advantage of these - if you beat Brawly, you can handle these that are ~5 levels lower than his own. Specifically worth mention is the beach house on the northwestern corner. Inside, beat all of the Trainers and speak with the man to the north to receive six Soda Pops, which are Super Potions x1.2, for free. Sweet. (Literally and metaphorically.)

Anyhow, finish up any business you may have here, then continue north into one of Hoenn's two port cities, Slateport City.

))
 Slateport City
))

Slateport PokéMart \	
Item Name	Cost
=====	
Poké Ball	\$200
Great Ball	\$600
Potion	\$300
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$200
Escape Rope	\$550
Repel	\$350
Harbor Mail	\$50

Slateport Markets \ The ~~ divides individual shops. \	
Item Name	Cost
=====	
Azurill Doll	\$3,000
Marill Doll	\$3,000
Skitty Doll	\$3,000
>~::~<	
TM10 (Hidden Power)	\$3,000
TM43 (Secret Power)	\$3,000
>~::~<	
Protein	\$9,800
Iron	\$9,800

Carbos	\$9,800
Zinc	\$9,800
Calcium	\$9,800
HP Up	\$9,800
>~~~~~<	
Red Brick	\$500
Yellow Brick	\$500
Blue Brick	\$500
Red Balloon	\$500
Blue Balloon	\$500
Yellow Balloon	\$500
C Low Note Mat	\$500
D Note Mat	\$500
E Note Mat	\$500
F Note Mat	\$500
G Note Mat	\$500
A Note Mat	\$500
B Note Mat	\$500
C High Note Mat	\$500

When you arrive at the city itself, go to the outdoor market to the west. Here, you can find some various shops selling the items above. One such shop -- the one selling TMs 10 and 43 -- will give you a free TM43 before actually selling you anything. Take note of this.

Further north of the market, you'll find the Contest House. Unlike the single Contest building in Gen. IV, there are four of these in Hoenn for each ranking. You participate in a certain category, blah blah blah. This is the kind of stuff the game tells you. Learn it yourself. My point is that you cannot do a Contest yet - this one is too highly ranked. However, be sure to go inside and speak with the girl on the west side to obtain the Pokéblock Case.

There is also a Name Rater and a Pokémon Fan Club in town. Visit them at your own discretion.

Okay, now let's get on with it. Heal up at the Pokémon Center and buy some stuff at the PokéMart, most notably the Great Balls (remember, 1.5x catch rate). Also buy a Harbor Mail - you'll need it later. Leave yourself at least \$50. Head southeast to find a bunch of Team Aqua/Magma members. Enter the harbor building and speak with the man inside, Dock, to learn that Captain Stern went to the museum. (Do people actually name their kids like this?)

Head to the museum - where the Team Aqua/Magma members were near - and go inside.

))))))))))
 Slateport Museum (Slateport City)
))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
-----+-----+-----+-----			
None are to be found in this location.			
=====			
Trainers' Pokémon:			
(Sapphire) Carvanha Lv. 15			
Zubat Lv. 14, Carvanha Lv. 14			
(Ruby) Numel Lv. 15			
Zubat Lv. 14, Numel Lv. 14			

Pay the \$50 and speak with the first Team Aqua/Magma member you can find on the first floor to obtain TM46 (Thief). Go upstairs and speak with the man there, Captain Stern. After a short conversation, you'll fight two battles. See above for the battles - they are version-specific.

After the battle, the leader of Team Aqua, Archie, or Team Magma, Maxie, will come up - still version-specific (Archie for Sapphire, Maxie for Ruby). After a warning for you not to mess with them again, they leave.

Captain Stern will thank you and talk some more before leaving. Follow suit.

))
Slateport City
))

Item Name	Cost
Poké Ball	\$200
Great Ball	\$600
Potion	\$300
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$200
Escape Rope	\$550
Repel	\$350
Harbor Mail	\$50

Item Name	Cost
Azurill Doll	\$3,000
Marill Doll	\$3,000
Skitty Doll	\$3,000
TM10 (Hidden Power)	\$3,000
TM43 (Secret Power)	\$3,000
Protein	\$9,800
Iron	\$9,800
Carbos	\$9,800
Zinc	\$9,800
Calcium	\$9,800
HP Up	\$9,800
Red Brick	\$500
Yellow Brick	\$500
Blue Brick	\$500
Red Balloon	\$500
Blue Balloon	\$500
Yellow Balloon	\$500
C Low Note Mat	\$500
D Note Mat	\$500
E Note Mat	\$500
F Note Mat	\$500
G Note Mat	\$500

A Note Mat	\$500
B Note Mat	\$500
C High Note Mat	\$500

Heal up if necessary, then head north onto Route 110.

))
Route 110 (Grassy Portion)
))

Pokémon Species	Pokémon Type	Level Range	Version
Gulpin	Poison	11 to 13	Both
Oddish	Grass/Poison	11 to 13	Both
Electrike	Electric	11 to 13	Both
Plusle	Electric	11 to 13	Both
Minun	Electric	11 to 13	Both
Wingull	Water/Flying	11 to 13	Both
Zigzagoon	Normal	11 to 13	Both

=====
Trainers' Pokémon: Erm... Forgot to document it. Sorry.
=====

Ahhh... Route 110. This one really brings back memories. This was the Route where I caught my first Shiny Pokémon, Gulpin.

ahem Anyhow, much like the other games, this is the Cycling Road Route. You cannot access this Road now, because you lack a Bike, and there is no glitch to access it early like in R/B/Y/G.

So, anyhow, continue north and you'll find the Trick House. This thing opens its rewards slowly over time, which is why it is not here, but in Section X. You can go west to find some Trainers on Route 103 (another thing I forgot to document).

Go east from the Trick House to find a very grassy path. Soon, you'll come across your rival for a battle!

BOSS: PKMN Trainer May/Brendan \
~~~~~
Pokémon [if you chose Treecko]: Combusken (Lv. 20) Fire/Fighting
Shroomish (Lv. 18) Grass/Poison
Wailmer (Lv. 18) Water
~~~~~
Pokémon [if you chose Torchic]: Marshtomp (Lv. 20) Water/Ground
Shroomish (Lv. 18) Grass/Poison
Numel (Lv. 18) Fire/Ground
~~~~~
Pokémon [if you chose Mudkip]: Grovyle (Lv. 20) Grass
Numel (Lv. 18) Fire/Ground
Wailmer (Lv. 18) Water
=====
Combusken is weak to Water, Ground, Flying, and Psychic.
Shroomish is weak to Fire, Ice, Flying, and Psychic.
Wailmer is weak to Grass and Electric.
Marshtomp is weak to Grass (4x). It is immune to Electric.

```

|
| Numel is weak to Rock and Water (4x). It is immune to Electric.
|
| Grovyle is weak to Fire, Ice, Flying, Bug, and Poison.
|
| Recommendations:
| ~ Tentacool/Tentacruel/Marshotomp -> Combusken, Numel
| ~ Shroomish/Breloom/Grovyle -> Wailmer, Marshtomp
| ~ Swellow/Combusken -> Shroomish, Grovyle
| All participating Pokémon should be Lv. 20+.
|

```

After the battle, your rival will fork over the Itemfinder. This, much like the Dowsing MCHN of later games, helps you find invisible items.

Anyhow, continue along the Route, battling Trainers and wild Pokémon. Sooner or later, make your way into Mauville City.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Mauville City
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

| _____ \
| Mauville PokéMart \
|_____ \
| Item Name ..... Cost |
|=====|
| Poké Ball ..... $200 |
| Great Ball ..... $600 |
| Super Potion ..... $700 |
| Antidote ..... $100 |
| Parlyz Heal ..... $250 |
| Awakening ..... $200 |
| Escape Rope ..... $550 |
| Super Repel ..... $500 |
| X Speed ..... $350 |
| X Attack ..... $500 |
| X Defend ..... $550 |
| Guard Spec. .... $700 |
| Dire Hit ..... $650 |
| X Accuracy ..... $950 |
|_____ |

```

As you enter town, go into the first house you can and give the girl inside a Harbor Mail. In return, you receive a Coin Case, which allows you to play at the Game Corner.

Next, go into the southeasternmost house and speak with the man inside to get HM06, Rock Smash. This is a weak (20 Power) Fighting-type move that may lower the target's defense. However, when you get enough Badges, you can use it to break rocks (such as those in the Granite Cave) outside of battle.

In the house to the north, you can obtain a Bike. There are, in fact, two Bikes. However, you can only have one of them, but you can swap them here when you wish. The Acro Bike is slower, but allows Bunny Hopping (hold A when you are stationary), Wheelies (hold A while moving), and side hops (A + the D-Pad). The Mach Bike is much faster and can go up those sandy slopes, one of which you saw in the Granite Cave.

Once you get a Bike, head to the Cycling Road for some battling and training. I won't list that though - it's not even needed.

Whenever you're done, head back to Mauville and heal up at the Pokémon Center. Go to the Gym and you'll find Wally out front, complaining about how his uncle won't let him fight the Gym Leader. You soon get noticed for a battle.

```
| BOSS: PKMN Trainer Wally \
| _____ \
| Pokémon: Ralts (Lv. 16) Psychic
|-----|
| Ralts is weak to Bug, Ghost, and Dark. It resists Fighting and Psychic.
|
| Recommendations: Your starter can handle this, regardless of whether it
| may or may not be Combusken/Blaziken.
|_____|
```

After defeating Wally, he'll decide to head home. As he does, Wally's uncle realizes that you are the Trainer who helped Wally catch Ralts. He'll converse some, then leave. Heal your Pokémon (as if it's necessary), then go into the Mauville City Gym.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
Mauville Gym
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

Pokémon Species	Pokémon Type	Level Range	Version
No wild Pokémon are to be found here.			
Trainers' Pokémon: Electrike Lv. 18, Magnemite Lv. 18			
	Zigzagoon Lv. 19		
	Meditite Lv. 19		
	Voltorb Lv. 17 (x3)		

Step on the switch in front of you, battle the two Trainers to the west, then head northeast for another battle and another switch. Go north and west to battle the Trainer here, then south, then northwest to the last switch. Go east and north to find the Gym Leader, Wattson.

```
| BOSS: Gym Leader Wattson \
| _____ \
| Pokémon: Magnemite (Lv. 21) Electric/Steel
|           Voltorb (Lv. 21) Electric
|           Magnetron (Lv. 23) Electric/Steel
|-----|
| Magnemite and Magnetron are weak to Ground (4x), Fire, and Fighting. They
| are immune to Poison. Magnemite likes to use Sonicboom (20 damage), while
| Magnetron likes Shock Wave (no-miss; Electric).
|
| Voltorb is weak only to Ground. It likes to use Rollout, a Ground-type
| that lasts for five turns and doubles in power each turn it is used.
|
| Recommendations: Marshtomp, Graveler, or Golem at Lv. 23+ shall manage
| this battle beautifully. If such is not possible, Combusken is good for
| damage, while Grovyle can do defense (Grass resists Electric). Odds are,
| that with Grovyle, you'll have to tough it out.
|_____|
```

For winning, you'll be given the Dynamo Badge, TM34 (Shock Wave), and the ability to use Rock Smash outside of battle.

