# Pokémon Pinball: Ruby \& Sapphire Bonus Stage FAQ 

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Bonus Stage FAQ

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Well, here I am again, with my 3rd FAQ. Its very small but descriptive, and I hope you find it helpful.

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|>>>--------------2. Bonus Stages-------------<<<<
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a. Spheal and Sealeo Bonus Stage


How to get:

Ruby: Get swallowed by the Wishcash that appears randomly (I think) in the pond with the Chinchous and Lotads.

Sapphire: Press the $P$ button some times and then throw the ball up the left steel ramp to get carried by the Pelliper to this stage.

What does it look like:


Time: 2'00"

How to play: Some Spheals will pop out of the water, and some will try to go up the ramp but fall down... You have to make the pokeball go up the ramp, so the Sealeos will play with it and make it go through the ring. When a Spheal is trying to climb the ramp, quickly throw the pokeball through the ramp so it pushes the Spheal and the Sealeo plays with it and makes it go through the ring. Do this until you run out of time.

Reward: Number of Spheals x 5,000,000 +
Number of Pokeballs x 1,000,000

Number x \# Points

What does this mean? for example, if you got 2 Spheal and 5 Pokeballs, the score should be like this:

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2 x 5,000,000 = 10,000,000 +
5 x 1,000,000 = 5,000,000
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b. Duskull Bonus Game

How to get: It appears randomly after catching 3 Pokemon, in the hole in sapphire version only.

What does it look like:


Time: 2'00"

How to beat: Well, the Duskulls will wander on the graveyard (2 at time), and you have to hit them, and if you don't hit 'em, they will dissapear in some time. There will be around 25 Duskulls in total, and your mission is to make 'em dissapear as soon as possible, because after they all dissappear, a giant Dusclops will appear, and you have to hit him 5 times to make him dissapear and clear the stage. Beware, he can catch your ball and retain it for some seconds, so try to hit him from the top using the graves as bouncers.

Reward: 30,000,000 x \# Points
c. Kecleon Bonus Stage

How to get: It appears randomly after catching 3 Pokemon, in the hole in ruby version only.

What does it look like:



Time: 2'00"

How to beat: You will see a Kecleon vanishing, and then you'll see his steps. His the large tree at the top to make some binoculars fall, get the glasses to see the Kecleon and then hit him once to make him fall, and once again to hurt him. Hurt the Kecleon about 8 times to beat the stage
d. Kyogre Bonus Stage

How to get: Getting HOLE after evolving, catching or hatching 3 pokemon. You can also get this on the HOLE slots. Sapphire only.

What does it look like:


Time: 3'00"

How to beat: First, Kyogre will release an Ice Ring and freeze your ball for some seconds, to evade this, just wait until it starts moving a bit, and hit him with the ball, then he won't release the ring. Then, he'll create 2 whirlpools, and if your ball touches one of them, it'll get stuck for some seconds. After some time, Kyogre will dive, quickly surface 2 times, giving you chance to hit him twice. Then he surfaces again, and repeats all the process. When you hit him with your ball 15 times, he will faint... sounds easy huh? well, it isn't... its very hard to hit that whale... but if you complete this

Reward: 50,000,000 x \# Points, Capture Kyogre (if beaten twice)

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e. Groudon Bonus Stage
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How to get: Getting HOLE after evolving, catching or hatching 3 pokemon. You can also get this on the HOLE slots. Ruby only.

What does it look like:


Time: $3^{\prime \prime} 00$ "

How to beat: First, Groudon will drop out the ceeling and some rocks will fall (you can break 'em hitting them with the ball twice). Then, he'll make a fire ring and 4 fire pillars will surround him, hit the pillars to destroy them, just to see Groudon drop 3 more rocks and then create 4 more pillars and sometimes throw you Fire Balls to stop your ball a few seconds... :S
This guy is a lot harder than Kyogre... but thank God (if he exists) that there is a Glitch/Trick to make things easier. Just before he creates the fre ring, throw the ball over him to hit him, the ring will push the ball north, and then the pillars won't let the ball go down, hitting Groudon about 6-8 times :D After you hit him 15 times, he'll retreat, or get captured in your ball (if beaten twice)

Reward: 50,000,000 x \# Points, Capture Groudon (if beaten twice)
f. Rayquaza Bonus Stage

How to get: Getting HOLE after evolving, catching or hatching 3 pokemon.

What does it look like:


Time: 3'00"

How to beat: Well, this is the hardest bonus stage there is in the game, but look at the reward! First, Rayquaza will be bouncing around the stage making him hard to hit... wait until he bounces down to shot, don't be too unpatient. After a bit bouncing, he'll use Thunder to paralyze your ball for a while, but its easy to dodge... and after a little more bouncing, he'll fly away and then come flying quickly using Extremespeed to create 2 tornados. If you hit one of the tornados, ir will send the ball flying to Rayquaza's home (the ozone layer if you haven't played Pokemon Ruby/Sapphire) taking some seconds to return. Hit this flying lizard 15 times to beat him or capture him (if beaten twice)

Reward: 99,999,999 x \# Points, Capture Rayquaza (if beaten twice)


E-mail me to add your FAQs!

Q: I saw you used \# in the reward section of the Bonus Stages, what does this mean?
A: Its the multiplier that is determined by the type of pokeball you used to clear the Bonus Stage:
Pokeball $=1$
Greatball $=2$
Ultraball = 3
Masterball $=4$ (I think)

Q: Where do I get this balls?
A: You can upgrade your ball in the shop for 40 coins, wait... I'm going off the FAQ, but whatever... you can also get an upgrade in the HOLE slot.

Q: Darn, that Dusclops grabs my ball everytime I try to hit him!
A: Don't launch the ball directly at him... Instead, use the graves as bouncers to hit his back.

Q: Where did you get this game?
A: I was a good boy and santa gave it to me... (in other words, don't ask me)


CJayC, for the great site.

Me... I love me...

My sister! for shutting of the CPU just after I saved!

Pikachu! I Love you (NOT)


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