

[W5.0] Move list
[W5.1] Type Chart
[W5.2] Abilities

[130] 13: Advanced training overview.
[140] 14: Secrets
[150] 15: Cheats/Glitches/Action Replay codes
[160] 16: Disclaimer
[170] 17: Credits
[180] 18: Contact information

=====
1: Intro
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[010]

HI! I have decided to write an FAQ for pokemon Colosseum.
In fact I have also decided to write a walkthrough and everything else you might find in something like this. I hope you enjoy the game and my guide helps you complete it as well as accomplish any evil plans you may have. And if I help you accomplish evil goals that result in you taking over the world. Can I be the ultra-supreme dictator of America? I can't?! Oh well! Here goes.

=====
2: Legal stuff/Updates
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[020]

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This FAQ, as of now, can only be displayed at:

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=====
3: Overview
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[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/Sapphire 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!

NOTE: Due to the large amount of connectivity between this game and Ruby, sapphire, Fire Red, and Leaf Green there is naturally a lot of info in this FAQ which pertains to those games more than this game. This does not mean that this is a guide for either of those games! So stop asking me how to do *insert task* in those games!

=====
4: Characters
=====

[040]

You:

His name is Leo. No I am not joking, its Leo. Your character is a strange looking guy with a strange trench coat. He looks ok, but a bit weird. Like a cross between a character from the pokemon show and Vash...or something. At any rate this is you and you can name yourself whatever you choose. If you press X or press the button to the side of the screen you can change the character style from two different forms of oriental writing to standard English letters.

Rui. Your partner and your sidekick. That girl that crawled out of a sack into your life. This is your sidekick who you rescue and now have following you around for some reason. She can spot dark pokemon for you (see section on dark pokemon.) You can name her whatever you wish in any of the aforementioned letter styles. Her real name is Rui.

The mayor:

His name is Evice. He is a fat guy. A guy who can barely fit into his chair. You will find him in his office in the first town you get to. This old man has a lot more to him than meets the eye...

Other characters coming round Mt. Moon when they come.

=====
5: FAQ
=====

[050]

Q: Which games have some sort of compatible linkup with this game?

A: Pokemon Ruby and Sapphire, pokemon fire red and leaf green, and probably it will be water blue in America rather than leaf green.

NOTE! LISTEN UP PEOPLE! IM GETTING DOZENS OF EMAILS FROM PEOPLE ABOUT THIS! NO THIS GAME DOES NOT LINK UP WITH GOLD, SILVER, CRYSTAL, BLUE, RED, OR YELLOW! IT ONLY LINKS TO RUBY, SAPPHIRE, FIRE RED, AND LEAF GREEN!

Q: Can I trade pokemon from this game to my ru/sa game? If so, how?

A: Yes you can. You can use the GBA-GCN link cable that is available at your local Wal-Mart for \$10, and trade pokemon back and forth. Also Fire red and Leaf green will be able to trade to Colosseum.

Q: Can my Japanese import Colosseum trade with my north American/European Ruby/sapph cart?

A: No, while you may have heard otherwise 'cause GBA games are said to

be not region locked I know Gamecube games are. And I don't even know if GBA games are not. I have never tested.

Q: Is *insert pokemon* in the game?

A: If it is I will have it listed below. If it is in the game and I do not have it listed below E-mail me the info and you can be in the credits. Though I think I have down all 386...

Q: Do the pokemon have their voices like in the anime or do they have those stupid GBA ones?

A: They have the GBA ones...And they sound a bit better...

Q: Can you tell me how to...

A: Not very likely. Email me your question if you must AND If it is not covered in the FAQ AND Preferably if you can't get help at the Pokemon Colosseum board at GFAQs. Because chances are I won't answer your Email.

Q: When will this FAQ be updated?

A: As soon as I find more than one new thing about the FAQ I will Re-submit it.

Q: Can *insert pokemon* Learn *insert move* by breeding or something?

A: I don't know. If it is the same type at the pokemon its likely but if you want the answer go look at a pokedex/Breeding FAQ or something.

Q: Why does your guide suck so much?

A: Because you have the reading skills of a three year old and are not reading it right. DELETED!

Q: Man your guide rocks!

A: Thank you! Thank you very much! *Hands you a cookie*

Q: Can you give me a code to do *insert effect?*

A: No. I have much better things to do than Email everybody who can't do things the legit way codes. If you are lucky I Might carry some AR codes or something in my guide later Though it is extremely unlikely. But I think they are for ninnies Anyways and won't unless there is very VERY high demand for various action replay or Gameshark codes. Cheating is for incompetent people without skills. Unless they are codes to attain the unattainable. *Hidden levels in smash bros*

Q: How do I get Jirachi?

A: You could have pre-ordered the game starting Feb. 9th and ending the 29th. Then you could hook it up to your GBA and download Jirachi. Yay!
If not you basically can't. Look on E-bay or something and maybe you will find it. Other than that you know your only option....>_>...Gameshark.

Q: What? What the heck is a Jirachi?

A: Jirachi is a high-stat (tier 3?) pokemon with stats similar to Mew and Celebi when starting and is a legendary. It is psychic/steel I believe.

Q: Can you get mew?

A: Yes. I don't know if you can in this game but I do know there is a way discovered to get Mew in blue without going to a Nintendo Event or using a cheating device. (UPDATE: It seems those people who have Fr/Lg have tried the wild mew trick many times and Nintendo took it out of the game. However in the game code they have found mew's sprite for the overworld as you would see ho-oh in the burnt tower in gold or something so he may yet be obtainable.)

Q: HOW?!?! MUST! HAVE! MEW! IN! BLUE!

A: Get on Google and search it. But it does work. I have one! ^_^

Q: Would you rate *insert team/move set/IV set/EV training/ETC*

A: No.

Q: Would you stop the Q/A stuff please?

A: Yes.

NOTE! IF you didn't find what you were looking for I VERY STRONGLY recommend that you look for help at the GFAQs Pokemon Colosseum board located here:

<http://cgi.gamefaqs.com/boards/gentopic.asp?board=36896>

=====
6: Playing the game
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[060]

[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 Dakim at the battle tower) you can buy scents at the agate/agate 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.

This is what the different natures like:

NATURE	USE IN BATTLE	CALLOUT	WALK AROUND	DAYCARE	MASSAGE
Adamant	#		#	#	#
Bashful					
Bold	#		#		
Brave	#		#		
Calm	#			#	
Careful				#	#
Docile		#			
Gentle				#	#
Hardy	#		#		
Hasty	#				#

Impish		#				#					
Jolly		#								#	
Lax						#				#	
Lonely				#		#				#	
Naive						#					
Naughty		#				#					
Mild								#		#	
Modest								#			
Quirky		#						#			
Rash										#	
Relaxed								#		#	
Sassy		#				#					
Serious				#							
Timid				#				#		#	

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:

- Pokemon
- Items
- Save
- Quit

- Pokemon

This brings you to the pokemon storage section. There are a few main things you do here:

Withdraw pokemon

Deposit pokemon

Move pokemon

To withdraw a pokemon you must have at least one open space in your team. Move the cursor over the pokemon you wish to withdraw and press the "A" button, then select "move." Now move the pokemon up to the top of the screen where it says "Party pokemon" and press "A." Now place the pokemon in an empty slot by placing the pokemon above the slot and pressing the "A" button. To deposit a pokemon you must have at least one open space in a box. Move the cursor to the top to where it says "party pokemon" and press "A." Now move the cursor onto the pokemon you wish to deposit and press "A." Select "Deposit" and choose the box to place the pokemon in.

=====
7: Walkthrough
=====

[070]

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, I attempt not to spoil the plot too much but this is, after all, a walkthrough for the game. Don't read if you aren't prepared for spoilers.

=====
[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.

