

Pokemon Ruby New Moves Guide

by RAMS

Updated to v0.40 on Apr 9, 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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Name: Pokemon Ru/Sa new moves guide  --
Category: In-depth FAQ                --
Plattform: GBA                        --
Released:2002                         --
Written by: RAMS                      --
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Version: 0.40                         --
                                         --
Have any suggestion, e-mail them to  --
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2. Introduction
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1. Version Update

=====

V 0.10

- FAQ created, not all moves has been included

V 0.20

- More attacks added

v 0.30

- More attacks added

V 0.40

- Added in contest type

=====

2. Introduction

=====

It has been a few years since Nintendo released a brand new Pokemon RPG. Pokemon Ruby and Sapphire has been hyped as one of the most anticipated game of the year for GBA.

To simply put it, this game really exceed my expectation. The improvement that They've done with the game is just really much for Pokemon players to enjoy.

New Features

- There are two kind of Bike in this game
- 2 on 2 battle against certain trainer
- New HM, Dive
- Contest
- Trainer Dex
- Running Shoes, which work like bicycle

There are a few differences between the two version:

Basically, the game is almost identical in gameplay. However, there are a few differences as mentioned below. Besides this difference, some Pokemon might be commonly found in one version while rare in the other version.

Ruby:

You will fight Team Magma in this game, and Latios could be encountered randomly in the wild after beating the elite four.

Pokemon exclusive to Ruby are:

Zangoose, SolRock, Groudon, Seedot, Nuzleaf, Shiftry, Mawile

After you awakened Groudon, the weather will be sunny.

Latios is catchable randomly in the wild.

Sapphire

You will fight Team Aqua in this game, and Latias could be encountered randomly in the wild after beating the elite four.

Pokemon exclusive to Sapphire are:

Seviper, Lunatone, Kyogre, Lotad, Lombre, Ludocolo

After you awakened Kyogre, the weather will be rainy.

Latias is catchable randomly in the wild.

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3. New Moves

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Below are the new moves in the games. They are displayed in the following format.

Attack Name:

Type:

Base Damage:

Accuracy:

PP:

Effect:

Contest Type:

Attack Name: Aerial Ace

Type: Flying

Base Damage: 60

Accuracy: 100%

PP: 20

Effect: None

TM: 40

Contest Type: Cool

Attack Name: Arm Thrust

Type: Fighting

Base Damage: 15

Accuracy: 100%

PP: 20

Effect: Hits for 2-5 turns

Contest Type: Tough

Attack Name: Aromateraphy

Type: Grass

Base Damage: -

Accuracy: -

PP: 5

Effect: Heal status ailment of Pokemon

Contest Type: Smart

Attack Name: Assist

Type: Normal

Base Damage: -

Accuracy: -

PP: 20

Effect: Help came from nowhere

Contest Type: Cute

Attack Name: Astonish

Type: Ghost

Base Damage: 30

Accuracy: 100%

PP: 15

Effect: Good chances of flinching opponent

Contest Type: Smart

Attack Name: Belly Drum

Type: Normal

Base Damage: -

Accuracy: -

PP: 10

Effect: Greatly raises user's attack in return of 1/2 of the HP.

Contest Type: Cute

Attack Name: Blaze Kick

Type: Fire

Base Damage: 85

Accuracy: 90%

PP: 10

Effect: Chances to burn opponent's Pokemon

Contest Type: Beauty

Attack Name: Block

Type: Normal

Base Damage: -

Accuracy: 100%

PP: 5

Effect: Same effect as Mean Look and Scary face

Contest Type: Cute

Attack Name: Bounce

Type: Flying

Base Damage: 85

Accuracy: 85%

PP: 5

Effect: Attack in two turns

Contest Type: Cute

Attack Name: Brick Break

Type: Fighting

Base Damage: 75

Accuracy: 100%

PP: 15

Effect: Not affected by light screen and reflect

TM: 31

Contest Type: Cool

Attack Name: Bulk Up

Type: Fighting

Base Damage: -

Accuracy: -

PP: 20

Effect: Raises attack and defense

TM: 08

Contest Type: Beauty

Attack Name: Bullet Seed

Type: Grass

Base Damage: 10

Accuracy: 100%

PP: 30

Effect: hits 2-5 times

TM: 09

Contest Type: Cool

Attack Name: Calm Mind

Type: Psychic

Base Damage: -

Accuracy: -

PP: 20

Effect: Raises Special Attack and Special Defense

TM: 04

Contest Type: Smart

Attack Name: Camouflage
Type: Normal
Base Damage: -
Accuracy: 100%
PP: 20
Effect: Changes type according to location
Contest Type: Smart

