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UPDATES:

11/6-8/04: Created the mass of the walkthrough and weeded out spoilers.

11/10/04: Edited out an accedental small spoiler and added the rest of the content essential for beating the story mode.

3: Overview

[030]

A sequel to the ever so popular Pokemon Stadium 1 and 2, Pokemon Colosseum offers what Stadium did and much more. In the same way Stadium hooked up to your Pokemon Gold/Silver cart via a transfer pack, Colosseum hooks up to your Ruby/Sapph cart via the GCN/GBA link cable. Now you can finally trade over those pokemon you have been raising on your Gameboy Advance and battle your friends in full 3D. In addition to the standard free battle and different single player matches such as those found in the stadium games, there is now a single player RPG mode. That makes it the cousin of the Gameboy pokemon games, only in 3D! And another added bonus is the ability to steal some enemy's pokemon from them. Which in my opinion is kinda cool. The moves in this are also beautifully animated and look amazing. But enough of the boring overview you are saying. On with the rest of the guide!

4: Playing the game

[040]

[W0.1] Controls

The controls are very Simple...they are also in the manual, but nobody ever reads the manual, so it's here.

Overworld:

Control stick: Move Leo around, Select an option.

A: Interact / confirm / select.
B: Cancel / back.
X: Bring up menu.
Y: Bring up menu.
R: Not used.
L: Not used.
Z: Not used.
START: Bring up Menu.

[W0.2] Dark pokemon

In the RPG mode of the game there will be certain pokemon that will be shadow pokemon. They have a dark aura around them and are catch-able. They are the only ones that you can catch. To catch one lower it's HP down to a low level and throw a pokeball at it. When you catch a dark pokemon it will only know a move called "Shadow rush" and will stay dark until you cure it of darkness. To do that you can do certain things like use it in pokemon battles, have it in your party rather than in the PC, or use the "call" command in battle

Once you clear the dark bars that will be where the exp. Meter would normally be by doing the above things the pokemon will be back to normal as well as gaining some of the pokemon's natural moves. Once all the dark bars are gone take it to Ageto Village and the cave down and left of the pokemon center. There at the shrine you can purify it.

Here is a list of what you can do to purify a pokemon and which natures like which method.

You can tell a pokemon's nature after you have cleared two dark bars.

First after you get the cologne case (after beating the boss at the battle tower) you can buy scents at the agate/ageto market. The scents are the following:

\$600 Weakest scent
\$800 Average scent
\$1200 Strong scent.

You can use the move shadow rush in battle till your pokemon goes into hyper mode. Then use the call out command.

You can also put the pokemon in the day care center in agate village.

Sending the pkmn into battle and walking around with them also un-darkens them.

The different natures of pokemon like different things.

Using in battle:
(Use the pokemon in battle)

Adamant
Bold
Brave
Calm
Hardy
Hasty

Impish
Jolly
Naughty
Quirky
Sassy

Call out in battle:

(Once the pokemon goes into hyper mode, use the call command)

Docile
Lonely
Serious
Timid

Walk with pokemon in Party:

(Walk around the overworld with the pokemon in your party)

Adamant
Bold
Brave
Hardy
Impish
Lax
Lonely
Naive
Naughty
Sassy

Leave pokemon in Day-Care:

(Leave the pokemon at the Day-Care center in Agate/Ageto village.)

Bashful
Calm
Careful
Gentle
Mild
Modest
Quirky
Relaxed
Timid

Massage pokemon:

(Use the Cologne case and scents to massage the pokemon.)

Bashful
Calm
Careful
Gentle
Hasty
Jolly
Lax
Lonely
Mild
Rash
Relaxed
Timid

[W0.3] Using the PC

Using the PC is fairly easy. When you use the PC you will be presented with a menu. You have four options:


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E STL |__|__|__|_ |__|_ |__|__|__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |
R WTR |__|__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |__|_ |

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Types: By Alphabet		Types: By Normal/Special	
Bug = Bug	Normal	Bug = Bug	Normal
Drk = Dark	Special	Fgt = Fighting	Normal
Drg = Dragon	Special	Fly = Flying	Normal
Elc = Electric	Special	Gst = Ghost	Normal
Fgt = Fighting	Normal	Gnd = Ground	Normal
Fir = Fire	Special	Nor = Normal	Normal
Fly = Flying	Normal	Psn = Poison	Normal
Gst = Ghost	Normal	Rck = Rock	Normal
Grs = Grass	Special	Stl = Steel	Normal
Gnd = Ground	Normal	Drk = Dark	Special
Ice = Ice	Special	Drg = Dragon	Special
Nor = Normal	Normal	Elc = Electric	Special
Psn = Poison	Normal	Fir = Fire	Special
Psy = Psychic	Special	Grs = Grass	Special
Rck = Rock	Normal	Ice = Ice	Special
Stl = Steel	Normal	Psy = Psychic	Special
Wtr = Water	Special	Wtr = Water	Special

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[W0.5] Abilities
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Every pokemon you obtain, start with, or encounter in Pokemon Colosseum will have a special ability. These can do many different things but can be critical in taking the win against that tough opponent. A pokemon that has the ability "blaze" for example, will boost it's fire type moves when it has low health. That could be the difference between you attacking it and it having 10 HP left over or it fainting. Here I have listed the abilities in alphabetical order.

Air Lock	Neggates all weather effects while pokemon is in play.
Arena Trap	Disallows fleeing except flying types or pokemon with levitate
Battle Armor	10% less chance of being strick with a critical hit
Blaze	Boosts fire type moves by 10% when HP falls below one third.
Chlorophyll	Raises speed by 10% when sunny day is in effect
Clear body	Pokemon's stats cannot be lowered
Cloud Nine	Neggates all Weather effects while pokemon is in play.
Color Change	Pokemon changes to match the type of attack that struck it.
Compound Eyes	Raises pokemon's accuracy.
Cute Charm	Opponent has 30% chance of becoming infatuated on contact.
Damp	Self destructing moves cannot be used while pokemon is in play
Drizzle	Causes constant Rain Dance status

Drought	Causes constant Sunny Day Status.
Early Bird	Causes pokemon to wake up in half the usual turns.
Effect Spore	30% chance of causing burns, paralysis, or poison on contact.
Flame Body	30% chance of causing a burn on contact.
Flash Fire	Absorbs fire attacks to boost strength of fire moves.
Forecast	Pokemon changes type to match the weather.
Guts	Attack raised by 10% when affected with a status abnormality
Huge Power	Attack is raised by 50%
Hustle	Attack is raised by 50% at the expense of accuracy.
Hyper Cutter	Attack cannot be lowered.
Illuminate	Increase Random encounter rate by 30%
Immunity	Pokemon is immune to poison status
Inner Focus	Pokemon is immune to flinching.
Insomnia	Pokemon is immune to sleep status
Intimidate	Lowers Opponents attack by 10%
Keen Eye	Pokemon's accuraccy cannt be lowered.
Levitate	Pokemon is immune to Ground type moves. Can escape Arena Trap
Light Ball	Boosts Pikachu's special attack by 50%
Lightning Rod	Pokemon draws all electrical attacks.
Limber	Pokemon is immune to paralyzed status.
Liquid Ooze	When draining move is used on pokemon foe is damaged.
Magma Armor	Pokemon is immune to Ice type moves.
Magnet Pull	Pokemon prevents the escape of Steel type pokemon.
Marvel Scale	Defence boosted by 50% when affected by a status abnormality
Minus	Special Attack is boosted by 50% when plussle is in the battle
Natural Cure	Pokemon is healed of all status abnormalities when recalled
Oblivious	Pokemon is immune to attracted status.
Overgrow	Boosts grass type moves by 10% when HP falls below one third
Own Tempo	Pokemon is immune to confusion status.
Pickup	Pokemon may discover items after battle.

Poison Point	30% chance that foe will be poisoned on contact
Pressure	Opponents PP usage is doubled.
Pure Power	Attack power is doubled
Rain Dish	One 16th of your HP is healed each turn when Rain Dance is on
Rock Head	Pokemon is immune to recoil damage
Rough Skin	Foe is hurt by 1/16 of their HP when they come into contact
Run Away	Pokemon can flee all battles
Sand Stream	Causes constant sandstorm status
Sand Veil	Pokemons evasion is boosted by 10% when sandstorm is in effect
Serene Grace	Doubles the chances of status effects of moves
Shadow Tag	Foe cannot switch out pokemon
Shed Skin	10% chance Pokemon may be cured of status effects at turns end
Shell Armor	Pokemon is immune to Critical hits
Shield Dust	Attack status effects will be nullified
Soundproof	Pokemon is immune to sound based moves.
Speed Boost	Causes speed to increase after each turn.
Static	30% chance foes will become paralyzed on contact
Stench	Random encounters reduced by 30%
Sticky Hold	Pokemon is immune to Knock off and Thief
Sturdy	Pokemon is immune to One hit KOs.
Suction Cups	Pokemon cannot be ejected from battle
Swarm	Boosts bug type attacks by 10% when HP falls below one third
Swift Swim	Pokemon's speed is boosted by 10% when Rain Dance is in effect
Synchronize	If attacker inflicts a status effect, defender will reflect it
Thick Fat	Defence against fire and ice moves boosted by 50%
Torrent	Boosts water attacks by 10% when HP falls below one third
Trace	Pokemon copies foe's ability
Truant	Pokemon loafs around every other turn.
Vital Spirit	Pokemon is immune to sleep status
Volt Absorb	Pokemon is healed by Electric type attacks.

Water Absorb	Pokemon is healed by Water Type attacks.	
_____	_____	
Water Veil	Pokemon is immune to burn status	
_____	_____	
Wonder Guard	Pokemon is immune to non-super effective and field moves	
_____	_____	

5: Walkthrough

[050]

Here you will find the walkthrough for the RPG mode of the game.

NOTE: It is impossible for me to predict which pokemon you will use, how they will level up, or what moves you will or will not let them learn so it is near impossible for me to write a guide perfectly telling you what moves and pokemon to use where. That is up to you to do if you do not have the same moves as I have mentioned. That is only there to give you an idea of what to use. Chances are your pokemon will be similar. If I say to use Entie but you don't have Entie purified but do have a Lvl 65 Typhlosion by all means use that instead. This will steer you in the general direction of what to use.

Also, there are no spoilers whatsoever in this walkthrough. I don't even mention what happens in cutscenes. If you find anything that could be even a slight spoiler, let me know.

[W1.1] Train town and Fennas city.

After viewing the beginning cut-scene of your rascally character zooming on the hover bike thingy you will be in a small town consisting on a single locomotive which serves as a bar/restaurant sort of combination. You will not be able to leave the town so head on into the building. You will see the TV program and then you can walk out as there is nothing really in here you need to do. When you exit a guy with pink hair will come out and chase you and have a match with you. You start out the game with the psychic type pokemon Espeon at Lvl 25 and the dark type pokemon Umbreon at Lvl 26.

Starting pokemon:

Umbreon Lvl 26 (Dark)

Move 1: Bite

Move type: Dark

Accuracy: 100

Move Power: 60

PP: 25

Effects: There is a 30% chance of the opponent flinching when hit.

Move 2: Secret Power

Move type: Normal

Accuracy: 100

Move Power: 70

PP: 20
Effects: There is a 30% chance of causing a stat Effect on the opponent depending on the battle location.

Move 3: Taunt
Move type: Dark
Accuracy: 100
Move Power: ---
PP: 20
Effects: Makes opponent use attack moves only.

Move 4: Snatch
Move type: Dark
Accuracy: 100
Power: ---
PP: 10
Effects: Steals any positive status affects opponent pokemon uses.

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Espeon Lvl 25 (Psychic)
Move 1: Confusion
Move type: Psychic
Accuracy: 100
Move Power: 50
PP: 25
Effects: There is a 10% chance of confusing the foe.

Move 2: Return
Move type: Normal
Accuracy: 100
Power: ---
PP: 20
Effects: The more the pokemon likes you, the stronger this move will be.

Move 3: Reflect
Move Type: Psychic
Accuracy: ---
Move Power: ---
PP: 20
Effects: Doubles defense thereby taking .05 damage from all normal attacks.

Move 4: Helping Hand
Move type: Normal
Accuracy: 100
Power: ---
PP: 20
Effects: Boosts allied pokemon's attack by 50% for one turn.

Trainer Willie's pokemon:
Zigzagoon Lvl 24
Zigzagoon Lvl 24

A far cry from the Lvl 2 pokemon faced at the beginning of a Gameboy pokemon game these pokemon are both normal type. Use Espeon's Confusion and Umbreon's Bite to kill them. The Zigzagoon hit with the confusion will probably die in one hit or at least have only a few HP left. The bite from Umbreon should take about 55% of the other Zigzagoon's HP. Use the moves again as necessary.

When you beat this trainer head left and you will exit this one engine town. (LOL ONE ENGINE TOWN! HAHAHA! Get it? Cuz there is only... one... thing that's a train engine and...Oh forget it.)

Go to the town on the left of the one you are at which will now be open.

[W1.2] Fenas city.

Upon arriving you will see two team (Shadow?) grunts moving a wiggling bag. One of them will notice you and they will drop the bag and a battle will ensue.

