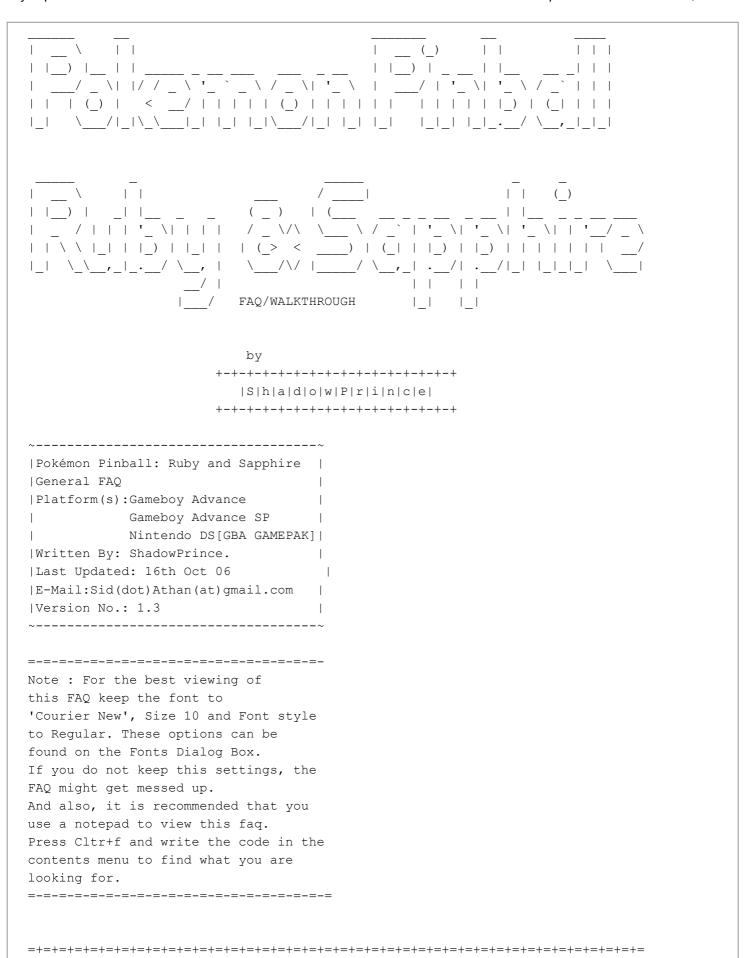
Pokémon Pinball: Ruby & Sapphire FAQ/Walkthrough

by supersid2005

Updated to v1.3 on Oct 16, 2006



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I.	-Introduction- [dhsa]	
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Hi. I'm	Sid and welcome to my faq for Pokémon Pinball: Ruby and	
Sapphir	e!! This Guide will help you to master the game and will	
also help you to catch each and every Pokémon in the game so		
that you can really become a Pokémon master!! PP RaS(Pokémon		
Pinball: Ruby And Sapphire) is a pinball game with a little twist.		
	you catch Pokémon in a whole new way!	
, , ,		
PP RaS also had a prequel: Pokémon Pinball which was for the		
Nintendo Gameboy Color.		
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II.

-All 'Bout The Game-

[sadf]

Pokémon Pinball: Ruby and Sapphire is a pinball game based on the hit anime called 'Pokémon'. Pokémon stands for Pocket Monsters. They are of different types and have various abilities... But you may not go into the details, as they are not needed in this game. Your main goal is to capture each and every Pokémon in the game so that you can complete the pokedex.

Pokémon pinball has evolved!! PP RaS is more colorful and enjoyable than Pokémon Pinball. It contains some new features like

- -You can now hatch PokeEggs.
- -There is a pokemart.
- -New Pokémon can be caught.
- -Better Graphics
- -Better Sound

Unlike its prequel, it does not support a Rumble Pack. It is also very easy compared to Pokémon Pinball.

a) CONTROLS

Ok, listen up, here are the controls:

Note-These are the TYPE A [Default] controls. For more information see The Menus section. This fag has been written using the SET A controls.

- + Pad:
- -Used to browse through menus
- -Left Button in + Pad is used to move the left flipper
- -Move Pikachu to the left (See Pika-Power Section)

Start Button:

- -Press it during the game to pause it. Then if you select the SAVE option the game will be saved and you will be taken to the intro screen.
- -Also used to confirm options.

Select Button:

NOT USED.

B Button:

-Cancels a selection.