=====

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! HAAAAHA! 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! TADAA! The bag they were carting contained...a girl? WOW! A sidekick! After some dialogue you will be able to name your new sidekick. I

named her Kessy so when and if I refer to a Kessy in this guide it is the partner. Now you have a pre-teen girl following you around wherever you go. Scary. Her name is Rui but you can name her whatever you want. Mom won't let you have a pet? She is the next best thing!

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 lady 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. If you need to heal your pokemon go back south then left to the pokemon center. Otherwise head further north past 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 Team 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

~~~~~  
After that they will run away, and you can do one of two things; look around like I did and take 20 minutes to figure out what to do. Or you could read this and head back to the one engine town by going to the shop and talking to the woman with the long hair in the back of the shop then heading south and going out the gate and choosing 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 including antidotes, Healing items, and more. But most importantly is he will give you 5 pokeballs! Hooray! You can finally capture dark pokemon!

I would advise buying the following:

- 9 great balls
- 20 pokeballs bought in 10 pokeball increments so as to get free premier balls.

If you have extra money then get:

- some Antidotes or Prz Heals

Head back to the waterfall town and after the lady in pink stops gabbing at you, go north and then west and enter the mayor's office. *Gasp!* WHAT THE HECK IS EATING THAT MAN'S HEAD! Oh...its his hair. Nice afro. And what are they doing here? BAD GUYS! WOMEN AND CHILDREN FIRST. Kill them! 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. How droll.

~~~~~  
Now the other grunt will step up.

~~~~~  
Mirror Bpeon 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. What do you know! It is a dark pokemon. You can catch dark pokemon! So use Bite on Duskull to finish him off. Use your second move, which is the one on the top-right, to injure Makuhita. You don't want to kill him here. You want to bring his HP low so you can capture it. Use bite on it a few more times while using the call out command on your Espeon. Once its HP is low use the button to the right of the attack button and that will bring up the items menu. Hit right and you should have 5 pokeballs there. Use one on the weakened Makuhita to capture it. If it gets out of the ball use another.

~~~~~  
You just beat both of them. They will run away

Go to the trainer school and talk to the teacher and get your PDA.

Now if you want to fight a few more trainers you can talk to the old man in the south east of town or the roller-skater in the east. If not you can 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!

Note: I advise saving before this battle in case you kill the dark pokemon as it is a very valuable pokemon to catch as a female if you plan on breeding it.

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 off 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.

~~~~~  
Battle over! You got another pokemon! You are a lucky person. Watch the gate guard hold his head in agony and defeat, then scamper away like a whipped dog. Save if you got the starter, don't if you didn't. If you didn't get it hit that reset button and try again. Once you have it and 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
=====

Gee what a dumpy town. It isn't nearly as pretty as the other one. Oh well. Watch the person in the ridiculous blue hat talk to the other person. After that ends there are some things to do in this town. Directly ahead of you is the fortune telling shop. Go in there if you want to see a cross between Katt Monroe of Starfox and Leia Organa from Starwars. Otherwise there isn't much to do in there.

Go in the shop across the street and up a bit and the person with the stupid blue hat will run into you causing him to wobble like a drunken man. Go out and go up on to see a house with some old geezers in it. Go out and head up to get to the shop and you can buy stuff there including hyper potion. It heals 200 HP per potion. Sweetness. Go across the street to see a really big guy in that building. Or just go north to reach the hotel on the left side of the street. For 100 bucks you can have a room to heal your pokemon. Otherwise go outside or run around inside and go into people's bedrooms. Go out and talk to the girl there to battle her.

~~~~~  
Battle: Chaser Emok

Gulpin Lvl 27

Zubat Lvl 27

Not too hard of a fight. Use Espeon's confusion here to kill Zubat and Gulpin. And if you want to use your dark pokemon to make them less dark now would be a good time.

~~~~~  
End battle. What's that ahead of you? A large target with trainers! Cool! Time to get some Exp and lose some darkness!

Fight the one on the right first.

~~~~~  
Battle: Male trainer

Skitty Lvl 28

Misdreavous Lvl 30 (Shadow)

Zigzagoon Lvl 28

A bit of a tough battle.  
Here you will fight one of my old favorites Misdreavous from the gold/silver days. Use confusion on Skitty and Zigzagoon. Use bite on Misdreavous. If you want have your dark pokemon out here to make them become less dark. It's probably best though you don't have your Espeon out and Misdreavous's Shadow Ball will destroy him. Weaken Misdreavous and capture it.

~~~~~  
~~~~~  
Male trainer

Senret Lvl 25

Swellow Lvl 25  
Slakoth Lvl 26

Easy battle. Confusion the Senret and bite the Swellow. Repeat to kill them.  
Take out the Slayoth with a Confusion and a Bite attack.

~~~~~  
~~~~~  
Rider Liba  
Skiploom Lvl 30 (Shadow)  
Oddish. Lvl 26  
Dustox Lvl 26

Confusion the Oddish and Dustox to death. Weaken the Skiploom and capture it.  
Not very hard.

~~~~~  
~~~~~  
Bandana guy Divel  
Psyduck Lvl 29  
Quagsire Lvl 30 (Shadow)  
Easy. Bite the Psyduck out of existence and weaken the Quagsire and capture it.  
Piece of rum cake.

~~~~~  
~~~~~  
Lots of fighting to do here. You can fight the rest of the trainers and try to  
catch their dark pokemon or you can continue on. When you want to go on, go to  
the end of town, across the bridge and talk to the colosseum lady. Then go to  
the very beginning of town and talk to the guy there. and you will battle him.

~~~~~  
BATTLE!

Masa:
Ralts: Lvl 28
Furret Lvl 33 (Shadow)
Machop Lvl 30
Seedot Lvl 27

Just bite the Ralts once to kill him and use Confusion to KO Machop. Use
Confusion on the Seedot and Bite the Furret down to low HP and catch it.

~~~~~  
A cut-scene will trigger.

Wow big hair is talking to freaky hair VIA videophone...Now head to the house  
south of the hotel and talk to the buff guy and the kid and then open the door  
behind the bookshelf and talk to the kids there. When you exit another kid will  
be talking to the buff guy and then will leave. Head over to the windmill and a  
cut-scene will trigger as a guy staggers out and collapses. Run inside and the  
other guy will be on the floor too. Talk to him and a cut-scene will trigger  
and that cop will run in. You will notice the gears are not turning anymore. It  
seems one of them was taken. Now you have to get it back. Head over to the  
construction site.

=====  
[W1.4] Construction site  
=====

When you get there head up and right to find a shiny gear. Now you can keep it  
just for you because you obviously have a lot of use for it. Or you could  
return it to the windmill. Head back to Paria Town.

=====  
Paria town  
=====

Run into the windmill and 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.  
You will automatically be on the gear so just press A till you put it back on.  
TADA! The windmill is going again! 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 battle will start.

~~~~~  
BATTLE!
Trainer 1
Barboach Lvl 30
Sandshrew Lvl 31

Sandshrew goes down in a couple of Bites from Umbreon and Barboach will die to
a few Dark Rushes or Confusions.

~~~~~  
Battle over.

~~~~~  
Battle 2!
Trainer 2
Natu Lvl 30
Meditite Lvl 30

Natu being psychic will go down easily to Umbreon's Bite, while Meditite will
go down to Confusion.
Battle end!

~~~~~  
Battle 3!  
Trainer 3  
Electrike Lvl 30  
Cacnea Lvl 31  
Vulpix

Cacnea goes down to a fire attack if you got Quilava or a poison attack if you  
have it. You don't have a ground type pokemon so use Meganium if you go it  
against Electrike or use Confusion or Bite on him to get the STAB damage in as  
he is resistant to neither. Use confusion/bite/dark rush/ if you have it to  
finish off Vulpix.