Shady guy folly:

Whismur Lvl 25

Whismur Lvl 25

Another easy battle. Espeon's confusion should take one out in one hit while Umbreon's bit severely injures the other. Finish it off with another confusion or bite.

Cut-scene time!

Go north past the fountain and the castform going around it and head up the stairs. After you go up the stairs go left and across the little walkway to the house which is the mayor's office. When you get close to the door a dude with really freaky hair will come out and say a few lines and walk off. Head inside the door and the mayor will say some stuff. Then head back outside. Head further northpast the kid with the Jigglypuff. Go into the door and talk to the trainers on the left and right and head back out. A battle should start with a few grunts.

Snatch member Wakin:

Corprish Lvl 25

Koffing Lvl 25

Another easy battle. Use confusion on Koffing to kill him right away and use bite on Corprish. Then use another bite/confusion on him to finish him. Battle over. Yawn

Head back to the one engine town by going into the shop and talking to the woman with the long hair in the back of the shop then head south and go out the gate and go to the first town you were in. Go into the train engine and talk to the bartender. You will be able to buy stuff from him now. But most importantly is he will give you 5 pokeballs.

Buy:

9 great balls

20 pokeballs bought in 10 pokeball increments so as to get free premier balls

As many antidotes and Prz heals as you can afford.

Head back to the waterfall town and after the lady in pink stops talking to you, go up and then left and enter the mayor's office. A battle will now start.

Mirror B peon Folley:

Whismur Lvl 26
Lotad Lvl 25

Easy enough. Use confusion on the Whismur and bite on the Lotad to destroy this grunts team. Ho w droll.

Now the other grunt will step up.

Mirror B peon Trudly:
Duskull Lvl 25
Spinarak Lvl 25
Makuhita Lvl 30 (Shadow pokemon)

Not that hard. Use your psychic type confusion to 1HKO the bug type Spinarak and use bite on Duskull.
Now he sends out his Lvl 30 Makuhita! What's this? Your partner shows up and tells you it's a dark pokemon. So use Bite on Duskull to finish him off. Use your secret power on makuhita. You don't want to kill him here. You want to bring his HP low so you can capture it. Use secret on it a few more times and hopefully you will paralyze it. Keep using the call out command on your Espeon. You will have at least 5 pokeballs. Use one on the weakened Makuhita to capture it. If it gets out of the ball use another.

Go to the trainer school in the middle of the town and talk to the teacher to get your PDA.

Head to a gate and fight the gate guard there to get through. You can fight the gate guard on the east side of town for an opportunity to catch the fire pokemon Quilava, the south gate guard for the opportunity to catch the water pokemon Crocanaw, or the west gate guard for an opportunity to catch the grass pokemon Bayleaf.

Battle Red/Blue/Green Trooper!
Bayleaf/Crocanaw/Quilava Lvl 30
Grimer Lvl 26
Spoink Lvl 24

Use confusion on the Grimer to KO him and bring out Spoink, while using bite on quilava/bayleaf/crocanaw to weaken it. Use bite on the Starter to weaken it further while hitting the Spoink with Return. Use bite again to bring the dark pokemon down to very low HP and finish of Spoink with another Return. The dark pokemon should be in the red in HP or at most the low yellow. Use a pokeball on it while using a potion on your pokemon if you have it to strengthen it, or using call out to keep it from killing the dark one.

Once you are done head out the gate and to the next town over.

Construction site.

What a mess. Nothing doing here. Head to the next town.

[W1.3] Paria town

Cutscene

Go in the shop up and on the right side of the street cop will run into you.

Go out and go up on to see a house with some old geezers in it. Go to the next building to get to the shop and you can buy stuff there including hyper potion. You can talk to the people in the ring to battle them. You can fight all of the trainers and try to catch their dark pokemon or you can continue on.

Battle: Chaser Emok

Gulpin Lvl 27

Zubat Lvl 27

Battle: Male trainer

Skitty Lvl 28

Misdreavous Lvl 30 (Shadow)

Zigzagoon Lvl 28

Male trainer

Senret Lvl 25

Swellow Lvl 25

Slakoth Lvl 26

Rider Liba

Skiploom Lvl 30 (Shadow)

Oddish. Lvl 26

Dustox Lvl 26

Bandana guy Divel

Psyduck Lvl 29

Quagsire Lvl 30 (Shadow)

Roller boy Lon

Azurill

Igglybuff

Swablu

Slugma (Shadow)

When you want to go on, go up to the top of the town, across the bridge and talk to the colosseum lady. Then go to the very beginning of town and talk to the guy there to battle him.

Masa:

Ralts: Lvl 28

Furret Lvl 33 (Shadow)

Machop Lvl 30

Seedot Lvl 27

CUTSCENE

Now head to the house south of the battle ring and talk to the kid and then open the secret door behind the bookshelf. Talk to the kids there. When you exit, another kid will be talking to the buff guy and then will leave. Head north to the windmill.

CUTSCENE

Run inside and talk to the man on the floor.

CUTSCENE

It seems a part was taken.

Head over to the construction site.

[W1.4] Construction site

When you get there head up and right to find a shiny gear. Head back to Paria Town.

Paria town

Run into the windmill. The buff guy and the windmill guy will be talking. Run up to the axle that is missing the gear and press A to open your inventory. Find the gear and press A to put it back on.

At this point head north to the computer and save.

Talk to the lady and just keep hitting A and you will go through into the run down colosseum and a series of battles will start.

Trainer 1

Barboach Lvl 30

Sandshrew Lvl 31

Trainer 2

Natu Lvl 30

Meditite Lvl 30

Trainer 3

Electrike Lvl 30

Cacnea Lvl 31

Vulpix

Trainer 4

Bagon Lvl

Goldeen Lvl 32

Magnemite Lvl 31

Delibird Lvl 32

You just beat the colosseum in this city!

Upon exiting head south to meet the shadow grunt on the bridge.

CUTSCENE

Cypher peon Nore:

Yanma Lvl 33 (Shadow)

Pineco Lvl 32

Nincada Lvl 31

Surskit Lvl 32

CUTSCENE

After they leave pick up the shiny notebook next to you. Go through the building fighting

trainers as you go.

Trainer 1:

Phanpy Lvl 31

Trapinch Lvl 32.

Roller boy pike:

Taillow Lvl 33

Hoothoot Lvl 34

Save and heal then head up the stairs.

Bandana guy Geats:

Pupitar Lvl 31

Carvahna Lvl 32

Barboach Lvl 32

Hunter Geare:

Remoraidd Lvl 33

Magnemite Lvl 32

Go the first left turn and fight the brute.

Body-builder Akmen:

Electrike Lvl 31

Voltorb Lvl 31

Go up the stairs for another floor of trainers.

Rider Raleen:

Doduo Lvl 32

Ledyba Lvl 32

Swablu Lvl 31

Hunter Tura:

Spheal Lvl 31

Snorunt: Lvl 32

Go into the second door to collect the prize from the box. Fight the next trainer.

Hunter Toti:

Horsea Lvl 31

Oddish Lvl 32

Sandshrew Lvl 32

Go to the next room.

Bodybuilder Elidi:

Cacnea Lvl 32

Tentacool Lvl 33

Go onto the next room and upstairs and you will end up outside again, only on the roof. Go in the door.

cutscene

Mirror B Peon Reath:

Remoraidd Lvl 20 (Shadow)

Spinarak Lvl 33

Luvdisk Lvl 32

Mirror B peon Ferma:

Mantine Lvl 33 (Shadow)

Aipom Lvl 32

Furret Lvl 31

Yanma Lvl 33

cutscene

Use the elevator to get downstairs and pick up the item then go through the door. Save at the computer then make your back up to the rooftop. Battle the trainer to get in..

Hunter Doken:

Quilfish Lvl 33 (Shadow)

Goldeen Lvl 33

Linoon Lvl 33

[W1.5] Paria Cave

Enter the cave and make your way to the far right. Go downstairs. You can fight trainers on the way if you want or you can sneak past them. I recomend sneaking.

Go down the tunnel and then north and fight the trainer.

Trainer:

Meditite Lvl 33 (Shadow)

Bagon Lvl 33

Numel Lvl 32

Go left across the bridge.

Rider Sosh:

Dunsparce Lvl 33(Shadow)

Mareep Lvl 34

Cacnea Lvl 34

Go to the end of the bridge and use the healing machine and save at the computer then go upstairs. Hug the wall going north and fight the trainer at the end near the stairs.

Hunter Zalo:

Swablu Lvl 33 (Shadow)

Lotad Lvl 31

Beldum Lvl 32

Lombre Lvl 32

Head downstairs then north. FIESTAAAAAAA!

Go up and you will find Miror B with his pokemon.

Mirror B:

Ludicolo Lvl 31

Ludicolo Lvl 28

Ludicolo Lvl 30

Ludicolo Lvl 29
Sodowoodoo Lvl 35 (Shadow)

Get the TM 49 from the box and go up through the door.
Get the macho brace from the northeast corner then
approach Plusle.

cutscene

Now try to exit town. The fortune teller will call to you. Talk to her.
Now exit town and go north!

[W1.6] Ageto Village.

Go to the big house at the top of the hill.
Their names are Eagun and Beluh.

cutscene

Go out and head right and make your way down and end up
going into a cave VIA a small path to the left of the pokemon
center.

Cipher peon Doven:
Spheal Lvl 33
Carvahna Lvl 34

Keep moving forwards.

Cipher peon Silton:
Shroomish Lvl 34
Cacnea Lvl 34

Go on.

Cipher peon Kass:
Ralts Lvl 35
Baltoy Lvl 35
Kirlia Lvl 35

Head up.

NPC Battle

Cipher peon Skrub:
Geodude Lvl 35
Hitmontop Lvl 38 (Shadow)
Clampearl Lvl 36
Wynaut Lvl 37

Now you are back in the grandparents home. Head down
to the beginning dock and head left. Go around the bend and into
the cave. Open the cases to get a couple pokeballs.
Go to the the house southeast of the shop with the
large wooden pokeball sign.

Anyways Talk to the old man on the couch and select yes.
Go back to the house with your partener's grandparents in

it and talk to them and they will give you something.
You try to leave. Break out the PDA (start) and read the mail.

Head out of town.

[W1.7] Battle Mountain

Head to the sixth area and enter the building. Save and heal your pokemon and enter the main door. Go forwards and you will enter a series of battles.

Battle 1!

Rider Turo:

Trapinch Lvl 35

Numel Lvl 34

Sandshrew Lvl 35

Battle 2!

Rider Drovic:

Swinub Lvl 35

Baltoy Lvl 36

Pupitar Lvl 37

Battle 3!

Rider Kimit:

Sandshrew Lvl 36

Geodude Lvl 36

Numel Lvl 36

Battle 4!

Rider Riden:

Pineco Lvl 35

Baltoy Lvl 35

Houndour Lvl

Graveler Lvl 37

Battle 5!

Trainer Telia:

Trapinch Lvl 38

Lileep Lvl 36

Barboach Lvl 36

Trapinch Lvl 38

Battle 6!

Sr. Performer Nortz:

Cacnea Lvl 37

Spinda Lvl 37

Kadabra Lvl 37

Battle 7!

Hunter Weeg:

Graveler Lvl 36

Vibrava Lvl 37

Sandslash Lvl 37

Battle 8!

Cipher peon Kison:

Houndour Lvl 37

Koffing Lvl 37
Duskull Lvl 36
Kirlia Lvl 36

Battle 9!

Cipher Peon Berin:
Geodude Lvl 36
Geodude Lvl 36
Sandslash Lvl 38

Go back and save and heal now.

Battle 10!

Cipher Admin Dakim:
Golem Lvl 38
Meting Lvl 37
Swampert Lvl 36
Camerupt Lvl 38
Entie Lvl 40 (Shadow)

This will be by far the hardest battle yet
so open it all up. It is not required to catch Entie but
he is really powerful! If you kill Entie, hit that reset button.

cutscene

Pick up the hidden item on the ground next to you and talk
to the guy on the floor. You will end up in the lobby. You will
get an item that will allow you to call Celebi and on the right is a
box which contains TM47.

After you are done go down and save.

Head back to Ageto Village.

Ageto Village

Go forwards and the old man will see you. He will say some stuff
to your partner. Then go to that cave with the river in it.
It is down the ramp to the left of the pkmn center remember?
Go through and reach the little pillar thing.
Here you can hit the A button on the pillar and if you have cleared
the dark bar from any of your pokemon, you can purify them.

Pick up the notebook that guy with the Hitmontop dropped beforehand.
Fight the kid outside the pkmn center.

Trainer:

Swellow Lvl 39
Rhyhorn Lvl 39
Sunflora Lvl 40

Now go right and up of the pkmn center and talk to the girl. When you
have a choice choose the bottom option and she will give you
a cologne case.

Heal and save.

Talk to your partner's grandfather and the old man outside the entrance to the village. Then when you go out a new area should be open in the middle.

[W1.8] ??? lab.

Go there and you won't be able to do anything but you will get an Email, so read it. Head back to Pyrite Town.

Pyrite Town.

Head over to the house with the secret room behind the bookshelf and go in the secret room. Talk to them all and then leave for the police station. Walk up to the table in the side room and press A to get the key to the jail cell. Walk up to the nearby cell with two prisoners and press A on the door and choose your key. Walk up to the sleeping guy and press A to plunder a key. Head to the large building at the north of town right of the bridge before you cross it. Go right and go to the door and use the key. Go down the elevator.

