

# Pokemon Ruby /Sapphire Breeding/Egg Moves Guide

by Allmard

Updated to v1.28 on Apr 15, 2003

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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The Breeding/Egg Moves Guide

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1. Version Update

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v 1.0 4/2/03

- Put up all the egg groups in.
- Put in the general information.
- Put in all Pokémon and potential partners-Put up some questions

v 1.1 4/4/03

- modified the FAQ to fit in 640 x 480 Screen

v 1.2 4/10/03

- Did some major editing
- Hopefully made it easier to understand
- Added the Gameshark Codes
- Updated Cycling Record

v 1.25 4/11/03

- Added a new section called "General Tips and Tricks"
- Added a new section called "Notes and Reminders"
- Added a new section called "Things to Come"
- Added more to the FAQ section
- Updated some codes
- Basic fixes

v 1.28

- Fixed some Egg move data
- Added Steps needed to hatch the Eggs

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2. Introduction  
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Welcome to the big world of Pokémon breeding. Here in this FAQ I will try to help you out by telling you how to get good moves onto Pokémon by breeding. It may be a long process but I guarantee that it is well worth the effort. Also note that this FAQ is for In-Game Pokémon. When Nintendo tells us how to get the R/B/Y/G/S/C Pokémon, this FAQ will be updated with all the information.

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3. Breeding Basics  
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In order to breed pokemon you need a male and a female that are compatible. Compatibility is found in the individual EGG groups (such as Fairy, Plant, etc.). Once you have a Male and Female from the same EGG group, you can take them to the Day-care and leave them in the tender care of the Day-care people.

A. Why Breed?

Breeding allows you the opportunity to obtain moves onto Pokémon that they normally cannot obtain on their own. It is also a good way to give different TM's to different Pokémon. That way you can still have Pokémon with TM moves even if you've used them already (assuming they are in the same EGG group). More on EGG Groups later on.

B. What can be bred?

Egg moves can be bred onto specific Pokémon IF the Male Pokémon has the appropriate move. Also any TM that the Male Pokémon knows that is compatible with the Female Pokémon will also be passed down to the baby (assuming the baby can learn that TM, So your Marshtomp with Earthquake will pass it onto Aron but not Treecko, scince Treecko can't have Earthquake). Also, any move that a baby Pokémon can learn by leveling up can be obtained immediatly if both parents know that move. (So if your breeding your Numel that has Take Down with your Rhyhorn that knows Take Down the Resulting baby will also have Take Down). More on EGG moves later.

C. Where do I go to breed?

The Day-care is Located on Route 117 between Mauville and Verdanturf city. Its the building that has fence all around it and a strange old man standing by it. You need to go inside the building and talk to the lady (yes that's a lady) behind the desk. She will then ask you if you want any Pokémon raised, select yes and then select one Pokémon. She will then take that Pokémon and say that they can raise two Pokémon and if you would like to leave another one. Select Yes and leave the other Pokémon there as well (NOTE: If you only have 2 Pokémon in your party the lady will say she can't take it so make sure you have more than 2). Then leave. Go and talk to the man standing outside and he will tell you one of three messages:

1. Your Pokémon prefer to play with other Pokémon than with each other.  
Translation: Try with another set of pokemon scince these Pokémon will not breed.

A) When the pokemon are the same gender.

B) The Pokemon are in different EGG groups.

C) If they are the opposite gender and in the same egg group then they have the same DV/IV's, they will not breed,

D) A Male hatchling will not breed with its Mom and a Female hatchling will not breed with its Dad.

2. They don't like each other.

Translation: They are compatible and will breed. It may take as little as one trip from Mauville and Verdanturf or a lot more. This is the minimum saying when compatible Pokémon have the same trainer ID. IF you don't get an egg right away just be patient and keep walking around. You will get an Egg sooner or later. Another suggestion is to go to Victory road and level up a pokemon that does not have an egg group (such as legendaries). Level up the pokemon a level then go back and you should have an egg waiting.

3. They appear to care for each other.

Translation: That means it won't be long for your Egg to arrive. This is usually faster than the previous message, but it's all on random numbers (as it was in Gold/Silver), so it may still take a while. In my experience, the longest it has ever taken was 15 minutes by simply walking around. This notification is given when the Pokémon are of the same species (Such as the male and female both being Abra) or one Pokémon has a different Trainer ID. (My trainer ID is 03456 and my brothers Trainer ID is 23890 so when we breed pokemon that we traded to one another they are more compatible)

There may be more but I haven't tested out two different trainer ID's yet so if anyone has and has received a different message, let me know and I'll give you credit.

#### D. Hatching Eggs

Now after walking around for a bit go back to the day-care center and if the Old Man has walked out in the road, he has an egg for you. You can then keep your Pokémon in the daycare and get another egg or can go pick them up. The lady behind the desk will tell you if your Pokémon grew any levels and how much it'll cost to pick them up. If they haven't gained any levels then it'll cost you a \$100 service fee. (The general formula is  $\text{Amount} = (\text{Levels Gained} + 100) \times 100$ ) You can then change out one or both of your Pokémon and get the next set ready for breeding. The only way to hatch eggs is to have them in your party and walk around. The eggs can be viewed in your party and there will be a message that tells you how much time is left before the egg hatches in the "Summary" screen. (NOTE: Its not specific

like 1,203 steps left) There are several Phrases that I have seen that tell you how close you are:

1. I wonder what's inside? It'll take some time for this to hatch.  
Translation: Keep walking. You aren't even close to it hatching yet.  
When the Summary screen indicates this message, the Egg doesn't move.

2. It moves around occasionally. It'll be some time before it hatches.  
Translation: You've done about 1/4 of the necessary walking and you'll notice the Egg Moves every once in a while.

3. It moves around often. It should hatch soon.  
Translation: Almost there. Keep it up  
Egg Moves about every second or so.

4. It moves around very much. Its gonna hatch soon!  
Translation: Almost there. Just a little more to go.  
Better hold on to that Egg tightly cause its all over the place (just be careful with the Wailmer eggs. Very fragile and big to boot)

The best place to hatch eggs IMO is right in front of the Day-care. Using the Mach Bike, go between Mauville and Verdanturf back and forth. This way, if you have another set of Pokémon in the daycare you can get their egg as well. I usually stop with 3 eggs in my party that way I can pull the parents outta the Day-care so I don't rack up unnecessary levels. Then I go wherever the wind takes me (usually Cycling Road to try and beat my 9.30 no collision record).

#### E. What comes out of the Hatched Egg

The Pokémon that emerges from the Hatched egg is ALWAYS the pre-evolved form of the Female. The female always controls what the baby will be. Males pass on the moves and females get duplicated. (Wynaught, Azurill and Illumise are the only exceptions Which I'll discuss later). That means if you breed a Male Alakazam with a Female Machop the Baby produced will be a Machop (the lowest form of Machop) at LV. 5. This new child will also have any Egg moves and TM/HM's it can learn that the Male Alakazam knows (Like Attract or Secret Power). The Gender of the new pokemon is random as is the Personality. If the pokemon has more than one trait that is also randomly determined at birth. (like Corsola has Hustle and Natural Cure it is random which one it gets).

In the event you do not get what you want, then you must breed again until you get the desired Trait/Personallity. (I had to breed my Lileep and Corsola 6 times to get one with Natural Cure) I haven't started to breed for specific personalities yet, but since its random you might have to do this process many times in order to get what you want.