End battle 3!

~~~~~  
Battle 4!
Trainer 4
Bagon Lvl
Goldeen Lvl 32
Magnetite Lvl 31
Delibird Lvl 32

Bagon goes down to a confusion or a bite or two and Goldeen will go down in the same. Magnemite will go down to a fire move if you have Quilava or earthquake if you have it and Delibird goes down to a confusion or two. Battle 4 end!

~~~~~

You just beat the colosseum in this city! You rock! Upon exiting head south after collecting your cash prize and meet the shadow grunt on the bridge. A cut-scene will play and that door will finally open. The shadow grunt will take you somewhere and some chick will say something to the grunt and he will battle you.

~~~~~

Cypher peon nore:
Shadow grunt
Yanma Lvl 33 (Shadow)
Pineco Lvl 32
Nincada Lvl 31
Surskit Lvl 32

Pineco goes down in a couple bites and Nincada goes down to a confusion as does Surskit. Weaken Yanma and capture it with a pokeball. End battle!

~~~~~

Now your partner will talk to the buff guy and some kids who came in after the grunts flee. After they leave pick up the shiny notebook next to you. Go through the building fighting trainers as you go.

~~~~~

Trainers:
Trainer 1:
Phanpy Lvl 31
Trapinch Lvl 32.
Trapinch goes down in 2 confusions and Phanpy will be pasted by a couple Bites.

~~~~~

Roller boy pike:  
Taillow Lvl 33  
Hoothoot Lvl 34  
A couple Bites and Returns will do the trick here. It isn't to hard.

~~~~~

Now you have access to the computer and healing machine. Use them. Head up the stairs.

~~~~~

Bandana guy Geats:  
Pupitar Lvl 31  
Carvahna Lvl 32  
Barboach Lvl 32

Pupitar and Carvahna are dark so keep Espeon out of this one. Pupitar will go down in a couple bites and Carvahna in a few dark rushes. Barboach goes down in a combination of dark rushes and bites easily.

~~~~~



~~~~~  
Hunter Geare:

Remoraid Lvl 33

Magnemite Lvl 32

Confusion and bite Remoraid to finish her then smokescreen and confusion  
Magnemite to death. Mahukita's vital throw and Cross chop work wonders on  
Magnimite.

~~~~~  
Now you can go the first left turn and fight the brute or go through the door
and fight the kid if you want some pokeballs from the case.

~~~~~  
Bandana guy Loba: (kid)

Wingull Lvl 32

Whooper Lvl 33

confusion whooper to bring him down to very low HP or kill him and bite Wingull  
to KO her. Finish Whooper if you need to.

~~~~~  
Body-builder Akmen: (brute)

Electrike Lvl 31

Voltorb Lvl 31

Confusion Voltorb to bring his HP to yellow and bite Electrike to do the same.
Once more to finish them.

~~~~~  
Go up the stairs for another floor of trainers.

~~~~~  
Rider Raleen:

Doduo Lvl 32

Ledyba Lvl 32

Swablu Lvl 31

Ledyba should be smitten with your bite and Doduo will be KO'd by a confusion.
Swablu will get his HP halved by a confusion and Ledyba should be about dead
now to your bite attacks. Once more to crush them both.

~~~~~  
Hunter Tura:

Spheal Lvl 31

Snorunt: Lvl 32

Bite Snorunt and confusion Spheal twice. Battle ended.

~~~~~  
Go into the second door to collect the prize from the box. Yay! A revive! ^_^
Fight the next trainer.

~~~~~  
Hunter Toti:

Horsea Lvl 31

Oddish Lvl 32

Sandshrew Lvl 32

Hit Oddish with confusion to KO him and hit Horsea with bite to KO him.  
Confusion Sandshrew to take him out and if he doesn't die have a bite finish

him. End battle!

~~~~~  
Next room. Next trainer.

~~~~~  
Bodybuilder Elidi:

Cacnea Lvl 32

Tentacool Lvl 33

Confusion Cacnea and finish it with bite. do a Confusion and a bite on Tentacool to finish it.

~~~~~  
Go onto the next room. Go upstairs and you are outside again...only on the roof! Go in the door to find that kid you saw earlier on the ground quivering at the feet of two shadow grunts. *sigh* Better save him.

~~~~~  
Mirror B Peon Reath:

Remoraid Lvl 20 (Shadow)

Spinarak Lvl 33

Luvdisk Lvl 32

~~~~~  
First confusion the Spinarak to KO it in one hit. Confusion the Luvdisk and hit the Remoraid with the weakest thing you have. Preferably a fire pokemon so it is not effective otherwise you will KO it and not catch it. Secret power works well also. Do another confusion to finish the Luvdisk. Catch the Remoraid. End battle.

~~~~~  
Mirror B peon Ferma:

Mantine Lvl 33 (Shadow)

Aipom Lvl 32

Furret Lvl 31

Yanma Lvl 33

~~~~~  
Confusion the Aipom to heck and bite the Mantine to injure it a small amount. Repeat till it is low on HP and capture it. Confusion the Furret to death. Confusion or fire spin the Yanma to death. End battle.

~~~~~  
Now the shadow grunts will flee. Run up and talk to the kid. The big haired guy will appear on the screen. Use the elevator to get downstairs and pick up the item and go through the door. Save at the computer. Head back up to the rooftop and enter that cave. Battle the trainer to get in.

=====  
[W1.5] Paria Cave  
=====

~~~~~  
Hunter Doken:

Quilfish Lvl 33 (Shadow)

Goldeen Lvl 33

Linoon Lvl 33

~~~~~  
If your Espeon is Lvl 31 or under use confusion on the Quilfish to severely injure it. Bite Goldeen twice to kill it.

~~~~~  
Enter the cave and make your way to the end. Go downstairs. You can fight trainers on the way if you want or you can sneak past them.

~~~~~  
Trainer 1:  
Koffing Lvl 32  
Ralts Lvl 31  
Shroomish Lvl 32

~~~~~  
Confusion Koffing and bite Ralts to KO them both in one hit. Confusion and bite Shroomish to finish the match.

~~~~~  
Go down the tunnel and you can either go north or up the stairs. for now we will go Up the stairs.

~~~~~  
Follow the tunnel and fight the pink clad trainer or sneak past her.

~~~~~  
Trainer 2:  
Geodude Lvl 32  
Lotad Lvl 31  
Snorunt Lvl 32  
Slakoth Lvl 31

~~~~~  
Confusion Geodude to OHKO him and bite Lotad to hurt him. Confusion and bite Snorunt to KO him then confusion Slakoth and bite Lotad to finish him. Finish the sloth with whatever.

~~~~~  
Walk past the kid and continue on. Get the Ultra balls and go back downstairs and up and fight the trainer.

~~~~~  
Trainer 3:
Meditite Lvl 33 (Shadow)
Bagon Lvl 33
Numel Lvl 32

~~~~~  
Confusion Bagon to KO him in one hit and bite Meditite. Bite Numel to half his HP and finish him with a confusion. Weaken Meditite and capture it.

~~~~~  
Now you can go right or left. Going left for now. Go down the stairs. WATER! At any rate go left across the bridge.

~~~~~  
Rider Sosh:  
Dunsparce Lvl 33(Shadow)  
Mareep Lvl 34  
Cacnea Lvl 34

~~~~~  
Confusion Mareep and bite Dunsparce. Repeat to KO Mareep and make dunsparce's HP low. Secret power Cacnea to make it die. Capture Dunsparce and kill Cacnea. End battle.

~~~~~  
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

Confusion the Swablu and bite the Lotad. Repeat. Catch the Swablu. The Swablu should be at very low HP. confusion the Lombre and bite/fire spin the Beldum. Rinse. Lather. Repeat. End battle.

~~~~~  
Head downstairs. WATER! Anyways head north. FIESTAAAAAAA! Go up and break up the Salsa party appreciation day and you will find Mirabo/Mirror B with his pokemon. Approach mister salsa and throw off his groove.