A Button:

- -Confirms options.
- -Used to move the right flipper.
- -Move Pikachu to the right. (See Pika-Power Section)
- -In RUBY board, pressing the A button will command the Makuhita standing in the middle-right direction, to punch the ball. (See The Boards Section)
- -In SAPPHIRE board, pressing the A button will command the Zigzagoon standing in the middle-right direction, to perform a Quick-Stop.

(See The Boards Section)

L Button:

-Tilts the board to the Left. Press L+R to tilt the board up.

R Button:

-Tilts the board to the Right. Press L+R to tilt the board up.

b) THE BOARDS

When you start a new game, you will notice that you have to select any one of the two boards. One is RUBY and the other is SAPPHIRE. There are different Pokémon found in different boards.

|RUBY BOARD|

I feel that Ruby board is somewhat tough as compared to the Sapphire board.

- -You can change the Bumpers by pressing the small button to the left of the 'BUMPERS' arrow. When you press this button the bumpers may change or if there are three Chinchous, you can change the direction of their rotation or make them stop. Sometimes a Whiscash will appear and swallow the ball and then take it to the Spheal/Sealeo Bonus Level.
- -Latios is the ball saver.
- -Groudon Bonus Level is only in the Ruby board.
- -Kecleon Bonus Level is only in the Ruby board.
- -Pokemart is to the top left corner.
- -A Makuhita is present which will punch your ball if you press the A button. When the ball is heading towards Makuhita, press the A Button. You can obtain the ball upgrade this way.
- -Sharpedo is the Catch 'em Mode enabler.
- -Cyndaquil, Totodile[Sometimes replaces the egg] and Chicorita are seen. |
- -A Ball Upgrade is present.----EXPLAINED--HERE-----
- -You need to push the Cyndaquil into its cave in order to hatch the egg.
- -Latios, Areodactyle and the GSC Starters can be caught here.

|SAPPHIRE BOARD|

It is more of a STYLISH board, with a cool blue background.

- -It has Shroomish Bumpers.
- -Latias is your ball saver.
- -Kyogre Bonus Level is only in the Sapphire board.
- -Dusclops Bonus Level is only in the Sapphire board.
- -Pokemart is in the middle-left. It is to one with a Minum and a Plusle standing like guards. To enter, you need to push the buttons under Minum and Plusle.
- -A Zigzagoon can be seen where Makuhita was in the Ruby board was.
- It has two positions: one where it is sittin' on its hind legs[DEFAULT] and after you press the button under it it will change its position.
- It is now on its all legs. During this position, if you enter a slot then press the A button and zigzagoon will perform a QUICK-STOP.
- it will dash towards the spinning slot and stop it immediately.
- -Wailmer is the Catch 'em Mode enabler.
- -You need to push the ball into the round red colored machine which has an egg on the top, to hatch the egg.
- -Latias can be caught here.

c) THE MENUS

From the title screen, Press Start and a screen will pop up allowing you to select the following options:

|GAME START|

This option allows you to start the game.

I POKEDEX I

This option will open up your pokedex, which contains all information about the Pokémon which you have caught.

|OPTIONS|

The Options menu allow you to configure the controls and listen to 34 Background Music and 184 Sound Effects. In fact, it has different 'sets' of controls like SET A and SET B. The EDIT option allows you to define your own controls.

|HI-SCORE|

This option shows the top 8 Hi-Scores of both the boards.

|CONTINUE|

This option is only available if you have a previously saved game. Selecting this option will allow you to continue your game.

c) YOUR GOAL

The main objective of the game is to complete the Pokedex. The only way to do this is by capturing/hatching/evolving the Pokémon. There are 205 Pokémons in the pokedex and its your job to fill the dex. So, Fill'EM up!

a) CATCHING A Pokémon.

The basic operation of this game is to catch a Pokémon. Now I will tell you how to capture a Pocket Monster.

|RUBY|

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To capture a Pokémon, you must first start the Catch 'EM Mode. This can be done by shooting the ball into Sharpedo's mouth. After that a black picture of the Pokémon will appear. Now shoot the ball into the bumpers (Chinchou/Lotoad). The Picture will now start 'Breaking'. After you hit the bumpers three times, the picture will be completely visible and the Pokémon will now appear. Now all you have do is hit the Pokémon three times and thats it!!! Gotcha!!!The Pokémon will be caught! Now if the Pokémon is capable of evolving then evolve it 'cause if you run out of balls and the Game Over message appears, you have to catch the Pokémon again to evolve it. To evolve a Pokémon refer to the 'How To Evolve A Pokémon' Section.