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#### 4. Egg Groups

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There are 15 different Breeding Groups called EGG Groups. Every Pokémon belongs to at least one of these groups, sometimes more than one. They are as follows

Ground  
~~~~~  
Pikachu, Sandshrew, Vulpix, Psyduck, Rhyhorn, Phanpy, Girafarig,  
Torchic Poochyena, Zigzagoon, Seedot, Spinda, Wailmer, Skitty, Kecleon,

Torkoal, Electrike, Numel, Spheal, Spoink, Mawile, Slakoth, Whismur,  
Absol, Seviper, Zangoose

~~~~~  
Flying

~~~~~  
Zubat, Doduo, Natu, Skarmory, Tailow, Wingull, Swablu

~~~~~  
Plant

~~~~~  
Oddish, Lotad, Seedot, Shroomish, Cacnea, Roselia, Tropius

~~~~~  
Water 1

~~~~~  
Psyduck, Horsea, Marill, Corsola, Mudkip, Lotad, Wingull,  
Surskit, Corphish, Feebas, Spheal, Clamperl, Relicanth

~~~~~  
Water 2

~~~~~  
Goldeen, Magikarp, Chinchou, Wailmer, Barboach, Luvdisc,  
Carvanha, Relicanth

~~~~~  
Water 3

~~~~~  
Tentacool, Corsola, Corphish, Lileep, Anorith

~~~~~  
Humanshape

~~~~~  
Abra, Machop, Spinda, Sableye, Makuhita, Cacnea, Meditite,  
Volbeat, Illumise

~~~~~  
Mineral

~~~~~  
Geodude, Nosepass, Snorunt

~~~~~  
Indeterminate

~~~~~  
Grimer, Koffing, Wobuffet, Slugma, Duskull, Gulpin,  
Shuppet, Castform, Ralts, Chimecho

~~~~~  
Monster

~~~~~  
Rhyhorn, Treecko, Mudkip, Tropius, Whismur, Aron

~~~~~  
Dragon

~~~~~  
Horsea, Magikarp, Treecko, Feebas, Swablu, Seviper, Bagon

~~~~~  
Bug

Pinsir, Heracross, Wurmple, Nincada, Surskit, Trapinch, Volbeat,  
Illumise

~~~~~  
Fairy

~~~~~  
Pikachu, Jigglypuff, Marill, Shroomish, Skitty, Snorunt, Plusle,  
Minun, Mawile, Roselia, Castform

~~~~~  
Ditto

~~~~~  
Magnemite, Voltorb, Staryu, Baltoy, Lunatone, Solrock, Bedlum

\*NOTE: These Pokémon belong to other groups as well but since they are  
genderless they cannot breed with anything other than ditto

~~~~~  
No Eggs

~~~~~  
Pichu, Igglybuff, Azurill, Wynaught, Reji-Ice/Rock/Steel,  
Kyogre, Groudon, Rayquaza, Latias/os, Jirachi, Deoxys

Again as stated before, pokemon in the same egg groups can breed with one  
another, except the pokemon in the No Eggs group.

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5. Individual Pokémon a.k.a. The meat of this FAQ

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Now it is time to list all the available Pokémon, their groups, and what  
their egg moves are. Egg moves are some of the best moves that a pokemon  
can learn. Breeding is the only way for a lot of these pokemon to get  
these moves (Like getting Baton Pass on Meditite or Baton Pass on Absol)  
For a description of the moves go to RAMS New Move FAQ. Please note that  
I posted the lowest form or evolution because they learn their moves  
earlier. If an Evolved Pokémon has to be used in order to acquire a  
certain move (such as Sky Uppercut on Breloom, for Example), then it will  
be noted. Also keep in mind that you can always use the evolved forms when  
breeding if you choose. Thus, you can freely breed a Linoone with another  
pokemon as if it were a Zigzagoon.

Here are some terms you need to know to understand what is available to  
different pokemon and how to get that move on a particular pokemon.

(Egg)-Is an Egg move for that Pokémon as well, and can be gained by  
breeding. Check that Pokemon to see how to get it.

(MT)-You have to use the Move Tutor to get this move (Unless you caught  
it in the wild and the Pokémon knew it already). The move tutor is in  
Fallarbor town and will cost you a heart scale to get back the move (Use  
thief on a Luvdisc to get a good supply of them). Others can be found  
on rocks or in the sand or by diving under the sea and searching in the  
lightly-coloured areas surrounded by patches of seaweed.

(TM XX)-A move that can be learned if the Male uses that TM. I only  
suggest it on pokemon that can pass moves that are worth using.

(U F N)-Are moves that cannot be obtained yet. They require the old  
Pokémon from the original series' that are currently not available to  
us without a game altering device. When Nintendo says how to acquire

them, then I will finish the list and provide you all with the necessary breeding information.

~-Move learned by a pre-evolved form that has no Egg Group (Pichu for example)

Now onto the list:

Sandshrew-Ground M: 50% F: 50% 5,120 steps to hatch

Flail: Vulpix(Egg), Phanpy, Zigzagoon, Spinda, Torkoal, Slaking, Zangoose(Egg)

Safeguard: Vulpix

Counter: Rhyhorn(Egg), Phanpy(Egg), Torchic(Egg), Slaking, Zangoose(Egg)

Rapid Spin: Donphan

Rock Slide: Rhyhorn(Egg), Torchic(Egg), Spinda(Egg), Camerupt, Spheal(Egg)

Metal Claw: (U F N)

Swords Dance: Rhyhorn(Egg) Absol, Zangoose

Crush Claw: Rhyhorn(Egg), Slakoth(Egg), Zangoose

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Vulpix-Ground M: 25% F: 75% 5,120 steps to hatch

Faint Attack: Nuzleaf, Spinda, Skitty, Klecleon, Mawile, Slaking, Absol(Egg)

Hypnosis: Psyduck(Egg), Spinda

Flail: Sandshrew(Egg), Phanpy, Zigzagoon, Spinda, Torkoal, Slaking, Zangoose(Egg)

Spite: (U F N)

Disable: Psyduck, Spinda(Egg), Kecleon(Egg)

Howl: Poochyena, Electrike, Numel(Egg), Whismur

Psych Up: Psyduck, Girafarig(Egg), Spinda, Skitty(Egg), Spink, Maile(Egg)

Heat Wave: Torkoal

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Zubat-Flying M: 50% F: 50% 3,840 steps to hatch

Quick Attack: Doduo(Egg), Natu(Egg), Taillow, Wingull

Pursuit: Doduo, Skarmory(Egg), Taillow(Egg), Wingull, Swablu(Egg)

Faint Attack: (U F N)

Gust: Wingull(Egg)

Whirlwind: (U F N)

Curse: (U F N)

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Oddish-Plant M: 50% F: 50% 5,120 steps to hatch

Swords Dance: (U F N)

Razor Leaf: Lotad(Egg) Tropius

Flail: Lotad(Egg)

Synthesis: Lotad(Egg) Seedot, Roselia, Tropius

Charm: Shroomish(Egg)

Ingrain: Cacnea, Roseila

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Psyduck-Water 1/Ground M: 50% F: 50% 5,120 steps to hatch

Hypnosis: Vulpix(Egg), Spinda, Feebas(Egg)

Psybeam: Girafarig, Spinda, Surskit(Egg) Kecleon, Spoink

Foresight: Girafarig(Egg), Mudkip, Surskit(Egg)

Light Screen: Pikachu, Dratini(Egg), Marill(Egg), Feebas(Egg)  
Spoink(TM 16)

Future Sight: Marill(Egg), Girafarig(Egg), Spoink(Egg), Absol

Psychic: Spoink, Gorebyss

Cross Chop: (U F N) :(

Refresh: Corsola, Mudkip(Egg), Milotic, Clamperl(Egg)