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++
++      Section IV- Heat Badge                      **PKMN44**      ++
++
+++++
+++++

```

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Mauville Gym
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Time to leave.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Mauville City
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Mauville PokéMart \	
Item Name	Cost
Poké Ball	\$200
Great Ball	\$600
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$250
Awakening	\$200
Escape Rope	\$550
Super Repel	\$500
X Speed	\$350
X Attack	\$500
X Defend	\$550
Guard Spec.	\$700
Dire Hit	\$650
X Accuracy	\$950

Heal up at the Pokémon Center, then head west onto Route 117.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Route 117
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Pokémon Species	Pokémon Type	Level Range	Version
Roselia	Grass/Poison	13 to 14	Both
Oddish	Grass/Poison	13 to 14	Both
Marill	Water	13 to 14	Both
Volbeat	Bug	13 to 14	Both
Illumise	Bug	13 to 14	Both
Zigzagoon	Normal	13 to 14	Both

Trainers' Pokémon: The data is incomplete.

A major landmark on this Route would be the Pokémon Daycare, that building just to the northwest of the City-Route border. Here, you can drop off a Pokémon or

two and leave it here. For every step you take, the Pokémon will gain 1 EXP. The Pokémon will gain levels, too. However there is a cost: \$100 + (\$100 times the number of levels gained). If you leave a male and female Pokémon here, you can also come back later to receive a Pokémon Egg. The mechanics (in-game, of course, not scientific) are better explained in other FAQs.

Anyhow, simply head west to find Verdanturf Town.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Verdanturf Town
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Verdanturf PokéMart	
Item Name	Cost
Great Ball	\$600
Nest Ball	\$1,000
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$250
Awakening	\$200
Burn Heal	\$250
Ice Heal	\$250
Repel	\$350
X Special	\$350
Fluffy Tail	\$1,000

Once you arrive, head on over to the Pokémon Center and heal up, then head over to the Contest House. Here, you can speak with the woman at the desk to get a Contest Pass, which permits entrance into Contests. You'll have to start here, for now, if you want to do it at all.

Finish up anything you might have here, then head north to the Rusturf Tunnel.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Rusturf Tunnel
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

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Pokémon Species	Pokémon Type	Level Range	Version
Whismur	Normal	6 to 8	Both
Trainers' Pokémon: Incomplete.			

Once you enter, go forward to battle the Trainer. Upon the Trainer's defeat, go west and you'll find another exit.

Outside, in the clearing, it seems someone has lost their glasses. Using the Itemfinder (or by manually checking every tile), find the Blackglasses. Show them to the guy, who then realizes these glasses are not his, so you get to keep them. (FYI, you can't find his glasses.) Anyhow, the Blackglasses power up Dark-type moves. Get back in the Tunnel.

There, from the previous Trainer, go north and west to find two people that have been separated by some cracked boulders, as you may have seen earlier soon after obtaining the Stone Badge. Anyhow, break a rock and the couple will be reunited, with the man giving you HM04.



HM04 contains Strength. Strength is an 80-Power Normal-type move that is fairly powerful, but lacks side effects. Later on, when you can use it outside of battle, you'll be able to push the large, rounded boulders around.

Go east, then south to Verdanturf.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Verdanturf Town  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Item Name	Cost
Great Ball	\$600
Nest Ball	\$1,000
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$250
Awakening	\$200
Burn Heal	\$250
Ice Heal	\$250
Repel	\$350
X Special	\$350
Fluffy Tail	\$1,000

Finish up any business, such as healing, then go east to Route 117.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 117  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Roselia	Grass/Poison	13 to 14	Both
Oddish	Grass/Poison	13 to 14	Both
Marill	Water	13 to 14	Both
Volbeat	Bug	13 to 14	Both
Illumise	Bug	13 to 14	Both
Zigzagoon	Normal	13 to 14	Both

Trainers' Pokémon: The data is incomplete.

Head east into Mauville.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Mauville City  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Item Name	Cost
Poké Ball	\$200
Great Ball	\$600
Super Potion	\$700
Antidote	\$100

Parlyz Heal .....	\$250
Awakening .....	\$200
Escape Rope .....	\$550
Super Repel .....	\$500
X Speed .....	\$350
X Attack .....	\$500
X Defend .....	\$550
Guard Spec. ....	\$700
Dire Hit .....	\$650
X Accuracy .....	\$950
.....	.....

Head on over to the Pokémon Center to heal up - the next one is a while away. As such, also shop a bit.

When you're ready, head north to find Route 111.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 111  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
For now, you cannot find any Pokémon here.			
=====			
Trainers' Pokémon:	Taillow Lv. 16, Zigzagoon Lv. 16		
	Roselia Lv. 17		
	Marill Lv. 15, Numel Lv. 15, Shroomish Lv. 15		
	Meditite Lv. 18		
(Gabby & Ty)	Whismur Lv. 19, Magnemite Lv. 19		

As for the "Gabby & Ty" note above: this means the reporters Gabby & Ty can appear on this Route, and have this party at the time of encounter IF YOU ARE FOLLOWING THE WALKTHROUGH - IF NOT, IT WILL LIKELY BE DIFFERENT.

Anyhow, head north to find a house, the home of the Winstrate family. If you head in (try to, anyhow) and challenge them, you'll fight all four of them and their seven (total) Pokémon consecutively.

After beating them, go inside and speak with Victoria to get the Macho Brace, which raises EV gains at the cost of Speed. Meh - Speed isn't exactly a part of my strategy, anyhow.

Leave, go north, and Smash the rocks. Continue along to find the Reporters, Gabby & Ty. Battle and defeat them, then have a one-word interview with them.

Continue northward and you'll find the desert. This place cannot be (legally) entered until later on, when you obtain the Go Goggles after finishing the fourth Gym.

Continue west to find Route 112.

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Route 112 (South)  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Machop	Fighting	14 to 16	Both



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Pokémon Species	Pokémon Type	Level Range	Version
Sandshrew	Ground	15 to 17	Both
Spinda	Normal	15 to 17	Both
Skarmory	Steel/Flying	15 to 17	Both
=====			
Trainers' Pokémon: The data is incomplete.			

Skarmory is quite the good Pokémon. Its typing negates two Steel weaknesses, Fighting and Ground (the latter to immunity) and negates Flying's weakness to Rock and Ice. In fact, it only has two weaknesses, Fire and Electric, each just a 2x weakness, with two immunities (Poison, Ground), and many resistances: Normal, Grass (1/4), Flying, Psychic, Bug (1/4), Ghost, Dragon, Dark, and Steel. Well worth the effort.

Also worth noting is Spinda. It can learn some decent Psychic moves to help counter its Fighting weakness. However, that is not the real notable thing about it. The true notability comes from its number of Forms - I think it over eight million or billion. If you can collect them all ... you are a hacker.

The Route has ash falling from the sky, mostly because it is at the base of Mt. Chimney, an active volcano. Anyhow, continue westward and you will soon come across a house. Inside, speak with the man to obtain the Soot Sack. The Soot Sack collects soot, which you collect by walking through sooty grass, which can then be traded for various items.

Continue westward. You'll soon come across some mounds. One contains TM32 (Double Team) if you examine it.

Further westward is Fallarbor Town.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Fallarbor Town

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Item Name	Cost
Great Ball	\$600
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$250
Awakening	\$200
Escape Rope	\$550
Super Repel	\$500
X Special	\$350
X Speed	\$350
X Attack	\$500
X Defend	\$550
Guard Spec.	\$700
Dire Hit	\$650

Hm. Go into the Pokémon Center to heal up (and maybe get ash all over the place). Also here, in front of the PC, you'll find Lanette, the manager of the

Hoenn Pokémon PC Storage System -- basically, she does what Bill does in Kanto and Johto, but without getting into wacky experiments. :)

Exit and you'll also find the Super Rank Contest House, which can only be competed in by Pokémon who have beaten a Normal Rank Contest in Verdanturf Town.

Exit when done, then go to the crater near the southwestern house and examine its set to obtain a Nugget. Then go into the northwestern house to find the Move Tutor's home. For a Heart Scale, you can reteach a Pokémon a move it has forgotten - fairly key in Daycare raising.

Finish up your business, then head west to Route 114.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Route 114  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Lotad	Grass/Water	14 to 18	Sapphire
Seedot	Grass	14 to 18	Ruby
Lombre	Grass/Water	14 to 18	Sapphire
Nuzleaf	Grass/Dark	14 to 18	Ruby
Zangoose	Normal	14 to 18	Ruby
Seviper	Poison	14 to 18	Sapphire
Swablu	Normal/Flying	14 to 18	Both
Trainers' Pokémon: The data is incomplete.			

As you arrive onto the Route, head west and into the house. Speak with the kid inside to earn TM28, Dig. Dig is a decent Ground-type attack, in which the user goes underground for one turn to attack on the next. During the underground time, as of Gen. III, only Earthquake and Fissure can hit.

Leave and head west. Speak with the man next to the Poochyena to get TM05, Roar, a move that causes the opponent's Pokémon to switch, or causes a wild battle to end.

Go south across the bridge, speaking to a few Fishermen as you go. Soon, you will find a building. Go into it to find Lanette's house. She'll hand you a doll: a Lotad Doll is Sapphire, and a Seedot Doll in Ruby.

Leave and go through the grass, heading south, to find some stairs. Ascend and go along the path to find an entrance to a cave - Meteor Falls. (Not that hard to get the pun, I think.)

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Meteor Falls  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Zubat	Poison/Flying	16 to 18	Both
Solrock	Rock/Psychic	16 to 18	Ruby
Lunatone	Rock/Psychic	16 to 18	Sapphire
Trainers' Pokémon: None for the moment.			

When you enter, go up the stairs nearby, then go west and across the bridge. You'll find a Scientist, in addition to a few Team Aqua/Magma members.

(Remember, Aqua for Sapphire; Magma for Ruby.) They'll speak some, then the OTHER team (ie. the one not the main of your version) arrives. They will tell the other team to stop before your main team flees. Your non-main team leader will then speak to you of the other team and their plans before leaving.

Next, go downstairs, west, north, and upstairs to find a Moon Stone. Then head downstairs, south, east, upstairs, across the bridge, and out.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Route 114  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Lotad	Grass/Water	14 to 18	Sapphire
Seedot	Grass	14 to 18	Ruby
Lombre	Grass/Water	14 to 18	Sapphire
Nuzleaf	Grass/Dark	14 to 18	Ruby
Zangoose	Normal	14 to 18	Ruby
Seviper	Poison	14 to 18	Sapphire
Swablu	Normal/Flying	14 to 18	Both

---

Trainers' Pokémon: The data is incomplete.

Head north, then east, to Fallarbor.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Fallarbor Town  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Fallarbor PokéMart \	
Item Name .....	Cost
Great Ball .....	\$600
Super Potion .....	\$700
Antidote .....	\$100
Parlyz Heal .....	\$250
Awakening .....	\$200
Escape Rope .....	\$550
Super Repel .....	\$500
X Special .....	\$350
X Speed .....	\$350
X Attack .....	\$500
X Defend .....	\$550
Guard Spec. ....	\$700
Dire Hit .....	\$650

Heal your Pokémon, then leave heading east.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Route 113  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
-----------------	--------------	-------------	---------

Sandshrew	Ground	15 to 17	Both
Spinda	Normal	15 to 17	Both
Skarmory	Steel/Flying	15 to 17	Both
Trainers' Pokémon: The data is incomplete.			

Head east to Route 112.

))))))))))  
Route 112 (North)  
))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Machop	Fighting	14 to 16	Both
Numel	Fire/Ground	14 to 16	Both
Trainers' Pokémon: The data is incomplete.			

Go south, then southwest into the Fiery Path.

))))))))))  
Fiery Path  
))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Slugma	Fire	14 to 17	Both
Torkoal	Fire	14 to 17	Both
Numel	Fire/Ground	14 to 17	Both
Koffing	Poison	14 to 17	Both
Grimer	Poison	14 to 17	Both
Machop	Fighting	14 to 17	Both
Trainers' Pokémon: The data is incomplete.			

Go backtracking along the very linear path and out to the southern part of Route 112.

))))))))))  
Route 112 (South)  
))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Machop	Fighting	14 to 16	Both
Numel	Fire/Ground	14 to 16	Both
Trainers' Pokémon: The data is incomplete.			

Head east upon exiting the Fiery Path to find the Cable Car station freed. Go inside, and into the Cable Car.

))))))))))  
Mt. Chimney

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
No wild Pokémon are found here.			
===== Trainers' Pokémon: The data is incomplete.			

Once you exit the upper station, go east and upstairs. Here, you'll find your non-main and main teams battling it out, most or all using Poochyena. O_o

Anyhow, go west and north, battling some of your main team on the way. You will then find the leader of the main team. He will speak of the stolen Meteorite from Meteor Falls - Maxie would explain how it will cause the volcano to erupt, while Archie explains how it will cause the volcano to become dormant. (Whoever explains whatever is still version-dependent.) A little more talking, and a version-specific battle begins.

BOSS: Team Aqua Leader Archie \ Pokémon Sapphire ONLY \
Pokémon: Mightyena (Dark) Lv. 24
Golbat (Poison/Flying) Lv. 24
Sharpedo (Water/Dark) Lv. 25
-----
Mightyena is weak to Fighting and Bug. It is immune to Psychic.
Golbat is weak to Psychic, Ice, Rock, and Electric. It is immune to Electric.
Sharpedo is weak to Grass, Electric, Fighting, and Bug. It is immune to Psychic. Beware using physical moves - Rough Skin will take off 6.25% of your HP.
Recommendations:
~ Starter -> Mightyena
~ Graveler/Golem/Kadabra/Alakazam -> Golbat
~ Breloom/Electric-type/Starter -> Sharpedo
Participating Pokémon should be Lv. 26+.

BOSS: Team Aqua Leader Maxie \ Pokémon Ruby ONLY \
Pokémon: Mightyena (Dark) Lv. 24
Golbat (Poison/Flying) Lv. 24
Camerupt (Fire/Ground) Lv. 25
-----
Mightyena is weak to Fighting and Bug. It is immune to Psychic.
Golbat is weak to Psychic, Ice, Rock, and Electric. It is immune to Electric.
Camerupt is weak to Water (4x), Rock (?), and Ground (?). It is immune to Electric.
Recommendations:
~ Starter -> Mightyena
~ Graveler/Golem/Kadabra/Alakazam -> Golbat
~ Tentacruel/Gyarados/Starter -> Sharpedo
Participating Pokémon should be Lv. 26+.



After the battle ends, your opponent will whine a little before he and his team leaves. The leader of the other team will come up to you and thank you for your help before leaving themselves.

Go to the machine and examine it to find a Meteorite. Now, time to return it to its rightful owner. Go to the Cable Car station and down to Route 112.

))))))))))  
Route 112 (South)

))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Machop	Fighting	14 to 16	Both
Numel	Fire/Ground	14 to 16	Both

Trainers' Pokémon: The data is incomplete.

Exit the Cable Car station, then head west into the Fiery Path.

))))))))))  
Fiery Path

))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Slugma	Fire	14 to 17	Both
Torkoal	Fire	14 to 17	Both
Numel	Fire/Ground	14 to 17	Both
Koffing	Poison	14 to 17	Both
Grimer	Poison	14 to 17	Both
Machop	Fighting	14 to 17	Both

Trainers' Pokémon: The data is incomplete.

Go north, west, north, east, and south to find the exit.

))))))))))  
Route 112 (North)

))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Machop	Fighting	14 to 16	Both
Numel	Fire/Ground	14 to 16	Both

Trainers' Pokémon: The data is incomplete.

Go east, north, and west to Route 113.

))))))))))  
Route 113

))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
-----------------	--------------	-------------	---------

Sandshrew	Ground	15 to 17	Both
Spinda	Normal	15 to 17	Both
Skarmory	Steel/Flying	15 to 17	Both

Trainers' Pokémon: The data is incomplete.

Head west to Fallarbor.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Fallarbor Town  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Fallarbor PokéMart \

Item Name	Cost
Great Ball	\$600
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$250
Awakening	\$200
Escape Rope	\$550
Super Repel	\$500
X Special	\$350
X Speed	\$350
X Attack	\$500
X Defend	\$550
Guard Spec.	\$700
Dire Hit	\$650

Here, head into the Pokémon Center to heal up, then into the southwestern house. Speak with Prof. Cozmo inside to be able to hand him the Meteorite that is useless to you otherwise. In return, you obtain TM27, Return, a move that will gain power as the user grows more friendly to you.

Leave heading east.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Route 113  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Sandshrew	Ground	15 to 17	Both
Spinda	Normal	15 to 17	Both
Skarmory	Steel/Flying	15 to 17	Both

Trainers' Pokémon: The data is incomplete.

Head east to Route 112.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Route 112 (North)  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
-----------------	--------------	-------------	---------

Pokémon Species	Pokémon Type	Level Range	Version
Machop	Fighting	14 to 16	Both
Numel	Fire/Ground	14 to 16	Both

Trainers' Pokémon: The data is incomplete.

Go south, then southwest into the Fiery Path.

Fiery Path

Pokémon Species	Pokémon Type	Level Range	Version
Slugma	Fire	14 to 17	Both
Torkoal	Fire	14 to 17	Both
Numel	Fire/Ground	14 to 17	Both
Koffing	Poison	14 to 17	Both
Grimer	Poison	14 to 17	Both
Machop	Fighting	14 to 17	Both

Trainers' Pokémon: The data is incomplete.

Go backtracking along the very linear path and out to the southern part of Route 112.

Route 112 (South)

Pokémon Species	Pokémon Type	Level Range	Version
Machop	Fighting	14 to 16	Both
Numel	Fire/Ground	14 to 16	Both

Trainers' Pokémon: The data is incomplete.

Go into the Cable Car.

Mt. Chimney

Pokémon Species	Pokémon Type	Level Range	Version
No wild Pokémon are found here.			

Trainers' Pokémon: The data is incomplete.

Okay, upon exiting the Cable Car, head south and into the Jagged Pass.

Jagged Pass

Pokémon Species	Pokémon Type	Level Range	Version
-----------------	--------------	-------------	---------

Spink	Psychic	19 to 22	Both
Numel	Fire/Ground	19 to 22	Both
Machop	Fighting	19 to 22	Both

---

Trainers' Pokémon: The data is incomplete.

This is just your basic southward-bound path in which you can take multiple routes. You can use two different methods - jumping over the ledges, or hopping along the small rocks via the Acro Bike. Either way, fight a few Trainers and exit when you hit the bottom.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 112 (South)  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Machop	Fighting	14 to 16	Both
Numel	Fire/Ground	14 to 16	Both

---

Trainers' Pokémon: The data is incomplete.

Ignore the ledges to the east for the moment and head west to Lavaridge.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Lavaridge Town  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Item Name	Cost
Great Ball	\$600
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$250
Awakening	\$200
Burn Heal	\$250
Revive	\$1,500
Super Repel	\$500
X Speed	\$350

Item Name	Cost
Energypowder	\$500
Energy Root	\$800
Heal Powder	\$450
Revival Herb	\$2,800

Let's begin by first heading to the Pokémon Center to heal. While we are here, open up a slot in your party so we can put something there in a moment.

Outside, go near the hot spring and speak with the old lady near the sand beds.

She will give you a Pokémon Egg. This particular Egg will eventually hatch into a Lv. 5 Wynaut, a Psychic type and the pre-evolution of Wobbuffet. Eggs simply hatch by walking around - nothing special required.

Train some and grab some Water/Rock/Ground types - we're heading to blazing Fire-type Gym.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Lavaridge Gym  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
No wild Pokémon can be found here.			
=====			
Trainers' Pokémon: Slugma Lv. 22 (x2), Numel Lv. 22			
Kecleon Lv. 24			
Numel Lv. 23, Slugma Lv. 23			
Meditite Lv. 24			
Slugma Lv. 23, Numel Lv. 23			

This Gym's puzzle consists of going through various sand pits/launches between the top and bottom floors. I'll just post the method I went through.

- ~~ Western drop. (Eastern drop is a Trainer.)
- ~~ Western launch.
- ~~ Northwestern drop. (Northeastern drop is a Trainer.)
- ~~ Northern launch.
- ~~ Western drop. (Southeastern drop is a Trainer.)
- ~~ Northeastern launch.
- ~~ Northeastern drop. (Northwestern drop is a Trainer.)
- ~~ Eastern launch.
- ~~ Southwestern drop. (Northwestern drop is a Trainer.)
- ~~ Southern launch.

By this point, you should be in the same "cell" as Flannery. Speak with her to begin.

BOSS: Gym Leader Flannery \
Pokémon: Slugma (Lv. 26) Fire
Slugma (Lv. 26) Fire
Torkoal (Lv. 26) Fire
-----
All three Pokémon are weak to Rock, Water, and Ground. Each has a type advantage over Ice, Grass, Bug, and Steel. They resist Bug, Steel, Grass, and Ice.
The two Slugma like to use Sunny Day to power up their Flamethrower, the former of which will power up Fire while weakening Water. Torkoal can use Body Slam (Normal; 30% chance of Paralysis), Overheat (225-Power with STAB (it is therefore Fire)), and Attract (those affected will only have a 50% chance of doing something).
Recommendations: Any Water or Rock type Pokémon at Lv. 29+ is preferred. Examples include Marstomp, Gyarados, Tentacruel, Graveler, and Golem. That actually composes the majority of the non-traded Pokémon that would work best here.

Once you have won, you'll receive the Heat Badge, TM50 (Overheat), the ability to use HM04 (Strength) out of battles, and all traded Pokémon up to Lv. 50 will obey you completely.

Four down, four to go!

```
+++++
+++++
++
++      Section V- Balance Badge                **PKMN45**      ++
++
+++++
+++++
```

```
))))))
                Lavaridge Gym
))))))
```

After defeating Flannery, take the eastern drop, head south, take eastern launch, then leave.

```
))))))
                Lavaridge Town
))))))
```

```
| Lavaridge PokéMart \
|_____ \
| Item Name ..... Cost |
|=====|
| Great Ball ..... $600 |
| Super Potion ..... $700 |
| Antidote ..... $100 |
| Parlyz Heal ..... $250 |
| Awakening ..... $200 |
| Burn Heal ..... $250 |
| Revive ..... $1,500 |
| Super Repel ..... $500 |
| X Speed ..... $350 |
|_____|
```

```
| Lavaridge Herbal Shop \
|_____ \
| Item Name ..... Cost |
|=====|
| Energypowder ..... $500 |
| Energy Root ..... $800 |
| Heal Powder ..... $450 |
| Revival Herb ..... $2,800 |
|_____|
```

As you leave the Gym, you'll run into your rival. They will speak with you some, notably mentioning that you should fight your father in Petalburg. You will also receive the Go-Goggles from them. The Go-Goggles allows you to enter sandstorms, such as the one on Route 111. Hint hint.

Heal up and head east onto Route 112.