~~~~~  
Mirabo/Mirror B:
Ludicolo Lvl 31
Ludicolo Lvl 28
Ludicolo Lvl 30
Ludicolo Lvl 29
Sodowoodoo Lvl 35 (Shadow)

Return one and secret power the other. Secret power to finish him and use whatever to finish the other. Dark rush is your friend in this match. Dark rush the next few that should be lower levels. If you caught your Noctowl then USE IT! its fly is invaluable here. Catch Sodowoodoo. Bite and secret power shall weaken him!

~~~~~  
End battle! Get the TM 49 from the box and go up through the door. GET THE MACHO BRACE from the northeast corner THEN approach Plusle. Trigger cut-scene. After some talking Plusle will jump in your pockets. Its yours. Now exit town. But wait. The fortune teller will call you and talk to her and she will say something or other. Now exit town and go north!

=====  
[W1.6] Ageto Village.  
=====

Go to the big house and Kessy/your partner will run to her grandparents. Eagun and Beluh. After some talking a boy will come in. The old man will follow the boy out. Go out and head right and make your way down and end up going into a cave. A girl will see you and walk up and fight you.

~~~~~  
Cipher peon Doven:
Speal Lvl 33
Carvahna Lvl 34
Confusion Speal and bite Carvahna. Repeat. You win. Easy. The girl will cry. >_>...the wimp...She will run off afterwards. Proceed into the cave.

~~~~~  
Cipher peon Silton:  
Shroomish Lvl 34  
Cacnea Lvl 34  
confusion Shroomish and bite Cacnea. Repeat. You win!  
~~~~~

He leaves. Proceed farther. Ahh the exit...HUH! A girl drops in front of you.

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

Bite Ralts to 1HKO him and return Baltoy. Bite Kirlia to KO her. and return Baltoy again. You win! Hooray!  
~~~~~

Go out and you are on an overgrown place with lots of clover. Head up. Some idiot decides to fight the old man and his pikachu. Pika is 12 levels higher. Surely he can't beat the old man. But what is this...dark rush? Poor pika. You will run up. Now he will fight you! The fool! You have fury!

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

Confusion Geodude to death and use a secret power/bite on Hitmontop till he is at low HP. kill his Clampearl with your Flaffy if you have it. Use bite/return on Wynaut to KO him.  
~~~~~

You win. Tough battle. He will leave, dropping a notebook. 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 shop with the large wooden pokeball sign and into the house southeast of it. A Wobuffet at the table. Cool. Anyways Talk to the old man on the couch and select yes when asked something. Go back to the house with your partner's grandparents in it and talk to them and they will give you something. You now try to leave. HUH! YOUVE GOT MAIL! Break out the PDA and read it. 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

Bite Numel and confusion Trapinch. Repeat Bite Sandshrew and confusion him.  
End battle.

Battle 2!

Rider Drovic:

Swinub Lvl 35  
Baltoy Lvl 36  
Pupitar Lvl 37

Bite Baltoy. Repeat.  
Bite Pupitar twice to kill it and use your Noctowl's fly on Swinub. Battle end.

Battle 3!

Rider Kimit:

Sandshrew Lvl 36  
Geodude Lvl 36  
Numel Lvl 36

Confusion Geodude and bite Sandshrew. Repeat. Watch out for Geodude's magnitude.  
Bite Numel and dark rush him.  
Battle over!

Battle 4!

Rider Riden:

Pineco Lvl 35  
Baltoy Lvl 35  
Houndour Lvl  
Graveler Lvl 37

Confusion Pineco and bite Baltoy. Repeat.  
Bite Graveler and return Houndour. Repeat.  
End battle.

Battle 5!

Trainer Telia:

Trapinch Lvl 38  
Lileep Lvl 36  
Barboach Lvl 36  
Trapinch Lvl 38

Bite Lileep and Confusion Trapinch. Repeat  
Confusion Barboach. Repeat.  
Bite Trapinch.  
You win.

Battle 6!

Sr. Performer Nortz:

Cacnea Lvl 37  
Spinda Lvl 37  
Kadabra Lvl 37

Bite Spinda and confusion Cacnea. Confusion Cacnea again and bite Spinda. Bite Kadabra and confusion Spinda.  
End battle!

~~~~~  
~~~~~  
Battle 7!  
Hunter Weeg:  
Graveler Lvl 36  
Vibrava Lvl 37  
Sandslash Lvl 37

Confusion Vibrava and bite Graveler. Confusion Sandslash and bite Vibrava.  
End battle.

~~~~~  
~~~~~  
Battle 8!  
Cipher peon Kison:  
Houndour Lvl 37  
Koffing Lvl 37  
Duskull Lvl 36  
Kirlia Lvl 36

Confusion Koffing and secret power Houndour. Bite Duskull and return Houndour. Bite Kirlia and return her.

~~~~~  
~~~~~  
Battle 9!  
Cipher Peon Berin:  
Geodude Lvl 36  
Geodude Lvl 36  
Sandslash Lvl 38

Bite Geodude #1 and confusion Geodude # 2. Bite Sandslash. He's down. You win. I would 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. And if you kill Entie hit that reset button. You must catch him!

Psybeam or confusion on golem and bite Metang. Psybeam Swampert and bite Metang or use Ember if you have Quilava. Bite Camerupt and dark rush Swampert. Use Misdreavous's shadow ball on Camerupt and bite Entie.

After you catch Entie SAVE! As soon as you can.  
~~~~~

Now watch the admin leap to safety outside of the camera's view. One can only assume he is dead because we are directly above a chasm several hundred feet deep above jagged rocks. And Lava...

>_> Anyways...

Pick up the hidden item on the ground next to you and talk to the guy that got pasted to the floor before you fought the huge bad guy. You will end up in the pkmn center place before the 10 platforms. He will give you an item that will allow you to call Celebi and on the right is a box which contains TM47. Save and retrieve your Entie from the PC. Just to make sure...save twice. Entie may be weak for a legendary but he is still very strong. Head back to Ageto Village.

=====
Ageto Village
=====

Go forwards and the old man will see you. He will say some junk or other to your partner and then go to the cave with the river in it. It is down the ramp to the left of the pkmn center. Go through and reach the little pillar thing. Stop and listen to the music and birds chirping if you want to, if not hit the A button on the pillar. Select a pokemon that has its dark bars gone and is dark. BANG! Its not dark anymore! Wow and you can even name it and it levels up too! Time to purify all your best pokemon. And you might want to pick up the notebook that guy with the Hitmontop dropped beforehand. You might want to head back to the pkmn center and withdraw any pokemon you may have gotten the dark bars gone from and purify them. If not... Fight the kid outside the pkmn center.

~~~~~  
Battle!  
Trainer:  
Swellow Lvl 39  
Rhyhorn Lvl 39  
Sunflora Lvl 40

Might I suggest you use your Entie here to lower his dark bar. Dark rush Swellow and use Misdreavous if you have it or Espeon. Either one should use Psybeam. Use Quilava if you have it to kill Sunflora or shadow ball if you have Misdreavous...or just dark rush with a dark pkmn...

~~~~~

Now go east 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. Now I would suggest going somewhere and fighting a lot to lower your pkmn's dark bars and/or gain exp.

When you are ready to go on 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. Head back to Paria city..

=====
Paria/pyrite city
=====

Head over to the house with the secret room behind the bookshelf and go in the secret room. Talk to them 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 the bottom item in the list it opens to which should be 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 get the key which is now the bottom item on the list it opens up to when you select the door. Go down the elevator. YAY!...A slum city place...named Andaa...

Oh well. a cut-scene will trigger going into the city and you will see the city and a run down TV with the reporter woman on it. Then some woman with gold wing looking things and weird hair sticking out sideways. At any rate skip past all this. Head south and then west to find a vending machine like those on top of the goldenrod, celadon, or Lilycove dept stores in the Gameboy games. 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		

This is some good stuff here!

Head outside and south. Go left at the bottom and go into the hotel. Head upstairs and out the door south. Head east and into the poke center place and downstairs and talk to the kid. You will get a part. Head back outside to see another cut-scene. Head back to where the shop is and head west 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 east and you will see that kid again tied up again. Go save his butt...again.