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Abra-Humanshape M: 75% F: 25% 5,120 steps to hatch

Barrier: (U F N)

Encore: Machop(Egg) Spinda(Egg)

Knock Off: Sableye, Makuhita

Fire/Ice/T-Punch [Meditite(Egg), Medicham (MT)]

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Machop-Humanshape M: 75% F: 25% 5,120 steps to hatch

Light Screen: Abra(TM 16)

Meditate: Meditite

Rolling Kick: (U F N)



Encore: Abra(Egg), Spinda(Egg)

Smelling Salt: Spinda(Egg), Makuhita

Counter: Makuhita(Egg), Cacnea(Egg)

Rock Slide: Spinda(Egg)

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Tentacool-Water 3 M: 50% F: 50% 5,120 steps to hatch

Aurora Beam: (U F N)

Mirror Coat: Corsola, Lileep(Egg)

Rapid Spin: (U F N)

Haze: (U F N) :(

Safeguard: Corsola (TM 20)

Confuse Ray: Corsola(Egg), Lileep

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Geodude-Mineral M: 50% F: 50% 3,840 steps to hatch

Mega Punch: (U F N)

Rock Slide: Nosepass

Block: Nosepass, Snorunt(Egg)

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Magnemite-Ditto Genderless 5,120 Steps to hatch

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Doduo-Flying M: 50% F: 50% 5,120 steps to hatch

Quick Attack: Zubat(egg), Natu(egg), Taillow, Wingull

Supersonic: Zubat, Taillow(Egg) Wingull

Haze: Zubat, Natu(Egg), Swablu(Egg)

Faint Attack: (U F N)

Flail: (U F N)

Endeavor: Taillow

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Grimer-Indeterminate M: 50% F: 50% 5,120 steps to hatch

Haze: Koffing

Mean Look: Duskull, Ralts(Egg)

Lick: (U F N)

Imprison: Duskull(Egg), Shuppet(Egg), Ralts

Curse: Duskull, Shuppet, Chimecho(Egg)

Shadow Punch: Dustclops

Explode: Koffing

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Voltorb-Ditto Genderless 5,120 steps to hatch

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Koffing-Indeterminate M: 50% F: 50% 5,120 steps to hatch

Screech: Grimer, Shuppet

Psywave: Chimecho

Psybeam: (U F N)

Destiny Bond: Koffing, Wobbuffet, Duskull(Egg) Shuppet(Egg) Ralts(Egg)

Pain Split: (U F N)

Will-o-Wisp: Duskull, Shuppet, Ralts(Egg)

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Rhyhorn-Monster/Ground M: 50% F: 50% 5,120 steps to hatch

Crunch: Girafarig, Treeko(Egg), Poochyena, Electrike(Egg), Mawile, Seviper

Reversal: Torchic(Egg), Vigoroth

Rock Slide: Sandshrew(Egg), Torchic(Egg) Spinda(Egg), Camerupt, Spheal(Egg)

Counter: Sandshrew(Egg) Phanpy(Egg), Torchic(Egg), Slaking, Zangoose(Egg)

Magnitude: Numel

Swords Dance: Sandshrew(Egg), Absol, Zangoose

Curse: Whailmer(Egg), Torkoal, (Electrike(Egg), Spheal(Egg), Slakoth, (Egg) Absol(Egg), Zangoose(Egg)

Crush Claw: Sandshrew(Egg), Treeko(Egg), Slakoth(Egg), Zangoose

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Horsea-Water 1/Dragon M: 50% F: 50% 5,120 steps to hatch

Flail: Magikarp, Lotad(Egg), Feebas

Aurora Beam: Spheal

Octazooka: (U F N)

Disable: Psyduck

Splash: Magikarp, Feebas

Dragon Rage: Gyarados, Bagon(Egg)

Dragonbreath: Treeko(Egg), Feebas(Egg), Altaria, Bagon

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Goldeen-Water 2 M: 50% F: 50% 5,120 steps to hatch

Psybeam: (U F N)

Haze: (U F N)

Hydro Pump: Gyarados, Chinchou, Wailmer, Carvanha(Egg), Relicanth

Sleep Talk: Wailmer(Egg), Relicanth(Egg)

Mud Sport: Barboach, Luvdisc(Egg), Relicanth

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Staryu-Ditto Genderless 5,120 steps to hatch

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Pinsir-Bug M: 50% F: 50% 6,400 steps to hatch

Fury Attack: Heracross

Flail: (U F N)

False Swipe: Heracross(Egg), Nincada

Faint Attack: Nincada(Egg), Trapinch

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Magikarp-Water 2/Dragon M: 50% F: 50% 1,280 steps to hatch

No Moves

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Chinchou-Water 2 M: 50% F: 50% 5,120 steps to hatch

Screech: Carvanha

Flail: Goldeen, Chinchou, Luvdisc

Amnesia: Wailmer, Barboach, Relicanth

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Pichu-No Eggs Pikachu-Ground/Fairy M: 50% F: 50% 2,560 steps to hatch

Reversal: Rhyhorn(egg), Torchic(egg), Vigoroth

Bide: Seedot

Present: (U F N)

Encore: Spinda(egg), Spheal, Plusle, Minun, Slakoth

Doubleslap: Jigglypuff, Skitty

Wish: (U F N)

Charge: Electrike, Plusle, Minun

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Igglybuff-No Eggs Jigglypuff-Fairy M: 25% F: 75% 2,560 steps to hatch

Perish Song: (U F N)

Present: (U F N)

Faint Attack: Skitty, Mawile

Wish: (U F N)

Fake Tears: Skitty(Egg), Plusle, Minun

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Natu-Flying M: 50% F: 50% 5,120 steps to hatch

Haze: Zubat, Doduo(Egg), Swablu(Egg)

Drill Peck: Doduo, Skarmory(Egg)

Quick Attack: Zubat(Egg), Doduo(Egg), Taillow, Wingull

Faint Attack: (U F N)

Steel Wing: Doduo (TM 47), Skarmory

Psych Up: (U F N)

Featherdance: (U F N)

Refresh: Taillow(Egg), Swablu

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Marill-Water 1/Fairy M: 50% F: 50% 2,560 steps to hatch  
(Don't be sending me E-Mails about Marill getting egg moves. It does)

Light Screen: Pikachu, Psyduck(Egg), Feebas(Egg)

Present: (U F N)

Ammnesia: Corsola(Egg), Gorebyss, Relicanth(Egg)

Future Sight: Psyduck (Egg), Castform (Egg)

Belly Drum: (U F N)

Perish Song: (U F N)

Supersonic: Wingull, Clamperl(Egg)

Substitute: Skitty(Egg), Plusle(Egg), Minun(Egg)

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Girafarig-Ground M: 50% F: 50% 5,120 steps to hatch

Take Down: Rhyhorn, Phanpy, Poochyena, Seedot(Egg), Numel,

Whismur(Egg)

Ammnesia: Seedot(Egg), Wailmer, Torkoal, Numel, Slakoth

Foresight: Psyduck(Egg)

Future Sight: Psyduck(Egg), Spoink(Egg), Absol

Beat Up: (U F N)

Psych Up: Vulpix(Egg), Spyduck, Spinda, Skitty, Spoink, Mawile(Egg)

Wish: (U F N)

Magic Coat: Kecleon(Egg), Spoink, Absol(Egg)

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Heracross-Bug M: 50% F: 50% 6,400 steps to hatch

Harden: Pinsir, Silcoon, Cascoon, Nincada

Bide: (U F N)

Flail: (U F N)

False Swipe: Pinsir(Egg), Nincada

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Slugma-Indeterminate M: 50% F: 50 % 5,120 steps to hatch