Cuts scene

Head south and then west to find a vending machine
You can buy water, soda pop, or lemonade here. Lemonade is the best because it is \$350 and it heals 80 HP. Head back right and up to where you were and then head left past the woman and down the stairs. Go into the shop. You can buy a lot of stuff here
Such as:

Hyper potion	\$1,200	Heals 200 HP
Max potion	\$2,500	Heals all HP
Full restore	\$3,000	Heals all HP and all stats.
Full heal	\$600	Heals all status
Revive	\$1,500	Revives a fainted pokemon

And some TMs:

TM10 Hidden power	\$3,000
TM14 Blizzard	\$5,500
TM15 Hyper beam	\$7,500
TM16 Light screen	\$3,000
TM17 Protect	\$3,000
TM20 Safeguard	\$3,000
TM25 Thunder	\$5,500
TM33 Reflect	\$3,000
TM38 Fire blast	\$5,500

Head outside and down. Go left at the bottom and go into the hotel. Head upstairs and out the door down. Head right and into the poke center place and downstairs and talk to the kid. You will get a part. Head back outside.

cuts scene

Head back to where the shop is and head left up the stairs. Talk to the kid and go inside. Head downstairs. Some talking will take place after which you should talk to the kid with no hat. Then head outside. They will ask about your PDA and get the equivalent of your phone number like on the g/s/c games so they can call you. Head right and you will see that kid again tied up again.

Go save his butt...again.

Shadow grunt:

Ledyba Lvl 40 (Shadow)

Spinarak Lvl 39

Volbeat Lvl 38

Shadow grunt

Arados Lvl 38

Illumise Lvl 40

Gloom Lvl 39

Talk to the kid in the prison VIA the indent on the side and he will give you something. Now would be a good time to save.

Head north to the hovering hologram thing and press A.

Use the R-disk.

Head up to the hover thing and hitch a ride and then go forwards.

Go inside.

NOTE!: You should save your game before this battle as there is a dark Suicune which is one of the legendary dogs. I would also advise that you head back to the outskirts train shop and buy some net balls as these are more effective than an ultra ball on Suicune.

If you are ready head inside.

Go into the room south to find 3 rare candies in a box!

Talk to the lady being filmed.

Cipher admin Venus:

Delcatty Lvl 45

Banette Lvl 45

Steelix Lvl 45

Vileploom Lvl 44

Suicune Lvl 40 (Shadow)

Pickup the notebook on the desk and get the TM45 from above the stairs. Now head down the stairs. Head back into the door and east up the stairs that are through the door. Save! Now head back out where you saw her go down the elevator and take the rightmost door. Head down the stairs battling trainers.

Hunter Frena:

Teddiursa Lvl 37

Jigglypuff Lvl 36

Gilgar Lvl 43 (Shadow)

Shroomish Lvl 35

Chaser Liaks:

Kirlia Lvl 37

Gloom Lvl 36

Roseleia Lvl 38

Stantler Lvl 43 (Shadow)

Bodybuilder Lonia:

Masquerain Lvl 39

Dunsparce Lvl 39

Octillery Lvl 38

Piloswine Lvl 43 (Shadow)

Rider Nelis:

Corsola Lvl 41

Sneasle Lvl 43 (Shadow)

Loudred Lvl 41

Seviper Lvl 40

Go inside. Go in the far end of the train and then out the other side after getting the item north of the train. Go back and leave the train station. The sparkly thing on the floor is really the key. Grab it. Go ride the train.

New area...head left and see two grunts.

Head right of the door all the way to the end and get the up UFO key. Head inside. The grunts will run off and then to your right is another sparkly thing on the ground.

Get it! Head the train back to the first station.

Go all the way back to the room where you fought the shadow exec and outside. Go back one that hover platform and then use the UFO disks to go on. Use the U-disk and ride the UFO.

Get the second Celebi flute. You need the F-disk you got some time ago to go on. Head into the Colosseum and SAVE!

Now use the elevator. Head down to exit.

Head to the middle area on the world map.

[W1.9] Dark Pokemon Lab

March right through the front door! Hit the lock on the left and use the key to do that. Head left and collect your prize from the box. Go in the right door. Go into the right room and trigger the other doors lock with the purple console.

Go back outside and into the door. Save at the PC.

Go right and through the maze-like corridors. Head downstairs.

Keep going and you will fight a scientist.

Researcher miron:

Voltorb Lvl 38

Voltorb Lvl 38

He will drop another key on the floor, so pick it up.

Head back outside and to the right door. Open the door with the key and go down the elevator. Head left and down and

go through the door. A shadow grunt will drop down and challenge you.

Cipher peon Cole:

Aipom Lvl 43 (Shadow)

Castform Lvl 41

Remoraidd Lvl 42

Furret Lvl 37

Go in the elevator. There is DNA on the counter so get it.

Sneak past the scientist and up the stairs.

Researcher coren:

Electrode Lvl 40

Magnemite Lvl 39

Magnetron Lvl 40

Grab the item on the counter.

Head back up the elevator back to the start and this time head down. Head south and use the key you just got on the door. A shadow grunt will fight you.

Cipher peon lare:

Nuzleaf Lvl 38
Houndour Lvl 38
Carivana Lvl 38
Murkrow Lvl 43

Head on down.

Once you reach the bottom a shadow grunt will challenge you.

Cipher peon Vana:

Iarvitar Lvl 40
Swablu Lvl 40
Fortress Lvl 43 (Shadow)
Zubat Lvl 40

Head down the elevator.

Head right and you will be faced with a shadow grunt.

Shadow grunt:

Ariados Lvl 43 (Shadow)
Rhyhorn Lvl 40
Grovyle Lvl 42

Head right all the way and collect the reward at the end. Head back then up and right. a shadow Grunt will fight you.

BATTLE!

Cipher peon Tanie:

Granbull Lvl 43 (Shadow)
Vigoroth Lvl 39.
Linoon Lvl 38

Go back left and up. Sneak as close to the tanks as possible and you won't fight the scientist. Pick up another DNA on the floor behind him. Head out. Head back to the two elevators. Go into the first one and head left.

Researcher Kotan:

Electrode Lvl 42
Magnetron Lvl 42
Ampharos Lvl 41

Continue on...

Cipher peon Remil:

Vibrava Lvl 43 (Shadow)
Swellow lvl 43
Kadabra Lvl 42
Kleon Lvl 43.

Go through the next door and fight the grunt.

To get through the door you will need to know the three pokemon.
Take those two DNA samples you got before and head back to go
in the second elevator and the DNA machine will tell you the pokemon.

Cipher peon Skrub:

Hitmontop Lvl 38
Wobuffet Lvl 42
Clampearl Lvl 43
Graveler Lvl 44

(If you caught Hitmontop before it will be a Medicham.)

Go downstairs and see the bad guy erasing the computers.

Cipher admin EIN:

Altaria Lvl 46
Lanturn Lvl 47
Huntail Lvl 47
Golbat Lvl 48
Raikou Lvl 40 (Shadow)

Now he will run off leaving you victorious!

Go through the elevator and head outside.

You will get an email.

Head back to Andaa

[W2.0] Andaa city/the under again

Head to that house with the kids in it. Talk to the
kid in the upper room. Now head to the
construction site.

WOW! What a joint!

So head inside.

Prepare for some hard battling so get your best pokes with
you. Heal and save and continue.

Head left to fight Miror B. The pokeball haired guy.

Mirror B:

Loudred Lvl 46
Ludicolo Lvl 44
Golduck Lvl 45
Ludicolo Lvl 45
Sodowoodoo Lvl 35 (Shadow)

(if you caught Sodowoodoo before he will have an Armaldo
at level 45.)

Wow you got an ID!

Go heal and save. Return and take the right door.

Dakim:

Whiscash Lvl 46
Fortress Lvl 45
Flygon Lvl 46
Claydol Lvl 46
Houndoom Lvl 47

Wow you got another ID!

This time go through the middle door in front of you. Tada. New saving and healing stations!
Talk to the old man to watch him transform and battle you.

BATTLE!

Shadow grunt:

Muk Lvl 39

Beautifly Lvl 39

Seviper Lvl 40

Continue on through the door to the left and then up. Two shadow grunts block your way. Fight the north one first.

Cipher Peon Baila:

Sunflora Lvl 45 (Shadow)

Jumpluff Lvl 42

Gloom Lvl 41

Go into the room above you now.

Venus:

Wigglytuff Lvl 48

Bellossom Lvl 47

Raichu Lvl 48

Misdreavous Lvl 47

Milotic Lvl 48

Wow! Another ID! Cool.

Go back and fight the other shadow grunt.

Cipher peon Arton:

Delibird Lvl 45 (Shadow)

Piloswine Lvl 42

Glalie Lvl 42

Heal and save and continue to the next boss.

This room in-between has four colored pokeball fixtures. Each of the ID things goes into one of these. You can put your three in now or go on and get the fourth first. At any rate On to the fourth.

Borugu:

Manectric Lvl 50

Pellipepper Lvl 49

Rhyhorn Lvl 50

Starmie Lvl 49

Crobat Lvl 49

YAY! The last ID!

Go plug it in! But wait! You got an Email from Eagun
Go back to Ageto Village and speak to him.

He gives you the masterball! The ultimate pokeball that catches any poke 100% of the time, no matter what!

Save and head back to the tower.

Go put the final ID in the slot and go through the door.

Cipher peon ???

Shadow grunt:

Masquerain Lvl 42

Ariados Lvl 41

Heracross Lvl 45 (Shadow)

Go ahead to get ANOTHER Email.

Just go on and you will be in a room full of people aching for a fight.

The first guy fights you.

Trainer 1:

Nuzleaf Lvl 39

Graveler Lvl 42

Hariyama Lvl 42

Lombre Lvl 42

go right and enter the door. you will hear a punching sound and a guy will fight you.

Trainer:

Wigglytuff Lvl 43

Loudred Lvl 45

Head left (not through the door) to fight another trainer.

Head up to the guy in black next to the elevator and it seems that it is a guy that is on your side!

Head in the elevator.

Cool elevator...

Cutscene

Head up to the elevators and run around and Helgonza, team snatch's leader will come down. He still isn't mad cuz you blew up his base is he? Guess he is...
Fight him.

Helgonza/Gonzap:

Shiftry Lvl 53

Crawdaunt Lvl 52

Hariyama Lvl 53

Pincer Lvl 52

Skarmory Lvl 47 (Shadow)

Head out, heal, save and come back.

Go up the elevator and You will be in an arena. Now you will do like before and fight 4 trainers in a row. Each have valuable dark pokemon so it would be wise to pack some ultra balls.

Bodybuilder Jomas:

Zangoose Lvl 45

Miltank Lvl 48 (Shadow)

Porygon 2 Lvl 45

Rider Delan:
Absol Lvl 46 (Shadow)
Sharpedo Lvl 47
Mightyena Lvl 46

Cipher peon Nella:
Houndoom Lvl 48 (Shadow)
Torcoal Lvl 47
Mascargo Lvl 46

Cipher peon Ston:
Tropius Lvl 49 (Shadow)
Craydilly Lvl 48
Vileploom Lvl 48
Cacturn Lvl 49

You win!
Your pokemon will be healed now.

Cutscene

Jakira/Nascour:
Xatu Lvl 54
Gardivour Lvl 55
Blazikin Lvl 54
Walrain Lvl 56
Dusclops Lvl 55
Metagross Lvl 50 (Shadow)

cutscene

Cipher head Evice:
Slowking Lvl 61
Machamp Lvl 61
Scizor Lvl 60
Salamence Lvl 60
Slayking Lvl 60
Tyranitar Lvl 55 (Shadow)
Aggron Lvl 60

CONGRATULATIONS! YOU BEAT THE FINAL BOSS!

cutscene

Sit back and enjoy the Sacredfireworks...Heh heh.

The end of RPG mode...But there is still so much to be done!
Now go catch all the pokes you missed.

[W2.5] Snagging the rest

After the credits you will find yourself in the train shop.
You will receive an Email.
As you head outside you will receive another.
Go to the under and talk to the computer kid and he will tell you

that people now link to your PDA.

Congratulations! You have completed the story mode!
Now you can go back to the Pyrite town and capture the few remaining Shadow pokemon

Go to the south entrance of pyrite town and talk to the guy you see.
He will offer you info on shadow pokemon if you can beat him.
Kick his...rear end...

If you picked Quilava he will tell you about a Crocanaw.
If you picked Crocanaw he will tell you about a Bayleaf.
If you picked Bayleaf he will tell you about Quilava.

A new area opened up.

Head to the team snagem hideout that you blew up in the beginning!
Head inside! Check your E-mail.

He will tell you the name of the trainer with the dark poke.
There are loads of trainers to fight here but you don't have to fight any of them.

Keep an eye out for items in here. There are a ton of them.
As you are messing around in here you should get one or more new Emails.

Also things lying around on the ground can be picked up.
If you see a large broken machine with pokeballs scattered around on the floor you can pick the pokeballs up and keep them for future use.