~~~~~  
BATTLE!

Shadow grunt:  
Ledyba Lvl 40 (Shadow)  
Spinarak Lvl 39  
Volbeat Lvl 38

Confusion Ledyba to hurt him about a third of his HP.

Dark rush Spinarak to take half of his HP.  
Repeat and Spinarak should die.  
Catch Ledyba and kill the rest. Dark rush/return Volbeat to death.

~~~~~  
Battle!

Shadow grunt
Arados Lvl 38
Illumise Lvl 40
Gloom Lvl 39

Use fire if you have Quilava. Or use whatever. Dark rush and dark moves work well. Shadow ball will do well also. The bugs will kill your Espeon so keep it out of this one. Fire, Ice, & Psychic will all paste Gloom.

~~~~~  
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. It should be on an Item labeled R and UFO and stuff. Choose that. 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. You can't miss this one! 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.

Head inside to see the press there filming that lady. Go into the room south to find 3 rare candies in a box! Sweetness! Talk to the jeweled lady to fight her.

~~~~~  
BATTLE!

Cipher admin Venus:
Delcatty Lvl 45
Banette Lvl 45
Steelix Lvl 45
Vileploom Lvl 44
Suicune Lvl 40 (Shadow)

Your Umbreon will do well against Banette so use faint attack on it. Use Hitmontop or Makuhita against Delcatty. Beware Banette's shadow ball as Espeon. Use Entie's fire blast against Steelix. Use the same on Vileploom. use faint attack/bite on Suicune. Or use secret power to take a small amount of HP away from it and possibly paralyze it... which is very good to do. Sunny day is also very useful.

~~~~~  
After beating her she will run away as will the rest of the people around. Pickup the notebook on the desk and get the TM45 from above the stairs. Now follow her down the stairs. The cheater took an elevator. Head back into the door and east up the stairs that are through the door. A poke center. Save! Now head back out where you saw her go down the elevator and take the rightmost door. Head down the stairs battling trainers.

~~~~~  
BATTLE 1!

Hunter Frena:

Teddiursa Lvl 37
Jigglypuff Lvl 36
Gilgar Lvl 43 (Shadow)
Shroomish Lvl 35

Entie will take out jiggly with a fire blast and Teddiursa with the same. Gilgar will be injured by a dark rush from your new Suicune. Fire from Entie or Quilava will destroy Shroomish as will Espeon's psychic moves. Capture Gligar.

~~~~~  
~~~~~  
Battle 2!

Chaser Liaks:
Kirlia Lvl 37
Gloom Lvl 36
Roseleia Lvl 38
Stantler Lvl 43 (Shadow)

Entie's fire blast will toast gloom and Kirlia will die in a single faint attack. Toast the flower with a fire blast! Hit Stantler with bite to weaken it and capture it.

~~~~~  
~~~~~  
Battle 3!

Bodybuilder Lonia:
Masquerain Lvl 39
Dunsparce Lvl 39
Octillery Lvl 38
Piloswine Lvl 43 (Shadow)

Use Psybeam on Masquerain and faint attack on Dunsparce. Use dark rush if you want. It works ok for the most part here. Octillery falls victim to Bayleaf if you got it or an electric move. Hit Piloswine with faint attack a few times.

~~~~~  
~~~~~  
Battle 4!

Rider Nelis:
Corsola Lvl 41
Sneasle Lvl 43 (Shadow)
Loudred Lvl 41
Seviper Lvl 40

Bite works well at chipping down Sneasle's health without killing him so that a good thing to use. Use shadow ball on Corsola or use Suicune's dark rush to further lower its dark bars. Psybeam will KO Seviper. Loudred will die to Hitmontop if you have it or perhaps a Psybeam.

~~~~~  
~~~~~  
Go inside. Go in the far end of the train and then out the other side after getting the item north of the train. Now she will flee like the coward that she is but she will drop the key outside the door. I first thought this was very poor programming of water dripping on the floor which was treated as an object and you couldn't walk through it. But the sparkly thing is really the key. Grab it. Cool you now have the key to a large and powerful vehicle inside...SO START IT UP!!!! Wow! New area...head left and see two grunts...They run off and suddenly blow the door. Head right of the door all the way to the end and get the up UFO key.

Head inside. What do you know. A hole. 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 up the long stairs back to the top. 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. If you use the UFO disk you just got you would think it would take you on but instead the up disk takes you up to the second Celebi flute. You need the disk you got some time ago to go on. The F disk. Head into the Colosseum and SAVE! You've been here before! Now use the elevator! Head south to exit. Head to the middle area.

=====
[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 and head 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.

~~~~~  
Battle!  
Researcher miron:  
Voltorb Lvl 38  
Voltorb Lvl 38

Dark rush works well here as does faint attack. If you got Quilava he will have dig and that is a 1HKO for the Voltorb. One faint attack will kill a Voltorb or leave it with little HP. Finish it off.

~~~~~  
Oh look! He dropped another key on the floor that you never would have seen had the bad guys not always polished their keys so much that they shine. 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.

~~~~~  
Battle!  
Cipher peon Cole:  
Aipom Lvl 43 (Shadow)  
Castform Lvl 41  
Remoraïd Lvl 42  
Furret Lvl 37

Now I'm not usually like this but ummm...What's up with castform...he looks... well...O\_o Like its weird considering that castform is a she...and it has... MOVING ON. Castform changes types so attack accordingly. Shadow ball Remoraïd to death. Weaken Aipom with Secret Power and capture it. KILL FURRET! Anything will work.

~~~~~  
Go in the elevator. There is DNA on the counter so ummm...get it? Sneak past the scientist and up the stairs.

~~~~~  
Researcher coren:

Electrode Lvl 40  
Magnemite Lvl 39  
Magnetron Lvl 40

Use dig/fire with Quilava while using helping hand with Espeon. These guys  
Thunder hurts. Make sure Sunny Day is on to make Thunder only 40% accurate.

~~~~~  
Grab the thing 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.

~~~~~  
Battle!  
Cipher peon lare:  
Nuzleaf Lvl 38  
Houndour Lvl 38  
Carivana Lvl 38  
Murkrow Lvl 43

Flame the Nuzleaf with fire blast or something and dark rush/surf/dig the  
Houndour. Dark rush/Suicune's surf the Carvahna. Use bite on the Murkrow to  
weaken it for the capture.

~~~~~  
Head on south.

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

~~~~~  
BATTLE!  
Cipher peon Vana:  
Larvitar Lvl 40  
Swablu Lvl 40  
Fortress Lvl 43 (Shadow)  
Zubat Lvl 40

Combine your attacks to take Swablu out in one turn. A dark rush and another  
decent attack such as faint attack will finish it. combine both your attacks  
again to kill Larvitar. A Psybeam should kill off Zubat and secret power will  
hurt fortress a little and could paralyze it.

~~~~~  
Head down the elevator.

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

~~~~~  
BATTLE!  
Shadow grunt:  
Ariados Lvl 43 (Shadow)  
Rhyhorn Lvl 40  
Grovyale Lvl 42

Combine your attacks to take out Rhyhorn and do the same for Grovyale. Two bits  
and Ariados will be very low on HP. Catch it.

~~~~~  
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

Faint attack Granbull and Psybeam Vigoroath with Espeon. Repeat. Faint attack Linoon. Repeat while throwing balls at Granbull.