Acid Armor: Grimer, Gulpin(Egg)

Heat Wave: (U F N)

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Corsola-Water 1/Water 3 M: 25% F: 75% 5,120 steps to hatch

Rock Slide: Spheal(Egg), Relicanth(Egg), Lileep(Egg), Anorth(Egg)

Screech: Psyduck, Tentacool, Huntail

Mist: Lotad, Wingull, Surskit

Ammnesia: Marill(Egg), Gorebyss, Relicanth(Egg), Lileep

Barrier: Tentacool, Clamperl(Egg), Lileep(Egg)

Ingrain: Lileep

Confuse Ray: Tentacool(Egg), Feebas(Egg), Clamperl(Egg), Lileep

Icicle Spear: (U F N)

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Skarmory-Flying M: 50% F: 50% 6,400 steps to hatch

Drill Peck: Doduo, Natu(Egg)

Pursuit: Zubat(Egg), Doduo, Taillow(Egg), Wingull, Swablu(Egg)

Whirlwind: (U F N)

Sky Attack: Tailow(Egg), Altaria

Curse: (U F N)

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Phanphy-Ground M: 50% F: 50% 5,120 steps to hatch

Focus Energy: Torchic, Numel, Vigoroth(MT)

Body Slam: Torkoal, Numel(Egg), Spheal, Slakoth(Egg)

Ancient Power: Kecleon, Mawile(Egg)

Snore: Wailmer(Egg), Spheal, Spink, Slakoth(Egg), Whismur(Egg)

Counter: Sandshrew(Egg), Rhyhorn(Egg), Torchic(Egg), Slaking,  
Zangoose(Egg)

Fissure: Wailmer(Egg), Camerupt, Spheal(Egg)

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Treecko-Monster/Dragon M: 87.5% F: 12.5% 5,120 steps to hatch

Crunch: Rhyhorn(Egg), Seviper, Bagon

Mud Sport: Mudkip, Feebas(Egg)

Endeavor: Mudkip

Leech Seed: Tropius(Egg)

Dragonbreath: Horsea(Egg), Feebas(Egg), Altaria, Bagon

Crush Claw: Rhyhorn(Egg)

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Torchic-Ground M: 87.5% F: 12.5% 5,120 steps to hatch

Counter: Sandshrew(Egg), Rhyhorn(Egg), Phanpy(Egg), Slaking,  
Zangoose(Egg)

Reversal: Rhyhorn(Egg), Vigoroth

Endure: Phanpy, Torkoal(Egg), Vigoroth

Swagger: Poochyena, Nuzleaf, Whailmer(Egg), Slaking, Whismur(Egg),  
Seviper

Rock Slide: Sandshrew(Egg), Rhyhorn(Egg), Spinda(Egg), Camerupt,  
Spheal(Egg)

Smelling Salt: Spinda(Egg), Whismur(Egg)

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Mudkip-Monster/Water 1 M: 87.5% F: 12.5% 5,120 steps to hatch

Refresh: Psyduck(Egg), Milotic, Clamperl(Egg)

Uproar: Lombre, Whismur

Curse: Rhyhorn(Egg), Spheal(Egg)

Stomp: Rhyhorn, Tropius, Whismur, Aron(Egg)

Ice Ball: Spheal

Mirror Coat: Corsola, Feebas(Egg)

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Poochyena-Ground M: 50% F: 50% 3,840 steps to hatch

Astonish: Girafarig, Wailmer, Kecleon, Mawile, Whismur

Poison Fang: Mawile(Egg), Seviper

Covet: Zigzagoon, Skitty, Slaking

Leer: Electrike, Absol, Zangoose

Yawn: Torkoal(Egg), Spheal(Egg), Slakoth

~~~~~  
Zigzagoon-Ground M: 50% F: 50% 3,840 steps to hatch

Charm: Skitty, Pikachu~

Pursuit: Slakoth(Egg), Zangoose

Substitute: Skitty(Egg), Kecleon, Spoink(Egg)

Tickle: Wailmer(Egg), Skitty(Egg), Mawile(Egg)

Trick: Spinda(Egg), Kecleon(Egg), Spoink(Egg)

~~~~~  
Wurmple-Bug M: 50% F: 50% 3,840 steps to hatch

No Moves

~~~~~  
Lotad-Plant/Water 1 M: 50% F: 50% 3,840 steps to hatch

Synthesis: Oddish(Egg), Seedot, Roselia, Tropius

Razor Leaf: Oddish(Egg), Tropius

Sweet Scent: Oddish, Surskit, Roselia, Tropius

Leech Seed: Seedot(Egg), Shroomish, Cacnea, Roselia, Tropius(Egg)

Flail: Oddish(Egg), Horsea(Egg), Feebas(Egg)

Water Gun: Horsea, Marill, Mudkip, Wingull, Milotic(MT), Spheal,  
Clamperl, Relicanth

~~~~~  
Seedot-Ground/Plant M: 50% F: 50% 3,840 steps to hatch

Leech Seed: Lotad(Egg), Shroomish, Cacnea, Roseila, Tropius(Egg)

Ammnesia: Girafarig(Egg), Wailmer, Torkoal, Numel, Slaking

Quick Attack: Pikachu, Vulpix, Torchic, Electrike, Absol, Zangoose

Razor Wind: Nuzleaf, Tropius(Egg), Absol, Zangoose(Egg)

Take Down: Rhyhorn, Girafarig(Egg), Phanpy, Poochyena, Numel, Whismur(Egg)

False Swipe: Shroomish(Egg), Mawile(Egg), Zangoose

~~~~~  
Nincada-Bug M: 50% F: 50% 3,840 steps to hatch

Gust: Beautifly, Dustox, Masquerain, Trapinch(Egg)

Endure: Heracross

Silver Wind: Beautifly, Dustox, Masquerain, Volbeat(Egg)

Faint Attack: Pinsir(Egg), Trapinch

~~~~~  
Tailow-Flying M: 50% F: 50% 3,840 steps to hatch

Pursuit: Zubat(Egg), Doduo, Skarmory(Egg), Swablu(Egg)

Supersonic: Zubat, Doduo(Egg), Wingull

Refresh: Natu(Egg), Swablu

Mirror Move: Swablu

Rage: Doduo, Swablu(Egg)

Sky Attack: Skarmory(Egg), Altaria

~~~~~  
Shroomish-Fairy/Plant M: 50% F: 50% 3,840 steps to hatch

Fake Tears: Skitty(Egg), Plusle, Mawile

Swagger: Nuzleaf

Charm: Oddish(Egg), Skitty, Minun

False Swipe: Seedot(Egg), Mawile(Egg)

Helping Hand: Skitty(Egg), Plusle, Minun

~~~~~  
Spinda-Ground/Humanshape M: 50% f: 50% 3,840 steps to hatch

Encore: Abra(Egg), Machop(Egg), Spheal, Slakoth

Rock Slide: Sandshrew(Egg), Machop(Egg), Rhyhorn(Egg), Torchic(Egg), Camerupt, Spheal(Egg)



Assist: Skitty

Disable: Vulpix(Egg), Psyduck, Kadabra, Kecleon(Egg)

Wish: (U F N)

Trick: Kadabra, Zigzagoon(Egg), Kecleon(Egg), Spink(Egg),  
Volbeat(Egg)

Smelling Salt: Machop(Egg), Torchic(Egg), Makuhita, Whismur(Egg)

~~~~~  
Wingull-Water 1/Flying M: 50% F: 50% 5,120 steps to hatch

Mist: Corsola(Egg), Lotad, Wingull, Surskit, Swablu

Twister: Horsea, Milotic

Agility: Doduo, Horsea, Skarmory, Tailow, Wingull, Surskit,  
Swablu(Egg)

Gust: Masquerain

Water Sport: Psyduck, Lombre, Pelliper(MT), Surskit, Spheal(Egg),  
Relicanth(Egg)