|SAPPHIRE|

Like the Ruby Board, start the Catch 'EM mode, by shooting the ball into Wailmer's mouth. Then when the black picture appears, shoot the ball in such a way that it smashes against the bumpers(Shroomish). And like before, after

you hit the bumpers three times the picture will be completely visible and the Pokémon will emerge. Hit it three times and then its yours. Now in the SAPPHIRE board there is an easy method. After the Pokémon emerges hit it once.IF the SAVER light is still on(It is the Small light called SAVER with a Latias, above the flippers), leave the controls and let the ball fall down. Now Latias will come flying with the ball on a window called 'BALL SAVE' and it will drop the ball onto Spoink. Now press the A button and the ball will go up into the red round thing with the egg. Now if you have done everything correctly, the ball will now travel from the Red thing to the metal passageway and will automatically hit the Pokémon twice without any of your effort!!

Note- After you finish catching the Pokémon, you cannot again start the Catch 'EM Mode. You have to enable it first. To enable it send the ball 2 or 3 times around the board to the right, where there are three tiny arrows which says 'GET'. After that the Catch Arrow will start blinking again and you can now start the Catch 'EM Mode.

=------

b) EVOLVING A Pokémon.

To complete the pokedex, evolving a Pokémon is also an essential operation. But remember not all Pokémons evolve and some evolve two times. To evolve a Pokémon start the EVO Mode and if your a Pokémon fan you must be knowing how a Pokémon evolves. Some need stones while other evolve by gaining Experience. The various ways by which a Pokémon can evolve are:

- Experience
- Stones
- Trading
- Happiness
- Pokeblock

To start the Evo Mode, you need to send the ball 3 times to the left and around the board. You will notice that there are three tiny arrows pointing towards that direction and says 'EVO'.

After you've sent the ball three times around the table[To the LEFT], the sign on the Pokemart will change to 'Evo'. Now all you have to do is send the ball into the pokemart and then you can evolve your Pokémon.

Note- If the evo mode does not begin, then it means that you do not have any Pokémon that is capable of evolving. Remember:

'You can only evolve a Pokémon that you have caught, THAT SAME GAME.'

When you start the evo mode a window pops up, allowing you to choose which Pokémon you like to evolve. Make your selection and then you will see the picture of that Pokémon in the middle of the screen. Then an evolution item will appear somewhere in the screen. Like for example, if you want to evolve Nuzleaf, then a green colored stone[LEAF STONE] will appear. Grab it once and it will appear again . Grab it and then grab it once more. After you have done that, a hole will appear in the middle. Now you know what to do!! Yep^_ Send the ball into the hole and watch your Pokémon evolve!!

c) HATCH THAT EGG!

You may have seen an egg in game. Want to know what to do with it??? Of course you have to hatch it. From that egg, a baby Pokémon will emerge and will start walking around the board. Hit the Pokémon two times and its yours!! Now, I will explain how to hatch the egg.....

| RUBY |

The egg is placed on a mountain/cave which is guarded by a Cyndaquil. Now to hatch the egg, you need to hit Cyndaquil a few times until it goes inside the cave/mountain. Hit it one more time and then the egg will hatch! Then the Pokémon will roam around the board and to catch it, hit it twice.

|SAPPHIRE|

In the Sapphire board the egg is placed in the round-red 'Stand', to the top-right. To hatch the egg, you need to send the ball from the metal passageway right next to Wailmer. Once the ball goes inside the machine, you will see that a yellow light will have been lit. Repeat this process until all lights are lit and then the egg will hatch. Like before, hit the Pokémon twice to capture it.

Note- You have only one minute to capture the Pokémon after it hatches!! After that the Pokémon will 'run away'. So try your best!

d) ENABLE THE TRAVEL MODE.

Now before we move onto TRAVEL mode, let me explain what 'Areas' are. In the game there are many areas where you can capture a Pokémon. The icon in the middle of the screen shows in which area you are.

Note- A particular area's icon will only be visible when you are not in any of the 'Game Modes'. And it will NOT appear in the bonus stages.