Blue ranger:

Grumpig Lvl 54

Muk Lvl 55

Camerupt Lvl 53

Quilava/Crocanaw/Bayleaf Lvl 30 (Shadow)

Now head to pyrite.
You will receive an Email.
Now head to The Under.
You will receive another Email.

Go talk to Nett in the house with the kids.

Go out, down, right, in, up, out.
Now go talk to the trainer he tells you to.
He will battle you:

Wailord Lvl 56

Wailord Lvl 56

Now he will tell you about a pokemon with the dark pokemon.
Head to the shadow pokemon lab.

You will get an E-mail.

Head inside and beat about 6 trainers before finding the ranger where you fought the admin before.
Fight him.

Spoink Lvl 59
Sharpedo Lvl 60
Quilava/Crocanaw/Bayleaf Lvl 30 (Shadow)

Head to the snagem hideout
Stop off to heal if you need.

Email! Read it. Head inside.

You should find some trainers in the snagem hideout that were not there before.
Beat them.
2 of them have dark pokemon.
One is Smeargle, the other is Ursaring.
Snag them.

Head into the bosses room of the snagems hideout.
You will find Gonzap waiting for you.
Beat him up and he will leave threatening you.
Pick up the rare candies and full revives in the corners.

(press A on the red box in the lower left corner of the room and press A towards the lower right side of the room)
Pick up the UFO disk that is sparkling on the desk.

Head out to The Under.

From the pokestation/colosseum head south and outside.
Use the D disk to head down. Get the sparkly object.
Head back up and use the F-disk.
Give the old man his teeth L-disk.
Use the L-disk and get the item.
Take the UFO down and heal and save.

Enter the colosseum 4 times each time winning a HUGE cash prize.

You will fight all of the cipher admins over once more.

Mirror B is the fourth trainer of the first match.

Dakim is the fourth trainer in the second entry.

Venus is the fourth trainer of the third entry.

Ein is the fourth trainer of the fourth entry.

The colloseum king is the fourth trainer in the last entry you will have to make. He has a dark Shuckle. The first three trainers of the first challenge are utter jokes and you can easily beat them. So I will start at Miror B.

Mirror B:

Ludicolo Lvl 68
Ludicolo Lvl 68
Ludicolo Lvl 69
Exploud Lvl 67
Armaldo Lvl 69

Trainer 1 in the second entry:

Sneasle Lvl 60
Jumpluff Lvl 61
Electrode Lvl 60

Trainer 2 in the second entry:

Delibird Lvl 62
Marshtomp Lvl 61
Walrein Lvl 61

Trainer 3 in the second entry:

Azumaryl Lvl 62
Medicham Lvl 62
Linoon Lvl 63
Natu Lvl 62

Dakim:

Claydol Lvl 63
Solrock Lvl 64
Flygon Lvl 64
Swampert Lvl 65
Houndoom Lvl 65

Trainer 1 in third entry:

Machop Lvl 60
Machoke Lvl 60
Ursaring Lvl 61

Trainer 2 in third entry:

Graveler Lvl 61
Wigglytuff Lvl 62
Wailmer Lvl 63
Donphan Lvl 61

Trainer 3 in third entry:

Spinda Lvl 62
Delcatty Lvl 62
Granbull Lvl 62

Venus:

Blissey Lvl 65
Raichu Lvl 63
Dusclops Lvl 64
Meganium Lvl 64
Milotic Lvl 65

Trainer 1 in the 4th entry:

Nuzleaf Lvl 60
Volbeat Lvl 60
Beautifly Lvl 60

Trainer 2 in the 4th entry:

Lanturn Lvl 60
Exploud Lvl 61
Octillery Lvl 61
Lairon Lvl 60

Trainer 3 in the fourth entry:

Swellow Lvl 62
Marshtomp Lvl 63
Crawdaunt Lvl 62

Admin Ein:

Manectric Lvl 65
Mantine Lvl 63
Rhydon Lvl 63
Gyrados Lvl 64
Crobat Lvl 65

Trainer 1 of last entry:

Nincada Lvl 64
Horsea Lvl 63
Shuppet Lvl 63

Trainer 2 in the last entry:

Kecleon Lvl 65
Misdreavous Lvl 64
Kadabra Lvl 64
Seadra Lvl 65

Trainer 3 in last entry:

Mawile Lvl 66
Relicanth Lvl 67
Murkrow Lvl 68

Deep King Agnol:

Girafarig Lvl 68
Sableye Lvl 69
Shedinja Lvl 68
Kingdra Lvl 70
Skarmory Lvl 66
Shuckle Lvl 45 (Shadow)

Go to all the different areas and you will get Emails including one that has photos of you beating up people with a shadow Togitec.

Keep going to new areas and eventually you will get an Email saying to watch TV. Do so.

Once you have, if you are not already there, head to the outskirts.

Awww there you are.

Fight you!

Milotic Lvl 68
Houndoom Lvl 68
Gyrados Lvl 68
Manectric Lvl 68
Armaldo Lvl 68
Togitec Lvl 20 (Shadow)

YAY! You have all the dark pokemon!

Now purify them!

Now you should have a whole heap of money saved up by now.

Use it to buy scents to massage all your pokemon with.

[W3.0] Dark pokemon list

(Locations soon)

Pikachu Lvl 10 (Japanese Bonus Disk)
Jirachi Lvl 05 (US Bonus Disk)
Bayleef Lvl 30

Quilava	Lvl 30
Croconaw	Lvl 30
Furret	Lvl 33
Noctowl	Lvl 30
Ledian	Lvl 43
Ariados	Lvl 43
Togetic	Lvl 20
Flaaffy	Lvl 30
Sudowoodo	Lvl 35
Skiploom	Lvl 30
Aipom	Lvl 43
Sunflora	Lvl 45
Yanma	Lvl 33
Quagsire	Lvl 30
Espeon	Lvl 25
Umbreon	Lvl 26
Murkrow	Lvl 43
Misdreavus	Lvl 30
Forretress	Lvl 43
Dunsparce	Lvl 33
Gligar	Lvl 43
Granbull	Lvl 43
Qwilfish	Lvl 33
Shuckle	Lvl 45
Heracross	Lvl 45
Sneasel	Lvl 43
Ursaring	Lvl 45
Slugma	Lvl 30
Piloswine	Lvl 43
Remoraid	Lvl 20
Delibird	Lvl 45
Mantine	Lvl 33
Skarmory	Lvl 47
Houndoom	Lvl 48
Stantler	Lvl 43
Smeargle	Lvl 45
Hitmontop	Lvl 38
Miltank	Lvl 48
Raikou	Lvl 40
Entei	Lvl 40
Suicune	Lvl 40
Tyranitar	Lvl 55
Ho-oh	Lvl 70
Celebi	Lvl 10
Makuhita	Lvl 30
Meditite	Lvl 33
Plusle	Lvl 13
Vibrava	Lvl 43
Swablu	Lvl 33
Tropius	Lvl 49
Absol	Lvl 48
Metagross	Lvl 50

6: Move List

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[W5.0] Move list
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Bite

Move type: Dark
Accuracy: 100
Move power: 60
PP: 25
Effects: There is a 30% chance of the opponent flinching when hit.

Absorb

Move type: Grass
Accuracy: 100
Move power: 20
PP: 20
Effects: Pokemon heals half the dealt damage

Acid

Move type: Poison
Move power: 40
Accuracy: 100
PP: 30
Effects: 10% chance of lowering opponents defense

Acid Armor

Move type: Poison
Move power: N/A
Accuracy: N/A
PP: 40
Effects: Pokemon's defense is raised

Aerial Ace

Move type: Flying
Move power: 60
Accuracy: N/A
PP: 20
Effects: Always hits unless the pokemon is underground.

Aeroblast

Move type: Flying
Move power: 100
Accuracy: 95
PP: 5
Effects: High critical hit rate

Agility

Move type: Psychic
Move power: N/A
Accuracy: N/A
PP: 30
Effects: Pokemon's speed is raised

Air Cutter

Move type: Flying
Move power: 55
Accuracy: 95
PP: 25
Effects: High critical hit rate.

Amnesia

Move type: Psychic
Move power: N/A
Accuracy: N/A
PP: 20
Effects: Pokemon's Defence is raised.

Ancient power
Move type: Rock
Move power: 60
Accuracy: 100
PP: 5
Effects: 10% chance to raise all stats.

Arm Thrust
Move type: Fighting
Move power: 15
Accuracy: 100
PP: 20
Effects: Attacks twice.

Aromatherapy
Move type: Grass
Move power: N/A
Accuracy: N/A
PP: 5
Effects: Cures all status abnormalities

Assist
Move type: Normal
Move power: N/A
Accuracy: 100
PP: 20
Effects: Uses an ally's move

Astonish
Move type: Ghost
Move power: 30
Accuracy: 100
PP: 15
Effects: 30% chance that opposing pokemon will flinch

Attract
Move type: Normal
Move power: N/A
Accuracy: N/A
PP: 15
Effects: May render pokemon of opposite gender incapable of attack

Aurora Beam
Move type: Ice
Move power: 65
Accuracy: 100
PP: 20
Effects: 10% chance that opposing pokemon's attack will be lowered

Barrage
Move type: Normal
Move power: 15
Accuracy: 85
PP: 20

Effects: Attacks up to five times

Barrier

Move type: Psychic

Move power: N/A

Accuracy: N/A

PP: 30

Effects: Pokemon's defence is raised

Baton Pass

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 40

Effects: Switches out current pokemon and passes stat changes to the next

Beat Up

Move type: Dark

Move power: 10

Accuracy: 100

PP: 10

Effects: Each pokemon in your party attacks the foe, except fainted ones.

Belly Drum

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Pokemon's attack is sharply boosted at the cost of 50% HP

Bide

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 10

Effects: Stores damage for two turns and then counters with double force

Bind

Move type: Normal

Move power: 15

Accuracy: 75

PP: 20

Effects: Opponent is damaged slightly for 5 turns and cannot escape.

Bite

Move type: Dark

Move power: 60

Accuracy: 100

PP: 25

Effects: 10% chance of causing the foe to flinch

Blast Burn

Move type: Fire

Move power: 150

Accuracy: 90

PP: 5

Effects: Attacks the first turn then rests the next.

Blaze Kick

Move type: Fire

Move power: 85
Accuracy: 90
PP: 10
Effects: 10% chance of burning the foe.

Blizzard

Move type: Ice
Move power: 120
Accuracy: 70
PP: 5
Effects: 30% chance of freezing the foe

Block

Move type: Normal
Move power: N/A
Accuracy: 100
PP: 5
Effects: Prevents the foes escape while user is in battle.

Body Slam

Move type: Normal
Move power: 85
Accuracy: 100
PP: 15
Effects: 10% chance the foe might become paralyzed

Bone Club

Move type: Ground
Move power: 65
Accuracy: 85
PP: 20
Effects: 30% chance of causing the opponent to flinch

Bone Rush

Move type: Ground
Move power: 25
Accuracy: 80
PP: 10
Effects: Hits 2, 3, 4, or 5 times.

Bonemerang

Move type: Ground
Move power: 50
Accuracy: 90
PP: 10
Effects: Hits twice

Bounce

Move type: Flying
Move power: 85
Accuracy: 85
PP: 5
Effects: Bounces up the first turn and is out of range.
Attacks the second turn.

Brick Break

Move type: Fighting
Move power: 75
Accuracy: 100
PP: 15

Effects: Shatters barriers like Reflect and Light Screen

Bubble

Move type: Water

Move power: 20

Accuracy: 100

PP: 30

Effects: 10% chance of lowering foe's speed.

Bubble Beam

Move type: Water

Move power: 65

Accuracy: 100

PP: 20

Effects: 30% chance of lowering the foe's speed

Bulk Up

Move type: Fighting

Move power: N/A

Accuracy: N/A

PP: 20

Effects: Pokemon's Attack and Defence are raised.

Bullet Seed

Move type: Grass

Move power: 10

Accuracy: 100

PP: 30

Effects: Attacks between 2 and 5 turns.

Calm Mind

Move type: Psychic

Move power: N/A

Accuracy: N/A

PP: 20

Effects: Pokemon's Special Attack and Defence are raised.

Camouflage

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: ???

Charge

Move type: Electric

Move power: N/A

Accuracy: 100

PP: 20

Effects: Boosts the power of a following electric type attack by 100%

Charm

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: Lowers the foe's attack.

Clamp

Move type: Water

Move power: 35
Accuracy: 75
PP: 10
Effects: The foe cannot escape and is damaged for 2, 3, 4, or 5 turns.

Comet Punch

Move type: Normal
Move power: 18
Accuracy: 85
PP: 15
Effects: Hits the foe for 2 to 5 times.

Confuse Ray

Move type: Ghost
Move power: N/A
Accuracy: 100
PP: 10
Effects: Confuses the foe.

Confusion

Move type: Psychic
Move power: 50
Accuracy: 100
PP: 25
Effects: 10% chance of confusing the foe.

Constrict

Move type: Normal
Move power: 10
Accuracy: 100
PP: 35
Effects: 10% chance of lowering the foe's speed.

Conversion

Move type: Normal
Move power: N/A
Accuracy: N/A
PP: 30
Effects: Pokemon's type changes to move's type.

Conversion 2

Move type: Normal
Move power: N/A
Accuracy: 100
PP: 30
Effects: Pokemon is resistant to the type of the last attack.