~~~~~  
Surskit-Water 1/Bug M: 50% F: 50% 3,840 steps to hatch

Foresight: Psyduck(Egg), Mudkip

Mud Shot: Marshstomp

Psybeam: Psyduck(Egg), Dustox

Hydro Pump: Psyduck, Horsea, Marill, Mudkip, Lombre, Pelliper,  
Huntail, Gorebyss, Relicanth

Mind Reader: Nincada

~~~~~  
Whailmer-Ground/Water 2 M: 50% F: 50% 10,240 steps to hatch

Double Edge: Phanpy, Spinda, Skitty, Carvanha(Egg), Numel, Absol(Egg),  
Relicanth

Trash (not a typo): Gyrados(MT), Spinda, Barboach(Egg), Carvanha(Egg)

Swagger: Torchic(Egg), Poochyena, Nuzleaf, carvanha, Slaking,  
Whismur(Egg), Seviper

Snore: Phanpy(Egg), Barboach, Spheal, Spink, Slakoth(Egg),  
Whismur(Egg)

Sleep Talk: Goldeen(Egg), Torkoal(Egg), Slakoth(Egg), Whismur

Curse: Rhyhorn(Egg), Torkoal, Spheal(Egg), Slakoth(Egg), Absol(Egg),  
Zangoose(Egg)

Fissure: Phanpy(Egg), Baroach, Camerupt, Spheal(Egg)

Tickle: Zigzagoon(Egg), Skitty(Egg), Whishcash(MT), Mawile(Egg)

~~~~~  
Skitty-Ground/Fairy M: 25% F: 75% 3,840 steps to hatch

Helping Hand: Shroomish(Egg), Plusle, Minun

Psych Up: Vulpix(Egg), Psyduck, Girafarig(Egg), Spinda, Spink,  
Mawile(Egg), Castform(Egg)

Uproar: Spinda, Ectrike(Egg), Vigoroth(MT), Whismur

Fake Tears: Shroomish(Egg), Plusle, Minun

Wish: (U F N)

Baton Pass: Girafarig, Plusle, Minun, Absol(Egg)

Substitute: Marill(Egg), Zigzagoon(Egg), Kecleon, Spink(Egg),  
Plusle(Egg), Minun(Egg), Absol(Egg)

Tickle: Zigzagoon(Egg), Wailmer(Egg), Mawile(Egg)

~~~~~  
Kleoleon-Ground M: 50% F: 50% 5,120 steps to hatch

Disable: Vulpix(Egg), Psyduck, Spinda(Egg)

Magic Coat: Girafarig(Egg), Spink, Absol(Egg)

Trick: Zigzagoon(Egg), Spinda(Egg), Spink(Egg)

~~~~~  
Baltoy-Ditto Genderless 5,120 steps to hatch

~~~~~  
Nosepass-Mineral M: 50% F: 50% 5,120 steps to hatch

Magnitude: Geodude

Rollout: Geodude

Explode: Geodude

~~~~~  
Torkoal-Ground M: 50% F: 50% 5,120 steps to hatch

Eruption: Camerupt

Endure: Phanpy, Torchic(Egg), Vigoroth

Sleep Talk: Wailmer(Egg), Slakoth(Egg), Whismur

Yawn: Poochyena(Egg), Spheal(Egg), Slakoth

~~~~~  
Sableye-Humanshape M: 50% F: 50% 6,400 steps to hatch

Psych Up: Spinda, Meditite

Recover: Kadabra, Meditite

Moonlight: Volbeat

~~~~~  
Barbaroach-Water 2 M: 50% F: 50% 5,120 steps to hatch

Trash: Gyrados(MT), Wailmer(Egg), Carvanha(Egg)

Whirlpool: Wailmer

Spark: Chinchou

~~~~~  
Luvdisk-Water 2 M: 25% F; 75% 5,120 steps to hatch

Splash: Magikarp, Wailmer

Supersonic: Goldeen, Chinchou

Water Sport: Goldeen, Barboach, Relicanth(Egg)

Mud Sport: Goldeen(Egg), Baroach, Relicanth

~~~~~  
Corphish-Water 1/Water 3 M: 50% F: 50% 3,840 steps to hatch

Mud Sport: Mudkip, Feebas(Egg), Clamperl(Egg), Relicanth, Anorith

Endeavor: Mudkip

Body Slam: Spheal, Clamperl(Egg)

Ancient Power: Corsola, Relicanth, Lileep, Anorth

~~~~~  
Feebas-Water 1/Dragon M: 50% F: 50% 5,120 steps to hatch

Mirror Coat: Mudkip(Egg), Corsola

Light Screen: Psyduck(Egg), Marill(Egg), Corsola(TM 16)

Dragonbreath: Horsea(Egg), Treecko(Egg) Altaria, Bagon

Mud Sport: [Treecko(Egg)] Mudkip, Corphish(Egg), Clamperl(Egg),  
Relicanth

Hypnosis: Psyduck(Egg)

Confuse Ray: Corsola(Egg), Clamperl(Egg)

~~~~~  
Carvanha-Water 2 M: 50% F: 50% 5,120 steps to hatch

Hydro Pump: Goldeen(Egg), Gyrados, Chinchou, Wailmer, Relicanth

Double Edge: Wailmer(Egg), Relicanth

Trash: Gyrados(MT), Wailmer(Egg), Baroach(Egg)

~~~~~  
Traphinch-Bug M: 50% F: 50% 5,120 steps to hatch

Quick Attack: Surskit, Volbeat

Gust: Beautifly, Dustox, Nincada(Egg), Masquerain

Focus Energy: Pinsir

~~~~~  
Makuhita-Humanshape M: 75% F: 25% 5,120 steps to hatch

Faint Attack: Spinda, Sableye, Cacnea

Detect: Sableye, Meditite

Foresight: Machop, Sableye, Medidite(Egg)

Helping Hand: Volbeat

Cross Chop: Machop

Revenge: Machop

Dynamic Punch: Machop, Cacnea(Egg), Meditite(Egg)

Counter: Machop(Egg), Cacnea(Egg)

~~~~~  
Electrike-Ground M: 50% F: 50% 5,120 steps to hatch

Crunch: Rhyhorn(Egg), Girafarig, Ppochyena, Mawile, Seviper

Headbutt: Zigzagoon

Uproar: Spinda, Skitty(Egg), Vigoroth(MT), Whismur

Curse: Rhyhorn(Egg), Wailmer(Egg), Torkoal, Speal(Egg), Slakoth(Egg), Absol(Egg), Zangoose(Egg)

Swift: Sandshrew

~~~~~  
Numel-Ground M: 50% F: 50% 5,120 steps to hatch

Howl: Poocheyna, Electrike, Whismur

Scary Face: Rhyhorn, Poochyena

Body Slam: Phanpy(Egg), Torkoal, Speal, Slakoth(Egg), Seviper(Egg)