The different areas of the game are:

|RUBY|

AREA

ICON DESCRIPTION

- 1. Petalburg Forest [A forest with a black(ish) background]
- 2. Mt. Chimney [A big volcano]
- 3. Plains [A huge grassland]
- 4. Lilycove City [Sea with a lighthouse]
- 5. Safari Zone [Trees with a gate]
- 6. Granite Cave [A dark cave]
- 7. Ruins [A cave with the moon ontop]

|SAPPHIRE|

AREA

ICON DESCRIPTION

- 1. Petalburg Forest [A forest with a black(ish) background]
- 2. Lake [Thats right, a lake]
- 3. Plains [A huge grassland]
- 4. Beach [A beautiful beach]
- 5. Desert [A dry land]
- 6. Granite Cave [A dark cave]
- 7. Ruins [A cave with the moon on top]

So there you have it, all the areas of the game. And there is one more thing, the RUINS area is a special one. There are many rare Pokémons there...like Jirachi and The Regis. To go to this area, you must TRAVEL five times!! Now onto TRAVEL mode.....

TRAVEL mode is an important aspect of the game. And also if you travel five

times, you can capture the rarest Pokémon in the game[JIRACHI]. How to TRAVEL:

|RUBY|

To Travel in RUBY board, hit the button that is below Chikorita. Then Chikorita will do a RAZOR LEAF attack which will hit a Linoone on the right and the it will hit another Zigzagoon on the left. After it hits the Zigzagoon on the left, he will partially come out. During this time, hit him. If done correctly, a Gulpin will fall down on the left side of the board. Repeat this process two more times so that there are three Gulpins standing on top of each other. Then the TRAVEL mode will begin. Now you have a minute to Travel. Quickly send the ball either on path of the 'EVO Arrows' [Around the table, to the left] or on the route of 'GET Arrows' [Around the table, to the right]. Then you will see a portal opening in the middle of the screen. Enter It. Then a confirmation message will pop up. 'PRESS A TO TRAVEL'. Now you have traveled successfully.

|SAPPHIRE|

Traveling in the SAPPHIRE board is very easy! (^_^) All you have to do is push the button three times that is near the basket[To the left of the board] and the travel mode will begin!!! And like before, send the ball to the EVO/GET Paths to make the portal appear. Enter it and press the A Button.

e) UPGRADE YOUR POKEBALL.

Upgrading your pokeball can be very useful for earning points. There are four types of ball....

1.POKEBALL.

The ball with which you start the game. It is red and white in color.

2.GREATBALL.

This ball will double your points!! It is dark-blue [with red strips] and white in color.

3.ULTRABALL.

A more cool and STYLISH ball which gives you x3 points!! It is yellow and white in color.

4.MASTERBALL.

The strongest ball in other Pokémon games and this baby will provide you with x4 points! It is purple [with pink strips] and white in color.

Upgrading the ball is very simple. There are many ways by which we can upgrade a pokeball.

- -Buy a ball upgrade from the Pokemart for 40 coins.
- -There is a ball upgrade which you can get in the RUBY Board. Here is how.....

If Makuhita is facing to the north, then skip to the 4th point.

1. First, hit the button below Chikorita. Then, Chikorita will perform a RAZOR LEAF attack,

hitting the two Lincones.

- 2. When the first Linoone[RIGHT one] comes out, hit it.
- 3. Then the Makuhita above it will face to the north direction.
- 4. Now you can make the Makuhita punch by pressing the A button.
- 5. Send the ball to the EVO Path[Left and around the table]. The when the ball is near Makuhita, press the A button.
- 6. Makuhita will punch the ball, forcing it to go through the path above Chikorita.
- 7. The ball will hit the Nuzleaf standing here which will push it upwards. Keep repeating the process untill Nuzleaf falls and makes a bridge.

8. Now you can get the ball upgrade.

-Another way of upgrading your ball is by making it pass through the three small lanes above the bumpers. When the ball passes through a lane, the circle in it will become red. Light all the three lanes and the ball will get upgraded by one level.

UPDATE: You can control the light in the lane by pressing the Left or Right button on your D-Pad. This means that if you make the ball pass through first lane [The right one] that lane becomes red. Press the Right button on the D-pad and you will see that the middle lane will be lit. By this method you can upgrade your pokeball by passing in through the same lane. This trick can also be used to activate the Slots.

Thanks to Dion Starfire for this info.

Note- The Ball Upgrade only lasts for a few seconds...

a) THE VARIOUS ICONS.

Here are the various icons of the game....this is a gba screen and look for the icons description below it. These icons are in the bottom of the screen.