Cosmic Power

Move type: Psychic
Move power: N/A
Accuracy: N/A
PP: 20
Effects: Pokemon's Defence and Special Defence are raised.

Cotton Spore

Move type: Grass
Move power: N/A
Accuracy: 85
PP: 40
Effects: Slows down the opponent.

Counter

Move type: Fighting

Move power: N/A

Accuracy: 100

PP: 20

Effects: Returns to the foe double the damage of attack done that turn
Foe's attack must be a non-special attack

Covet

Move type: Normal

Move power: 40

Accuracy: 100

PP: 40

Effects: Pokemon steals held item from foe.

Crabhammer

Move type: Water

Move power: 90

Accuracy: 85

PP: 10

Effects: High critical hit rate

Cross Chop

Move type: Fighting

Move power: 100

Accuracy: 80

PP: 5

Effects: High critical hit rate

Crunch

Move type: Dark

Move power: 80

Accuracy: 100

PP: 15

Effects: 10% chance of lowering foe's defence

Crush Claw

Move type: Normal

Move power: 75

Accuracy: 95

PP: 10

Effects: 10% chance of lowering opponent's defence

Curse

Move type: Ghost

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Non-Ghost types: Speed is lowered and attack and defence is raised
Ghost types: Sacrifice half your max HP to lay a curse on the foe
that drains 1/4 of their max HP every turn.

Cut

Move type: Normal

Move power: 50

Accuracy: 95

PP: 30

Effects: Can cut away trees on the overworld map in the GBA games

Defense Curl

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 40

Effects: Pokemon's defence is raised

Destiny Bond

Move type: Ghost

Move power: N/A

Accuracy: N/A

PP: 5

Effects: If pokemon faints in the next turn, the destiny bonded foe faints.

Detect

Move type: Fighting

Move power: N/A

Accuracy: N/A

PP: 5

Effects: Negates all attacks, may fail if used in succession.

Dig

Move type: Ground

Move power: 60

Accuracy: 100

PP: 10

Effects: Pokemon dig into the ground the first turn, then attacks the second.
Pokemon cannot be hit while underground except by earthquake and magnitude which do 200% damage.

Disable

Move type: Normal

Move power: N/A

Accuracy: 55

PP: 20

Effects: The opponent's last used move is disabled for 2 to 5 turns.

Dive

Move type: Water

Move power: 60

Accuracy: 100

PP: 10

Effects: Dives underwater the first turn, then surfaces to attack the second.
Pokemon cannot be hit while under except by surf.

Dizzy Punch

Move type: Normal

Move power: 70

Accuracy: 100

PP: 10

Effects: 30% chance of confusing foe.

Doom Desire

Move type: Steel

Move power: 120

Accuracy: 85

PP: 5

Effects: Attack hits whatever pokemon is out 2 turns later.

Double Kick

Move type: Fighting
Move power: 30
Accuracy: 100
PP: 30
Effects: Attacks twice.

Double Team

Move type: Normal
Move power: N/A
Accuracy: N/A
PP: 15
Effects: Pokemon's evasiveness is raised

Double Edge

Move type: Normal
Move power: 120
Accuracy: 100
PP: 15
Effects: The user loses 1/8 of inflicted damage.

Doubleslap

Move type: Normal
Move power: 15
Accuracy: 85
PP: 10
Effects: Attacks 2 to 5 times.

Dragon Claw

Move type: Dragon
Move power: 80
Accuracy: 100
PP: 15
Effects: N/A o_o

Dragon Dance

Move type: Dragon
Move power: N/A
Accuracy: N/A
PP: 20
Effects: Pokemon's Attack and Speed are raised.

Dragon Rage

Move type: Dragon
Move power: N/A
Accuracy: 100
PP: 10
Effects: Causes 40 HP damage regardless of foe's defence.

Dragonbreath

Move type: Dragon
Move power: 60
Accuracy: 100
PP: 20
Effects: 10% chance of paralyzing foe.

Dream Eater

Move type: Psychic
Move power: 100
Accuracy: 100
PP: 15

Effects: Adds the damage inflicted on the sleeping foe into the pokemon's HP

Drill Peck

Move type: Flying

Move power: 80

Accuracy: 100

PP: 20

Effects: N/A

Dynamicpunch

Move type: Fighting

Move power: 100

Accuracy: 50

PP: 5

Effects: 50% chance of confusing foe.

Earthquake

Move type: Ground

Move power: 100

Accuracy: 100

PP: 10

Effects: Hits all pokemon in play besides the user.

Egg Bomb

Move type: Normal

Move power: 100

Accuracy: 75

PP: 10

Effects: N/A

Ember

Move type: Fire

Move power: 40

Accuracy: 100

PP: 25

Effects: 10% chance that the foe may be burned.

Encore

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 5

Effects: The foe is forced to repeat his last attack for 2 to 5 turns.

Endeavor

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 5

Effects: Does damage to the foe by subtracting your HP from your foes and dealing the remainder.

Endure

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Pokemon will have at least 1 HP left over after the foe's move.

Eruption

Move type: Fire

Move power: 150

Accuracy: 100

PP: 5

Effects: The lower your HP gets, the more powerful the move is.

Explosion

Move type: Normal

Move power: 250

Accuracy: 100

PP: 5

Effects: User faints.

Extrasensory

Move type: Psychic

Move power: 80

Accuracy: 100

PP: 30

Effects: 10% chance of making foe flinch.

Extremespeed

Move type: Normal

Move power: 80

Accuracy: 100

PP: 5

Effects: Always attack first.

Facade

Move type: Normal

Move power: 70

Accuracy: 100

PP: 20

Effects: The move power is doubled when user is poisoned, paralyzed, or burned.

Faint Attack

Move type: Dark

Move power: 60

Accuracy: N/A

PP: 20

Effects: Always hits the target.

Fake Out

Move type: Normal

Move power: 40

Accuracy: 100

PP: 10

Effects: User attacks first and causes foe to flinch.

Fake Tears

Move type: Dark

Move power: N/A

Accuracy: 100

PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Effects: Sharply lowers the special Defence of the target.

False Swipe

Move type: Normal

Move power: 40
Accuracy: 100
PP: 40
Effects: Leave the target with no less than 1 HP.

Featherdance
Move type: Flying
Move power: N/A
Accuracy: 100
PP: 15
Effects: Sharply lowers the attack of the target.

Fire Blast
Move type: Fire
Move power: 120
Accuracy: 85
PP: 5
Effects: 10% chance to burn target.

Fire Punch
Move type: Fire
Move power: 75
Accuracy: 100
PP: 15
Range: One Enemy
Effects: 30% chance of burning the target.

Fire Spin
Move type: Fire
Move power: 15
Accuracy: 70
PP: 15
Effects: Traps target in a firey vortex for 2 - 5 turns.

Fissure
Move type: Ground
Move power: N/A
Accuracy: 30
PP: 5
Effects: Ground type 1HKO move.

Flail
Move type: Normal
Move power: N/A
Accuracy: 100
PP: 15
Effects: The lower the users HP, the more powerful the move becomes.

Flamethrower
Move type: Fire
Move power: 95
Accuracy: 100
PP: 15
Effects: 10% chance to burn target.

Flash
Move type: Normal
Move power: N/A
Accuracy: 70
PP: 20

Effects: Lowers targets accuracy. Lights up dark areas in the overworld.

Flatter

Move type: Dark

Move power: N/A

Accuracy: 100

PP: 15

Effects: Raises the targets Special attack and confuses them.

Fly

Move type: Flying

Move power: 70

Accuracy: 95

PP: 15

Effects: User flies up out of harms way for the first turn, then swoops to attack the second.

Focus Energy

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 30

Effects: Increases critical hit rate of user.

Focus Punch

Move type: Fighting

Move power: 150

Accuracy: 100

PP: 20

Range: One Enemy

Effects: If the user is struck before using this move, the user flinches.

Follow Me

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: All foe's attacks become focused on user.

Foresight

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 40

Effects: Restores lost accuracy and prevents accuracy loss.

Frustration

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: The lower the users happiness, the more powerful the move becomes.

Fury Attack

Move type: Normal

Move power: 15

Accuracy: 85

PP: 20

Effects: Strikes two to five times.

Fury Cutter

Move type: Bug

Move power: 10

Accuracy: 95

PP: 20

Effects: Power of move increases every time the move connects sequentially.
Power returns to normal if move misses or is not used.

Fury Swipes

Move type: Normal

Move power: 18

Accuracy: 80

PP: 15

Effects: Strikes two to five times.

Future Sight

Move type: Psychic

Move power: 80

Accuracy: 90

PP: 15

Effects: Foresees an attack two turns in the future.

Giga Drain

Move type: Grass

Move power: 60

Accuracy: 100

PP: 5

Effects: User regains half of the damage caused to the target.

Glare

Move type: Normal

Move power: N/A

Accuracy: 75

PP: 30

Effects: 100% chance to paralyze the target.

Grasswhistle

Move type: Grass

Move power: N/A

Accuracy: 55

PP: 15

Effects: Puts target to sleep/

Growl

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 40

Effects: Lowers the target's attack.

Growth

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 40

Effects: Raises the users Special Attack.

Grudge

Move type: Ghost

Move power: N/A

Accuracy: 100

PP: 5

Effects: If user faints, the PP of the killing move is reduced to zero.

Guillotine

Move type: Normal

Move power: N/A

Accuracy: 30

PP: 5

Effects: A normal type 1HKO.

Gust

Move type: Flying

Move power: 40

Accuracy: 100

PP: 35

Effects: Blows away spikes.

Hail

Move type: Ice

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Damages all non ice type pokemon for 5 turns.

Harden

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 30

Effects: Raises the users defense.

Haze

Move type: Ice

Move power: N/A

Accuracy: N/A

PP: 30

Effects: Resets all stat changes.

Headbutt

Move type: Normal

Move power: 70

Accuracy: 100

PP: 15

Effects: 30% chance to make the target flinch.

Heal Bell

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 5

Effects: Cures all status ailments of all pokemon in party.

Heat Wave

Move type: Fire

Move power: 100

Accuracy: 90

PP: 10

Effects: 10% chance to burn target(s)

Helping Hand

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: Boosts allies attack by 50%

Hi Jump Kick

Move type: Fighting

Move power: 85

Accuracy: 90

PP: 20

Effects: If the user misses the target the user takes damage.

Hidden Power

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 15

Effects: The type and strength of this move is based on the IVs of the user.

Horn Attack

Move type: Normal

Move power: 65

Accuracy: 100

PP: 25

Effects: N/A o_o

Horn Drill

Move type: Normal

Move power: N/A

Accuracy: 30

PP: 5

Effects: A normal type 1HKO move.

Howl

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 40

Effects: Boosts the attack of the user.

Hydro Pump

Move type: Water

Move power: 120

Accuracy: 80

PP: 5

Effects: N/A o_o

Hyper Beam

Move type: Normal

Move power: 150

Accuracy: 90

PP: 5

Effects: User must recharge for one turn after using.

Hyper Voice

Move type: Normal

Move power: 90

Accuracy: 100

PP: 10
Effects: N/A o_o

Hypnosis

Move type: Psychic
Move power: N/A
Accuracy: 60
PP: 20
Effects: If it hits, the target is put to sleep.

Ice Ball

Move type: Ice
Move power: 30
Accuracy: 90
PP: 20
Effects: Attacks for five turns with increasing damage unless the user misses.

Ice Beam

Move type: Ice
Move power: 95
Accuracy: 100
PP: 10
Effects: 10% chance to freeze target.

Ice Punch

Move type: Ice
Move power: 75
Accuracy: 100
PP: 15
Effects: 30% chance to freeze target.

Icy Wind

Move type: Ice
Move power: 55
Accuracy: 95
PP: 15
Effects: Lowers the target(s) speed.

Imprison

Move type: Psychic
Move power: N/A
Accuracy: 100
PP: 15
Effects: Prevents target from using moves that that the user knows.

Ingrain

Move type: Grass
Move power: N/A
Accuracy: N/A
PP: 20
Effects: User becomes unable to flee but regains HP each turn.

Iron Defense

Move type: Steel
Move power: N/A
Accuracy: N/A
PP: 15
Effects: Sharply increaces the defence of the user.

Iron Tail

Move type: Steel
Move power: 100
Accuracy: 75
PP: 15
Effects: 30% chance to lower the target's defence.

Karate Chop
Move type: Fighting
Move power: 50
Accuracy: 100
PP: 25
Effects: High critical hit rate.

Kinesis
Move type: Psychic
Move power: N/A
Accuracy: 80
PP: 15
Effects: If it hits, target's accuracy is lowered.

Knock Off
Move type: Dark
Move power: 20
Accuracy: 100
PP: 20
Effects: Removes the targets item from it.

Leaf Blade
Move type: Grass
Move power: 70
Accuracy: 100
PP: 15
Effects: High critical hit rate.

Leech Life
Move type: Bug
Move power: 20
Accuracy: 100
PP: 15
Effects: User absorbs half of the damage done to the foe.

Leech Seed
Move type: Grass
Move power: N/A
Accuracy: 90
PP: 10
Effects: Seeds the target and leeches health for the user every turn.