~~~~~

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

~~~~~

BATTLE: Researcher Kotan:

Electrode Lvl 42  
Magneton Lvl 42  
Ampharos Lvl 41

Quilava is invaluable here. Use His sunny day first off to make the enemies thunder only 40% accurate. Then use his dig and ember/fire blast(Magneton) to own them from the face of the earth.

~~~~~

Continue on...

~~~~~

Cipher peon Remil:

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

Faint attack Vibrava to lower his HP for capture.  
Faint attack Kadabra to kill him in one hit.  
Use confuse ray on Kleon.  
Confusion or Psybeam Swellow.

~~~~~

Go through the next door and fight the grunt. To get through the door you will need to know the three pokemon. Those two DNA samples can go in the second elevator if you head back and the DNA machine will tell you the pokemon. I don't know if it is the same for every game or random but I got it in my first try even with only two DNA samples. I had Suicune, Mightyena, Misdreavous.

~~~~~

BATTLE!

Cipher peon Skrub:

Hitmontop Lvl 38 (dark if you didn't catch him before when he was fighting pikachu. If you caught him before it will be a Medicham.)  
Wobuffet Lvl 42  
Clampearl Lvl 43  
Graveler Lvl 44

Be careful of the Wobuffet's destiny bond. Fear the power of teh Wabba! Focus all your attack on him to KO him before he can destiny bond you because he has little speed. Faint attack and dark rush him. Use bite or dark rush on Hitmontop

to weaken him. Electricity works well on the water type Clampearl. Psybeam works well on Graveler. Medicham will go down with Psybeam as well.

~~~~~  
Go downstairs and see the bad guy erasing the computers.

~~~~~  
BATTLE!

Cipher admin EIN:  
Altaria Lvl 46  
Lanturn Lvl 47  
Huntail Lvl 47  
Golbat Lvl 48  
Raikou Lvl 40 (Shadow)

Use confuse ray to make the others persons pokemon confused right off the bat. Use faint attack on Lanturn. If you have Suicune's ice move yet hit Altaria with it. Combine your attacks on Altaria. Kill Golbat with confusion or faint attack. Use faint attack and secret power to lower Raikou's health and capture him.

~~~~~  
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 with the sludge in front of it. Talk to the kid in the upper room. Now head to the construction site. SUPPRISE! Its built! WOW! What a joint! Next on the to-do list. Vacation for the rest of your life. But you can't do that now can you. So head inside. Prepare for some hard battling so get your best pokes with you. Heal and save and continue. Head left to fight Mirabo. The pokeball haired guy of questionable orientation.

~~~~~  
Battle!

Mirabo/Mirror B:  
Loudred Lvl 46  
Ludicolo Lvl 44  
Golduck Lvl 45  
Ludicolo Lvl 45  
Sodowoodoo Lvl 35 (Shadow) Only if you missed it before. If you caught it before he will have:  
Armaldo Lvl 45

Psybeam Loudred and use Suicune's ice beam or blizzard if you have it on Ludicolo. Faint attack Golduck and ice Ludicolo. Repeat the faint attack and ice the next Ludicolo. Lastly combine all your strength against Armaldo. Fire works well.

~~~~~  
Wow you got an item from him! Go heal and save. Return and take the right door.

~~~~~  
Battle!

Dakim:  
Whiscash Lvl 46  
Fortress Lvl 45  
Flygon Lvl 46  
Claydol Lvl 46

Houndoom Lvl 47

Use fire on fortress to KO him and confuse Whiscash. If necessary use fire again or if he used protect. Shadow ball and psychic Flygon out. Blizzard works best though. Shadow ball Claydol away or use Suicune's surf. Use Suicune's surf on Houndoom.

End battle!

~~~~~  
Wow you got another ID!

Head back and save and heal.

This time go through the middle door in front of you. Tada. there are your 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

Use psychic on Muk and surf to KO Muk and hurt Seviper and Beautifly. Finish Beautifly with a psychic and use surf also so it will finish Seviper.

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

~~~~~  
Battle!

Cipher Peon Baila:

Sunflora Lvl 45 (Shadow)

Jumpluff Lvl 42

Gloom Lvl 41

Psychic Jumpluff and use surf with Suicune. The combined attacks will KO Jumpluff and weaken Sunflora. Use ice, fire or psychic on gloom. Entie, Quilava, Suicune, or Espeon will work well against it. Keep using surf to slowly weaken Sunflora. Swift from Espeon works well also. Remember you want to catch it, not kill it.

~~~~~  
Go into the room above you now.

~~~~~  
Battle!

Venus:

Wigglytuff Lvl 48

Bellosom Lvl 47

Raichu Lvl 48

Misdreavous Lvl 47

Milotic Lvl 48

Psychic and faint attack Wigglytuff. Repeat on Bellosom or break out Entie and destroy her. Repeat on Raichu. Faint attack Misdreavous and psychic it or finish any other poke that may be alive still. Combine your attacks on Milotic and finish it!



Wow! Another ID! Cool..-\_- Go back and fight the other shadow grunt.

~~~~~  
BATTLE!

Cipher peon Arton:
Delibird Lvl 45 (Shadow)
Piloswine Lvl 42
Glalie Lvl 42

Psychic Piloswine and faint attack him. Fire blast Glalie and that should KO him. A couple swifts will really lower Delibird's HP. That or one secret power. I got lucky with secret power and got Delibird to one HP and paralyzed him so that should work just as well.

~~~~~  
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.

~~~~~  
Battle!

Borugu:
Manetric Lvl 50
Pellipepper Lvl 49
Rhyhorn Lvl 50
Starme Lvl 49
Crobat Lvl 49

Quilava's dig will work wonders on Manetric and Raikou's electricity will "clip the wings" of Pellipepper. Suicune will mop up Rhyhorn with surf or you could use psychic from Espeon. Starme will go down to Ampharos or Raikou's electricity. Another good move would be faint attack on Starme because it is also psychic. Crobat goes down to psychic or electricity.

~~~~~  
YAY! The last ID!

Go plug it in! But wait! You got an Email from Kessy's Grandpa! Go back and speak to him. YAY! He gives you the master ball! The ultimate pokeball that catches any poke 100% of the time, no matter what! Save!

Go put the final ID in the slot and go through the door. HUH? A shadow grunt gets in your way.

~~~~~  
Cipher peon ???!

Shadow grunt:
Masquerain Lvl 42
Ariados Lvl 41
Heracross Lvl 45 (Shadow)

Psychic Masquerain and secret power Ariados. Psychic Ariados and secret power Heracross. Use swift and secret power to weaken Heracross for the capture. Catch it. Oh BTW. Don't use your master ball. Use conventional balls like the ultra ball. Odds are your secret power will have paralyzed it so an ultra ball should get it right away at low HP.

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.

BATTLE!

Trainer 1:
Nuzleaf Lvl 39
Graveler Lvl 42
Hariyama Lvl 42
Lombre Lvl 42

Graveler goes down to psychic and Nuzleaf will die with a faint attack or two. Beware Nuzleaf's self destruct. Hariyama will go down in Nuzleaf's SD or in a psychic from your Espeon. Whichever comes first. A psychic faint attack combo will take down Lombre.

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

~~~~~  
BATTLE!

Trainer:
Wigglytuff Lvl 43
Loudred Lvl 45

Confuse ray Loudred and psychic Wigglytuff. Loudred will go down in whatever. He is weaker than most of your pokes.

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

~~~~~  
BATTLE!

Trainer:
Quilfish Lvl 40
Octillery Lvl 39
Seadra Lvl 39
Feraligatr Lvl 40

All of these are rather weak. A good idea would be to use some dark pokemon and bring their dark bars down. Watch Feraligatr's hydro pump though.

~~~~~  
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... Wow! Finally you get to fight Jakira! Or not. She flees up an elevator... 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? \*gulp\* Guess he is...Fight him.