0000000 is your score. If you gain a huge score i.e. you beat a previous high score then it will be displayed in the 'HI-SCORE' sub-option in the main menu.

xxx is the number of Pokémon caught in that game. Catch 15 Pokémon to get an extra ball.

CCC is the no. of coins you have got. Spend those in the Pokemart to get the various items.

BB is the no. of balls left. If it drops down to zero, GAME OVER man!

L is the thunderbolt icon. This means that Pikachu/Pichu are fully charged and will protect the ball if it falls in the outer lane.

b) Getting an extra ball.

To get an extra ball[lup], do any of the following things.

- -Catch 15 Pokémons.
- -Buy it in the Pokemart for 99 coins.
- -Get the Extra ball panel while playing the slots.

c) EARNING COINS.

Earning coins is a really important thing in the game if you want it to become

|RUBY|

To earn coins in the RUBY board, take the path to the left of Cyndaquil. It is marked with three tiny arrows with '1','5' and '10' numbers. This means that taking that path will give you 1,5 or 10 coins.

|SAPPHIRE|

Like the RUBY board, take the path marked with three tiny arrows with '1','5' and '10' numbers. This means that taking that path will give you 1,5 or 10 coins. The path is located to the left side of the Pokemart.

Note- You can have a maximum of 99 coins.

=-=-=-=

d) THE POKEMART.

Pokemart is a new feature in the PP RaS. It gives you access to items which makes your game easier. But in return you have to spend your coins.

|RUBY|

The Pokemart is located in the top-right corner of the board. To enter it first hit the door of the mart and it will open. Now you can enter.

|SAPPHIRE|

The Pokemart is located to left in the middle of the board. It is guarded by a Minum and a Plusle. To enter it just hit the buttons below Minum and Plusle. Then the electrical barrier will be deactivated. Now you can enter.

The items found in the Pokemart are:

- -30 Second Ball Saver : 10 Coins {You can't lose your ball for 30 sec.}
- -60 Second Ball Saver [GREAT] : 20 Coins {You can't lose your ball for 60 sec.}
- -90 Second Ball Saver [ULTRA] : 30 Coins {You can't lose your ball for 90 sec.}
- -Upgrade : 40 Coins {Your ball gets upgraded by one level}
- -30 Second Timer Up: 40 Coins {The next timer has an extra 30 sec. added to it}
- -PIKA: 50 Coins {Pikachu and Pichu will gaurd the outer lanes}
- -Bonus Challenge [Sealeo] : 60 Coins {The Spheal/Sealeo bonus level will begin}
- -Extra : 99 Coins {Gives you an extra ball}

e) THE SLOTS.

To activate the slots, have your ball pass through the two outer lanes and the two lanes with the flippers. As you pass through each lane the circle will become red. When all the circles are lit, the slots hole will appear in the middle. Enter it to start the slots. The panels in the slots are:

- -30 Second Ball Saver : You can't lose your ball for 30 sec.
- -60 Second Ball Saver [GREAT] : You can't lose your ball for 90 sec.
- -90 Second Ball Saver [ULTRA] : You can't lose your ball for 90 sec.

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-MAX Upgrade : Your ball gets upgraded to a Masterball.
-Coin +10 : Gives you 10 coins.
-Coin +30 : Gives you 30 coins.
-Coin +50 : Gives you 50 coins.
-Pika: Pikachu and Pichu will gaurd the outer lanes.
-30 Second Timer Up : The next timer has an extra 30 sec. added to it.
-Bonus Multiplier: Adds to nubers which appears, to the Bonus Multiplier.
-Catch'Em Mode Start: Starts the Catch'Em Mode.
-EVO Mode Start: Starts the EVO Mode.
-Bonus Challenge [Whiscash/Peliper] : The Spheal/Sealeo bonus level will begin.
-Bonus Challenge [Kecleon/Duskull/Groudon/Kyogre/Rayquaza] : Starts the Kecleon
/Duskull/Groudon/Kyogre/Rayguaza
bonus level.
-Extra: Gives you an extra ball.
-Small : Gives you 100 to 900 points.
-Big : Gives you 1000000 to 9000000 points.
-Arrival: Summons Jirachi. Only available in the Ruins area.
-Pokémon Locations-
                                                         [a.we]
Here are the Pokémon locations acc. to the areas:
| RUBY |
*****
1.Petalburg Forest
Cascoon
Duskull
Nincada
Silcoon
Slakoth
Treecko
Zizagoon
2.Mt. Chimney
Koffing
Numel
Skarmory
Slugma
Torchic
Torkoal
Vulpix
3.Plains
Castform
Electrike
Jigglypuff
Kecleon
Magnetmite
Nuzleaf
Poochyena
Roselia
Taillow
Volbeat
Voltorb
Zangoose
```

-Upgrade: Your ball gets upgraded by one level.

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4.Lilycove City
Carvahna
Luvdisc
Magikarp
Relicanth
Staryu
Tentacool
Wailmer
Wingull
5.Safari Zone
Duduo
Girafarig
Heracross
Meditite
Pikachu
Pinsir
Psyduck
Rhyhorn
Wobuffet
6.Granite Cave
Abra
Grimer
Loudred
Machop
Makuhita
Mawile
Nosepass
Shelgon
Solrock
7.Ruins
Beldum
Jirachi[Only through the slots]
Regice
Regirock
Registeel
Pokémon rarely and randomly found in all areas:
Aerodactyl
Chikorita
Cyndaquil
Latios
Totodile
Pokémon found in bonus stages[By beating them twice, THAT SAME GAME]
Groudon
Rayquaza
*****
|SAPPHIRE|
*****
1.Petalburg Forest
Cascoon
Duskull
Nincada
Silcoon
Slakoth
Tropius
```