Leer
Move type: Normal
Move power: N/A
Accuracy: 100
PP: 30
Effects: Lowers the target's defence

Lick
Move type: Ghost
Move power: 20
Accuracy: 100

PP: 20

Effects: 30% chance to paralyze target.

Light Screen

Move type: Psychic

Move power: N/A

Accuracy: N/A

PP: 30

Effects: Reduces damage done by special type attacks to 50% while in effect.

Lock-On

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 5

Effects: The target is hit by the next move. Period.

Low Kick

Move type: Fighting

Move power: N/A

Accuracy: 100

PP: 20

Effects: The more the pokemon weighs, the stronger the attack is.

Luster Purge

Move type: Psychic

Move power: 70

Accuracy: 100

PP: 5

Effects: Latias/Smeargle only move. 50% chance to lower SP. defence.

Mach Punch

Move type: Fighting

Move power: 40

Accuracy: 100

PP: 5

Effects: User attacks first.

Magic Coat

Move type: Psychic

Move power: N/A

Accuracy: N/A

PP: 15

Effects: Reflects Special Attacks.

Magical Leaf

Move type: Grass

Move power: 60

Accuracy: N/A

PP: 20

Effects: Always hit's 100% of the time.

Magnitude

Move type: Ground

Move power: N/A

Accuracy: 100

PP: 30

Effects: The attack is stronger at higher magnitudes.

Mean Look

Move type: Normal
Move power: N/A
Accuracy: 100
PP: 5
Effects: Target is trapped and cannot switch out.

Meditate
Move type: Psychic
Move power: N/A
Accuracy: N/A
PP: 40
Effects: Boosts the attack power of the user.

Mega Drain
Move type: Grass
Move power: 40
Accuracy: 100
PP: 10
Effects: User absorbs half the damage inflicted on target.

Megahorn
Move type: Bug
Move power: 120
Accuracy: 85
PP: 10
Effects: N/A o_o

Memento
Move type: Dark
Move power: N/A
Accuracy: 100
PP: 10
Effects: Lowers the target's attack and special attack to rock bottom, but the user faints.

Metal Claw
Move type: Steel
Move power: 50
Accuracy: 95
PP: 35
Effects: 10% chance to raise the defence of the user.

Metal Sound
Move type: Steel
Move power: N/A
Accuracy: 85
PP: 40
Effects: Sharply lowers the defence of the target.

Meteor Mash
Move type: Steel
Move power: 100
Accuracy: 85
PP: 10
Effects: 10% chance of rising the attack of the user.

Mimic
Move type: Normal
Move power: N/A
Accuracy: 100

PP: 10

Effects: User temporarily learns one of the target's moves.

Mind Reader

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 5

Effects: The users next move hits, period.

Minimize

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 20

Effects: Increases the users evasiveness.

Mirror Coat

Move type: Psychic

Move power: N/A

Accuracy: 100

PP: 20

Effects: Counters special moves returning 200% of damage.

Mirror Move

Move type: Flying

Move power: N/A

Accuracy: N/A

PP: 20

Effects: User copies the targets move.

Mist

Move type: Ice

Move power: N/A

Accuracy: N/A

PP: 30

Effects: User's team becomes immune to status afflictions for 5 turns.

Mist Ball

Move type: Psychic

Move power: 70

Accuracy: 100

PP: 5

Effects: 50% chance to lower targets Special Defence.

Moonlight

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 5

Effects: Restores the users health based on the weather.

Morning Sun

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 5

Effects: Restores the users health based on the weather.

Mud Shot

Move type: Ground

Move power: 55

Accuracy: 95

PP: 15

Effects: Lowers the target's accuracy.

Mud Sport

Move type: Ground

Move power: N/A

Accuracy: N/A

PP: 15

Effects: Reduces the power of electric moves by 50%

Muddy Water

Move type: Water

Move power: 95

Accuracy: 85

PP: 10

Effects: 30% chance to lower the accuracy of target(s)

Mud-Slap

Move type: Ground

Move power: 20

Accuracy: 100

PP: 10

Effects: Lowers the accuracy of the target.

Nature Powder

Move type: Normal

Move power: N/A

Accuracy: 95

PP: 20

Effects: Changes moves depending on location.

Needle Arm

Move type: Grass

Move power: 60

Accuracy: 100

PP: 15

Effects: 30% chance to make target flinch.

Night Shade

Move type: Ghost

Move power: N/A

Accuracy: 100

PP: 15

Effects: Causes the same amount of damage as the users level.

Odor Sleuth

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 40

Effects: Reset's the users accuracy and prevents accuracy loss.

Outrage

Move type: Dragon

Move power: 90

Accuracy: 100

PP: 15

Effects: User rampages for 2 or 3 turns but is confused afterwards.

Overheat

Move type: Fire

Move power: 140

Accuracy: 90

PP: 5

Effects: Sharply lowers the user's special attack.

Peck

Move type: Flying

Move power: 35

Accuracy: 100

PP: 35

Effects: N/A o_o

Perish Song

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 5

Effects: Causes all pokemon on the battlefield to faint in three turns.

Petal Dance

Move type: Grass

Move power: 70

Accuracy: 100

PP: 20

Effects: User attacks for 2 or 3 turns but is confused afterwards.

Pin Missile

Move type: Bug

Move power: 14

Accuracy: 85

PP: 20

Effects: Attacks 2 to 5 times.

Poison Fang

Move type: Poison

Move power: 50

Accuracy: 100

PP: 15

Effects: 30% chance to poison target.

Poison Gas

Move type: Poison

Move power: N/A

Accuracy: 55

PP: 40

Effects: If it hits, target becomes poisoned.

Poison Sting

Move type: Poison

Move power: 15

Accuracy: 100

PP: 35

Effects: 30% chance to poison target.

Poison Tail

Move type: Poison

Move power: 50

Accuracy: 100

PP: 25

Effects: 10% chance to poison the target. High critical hit rate.

Poisonpowder

Move type: Poison

Move power: N/A

Accuracy: 75

PP: 35

Effects: If it hits, the target is poisoned.

Pound

Move type: Normal

Move power: 40

Accuracy: 100

PP: 35

Effects: N/A o_o

Powder Snow

Move type: Ice

Move power: 40

Accuracy: 100

PP: 25

Effects: 10% chance to freeze target.

Protect

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Neggates all attacks on user when used. Successive uses degrade accuracy.

Psybeam

Move type: Psychic

Move power: 65

Accuracy: 100

PP: 20

Effects: 10% chance to confuse target.

Psych Up

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: When target uses a stat boosting move, users stat is also boosted.

Psychic

Move type: Psychic

Move power: 90

Accuracy: 100

PP: 10

Effects: 10% chance to lower target's Special Defence.

Psywave

Move type: Psychic

Move power: N/A

Accuracy: 80

PP: 15

Effects: Damage varies depending on the user.

Pursuit

Move type: Dark

Move power: 40

Accuracy: 100

PP: 20

Effects: Does massive damage if target attempts to switch out.

Quick Attack

Move type: Normal

Move power: 40

Accuracy: 100

PP: 30

Effects: User attacks first.

Rage

Move type: Normal

Move power: 20

Accuracy: 100

PP: 20

Effects: Each time the user is hit while using this move, the user's attack builds.

Rain Dance

Move type: Water

Move power: N/A

Accuracy: N/A

PP: 5

Effects: Causes it to rain adding 50% to water type moves and taking 50% from fire type moves.

Rapid Spin

Move type: Normal

Move power: 20

Accuracy: 100

PP: 40

Effects: Frees user from Fire spin, Whirlpool, Wrap, and other similar moves. Blows away spikes, leech seeds, etc.

Razor Leaf

Move type: Grass

Move power: 55

Accuracy: 95

PP: 25

Effects: High critical hit rate.

Razor Wind

Move type: Normal

Move power: 80

Accuracy: 100

PP: 10

Effects: High critical hit rate.

Recover

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 20

Effects: User recovers 50% HP.

Recycle

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Allows user to re-use a held item.

Reflect

Move type: Psychic

Move power: N/A

Accuracy: N/A

PP: 20

Effects: Reduces damage of normal attacks by 50%

Refresh

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 20

Effects: Cures the user of burn, poison, or paralysis.

Rest

Move type: Psychic

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Heals all HP and status condition, but user falls asleep.

Return

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: The higher the pokemon's happiness, the stronger the move.

Revenge

Move type: Fighting

Move power: 60

Accuracy: 100

PP: 10

Effects: 100% stronger if user takes damage.

Reversal

Move type: Fighting

Move power: N/A

Accuracy: 100

PP: 15

Effects: The lower the user's HP, the more powerful the move is.

Roar

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: Causes the trainer to switch pokemon.

Rock Blast

Move type: Rock

Move power: 25

Accuracy: 80

PP: 10

Effects: Attacks 2 to 5 times.

Rock Slide

Move type: Rock

Move power: 75

Accuracy: 90

PP: 10

Effects: 30% chance to make target flinch.

Rock Smash

Move type: Fighting

Move power: 20

Accuracy: 100

PP: 15

Effects: 30% chance to lower target's defense.

Rock Throw

Move type: Rock

Move power: 50

Accuracy: 90

PP: 15

Effects: ???

Rock Tomb

Move type: Rock

Move power: 50

Accuracy: 80

PP: 10

Effects: 100% chance to lower the target's speed.

Rollout

Move type: Rock

Move power: 30

Accuracy: 90

PP: 20

Effects: User attacks for 5 turns with rising intensity.

Safeguard

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 25

Effects: User's party is protected from all status abnormalities.

Sand Tomb

Move type: Ground

Move power: 15

Accuracy: 70

PP: 15

Effects: ???

Sand-Attack

Move type: Ground

Move power: N/A

Accuracy: 100

PP: 15

Effects: Lowers the accuracy of the target.

Sandstorm

Move type: Rock

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Creates a violent sandstorm that does 1/16th of max health damage every turn to all non Rock, steel, or ground pokemon.

Scary Face

Move type: Normal

Move power: N/A

Accuracy: 90

PP: 10

Effects: If it hits, the target's speed is sharply lowered.

Scratch

Move type: Normal

Move power: 40

Accuracy: 100

PP: 35

Effects: N/A

Screech

Move type: Normal

Move power: N/A

Accuracy: 85

PP: 40

Effects: If it hits, the target's speed is sharply lowered.

Secret Power

Move type: Normal

Move power: 70

Accuracy: 100

PP: 20

Effects: Has 30% chance to cause a status effect on the target.

Seismic Toss

Move type: Fighting

Move power: N/A

Accuracy: 100

PP: 20

Effects: Does damage points to target based on users level.

Self Destruct

Move type: Normal

Move power: 200

Accuracy: 100

PP: 5

Effects: User faints when this move is used.

Shadow Ball

Move type: Ghost

Move power: 80

Accuracy: 100

PP: 15

Effects: 10% chance to lower target's special defence.

Shadow Punch

Move type: Ghost

Move power: 60

Accuracy: N/A
PP: 20
Effects: Always hits target.

Sheer Cold
Move type: Ice
Move power: N/A
Accuracy: 30
PP: 5
Effects: An ice type one hit KO move.

Shock Wave
Move type: Electric
Move power: 60
Accuracy: N/A
PP: 20
Effects: Always hits target.

Signal Beam
Move type: Bug
Move power: 75
Accuracy: 100
PP: 15
Effects: ??% chance to confuse target.

Silver Wind
Move type: Bug
Move power: 60
Accuracy: 100
PP: 5
Effects: 10% chance to raise user's attack, defence, special attack, special defense, and speed.

Sing
Move type: Normal
Move power: N/A
Accuracy: 55
PP: 15
Effects: If it hit's the target is afflicted with sleep.

Skill Swap
Move type: Psychic
Move power: N/A
Accuracy: 100
PP: 10
Effects: User trades special ability with target.

Skull Bash
Move type: Normal
Move power: 100
Accuracy: 100
PP: 15
Effects: User withdraws into shell and raises defence.
On the next turn the user attacks.

Sky Attack
Move type: Flying
Move power: 140
Accuracy: 90
PP: 5

Effects: Glows on the first turn and then attacks on the second.

Sky Uppercut

Move type: Fighting

Move power: 85

Accuracy: 90

PP: 15

Effects: N/A

Slack Off

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 10

Effects: Heals 50% of the user's HP.

Slam

Move type: Normal

Move power: 80

Accuracy: 75

PP: 20

Effects: N/A

Slash

Move type: Normal

Move power: 70

Accuracy: 100

PP: 20

Effects: High critical hit rate.

Sleep Powder

Move type: Grass

Move power: N/A

Accuracy: 75

PP: 15

Effects: If it hits, the target is afflicted with sleep.

Sleep Talk

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: The user attacks randomly while asleep.

Sludge

Move type: Poison

Move power: 65

Accuracy: 100

PP: 20

Effects: 30% chance to poison target.

Sludge Bomb

Move type: Poison

Move power: 90

Accuracy: 100

PP: 10

Effects: 10% chance to poison target.

Smellingsalt

Move type: Normal

Move power: 60

Accuracy: 100

PP: 10

Effects: Inflicts 200% damage if target is paralyzed, but cures paralysis.

Smog

Move type: Poison

Move power: 20

Accuracy: 70

PP: 20

Effects: 30% chance to poison target.

