

# Pokémon Pinball: Ruby & Sapphire FAQ/Walkthrough

by supersid2005

Updated to v1.3 on Oct 16, 2006

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FAQ/WALKTHROUGH

by

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|Pokémon Pinball: Ruby and Sapphire |
|General FAQ                          |
|Platform(s):Gameboy Advance         |
|        Gameboy Advance SP          |
|        Nintendo DS[GBA GAMEPAK]|
|Written By: ShadowPrince.           |
|Last Updated: 16th Oct 06          |
|E-Mail:Sid(dot)Athan(at)gmail.com  |
|Version No.: 1.3                   |
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Note : For the best viewing of
this FAQ keep the font to
'Courier New', Size 10 and Font style
to Regular. These options can be
found on the Fonts Dialog Box.
If you do not keep this settings, the
FAQ might get messed up.
And also, it is recommended that you
use a notepad to view this faq.
Press Ctrl+f and write the code in the
contents menu to find what you are
looking for.
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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.

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|RUBY BOARD|

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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 'BUMBERS' arrow. When you press this button the bumpers may change or if there are three Chinchou, 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.

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|SAPPHIRE BOARD|

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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:

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|GAME START|

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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!!

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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.  
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#### b) EVOLVING A Pokémon.

To complete the pokedex, evolving a Pokémon is also an essential operation. But remember not all Pokémon 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.

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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.'  
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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.

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|SAPPHIRE|

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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.

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

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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.

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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.

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The different areas of the game are:

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|RUBY|

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- | 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 on top]           |

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|SAPPHIRE|

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- | AREA                | ICON DESCRIPTION                        |
|---------------------|---|
| 1. Petalburg Forest | [A forest with a black(ish) background] |
| 2. Lake             | [That's 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 Pokémon 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.

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|SAPPHIRE|

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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 Linoones.

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.

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Note- The Ball Upgrade only lasts for a few seconds...
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V.                -Other Stuff.....-                [01ga]
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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.

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|
| 0000000          xxx  CCC  BB  L |
|_____|
|          GAMEBOY ADVANCEsp      |
|_____|
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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 easier.

\*\*\*\*\*

|RUBY|

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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.

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|SAPPHIRE|

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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.

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Note- You can have a maximum of 99 coins.

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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|

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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.

- Upgrade : Your ball gets upgraded by one level.
- 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 guard the outer lanes.
- 30 Second Timer Up : The next timer has an extra 30 sec. added to it.
- Bonus Multiplier : Adds to numbers 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/Rayquaza 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.

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  VI.           -Pokémon Locations-                               [a.we]
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Here are the Pokémon locations acc. to the areas:

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|RUBY|

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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
- Tailow
- Volbeat
- Voltorb
- Zangoose

#### 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  
Latos  
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

Tailow

Voltorb

4.Beach

Anorith

Carvanha

Clamperl

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



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.

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IX. -Pokémon Checklists- [zsaw]  
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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
#092	Doduo
#094	Roselia

#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

b) Pokémon that can be Hatched.

#014 Wurmple  
#019 Lotad  
#022 Seedot  
#029 Ralts



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

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IX.                                -FAQ-                                [vial]
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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 Linoones.
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 Pokémon. Later it was found out that the GSC Starters were also obtainable which makes a total of 205 Pokémon.
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 Pokémon. 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 receive a message to confirm your decision.

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 X.                -Legal Info.\Contacting Me-                        [qwea]
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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

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XI.                -Version History-                               [yuyt]
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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.

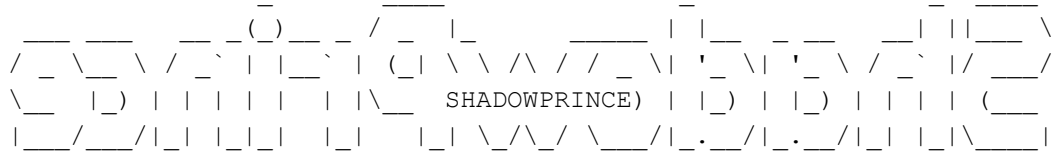
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XI.                -Credits-                                       [mvns]
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And in the end, I would like to thank...

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!!!



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 (c) Shadowprince.

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 END OF GUIDE