Zigzagoon 2.Lake Barbroach Clamperl Corphish Feebas Goldeen Lombre Marill Mudkip 3.Plains Castform Electrike Illumise Jigglypuff Kecleon Magnetmite Poochyena Roselia Seviper Taillow Voltorb 4.Beach Anorith Carvanha Clampearl Luvdisc Magikarp Relicanth Tentacool Wingull 5.Desert Absol Baltoy Cacnea Geodude Lileep Swablu Vibrava 6.Granite Cave Abra Grimer Loudred Lunatone Machop Makuhita Nosepass Sableye Shelgon 7.Ruins Beldum Jirachi[Only through the slots] Regice Regirock

Registeel

Pokémon rarely and randomly found in all areas:

Pokémon found in bonus stages[By beating them twice, THAT SAME GAME] Kyogre Rayquaza

Bonus Levels make this game more fun to play. They give hell lotta points!! You can access a bonus level by:

- -Buy it from the Pokemart for 60 coins.
- -From the slots.
- -Catching/Hatching/Evolving 3 Pokémons.
- -Peliper will take you to the Sealeo bonus level from the SAPPHIRE board.
- -Whiscash will take you to the Sealeo bonus level from the RUBY board.

And in a bonus level, you cannot lose your ball!!! (^_^)

The different bonus levels of the game are:

- a) Spheal and Sealeo bonus level.[Both Boards]
- When you get there, you will notice two Sealeos sitting under a basket. There are also two icy cold ramps for you to use. There are also some Spheals in the water, who will try to climb the ramp but fail. All you have to do is either send the ball on the ramp so that one of the Sealeo catches it and dose a 'basket', giving you points. Or when the Spheal is trying to climb the ramp, quickly shoot the ball at it which will send the Spheal rolling up the ramp and again one of the Sealeo will catch it and do a 'basket', giving you even more points. Keep earning points until the time limit.
- So this level will help you increase your score.
- b) Duskull/Dusclops bonus Level.[SAPPHIRE Board only]

This level is basically a graveyard, which will give you the creeps!!(or maybe not.) You will see Duskulls roaming around the field. You have to hit about 20 Duskulls and then their boss appears...It...its.....a...DUSCLOPS!!!!RUN!! Ha! just joking'. Anyways, a Dusclops will appear and to we have to defeat him. Hit him 5 times and he is outta here! Sounds easy? Then you are wrong. The catch here is that if you hit him from the front he will catch the ball and throw it! So you can only hit him from the back. Use the Gravestones as bumpers and best of luck!!

c)Kecleon bonus level.[RUBY board only]

This level takes place near a huge tree. You will see a Kecleon disappearing and then you can only see his footprints. To see him hit the tree and the Devon Scopes will fall down. Grab that and you will be able to see Kecleon for some time. Hit him and he will fall down. Hit him again and he will get hurt. Repeat this process for about 7 to 8 times and then Kecleon will give up.

d)Groudon bonus level.[RUBY board only]