Smokescreen

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: Lowers the target's accuracy.

Snatch

Move type: Dark

Move power: N/A

Accuracy: 100

PP: 10

Effects: If the foe uses a move that has a positive effect,
that effect is stolen by the user.

Snore

Move type: Normal

Move power: 40

Accuracy: 100

PP: 15

Effects: Allows the user to attack while asleep.

Solarbeam

Move type: Grass

Move power: 120

Accuracy: 100

PP: 10

Effects: Charges up with sunlight and attacks with a powerful beam.

No charge is needed when Sunny Day is in effect.

Take two turns to charge it rain dance is in effect.

Sonicboom

Move type: Normal

Move power: N/A

Accuracy: 90

PP: 20

Effects: Does 20 damage.

Spark

Move type: Electric

Move power: 65

Accuracy: 100

PP: 20

Effects: 30% chance to paralyse target.

Spike Cannon

Move type: Normal

Move power: 20

Accuracy: 100

PP: 15

Effects: Attacks 2 - 5 times.

Spikes

Move type: Ground

Move power: N/A

Accuracy: N/A

PP: 20

Effects: Lays spikes on the battlefield that damage pokemon that are switched in.

Spit Up

Move type: Normal

Move power: 100

Accuracy: 100

PP: 10

Effects: N/A o_o

Spite

Move type: Ghost

Move power: N/A

Accuracy: 100

PP: 10

Effects: Lowers the PP of the last move the target used.

Splash

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 40

Effects: Does nothing whatsoever. The move is useless.

Spore

Move type: Grass

Move power: N/A

Accuracy: 100

PP: 15

Effects: Causes the target to fall asleep.

Steel Wing

Move type: Steel

Move power: 70

Accuracy: 90

PP: 25

Effects: May raise the defense of the user.

Stockpile

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Use consecutive times to power up "swallow"

Stomp

Move type: Normal

Move power: 65

Accuracy: 100

PP: 20

Effects: 30% chance to make the target flinch.

Strength

Move type: Normal

Move power: 80

Accuracy: 100

PP: 15

Effects: N/A o_o

String Shot

Move type: Bug

Move power: N/A

Accuracy: 95

PP: 40

Effects: If it hits, the target's speed is lowered.

Struggle

Move type: Normal

Move power: 50

Accuracy: 100

PP: Infinite

Effects: Pokemon automatically use this move when out of PP for all moves.
User takes recoil damage.

Stun Spore

Move type: Grass

Move power: N/A

Accuracy: 75

PP: 30

Effects: If it hits, the target is paralyzed.

Submission

Move type: Fighting

Move power: 80

Accuracy: 80

PP: 25

Effects: User takes recoil damage.

Substitute

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: User loses 25% HP and creates a substitute to take damage.

Sunny Day

Move type: Fire

Move power: N/A

Accuracy: N/A

PP: 5

Effects: Makes the sun shine brightly adding 50% power to fire moves
and taking 50% power from water moves.

Superpower

Move type: Fighting

Move power: 120

Accuracy: 100

PP: 5

Effects: User's defense and attack are lowered.

Supersonic

Move type: Normal

Move power: N/A

Accuracy: 55

PP: 20

Effects: If it hits, the target is confused.

Surf

Move type: Water

Move power: 95

Accuracy: 100

PP: 15

Effects: N/A o_o

Swagger

Move type: Normal

Move power: N/A

Accuracy: 90

PP: 15

Effects: Sharply boosts the attack of the target, but causes confusion.

Swallow

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Use stockpile to boost the healing power of this move.

Sweet Kiss

Move type: Normal

Move power: N/A

Accuracy: 75

PP: 10

Effects: If it hits, the target is confused.

Sweet Scent

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: Lowers the evasion of the target.

Swift

Move type: Normal

Move power: 60

Accuracy: N/A

PP: 20

Effects: The move will connect. Period.

Swords Dance

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 30

Effects: Sharply boosts the attack of the user.

Synthesis

Move type: Grass

Move power: N/A

Accuracy: N/A

PP: 5

Effects: The user restores HP depending on the weather.

Tackle

Move type: Normal

Move power: 35

Accuracy: 95

PP: 35

Effects: N/A o_o

Tail Glow

Move type: Bug

Move power: N/A

Accuracy: N/A

PP: 20

Effects: Sharply boosts the special attack of the user.

Tail Whip

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 30

Effects: Lowers the target's defense.

Take Down

Move type: Normal

Move power: 90

Accuracy: 85

PP: 20

Effects: User takes recoil damage.

Taunt

Move type: Dark

Move power: N/A

Accuracy: 100

PP: 20

Effects: Target must use an attack move for the next 2 turns or the move will fail.

Teeter Dance

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: Confuses all pokemon on the field but the user.

Teleport

Move type: Psychic

Move power: N/A

Accuracy: N/A

PP: 20

Effects: N/A

Thief

Move type: Dark

Move power: 40

Accuracy: 100

PP: 10

Effects: User might steal the target's held item

Thrash

Move type: Normal

Move power: 90

Accuracy: 100

PP: 20

Effects: User attacks for 2 or 3 turns but then becomes confused.

Thunder

Move type: Electric

Move power: 120

Accuracy: 70

PP: 10

Effects: 30% chance to paralyze target.

Move has 100% accuracy when rain sance is in effect.

Move has 40% accuracy when sunny day is in effect.

Move does double damage to pokemon using fly.

Thunder Wave

Move type: Electric

Move power: N/A

Accuracy: 100

PP: 20

Effects: The target is paralyzed.

Thunderbolt

Move type: Electric

Move power: 95

Accuracy: 100

PP: 15

Effects: 10% chance to paralyze the target.

Thunderpunch

Move type: Electric

Move power: 75

Accuracy: 100

PP: 15

Effects: 30% chance to paralyze the target.

Thundershock

Move type: Electric

Move power: 40

Accuracy: 100

PP: 30

Effects: 10% chance to paralyze the target.

Tickle

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: Lowers the defense and attack of the target.

Torment

Move type: Dark

Move power: N/A

Accuracy: 100

PP: 15

Effects: Target can no longer use any move consecutively.

Toxic

Move type: Poison

Move power: N/A
Accuracy: 85
PP: 10
Effects: Badly poisons the foe. ^_^ Awesome move.

Tri-Attack

Move type: Normal
Move power: 80
Accuracy: 100
PP: 10
Effects: 10% chance to paralyze the target.
 10% chance to freeze the target.
 10% chance to burn the target.

Trick

Move type: Psychic
Move power: N/A
Accuracy: 100
PP: 10
Effects: User switches held items with target.

Twister

Move type: Dragon
Move power: 40
Accuracy: 100
PP: 20
Effects: Double damage against flying foes. Can blow away spikes.

Uproar

Move type: Normal
Move power: 50
Accuracy: 100
PP: 10
Effects: Attacks for 2 to 5 consecutive turns while preventing sleep.

ViceGrip

Move type: Normal
Move power: 55
Accuracy: 100
PP: 30
Effects: N/A o_o

Vital Throw

Move type: Fighting
Move power: 70
Accuracy: 100
PP: 10
Effects: Attacks last but the move will hit without fail.

Water Gun

Move type: Water
Move power: 40
Accuracy: 100
PP: 25
Effects: N/A o_o

Water Pulse

Move type: Water
Move power: 60
Accuracy: 100
PP: 20

Effects: 20% chance to confuse the target.

Water Sport

Move type: Water

Move power: N/A

Accuracy: N/A

PP: 15

Effects: Reduces the power of fire moves by 50%

Water Spout

Move type: Water

Move power: 150

Accuracy: 100

PP: 5

Effects: The higher the user's HP, the more powerful the move.

Waterfall

Move type: Water

Move power: 80

Accuracy: 100

PP: 15

Effects: N/A o_o

Weather Ball

Move type: Normal

Move power: 50

Accuracy: 100

PP: 10

Effects: This move's power is doubled when a weather effect is in play and becomes the type of the weather effect.

Whirlpool

Move type: Water

Move power: 15

Accuracy: 70

PP: 15

Effects: Does damage for 2 to 5 turns preventing the target's escape.

Whirlwind

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: Blows away spikes. Forces foe to switch pokemon.

Will-O-Wisp

Move type: Fire

Move power: N/A

Accuracy: 75

PP: 15

Effects: If it hits, the target is burned.

Wing Attack

Move type: Flying

Move power: 60

Accuracy: 10

PP: 35

Effects: N/A o_o

Wish

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: The pokemon in play at the end of the next turn will revive 50% HP.

Wrap

Move type: Normal

Move power: 15

Accuracy: 85

PP: 20

Effects: Does continual damage for 2 to 5 turns preventing the target's escape.

Yawn

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 10

Effects: At the end of the next turn the target will fall asleep.

Zap Cannon

Move type: Electric

Move power: 100

Accuracy: 50

PP: 5

Effects: If it hits the target will take damage and become paralyzed.

7: Items

[070]

TMs

=====

01 Focus punch

Type: Fighting

Base PP: 20

Accuracy: 100

Base power: 150

Special: Attacks last. If user is hit user flinches.

02 Dragon claw

Type: Dragon

Base PP: 15

Accuracy: 100

Base power: 80

Special: N/A

03 Water pulse

Type: Water

Base PP: 20

Accuracy: 100

Base power: 60

Special: 10% chance to confuse

04 Calm mind

Type: Psychic

Base PP: 20

Accuracy: ---

Base power: ---
Special: Raises SP.ATT and SP.DEF.

05 Roar

Type: Normal
Base PP: 20
Accuracy: 100
Base power: ---
Special: Makes trainer pokemon switch out.

06 Toxic

Type: Poison
Base PP: 10
Accuracy: 85
Base power: ---
Special: Poisons foe with a poison that gets worse each turn.

07 Hail

Type: Ice
Base PP: 10
Accuracy: ---
Base power: ---
Special: Summons a hail storm that hurts all types besides ice.

08 Bulk up

Type: Fighting
Base PP: 20
Accuracy: ---
Base power: ---
Special: Raises Attack and Defense.

09 Bullet seed

Type: Grass
Base PP: 30
Accuracy: 100
Base power: 10
Special: Attacks 2-5 times per turn.

10 Hidden power

Type: Normal
Base PP: 15
Accuracy: 100
Base power: ---
Special: This move has different type and power depending on your pokemon.

11 Sunny day

Type: Fire
Base PP: 5
Accuracy: ---
Base power: ---
Special: Boosts the power of fire moves for 5 turns. No Solarbeam charge.

12 Taunt

Type: Dark
Base PP: 20
Accuracy: 100
Base power: ---
Special: Taunts the foe and forces them to only use attack moves.

13 Ice beam

Type: Ice
Base PP: 10
Accuracy: 100
Base power: 95
Special: 10% chance of freezing the foe

14 Blizzard

Type: Ice
Base PP: 5
Accuracy: 70
Base power: 120
Special: 10% chance of freezing Foe. Hits both enemies in double battle.

15 Hyper beam

Type: Normal
Base PP: 5
Accuracy: 90
Base power: 150
Special: Attacks but the user cannot move or switch out next turn.

16 Light screen

Type: Psychic
Base PP: 30
Accuracy: ---
Base power: ---
Special: Creates a screen of light that cuts Sp damage by 50%

17 Protect

Type: Normal
Base PP: 10
Accuracy: ---
Base power: ---
Special: Completely negates all attacks that turn.

18 Rain dance

Type: Water
Base PP: 5
Accuracy: ---
Base power: ---
Special: Powers up water type moves for 5 turns. Thunder is 100% accurate.

19 Giga drain

Type: Grass
Base PP: 5
Accuracy: 100
Base power: 60
Special: Returns half of damage done to foe to the users HP

20 Safeguard

Type: Normal
Base PP: 25
Accuracy: ---
Base power: ---
Special: Covers user and team and prevents any status problems.

21 Frustration

Type: Normal
Base PP: 20
Accuracy: 100
Base power: ---

Special: This attack is stronger the more your pokemon hates you.

22 Solarbeam

Type: Grass

Base PP: 10

Accuracy: 100

Base power: 120

Special: Charges for one turn and unleashes the next.

23 Iron tail

Type: Steel

Base PP: 15

Accuracy: 75

Base power: 100

Special: 10% chance of lowering foes defense

24 Thunderbolt

Type: Electric

Base PP: 15

Accuracy: 100

Base power: 95

Special: 10% chance of paralyzing foe

25 Thunder

Type: Electric

Base PP: 10

Accuracy: 70

Base power: 120

Special: 100% accurate with rain dance active.

26 Earthquake

Type: Ground

Base PP: 10

Accuracy: 100

Base power: 100

Special: Double damage on a pokemon using Dig.

27 Return

Type: Normal

Base PP: 20

Accuracy: 100

Base power: ---

Special: This attack is more powerful the more your pokemon loves you.

28 Dig

Type: Ground

Base PP: 10

Accuracy: 100

Base power: 60

Special: Cannot be hit while underground.

29 Psychic

Type: Psychic

Base PP: 10

Accuracy: 100

Base power: 90

Special: 10% chance of lowering SP.DEF

30 Shadow ball

Type: Ghost

Base PP: 15
Accuracy: 100
Base power: 80
Special: 10% chance of lowering SP.DEF

31 Brick break

Type: Fighting
Base PP: 15
Accuracy: 100
Base power: 75
Special: Shatters Light Screen and Reflect.