Rollout: Phanpy, Wailmer

Defence Curl: Sandshrew, Phanpy

Stomp: Rhyhorn, Girafarig, Whismur

~~~~~  
Speal-Water 1/Ground M: 50% F: 50% 5,120 steps to hatch

Water Sport: Psyduck, Lombre, Wingull(Egg), Peipper(MT), Surskit, Milotic, Relicanth(Egg)

Stockpile: Pelliper, Mawile, Seviper(Egg)

Pound: Nuzleaf(MT), Whismur, Seviper(Egg)

Spit Up: Pelipper, Mawile, Seviper(Egg)

Yawn: Poochyena(Egg), Slakoth, Relicanth

Rock Slide: Sandshrew(Egg), Rhyhorn(Egg), Corsola(Egg), Torchic(Egg), Spinda(Egg), Camerupt, Relicanth(Egg)

Curse: Rhyhorn(Egg), Mudkip(Egg), Wailmer(Egg), Torkoal, Electrike, Slakoth(Egg), Absol(Egg), Zangoose(Egg)

Fissure: Phanpy(Egg), Wailmer(Egg), Camerupt

~~~~~  
Cacnea-Plant/Humanshape M: 50% F: 50% 5,120 steps to hatch

Grasswhistle: Roselia

Acid: Oddish

Teeter Dance: Spinda

Dynamic Punch: Machop, Breloom, Makuhita(Egg), Meditite(Egg)  
Counter: Machop(egg), Breloom, Makuhita(Egg)

~~~~~  
Snorunt-Mineral/Fairy M: 50% F: 50% 5,120 steps to hatch

Block: Geodude(Egg), Nosepass

Spikes: Roselia

~~~~~  
Lunatone-Ditto Genderless 6,400 steps to hatch

~~~~~  
Solrock-Ditto Genderless 6,400 steps to hatch

~~~~~  
Azurill-No Eggs Marill-Water 1/Fairy M: 25% F: 75% 2,560 steps to hatch  
\*To get an Azurill attach the Sea Insence you got at Mt. Pyre to a Female Marill before breeding\*

Encore: Pikachu(Egg)

Sing: Jigglypuff

Refresh: Psyduck(Egg), Corsola, Mudkip(Egg), Milotic, Clamperl(Egg)

Slam: Pikachu

Tickle: Skitty(Egg), Mawile(Egg)

~~~~~  
Spoink-Ground

Future Sight: Psyduck(Egg), Girafarig(Egg), Absol

Extrasensory: Nuzleaf, Whismur(Egg)

Substitute: Zigzagoon(Egg), Skitty(Egg), Kecleon, Absol(Egg)

Trick: Zigzagoon(Egg), Spinda(Egg), Kecleon(Egg)

~~~~~  
Plusle/Minun-Fairy M: 50% F: 50% 5,120 steps to hatch

Substitute: Marill(Egg), Skitty(Egg)

Wish: (U F N)

~~~~~  
Mawile-Ground/Fairy M: 50% F: 50% 5,120 steps to hatch

Swords Dance: Sanshrew(Egg), Rhyhorn(Egg), Absol, Zangoose

False Swipe: Seedot(Egg), Shroomish(Egg), Zangoose

Poison Fang: Poochyena(Egg), Seviper

Psych Up: Vulpix(Egg), Psyduck, Girafarig(Egg), Spinda, Skitty(Egg),  
Spoink, Casform(Egg)

Ancient Power: Phanpy(Egg), Kecleon

Tickle: Zigzagoon(Egg), Whailmer(Egg), Skitty(Egg)

~~~~~  
Meditate-Humanshape M: 50% F: 50% 5,120 steps to hatch

Fire/Ice/Thunder Punch: Abra(Egg), Medicham(MT)

Foresight: Machop, Sableye, Makuhita(Egg)

Fake Out: Sableye, Makuhita

Baton Pass: Volbeat(Egg)

Dynamic Punch: Machop, Makuhita(Egg), Cacnea(Egg)

~~~~~  
Swablu-Flying/Dragon M: 50% F: 50% 5,120 steps to hatch

Agility: Doduo, Horsea, Skarmory, Taillow, Wingull

Haze: Zubat, Doduo(Egg), Natu(Egg), Seviper

Pursuit: Zubat(Egg), Doduo, Skarmory, Treeko, Taillow(Egg)

Rage: Doduo, Taillow(Egg), Bagon(MT)

~~~~~  
Whynaut-No Eggs Wobbuffet-Indeterminate M: 50% F: 50% 5,120 steps to hatch

\*To get Wynnaught attach the Lax Incense you got at MT. Pyre to a Female Wobbuffet\*

No Moves

~~~~~  
Dustskull-Indeterminate M: 50% F: 50% 6,400 steps to hatch

Imprison: Grimer(Egg), Shuppet(Egg), Ralts

Destiny Bond: Koffing, Wobbuffet, Shuppet(Egg), Ralts(Egg)

Pain Split: (U F N)

Grudge: Shuppet

Memento: Grimer, Koffing, Ralts(Egg)

Faint Attack: Shuppet

~~~~~  
Roselia-Plant/Fairy M: 50% F: 50% 5,120 steps to hatch

Spikes: Cacnea, Snorunt(Egg)

Synthesis: Oddish(Egg), Lotad(Egg), Seedot, Roselia, Tropius

Pin Missile: Cacnea

Cotton Spore: Cacnea

~~~~~  
Slakoth-Ground M: 50% F: 50% 3,840 steps to hatch

Pursuit: Zigzagoon(Egg), Zangoose

Slash: Sandshrew, Torchic, Linoone, Kecleon, Vigoroth, Absol, Zangoose

Body Slam: Phanpy(Egg), Torkoal, Numel(Egg), Spheal, Seviper

Snore: Phanpy(Egg), Wailmer(Egg), Spheal, Spoink, Whismur(Egg)

Crush Claw: Sandshrew(Egg), Rhyhorn(Egg), Zangoose

Curse: Rhyhorn(Egg), Wailmer(Egg), Torkoal, Electrike(Egg), Spheal(Egg), Absol(Egg), Zangoose(Egg)

Sleep Talk: Wailmer(Egg), Torkoal(Egg), Whismur

~~~~~  
Gulpin-Indeterminate M: 50% F: 50% 5,120 steps to hatch

Dream Eater: Ralts, Chimecho(Egg)

Acid Armor: Grimer, Slugma(Egg)

Smog: Koffing, Slugma

Pain Split: (U F N)

~~~~~

Tropius-Monster/Plant M: 50% F: 50% 6,400 steps to hatch

Headbutt: Shroomish, Aron

Slam: Treecko

Razor Wind: Seedot(Egg), Nuzleaf

Leech Seed: Treecko(Egg), Lotad(Egg), Seedot(Egg), Shroomish, Cacnea, Roselia

Nature Power: Lotad, Seedot

~~~~~

Whismur-Monster/Ground M: 50% F: 50% 5,120 steps to hatch

Take Down: Rhyhorn, Girafarig(Egg), Phanpy, Mudkip, Poochyena, Seedot(Egg), Numel, Aron

Snore: Phanpy(Egg), Wailmer(Egg), Spheal, Spoink, Slakoth(Egg)

Swagger: Torchic(Egg), Poochyena, Nuzleaf, Wailmer(Egg), Slaking, Seviper

Estrasensory: Nuzleaf, Spoink(Egg)

Smelling Salt: Torchic(Egg), Spinda(Egg), Aron(Egg)

~~~~~

Clamperl-Water 1 M: 50% F: 50% 5,120 steps to hatch

Refresh: Psyduck(Egg), Corsola, Mudkip(Egg), Milotic

Mud Sport: Mudkip, Corphish(Egg), Feebas(Egg), Relicanth

Body Slam: Corphish(Egg), Spheal

Supersonic: Marill(Egg), Wingull

Barrier: Corsola(Egg)

Confuse Ray: Corsola(Egg), Feebas(Egg)