This one is pretty tough. You have to defeat Groudon who knows ROCK THROW, ERUPTION, EARTHQUAKE and how to throw fire balls. Groudon will start off with EARTHQUAKE. Then he will do an ERUPTION attack which will create four pillars of fire which will protect him. Hit the pillars a few times and it will break. When he does a ROCK THROW attack a few rocks will fall down. Hit those rocks a 2 times and it will break. And finally the most annoying of all, he will throw a fireball which will immobilize your ball for a few seconds. Hit Groudon 15 times and then you will win this level. If you beat this level twice without

a 'GAME OVER' then you will capture him.

e) Kyogre bonus level.[SAPPHIRE board only]

This level is easier than Groudon. Kyogre knows BLIZZARD, WHIRLPOOL and DIVE. He will start off with BLIZZARD which will freeze your ball. He will then create WHIRLPOOLs and if you touch on of those then you will loose valuable time. After that, he will DIVE into the water. Look for bubbles in the water. When he surfaces, quickly hit him. He will again DIVE and resurface. Hit him again. And now he will be again in his original position and will repeat the whole process... Hit him 15 times to defeat this level. If you beat this level twice without a 'GAME OVER' then you will capture him.

f) Rayquaza bonus level.[Both Boards]

The hardest level of the game which takes place in the SKY PILLAR. First Rayquaza will keep bouncing which will make him harder to hit. After he's done that he will paralyze your ball using THUNDER!

He can also use FLY and EXTREMESPEED and create two tornados.... Hit him 15 times to beat this level and take a look at the points which you get!!!!!

If you beat this level twice without a 'GAME OVER' then you will capture him.

This section will help you keep a track of your Pokémons.... a) Pokémon that can only be caught.

#001 Treecko

#004 Torchic

#007 Mudkip

#010 Poochyena

#012 Zigzagoon

#015 Silcoon

#017 Cascoon

#020 Lombre

#023 Nuzleaf

#025 Taillow

#027 Wingull

#036 Slakoth

#039 Abra

#042 Nincada

#046 Loudred

#048 Makuhita

#050 Goldeen

#052 Magikarp

#055 Marill

#057 Geodude

#060 Nosepass

#066 Tentacool

#068 Sableye

#069 Mawile

#073 Machop

#076 Meditite

#078 Electrike

#082 Magnemite

#084 Voltorb

#086 Volbeat

#087 Illumise

Doduo

#094 Roselia

#092

#097	Carvanha	
#099	Wailmer	
#101	Numel	
#103	Slugma	
#105	Torkoal	
#106	Grimer	
#108	Koffing	
#115	Skarmory	
#117	Vibrava	
#119	Cacnea	
#121	Swablu	
#123	Zangoose	
#124	Seviper	
#125	Lunatone	
#126	Solrock	
#127	Barboach	
#129	Corphish	
#131	Baltoy	
#133	Lileep	
#135	Anorith	
#138	Jigglypuff	
#140	Feebas	
#142	Castform	
#143	Staryu	
#145	Kecleon	
#148	Duskull	
#150	Tropius	
#152	Absol	
#153	Vulpix	
#156	Pikachu	
#158	Psyduck	
#161	Wobbuffet	
#164	Girafarig	
#167	Pinsir	
#168	Heracross	
#169	Rhyhorn	
#176	Clamperl	
#179	Relicanth	
#183	Luvdisc	
#188	Shelgon	
#190	Beldum	
#193	Regirock	
#194	Regice	
#195	Registeel	
#196	Latias	
#197	Latios	
#198	Kyogre	
#199	Groudon	
#200	Rayquaza	
#201	Jirachi	
#297	Aerodactyl	
#307	Chikorita	
#310	Cyndaquil	
#313	Totodile	
" 2 ± 3	10000110	
b) Pokémon that can be Hatched.		
#014	Wurmple	
#014	Lotad	
"		
#022	Seedot	

#029 Ralts

```
#032
      Surskit
#034
      Shroomish
#045 Whismur
#054 Azurill
#061
    Skitty
#063 Zubat
    Aron
#070
#080 Plusle
     Minun
#081
#088 Oddish
#095 Gulpin
#110
    Spoink
#112 Sandshrew
#114 Spinda
#116 Trapinch
     Igglybuff
#137
#146
    Shuppet
#151 Chimecho
    Pichu
#155
#160 Wynaut
#162 Natu
    Phanpy
#165
#171 Snorunt
    Spheal
#173
#180 Corsola
#181
     Chinchou
#184 Horsea
#187 Bagon
```