32 Double team

Type: Normal
Base PP: 15
Accuracy: ---
Base power: ---
Special: Makes user more evasive

33 Reflect

Type: Psychic
Base PP: 20
Accuracy: ---
Base power: ---
Special: Creates a wall of light that reduced Normal attacks by 50%

34 Shockwave

Type: Electric
Base PP: 20
Accuracy: ---
Base power: 60
Special: An electric attack that always hits.

35 Flamethrower

Type: Fire
Base PP: 15
Accuracy: 100
Base power: 95
Special: 10% chance of burning foe.

36 Sludge bomb

Type: Poison
Base PP: 10
Accuracy: 100
Base power: 90
Special: 10% chance of poisoning Foe.

37 Sandstorm

Type: Rock
Base PP: 10
Accuracy: ---
Base power: ---
Special: Creates a storm that hurts all types but rock, ground, and steel

38 Fire blast

Type: Fire
Base PP: 5
Accuracy: 85
Base power: 120
Special: 10% chance of burning foe.

39 Rock Tomb

Type: Rock
Base PP: 10
Accuracy: 80
Base power: 50
Special: Lowers speed of foe.

40 Aerial ace

Type: Flying
Base PP: 20
Accuracy: ---
Base power: 60
Special: A flying type attack that never misses.

41 Torment

Type: Dark
Base PP: 15
Accuracy: 100
Base power: ---
Special: Keeps the foe from using the same move in a row.

42 Facade

Type: Normal
Base PP: 20
Accuracy: 100
Base power: 70
Special: Raises users attack when paralyzed, burned, or poisoned.

43 Secret power

Type: Normal
Base PP: 20
Accuracy: 100
Base power: 70
Special: 10% chance of adding an effect based on where you are.

44 Rest

Type: Normal
Base PP: 20
Accuracy: ---
Base power: ---
Special: User regains all health and status but sleeps for 2 turns.

45 Attract

Type: Normal
Base PP: 10
Accuracy: 100
Base power: ---
Special: Makes the opposite gender less likely to attack.

46 Thief

Type: Dark
Base PP: 10
Accuracy: 100
Base power: 40
Special: ??% chance of stealing the foes held item.

47 Steel wing

Type: Steel
Base PP: 25

Accuracy: 90
Base power: 70
Special: N/A

48 Skill swap

Type: Psychic
Base PP: 10
Accuracy: 100
Base power: ---
Special: User trades Special abilities with the target.

49 Snatch

Type: Dark
Base PP: 10
Accuracy: 100
Base power: ---
Special: Steals effects of the move the foe uses next.

50 Overheat

Type: Fire
Base PP: 5
Accuracy: 100
Base power: 150
Special: Severely lower the SP.ATT of the user.

HM01 Cut

Type: Normal
Base PP: 20
Accuracy: 100
Base power: 50
Special: Can cut down trees in overworld.

HM02 Fly

Type: Flying
Base PP: 20
Accuracy: 95
Base power: 70
Special: Flies the first turn and attacks the second. Can't be hit in air

HM03 Surf

Type: Water
Base PP: 15
Accuracy: 100
Base power: 95
Special: Can be used in overworld to cross water.

HM04 Strength

Type: Normal
Base PP: 20
Accuracy: 100
Base power: 80
Special: Can be used in overworld to move boulders

HM05 Flash

Type: Normal
Base PP: 20
Accuracy: 70
Base power: ---
Special: Lowers foes accuracy. Can be used to light up caves in overworld.

HM06 Rock smash

Type: Fighting
Base PP: 15
Accuracy: 100
Base power: 20
Special: 50% lowering targets defense. Can smash rocks in overworld.

HM07 Waterfall

Type: Water
Base PP: 15
Accuracy: 100
Base power: 80
Special: Can climb waterfalls in overworld.

HM08 Dive

Type: Water
Base PP: 10
Accuracy: 100
Base power: 60
Special: Dives first turn and strikes the second. Can't be hit while under
Can be used in overworld to dive below the surface and explore.

Pokeball	Pokeball Description, Cost, Details, Effects, ETC.
Pokeball	1x chance of catching pokemon. Buyable at the poke mart for \$200
Great ball	1.5x chance of catching pokemon. Buyable at most poke marts. \$700
Ultra ball	2.0x chance of catching pokemon. Buyable at your local poke supermart. \$1200.
Masterball	100% chance of catching pokemon. Never fails. Very rare. Un-buyable.
Net ball	3x chance of catching water or bug type pokemon. Buyable at Poke mart. \$1000
Dive ball	2x Chance of catching pokemon caught underwater. Unobtainable in Pokemon Colosseum.
Luxury ball	1x chance of catching pokemon. Just a fancy color. Win a master rank pokemon contest and each time you win it with the same pokemon afterwards you will get one!
Premier ball	Same as above. Buy 10 pokeballs, get a premier ball free!
Timer ball	A pokeball that becomes more powerful every 10 turns. Buyable at the rustboro poke mart \$1000
Repeat ball	A pokeball that is more powerful if it is used on a pokemon You already have. Buyable at the rustboro poke mart \$1000
Nest ball	The weaker the pokemon the more likely a catch.

	Buyable at the verdanturf poke mart \$1000
Safari ball	A standard ball you get at the safari zone. \$500 for 30 of them.
Items:	Item Description/effects/cost/etc
Potion	Heals 20 HP Buyable \$300
Super potion	Heals 50 HP Buyable \$700
hyper potion	Heals 200 HP Buyable \$1200
Max potion	Heals all HP Buyable \$2500
Lemonade	Heals 80 HP Buyable \$350
Soda pop	Heals 60 HP Buyable \$300
Fresh water	Heals 50 HP Buyable \$200
Prz heal	Cures paralysis Buyable \$200
Antidote	Cures poison Buyable \$100
Burn heal	Cures burns Buyable \$250
Ice heal	Cures freezing Buyable \$250
Awakening	Awakens a sleeping pokemon Buyable \$250
Full heal	Cures any status problem Buyable \$600
Full restore	Cures any status problem and restores all HP. Buyable \$3000
Revive	Revives any fainted pokemon to 1/2 HP Buyable \$1500
Max Revive	Fully revives a fainted pokemon. Buyable \$???
X Speed	Use in battle to raise speed. Buyable \$350
X Special	Use in battle to raise special.

	Buyable \$350
X attack	Use in battle to raise attack. Buyable \$500
X defend	Use in battle to raise defense. Buyable \$550
Dire Hit	Use in battle to up critical hit ratio. Buyable \$650
Guard Spec	Use in battle to prevent stat loss. Buyable \$700
X accuracy	Use in battle to boost accuracy. Buyable \$950
Elixir	Restores 10 PP in a all moves.
Max elixir	Restores all PP in all moves.
Ether	Restores 10 PP in a single move.
Max ether	Restores All PP in a single move.
Escape rope	Escape to beginning of caves Buyable \$550
Repel	Repel pokemon for 100 steps. Buyable \$350
Super Repel	Repel pokemon for 200 steps Buyable \$500
Max Repel	Repel pokemon for 250 steps Buyable \$700
HP up	Raises HP EV by 10 Buyable \$9800
Carbos	Raises Speed EV by 10 Buyable \$9800
Iron	Raises defense EV by 10 Buyable \$9800
Calcium	Raises Sp. ATT EV by 10 Buyable \$9800
Protein	Raises attack EV by 10 Buyable \$9800
Zinc	Raises SP. DEF EV by 10 Buyable \$9800
Fire stone	Evolves certain pokemon Buyable \$2400 in Fr/Lg
Water stone	Evolves certain pokemon Buyable \$2400 in Fr/Lg

Thunder stone	Evolves certain pokemon Buyable \$2400 in Fr/Lg
Leaf stone	Evolves certain pokemon Buyable \$2400 in Fr/Lg
Moon stone	Evolves certain pokemon Not buyable
Sun stone	Evolves certain pokemon Not buyable
Everstone	Keeps pokemon from evolving. Not buyable
Metal coat	Ups the power of STEEL type moves by 10%
silk scarf	Ups the power of NORMAL type moves by 10%
Twisted spoon	Ups the power of PSYCHIC type moves by 10%
Dark glasses	Ups the power of DARK type moves by 10%
Never meltice	Ups the power of ICE type moves by 10%
Mystic water	Ups the power of WATER type moves by 10%
Charcoal	Ups the power of FIRE type moves by 10%
Spell tag	Ups the power of GHOST type moves by 10%
Miracle seed	Ups the power of GRASS type moves by 10%
Magnet	Ups the power of ELECTRIC type moves by 10%
Dragon fang	Ups the power of DRAGON type moves by 10%
Soft sand	Ups the power of GROUND type moves by 10%
Sharp beak	Ups the power of FLYING type moves by 10%
Hard Rock	Ups the power of ROCK type moves by 10%
Black Belt	Ups the power of FIGHTING type moves by 10%
Silver Powder	Ups the power of BUG type moves by 10%
Poison Barb	Ups the power of POISON type moves by 10%
Sea incense	Ups the power of WATER type moves by 10%
Lax incense	Ups the holders evasiveness slightly

Shell bell	Recovers 1/16 of the damage you do to an opponent.
Leftovers	Recovers 1/16 of your total HP every turn.
Kings rock	16% chance to make your opponent flinch when hit with any move.
Bright powder	Ups the holders evasiveness slightly.
Quick Claw	May allow the pokemon holding it to strike first.
Choice Band	The first move you use will receive a drastic increase in power but all other moves will be disallowed.
Focus Band	12% chance that the user will have 1HP instead of fainting.
Scope Lens	Boosts critical hit ratio
Light ball	Doubles the SP att of Pikachu
Stick	Raises the critical hit ratio of Farfetch'd
Thickclub	Doubles the attack of Cubone and Marowak
Deepseascale	Doubles the Sp. DEF of Clamperl
Deepseatooth	Doubles the Sp. ATT of Clamperl
Soul Dew	Doubles the Sp. ATT and Sp. DEF of Latias and Latios.
Lucky Punch	Raises the critical hit ratio of Chancey

8: Secrets

[080]

Catch Ho-oh:

To catch the fire/flying legendary, Ho-oh, capture and heal all dark pokemon in the game. Beat the battle tower
 You will get a message and see Ho-oh and then he will be sent to your PC at Lvl 70.

Infinite Masterball uses

Have the first pokemon use the Master ball for it's turn then with the second pokemon switch the masterball with pokeballs. Then you will have used a Master Ball, but it will take away a pokeball instead of your Master Ball.

9: credits

[090]

[Credits go here in the event someone deserves credit.]

Special thanks to...

Nintendo and Gamefreak for this cool game.

Jeff Veasey AKA CJayC for GameFAQs which this FAQ was designed for, as well as a thanks for all the time and energy he devotes to keeping the site running.

My Best friends Josh and Emily for no good reason except that they are the best friends a person could ever have. I LOVE YOU GUYS!

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Thanks to:
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The following people for pointing out significant errors in my guide:
Jonathan Rhoades

To all the FAQ writers, advice givers, team raters, and message posters since the pokemon blue days. Without them I wouldn't have a tenth of the knowledge I have about pokemon.

Those who helped me, or tried to help me, on the gamefaqs message board.

Thanks all!

10: contact

[100]

If you have any really useful information I do not already have, Email it to me and if I use it you can be in the credits!
Also if you spot incorrect information please Email me and yell at me...

If you want to host my FAQ go ahead and ask. I will say no but it can't hurt to ask and you never know. Basically though unless you have a rather large gaming site like IGN.com or a decent size site devoted to pokemon such as serebii.net the answer will be an automatic no.

Here are some things NOT to Email me:

- QUESTIONS CONCERNING OTHER POKEMON GAMES!
IM NOT A WALKING POKEMON DICTIONARY!
- Requests for friendship, love, and/or happiness.

<reiteration>
- QUESTIONS CONCERNING ANY POKEMON GAME OTHER THAN COLOSSEUM!
</reiteration>

This is not a Fire Red Guide. I will NOT answer questions about those games. I do not know how to make it more clear than this.

Before I give you my E-mail Address:

* FOR THE LOVE OF ALL THAT IS HOLY ON THIS GOOD EARTH *

R E A D T H E F R E A K I N G W A L K T H R O U G H ! ! !

That is what it's here for! I have get several dozen E-mails a week that are promptly deleted because the answer was in the FAQ. I'm not your private gaming nerd! Read!

Please don't abuse the E-mail and make sure I haven't answered your question in the guide. With that said:

If for some reason or other you wish to E-mail me, My E-mail is:

Kirbyroks @ gmail . com

Also, be sure to put "Walkthrough Question" in the title or it will get deleted by my spam filter, and be sure to mention which guide it is. I have many guides out and asking me questions about how to do something in "Game X" aren't going to be answered.

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And that wraps up this literary masterpiece. Thanks for reading!
Josh and Emily, you own! I love you guys so much!

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\m/(-_-)\m/ Peace and love and happiness to all! \m/(-_-)\m/
(.) [Hugs]----<(^_^)>----[Hugs] (.)
_/ _ (>^_^)> <(^_^<) (>^_^)> <(^_^<) _/ _
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