```
))))))
```



Super Repel .....	\$500
X Speed .....	\$350
X Attack .....	\$500
X Defend .....	\$550
Guard Spec. ....	\$700
Dire Hit .....	\$650
X Accuracy .....	\$950

Heal up at the Pokémon Center, then head west onto Route 117.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 117  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Roselia	Grass/Poison	13 to 14	Both
Oddish	Grass/Poison	13 to 14	Both
Marill	Water	13 to 14	Both
Volbeat	Bug	13 to 14	Both
Illumise	Bug	13 to 14	Both
Zigzagoon	Normal	13 to 14	Both

---

Trainers' Pokémon: The data is incomplete.

Head west to Verdanturf Town.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Verdanturf Town  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Verdanturf PokéMart \

Item Name	Cost
Great Ball	\$600
Nest Ball	\$1,000
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$250
Awakening	\$200
Burn Heal	\$250
Ice Heal	\$250
Repel	\$350
X Special	\$350
Fluffy Tail	\$1,000

Head north to the Rusturf Tunnel.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Rusturf Tunnel  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Whismur	Normal	6 to 8	Both



| Trainers' Pokémon: Incomplete. |  
|

Go north, then west to find some Rock Smash rocks. Break them to pieces, then go west and south to exit onto Route 116.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 116  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Whismur	Normal	6 to 8	Both
Tailow	Normal/Flying	6 to 8	Both
Nincada	Bug/Ground	6 to 8	Both
Skitty	Normal	6 to 8	Both
Zigzagoon	Normal	6 to 8	Both

=====  
Trainers' Pokémon: Wurmple Lv. 8, Silcoon Lv. 8, Nincada Lv. 8  
Zigzagoon Lv. 8, Machop Lv. 10  
Marill Lv. 10  
Geodude Lv. 8 (x3)  
Ralts Lv. 10  
Shroomish Lv. 9, Whismur Lv. 9

When you arrive, speak with the Devon researcher you've saved several times for an award. Then head west towards Rustboro City.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Rustboro City  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Rustboro PokéMart \

Item Name	Cost
Poké Ball	\$200
Repeat Ball	\$1,000
Timer Ball	\$1,000
Potion	\$300
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$200
Escape Rope	\$550
Repel	\$350
X Speed	\$350
X Attack	\$500
X Defend	\$550

First and foremost, heal up if you need to. Then head to the Devon Corp. building. Head to the second floor and speak with one of the scientists there to learn that he has created a machine that revives Pokémon from fossils. Give him one, leave and wait around some, and return. Speak with the man to receive the Pokémon in the fossil, as described in the third paragraph of the Route 111 section a bit above. Then head to the third floor and speak with Mr. Stone to receive your EXP. Share for delivering his letter if you have not yet done as such.



Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	3 to 5	Both
Taillow	Normal/Flying	3 to 5	Both
Wurmple	Bug	3 to 5	Both
Trainers' Pokémon: Seedot Lv. 6, Taillow Lv. 8			
Zigzagoon Lv. 7			

Let's head eastward, into Petalburg.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Petalburg City  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Item Name	Cost
Poké Ball	\$200
Great Ball	\$600
Potion	\$300
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$200
Awakening	\$250
Escape Rope	\$550
Repel	\$350
X Speed	\$350
X Attack	\$500
X Defend	\$550
Orange Mail	\$50

*whew* Starting to want the Fly HM, aren't you?...

... You're gonna to need to wait a while longer.

Anyhow, heal up at the Pokémon Center and bring your strongest Pokémon. Your father trains the Normal type, so most Pokémon will do fine. Pokémon that resist Normal (Ghost, Rock, Steel) are especially recommended, but definitely not needed.

Head into the Gym.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Petalburg Gym  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
No wild Pokémon are found here.			
Trainers' Pokémon: Delcatty Lv. 27			
Delcatty Lv. 27			
Linoone Lv. 27			
Linoone Lv. 27			
Linoone Lv. 27			



Once you defeat Norman, he'll tell you that Wally's father has something for you. Exit the Gym.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Petalburg City  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Petalburg PokéMart \	
Item Name .....	Cost
Poké Ball .....	\$200
Great Ball .....	\$600
Potion .....	\$300
Super Potion .....	\$700
Antidote .....	\$100
Parlyz Heal .....	\$200
Awakening .....	\$250
Escape Rope .....	\$550
Repel .....	\$350
X Speed .....	\$350
X Attack .....	\$500
X Defend .....	\$550
Orange Mail .....	\$50

Okay, heal up and exit east onto Route 102 - we have to go backtrack for a very useful item.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 102  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	2 to 4	Both
Poochyena	Dark	2 to 4	Both
Wurmple	Bug	2 to 4	Both
Ralts	Psychic	2 to 4	Both
Surskit	Water/Bug	2 to 4	Both
Seedot	Grass	2 to 4	Ruby
Lotad	Water/Grass	2 to 4	Sapphire

Trainers' Pokémon: Zigzagoon Lv. 5
Wurmple Lv. 4 (x2)
Poochyena Lv. 5, Taillow Lv. 3
Zigzagoon Lv. 4 (x2)

Go east to Oldale Town.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Oldale Town  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Oldale PokéMart \	
Item Name .....	Cost

Potion .....	\$300
Antidote .....	\$100
Parlyz Heal .....	\$200
Awakening .....	\$250

Continue south to Route 101.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 101  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	2 to 3	Both
Poochyena	Dark	2 to 3	Both
Wurmple	Bug	2 to 3	Both
Trainers' Pokémon: None.			

Jump over the ledges and continue south to Littleroot Town.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Littleroot Town  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Here, you enter your house and speak with your mother. You should be given the Amulet Coin.

The Amulet Coin is a magnificent item, especially late in-game. If this item is held by a Pokémon that participates in a Trainer battle, the money earned from the battle doubles. For example, the Elite Four should yield about \$50,000 total with the Amulet Coin. So, yeah, a penny for your thoughts. :)

Anyhow, let's back-backtrack to Petalburg. North to Route 101, please.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 101  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	2 to 3	Both
Poochyena	Dark	2 to 3	Both
Wurmple	Bug	2 to 3	Both
Trainers' Pokémon: None.			

Go north to Oldale.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Oldale Town  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Oldale PokéMart \	
Item Name .....	Cost

Potion .....	\$300
Antidote .....	\$100
Parlyz Heal .....	\$200
Awakening .....	\$250

Go west to Route 102.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 102  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	2 to 4	Both
Poochyena	Dark	2 to 4	Both
Wurmple	Bug	2 to 4	Both
Ralts	Psychic	2 to 4	Both
Surskit	Water/Bug	2 to 4	Both
Seedot	Grass	2 to 4	Ruby
Lotad	Water/Grass	2 to 4	Sapphire

---

Trainers' Pokémon: Zigzagoon Lv. 5  
Wurmple Lv. 4 (x2)  
Poochyena Lv. 5, Taillow Lv. 3  
Zigzagoon Lv. 4 (x2)

Go west to Petalburg.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Petalburg City  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Petalburg PokéMart \	
Item Name .....	Cost
Poké Ball .....	\$200
Great Ball .....	\$600
Potion .....	\$300
Super Potion .....	\$700
Antidote .....	\$100
Parlyz Heal .....	\$200
Awakening .....	\$250
Escape Rope .....	\$550
Repel .....	\$350
X Speed .....	\$350
X Attack .....	\$500
X Defend .....	\$550
Orange Mail .....	\$50

'Kay, we're back. Go into the building next to the Gym and speak with the man inside, who just happens to be Wally's father. After a short conversation, you will be given HM03.

HM03 contains Surf. Surf is a 95-Power Water-type move that hits both of your opponents in a double battle. To compare it, it has the same power as either Thunderbolt, Ice Beam, or Flamethrower. Seeing as you have five Badges, you can

use it outside of battle to Surf across water. Neat.

Well, let's begin testing it out. Head west to Route 104.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 104 (South)  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Zigzagoon	Normal	3 to 5	Both
Taillow	Normal/Flying	3 to 5	Both
Wurmple	Bug	3 to 5	Both

Trainers' Pokémon: Seedot Lv. 6, Taillow Lv. 8  
Zigzagoon Lv. 7

Get onto the beach here. Teach a Pokémon (Marshomp, Swampert, Tentacruel, Gyarados, etc.) Surf, then face the water. Press A and you can Surf on the water!

Let's head south to Route 105.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 105  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	5 to 30	Both

Trainers' Pokémon: Incomplete.

Continue south to Route 106 - nothing worth mention here.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 106  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	5 to 30	Both

Trainers' Pokémon: Incomplete.

Still little to mention. Continue east and south to Dewford.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Dewford Town  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Here, make landfall and go into the northwestern house. Speak with the guy to the right of the table to get TM36, Sludge Bomb, a powerful Poison-type



attack.

Anyhow, heal if needed, then Surf east to Route 107.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 107  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	5 to 30	Both

=====  
Trainers' Pokémon: Incomplete.

Eastward to Route 108.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 108  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	5 to 30	Both

=====  
Trainers' Pokémon: Incomplete.

OMG! Something to mention here. As you continue along this Route, you'll find a ship, an abandoned ship at that. There isn't a ton you can do here for now, but go on in anyhow.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Abandoned Ship (Route 108)  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both

=====  
Trainers' Pokémon: Wailmer Lv. 26, Machoke Lv. 26  
Marill Lv. 27  
Volbeat Lv. 27, Illumise Lv. 27

Head through the doorway. In the northwestern cabin, you'll find a Harbor Mail. Leave and go downstairs.

Defeat the Trainer nearby. Enter the southwestern cabin to find an Escape Rope, then go into the broken-door cabin to find a Dive Ball. Go up the northwestern staircase.

Defeat the Tuber here, then enter the northern cabin to grab a Revive. Head into the southern cabin for a double battle. Leave the cabin and exit to the southwest.

Go upstairs and into this room. Grab the Storage Key and leave. Return to the room with the Sailor. Enter the northeastern room to find TM13, Ice Beam.

Nothing else to do but ... ABANDON SHIP! :D

Route 108

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	5 to 30	Both

Trainers' Pokémon: Incomplete.

Surf east to Route 109.

Route 109

Pokémon Species	Pokémon Type	Level Range	Version
None are to be found in this location.			

Trainers' Pokémon: [somewhat incomplete]

- Machop Lv. 14
- Zigzagoon Lv. 14
- Azurill Lv. 13 (x2)
- Wingull Lv. 12 (x2), Machop Lv. 12
- Azurill Lv. 12, Marill Lv. 12
- Goldeen Lv. 13
- Wingull Lv. 11, Tentacool Lv. 11, Machop Lv. 11

Continue Surfing eastward, then north to beach next to Slateport. You can battle some of the Trainers on the islands, if you want, but that's your choice.

Anyhow, head north to Slateport.

Slateport City

Item Name	Cost
Poké Ball	\$200
Great Ball	\$600
Potion	\$300
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$200
Escape Rope	\$550
Repel	\$350

Harbor Mail .....	\$50
Slateport Markets \ The ~~ divides individual shops. \	
Item Name .....	Cost
===== Azurill Doll .....	\$3,000
Marill Doll .....	\$3,000
Skitty Doll .....	\$3,000
>~~~~~<	
TM10 (Hidden Power) .....	\$3,000
TM43 (Secret Power) .....	\$3,000
>~~~~~<	
Protein .....	\$9,800
Iron .....	\$9,800
Carbos .....	\$9,800
Zinc .....	\$9,800
Calcium .....	\$9,800
HP Up .....	\$9,800
>~~~~~<	
Red Brick .....	\$500
Yellow Brick .....	\$500
Blue Brick .....	\$500
Red Balloon .....	\$500
Blue Balloon .....	\$500
Yellow Balloon .....	\$500
C Low Note Mat .....	\$500
D Note Mat .....	\$500
E Note Mat .....	\$500
F Note Mat .....	\$500
G Note Mat .....	\$500
A Note Mat .....	\$500
B Note Mat .....	\$500
C High Note Mat .....	\$500

Okay, heal up here if you need to. Do the Hyper Rank Contests if you want to (and have a Pokémon that's finished a Super Rank Contest).

Then head north to Route 110.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 110 (Grassy Portion)  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Gulpin	Poison	11 to 13	Both
Oddish	Grass/Poison	11 to 13	Both
Electrike	Electric	11 to 13	Both
Plusle	Electric	11 to 13	Both
Minun	Electric	11 to 13	Both
Wingull	Water/Flying	11 to 13	Both
Zigzagoon	Normal	11 to 13	Both
===== Trainers' Pokémon: Incomplete.			

Head north. Use the Cycling Road if you wish or whatever - point is, head north

to Mauville City.

))))))))))

Mauville City

))))))))))

Mauville PokéMart \	
Item Name	Cost
Poké Ball	\$200
Great Ball	\$600
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$250
Awakening	\$200
Escape Rope	\$550
Super Repel	\$500
X Speed	\$350
X Attack	\$500
X Defend	\$550
Guard Spec.	\$700
Dire Hit	\$650
X Accuracy	\$950

As you enter Mauville, you'll find Wattson standing in one of the intersections in the city. Speak with him to learn of the other part of town, New Mauville. He wants you to shut off the generator there. He'll give you the Basement Key. Okay - heal and head south to Route 110.

))))))))))

Route 110 (Grassy Portion)

))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Gulpin	Poison	11 to 13	Both
Oddish	Grass/Poison	11 to 13	Both
Electrike	Electric	11 to 13	Both
Plusle	Electric	11 to 13	Both
Minun	Electric	11 to 13	Both
Wingull	Water/Flying	11 to 13	Both
Zigzagoon	Normal	11 to 13	Both
Trainers' Pokémon: Incomplete.			

Find the water near the Cycling Road checkpoint and Surf on it. Surf to the east somewhat and you will find a cave. Go inside.

))))))))))

New Mauville (Route 110)

))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Magnemite	Steel/Electric	22 to 24	Both
Magnetron	Steel/Electric	22 to 24	Both
Voltorb	Electric	22 to 24	Both

Voltorb (item ball)	Electric	25	Both
Electrode	Electric	22 to 24	Both
=====			
Trainers' Pokémon: None are found here, I believe.			

Head north to the large gate. Examine it and choose to use the Basement Key to open it up, then head down.

Here, you can now find wild Pokémon. The point of this is to open the doors by pressing buttons of the corresponding color (ie. blue to blue).

Hit the nearby blue button and head west. Push the yellow button, then head west and north. Ignore the blue button and head east, then north to find an Escape Rope. Return south, head east, north, and east to find an Ultra Ball. Return to the Escape Rope's previous location and stomp on the blue button.

Head north, then east to find a Lv. 25 Voltorb. Ignore the yellow switch it was on top of and head west and north. The western item ball you soon come across is a Parlyz Heal; the eastern one is a Lv. 25 Voltorb. Ignore the yellow switch and continue north and east.

Go south at the fork to find two item balls. The western one is a Lv. 25 Voltorb; the eastern one is a Full Heal. Step on the yellow switch, then return to the fork and head east.

You soon will find the generator room. Grab the item nearby (a Thunderstone), then step onto the red switch.

Next, go west, south, step on the blue switch, go north, west, south, east, step on the yellow switch, go west, south, east, north, east, south, west, and upstairs. Leave.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 110 (Grassy Portion)  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Gulpin	Poison	11 to 13	Both
Oddish	Grass/Poison	11 to 13	Both
Electrike	Electric	11 to 13	Both
Plusle	Electric	11 to 13	Both
Minun	Electric	11 to 13	Both
Wingull	Water/Flying	11 to 13	Both
Zigagoon	Normal	11 to 13	Both

Trainers' Pokémon: Incomplete.

Surf west and north to the mainland, then continue north to Mauville.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Mauville City  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Mauville PokéMart \	
Item Name .....	Cost

Poké Ball .....	\$200
Great Ball .....	\$600
Super Potion .....	\$700
Antidote .....	\$100
Parlyz Heal .....	\$250
Awakening .....	\$200
Escape Rope .....	\$550
Super Repel .....	\$500
X Speed .....	\$350
X Attack .....	\$500
X Defend .....	\$550
Guard Spec. ....	\$700
Dire Hit .....	\$650
X Accuracy .....	\$950

Go and talk to the Wattson now that you've turned off the New Mauville generator. He'll hand over TM24, which teaches Thunderbolt, a 95-Power Electric-type move that has a chance to Paralyze.

Okay, back to business. Heal up and head east onto Route 118.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 118  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Electrike	Electric	22 to 27	Both
Manetric	Electric	22 to 27	Both
Linoone	Normal	22 to 27	Both
Zigzagoon	Normal	22 to 27	Both
Wingull	Water/Flying	22 to 27	Both

=====  
Trainers' Pokémon: Incomplete.

As you head eastward, you'll come to a small body of water you previously were unable to cross. Surf across it and speak to the westernmost fisherman on the shore to get a Good Rod. You'll also be able to find Gabby & Ty (if you beat them on Route 111). Battle them if you wish, then continue eastward. You'll meet Steven again. The two of you shall converse shortly before he leaves.

Once he does, head northwest, Cut down the tree, and grab the four or five Citrus Berries. Head further east to find a few Trainers. Defeat them if you wish, then continue east to Route 123.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 123  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Wrong side of the Route for that.			

=====  
Trainers' Pokémon: Shroomish Lv. 25, Gloom Lv. 25, Breloom Lv. 25  
Beautifly Lv. 27, Dustox Lv. 27

Begin by heading east, nearly to the ledges, and you'll see an item ball behind

a fence. Go through the gap in the fence to grab this Ultra Ball. Further east, you will find a set of Twins (for the second battle on this list).

Return west, then north to the house. Nearby is a Trainer, as well as a dozen Berry trees, yielding four to eight Pomeg, Qualot, and Grepa Berries altogether. You can go into the house and speak to the man to receive two random Berries (for example, I received the Tamato and Hondew Berries when I played this for the FAQ). Speak to the woman and tell her a certain phrase to earn another Berry.

When you're done, head west onto Route 118.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 118  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Electrike	Electric	22 to 27	Both
Manectric	Electric	22 to 27	Both
Linoone	Normal	22 to 27	Both
Zigzagoon	Normal	22 to 27	Both
Wingull	Water/Flying	22 to 27	Both

Trainers' Pokémon: Incomplete.

Head west to the fork, then head north a bit. Go through the grass above the ledge to find a Hyper Potion. Then return to the fork and head north to find Route 119.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 119  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tropius	Grass/Flying	24 to 28	Both
Marill	Water	24 to 28	Both
Zigzagoon	Normal	24 to 28	Both
Linoone	Normal	24 to 28	Both
Oddish	Grass/Poison	24 to 28	Both
Wingull	Water/Flying	24 to 28	Both

Trainers' Pokémon: Incomplete.

A fairly long and linear Route, Route 119 has a bunch of very tall grass. In this grass, you cannot run nor ride a Bike. You can Cut it down, however. There are about five or so Trainers in the first patch of tall grass.

After you get out of it, near the water. Surf on it and head northwest to find a small patch of land. Get on it and head to the northwestern corner of the tall grass to find a Zinc. Return to the mainland and head north some more.

Go along the lower road when possible and go through the grass to find some Berries. If you have an Acro Bike, go along the small white railing by using side hops. On that land, go to the northern fork and at the end. Examine the lone flower near the mountain Secret Base entrance to obtain a Calcium.

Then get back to the other side and go along the higher road. Go north, battle the Trainer, then go west across the bridge. Head north some more to find a Trainer and some tall grass. Take the eastern, grassy path at the fork. Once you reach the stairs, go east to find an Elixir. Go up the stairs and fight the hidden Trainer. Go upstairs again, head west, battle the other Trainer, go down the muddy slope, and grab the Hyper Potion.

Return to the upper level and simply head north to find the Weather Institute. Go inside.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Weather Institute (Route 119)  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
None.			
Trainers' Pokémon: Incomplete.			

Assuming you did Routes 118, 123, and 119 in a completionist manner, your party is probably quite weakened. When you head inside, go west to find a bed. Take a nap in it. Also be sure to deposit a "trash" or HM slave into the PC.

You'll find some Team Aqua/Magma members in the Institute, with two on the lower floor and three on the top. On the western side of the top floor is one of the team's main administrators, who you get the honor of defeating.

BOSS: Team Aqua Admin Shelly \ Pokémon Sapphire ONLY \
Pokémon: Carvanha (Lv. 28) Water/Dark
Mightyena (Lv. 28) Dark
Carvanha is weak to Electric, Grass, Fighting, and Bug. It is immune to Psychic. Additionally, it has the Rough Skin ability, meaning that if you physically attack it, the attacker loses ~6.25% of their HP.
Mightyena is weak to Fighting and Bug, and is immune to Psychic.
Recommendations: There's not really anything too specific you need to go with here. Your starter should be just fine, although Combusken and Blaziken are weak to Water (from Carvanha), which is best countered with a Fighting move. Regardless, those participating should be around Lv. 33.

BOSS: Team Aqua Admin Courtney \ Pokémon Ruby ONLY \
Pokémon: Numel (Lv. 28) Fire/Ground
Mightyena (Lv. 28) Dark
Numel is weak to Water (4x), Rock (?), and Ground (?). It is also immune to Electric.
Mightyena is weak to Fighting and Bug, and is immune to Psychic.
Recommendations: There's not really anything too specific you need to go with here. Your starter should be just fine, although Grovyle or Sceptile may have a bit of trouble with Numel if they have all Grass moves... which they shouldn't, anyhow. Of course, your Surf Pokémon (if you've been



| raising it) or just a Water-type will work fine. Level should be 33+.  
|

After the battle, there will be a brief conversation, then the team will pack their bags and leave. The owner of the Institute will then thank you by giving you a Castform, among the rarest of Pokémon, as you can only get one per file. Castform is, I think, the first Pokémon that is able to change its form at "will" and is the first to be able to change its type -- these change through the weather.

Heal up in the bed on the lower floor and leave.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 119  
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Pokémon Species	Pokémon Type	Level Range	Version
Tropius	Grass/Flying	24 to 28	Both
Marill	Water	24 to 28	Both
Zigzagoon	Normal	24 to 28	Both
Linoone	Normal	24 to 28	Both
Oddish	Grass/Poison	24 to 28	Both
Wingull	Water/Flying	24 to 28	Both

=====  
Trainers' Pokémon: Incomplete.  
|

Head across the bridge to your east, then begin to head north. As you do, you will be stopped by your rival, who shortly talks with you before starting a battle.

BOSS: PKMN Trainer May/Brendan \

---

Pokémon [if you chose Treecko]: Shroomish (Lv. 29) Grass/Poison  
Wailmer (Lv. 29) Water  
Combusken (Lv. 31) Fire/Fighting

~~~~~

Pokémon [if you chose Torchic]: Shroomish (Lv. 29) Grass/Poison
Numel (Lv. 29) Fire/Ground
Marshtomp (Lv. 31) Water/Ground

~~~~~

Pokémon [if you chose Mudkip]: Numel (Lv. 29) Fire/Ground  
Wailmer (Lv. 29) Water  
Grovyale (Lv. 31) Grass

=====

Combusken is weak to Water, Ground, Flying, and Psychic.

Shroomish is weak to Fire, Ice, Flying, and Psychic.

Wailmer is weak to Grass and Electric.

Marshtomp is weak to Grass (4x). It is immune to Electric.

Numel is weak to Rock and Water (4x). It is immune to Electric.

Grovyale is weak to Fire, Ice, Flying, Bug, and Poison.

Recommendations:  
~ Tentacruel/Gyarados/Swampert -> Combusken, Numel

```
| ~ Breloom/Grovyle/Sceptile -> Wailmer, Marshtomp
| ~ Swellow/Skarmory/Combusken/Blaziken -> Shroomish, Grovyle
| All participating Pokémon should be Lv. 34+.
|
```

After the battle, you'll receive HM02.

HM02 contains Fly. Fly is a high-power Flying move that has the user Fly up on the first turn (rarely to be damaged, save for Thunder), then deal damage on the second. When it can be used outside of battle, you can use it to Fly to any previously-visited town or city.

Go south and downstairs after the conversation following the battle, then Surf very far south to find a Leaf Stone, which can evolve certain Pokémon (for example, it evolves Gloom into Vileplume). Go back north, then continue along the path to Fortree City.

```
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Fortree City
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

Fortree PokéMart \	
Item Name	Cost
Great Ball	\$600
Ultra Ball	\$1,200
Super Potion	\$700
Hyper Potion	\$1,200
Antidote	\$100
Parlyz Heal	\$250
Awakening	\$200
Revive	\$1,500
Super Repel	\$500
Wood Mail	\$50

Fortree Furniture Shop (Left) \	
Item Name	Cost
Small Desk	\$3,000
Pokémon Desk	\$3,000
Heavy Desk	\$6,000
Ragged Desk	\$6,000
Comfort Desk	\$6,000
Brick Desk	\$9,000
Camp Desk	\$9,000
Hard Desk	\$9,000

Fortree Furniture Shop (Right) \	
Item Name	Cost
Small Chair	\$2,000
Pokémon Chair	\$2,000
Heavy Chair	\$2,000
Ragged Chair	\$2,000
Comfort Chair	\$2,000

Brick Chair .....	\$2,000
Camp Chair .....	\$2,000
Hard Chair .....	\$2,000

When you finally arrive, heal up at the Pokémon Center, then head over to the PokéMart. The Pokémon has now stocked Ultra Balls, which have a catch rate 2.0x the basic Poké Ball - 1.3x the Great Ball.

Now, into the trees. *makes a Tarzan yell* Anyhow, one of the top houses has a woman inside. If you guess the correct hand the coin is in three times, you get TM10 (Hidden Power). The correct order is "right, right, left". The house to its west has a trade in it -- your Pikachu for her Skitty. Simply put, NO! Pikachu is very good versus Skitty, and much rarer -- you likely don't have one yet, unlike Skitty.

Now, to the Gym! *bump* It seems that a strange force is keeping out of here. Hm... Anyhow, let's just continue to Route 120, which is to the east.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 120  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Kecleon	Normal	26 to 28	Both
Marill	Water	26 to 28	Both
Zigzagoon	Normal	26 to 28	Both
Linoone	Normal	26 to 28	Both
Oddish	Grass/Poison	26 to 28	Both
Absol	Dark	26 to 28	Both
=====			
Trainers' Pokémon: Incomplete.			

One Pokémon truly worth mentioning here is Absol. Absol is a Dark-type Pokémon. It has two weaknesses (Fighting and Bug), one immunity (Psychic), and two advantages (Psychic and Ghost). Absol is simply quite the cool-looking Pokémon, but also will have some major advantages later on (seventh Gym, Elite Four). Get Absol.

Anyhow, when you hit the Route, head east and north to the Cut trees. Go along this path and examine the last tile to find a Rare Candy. Go south from the first Cut tree, through the grass, and down the stairs to find a Nest Ball. Then Surf onto the water, go south, into the cave (Scorched Slab), and grab TM11, which is Sunny Day. Sunny Day powers up Fire, weakens Water, makes Solarbeam have no charge turn, and makes Thunder have a mere 50% chance of hitting.

Continue along the main Route onto the bridge to find Steven. Speak with him some, then he'll use the Devon Scope to reveal a Kecleon to you. (Hmm... Silph Co. and Devon Corp.; Silph Scope and Devon Scope. Sounds a bit... uncreative.)

Special Encounter: Kecleon \
Level: Lv. 30.
Type : Normal. Will change based on the move it is hit with, though.
Moves: - Fury Swipes
- Faint Attack

- Psybeam
- Screech

-----  
A fairly basic fight. Kecleon can be weak to any type at a certain time because of its ability to change types (though not at its will), so you'll be best on referring to your knowledge or a Type Chart. Anyhow, this one is worth catching - it is a higher level than the others here, right?

After the battle, Steven will hand over the Deven Scope, then leave. You should go back to Forttree City.

)))))))))  
Forttree City  
)))))))))

Forttree PokéMart \

Item Name .....	Cost
Great Ball .....	\$600
Ultra Ball .....	\$1,200
Super Potion .....	\$700
Hyper Potion .....	\$1,200
Antidote .....	\$100
Parlyz Heal .....	\$250
Awakening .....	\$200
Revive .....	\$1,500
Super Repel .....	\$500
Wood Mail .....	\$50

Forttree Furniture Shop (Left) \

Item Name .....	Cost
Small Desk .....	\$3,000
Pokémon Desk .....	\$3,000
Heavy Desk .....	\$6,000
Ragged Desk .....	\$6,000
Comfort Desk .....	\$6,000
Brick Desk .....	\$9,000
Camp Desk .....	\$9,000
Hard Desk .....	\$9,000

Forttree Furniture Shop (Right) \

Item Name .....	Cost
Small Chair .....	\$2,000
Pokémon Chair .....	\$2,000
Heavy Chair .....	\$2,000
Ragged Chair .....	\$2,000
Comfort Chair .....	\$2,000
Brick Chair .....	\$2,000
Camp Chair .....	\$2,000
Hard Chair .....	\$2,000

Heal up at the Pokémon Center, then head over to the Gym. When you reach the force that blocked you earlier, simply use the Devon Scope to reveal another Kecleon. This one simply runs away.

Enter the Gym.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Fortree Gym  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
No wild Pokémon are to be found in this location.			
=====			
Trainers' Pokémon:	Doduo Lv. 30		
	Swablu Lv. 30		
	Tailow Lv. 29, Swellow Lv. 29		
	Wingull Lv. 28, Pelipper Lv. 28, Swellow Lv. 28		

This Gym has a series of turning figures. You'll understand what I mean soon enough.

Go to the first one... (The diagrams are merely meant to show the figures, not their actual positions, okay?)