- 1. What is 'PP RaS'?
- -> PP RaS stands for Pokémon Pinball: Ruby and Sapphire.
- 2. How can I get the ball upgrade which is present in the RUBY board?
- -> If Makuhita[to the right] is facing to the north, then skip to the 4th point.
- 1. First, hit the button below Chikorita. Then, Chikorita will perform a RAZOR LEAF attack, hitting the two Lincones.
- 2. When the first Linoone[RIGHT one] comes out, hit it.
- 3. Then the Makuhita above it will face to the north direction.
- 4. Now you can make the Makuhita punch by pressing the A button.
- 5. Send the ball to the EVO Path[Left and around the table]. The when the ball
- is near Makuhita, press the A button.
- 6. Makuhita will punch the ball, forcing it to go through the path above Chikorita.
- 7. The ball will hit the Nuzleaf standing here which will push it upwards. Keep repeating the process until Nuzleaf falls and makes a bridge.
- 8. Now you can get the ball upgrade.
- 3. What are 'GSC Starters'? How can I get them?
- -> GSC Starters are the starters for the Pokémon games Gold/Silver/Crystal.

They are:

- *Totodile
- *Cyndaquil
- *Chikorita

The GSC Starters will appear very rarely[less than 1%] in any area in the RUBY Board.

- 4. How many total Pokémon are there in the Pokedex?
- -> The Pokedex has 202 Pokémons. Later it was found out that the GSC Starters were also obtainable which makes a total of 205 Pokémons.
- 5. Can I evolve the GSC Starters?
- -> No.
- 6. How can I get Jirachi?
- -> TRAVEL five times and then you will be taken to RUINS area. Here, get the ARRIVAL panel in the Slots to summon Jirachi. Now you can capture Jirachi. You have only 30 sec. to capture him. Hit him 3 times and he is yours!!!
- 7. What is Devon Scope?
- -> It is a device used in Pokémon Ruby and Sapphire to spot invisible Pokémons. In PP RaS, you can obtain this item in the Kecleon bonus level.
- 8. Where can I get this game?
- -> Sorry, don't ask me.
- 9. Is there a ROM of this game?
- -> I don't know.
- 10. Where can I find GSA codes for this game?
- -> Try searching it with Google.
- 11. Can I trade pokemons from Pokemon Pinball RaS to Pokemon Emerald/Ruby/Sapphire/FireRed/Leafgreen ?
- -> Simple. The answer is NO. You cannot trade your pokemons.
- 12. How can I erase my data?
- -> I don't know. Still searching on it.....

UPDATE: Ok I got it. Go to the Hi-Scores screen and keep the L button on the D-Pad pressed. Now press the L and R Shoulder buttons AT THE SAME TIME. If you are having trouble, then keep the L D-Pad button pressed and then keep pressing the L and R Shoulder buttons and then you will recieve a message to confirm your decision.

This guide is NOT TO BE SOLD to ANYONE. Please do not make changes to this guide and declare its yours....

This FAQ can only be posted on:

www.gamefaqs.com

www.gamespot.com

www.ign.com

www.neoseeker.com

www.trhq.co.nr

http://pokestop.net

www.supercheats.com

www.1UP.com

www.MyCheats.com

and no other site. If you want this guide on your site, then please E-Mail me. Please don't E-Mail me asking:

-For Roms

```
-For Gameshark/Codebreaker codes
-Where to buy the game
-Where to find the rom
-Questions which are already answered in the guide.
However, you can mail your suggestions on improving this guide.
My E-Mail ID is Sid.Athan(at)gmail(dot)com
-Version History-
Version 1.0 - Initial Release
Version 1.1 - Added 3 sites that can post this faq.
          Added a few more things about Pokeball Upgrade.
          Installed the search System.
          Updated the Table of Contents.
Version 1.2 - Added info on erasing game data.
          Added the ASCII Heading.
Version 1.3 - Added 3 sites that have got my permission to post this faq.
-Credits-
                                               [mvns]
And in the end, I would like to thank...
NINTENDO for making this game.
Me for writing this guide
Ascii Generator for the arts.
and You for reading it!!!
Thanks for reading my guide!! I hope it provided all the information you
needed!!!
        \__ |_) | | | | | | \__ SHADOWPRINCE) | |_) | |_) | | | (___
         |__/__/|_| |_| |_| |_| |_| \_/\_/ \__/|_.__/|_.__/|_.
This guide was written by: Sid Athan. Email: Sid.Athan(at)gmail(dot)com.
(c) Shadowprince.
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