~~~~~  
BATTLE!

Helgonza/Gonzap:
Shiftry Lvl 53
Crawdaunt Lvl 52
Hariyama Lvl 53
Pincer Lvl 52
Skarmory Lvl 47 (Shadow)

Fire blast Shiftry and zap Crawdaunt. Hariyama goes down to a psychic and pincer in a fire move. A psychic and a Psybeam will severely weaken Skarmory for the capture. Capture it.

~~~~~  
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.

~~~~~  
BATTLE!

Bodybuilder Jomas:
Zangoose Lvl 45
Miltank Lvl 48 (Shadow)
Porygon 2 Lvl 45

Use Suicune's surf to hurt both pokes and faint attack on Zangoose. Repeat. Fighting will work well on Porygon. Swift works well to weaken Miltank.

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

Zap Sharpedo and secret power Absol to weaken it.
Kill Mightyena with a surf/secret power combo.
Capture Absol.

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

Use secret power and surf to start. The surf will severely injure Houndoom and Torcoal and the secret power will finish it. If you have leveled up your Suicune much surf will KO Houndoom. So if you have use another move on Torcoal. Mascargo goes down to a water move. Catch Houndoom.

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

Shadow ball and faint attack Craydilly to hurt it. Use secret power on Tropius to weaken and paralyze it. Catch Tropius. Vileploom goes down in a single psychic. Finish off Craydilly. Burn Cacturn or ice it.

~~~~~  
You win!  
Your pokemon will be healed now and Jakira/Nascour appears.

~~~~~  
Battle!

Jakira/Nascour:
Xatu Lvl 54
Gardivour Lvl 55

Blazikin Lvl 54
Walrain Lvl 56
Dusclops Lvl 55
Metagross Lvl 50 (Shadow)

Faint attack gardivour and use surf. Repeat. Use psychic on Blazikin or use surf. Use thunder on Walrein. Use faint attack on Dusclops added to a psychic. Confuse Metagross. Swift and secret power can safely weaken Metagross.

~~~~~  
End battle!

Then the mayor will attack you. HE'S THE BIG BAD GUY! AHHHH PSYCHOPATHIC MAYOR! KILLIM!

~~~~~  
~~~~~

BATTLE!  
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

Psychic Machamp.  
You should have leveled up Entie to at least Lvl 45 by now and lvl up and purify Tropius. Use them at the beginning and use sunny day with Entie and solar beam with Tropius if either Tyranitar, Aggron, Slaking, or Slowking are out. If your Tropius's level is above maybe 55 don't use solar beam as that will kill Tyranitar. Feel free to use it on any of the others mentioned. Or:

Use Metagross and Espeon at the beginning. Use their psychics to clear out anything but Slowking. Slayking, Machamp, Aggron, Tyranitar, and Scizor can't take too much of that.

Or use Entie on Scizor.

Basically:  
Fire blast/flamethrower Scizor.  
Psychic/blizzard/ice beam Salamence.  
Psychic Machamp.  
Psychic Slaking  
Sunny beam Aggron and Slowking.  
Catch Tyranitar.

~~~~~  
~~~~~

If you die, which you probably will, level up some and then come back. And purify some useful pokes. Metagross for example. It took we a while though. I got 78251 EXP for Metagross when I finally purified it, it took so long. Metagross loves darkness I guess.

CONGRATULATIONS! YOU BEAT THE FINAL BOSS! YOU ARE TEH GAMER! The two cops run up as do the spy kid and the buff guy. And Kessy's Grandpa also WITH HIS PIKACHU!! Looks pretty bad for the mayor. No pokemon and against 6 people. I

guess he will surrender. NOT! Come on! Have you ever seen an evil mastermind surrender? Watch the cowardly mayor do as all baddies do and flee. Crud he has his chopper and he is going to escape....Or will he. Suddenly Ho-oh comes flying in and shoots down the chopper with his trademark move, Sacred fire.

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

The end of RPG mode...

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. Go to pyrite town and talk to the first guy you see. He will offer you info on shadow pokemon if you can beat him. Kick his...>\_>..rear end...He will tell you that another trainer used a shadow pokemon. The one he tells you about depends on the G/S/C starter you picked. 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.

YAY! A new area opened up!

Head to the team snagem hideout that you blew up in the beginning! Time to finish the job! Head inside! YOU'VE GOT MAIL!

He will tell you the name of the trainer with the dark poke. There are loads of trainers to fight here. I trust you can handle them on your own by now. Find the ranger. Some of the trainers in here have dark pokemon, if you missed them before.

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.

Most of the trainers you can walk past and don't have to fight. 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
Crocanaw Lvl 30 (Shadow) *its a water type. Use a net ball*
Muk Lvl 55
Camerupt Lvl 53
~~~~~

Now head to pyrite. You will receive an Email. Now head to The under. You will receive another Email. Go talk to Nett. (The computer kid.) Now go talk to the trainer he tells you to. He will battle you:

~~~~~  
Wailord Lvl 56
Wailord Lvl 56
You know the drill.

Electricity or grass works great. Psychic will also toast them.

~~~~~  
Now he will tell you about a pokemon with the dark pokemon. Head to the shadow  
pokemon lab. EEEEE-MAAAAAAIL! Dear Strongbad! how do you type with boxing...Err  
I mean Actually its saying that the ranger is at the lab you just arrived at.  
Head inside and beat about 6 trainers before finding the blue ranger where you  
fought the admin before.

~~~~~  
Fight him.
Bayleaf Lvl 30 (Shadow)
Spoink Lvl 59
Sharpedo Lvl 60

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

Email! Read it. Head inside VIA the entrance on the left. But it won't let you!  
Shucks! Head inside normally. Remember. If ever you get stuck and can't figure  
out what to do, leave the area, go to another area, and come back and that  
should get you to the point where you can continue.

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 Helgonza/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 pkestation/colosseum head south and outside.  
Give the old man his teeth if you have them to get the L-UFO disk. 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.

~~~~~  
Mirabo/ Miror 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

Sneasle goes down to fire or fighting. Jumpluff is weak. 'Bout anything will do the trick. Use fire or psychic or something. Electrode goes down to ground.

Trainer 2 in the second entry:
Delibird Lvl 62
Marshtomp Lvl 61
Walrein Lvl 61

Delibird goes down to ice or electric and Marshtomp goes down to grass. Walrein goes down to grass or electric.

Trainer 3 in the second entry:
Azumaril Lvl 62
Medicham Lvl 62
Linoon Lvl 63
Natu Lvl 62

Azumaril goes down to electric or grass while Medicham will go down to psychic or ghost. Linoon goes down to a fighting move and Natu should be hit with ice.

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

Water is your friend here. Both Solrock and Claydol go down to surf. Flygon will go down to ice but Swampert is a bit tougher. You need to hit him with grass. Houndoom also goes down to surf.

Trainer 1 in third entry:
Machop Lvl 60
Machoke Lvl 60
Ursaring Lvl 61

Both Machop and Machoke go down to psychic. Ursaring goes down to fighting.

Trainer 2 in third entry:
Graveler Lvl 61
Wigglytuff Lvl 62
Wailmer Lvl 63
Donphan Lvl 61

Both the first go down to fighting type moves. Wailmer goes down to electric. Donphan to water or grass.

Trainer 3 in third entry:
Spinda Lvl 62
Delcatty Lvl 62
Granbull Lvl 62

Spinda goes down to whatever. Fighting or ground. Delcatty goes down to a fighting type move as does Granbull.

Venus:

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

Raichu goes under in a ground attack and Blissey will die with a fighting attack. Dusclops will die to dark or ghost and Meganium goes to a fire attack. Milotic is weak against electric.