Attack Name: Charge
Type: Electric
Base Damage: -
Accuracy: 100%
PP: 20
Effect: Charge for a turn, electric moves power become stronger
Contest Type: Smart

Attack Name: Cosmic Power
Type: Psychic
Base Damage: -
Accuracy: -
PP: 20
Effect: Raises defense and SP defense
Contest Type: Cool

Attack Name: Cotton Spore
Type: Grass
Base Damage: -
Accuracy: 85%
PP: 40
Effect: Greatly lowers opponent's speed
Contest Type: Beauty

Attack Name: Covet
Type: Normal
Base Damage: 40
Accuracy: 100%
PP: 40
Effect: Steals opponent held-item
Contest Type: Cute

Attack Name: Crush Claw
Type: Normal
Base Damage: 75
Accuracy: 95%
PP: 10
Effect: 50% chance to lower enemy's defense
Contest Type: Cool

Attack Name: Dive
Type: Water
Base Damage: 60
Accuracy: 100%
PP: 10
Effect: Took two turns to attack
HM: 08
Contest Type: Beauty

Attack Name: Dragon Claw
Type: Dragon
Base Damage: 80

Accuracy: 100%
PP: 15
Effect: None
TM: 02
Contest Type: Cool

Attack Name: Dragon Dance
Type: Dragon
Base Damage: -
Accuracy: -
PP: 20
Effect: Raises Attack and Speed
Contest Type: Cool

Attack Name: Endeavor
Type: Normal
Base Damage: -
Accuracy: 100%
PP: 5
Effect: Damage deal is based on HP
Contest Type: Tough

Attack Name: Eruption
Type: Fire
Base Damage: 150
Accuracy: 100%
PP: 5
Effect: Damage is less when HP is less
Contest Type: Beauty

Attack Name: Extrasensory
Type: Psychic
Base Damage: 80
Accuracy: 100%
PP: 30
Effect: 10% chance of flinching opponent
Contest Type: Cool

Attack Name: Facade
Type: Normal
Base Damage: 70
Accuracy: 100%
PP: 20
Effect: Double attack power if user is afflicted with status change
TM: 42
Contest Type: Cute

Attack Name: Fake Out
Type: Normal
Base Damage: 40
Accuracy: 100%
PP: 10
Effect: Will hit only on the first turn. 100 % chance of flinching.
Contest Type: Cute

Attack Name: Fake Tears
Type: Dark
Base Damage: -
Accuracy: 100%
PP: 20
Effect: Greatly lowers opponent's special defense

Contest Type: Smart

Attack Name: Featherdance

Type: Flying

Base Damage: -

Accuracy: 100%

PP: 15

Effect: Greatly lowers enemy's attack

Contest Type: Beauty

Attack Name: Flatter

Type: Dark

Base Damage: -

Accuracy: 100%

PP: 15

Effect: Confuse opponent, and raise its SP attack

Contest Type: Smart

Attack Name: Focus Punch

Type: Fighting

Base Damage: 150

Accuracy: 100%

PP: 20

Effect: None

TM: 01

Contest Type: Tough

Attack Name: Grasswhistle

Type: Grass

Base Damage: -

Accuracy: 55%

PP: 15

Effect: Put opponent to sleep

Contest Type: Smart

Attack Name: Grudge

Type: Ghost

Base Damage: -

Accuracy: 100%

PP: 5

Effect: Reduce opponent last move's PP when user's opponent fainted

Contest Type: Tough

Attack Name: Hail

Type: Ice

Base Damage: -

Accuracy: -

PP: 10

Effect: Causes hailstorm for 5 turns

TM: 07

Contest Type: Beauty

Attack Name: Heat Wave

Type: Fire

Base Damage: 100

Accuracy: 90%

PP: 10

Effect: 10% chance of burning opponent

Contest Type: Beauty

Attack Name: Helping Hand

Type: Normal
Base Damage: -
Accuracy: 100%
PP: 20
Effect: Increase partner attack in a 2v2 battle
Contest Type: Smart