_| Stand below the left offshoot, then go right. Battle the Trainer, then  
| you'll arrive at the next one.

____ Stand to the left of the lower offshoot. Go right, then go one step east  
| and one north. Battle the Trainer. Push the offshoot down, then go  
around and north. You'll arrive at this next configuration.

| _| Push the "L" up. Get below the other's offshoot and move right. Go on  
|_ | around to the "L" and stand in its "corner" (the |_ in the diagram),  
push it right and down. Go east, push the other figure west, and go  
along the path to find a trainer and another configuration.

| _____ Get into the southern L's corner and push it east. Go to the  
|__ | northeast figure, push it east, and battle the Trainer. Go  
| now and push the last-used figure's offshoot south. Go around  
___| to the northern L south, then go around to push the other one  
northward. Push the last figure east again, then just go  
along the path to the Gym Leader.

| BOSS: Gym Leader Winona \

---

| Pokémon: Swellow (Lv. 31) Normal/Flying  
| Skarmory (Lv. 31) Steel/Flying  
| Pelipper (Lv. 30) Water/Flying  
| Altaria (Lv. 33) Dragon/Flying

---

| Swellow is weak to Ice, Rock, and Electric. It is immune to Ghost and  
| Ground.

| Skarmory is weak to Fire and Electric. It is immune to Ground and Poison.  
| It is worth noting its resistances: Grass (1/4), Bug (1/4), Normal, Ghost,  
| Flying, Psychic, Dark, Steel, and Dragon. Be careful.

| Pelipper is weak to Electric (4x) and Rock. It is immune to Ground.

Altaria is weak to Ice (4x), Dragon, and Rock. It is immune to Ground. Do not use a Rock, Electric, Poison, Fire, and Steel - it knows Earthquake.

Recommendations:

~ Graveler/Golem/Electric-type -> Swellow, Pelipper

~ Fire or Electric-type -> Skarmory

~ Someone with Ice Beam -> Altaria

Generally, an Electric type (ie. Manectric) and an Ice Beam user (I think Gyarados is fine, or Tentacruel?) will work fine. Level should be 35+.

For winning, you will earn your sixth Badge, the Feather Badge. You will be given TM40, Aerial Ace, a 60-Power no-miss Flying-type move. Finally, you get to use Fly out of battles, and all traded Pokémon up to Lv. 70 will obey you.

+++++

++ Section VII- Mind Badge **PKMN47** ++

+++++

))))))))) Fortree Gym

We're done here - head west, jump over the ledges, and leave.

))))))))) Fortree City

Fortree PokéMart \	
Item Name .....	Cost
Great Ball .....	\$600
Ultra Ball .....	\$1,200
Super Potion .....	\$700
Hyper Potion .....	\$1,200
Antidote .....	\$100
Parlyz Heal .....	\$250
Awakening .....	\$200
Revive .....	\$1,500
Super Repel .....	\$500
Wood Mail .....	\$50

Fortree Furniture Shop (Left) \	
Item Name .....	Cost
Small Desk .....	\$3,000
Pokémon Desk .....	\$3,000
Heavy Desk .....	\$6,000
Ragged Desk .....	\$6,000
Comfort Desk .....	\$6,000



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Pokémon Species	Pokémon Type	Level Range	Version
Duskull	Ghost	26 to 28	Ruby
Shuppet	Ghost	26 to 28	Sapphire
Zigzagoon	Normal	26 to 28	Both
Linoone	Normal	26 to 28	Both
Oddish	Grass/Poison	26 to 28	Both
Gloom	Grass/Poison	26 to 28	Both
Wingull	Water/Flying	26 to 28	Both

Trainers' Pokémon: Incomplete.

As you head east, after the battling the first Trainer, head north to find a variety of Berries. Further east, you'll find a few Team Aqua/Magma members. Cut the tree to their north and go into the building.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Safari Zone (Route 121)  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Southeastern Section (Entrance)			
Pokémon Species	Pokémon Type	Level Range	Version
Girafarig	Psychic	24 to 28	Both
Natu	Psychic/Flying	24 to 28	Both
Oddish	Grass/Poison	24 to 28	Both
Gloom	Grass/Poison	24 to 28	Both
Wobbuffet	Psychic	24 to 28	Both
Pikachu	Electric	24 to 28	Both
Doduo	Normal/Flying	24 to 28	Both

Southwestern Section			
Pokémon Species	Pokémon Type	Level Range	Version
Girafarig	Psychic	24 to 28	Both
Natu	Psychic/Flying	24 to 28	Both
Oddish	Grass/Poison	24 to 28	Both
Gloom	Grass/Poison	24 to 28	Both
Wobbuffet	Psychic	24 to 28	Both
Pikachu	Electric	24 to 28	Both
Doduo	Normal/Flying	24 to 28	Both

Northwestern Section (Need Mach Bike)			
Pokémon Species	Pokémon Type	Level Range	Version
Rhyhorn	Rock/Ground	24 to 28	Both
Lairon	Steel/Rock	24 to 28	Both
Oddish	Grass/Poison	24 to 28	Both
Pinsir	Bug	24 to 28	Both
Gloom	Grass/Poison	24 to 28	Both



Doduo	Normal/Flying	24 to 28	Both
Dodrio	Normal/Flying	24 to 28	Both
-----<			
Northeastern Section (Need Arco Bike)			
-----<			
Pokémon Species	Pokémon Type	Level Range	Version
Natu	Psychic/Flying	24 to 28	Both
Xatu	Psychic/Flying	24 to 28	Both
Oddish	Grass/Poison	24 to 28	Both
Gloom	Grass/Poison	24 to 28	Both
Heracross	Bug/Fighting	24 to 28	Both
Phanpy	Ground	24 to 28	Both
=====			
Trainers' Pokémon: I think none are here.			

The Safari Zone is simply a place where you can catch rare Pokémon. To start, go into the building and pay \$500.

Inside, you simply run around on the grass or water to battle Pokémon. However, you have a limited number of steps you can take in here before you leave.

To catch Pokémon in a battle, you are not using your party. No, instead, you simply can get closer or use bait (I think). The former will increase the Pokémon's chance of fleeing AND of being captured; the latter does the exact opposite by reducing both. Now, you probably should throw a Safari Ball first to see if you get lucky. If not, get closer and throw. However, try not to use up too many Safari Balls - they, too, are limited.

For the record, a good strategy to save steps is to repeatedly use Sweet Scent.

Exit whenever you get done.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Route 121  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Duskull	Ghost	26 to 28	Ruby
Shuppet	Ghost	26 to 28	Sapphire
Zigzagoon	Normal	26 to 28	Both
Linoone	Normal	26 to 28	Both
Oddish	Grass/Poison	26 to 28	Both
Gloom	Grass/Poison	26 to 28	Both
Wingull	Water/Flying	26 to 28	Both
=====			
Trainers' Pokémon: Incomplete.			

Go south of the Safari Zone and onto the water. Surf southward and around to the mountain's southern side to find the entrance to Mt. Pyre, the burial grounds for dead Pokémon.





TM43 (Secret Power)	\$3,000
>~~~~~<	
Protein	\$9,800
Iron	\$9,800
Carbos	\$9,800
Zinc	\$9,800
Calcium	\$9,800
HP Up	\$9,800
>~~~~~<	
Red Brick	\$500
Yellow Brick	\$500
Blue Brick	\$500
Red Balloon	\$500
Blue Balloon	\$500
Yellow Balloon	\$500
C Low Note Mat	\$500
D Note Mat	\$500
E Note Mat	\$500
F Note Mat	\$500
G Note Mat	\$500
A Note Mat	\$500
B Note Mat	\$500
C High Note Mat	\$500

Heal up at the Pokémon Center, then head northeast. Speak with Captain Stern, who is being interviewed by Gabby and Ty. He'll speak that he made a discovery on Route 128, an underwater cavern that may have had extinct Pokémon in it or something.

Then Archie/Maxie will speak over the loudspeakers - they're taking the sub! You'll be taken into the harbor, where you'll see Archie/Maxie flee in the submarine; before doing so, though, he reveals the location of their hideout: Lilycove City.

Stern will speak some more.

Leave and Fly over to Fortree.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Fortree City  
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Fortree PokéMart \	
Item Name	Cost
=====	
Great Ball	\$600
Ultra Ball	\$1,200
Super Potion	\$700
Hyper Potion	\$1,200
Antidote	\$100
Parlyz Heal	\$250
Awakening	\$200
Revive	\$1,500
Super Repel	\$500
Wood Mail	\$50

Fortree Furniture Shop (Left) \

Item Name	Cost
Small Desk	\$3,000
Pokémon Desk	\$3,000
Heavy Desk	\$6,000
Ragged Desk	\$6,000
Comfort Desk	\$6,000
Brick Desk	\$9,000
Camp Desk	\$9,000
Hard Desk	\$9,000

Fortree Furniture Shop (Right) \

Item Name	Cost
Small Chair	\$2,000
Pokémon Chair	\$2,000
Heavy Chair	\$2,000
Ragged Chair	\$2,000
Comfort Chair	\$2,000
Brick Chair	\$2,000
Camp Chair	\$2,000
Hard Chair	\$2,000

Restore your party's health at the Pokémon Center if you didn't do so earlier, then head east to Route 120.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 120  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Kecleon	Normal	26 to 28	Both
Marill	Water	26 to 28	Both
Zigzagoon	Normal	26 to 28	Both
Linoone	Normal	26 to 28	Both
Oddish	Grass/Poison	26 to 28	Both
Absol	Dark	26 to 28	Both

Trainers' Pokémon: Incomplete.

Simply go along the Route as before to Route 121.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 121  
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Pokémon Species	Pokémon Type	Level Range	Version
Duskull	Ghost	26 to 28	Ruby
Shuppet	Ghost	26 to 28	Sapphire
Zigzagoon	Normal	26 to 28	Both
Linoone	Normal	26 to 28	Both
Oddish	Grass/Poison	26 to 28	Both
Gloom	Grass/Poison	26 to 28	Both

Wingull	Water/Flying	26 to 28	Both
=====			
Trainers' Pokémon: Incomplete.			

Head east to the Safari Zone. Go south of there, then east. Head north and west to be able to grab a Carbos by weaving through the maze. Return to the fork, go east, south, east, south, and west to find some Nanab Berries.

Further east is the major shopping/port city of Hoenn -- Lilycove City.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Lilycove City  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Lilycove Dept. Store (2F) (Left)	/	Trainer Basics #1
=====		
Item Name		Cost
Poké Ball		\$200
Great Ball		\$600
Ultra Ball		\$1,200
Escape Rope		\$550
Full Heal		\$600
Antidote		\$100
Parlyz Heal		\$250
Burn Heal		\$250
Ice Heal		\$250
Awakening		\$200
Fluffy Tail		\$1,000

Lilycove Dept. Store (2F) (Right)	/	Trainer Basics #2
=====		
Item Name		Cost
Potion		\$300
Super Potion		\$700
Hyper Potion		\$1,200
Max Potion		\$2,500
Revive		\$1,500
Repel		\$350
Super Repel		\$500
Max Repel		\$700
Wave Mail		\$50
Mech Mail		\$50

Lilycove Dept. Store (3F) (Left)	/	Effort Value (EV) Boosters
=====		
Item Name		Cost
Protein		\$9,800
Iron		\$9,800
Carbos		\$9,800
Zinc		\$9,800
Calcium		\$9,800
HP Up		\$9,800

Lilycove Dept. Store (3F) (Right) \ / In-Battle Stat Boosters	
Item Name	Cost
X Speed	\$350
X Special	\$350
X Attack	\$500
X Defend	\$550
Dire Hit	\$650
Guard Spec.	\$700
X Accuracy	\$950

Lilycove Dept. Store (4F) (Left) \ / Technical Machines (TMs) #1	
Item Name	Cost
TM38 (Fire Blast)	\$5,500
TM25 (Thunder)	\$5,500
TM14 (Blizzard)	\$5,500
TM15 (Hyper Beam)	\$7,500

Lilycove Dept. Store (4F) (Right) \ / Technical Machines (TMs) #2	
Item Name	Cost
TM17 (Protect)	\$3,000
TM20 (Safeguard)	\$3,000
TM33 (Reflect)	\$3,000
TM16 (Light Screen)	\$3,000

Lilycove Dept. Store (5F) (Top-Left) \ / Secret Base Decorations #1	
Item Name	Cost
Pichu Doll	\$3,000
Pikachu Doll	\$3,000
Marill Doll	\$3,000
Jigglypuff Doll	\$3,000
Duskull Doll	\$3,000
Wynaut Doll	\$3,000
Baltoy Doll	\$3,000
Kecleon Doll	\$3,000
Azurill Doll	\$3,000
Skitty Doll	\$3,000
Swablu Doll	\$3,000
Gulpin Doll	\$3,000

Lilycove Dept. Store (5F) (Top-Right) \ / Secret Base Decorations #2	
Item Name	Cost
Pika Cushion	\$2,000
Round Cushion	\$2,000
Zigzag Cushion	\$2,000
Spin Cushion	\$2,000
Diamond Cushion	\$2,000

Ball Cushion	\$2,000
Grass Cushion	\$2,000
Fire Cushion	\$2,000
Water Cushion	\$2,000

Lilycove Dept. Store (5F) (Bottom-Left) \ / Secret Base Decorations #3  
 \ /

Item Name	Cost
Ball Poster	\$1,000
Green Poster	\$1,000
Red Poster	\$1,000
Blue Poster	\$1,000
Cute Poster	\$1,000
Pika Poster	\$1,500
Long Poster	\$1,000
Sea Poster	\$1,500
Sky Poster	\$1,500

Lilycove Dept. Store (5F) (Bottom-Right) \ / Secret Base Decorations #4  
 \ /

Item Name	Cost
Surf Mat	\$4,000
Thunder Mat	\$4,000
Fire Blast Mat	\$4,000
Powder Snow Mat	\$4,000
Attract Mat	\$4,000
Fissure Mat	\$4,000
Spikes Mat	\$4,000
Glitter Mat	\$4,000
Jump Mat	\$4,000
Spin Mat	\$4,000

Lilycove Dept. Store (Roof) \ / HP-Restoring Drinks  
 \ /

Item Name	Cost
Fresh Water	\$200
Soda Pop	\$300
Lemonade	\$350

Lilycove Dept. Store (Clear-out Sale) \ / More Secret Base Decorations  
 \ /

Item Name	Cost
Mud Ball	\$200
Fence Length	\$500
Fence Width	\$500
Tire	\$800
Breakable Door	\$3,000
Solid Board	\$3,000
Sand Ornament	\$3,000
Stand	\$7,000
Slide	\$8,000
TV	\$3,000



Round TV .....	\$4,000
Cute TV .....	\$4,000
Wailmer Doll .....	\$10,000
Rhydon Doll .....	\$10,000

^  
Got cash?

Anyhow, head on over to the Pokémon Center and heal up. Go on over to the huge building to the north. You'll find your rival there for the last mandatory rival fight of the game. :/

Somewhat disappointing for a final battle.

---

BOSS: PKMN Trainer May/Brendan \

---

Pokémon [if you chose Treecko]: Swellow (Lv. 31) Normal/Flying  
Shroomish (Lv. 32) Grass/Poison  
Wailmer (Lv. 32) Water  
Combusken (Lv. 34) Fire/Fighting

~~~~~

Pokémon [if you chose Torchic]: Swellow (Lv. 31) Normal/Flying
Shroomish (Lv. 32) Grass/Poison
Numel (Lv. 32) Fire/Ground
Marshomp (Lv. 34) Water/Ground

~~~~~

Pokémon [if you chose Mudkip]: Swellow (Lv. 31) Normal/Flying  
Numel (Lv. 32) Fire/Ground  
Wailmer (Lv. 32) Water  
Grovyale (Lv. 34) Grass

=====

Swellow is weak to Ice, Rock, and Electric. It is immune to Ground and Ghost.

Combusken is weak to Water, Ground, Flying, and Psychic.

Shroomish is weak to Fire, Ice, Flying, and Psychic.

Wailmer is weak to Grass and Electric.

Marshomp is weak to Grass (4x). It is immune to Electric.

Numel is weak to Rock and Water (4x). It is immune to Electric.

Grovyale is weak to Fire, Ice, Flying, Bug, and Poison.

Recommendations:

- ~ Tentacruel/Gyarados/Swampert -> Combusken, Numel
- ~ Breloom/Grovyale/Sceptile -> Wailmer, Marshomp
- ~ Swellow/Skarmory/Combusken/Blaziken -> Shroomish, Grovyale
- ~ Graveler/Golem/Electric-type -> Swellow

All participating Pokémon should be Lv. 37+.

---

After winning, you can enter the nearby Dept. Store. On 1F, you can obtain a Lotto Ticket. In this, you are given five numbers, and then rewards based on the number of matches with your Pokémon's ID numbers. The big prize, with a one-ID chance of 1/100000 (0.00001%), is the Master Ball. Upstairs from here, you can get a lot of different items.

Exit whenever you get done. South of the Pokémon Center is the Master Rank Contest House. East of the Dept. Store is the Move Deleter's house - he will delete any move in your Pokémon's moveset, including HM moves. On the path southeast of the Contest House is a Max Repel.

There is little else to mention here, I think. Head east of the Dept. Store, down the ledges, east, then Surf up into the cavern.

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 Team Aqua/Team Magma Secret Base  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Electrode (item ball)	Electric	?	Both
Trainers' Pokémon: Incomplete.			

When you enter the cave (the base), go north to the ground. Go on and defeat the Grunt, then go through the doorway.

At this point, the bases are different. Take whatever path you need to use. The second room has some teleporters - one leads to four items. Two are Electrodes; one is a Nugget; the last one is a Master Ball. A Master Ball is the greatest Poké Ball in this game. It has the ability to catch any wild Pokémon without fail. You'll probably only get one per file, so save this for a while.

My walkthrough kinda fails here. Simply follow the path to a room with a bunch of water. You'll find an Admin to battle.

BOSS: Team Aqua Admin Matt \ Pokémon Sapphire ONLY \  
 Pokémon: Carvanha (Lv. 32) Water/Dark  
 Mightyena (Lv. 32) Dark  
 Sharpedo (Lv. 32) Water/Dark

Carvanha is weak to Electric, Grass, Fighting, and Bug. It is immune to Psychic. Additionally, it has the Rough Skin ability, meaning that if you physically attack it, the attacker loses ~6.25% of their HP. All of this also applies to Sharpedo.

Mightyena is weak to Fighting and Bug, and is immune to Psychic.

Recommendations: There's not really anything too specific you need to go with here. Your starter should be just fine, although Combusken and Blaziken are weak to Water (from Carvanha), which is best countered with a Fighting move. Regardless, those participating should be around Lv. 33.

BOSS: Team Aqua Admin Tabitha \ Pokémon Ruby ONLY \  
 Pokémon: Numel (Lv. 28) Fire/Ground  
 Mightyena (Lv. 28) Dark  
 Camerupt (Lv. 28) Fire/Ground

Numel is weak to Water (4x), Rock (?), and Ground (?). It is also immune to Electric. This also applies to Camerupt.

Mightyena is weak to Fighting and Bug, and is immune to Psychic.

Recommendations: There's not really anything too specific you need to go with here. Your starter should be just fine, although Grovyle or Sceptile may have a bit of trouble with Numel if they have all Grass moves... which they shouldn't, anyhow. Of course, your Surf Pokémon (if you've been raising it) or just a Water-type will work fine. Level should be 33+.

After the battle, the Admin will tell you that the sub's preparations are ready, then the submarine flees. You need to leave, too.