~~~~~

Absol-Ground M: 50% F: 50% 6,400 steps to hatch

Baton Pass: Girafarig, Skitty(Egg), Mawile

Faint Attack: [Vulpix(Egg), Nuzleaf, Spinda, Skitty, Kecleon, Mawile, Slakoth

Double Edge: Phanpy, Spinda, Whailmer(Egg), Skitty, Numel

Magic Coat: Girafarig(Egg), Kecleon(Egg), Spoink

Curse: Rhyhorn(Egg), Wailmer(Egg), Torkoal, Electrike(Egg), Spheal(Egg), Slakoth(Egg), Zangoose(Egg)

Substitute: Zigzagoon(Egg), Skitty(Egg), Kecleon, Spoink(Egg)



~~~~~  
Shuppet-Indeterminate M: 50% F: 50% 6,400 steps to hatch

Disable: Grimer, Duskull, Ralts(Egg)

Destiny Bond: Koffing, Wobbuffet, Duskull(Egg), Ralts(Egg)

Foresight: Duskull

Astonish: Duskull, Chimecho

Imprison: Grimer(Egg), Duskull(Egg), Ralts

~~~~~  
Seviper-Ground/Dragon M: 50% F: 50% 5,120 steps to hatch

Stockpile: Spheal(Egg), Mawile

Pound: Treeko, Nuzleaf(MT), Spheal(Egg), Whismur

Spit Up: Spheal(Egg), Mawile

Body Slam: Phanpy(Egg), Torkoal, Numel(Egg), Spheal, Slakoth(Egg)

~~~~~  
Zangoose-Ground M: 50% F: 50% 5,120 steps to hatch

Flail: Sandshrew(Egg), Vulpix(Egg), Phanpy, Zigzagoon, Spinda,  
Torkoal, Slaking

Double Kick: Cubustiken

Razor Wind: Seedot(Egg), Nuzleaf, Absol

Counter: Sandshrew(Egg), Rhyhorn(Egg), Phanpy(Egg), Torchic(Egg),  
Slaking

Roar: Vulpix, Poochyena, Electrike, Whismur Rhyhorn/don(TM 05)

Curse: Wailmer(Egg), Torkoal, Electrike(Egg), Spheal, Slakoth(Egg),  
Absol(Egg)

~~~~~  
Relicanth-Water 1/Water 2 M: 87.5% F: 12.5% 10,240 steps to hatch

Magnitude: Barboach

Skull Bash: Sharpedo

Water Sport: Psyduck, Goldeen, Lombre, Wingull(Egg) Pelliper(MT),  
Surskit, Barboach, Luvdisc(Egg), Milotic, Spheal(Egg)

Ammnesia: Chinchou(Egg), Marill(Egg), Corsola(Egg), Wailmer,  
Barboach, Gorebyss

Sleep Talk: Goldeen(Egg), Wailmer(Egg)

Rock Slide: Corsola(Egg), Spheal(Egg)

~~~~~

Aron-Monster M: 50% F: 50% 8,960 steps to hatch

Stomp: Rhyhorn, Mudkip(Egg), Tropius, Whismur

Endeavor: Treeko(Egg), Mudkip

Body Slam: Tropius

Smelling Salt: Whismur(Egg)

~~~~~  
Castform-Fairy/Indeterminate M: 50% F: 50% 6,400 steps to hatch

Future Sight: Marill(Egg), Duskkull, Ralts

Psych Up: Skitty(Egg), Mawile(Egg)

~~~~~  
Volbeat-Bug/Humanshape M: 100% F: 0% 3,840 steps to hatch

Baton Pass: Ninjask, Spinda(Egg) Medite(Egg)

Silver Wind: Beautifly, Dustox, Nincada(Egg), Masquerain

Trick: Kadabra, Spinda(Egg)

~~~~~  
Illumise-Bug/Humanshape M: 0% F: 100% 3,840 steps to hatch

\*Illumise is just like the Nidoran F. It has both Volbeat and Illumise eggs. Oh and its always Female\*

Baton Pass: Ninjask, Medite(Egg), Volbeat(Egg)

Silver Wind: Beautifly, Dustox, Nincada(Egg), Masquerain, Volbeat(Egg)

Growth: Cacnea

~~~~~  
Lileep-Water 3 M: 87.5% F: 12.5% 7,680 steps to hatch

Barrier: Tentacool, Corsola(Egg)

Recover: Corsola

Mirror Coat: Tentacool(Egg), Corsola

Rock Slide: Corsola(Egg), Anorth(Egg)

~~~~~  
Anorith-Water 3 M: 87.5% F: 12.5% 7,680 steps to hatch

Rock Slide: Lileep(Egg), Corsola(Egg)

Knock Off: Corphish

Swords Dance: Corphish

Rapid Sping: (U F N)

~~~~~  
Ralts-Indeterminate M: 50% F: 50% 5,120 steps to hatch

Disable: Grimer, Duskull, Shuppet(Egg), Chimecho(Egg)

Will 'O Wisp: Koffing(Egg), Duskull, Shuppet

Mean Look: Grimer(Egg), Duskull

Memento: Grimer, Koffing, Duskull(Egg)

Destiny Bond: Koffing, Wobuffet, Duskull(Egg), Shuppet(Egg)

~~~~~  
Bagon-Dragon M: 50%, F: 50% 10,240 steps to hatch

Hydro Pump: Horsea, Gyrados, Milotic

Trash: Gyrados(MT)

Dragon Rage: Horsea(Egg), Gyrados

Twister: Horsea, Gyrados, Milotic

Dragon Dance: Horsea, Gyrados, Altaria

Belly Drum: (U F N)

~~~~~  
Bedlum-Ditto Genderless 10,240 steps to hatch

~~~~~  
Rejirock/Ice/Steel Groudon, Kyogre, Latias/os, Rayquasa, Jirachi,  
Deoxys-No Eggs

~~~~~  
Chimecho-Indeterminate M: 50% F; 50% 6,400 steps to hatch

Disable: Grimer, Duskull, Shuppet(Egg), Ralts(Egg)

Curse: Duskull, Shuppet, Grimer(Egg)

Hypnosis: Ralts

Dream Eater: Gulpin(Egg), Ralts

~~~~~  
6. Chain Breeding  
~~~~~

Now comes the fun part of breeding. There is a concept called "Chain Breeding" that allows you to give any specific set of moves to any other Pokemon, even if both Pokemon do not belong to the same Egg Group. In order to do this, we have to use the breeding process more than once by using intermediaries. This can pose a problem, seeing an egg move on a Pokémon that you think should have it but seeing the only way to get it is by another Pokémon's egg move. I think examples are best so here I go:

Flail on Oddish:

First off get a Male Feebas and raise it up to LV 30. Let it learn flail and then breed it with a Female Lotad. Take the Baby from that and if its Male then you are set if not, Try again. After you finally get your Male baby Lotad with the Flail move, breed that child with a Female Oddish and your newest baby Oddish will have the move Flail.

IT should look something Like this

```

M Feebas\
  |- M Lotad\
F Lotad/      |- Oddish w/ Flail
  F Oddish/

```

Now that one was easy. This time we are going to get Baton Pass, Substitute and Double Edge on an Absol. This one is a little more tricky.

First off, get a Male Kecleon and a Female Skitty. Breed until you get a Male Skitty w/Substitute. Now take that Skitty and Breed it with a Female Plusle/Minun (Whatever one is easier for your version to get). Breed these two until you get a Male Plusin/Minun w/Substitute. Now raise it up until it learns Baton Pass at LV 40. Take that Pokémon and breed it with your Female Skitty and wait for another Male Skitty. It should have both Baton Pass and Substitute now. Raise the Skitty up to LV 39 and let it learn Double Edge and Then breed that with your Female Absol. The resulting Baby should have Baton Pass, Double Edge, and Substitute.

It looks like this

```

M Kecleon\
  |-M Skitty\
F Skitty/      |-M Plusle\
  F Plusle/      |-M Skitty\
                  F Skitty/      |- Absol w/DE, BP, Sub
                  F Absol/

```

If it can be done earlier or easier let me know.

Not every egg move will be available to every Pokémon. For example, Rhyhorn or Sandshrew still cannot acquire Rock Slide and Swords Dance and Counter at the same time, so you will have to plan out your breeding carefully and beforehand.