Attack Name: Howl
Type: Normal
Base Damage: -
Accuracy: -
PP: 40
Effect: Raises attack
Contest Type: Cool

Attack Name: Hyper Voice
Type: Normal
Base Damage: 90
Accuracy: 100
PP: 10
Effect: None
Contest Type: Cool

Attack Name: Ice Ball
Type: Ice
Base Damage: 30
Accuracy: 90%
PP: 20
Effect: Attacks opponent for 5 turns
Contest Type: Beauty

Attack Name: Imprison
Type: Psychic
Base Damage: -
Accuracy: 100%
PP: 15
Effect: disable an opponent move
Contest Type: Smart

Attack Name: Ingrain
Type: Grass
Base Damage: -
Accuracy: 100%
PP: 20
Effect: Recover HP each turn
Contest Type: Smart

Attack Name: Iron Defense
Type: Steel
Base Damage: -
Accuracy: -
PP: 15
Effect: Raises Defense greatly
Contest Type: Tough

Attack Name: Knock Off
Type: Dark
Base Damage: 20
Accuracy: 100%
PP: 20
Effect: Knock off item off opponent

Contest Type: Smart

Attack Name: Leaf Blade

Type: Grass

Base Damage: 70

Accuracy: 100%

PP: 15

Effect: Higher chances of critical hit

Contest Type: Cool

Attack Name: Luster Purge

Type: Psychic

Base Damage: 70

Accuracy: 100%

PP: 5

Effect: Lower Opponent special defense (50%)

Contest Type: Smart

Attack Name: Mach Punch

Type: Fighting

Base Damage: 40

Accuracy: 100%

PP: 30

Effect: Always attack first regardless of speed

Contest Type: Cool

Attack Name: Magic Coat

Type: Psychic

Base Damage: -

Accuracy: 100%

PP: 15

Effect: Opponent will take damage if it uses special attack

Contest Type: Beauty

Attack Name: Magical Leaf

Type: Grass

Base Damage: 60

Accuracy: 100%

PP: 20

Effect: None

Contest Type: Beauty

Attack Name: Memento

Type: Dark

Base Damage: -

Accuracy: 100%

PP: 10

Effect: Lower Opponent Attack and Special Attack and faint your pokemon

Contest Type: Tough

Attack Name: Metal Claw

Type: Steel

Base Damage: 50

Accuracy: 95%

PP: 35

Effect: 10% chance of raising attack

Contest Type: Cool

Attack Name: Metal Sound

Type: Steel

Base Damage: -

Accuracy: 85%
PP: 40
Effect: Lower opponent's Special Defense greatly
Contest Type: Smart

Attack Name: Mud Shot
Type: Ground
Base Damage: 55
Accuracy: 95%
PP: 15
Effect: Lower opponent's speed
Contest Type: Tough

Attack Name: Mud-Slap
Type: Ground
Base Damage: 20
Accuracy: 100%
PP: 10
Effect: Reduce opponent accuracy
Contest Type: Cute

Attack Name: Mud Sport
Type: Ground
Base Damage: -
Accuracy: 100%
PP: 15
Effect: Reduce the power of electric attack
Contest Type: Cute

Attack Name: Muddy Water
Type: Water
Base Damage: 95
Accuracy: 85%
PP: 10
Effect: Decrease opponent accuracy
Contest Type: Tough

Attack Name: Nature Power
Type: Normal
Base Damage: -
Accuracy: 95 %
PP: 20
Effect: Just like metronome, but the attack is fixed and based on location.
Contest Type: Beauty

Attack Name: Needle Arm
Type: Grass
Base Damage: 60
Accuracy: 100%
PP: 15
Effect: 30% chance of flinching opponent
Contest Type: Smart

Attack Name: Odor Sleuth
Type: Normal
Base Damage: -
Accuracy: 100%
PP: 40
Effect: Prevent any move/abilities that could raise evasion
Contest Type: Smart

Attack Name: Overheat
Type: Fire
Base Damage: 140
Accuracy: 90%
PP: 5
Effect: SP attack decrease greatly when the move is used.
Contest Type: Beauty