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 Lilycove City  
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Lilycove Dept. Store (2F) (Left) \	/ Trainer Basics #1
Item Name	Cost
Poké Ball	\$200
Great Ball	\$600
Ultra Ball	\$1,200
Escape Rope	\$550
Full Heal	\$600
Antidote	\$100
Parlyz Heal	\$250
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$200
Fluffy Tail	\$1,000

Lilycove Dept. Store (2F) (Right) \	/ Trainer Basics #2
Item Name	Cost
Potion	\$300
Super Potion	\$700
Hyper Potion	\$1,200
Max Potion	\$2,500
Revive	\$1,500
Repel	\$350
Super Repel	\$500
Max Repel	\$700
Wave Mail	\$50
Mech Mail	\$50

Lilycove Dept. Store (3F) (Left) \	/ Effort Value (EV) Boosters
Item Name	Cost
Protein	\$9,800
Iron	\$9,800
Carbos	\$9,800
Zinc	\$9,800
Calcium	\$9,800
HP Up	\$9,800

Lilycove Dept. Store (3F) (Right) \ / In-Battle Stat Boosters	
Item Name	Cost
X Speed	\$350
X Special	\$350
X Attack	\$500
X Defend	\$550
Dire Hit	\$650
Guard Spec.	\$700
X Accuracy	\$950

Lilycove Dept. Store (4F) (Left) \ / Technical Machines (TMs) #1	
Item Name	Cost
TM38 (Fire Blast)	\$5,500
TM25 (Thunder)	\$5,500
TM14 (Blizzard)	\$5,500
TM15 (Hyper Beam)	\$7,500

Lilycove Dept. Store (4F) (Right) \ / Technical Machines (TMs) #2	
Item Name	Cost
TM17 (Protect)	\$3,000
TM20 (Safeguard)	\$3,000
TM33 (Reflect)	\$3,000
TM16 (Light Screen)	\$3,000

Lilycove Dept. Store (5F) (Top-Left) \ / Secret Base Decorations #1	
Item Name	Cost
Pichu Doll	\$3,000
Pikachu Doll	\$3,000
Marill Doll	\$3,000
Jigglypuff Doll	\$3,000
Duskull Doll	\$3,000
Wynaut Doll	\$3,000
Baltoy Doll	\$3,000
Kecleon Doll	\$3,000
Azurill Doll	\$3,000
Skitty Doll	\$3,000
Swablu Doll	\$3,000
Gulpin Doll	\$3,000

Lilycove Dept. Store (5F) (Top-Right) \ / Secret Base Decorations #2	
Item Name	Cost
Pika Cushion	\$2,000
Round Cushion	\$2,000
Zigzag Cushion	\$2,000

Spin Cushion	\$2,000
Diamond Cushion	\$2,000
Ball Cushion	\$2,000
Grass Cushion	\$2,000
Fire Cushion	\$2,000
Water Cushion	\$2,000

Lilycove Dept. Store (5F) (Bottom-Left) \ / Secret Base Decorations #3  
 \ /

Item Name	Cost
Ball Poster	\$1,000
Green Poster	\$1,000
Red Poster	\$1,000
Blue Poster	\$1,000
Cute Poster	\$1,000
Pika Poster	\$1,500
Long Poster	\$1,000
Sea Poster	\$1,500
Sky Poster	\$1,500

Lilycove Dept. Store (5F) (Bottom-Right) \ / Secret Base Decorations #4  
 \ /

Item Name	Cost
Surf Mat	\$4,000
Thunder Mat	\$4,000
Fire Blast Mat	\$4,000
Powder Snow Mat	\$4,000
Attract Mat	\$4,000
Fissure Mat	\$4,000
Spikes Mat	\$4,000
Glitter Mat	\$4,000
Jump Mat	\$4,000
Spin Mat	\$4,000

Lilycove Dept. Store (Roof) \ / HP-Restoring Drinks  
 \ /

Item Name	Cost
Fresh Water	\$200
Soda Pop	\$300
Lemonade	\$350

Lilycove Dept. Store (Clear-out Sale) \ / More Secret Base Decorations  
 \ /

Item Name	Cost
Mud Ball	\$200
Fence Length	\$500
Fence Width	\$500
Tire	\$800
Breakable Door	\$3,000
Solid Board	\$3,000
Sand Ornament	\$3,000
Stand	\$7,000

Slide .....	\$8,000
TV .....	\$3,000
Round TV .....	\$4,000
Cute TV .....	\$4,000
Wailmer Doll .....	\$10,000
Rhydon Doll .....	\$10,000

Heal up at the Pokémon Center, then head east onto Route 124, heading east.

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Route 124  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both
Trainers' Pokémon: Incomplete.			

Fairly simple Route. Beat up some Trainers as you wish, then just sail east. Ignore the darker water for now - just head east into Mossdeep City.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Mossdeep City  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Item Name	Cost
Ultra Ball	\$1,200
Net Ball	\$1,000
Dive Ball	\$1,000
Hyper Potion	\$1,200
Full Heal	\$600
Revive	\$1,500
Max Repel	\$700
X Attack	\$500
X Defend	\$550

Once you enter the city, head on over to the Pokémon Center to heal. Then head to the northwesternmost house, Steven Stone's house. He'll speak with you, then hand you HM08.

HM08 contains Dive. Dive is a Water-type move that is slightly weaker than Surf. The user will go underwater on one turn (remaining impervious to all damage, except from Surf), then strike on the next. Once you obtain the proper badge, you can use it to go underwater, using those dark spots, like those on Route 124, outside of battle.

Leave and get onto the dirt path heading southeast. When possible, go down the stairs and east to find a Net Ball. Return to the path, then head north and along the far western path and into the house. Speak with the man inside to be able to obtain a Super Rod.

Return to the fork and go upstairs to the Rocket Center. Go north and speak to

the guy to get a Sun Stone.

That's it. Make sure you have TWO (or more) Pokémon and head into the Gym.

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Mossdeep Gym  
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Pokémon Species	Pokémon Type	Level Range	Version
None.			
Trainers' Pokémon: Kirlia Lv. 37			
	Xatu Lv. 37		
	Ralts Lv. 36, Kirlia Lv. 36		
	Kadabra Lv. 36, Kirlia Lv. 36		
	Ralts Lv. 36, Kadabra Lv. 36		
	Natu Lv. 35, Kadabra Lv. 35, Girafarig Lv. 35		

When you enter the Gym...

- Go on the right arrows nearest the entrance.
- Battle the Trainer and flip the switch.
- Get on the northbound arrows.
- Get on the southbound arrows.
- Flip the switch.
- Get on the southbound arrows.
- Flip the switch to the west.
- Go near the entrance and on the arrows to the west.
- Defeat the Trainer.
- Hit the northbound arrows.
- Defeat the Trainer.
- Flip the switch.
- Get on the southbound arrows.
- Get on the westbound arrows.
- Battle the Gym Leaders.

BOSS: Gym Leaders Tate & Liza \

---

Pokémon: Lunatone (Lv. 42) Rock/Psychic  
Solrock (Lv. 42) Rock/Psychic

---

Both Pokémon are weak to Grass, Water, Dark, Bug, and Ghost moves. They are immune to Ground. They resist Rock, Psychic, Normal, Fire, Poison, Flying, and Fighting.

Recommendations: A Water Pokémon (such as Swampert) or a Water/Dark Pokémon (such as Sharpedo). This is because the others are less easily accessible. As for Grass, Solrock knows Flamethrower. A participator should be Lv. 44+.

For winning, you will be given the penultimate Hoenn Badge, the Mind Badge. You will be given TM04 (Calm Mind), and the ability to use Dive outside of battle.

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 Mossdeep Gym  
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Use the teleporter to the right, then leave.

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 Mossdeep City  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Item Name	Cost
Ultra Ball	\$1,200
Net Ball	\$1,000
Dive Ball	\$1,000
Hyper Potion	\$1,200
Full Heal	\$600
Revive	\$1,500
Max Repel	\$700
X Attack	\$500
X Defend	\$550

Okay, we are going to be doing quite a bit of legendary hunting. Buy a BUNCH of Ultra Balls, firstly. Then go and catch a Wailmer and level it up until it becomes a Wailord. Then find some dark water to the south, Dive down into the water, and enter the "grass" and try to catch Relicanth. You will also need a Pokémon with Dig.

FROM HERE ON OUT, I WILL BE LISTING THE PROCESS OF OBTAINING THE THREE REGI'S. YOU DO NOT HAVE TO DO THIS - IF YOU WOULD WISH TO SKIP THIS, GO ON DOWN TO THE MOSSDEEP SECTION A LONG WAYS BELOW. (Just CTRL+F those ~ lines a few times.)

If you ARE going for them, go south of Mossdeep onto Route 126.

~~~~~  
 THE LONG REGI-CATCHING SECTION BEGINS HERE.
 ~~~~~

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 Route 126  
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Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both

=====  
 Trainers' Pokémon: Incomplete.



South, I say!

))))))))))

Route 127

))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both
Trainers' Pokémon: Incomplete.			

South, I say!

))))))))))

Route 128

))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both
Trainers' Pokémon: Incomplete.			

South, I say!

))))))))))

Route 129

))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both
Wailord	Water	?	Both
Trainers' Pokémon: Incomplete.			

South, I say! Then west.

))))))))))

Route 130

))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both
Wynaut (Mirage Isle)	Psychic	5 to 50	Both
Trainers' Pokémon: Incomplete.			

I say "West"!

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Route 131  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both

=====  
Trainers' Pokémon: Incomplete.

I say "West"!

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Pacifidlog Town  
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I say -- *shot*

When you finally arrive, head into the Pokémon Center and heal up. Go into the southeasternmost house and speak with the man inside. If you're lucky, this man will tell you that he sees Mirage Island. If he does, yay. You can find this place on Route 130. It is SWARMING with Wynaut and some Leichi Berries.

Anyhow, Surf west onto Route 132.

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Routes 132 through 134  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both

=====  
Trainers' Pokémon: Incomplete.

Begin by taking every possible lowest path. It is that simple through Routes 132 and 133.

Once you hit an nearly-square island, you'll also hit Route 134. Get on the southwesternmost tile, go up two, and Surf west. You'll reach some calm, dark water. Dive.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Underwater  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Go southward for a while. You'll soon come to a rock with some dents in it. This is "visual Braille". Wonder who's the jerk who thought THIS up?

Anyhow, the message reads "Go up here." Resurface via Dive.



Lavaridge PokéMart \

---

Item Name	Cost
Great Ball	\$600
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$250
Awakening	\$200
Burn Heal	\$250
Revive	\$1,500
Super Repel	\$500
X Speed	\$350

Lavaridge Herbal Shop \

---

Item Name	Cost
Energypowder	\$500
Energy Root	\$800
Heal Powder	\$450
Revival Herb	\$2,800

Head east onto Route 112.

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Route 112 (South)  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

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Pokémon Species	Pokémon Type	Level Range	Version
Machop	Fighting	14 to 16	Both
Numel	Fire/Ground	14 to 16	Both

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Trainers' Pokémon: The data is incomplete.

Head east to Route 111.

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Route 111  
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Pokémon Species	Pokémon Type	Level Range	Version
Baltoy	Ground/Psychic	Unknown	Both
Cacnea	Grass/Ground	Unknown	Both
Sandshrew	Ground	Unknown	Both
Trapinch	Ground	Unknown	Both
Lileep (fossil)	Grass/Rock	-----	Both; 1/file
Anorith (fossil)	Bug/Rock	-----	Both; 1/file

---

Trainers' Pokémon: The data is incomplete.

Go into the desert, then as far south as possible. You will soon find a large, open rock. Go inside.







Lilycove Dept. Store (2F) (Left) \ / Trainer Basics #1	
Item Name	Cost
Poké Ball	\$200
Great Ball	\$600
Ultra Ball	\$1,200
Escape Rope	\$550
Full Heal	\$600
Antidote	\$100
Parlyz Heal	\$250
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$200
Fluffy Tail	\$1,000

Lilycove Dept. Store (2F) (Right) \ / Trainer Basics #2	
Item Name	Cost
Potion	\$300
Super Potion	\$700
Hyper Potion	\$1,200
Max Potion	\$2,500
Revive	\$1,500
Repel	\$350
Super Repel	\$500
Max Repel	\$700
Wave Mail	\$50
Mech Mail	\$50

Lilycove Dept. Store (3F) (Left) \ / Effort Value (EV) Boosters	
Item Name	Cost
Protein	\$9,800
Iron	\$9,800
Carbos	\$9,800
Zinc	\$9,800
Calcium	\$9,800
HP Up	\$9,800

Lilycove Dept. Store (3F) (Right) \ / In-Battle Stat Boosters	
Item Name	Cost
X Speed	\$350
X Special	\$350
X Attack	\$500
X Defend	\$550
Dire Hit	\$650
Guard Spec.	\$700
X Accuracy	\$950

Lilycove Dept. Store (4F) (Left) \ / Technical Machines (TMs) #1	
------------------------------------------------------------------	--



Item Name	Cost
TM38 (Fire Blast)	\$5,500
TM25 (Thunder)	\$5,500
TM14 (Blizzard)	\$5,500
TM15 (Hyper Beam)	\$7,500

Lilycove Dept. Store (4F) (Right) \ / Technical Machines (TMs) #2	
Item Name	Cost
TM17 (Protect)	\$3,000
TM20 (Safeguard)	\$3,000
TM33 (Reflect)	\$3,000
TM16 (Light Screen)	\$3,000

Lilycove Dept. Store (5F) (Top-Left) \ / Secret Base Decorations #1	
Item Name	Cost
Pichu Doll	\$3,000
Pikachu Doll	\$3,000
Marill Doll	\$3,000
Jigglypuff Doll	\$3,000
Duskull Doll	\$3,000
Wynaut Doll	\$3,000
Baltoy Doll	\$3,000
Kecleon Doll	\$3,000
Azurill Doll	\$3,000
Skitty Doll	\$3,000
Swablu Doll	\$3,000
Gulpin Doll	\$3,000

Lilycove Dept. Store (5F) (Top-Right) \ / Secret Base Decorations #2	
Item Name	Cost
Pika Cushion	\$2,000
Round Cushion	\$2,000
Zigzag Cushion	\$2,000
Spin Cushion	\$2,000
Diamond Cushion	\$2,000
Ball Cushion	\$2,000
Grass Cushion	\$2,000
Fire Cushion	\$2,000
Water Cushion	\$2,000

Lilycove Dept. Store (5F) (Bottom-Left) \ / Secret Base Decorations #3	
Item Name	Cost
Ball Poster	\$1,000
Green Poster	\$1,000
Red Poster	\$1,000
Blue Poster	\$1,000
Cute Poster	\$1,000

Pika Poster .....	\$1,500
Long Poster .....	\$1,000
Sea Poster .....	\$1,500
Sky Poster .....	\$1,500

Lilycove Dept. Store (5F) (Bottom-Right) \ / Secret Base Decorations #4	
V	
Item Name .....	Cost
=====	
Surf Mat .....	\$4,000
Thunder Mat .....	\$4,000
Fire Blast Mat .....	\$4,000
Powder Snow Mat .....	\$4,000
Attract Mat .....	\$4,000
Fissure Mat .....	\$4,000
Spikes Mat .....	\$4,000
Glitter Mat .....	\$4,000
Jump Mat .....	\$4,000
Spin Mat .....	\$4,000

Lilycove Dept. Store (Roof) \ / HP-Restoring Drinks		
Item Name .....		Cost
=====		
Fresh Water .....	\$200	
Soda Pop .....	\$300	
Lemonade .....	\$350	

Lilycove Dept. Store (Clear-out Sale) \ / More Secret Base Decorations	
\\	
Item Name .....	Cost
=====	
Mud Ball .....	\$200
Fence Length .....	\$500
Fence Width .....	\$500
Tire .....	\$800
Breakable Door .....	\$3,000
Solid Board .....	\$3,000
Sand Ornament .....	\$3,000
Stand .....	\$7,000
Slide .....	\$8,000
TV .....	\$3,000
Round TV .....	\$4,000
Cute TV .....	\$4,000
Wailmer Doll .....	\$10,000
Rhydon Doll .....	\$10,000

West, I say!

*is shot again*

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Route 121  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species		Pokémon Type		Level Range		Version	
-----------------	--	--------------	--	-------------	--	---------	--

Pokémon Species	Pokémon Type	Level Range	Version
Duskull	Ghost	26 to 28	Ruby
Shuppet	Ghost	26 to 28	Sapphire
Zigzagoon	Normal	26 to 28	Both
Linoone	Normal	26 to 28	Both
Oddish	Grass/Poison	26 to 28	Both
Gloom	Grass/Poison	26 to 28	Both
Wingull	Water/Flying	26 to 28	Both

Trainers' Pokémon: Incomplete.

West some more.

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Route 120  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Kecleon	Normal	26 to 28	Both
Marill	Water	26 to 28	Both
Zigzagoon	Normal	26 to 28	Both
Linoone	Normal	26 to 28	Both
Oddish	Grass/Poison	26 to 28	Both
Absol	Dark	26 to 28	Both

Trainers' Pokémon: Incomplete.

Head west, then west at the fork, then north. You'll find another rock configuration similar to the previous two, save that is in a grassy setting. Go into the cave.

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Ancient Tomb  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Registeel	Steel	40	Both

Trainers' Pokémon: None.

This Braille in this room says...

"With new time, hope and love, aim to the sky in the middle."

Exmaine the Braille, then head to the very center of the room. Use Fly and a door will open (and I think your Pokémon hit the ceiling. =P). Anyhow, enter the room.

You'll find Registeel inside. Save and battle it.

Special Encounter: Registeel
Level: Level 40.
Type : Steel.
Moves: - Superpower

- | - Curse
- | - Metal Claw
- | - Ancientpower

| Registeel is weak to Ground, Fighting, and Fire. It is immune to Poison.  
 | It resists all other types, except Water and Electric.

| There are several ways to go about this. You should try damaging it as  
 | little as possible each turn, until you think the next move will cause a  
 | KO. Next, put a non-damaging status on it (Paralysis or Sleep). You can  
 | fire Ultra Balls are it. The only way to make it better, aside from  
 | wasting the Master Ball, is to use False Swipe.

After the battle, leave.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Route 120  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Kecleon	Normal	26 to 28	Both
Marill	Water	26 to 28	Both
Zigzagoon	Normal	26 to 28	Both
Linoone	Normal	26 to 28	Both
Oddish	Grass/Poison	26 to 28	Both
Absol	Dark	26 to 28	Both

Trainers' Pokémon: Incomplete.

Okay, that's done with. Fly back to Mossdeep.

~~~~~  
 THE LONG REGI-CATCHING SECTION ENDS HERE.
 ~~~~~

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Mossdeep City  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Mossdeep PokéMart \

Item Name	Cost
Ultra Ball	\$1,200
Net Ball	\$1,000
Dive Ball	\$1,000
Hyper Potion	\$1,200
Full Heal	\$600
Revive	\$1,500
Max Repel	\$700
X Attack	\$500
X Defend	\$550

Okay, we're going to do another optional thing, but it is very short.

Heal up at the Pokémon Center, then go down the stairs. Surf north a while and...

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 125  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both

=====  
Trainers' Pokémon: Incomplete.

...you will be able to find Shoal Cave. Go inside.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Shoal Cave (Route 125)  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Zubat	Poison/Flying	?	Both
Golbat	Poison/Flying	?	Both
Snorunt	Ice	?	Both
Spheal	Water/Ice	?	Both

=====  
Trainers' Pokémon: Incomplete.

When you enter, go along the eastern path. This man is asking for some Shoal Shells and Shoal Salt - four of each, in fact. The former can only be found when the water is high; the latter, only when the water is low. I think it will change every nine hours, unless the battery has dried, like mine. Mine is therefore stuck on the low spell.

<= LOW TIDE STUFF =>

If the water is low, go downstairs and north into the next room. Go upstairs, east at the fork, and then downstairs.

Examine the mound to the east to find a Shoal Salt, and the item to the east is an Ice Heal. Go up the multiple staircases and up the ladder.

Go west, across the bridge, south, across the bridge to the east, north, and down the ladder.

Go west and through the doorway.

Go west, north, and east to find some Shoal Salt. Return to the doorway's location, go south, and grab the Shoal Salt. You go back through the doorway.

Head east, grab the Shoal Salt, push the Strength boulder, and go down the ladder.

Here, in this icy area, you may find Snorunt. Go across the ice heading south twice. Get on the row above the bottom and go west, north, north, west,

south, south, east, north. Get beside the land rock, go north, west, north, east, south. Get south of the westernmost rock; head north, east, south, west, north, west, south, west, north, east, and south. This item is TM07, Hail.

You are now done. Leave when desired.

<= HIGH TIDE STUFF =>

My games' batteries are very old and have dried out, all amazingly stuck on low tide. I would appreciate some info - my contact info is in the Legal section.

Leave when done.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 125  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both
Trainers' Pokémon: Incomplete.			

Fly to Mossdeep.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Mossdeep City  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Item Name	Cost
Ultra Ball	\$1,200
Net Ball	\$1,000
Dive Ball	\$1,000
Hyper Potion	\$1,200
Full Heal	\$600
Revive	\$1,500
Max Repel	\$700
X Attack	\$500
X Defend	\$550

Heal up if needed, then head south onto Route 127.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 127  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both
Trainers' Pokémon: Incomplete.			

Somewhat hug the east side and you'll soon come to some dark water.

Dive.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Underwater  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Follow the trench south for a while. Eventually, you'll come across a doorway. Go inside and you'll find the sub Team Magma/Aqua stole back in Slateport.

Surface.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Seafloor Cavern  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Zubat	Poison/Flying	?	Both
Golbat	Poison/Flying	?	Both
=====			
Trainers' Pokémon: Incomplete.			

Go north and through the door.

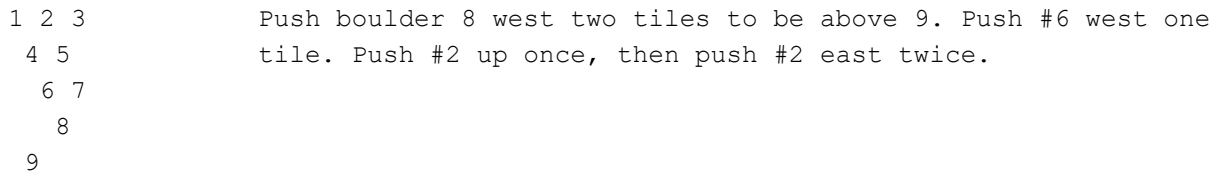
Go west and break the Rock Smash rock. Push the Strength boulder nearby down one tile. Go east and push that one east one tile. Go north to find a Grunt. Go through the door to the north.

Push the Strength boulder one tile north. Go east and push it two tiles. Go west and push it one tile. Break the rock after pushing the boulder. Go north and push it. Go west, break the rock, push the boulder, and go through the doorway.

Exit out of there. Push the boulder south, break the rock to the east, push the boulder to the east, and go into this northeastern room.