~~~~~  
7. Passing Stats (IV Breeding)  
~~~~~

Passing stats is tricky business. All I know is that the Male pokemon passes on his genes to the Female Babies and the Female pokemon passes her stats onto the Male Babies

"Quote From Egervari"

I also \*think\* that EVs have something to dictate the IVs of the children. All my eggs with good IVs came from parents with excellent EV training. This makes sense for two reasons:

- a) It ensures that randomness won't interfere too badly. One of the purposes of breeding is to get some better stats without being a

circumstance to 'luck' with catching them in the wild. If EVs don't have a part in stats, then breeding is as random as catching them in the wild.

- b) Children are really more likely to be more healthy and stronger if their parents are healthy in real life.

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8. General Tips and Tricks  
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Ok here is some advice and general information to help you out.

1. If you don't get an Egg right away and the message is that the pokemon do not like one another, just keep walking/riding the Egg will come eventually
2. There are pokemon that most likely be Male. They are the Three Starting Pokemon and the Fossils. This means that you have to keep Resetting the game until you get a female. IF it is a male there is no way to get another one w/o a ditto, and thats not currently available. Here are some tips to help you get the female of the species.
  - A. To get your starter to be a female save the game in front of Prof. Birch's bag, then choose your starter. If it is not Female then press A+B+Start+Select at the same time and it will soft reset. You can then start over at the bag and choose again. Repeat until you get that sneaky Female. (You can also do this to get the starting pokemon in its "shiney" state but I'd much rather have a Female pokemon than a shiney)
  - B. To get the Fossils to be female simply give the scientist in Rustburrrow the Fossil you chose and go upstairs and then back down and walk over to the scientist and save the game in front of him. Then talk to him and name the pokemon. If it is male then press A+B+Start+Select at the same time to soft reset the game. Reload Your game and try again. Repeat as necessary.
3. Some eggs take longer than others to hatch. If the egg is a baby pokemon then it will hatch pretty fast. If the pokemon is rare, like the fossils, then it might take a while. Heavy pokemon also seem to hatch slower than lightweight pokemon.

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9. Notes and Reminders  
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Ok lets sum it all up

- The daycare is located on Rt. 117 between Veandaturf and Mauville
- You need a Male and Female in the same egg group
- The hatched baby will ALWAYS be the lowest evolution of the Female
- You will never get a copy of the Male w/o a ditto.
- You can pass TM/HM's onto the new born Pokemon if the Male knows the TM/HM and the Baby pokemon can use that particular TM/HM
- IF both parents have a move that the baby learns by leveling up then the new born Pokemon will have that move

-If a pokemon is genderless it will only breed with ditto. Legendary Pokemon do not count as genderless.

-No matter if the Legendary Pokemon has a gender or not it cannot be bred

-Chain Breeding can be used to get moves onto differnt pokes from different Egg Groups

-Males pass their stats onto Femal babies and Females pass their stats onto Male Babies (90% sure)

-Breeding is cool and fun and easy

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10. Frequently Asked Questions (FAQ)  
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Here I will answer some of the more common questions.

Q: Are personalities transferred from parent to child?

A: Nope. Personalities are random for every baby. Just like every one of us has a different personality from our parents, so do the Pokémon.

Q: Do they keep the same Trait as their Parents?

A: No, The traits are also randomly determined. So if you don't get the one you want. Breed again.

Q: I can't get an egg. What am I doing wrong?

A: The Pokémon may be incompatible with one another or they don't have eggs. If they are compatible then just keep walking around, It'll happen eventually.

Q: Can Legendary Pokémon breed?

A: The answer, thankfully, is NO!!!!!!! (there goes your dream of 6 Ky00bers)

Q: Can I get a new starting pokemon if it is male?

A: No, you can only get a new starting pokemon if that pokemon is female or you have a ditto.

Q: Can different pokemon breed?

A: Only if they are in the same Egg group. If they are not then they won't be compatable and you will not get an egg from anything.

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11. Codes  
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Now I know to some of us using a game atering device (Gameshark or Codebreaker) takes away from the game but if you do use these codes they will make your breeding go a lot fster and its more convienient.

Codebreaker Codes

\*Note this is for both Versions

enable code  
000025BB 000A  
1000042C 0007

Infinite Money  
82025BC4 423F  
82025BC6 000F

#### Item Modifier Codes

Slot 1

82025C94 00??

Replace the ?? with 44 to get Rare Candies

\*Replaces the 1st item in your bag\*

This code should make the eggs hatch very fast :

320287EA 00FE

\*Have not tested this code out. Use at your own risk\*

Now before you jump down my throat about using rare candies to level up I tell you this: Its way easier to get the moves you want if you use rare candies to get the Pokémon up to those levels. I only use them for breeding purposes and nothing more.

#### Gameshark Codes:

Pokemon Ruby Master Code :

9E6AC862 823AB7A8

46B7D9E4 A709E9E1

Pokemon Sapphire Master Code :

9E6AC862 823AB7A8

8365F8FA 817CF3E9

This first code will change the quantity of the 1st item in your PC to 99 :

D261DC6D 197B4DC2

Code to change to 1st slot in the PC to:

RARE CANDY

361E3586 CD38BA79

With this code, every step you make will count for 255 steps.

That mean eggs will hatch very very fast !

D7A2E463 9F64ABFA

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12. Things to come eventually  
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This section is what I want to do with the FAQ and where you guys reading can help me out the most.

-Male and Female percentages by every pokemon

-Steps to hatch every egg

-More breeding codes as they come

If you have information or know of this information then please tell me and I will give you full credit

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13. Credits and Disclaimer  
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Thanks goes out first to Mikinator who inspired me to write this FAQ and for giving me the Egg Group data.

Thanks goes out to MasamuneXGP for proofreading this FAQ.

Thanks goes out to the Hackers at CMGSCCC.com for making the awesome codes

Big thanks goes out to Meowth346 and his awesome site www.pokefor.tk and for the use of his online Pokédex to compile this FAQ.

Another big Thanks goes out to Ken Egervari for editing this FAQ and letting me know where the hard to understand parts were.

Thanks to CJayC for posting this FAQ and for running such a killer site. I dun know how he does it.

Thanks to ShiningMasamune for Spellchecking this FAQ

Thanks to my fingers who had to work harder than they've worked in a while. Thanks for sticking in there!!

\*Note this FAQ may be posted on other sites but I want credit given. You may not sell this FAQ or say that it is yours. Its free so dun abuse it. Ask first.

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14. Contact info  
~~~~~

If you have suggestions or stuff I missed then please e-mail me and I will give you credit.

Do e-mail me:

Compliment, Teach, Correct, Add

Do not E-mail me:

To tell me I spelled Thrash wrong. I think that that move is Trash and therefore gets to be called as such. To flame me into the ground for Cheating. I have my own moral code about cheating and I follow that. Any flame Mail will be discarded.



Now to Contact Me:

E-mail:allmard@cableone.net (Preferred)

Aim:TheOnlyAllmard

MSN:theIndonlyallmard@hotmail.com

If I don't respond right away, be patient and I will respond.

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