Attack Name: Powder Snow
Type: Ice
Base Damage: 40
Accuracy: 100%
PP: 25
Effect: 10% chance of freezing opponent
Contest Type: Beauty

Attack Name: Protect
Type: Normal
Base Damage: -
Accuracy: -
PP: 10
Effect: Prevent any damage. Could not be used consecutively
Contest Type: Cute

Attack Name: Rapid Spin
Type: Normal
Base Damage: 20
Accuracy: 100%
PP: 40
Effect: None
Contest Type: Cool

Attack Name: Refresh
Type: Normal
Base Damage: -
Accuracy: 100%
PP: 20
Effect: Recover from any status ailments

Attack Name: Rock Tomb
Type: Rock
Base Damage: 50
Accuracy: 80%
PP: 10
Effect: Lower opponent's speed
TM: 39

Attack Name: Sand Tomb
Type: Ground
Base Damage: 15
Accuracy: 70%
PP: 20
Effect: Deal damage for opponent for 2-5 turns

Attack Name: Sandstorm
Type: Rock
Base Damage: -
Accuracy: -
PP: 10
Effect: Causes a sandstorm for 5 turns
TM: 37

Attack Name: Secret Power
Type: Normal
Base Damage: 70
Accuracy: 100%
PP: 20
Effect: Depends on the environment, could create hideout
TM: 43

Attack Name: Sheer Cold
Type: Ice
Base Damage: -
Accuracy: 30%
PP: 5
Effect: OHKO move

Attack Name: Shock Wave
Type: Electric
Base Damage: 60
Accuracy: 100%
PP: 20
Effect: None
TM: 34

Attack Name: Silver wind
Type: Bug
Base Damage: 60
Accuracy: 100%
PP: 5
Effect: 10% chance of raising all stats

Attack Name: Skill Swap
Type: Psychic
Base Damage: -
Accuracy: 100%
PP: 10
Effect: Swap Characteristic with opponent
TM: 48

Attack Name: Sky Uppercut
Type: Fighting
Base Damage: 85
Accuracy: 90%
PP: 15
Effect: None

Attack Name: Snatch
Type: Dark
Base Damage: -
Accuracy: 100%
PP: 10
Effect:
TM: 49

Attack Name: Sludge Bomb
Type: Poison
Base Damage: 90
Accuracy: 100%
PP: 15
Effect: 30 % chance of poisoning opponent
TM: 36

Attack Name: Smelling Salt
Type: Normal
Base Damage: 60
Accuracy: 100%
PP: 10
Effect: Attack doubled if opponent is paralyzed

Attack Name: Spark
Type: Electric
Base Damage: 65
Accuracy: 100%
PP: 20
Effect: 30%chance of paralyzing opponent

Attack Name: Spit Up
Type: Normal
Base Damage: -
Accuracy: 100%
PP: 10
Effect: Useless unles used with stockpile

Attack Name: Spite
Type: Ghost
Base Damage: -
Accuracy: 100%
PP: 10
Effect: Decrease opponent last move's PP by 2-5

Attack Name: Spore
Type: Grass
Base Damage: -
Accuracy: 100%
PP: 15
Effect: May send Pokemon into sleep

Attack Name: Stockpile
Type: Normal
Base Damage: -
Accuracy: -
PP: 10
Effect: Useless unless used with Swallow

Attack Name: Swallow
Type: Normal
Base Damage: -
Accuracy: -
PP: 10
Effect: Useless unless used with stockpile

Attack Name: Sweet Kiss
Type: Normal
Base Damage: -
Accuracy: 75%
PP: 10
Effect: Confuses opponent

Attack Name: Sweet Scent
Type: Normal
Base Damage: -
Accuracy: 100%

PP: 20
Effect: Lower enemy evasion

Attack Name: Taunt
Type: Dark
Base Damage: -
Accuracy: 100%
PP: 20
Effect:
TM: 12

Attack Name: Tickle
Type: Normal
Base Damage: -
Accuracy: 100%
PP: 20
Effect: Lower opponent attack and defense

Attack Name: Torment
Type: Dark
Base Damage: -
Accuracy: 100%
PP: 15
Effect: Prevent the use of consecutive move throughout the battle
TM: 41