Go east, and then Surf onto the eastbound current, then the northbound current, then eastbound current. Then head west and north through the door.

You'll find a boulder configuration like this...



Continue north to fight the Admin you fought at the Weather Institute.

BOSS: Team Aqua Admin Shelly \ Pokémon Sapphire ONLY \
Pokémon: Sharpedo (Lv. 38) Water/Dark
Mightyena (Lv. 38) Dark
-----
Sharpedo is weak to Electric, Grass, Fighting, and Bug. It is immune to
Psychic. Additionally, it has the Rough Skin ability, meaning that if you

| physically attack it, the attacker loses ~6.25% of their HP.  
|  
| Mightyena is weak to Fighting and Bug, and is immune to Psychic.  
|  
| Recommendations: There's not really anything too specific you need to go  
| with here. Your starter should be just fine, although Combusken and  
| Blaziken are weak to Water (from Carvanha), which is best countered with a  
| Fighting move. Regardless, those participating should be around Lv. 44.  
|

---

| BOSS: Team Aqua Admin Courtney \ Pokémon Ruby ONLY \  
|  
| Pokémon: Camerupt (Lv. 38) Fire/Ground  
Mightyena (Lv. 38) Dark
Camerupt is weak to Water (4x), Rock (?), and Ground (?). It is also
immune to Electric.
Mightyena is weak to Fighting and Bug, and is immune to Psychic.
Recommendations: There's not really anything too specific you need to go
with here. Your starter should be just fine, although Grovyle or Sceptile
may have a bit of trouble with Numel if they have all Grass moves... which
they shouldn't, anyhow. Of course, your Surf Pokémon (if you've been
raising it) or just a Water-type will work fine. Level should be 44+.

After the battle, continue into the next room. Here is another configuration:

12 34            Push boulder 9 up. Push boulders A, B, and C down. Push #6 up.  
567            Push #5 left. Push #2 and #3 up. Push #6 left or right. Go  
8 9            through the door.  
ABC

Go along this steamy path, picking up TM26, Earthquake, a VERY powerful Ground move, on the way.

You'll find a Pokémon in the water/lava at the end of the path. Archie/Maxie will appear (everything to the left of the / is Sapphire; to the right, it is Ruby). He will converse on this legendary Pokémon, Kyogre/Ground, among other things. Then another battle begins.

---

| BOSS: Team Aqua Leader Archie \ Pokémon Sapphire ONLY \  
|  
| Pokémon: Mightyena (Lv. 41) Dark  
| Crobat (Lv. 41) Poison/Flying  
Sharpedo (Lv. 43) Water/Dark
Mightyena is weak to Fighting and Bug. It is immune to Psychic.
Crobat is weak to Psychic, Ice, Rock, and Electric. It is immune to
Electric.
Sharpedo is weak to Grass, Electric, Fighting, and Bug. It is immune to
Psychic. Beware using physical moves - Rough Skin will take off 6.25% of
your HP.
Recommendations:
~ Starter -> Mightyena
~ Graveler/Golem/Kadabra/Alakazam -> Crobat





Item Name	Cost
Ultra Ball	\$1,200
Hyper Potion	\$1,200
Max Potion	\$2,500
Full Heal	\$600
Revive	\$1,500
Max Repel	\$700
X Attack	\$500
X Defend	\$550
Shadow Mail	\$50

Land on the east side and heal up at the Pokémon Center, then Surf to the west to the Pokémon Mart. Buy a BUNCH of Ultra Balls. Go along the stairways and paths east of the Pokémon Mart to eventually find Steven speaking with the Sootopolis Gym Leader, Wallace. After a conversation, you'll be taken downstairs to a cavern, the Cave of Origin. You are to go in there.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Cave of Origin  
)))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Zubat	Poison/Flying	?	Both
Golbat	Poison/Flying	?	Both
Sableye	Ghost/Dark	?	Sapphire
Mawile	Steel	?	Ruby

Trainers' Pokémon: No Trainers are found here.

Go forward and through the door.

This place is simply a winding path going down several floors. You will want to bring Flash, especially if you're playing this part for the first time. A few floors down, you'll find HM07.

HM07 is Waterfall, a fairly powerful Water-type move. In battle, it simply does damage. After obtaining the eighth Badge, you can use it outside of battle to climb waterfalls - you saw a few examples in Meteor Cave and along Route 119 I believe.

Go further down and the area becomes silent. You'll find Kyogre or Groudon in the water/lava.

SAVE!!!!...

and then go in front of Kyogre/Groudon...

AFTER SAVING!!!!...

and your Orb will radiate a bright light, causing the Pokémon to approach and attack!

Special Encounter: Kyogre	POKÉMON SAPPHIRE ONLY
---------------------------	-----------------------

```
| Level: Level 45.
| Type : Water.
| Moves: - Hydro Pump
|         - Calm Mind
|         - Ice Beam
|         - Body Slam
```

```
-----
| Kyogre is weak to Grass and Electric. It resists Fire, Ice, and Steel. It
| has an advantage over Fire, Rock, Ground, Ice, and Flying types.
```

```
| There are several ways to go about this. You should try damaging it as
| little as possible each turn, until you think the next move will cause a
| KO. Next, put a non-damaging status on it (Paralysis or Sleep). You can
| fire Ultra Balls at it. The only way to make it better, aside from
| wasting the Master Ball, is to use False Swipe.
```

```
| To say it again... DON'T USE THE MASTER BALL.
```

```
-----
| Special Encounter: Groudon \ Pokémon Ruby ONLY \
```

```
| Level: Level 45.
| Type : Ground.
| Moves: - Earthquake
|         - Bulk Up
|         - Fire Blast
|         - Slash
```

```
-----
| Groudon is weak to Ice, Water, and Grass. It is immune to Electric. It
| resists Fighting, Poison, and Rock. It has an advantage over Fire, Rock,
| Steel, Electric, Poison, Grass, Bug, and Ice.
```

```
| There are several ways to go about this. You should try damaging it as
| little as possible each turn, until you think the next move will cause a
| KO. Next, put a non-damaging status on it (Paralysis or Sleep). You can
| fire Ultra Balls at it. The only way to make it better, aside from
| wasting the Master Ball, is to use False Swipe.
```

```
| To say it again... DON'T USE THE MASTER BALL.
```

After the battle, go and leave the Cave of Origin.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
| Sootopolis City
| ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

```
| Sootopolis PokéMart \
```

```
-----
| Item Name ..... Cost |
|=====|
| Ultra Ball ..... $1,200 |
| Hyper Potion ..... $1,200 |
| Max Potion ..... $2,500 |
| Full Heal ..... $600 |
| Revive ..... $1,500 |
| Max Repel ..... $700 |
| X Attack ..... $500 |
| X Defend ..... $550 |
| Shadow Mail ..... $50 |
```

Head on over to the Pokémon Center to heal up. Put your legendary in the PC - it won't be exactly useful in the next Gym. Groudon is actually in trouble.

Anyhow, get some stuff done and Surf into the center of the city, then enter the final Gym.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Sootopolis Gym  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
None.			
Trainers' Pokémon: Goldeen Lv. 40, Wailmer Lv. 40			
	Luvdisc Lv. 41		
	Seaking Lv. 41		
	Azumarill Lv. 41		
	Lombre Lv. 41		
	Wailmer Lv. 40 (x2)		
	Carvanha Lv. 39, Sharpedo Lv. 39, Wailmer Lv. 39		
	Azurill Lv. 36, Marill Lv. 38, Azumarill Lv. 40		

In this Gym, your goal is to only step on each tile of ice one time to cause the stairs to activate and allow you up. Each tile must be stepped on once, thereby cracking it. If you step a cracked tile, you fall through to a lower level where the Trainers are. By messing up Puzzle #3, you'll be able to fight all eight Trainers in one smooth sweep.

- Puzzle #1 - up, right, up, left, left, up, right.
- Puzzle #2 - up, left, left, up, up, right, right, down, right, right, right, down, right, up, up, left, left, left.
- Puzzle #3 - up, right, right, up, right, right, down, right, up, up, up, left, left, down, left, up, left, down, down, left, left, down, left, up, left, down, left, up left, up, up, right, down, right, up, right, down, right, up, right.

After finishing the third puzzle, you'll find Wallace. Battle him.

BOSS: Gym Leader Wallace	
Pokémon: Luvdisc (Lv. 40) Water	
Seaking (Lv. 42) Water	
Sealeo (Lv. 40) Water/Ice	
Whiscash (Lv. 42) Water/Ground	
Milotic (Lv. 43) Water	
-----	
Luvdisc, Seaking, and Milotic are weak to Grass and Electric.	
Sealeo is weak to Grass, Electric, Rock, and Fighting.	
Whiscash is weak to Grass (4x) alone. It is immune to Electric.	
Recommendations: Got a Grass Pokémon? Preferable level: 46+.	

For winning this last and final Gym battle, you'll receive Hoenn's eighth Gym

Badge, the Rain Badge. You will be given TM03, Water Pulse. You also get to use HM07 (Waterfall) outside of battle, and all Pokémon, regardless of their level, will obey with without question.

```
+++++
+++++
++
++      Section IX- Pokémon League                **PKMN49**      ++
++
+++++
+++++
```

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Sootopolis Gym
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

And so, we have all eight Gym Badges. Only one thing is left: the Pokémon League.

Exit the Gym.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Sootopolis City
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

```
-----
| Sootopolis PokéMart \
|-----|
| Item Name ..... Cost |
|=====|
| Ultra Ball ..... $1,200 |
| Hyper Potion ..... $1,200 |
| Max Potion ..... $2,500 |
| Full Heal ..... $600 |
| Revive ..... $1,500 |
| Max Repel ..... $700 |
| X Attack ..... $500 |
| X Defend ..... $550 |
| Shadow Mail ..... $50 |
|-----|
```

So, we have all eight Gym Badges. You are ready for the Elite Four challenge. This walkthrough will close soon. But first, I want to show a bit in Meteor Falls, a place where you might find something you deem useful.

Fly to Fallarbor.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Fallarbor Town
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

```
-----
| Fallarbor PokéMart \
|-----|
| Item Name ..... Cost |
|=====|
| Great Ball ..... $600 |
| Super Potion ..... $700 |
| Antidote ..... $100 |
| Parlyz Heal ..... $250 |
| Awakening ..... $200 |
|-----|
```

Escape Rope .....	\$550
Super Repel .....	\$500
X Special .....	\$350
X Speed .....	\$350
X Attack .....	\$500
X Defend .....	\$550
Guard Spec. ....	\$700
Dire Hit .....	\$650

Head west to Route 114.

))))))))))  
Route 114  
))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Lotad	Grass/Water	14 to 18	Sapphire
Seedot	Grass	14 to 18	Ruby
Lombre	Grass/Water	14 to 18	Sapphire
Nuzleaf	Grass/Dark	14 to 18	Ruby
Zangoose	Normal	14 to 18	Ruby
Seviper	Poison	14 to 18	Sapphire
Swablu	Normal/Flying	14 to 18	Both

=====  
Trainers' Pokémon: The data is incomplete.

Head west, go south across the bridge and go through the grass, heading south, to find some stairs. Go along their path to Meteor Falls.

))))))))))  
Meteor Falls  
))))))))))

1F Pokémon Listings			
Pokémon Species	Pokémon Type	Level Range	Version
Zubat	Poison/Flying	16 to 18	Both
Solrock	Rock/Psychic	16 to 18	Ruby
Lunatone	Rock/Psychic	16 to 18	Sapphire

2F Pokémon Listings			
Pokémon Species	Pokémon Type	Level Range	Version
Zubat	Poison/Flying	35 to 40?	Both
Golbat	Poison/Flying	35 to 40?	Both
Solrock	Rock/Psychic	35 to 40?	Ruby
Lunatone	Rock/Psychic	35 to 40?	Sapphire

Secret Room Pokémon Listings			
Pokémon Species	Pokémon Type	Level Range	Version

Bgon	Dragon	35 to 40?	Both
Solrock	Rock/Psychic	35 to 40?	Ruby
Lunatone	Rock/Psychic	35 to 40?	Sapphire
Trainers' Pokémon: Hariyama Lv. 40, Medicham Lv. 40			
Altaria Lv. 38 (x2)			

Go on over to the bridge, then north. Surf onto the water, then go up the Waterfall. Go north and through the door.

Upstairs, go along the path and down the ladder. Go southwest and up the ladder to find TM23, Iron Tail. It is a fairly powerful Steel-type move; however, it only has 75% accuracy, and it will often like more.

Go down the ladder and north to find another. Go up and you'll find an old couple. Defeat them and continue up the stairs to the east to find the ever-rare Dragon Tamer. Defeat him and go down the ledges while hugging the left side. Go down the ladder.

Go and Surf on the water. You'll soon find a doorway. Go through to find the Secret Room.

Here, you can find one of the rarer Pokémon of the game, Bagon. Bagon is one of a very few Dragon types in the whole series. It will evolve at Lv. 30 into Shellgon, and at Lv. 50 into the Hoenn Dragonite, Salamence. It can learn many types of moves, and is WELL worth raising.

You can also cross the water to find TM02, Dragon Claw, a good starting move for any Dragon type.

Leave the cave when you're done.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 114  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Lotad	Grass/Water	14 to 18	Sapphire
Seedot	Grass	14 to 18	Ruby
Lombre	Grass/Water	14 to 18	Sapphire
Nuzleaf	Grass/Dark	14 to 18	Ruby
Zangoose	Normal	14 to 18	Ruby
Seviper	Poison	14 to 18	Sapphire
Swablu	Normal/Flying	14 to 18	Both
Trainers' Pokémon: The data is incomplete.			

Fly to Mossdeep.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Mossdeep City  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Mossdeep PokéMart \





Victory Road

)))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Makuhita	Fighting	36 to 44	Both
Hariyama	Fighting	36 to 44	Both
Zubat	Poison/Flying	36 to 44	Both
Golbat	Poison/Flying	36 to 44	Both
Aron	Steel/Rock	36 to 44	Both
Lairon	Steel/Rock	36 to 44	Both
Whismur	Normal	36 to 44	Both
Loudred	Normal	36 to 44	Both
Meditite	Psychic/Fighting	36 to 44	Both
Medicham	Psychic/Fighting	36 to 44	Both
Sableye	Ghost/Dark	36 to 44	Sapphire
Mawile	Steel	36 to 44	Ruby

=====

| Trainers' Pokémon: No Trainers are found here.

<= 1F =>

Head north and go under the bridge. Shortly north of it is a staircase. Climb up it and follow the path it is on. You'll soon find a Trainer, past which, you'll find a ladder. Go down.

<= B1F =>

Use Flash next. Go south and west into the alleyway. Push the boulder one tile west. Go south and east from there and push this Strength boulder. Go along the path, then east to a staircase. Go across the bridge, south, and west to find a ladder. Go down.

<= B2F =>

Go north to battle the Trainer. Get onto the water, then Surf northwest to find a waterfall. Scale it, then head along this path west. Go west at the fork and make landfall. Continue along the path.

After the second bridge (which ends near ledge), head north. You will find TM29 (Psychic) after going up a ladder.

Backtrack to the fork from earlier at which I told you to go west. Go south and down the waterfall, then up the nearby ladder to the east.

<= B1F =>

Go south and east. You'll arrive at some Rock Smash rocks and Strength boulders. Break the top-left rock, push the bottom-left boulder south, then break the other rock. Go along the path to the ladder. Ascend it.

<= 1F =>

Continue along the fairly-linear path to find the end of Victory Road a mere short distance away. As you approach it, Wally will stop you. He'll speak with you shortly before deciding to battle you.

| BOSS: PKMN Trainer Wally \

```

|  Pokémon: Altaria (Lv. 44) Dragon/Flying
|           Magneton (Lv. 41) Steel/Electric
|           Roselia (Lv. 44) Grass/Poison
|           Delcatty (Lv. 43) Normal
|           Gardevoir (Lv. 45) Psychic
|-----|
|  Altaria is weak to Ice (4x), Dragon, and Rock. It is immune to Ground.
|
|  Magneton is weak to Ground (4x), Fire, and Fighting. It is immune to
|  Poison.
|
|  Roselia is weak to Fire, Flying, Ice, and Psychic.
|
|  Delcatty is weak to Fighting. It is immune to Ghost.
|
|  Gardevoir is weak to Dark, Bug, and Ghost.
|
|  Recommendations:
|  ~ Someone with an Ice move/Salamence -> Altaria, Roselia
|  ~ Groudon/Graveler/Golem/Swampert -> Magneton
|  ~ Your starter -> Delcatty
|  ~ Swampert/Grovyle/Sableye -> Gardevoir
|  Those participating should be Lv. 50+.
|-----|

```

After defeating Wally, he will speak shortly with you.

Now, go forward! The Pokémon League awaits you!

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                Ever Grande City (North)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

|-----|
|  Ever Grande City PokéMart  \
|-----|
|  Item Name ..... Cost
|=====|
|  Ultra Ball ..... $1,200
|  Hyper Potion ..... $1,200
|  Max Potion ..... $2,500
|  Full Restore ..... $3,000
|  Full Heal ..... $600
|  Revive ..... $1,500
|  Max Repel ..... $700
|-----|

```

And so, you have arrived. Head north into the main building.

Here, you'll find a Pokémon Center on the west side, and the PokéMart on the eastern. You'll want to heal first.

Next, head over to the PokéMart. I suggest having stocks of the following:

- Hyper Potion x20
- Max Potion x10 <--- Only if your Pokémon have 250+ HP.
- Full Restore x15
- Revive x15

Now, we also want to construct our team for the Elite Four challenge. I suggest this team, to which I'll make many references during the strategies, with the



| Pokémon: Dusclops (Lv. 48) Ghost  
| Banette (Lv. 49) Ghost  
| Sableye (Lv. 50) Ghost/Dark  
| Banette (Lv. 49) Ghost  
| Dusclops (Lv. 51) Ghost  
|  
|=====|  
| Both Dusclops are weak to Ghost and Dark. They're immune to Normal and  
| Fighting. The Lv. 48 one can use Curse and Shadow Punch (Ghost) for damage  
| and Confuse Ray for confusion. The Lv. 51 Dusclops can use Ice Beam (Ice),  
| Earthquake (Ground), Shadow Ball (Ghost), and Confuse Ray.  
|  
| Both Banette are weak to Ghost and Dark. They're immune to Fighting and  
| Normal. One can use Faint Attack (Dark), Shadow Ball (Ghost), Spite (lose  
| PP), and Will-O-Wisp (Burns). The other can use Psychic, Shadow Ball  
| (Ghost), Toxic (badly Poisons), and Skill Swap (swaps abilities).  
|  
| The Sableye lacks all weakness. It is immune to Psychic, Fighting, and  
| Normal. It can use Psychic, Shadow Ball (Ghost), Faint Attack (Dark), and  
| Attract (1:1 odds of attacking/not attacking).  
|  
| Recommendations: Sableye for all, actually. Registeel makes decent  
| back-up (the MANY resistances), except against the Lv. 51 Dusclops.  
|

Go into the next room (you'll probably want to heal a little), in which you'll find the frigid Glacia.

| BOSS: Elite Four Glacia \  
|  
|=====|  
| Pokémon: Glalie (Lv. 50) Ice  
| Sealeo (Lv. 50) Ice/Water  
| Sealeo (Lv. 52) Ice/Water  
| Walrein (Lv. 53) Ice/Water  
| Glalie (Lv. 52) Ice  
|  
|=====|  
| Both Glalie are weak to Fire, Fighting, Rock, and Steel. The Lv. 50 Glalie  
| can use Ice Beam (Ice) and Crunch (Dark) to directly damage you, as well  
| as Hail to damage non-Ice types for five turns. The Lv. 52 Glalie can use  
| those moves, as well as Shadow Ball (Ghost).  
|  
| Both Sealeo are weak to Fighting, Rock, Grass, and Electric. The Lv. 50  
| Sealeo can use Ice Ball (Ice), Surf (Water), Body Slam (Normal; 30% chance  
| of Paralysis), and Hail. The other can use Dive (Water; two-turn), Hail,  
| Blizzard (Ice), and Attract.  
|  
| Walrein is weak to Fighting, Grass, Rock, and Electric. It can use Surf  
| (Water), Blizzard (Ice), Body Slam (Normal; 30% chance of Paralysis), and  
| Sheer Cold (30% chance of a OHKO).  
|  
| Recommendations:  
| ~ Registeel -> Glalie  
| ~ Something with a Fighting/Electric move (such as Registeel with Zap  
| Cannon) for the rest. Otherwise, use Sableye.  
|

Further on, in the next room, you'll find the Dragon user, Drake.

| BOSS: Elite Four Drake \  
|  
|=====|  
| Pokémon: Shellgon (Lv. 53) Dragon  
|

Flygon (Lv. 53) Dragon/Ground  
Flygon (Lv. 53) Dragon/Ground  
Altaria (Lv. 54) Dragon/Flying  
Salamence (Lv. 55) Dragon/Flying

Shellgon is weak to Dragon and Ice. It can use Rock Tomb (Rock), Crunch (Dark), and Dragon Claw (Dragon) for damage.

Both Flygon are weak to Ice (4x) and Dragon, and are immune to Electric. One Flygon can use Sand Tomb (Ground), Dig (Ground; two-turn), Dragonbreath (Dragon), and Sandstorm (5 turns; damages all that are not Rock/Steel/Ground). The other uses Crunch (Dark), Dragonbreath (Dragon), Flamethrower (Fire), and Sand Attack (lowers accuracy).

Altaria is weak to Ice (4x), Dragon, and Rock. It is immune to Ground. It can use Fly (Flying; two-turn), Take Down (Normal), and Dragonbreath (Dragon) for damaging you.

Salamence is weak to Ice (4x), Dragon, and Rock. It is immune to Ground. It can use Fly (Flying; two-turn), Flamethrower (Fire), Dragon Claw (Dragon), and Crunch (Dark) to damage you.

Recommendations: Assuming you have someone with Ice Beam/Blizzard, such as Kyogre, chalk this up as a win. Otherwise, Sableye should be your first choice.

After this battle, heal your Pokémon to the fullest of your ability. Go into the next and final lengthy staircase to find none other than Steven Stone, the champion of the Elite Four, at the end, awaiting your challenge.

BOSS: Champion Steven \

Pokémon: Skarmory (Lv. 57) Steel/Flying  
Aggron (Lv. 56) Steel/Rock  
Armaldo (Lv. 56) Bug/Rock  
Cradily (Lv. 56) Grass/Rock  
Claydol (Lv. 55) Ground/Psychic  
Metagross (Lv. 58) Steel/Psychic

Skarmory is weak to Fire and Electric. It is immune to Ground and Poison. It can use Steel Wing (Steel), Aerial Ace (Flying; no-miss), Spikes (damage upon switching), and Toxic (badly Poisons).

Aggron is weak to Fighting (4x), Ground (4x), and Water. It is immune to Poison. It can use Earthquake (Ground), Solarbeam (Grass; two-turn), Thunder (Electric; 50% accuracy when sunny, 100% when rainy), and Dragon Claw (Dragon).

Armaldo is weak to Water, Steel, Fighting, and Ground. It uses Water Pulse (Water; may confuse), Slash (Normal), Ancientpower (Rock), and Aerial Ace (Flying; no-miss).

Cradily is weak to Ice, Fighting, and Steel. It uses Giga Drain (Grass), Sludge Bomb (Poison), Ancientpower (Rock), and Confuse Ray.

Claydol is weak to Grass, Ice, Water, Bug, Ghost, and Dark. It is immune to Electric. It can use Psychic and Earthquake to damage you.

Metagross is weak to Fire and Ground. It is immune to Poison. It can use