Attack Name: Uproar
Type: Normal
Base Damage: 50
Accuracy: 100%
PP: 10
Effect: Prevent sleeping in battle for 2-5 turns

Attack Name: Vital Throw
Type: Fighting
Base Damage: 70
Accuracy: 100%
PP: 10
Effect: Never missed. Always attack last

Attack Name: Water Pulse
Type: Water
Base Damage: 60
Accuracy: 100%
PP: 20
Effect: 20 chance of confusing opponent
TM: 03

Attack Name: Water Sport
Type: Water
Base Damage: -
Accuracy: 100%
PP: 15
Effect: Weaken Fire type attacks

Attack Name: Water Spout
Type: Water
Base Damage: 150
Accuracy: 80%
PP: 5
Effect: Power decreases as user's HP decreases

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4. TM list

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Below is TM list. (*) beside the name indicate new moves.

TM 01 - Focus Punch*

Type: Fighting

PP: 20

Base Damage: 150

Accuracy: 100%

Location: Route 115

TM 02 - Dragon Claw*

Type: Dragon

PP: 15

Base Damage: 80

Accuracy: 100%

Location: Meteor Falls

TM 03 - Water Pulse*

Type: Water

PP: 20

Base Damage: 60

Accuracy: 100%

Location: Given to you by 8th gym leader

TM 04 - Calm Mind*

Type: Psychic

PP: 20

Base Damage: -

Accuracy: -

Location: Given to you by 7th gym leaders

TM 05 - Roar

Type: Normal

PP: 20

Base Damage: -

Accuracy: -

Location: Route 116

TM 06 - Toxic

Type: Poison

PP: 10

Base Damage: -

Accuracy: 85%

Location: Fiery Path

TM 07 - Hail*

Type: Ice

PP: 10

Base Damage: -

Accuracy: -

Location: Shoal Cave

TM 08 - Bulk Up*

Type: Fighting

PP: 20

Base Damage: -

Accuracy: -

Location: Given to you by 2nd gym leader

TM 09 - Bullet Seed*

Type: Grass

PP: 30

Base Damage: 10

Accuracy: 100%

Location: Outside Flower Shop (Route 104)

TM 10 - Hidden Power

Type: Normal

PP: 15

Base Damage: 70

Accuracy: 100%

Location: Rustboro City flea market

TM 11 - Sunny Day

Type: Fire

PP: 5

Base Damage: -

Accuracy: -

Location: Route 120

TM 12 - Taunt*

Type: Dark

PP: 20

Base Damage: -

Accuracy: 100%

Location: Route 110

TM 13 - Ice Beam

Type: Ice

PP: 10

Base Damage: 95

Accuracy: 100%

Location: Casino Prize (4000 Coins)

TM 14 - Blizzard

Type: Ice

PP: 5

Base Damage: 120

Accuracy: 75%

Location: Lilycove City Dept Store, 4th Floor (5500 Poke)

TM 15 - Hyper Beam

Type: Normal

PP: 5

Base Damage: 150

Accuracy: 95%

Location: Lilycove City Dept store, 4th Floor (7500 Poke)

TM 16 - Light Screen

Type: Psychic

PP: 20

Base Damage: -

Accuracy: -

Location: Minamo Dept Store 4th floor (3000 Poke)

TM 17 - Protect*

Type: Normal

PP: 10

Base Damage: -

Accuracy: -
Location: Lilycove Dept Store 4th floor (3000 Poke)

TM 18 - Rain Dance
Type: Water
PP: 5
Base Damage: -
Accuracy: -
Location: Wrecked Ship

TM 19 - Giga Drain
Type: Grass
PP: 5
Base Damage: 60
Accuracy: -
Location: Route 122

TM 20 - Safeguard
Type: Normal
PP: 25
Base Damage: -
Accuracy: -
Location: Lilycove Dept Store 4th Floor (3000 Poke)

TM 21 - Frustration
Type: Normal
PP: 20
Base Damage: 1-120
Accuracy: 100%
Location: Pacifidlog Town

TM 22 - Solar Beam
Type: Grass
PP: 10
Base Damage: 120
Accuracy: 100%
Location: Safari Zone

TM 23 - Iron Tail
Type: Steel
PP: 10
Base Damage: 100
Accuracy: 75%
Location: Meteor Falls

TM 24- ThunderBolt
Type: Electric
PP: 15
Base Damage: 95
Accuracy: 100%
Location: Casino Prize (4000 Coins)

TM 25 - Thunder
Type: Electric
PP: 10
Base Damage: 120
Accuracy: 70%
Location: Lilycove City Dept Store, 4th floor (5500 Poke)

TM 26 - Earthquake
Type: Ground

PP: 10
Base Damage: 100
Accuracy: 100%
Location: Groudon/Kyogre Lair (Route 128)

TM 27 - Return
Type: Normal
PP: 20
Base Damage: 1-120
Accuracy: 100%
Location: Lilycove Town

TM 28 - Dig
Type: Ground
PP: 10
Base Damage: 60
Accuracy: 100%
Location: Fallarbor town. Talk to the small boy to get it

TM 29 - Psychic
Type: Psychic
PP: 10
Base Damage: 90
Accuracy: 100%
Location: Casino Prize (3500 Coins)

TM 30 - Shadow Ball
Type: Ghost
PP: 15
Base Damage: 80
Accuracy: 100%
Location: Pokemon Tower

TM 31 - Brick Break*
Type: Fighting
PP: 15
Base Damage: 75
Accuracy: 100%
Location: Sootopolis City

TM 32 - Double Team
Type: Normal
PP: 15
Base Damage: -
Accuracy: -
Location: Casino prize (1500 Coins)

TM 33 - Reflect
Type: Psychic
PP: 20
Base Damage: -
Accuracy: -
Location: Lilycove City Dept store, 4th floor (3000 Poke)

TM 34 - Shock Wave*
Type: Electric
PP: 20
Base Damage: 60
Accuracy: 100%
Location: Given to you by 3rd gym leader

TM 35 - Flamethrower

Type: Fire

PP: 15

Base Damage: 95

Accuracy: 100%

Location: Casino Prize (4000 Coins)

TM 36 - Sludge Bomb*

Type: Poison

PP: 10

Base Damage: 90

Accuracy: 100%

Location: Dewford Town

TM 37 - Sandstorm*

Type: Rock

PP: 10

Base Damage: 120

Accuracy: -

Location: Desert

TM 38 - Fire Blast

Type: Fire

PP: 5

Base Damage: 120

Accuracy: 85%

Location: Lilycove City Dept store, 4th floor (5500 Poke)

TM 39 - Rock Tomb*

Type: Rock

PP: 10

Base Damage: 50

Accuracy: 85%

Location: Give to you by 1st gym leader

TM 40 - Aerial Ace*

Type: Flying

PP: 20

Base Damage: 60

Accuracy: -

Location: Given to you by 6th gym leader

TM 41 - Torment*

Type: Dark

PP: 15

Base Damage: -

Accuracy: 100%

Location: Slateport City

TM 42 - Facade*

Type: Normal

PP: 20

Base Damage: 70

Accuracy: 100%

Location: Given to you by 5th gym leader

TM 43 - Secret power (used to create your secret base)*

Type: Normal

PP: 20

Base Damage: 70

Accuracy: 100%

Location: Route 111, Slateport City Flea Market

TM 44 - Rest

Type: Psychic

PP: 10

Base Damage: -

Accuracy: -

Location: Lilycove City

TM 45 - Attract

Type: Normal

PP: 15

Base Damage: -

Accuracy: -

Location: Verdanturf Town

TM 46 - Thief

Type: Dark

PP: 10

Base Damage: 40

Accuracy: 100%

Location: Given to you by Team Magma/Aqua member in ocean museum

TM 47 - Steel Wing

Type: Steel

PP: 25

Base Damage: 70

Accuracy: 90%

Location: Given to you by the Champion after you delivered the memo

TM 48 - Skill Swap*

Type: Psychic

PP: 10

Base Damage: -

Accuracy: 100%

Location: Mt Pyre

TM 49 - Snatch*

Type: Dark

PP: 10

Base Damage: -

Accuracy: 100%

Location: Boat

TM 50 - Overheat*

Type: Fire

PP: 5

Base Damage: 140

Accuracy: 90%

Location: Given to you by the 4th gym leader

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5. Credits

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- You for Reading it

- Bunnygirl for the ACSII fanart

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You can contact me at RAMS1801@hotmail.com

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