```
| Psychic, Earthquake (Ground), Hyper Beam (Normal; rest on next turn), and |
| Meteor Mash (Steel). |
| |
| Recommendations: |
| ~ Fire-type -> Skarmory, Metagross |
| ~ Ground/Fighting type or user -> Aggron |
| ~ Registeel -> Armaldo, Cradily |
| ~ Sableye -> Claydol |
| |
```

After the battle, your rival will come in with some unnecessary information about Steven you could use to beat him, which you have done, and therefore, this info is never disclosed. :/

Professor Birch will then come in to examine your Pokédex. Steven will then take you into the next room to register you and your current team into the Hall of Fame.

And so, the credits roll...

(BTW, reload your saved file and head downstairs to receive the S.S. Ticket.)

```
~~~~~
CONGRATULATIONS! YOU HAVE BEATEN THE MAIN STORYLINE OF
POKEMON SAPPHERE AND RUBY VERSIONS!
~~~~~
```

```
+++++
+++++
++
++      Section X- Miscellaneous Stuff                **PKMN410**      ++
++
+++++
+++++
```

Flowchart:  
`--> The Regis  
`--> Latias and Latios  
`--> Rayquaza  
`--> Beldum  
`--> New Mauville  
`--> Shoal Cave  
`--> Abandoned Ship  
`--> The Trick House  
`--> The S.S. Tidal

```
=====
                          The Regi's
=====
```

Fly to Mossdeep City.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Mossdeep City
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

---

Item Name	Cost
-----------	------

```

=====
| Ultra Ball ..... $1,200 |
| Net Ball ..... $1,000 |
| Dive Ball ..... $1,000 |
| Hyper Potion ..... $1,200 |
| Full Heal ..... $600 |
| Revive ..... $1,500 |
| Max Repel ..... $700 |
| X Attack ..... $500 |
| X Defend ..... $550 |
=====

```

Buy a BUNCH of Ultra Balls. Go catch a Wailmer and level it into a Wailmer. Then find some dark water to the south, Dive down into the water, and enter the "grass" and try to catch Relicanth. You will also need a Pokémon with Dig, as well a few HMs for the quest in general.

Leave to the south.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                     Route 126
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

=====
| Pokémon Species | Pokémon Type | Level Range | Version |
-----+-----+-----+-----
| Tentacool      | Water/Poison | 5 to 30    | Both   |
| Wingull        | Water/Flying | 5 to 30    | Both   |
| Pelipper       | Water/Flying | ?          | Both   |
=====
| Trainers' Pokémon: Incomplete.
=====

```

South, I say!

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                     Route 127
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

=====
| Pokémon Species | Pokémon Type | Level Range | Version |
-----+-----+-----+-----
| Tentacool      | Water/Poison | 5 to 30    | Both   |
| Wingull        | Water/Flying | 5 to 30    | Both   |
| Pelipper       | Water/Flying | ?          | Both   |
=====
| Trainers' Pokémon: Incomplete.
=====

```

South, I say!

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                     Route 128
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

=====
| Pokémon Species | Pokémon Type | Level Range | Version |
-----+-----+-----+-----
| Tentacool      | Water/Poison | 5 to 30    | Both   |
| Wingull        | Water/Flying | 5 to 30    | Both   |
| Pelipper       | Water/Flying | ?          | Both   |
=====
| Trainers' Pokémon: Incomplete.
=====

```

South, I say!

Route 129

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both
Wailord	Water	?	Both

Trainers' Pokémon: Incomplete.

South, I say! Then west.

Route 130

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both
Wynaut (Mirage Isle)	Psychic	5 to 50	Both

Trainers' Pokémon: Incomplete.

I say "West"!

Route 131

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both

Trainers' Pokémon: Incomplete.

I say "West"!

Pacifidlog Town

I say -- *shot*

When you finally arrive, head into the Pokémon Center and heal up.

Anyhow, Surf west onto Route 132.



))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Routes 132 through 134  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both
=====			
Trainers' Pokémon: Incomplete.			

Begin by taking every possible lowest path. It is that simple through Routes 132 and 133.

Once you hit an nearly-square island, you'll also hit Route 134. Get on the southwesternmost tile, go up two, and Surf west. You'll reach some calm, dark water. Dive.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Underwater

Go southward for a while. You'll soon come to a rock with some dents in it. This is "visual Braille". Wonder who's the jerk who thought THIS up?

Anyhow, the message reads "Go up here." Resurface via Dive.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Sealed Chamber

Here, you'll find ten rocks with these indentations. They read, from left to right, top to bottom:

```
"ABC"      "DEF"      "."
"GHI"      "JKL"      ", "
"MNO"      "PQRS"
"TUV"      "WXYZ"
```

Those are the Braille translations. On the northern side of the room, on the wall, you'll find some Braille reading "Dig here." Use the move Dig while facing the center of the tiles to open up a door.

In the second room are six stones, arranged similarly to those you saw on Routes 105, 111, and 120. They read...

```
"In this cave we have lived."
  "We owe all to the Pokémon."
    "But, we sealed the Pokémon away."
      "We feared it."
        "Those with courage, those with hope."
          "Open a door. An eternal Pokémon waits."
```

On the northern side of the room is another message:

```
"First comes Relicanth. Last comes Wailord."
```



Pokémon Species	Pokémon Type	Level Range	Version
Machop	Fighting	14 to 16	Both
Numel	Fire/Ground	14 to 16	Both

Trainers' Pokémon: The data is incomplete.

Head east to Route 111.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 111  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Baltoy	Ground/Psychic	Unknown	Both
Cacnea	Grass/Ground	Unknown	Both
Sandshrew	Ground	Unknown	Both
Trapinch	Ground	Unknown	Both
Lileep (fossil)	Grass/Rock	-----	Both; 1/file
Anorith (fossil)	Bug/Rock	-----	Both; 1/file

Trainers' Pokémon: The data is incomplete.

Go into the desert, then as far south as possible. You will soon find a large, open rock. Go inside.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Desert Ruins  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Regirock	Rock	40	Both

Trainers' Pokémon: None.

This Braille in this room says...

"Right, right, down, down. Then use Strength."

From the center of the Braille, go east two tiles, south two, then use Strength to open up a door. Go inside to find Regirock in the center of the room. Save and battle it.

Special Encounter: Regirock \
Level: Level 40.
Type : Rock.
Moves: - Superpower
- Curse
- Rock Throw
- Ancientpower

Regirock is weak to Water, Ground, Grass, Fighting, and Steel. It has a type advantage over Fire, Ice, Bug, and Flying. It resists Normal, Fire,

```

| Poison, and Flying.
|
| There are several ways to go about this. You should try damaging it as
| little as possible each turn, until you think the next move will cause a
| KO. Next, put a non-damaging status on it (Paralysis or Sleep). You can
| fire Ultra Balls are it. The only way to make it better, aside from
| wasting the Master Ball, is to use False Swipe.
|

```

Once you're done here, leave.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
|
|                               Route 111
|
|))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Pokémon Species	Pokémon Type	Level Range	Version
Baltoy	Ground/Psychic	Unknown	Both
Cacnea	Grass/Ground	Unknown	Both
Sandshrew	Ground	Unknown	Both
Trapinch	Ground	Unknown	Both
Lileep (fossil)	Grass/Rock	-----	Both; 1/file
Anorith (fossil)	Bug/Rock	-----	Both; 1/file

=====  
Trainers' Pokémon: The data is incomplete.

Fly to Petalburg.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
|
|                               Petalburg City
|
|))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

| Petalburg PokéMart \
| _____ \

```

Item Name	Cost
Poké Ball	\$200
Great Ball	\$600
Potion	\$300
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$200
Awakening	\$250
Escape Rope	\$550
Repel	\$350
X Speed	\$350
X Attack	\$500
X Defend	\$550
Orange Mail	\$50

Head west to Route 104.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
|
|                               Route 104 (South)
|
|))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Pokémon Species	Pokémon Type	Level Range	Version
-----------------	--------------	-------------	---------

Zigzagoon	Normal	3 to 5	Both
Taillow	Normal/Flying	3 to 5	Both
Wurmple	Bug	3 to 5	Both
=====			
Trainers' Pokémon: Seedot Lv. 6, Taillow Lv. 8			
Zigzagoon Lv. 7			

Let's head south to Route 105.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 105  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	5 to 30	Both
=====			
Trainers' Pokémon: Incomplete.			

Continue south and really hug the west side. You'll then eventually come to an island. Cross it and head west and north to the Island Cave. Go inside.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Island Cave  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Regice	Ice	40	Both
=====			
Trainers' Pokémon: None.			

This Braille in this room says...

"Stop and wait. Wait for time to pass twice."

Exmaine the Braille, then sit still for two minutes (in the game, of course). Grab something to drink or eat, walk around, or BLINK for once.

Eventually, after two minutes, though it always seems to be a lot longer, the door will open. Go inside.

You'll find Regice inside. Save and battle it.

Special Encounter: Regice \
Level: Level 40.
Type : Ice.
Moves: - Superpower
- Curse
- Icy Wind
- Ancientpower
-----
Regice is weak to Fire, Fighting, Rock, and Steel. It has a type advantage over Grass, Flying, and Ground.

There are several ways to go about this. You should try damaging it as little as possible each turn, until you think the next move will cause a KO. Next, put a non-damaging status on it (Paralysis or Sleep). You can fire Ultra Balls at it. The only way to make it better, aside from wasting the Master Ball, is to use False Swipe.

After the battle, leave.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Route 105  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	5 to 30	Both

Trainers' Pokémon: Incomplete.

Fly to Lilycove.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Lilycove City  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Lilycove Dept. Store (2F) (Left) \		/ Trainer Basics #1
Item Name	Cost	
Poké Ball	\$200	
Great Ball	\$600	
Ultra Ball	\$1,200	
Escape Rope	\$550	
Full Heal	\$600	
Antidote	\$100	
Parlyz Heal	\$250	
Burn Heal	\$250	
Ice Heal	\$250	
Awakening	\$200	
Fluffy Tail	\$1,000	

Lilycove Dept. Store (2F) (Right) \		/ Trainer Basics #2
Item Name	Cost	
Potion	\$300	
Super Potion	\$700	
Hyper Potion	\$1,200	
Max Potion	\$2,500	
Revive	\$1,500	
Repel	\$350	
Super Repel	\$500	
Max Repel	\$700	
Wave Mail	\$50	
Mech Mail	\$50	

Lilycove Dept. Store (3F) (Left) \ /		Effort Value (EV) Boosters
Item Name		Cost
Protein		\$9,800
Iron		\$9,800
Carbos		\$9,800
Zinc		\$9,800
Calcium		\$9,800
HP Up		\$9,800

Lilycove Dept. Store (3F) (Right) \ /		In-Battle Stat Boosters
Item Name		Cost
X Speed		\$350
X Special		\$350
X Attack		\$500
X Defend		\$550
Dire Hit		\$650
Guard Spec.		\$700
X Accuracy		\$950

Lilycove Dept. Store (4F) (Left) \ /		Technical Machines (TMs) #1
Item Name		Cost
TM38 (Fire Blast)		\$5,500
TM25 (Thunder)		\$5,500
TM14 (Blizzard)		\$5,500
TM15 (Hyper Beam)		\$7,500

Lilycove Dept. Store (4F) (Right) \ /		Technical Machines (TMs) #2
Item Name		Cost
TM17 (Protect)		\$3,000
TM20 (Safeguard)		\$3,000
TM33 (Reflect)		\$3,000
TM16 (Light Screen)		\$3,000

Lilycove Dept. Store (5F) (Top-Left) \ /		Secret Base Decorations #1
Item Name		Cost
Pichu Doll		\$3,000
Pikachu Doll		\$3,000
Marill Doll		\$3,000
Jigglypuff Doll		\$3,000
Duskull Doll		\$3,000
Wynaut Doll		\$3,000
Baltoy Doll		\$3,000
Kecleon Doll		\$3,000
Azurill Doll		\$3,000

Skitty Doll	\$3,000
Swablu Doll	\$3,000
Gulpin Doll	\$3,000

Lilycove Dept. Store (5F) (Top-Right) \ / Secret Base Decorations #2	
Item Name	Cost
Pika Cushion	\$2,000
Round Cushion	\$2,000
Zigzag Cushion	\$2,000
Spin Cushion	\$2,000
Diamond Cushion	\$2,000
Ball Cushion	\$2,000
Grass Cushion	\$2,000
Fire Cushion	\$2,000
Water Cushion	\$2,000

Lilycove Dept. Store (5F) (Bottom-Left) \ / Secret Base Decorations #3	
Item Name	Cost
Ball Poster	\$1,000
Green Poster	\$1,000
Red Poster	\$1,000
Blue Poster	\$1,000
Cute Poster	\$1,000
Pika Poster	\$1,500
Long Poster	\$1,000
Sea Poster	\$1,500
Sky Poster	\$1,500

Lilycove Dept. Store (5F) (Bottom-Right) \ / Secret Base Decorations #4	
Item Name	Cost
Surf Mat	\$4,000
Thunder Mat	\$4,000
Fire Blast Mat	\$4,000
Powder Snow Mat	\$4,000
Attract Mat	\$4,000
Fissure Mat	\$4,000
Spikes Mat	\$4,000
Glitter Mat	\$4,000
Jump Mat	\$4,000
Spin Mat	\$4,000

Lilycove Dept. Store (Roof) \ / HP-Restoring Drinks	
Item Name	Cost
Fresh Water	\$200
Soda Pop	\$300
Lemonade	\$350



Lilycove Dept. Store (Clear-out Sale) \ / More Secret Base Decorations	
Item Name	Cost
Mud Ball	\$200
Fence Length	\$500
Fence Width	\$500
Tire	\$800
Breakable Door	\$3,000
Solid Board	\$3,000
Sand Ornament	\$3,000
Stand	\$7,000
Slide	\$8,000
TV	\$3,000
Round TV	\$4,000
Cute TV	\$4,000
Wailmer Doll	\$10,000
Rhydon Doll	\$10,000

West, I say!

*is shot again*

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 121  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Duskull	Ghost	26 to 28	Ruby
Shuppet	Ghost	26 to 28	Sapphire
Zigzagoon	Normal	26 to 28	Both
Linoone	Normal	26 to 28	Both
Oddish	Grass/Poison	26 to 28	Both
Gloom	Grass/Poison	26 to 28	Both
Wingull	Water/Flying	26 to 28	Both

Trainers' Pokémon: Incomplete.

West some more.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Route 120  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Kecleon	Normal	26 to 28	Both
Marill	Water	26 to 28	Both
Zigzagoon	Normal	26 to 28	Both
Linoone	Normal	26 to 28	Both
Oddish	Grass/Poison	26 to 28	Both
Absol	Dark	26 to 28	Both

Trainers' Pokémon: Incomplete.

Head west, then west at the fork, then north. You'll find another rock

configuration similar to the previous two, save that is in a grassy setting. Go into the cave.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Ancient Tomb
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Pokémon Species	Pokémon Type	Level Range	Version
Registeel	Steel	40	Both
Trainers' Pokémon: None.			

This Braille in this room says...

"With new time, hope and love, aim to the sky in the middle."

Exmaine the Braille, then head to the very center of the room. Use Fly and a door will open (and I think your Pokémon hit the ceiling. =P). Anyhow, enter the room.

You'll find Registeel inside. Save and battle it.

```

Special Encounter: Registeel \
\
Level: Level 40.
Type : Steel.
Moves: - Superpower
        - Curse
        - Metal Claw
        - Ancientpower
-----
Registeel is weak to Ground, Fighting, and Fire. It is immune to Poison.
It resists all other types, except Water and Electric.
There are several ways to go about this. You should try damaging it as
little as possible each turn, until you think the next move will cause a
KO. Next, put a non-damaging status on it (Paralysis or Sleep). You can
fire Ultra Balls are it. The only way to make it better, aside from
wasting the Master Ball, is to use False Swipe.

```

After the battle, leave.

```

=====
                                Latias and Latios
=====

```

This happens after beating the Elite Four once.

Firstly, go to your house in Littleroot. Examine the T.V. to learn that a red or blue (Sapphire or Ruby, respectively) Pokémon has been flying around Hoenn.

This Pokémon is known as a roaming Pokémon. It has no specific Route it is found upon. This Pokémon, Latias or Latios (Sapphire/Ruby, respectively), will actually change Routes every time you do. Therefore, you'll want to get lucky

by getting in a city, which has a Route nearby, which has the Lati's Route next to it.

Once this happens (check the Pokédex to make sure, if you've seen the Pokémon already), go into the grass on the Route. You'll eventually find the Lati.

Now, much like the Beast trio (G/S/C/FR/LG/HG/SS), the Spirit trio (D/P/Pt), and the Storm duo (B/W), this Pokémon will run away as soon as it can. How does one prevent this? Try doing the battle with a Wynaut/Wobbuffet, as their ability prevents leaving, as does the move Mean Look.

If this is unavailable to you, you can always use the Master Ball, which is the preferable use for it.

If that is not good for you either, you'll probably want to use the always-good False Swipe-plus-Paralysis combo with Ultra Balls, or Timer Balls if the battle gets THAT long. Keep in mind both Latias and Latios are of the Dragon/Psychic type.

=====  
 Rayquaza  
 =====

I think you'll need to first finish the Elite Four. Once you do, Fly to Pacifidlog Town, but only after obtaining the MACH Bike.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Pacifidlog Town  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Surf east onto Route 131.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Route 131  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Wingull	Water/Flying	5 to 30	Both
Pelipper	Water/Flying	?	Both

=====  
 Trainers' Pokémon: Incomplete.

Continue Surfing east while hugging the northern side. You'll soon find a path going north. Go along it, between those rocks, into the "cavern".

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Sky Pillar  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Pokémon Species	Pokémon Type	Level Range	Version
Rayquaza	Dragon/Flying	70	Both

=====  
 Trainers' Pokémon: None.

<= Outside =>

Begin by going through the doorways to the actual tower.

<= 1F =>

Head to the northeastern corner.

<= 2F =>

You'll find a series of cracks on the floor to the south. If you stay on them too long, you'll fall to the previous floor. To prevent this, you'll need to go across FAST, like Mach Bike fast.

When you find the two rows of cracks, line yourself up so you WON'T hit the rock on the right (remember, hitting that = stop. Stop = fall.) and sweep yourself to the far southern side. From the very bottom row of tiles, go west to the wall.

With the next configuration, go north using the third column of tiles, third from the left. Then go through the doorway.

<= 3F =>

Proceed to the northeastern corner.

<= 4F =>

First set of cracks: Use the leftmost row and head south.

Second set of cracks: This is more complicated. You'll want to take the middle row. When you're riding, notice the rock. That single empty tile will NOT provide enough room for full speed (ie. hit a crack, you fall). Therefore, before hitting the rock, but when you ARE on the empty tile, head north and bump into the rock wall.

Third set of cracks: Now, you are in a weird position. The point is that you actually do want to fall through the cracks, but only the ones that are next to each other. It'll take some timing.

<= 3F =>

Go through the doorway.

<= 4F =>

Go through the doorway.

<= 5F =>

Go through the doorway.

<= 6F/Outside =>

Here, I found something odd. Using a walk-thru-walls cheat, and then landing on one of the holes up here you cannot normally reach, you'll hit the entrance doorway of the below floor. No matter which one you use. O_o

Another, also using the WTW cheat, is when you walk on the blue tiles (supposed

to be the sky), it acts like the rain puddles you find east of Fortree. O_O

Anyhow, continue north to find none other than Rayquaza. SAVE and begin the battle.

```

| Special Encounter: Rayquaza \
|_____ \
| Level: Level 70.
| Type : Dragon/Flying.
| Moves: - Fly
|         - Rest
|         - Extremespeed
|         - Outrage
|=====|
| Rayquaza is weak to Ice (4x), Dragon, and Rock. It is immune to Ground.
| It resists Fire, Water, Grass, and Electric. It has an advantage over
| Dragon, Grass, Bug, and Fighting.
|
| There are several ways to go about this. You should try damaging it as
| little as possible each turn, until you think the next move will cause a
| KO. Next, put a non-damaging status on it (Paralysis or Sleep). You can
| fire Ultra Balls at it. The only way to make it better, aside from
| wasting the Master Ball, is to use False Swipe.
|_____|

```

```

=====
                          Beldum
=====

```

Fly to Mossdeep.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                          Mossdeep City
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

| Mossdeep PokéMart \
|_____ \
| Item Name ..... Cost |
|=====|
| Ultra Ball ..... $1,200 |
| Net Ball ..... $1,000 |
| Dive Ball ..... $1,000 |
| Hyper Potion ..... $1,200 |
| Full Heal ..... $600 |
| Revive ..... $1,500 |
| Max Repel ..... $700 |
| X Attack ..... $500 |
| X Defend ..... $550 |
|_____|

```

Head into the northwesternmost house, Steven's house. After beating the Elite Four, you'll find a Pokéball here. Inside it, you'll find a Level 5 Beldum, which cannot be found anywhere else.

Beldum is of the Steel/Psychic type. It evolves at Lv. 20 into Metang, and again at Lv. 45 into Metagross.













Pokémon Species	Pokémon Type	Level Range	Version
Tentacool	Water/Poison	5 to 30	Both
Trainers' Pokémon: Wailmer Lv. 26, Machoke Lv. 26			
Marill Lv. 27			
Volbeat Lv. 27, Illumise Lv. 27			

Head through the doorway. In the northwestern cabin, you'll find a Harbor Mail. Leave and go downstairs.

Defeat the Trainer nearby. Enter the southwestern cabin to find an Escape Rope, then go into the broken-door cabin to find a Dive Ball. Enter the south-central door, Surf onto the water, and Dive.

Go west, through the northern doorway, and surface.

Enter the southeastern door. Get one square south of the northeastern corner, then face north and press A to find the Room 1 Key. Also grab the Water Stone.

Use the Room 1 Key to enter the southwestern door. Grab TM18 (Rain Dance). Get one square east and north of the western hole. Face west and examine the tile to get the Room 4 Key.

Enter the northwestern cabin now. Examine the trash can to find the Room 6 Key.

Go into the northeastern cabin. Grab the Luxury Ball. Next, go into the cabin to the west via the hallway. Get two squares south and west of the southern trash can, face east, and examine the tile to find the Room 2 Key.

Enter the south-central cabin. Grab the Scanner.

Get onto the water, Dive, go east, and surface. Exit the cabin. Go up the northwestern staircase.

Defeat the Tuber here, then enter the northern cabin to grab a Revive. Head into the southern cabin for a double battle. Leave the cabin and exit to the southwest.

Go upstairs and into this room. Grab the Storage Key and leave. Return to the room with the Sailor. Enter the northeastern room to find TM13, Ice Beam.

Abandon ship and Fly to Slateport City.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Slateport City  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Slateport PokéMart	
Item Name	Cost
Poké Ball	\$200
Great Ball	\$600
Potion	\$300
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$200
Escape Rope	\$550

Repel .....	\$350
Harbor Mail .....	\$50

Slateport Markets \ The ~~ divides individual shops. \

Item Name .....	Cost
=====	
Azurill Doll .....	\$3,000
Marill Doll .....	\$3,000
Skitty Doll .....	\$3,000
>~~~~~<	
TM10 (Hidden Power) .....	\$3,000
TM43 (Secret Power) .....	\$3,000
>~~~~~<	
Protein .....	\$9,800
Iron .....	\$9,800
Carbos .....	\$9,800
Zinc .....	\$9,800
Calcium .....	\$9,800
HP Up .....	\$9,800
>~~~~~<	
Red Brick .....	\$500
Yellow Brick .....	\$500
Blue Brick .....	\$500
Red Balloon .....	\$500
Blue Balloon .....	\$500
Yellow Balloon .....	\$500
C Low Note Mat .....	\$500
D Note Mat .....	\$500
E Note Mat .....	\$500
F Note Mat .....	\$500
G Note Mat .....	\$500
A Note Mat .....	\$500
B Note Mat .....	\$500
C High Note Mat .....	\$500

Go into the harbor and speak with Captain Stern. As a reward for the Scanner, you can receive either a Deepseatooth or a Deepseatooth. When a Clamperl holds one of these during a trade it will evolve into a different Pokémon. The former causes evolution to Huntail; the latter, Gorebyss.

Okay, that is it for this.

=====

Trick House

=====

The Trick House is found on Route 110, due north from Slateport. Inside, you first find the Trick Master, solve his puzzle by memorizing the scroll and inputting its password into the door, then you get to meet the Trick Master for an award.

Trick #1	Requirements: Stone Badge, Cut
----------	--------------------------------

Pokémon Species	Pokémon Type	Level Range	Version
None.			
Trainers' Pokémon: Oddish Lv. 16			
	Zigzagoon Lv. 14, Zigzagoon Lv. 16		
	Skitty Lv. 14, Shroomish Lv. 14, Marill Lv. 14		

The Trick Master will be hiding underneath the table. Reveal him by facing the table while standing on the northeastern cushion and press A.

In the next room, Cut the tree to the right. Defeat the Lass there, then Cut down the next tree, then the one to the north. Take down the next tree to find an Orange Mail.

Return to the start and Cut down the other tree, then the one after that, then the eastern one, and then two more after that. Defeat the Youngster and examine the scroll. Return to the beginning. Cut down the tree and fight the Trainer, then get rid of the rest of the trees. Examine the door to finish the trick.

Your reward: Rare Candy, access to Trick #2.

```

O=====O-----O
| Trick #2 | Requirements: Finished Trick #1, Dynamo Badge |
O=====O-----O

```

Pokémon Species	Pokémon Type	Level Range	Version
None.			
Trainers' Pokémon: Ralts Lv. 17			
	Numel Lv. 15, Oddish Lv. 15, Wingull Lv. 15		
	Shroomish Lv. 16, Beautifly Lv. 16		

The Trick Master is behind the easternmost tree.

Grab the Wave Mail nearby, then head east to battle a Trainer. Push the button and return to the start. Go across the hole, down, and push the button. Go back up and defeat the Trainer and snatch the Harbor Mail, then go back to the first button.

Cross the bridge, go left, and fight the Trainer. Go left and down, then push the button. Go up and cross the hole. Press the final button, then go back and examine the scroll. Make your way to the door and examine it.

Your reward: a Timer Ball and access to Trick #3.

```

O=====O-----O
| Trick #3 | Requirements: Finished Trick #2, Heat Badge, Rock Smash |
O=====O-----O

```

Pokémon Species	Pokémon Type	Level Range	Version
None.			

```

| Trainers' Pokémon: Skitty Lv. 23, Swablu Lv. 23 |
|                                     Kecleon Lv. 24 |
|                                     Geodude Lv. 22, Graveler Lv. 23, Nosepass Lv. 22 |
|_____

```

The Trick Master is now hiding in the dresser.

Smash the rocks in front of you via Rock Smash, then stomp on the button. Go west, north, and battle the Trainer. You'll also find a Wood Mail nearby. Go right, go around/battle the Trainer, then left. Smash the rock and step on the button. Examine the scroll and back back around, right, near the Hiker, and press the button. Fight said Hiker.

Ignore the button below you; instead, go around it and get the one below it. Go south and west, then push the button. Go east and north to find a Shadow Mail. Go south and west and push the button. Return to the Hiker again and push the button, then examine the door.

Rewards: Hard Stone, access to Trick #4.

```

O=====O-----O
| Trick #4 | Requirements: Finished Trick #3, Balance Badge, Strength |
O=====O-----O

```

Pokémon Species	Pokémon Type	Level Range	Version
None.			
Trainers' Pokémon: Makuhita Lv. 26, Machoke Lv. 26			
Meditite Lv. 27			
Breloom Lv. 27			

The Trick Master is behind the left window.

In the next room, push the left Strength boulder north once. Go around and push the middle one down. Push the third boulder east. Go up, ignoring the next boulder. Fighting the Trainer will allow you to find a Mech Mail nearby.

Push the boulder east once and battle the Trainer here. Ignore the bottom boulder. Go around the boulder and south. Go east and push the boulder south. Go north and push the boulder north five tiles. Fight the Trainer, then head northwest.

Examine the scroll, then return. Push the middle boulder to the east and check the door to finish.

Rewards: Smoke Ball, access to Trick #5.

```

O=====O-----O
| Trick #5 | Requirements: Finished Trick #4, Feather Badge |
O=====O-----O

```

The Trick Master is hiding in the western plant.

This Trick is much like the Cinnabar Gym from Red/Blue and their various remakes and expansions: a Q&A session. The questions are given by the Mechadolls in here. You'll progress with correct answers; you'll start the

whole Trick over with an incorrect answer. HERE YOU GO!

-----  
| Question #1: One of these Pokémon is not found on Route 103. Which is it? |  
| Answer : Nincada. |  
Why? : Only Zigzagoon, Wingull, and Poochyena are found there.
Question #2: In Professor Birch's bag, there were three Pokémon. Which
one was at the right?
Answer : Mudkip.
Why? : It just is.
-----  
| Question #3: Sell one Escape Rope and buy an Antidote. How much money |  
| remains? |  
| Answer : \$175. |  
| Why? : One Escape Rope sold = \$275. Subtract \$100 for the Antidote |  
and you have \$175 left.
Question #4: One of these Pokémon is not of the Grass type. Which is it?
Answer : Nincada.
Why? : Nincada is of the Bug/Ground type.
-----  
| Question #5: The Devon Researcher was looking for what Pokémon in the |  
| Petalburg Woods? |  
| Answer : Shroomish. |  
Why? : He simply was.
Question #6: Do one Full Heal and one Great Ball cost more than one
Revive?
Answer : They will cost less.
Why? :  $\$600 + \$600 = \$1,200$ .  $\$1,200 < \$1,500$ .
-----  
| Question #7: In Dewford Hall, were there more men or women? |  
| Answer : Males. |  
Why? : There simply were.
Question #8: How many Bikes does Rydel have on display outside his cycle
shop?
Answer : 8.
Why? : That's how it is.
-----  
| Question #9: Which Pokémon was offered for a trade at the Pokémon |  
| Trainers' School? |  
| Answer : Seedot. |  
Why? : That is how it is.
Question #10: Rustboro Gym Leader Roxanne used a Geodude. Was it male or
female?
Answer : Female.
Why? : Roxanne was a female Trainer, and the AI Trainers often have
have Pokémon of the same gender as themselves.
-----  
| Question #11: How many people give you Berries at the Pretty Petal Flower |  
| Shop? |  
| Answer : 1. |  
Why? : That is how it is.
Question #12: The first Trainer in the Dewford Gym was male or female?
Answer : Female.
Why? : I think the title "Battle Girl" sums it up well enough...

```

O-----O
| Question #13: One of these Pokémon uses Scratch. Which one is it? |
| Answer      : Nincada. |
| Why?       : Nincada is the only one of those shown that can learn the |
|              move Scratch. |
O-----O
| Question #14: Which costs more: three Poké Balls or one Super Potion? |
| Answer      : Super Potion. |
| Why?       : 3 x $200 = $600. $600 < $700. |
O-----O
| Question #15: How signs are there in Lilycove City? |
| Answer      : 8. |
| Why?       : Things are how they are, blah blah blah. |
O=====O

```

Memorize the scroll, then examine the door to finish.

Reward: TM12 (Taunt), access to Trick #6.

```

O=====O-----O
| Trick #6 | Requirements: Finished Trick #5, Mind Badge |
O=====O-----O

```

Pokémon Species	Pokémon Type	Level Range	Version
None.			
Trainers' Pokémon: Swellow Lv. 35, Xatu Lv. 36, Pelipper Lv. 36			
Cacturne Lv. 39			
Swablu Lv. 38, Roselia Lv. 38			

The Trick Master is hiding within the eastern side of the cupboard.

Oh boy! I just "loved" the Fortree Gym. I will just "enjoy" doing something similar all over again! </sarcasm>

Anyhow, push the rotating door left. Go around and walk up. Go right, then push the first door west again. Go up through the doors.

Push the lower door to the east. Go eastward through the upper door and push the lower one south again. Pass on through.

Go up through the two doors. Circle down. Push the bottom door westward. Go on through from the eastern side, then head east and push the bottom door down, as well as the next door and that same door from the right side.

Go through the right door, then go through it from the top. Make a counterclockwise circle through the doors, examine the scroll, and fight the Trainer. Keep going west and north, through the door for a battle. Go south without pushing the door to battle another Trainer.

Head north, grab the Glitter Mail, come south, and head east. Push the bottom door from the southside. Enter the top one from the north side, heading south, and push the bottom door westward. Go up and push the top one to the left.

Examine the door to finish.

Reward: Magnet, access to Trick #7.



O=====O-----O  
| Trick #7 | Requirements: Finished Trick #6, Rain Badge |  
O=====O-----O

Pokémon Species	Pokémon Type	Level Range	Version
None.			
Trainers' Pokémon: Kadabra Lv. 41, Solrock Lv. 41			
	Banette Lv. 42		
	Kirlia Lv. 40, Xatu Lv. 40, Kadabra Lv. 40		

Hiding behind the eastern window, the Trick Master is.

Okay, so now we're somewhat-redoing the Mossdeep Gym. >_>

Yay for creativity.

Anyhow, step onto the westernmost arrow. Flip the switch and head west and down to the start once more.

Step on the eastern northbound arrow. Defeat the Trainer. Then go up and around to flip the switch. Go east and flip the switch. Go south and memorize the scroll, then flip the switch. Warp back to the start via the teleporter.

Go right until you find the two westbound arrows. Step on the northern one and then weave your way north and around. Step on the eastbound arrow and flip the switch. Step onto the arrow below the red one. Go southeast and flip the switch, then head north. Return to the switch near the red arrow, then step on the red arrow.

Defeat the Trainer and take the Tropic Mail. Flip the switch and then go up to be near the door. Defeat the Trainer and examine the door.

*reads code* Ooooooooookay....

Rewards: PP Max (increases max PP by ~60%), access to Trick #8.

O=====O-----O  
| Trick #8 | Requirements: Finished Trick #7, Beat Elite Four |  
O=====O-----O

Pokémon Species	Pokémon Type	Level Range	Version
None.			
Trainers' Pokémon: Mawile Lv. 46, Starmie Lv. 46			
	Lairon Lv. 45, Manectric Lv. 45		
	Sableye Lv. 44, Sharpedo LV. 44, Medicham Lv. 44		

The Trick Master, beneath the southwestern cushion, he is. Step on him a few times, I shall. </pseudo-Yoda speech>

Okay, sliding stuff. Something I somewhat enjoy. Start on the left side.

Begin by going up, right, and up. Defeat the Trainer. Go down, left, down.  
Get on the right side. Go up, right, down, left, up. Defeat the Trainer.

Next, go down, left, up, left, down, left, down. Start on the east side. Go  
up, right, down, right, down. Defeat the Trainer.

Go up, left, and down. Start on the right side for this. Go up, left, up,  
right, down, right, down, left, up, left, down, right, up (grab the Bead Mail),  
up, right, down, right, down, left, up, left, up, right, down, left, down,  
right, up, right, down and examine the scroll.

Almost there. Go up, right, down, right, down, left, up, right, and up to  
reach the door. Examine it to finish the final trick of the Trick House.

Rewards: Blue/Red Tent (Sapphire/Ruby, respectively).

=====

S.S. Tidal

=====

Once you beat the Elite Four, you can go to the S.S. Tidal. This boat is free  
transport between Slateport, Lilycove, the Battle Tower, and, with a certain  
event, Southern Island. Anyhow, Fly to Slateport.

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Slateport City  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

-----

Item Name	Cost
Poké Ball	\$200
Great Ball	\$600
Potion	\$300
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$200
Escape Rope	\$550
Repel	\$350
Harbor Mail	\$50

-----

-----

Slateport Markets \ The ~~ divides individual shops. \

Item Name	Cost
Azurill Doll	\$3,000
Marill Doll	\$3,000
Skitty Doll	\$3,000
TM10 (Hidden Power)	\$3,000
TM43 (Secret Power)	\$3,000
Protein	\$9,800
Iron	\$9,800
Carbos	\$9,800

-----

```
| Zinc ..... $9,800 |
| Calcium ..... $9,800 |
| HP Up ..... $9,800 |
>~~~~~<
| Red Brick ..... $500 |
| Yellow Brick ..... $500 |
| Blue Brick ..... $500 |
| Red Balloon ..... $500 |
| Blue Balloon ..... $500 |
| Yellow Balloon ..... $500 |
| C Low Note Mat ..... $500 |
| D Note Mat ..... $500 |
| E Note Mat ..... $500 |
| F Note Mat ..... $500 |
| G Note Mat ..... $500 |
| A Note Mat ..... $500 |
| B Note Mat ..... $500 |
| C High Note Mat ..... $500 |
|
```

Go into the harbor and say you will go to Lilycove. You will now be in the S.S. Tidal.

```
))))))))))
                        The S.S. Tidal
))))))))))
```

Pokémon Species	Pokémon Type	Level Range	Version
None.			
=====			
Trainers' Pokémon:	Luvdisc Lv. 45 (x2)		
	Azumarill Lv. 45		
	Manectric Lv. 44 (x2)		
Same Trainer -->	Skitty Lv. 22, Skitty Lv. 12, Skitty Lv. 30,		
'->	Skitty Lv. 36, Skitty Lv. 40, Delcatty Lv. 42		
	Roselia Lv. 45		
	Zangoose Lv. 45		
	Tentacruel Lv. 44, Machoke Lv. 44		
	Machop Lv. 43, Machoke Lv. 43, Pelipper Lv. 43		

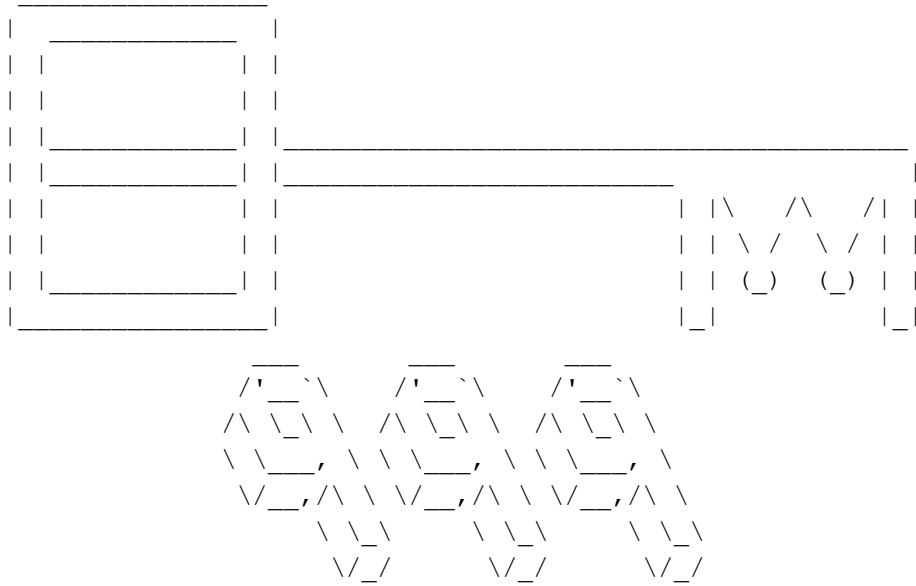
Begin by entering the first cabin to find a double battle. Go into the cabin next to it to find your cabin. Here, you can heal your Pokémon and make landfall.

The next cabin has another battle, as does the fourth cabin, and the one behind cabin one, and the back of cabin two, and the back of cabin three. In the back of cabin four, you can get TM49 (Snatch).

Downstairs are two Sailors to battle. Search the northwestern trash can to find some Leftovers. This item restores some of the holder's HP in battle.

You're done here.

```
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+++          This is the end of KeyBlade999's          +++
+++    Pokémon Ruby Version and Pokémon Sapphire Version    +++
+++                      FAQ/Walkthrough.                      +++
+++
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+++++
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KeyBlade999

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