Trainer 1 in the 4th entry:

Nuzleaf Lvl 60
Volbeat Lvl 60
Beautifly Lvl 60

Use fire on Nuzleaf and Beautifly...and Volbeat...and Jumpluff.

Trainer 2 in the 4th entry:

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

Use grass on Lanturn and fighting on Exploud. Use electric on Octillery. Use water on Lairon.

Trainer 3 in the fourth entry:

Swellow Lvl 62
Marshtomp Lvl 63
Crawdaunt Lvl 62

Swellow goes to ice or electric. Marshtomp goes to grass. Crawdaunt is weak to electric.

Admin Ein:

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

Manectric will go down to ground while Mantine is super weak against electric. Rhydon goes down to water. Gyrados is also super weak against electric. Use psychic, electric, rock, or ice against Crobat.

Trainer 1 of last entry:

Nincada Lvl 64
Horsea Lvl 63
Shuppet Lvl 63

Use fire on Nincada and dragon on Horsea. Use ghost or dark on Shuppet.

Trainer 2 in the last entry:

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

Kecleon goes down to a fighting type attack or whatever his type changes to. Misdreavous goes down to dark or ghost. Same for Kadabra. Seadra goes down to dragon or psychic.

Trainer 3 in last entry:

Mawile Lvl 66
Relicanth Lvl 67
Murkrow Lvl 68

Relicanth goes down to grass and Mawile to fire. Murkrow goes down to electric.

Deep King Agnol:

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

Girafarig goes to fighting and Sableye to dark. Hit Shedinja with any ghost, rock, fire, dark, or flying attack because these are the only thing that can hit it. Skarmory goes down to fire. Use water or fire on Shuckle till it is at low HP and snag it.

Go to different areas and you will get Emails including one that has photos of you beating up people with a shadow Togitec. Eventually you will get an Email saying to watch TV. Do so.

Head to the train town eventually and there will be...You! Fight you!

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

For this one bring out a pokemon with ground moves and one with electric. Houndoom goes to water or ground and Milotic to grass or electric. Manectric goes to ground and Gyrados to electric. Use fire on Armaldo and false swipe on Togitec. Catch Togitec.

~~~~~  
His real name is Fein. He is the master of disguise. How do you like the job he did! Your reputation is totally trashed. Mwahahahaha!

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
=====
Pikachu Lvl 10
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
Jirachi	Lvl 5

=====
8: Free battle
=====

[080]

=====
Mt Battle Vs 100
=====

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BEFORE YOU BEGIN

~+~+~+~+~+~+~+~+~+~+~

Here is where you will find anything I can think of that you should know before you attempt to beat the battle tower. First off you should probably have a GBA and a link cable. It isn't required but the pokemon available in it make it a whole lot easier to beat.

All pokemon are at level 100. As far as I can tell they have little to no EV training but may have good IVs.

You can only collect the prize tickets after you lose or quit. If you never lose or quit you will collect the accumulated tickets after you defeat the 100th trainer.

If attempting to beat Mount battle with a team of pokemon from colosseum RPG mode, make sure they are all level 95 at least.

I would advise using held items, berries, and the like to help your team in battle. For advanced players this battle tower can pose little challenge, though it may be in the later levels, but to your average player, or newbie it can be very difficult and these items will help out a lot.

REGISTERING YOUR POKEMON

You will need to register your pokemon in order for them to compete in the mount battle challenge. To do so from the title screen select "Colosseum mode." Then select "solo battle" and then "register pokemon."

To register GBA pokemon from ruby, sapphire, Fire red, or Leaf green You will need the following:

A GBA system.

One of the aforementioned games.

A GCN-GBA link cable.

Hook the link cable to your gamecubes second controller port and insert the game cart. Select "GBA pokemon" On the register screen and follow the on screen instructions.

NOTE: YOU WON'T GET HO-OH IF YOU USE GBA POKEMON! YOU CAN, HOWEVER, TRADE GBA POKEMON TO COLLOSEUM AND REGISTER THEM!

To register pokemon from the games RPG mode make sure the 6 you want to register are in your team and save in the RPG mode. Then select "Colosseum pokemon" and confirm the registration.

MAKE SURE YOU PLAY WITH THE RIGHT POKEMON!

The mount battle takes time and it wouldn't feel very good to get up to level 70 with your weak team and die after wasting 5 hours.

KNOW YOUR TYPES, THEIR STRENGTHS, AND THEIR WEAKNESSES!

It is essential to beating any hard challenge in pokemon. See the nifty type chart at [W5.1] (It is above this point)

=====

Moonlight
Confuse Ray
Toxic
Attract/Mean Look

Heracross@salac berry
Guts
Adamant nature
EVs: Attack 252 Speed 252 HP 6
Endure
Reversal
Mega Horn
Rock slide

Entie@charcoal
Pressure
Lonely Nature
EVs: attack 252 speed 252 HP 6
Flamethrower/Fireblast
Body Slam
HP Grass/Frustration/Return
Double edge

~~*~*~*~*~*~*~*~*

Custom Teams

~~*~*~*~*~*~*~*~*

Swampert@chesto berry
Torrent
Naughty nature
EVs:HP 252 Attack 252 Sp att 6
Earthquake
Ice beam
Surf
Rest

Latios@soul dew/leftovers
Levitate
Brave nature
EVs: Sp att 252 Sp def 252 HP 6
Psychic
Dragon claw
Recover
Calm mind

Blazikin@Charcoal
Blaze
Naive nature
EVs: Attack 252 Sp att 252 speed 6
Attract
Flame thrower
Bulk up
Brick break

Crobat@Poison fang
Inner focus
Modest nature
EVs: HP 252 Speed 252 Sp def 6
Confuse ray

- Spinarak

Notes:

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum pokemon team one:

- Metagross
- Heracross
- Tyranitar

Team one:

- Sceptile
- Blazikin
- Swampert

If you are using your own team:

Use the following types:

- Water
- Ground
- Electric
- Fire

~~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

Trainer 8: Hunter Ladin

~~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

- Electrike
- Vulpix
- Slakoth
- Pineco
- Shuppet
- Horsea

Notes:

Shuppet is immune to normal and fighting attacks.

Vulpix has Flash Fire making it immune to fire type attacks.

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum pokemon team one:

- Tyranitar
- Suicune
- Umbreon

Team one:

- Swampert
- Latios
- Blazikin

If you are using your own team:

Use the following types:

- Ground
- Psychic
- Dragon

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Trainer 9: Bodybuilder Rapoz

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- Dark
- Ghost

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Trainer 14: Bodybuilder Rogen

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- Magnemite
- Voltorb
- Chinchou
- Flaffy
- Plusle
- Minun

Notes: This is an electric team. Ground is immune to electric.
Beware magnemite's self destruct move.

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum team one:

- Tyranitar
- Metagross
- Umbreon

Team one:

- Swampert
- Latios
- Sceptile

If you are using your own team:

Use the following types:

- Ground
- Grass
- Rock

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Trainer 15: Guy Ardo

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- Spink
- Grimer
- Nincada
- Aron
- Luvdisk
- Houndour

Notes: Houndour is immune to psychic type attacks.
Grimer is immune to poison status
Aron is immune to poison status

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum team one:

- Tyranitar
- Metagross
- Heracross

Team one:

- Swampert
- Sceptile
- Latios

If you are using your own team:

Use the following types:

- Ground
- Grass
- Fire

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Trainer 16:Teacher Feren

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- Tentacool
- Lombre
- Staru
- Clampearl
- Corsola
- Wailmer

Notes: Corsola is immune to electric attacks
Tentacool is immune to poison status

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum team one:

- Metagross
- Suicune
- Umbreon

Team one:

- Sceptile
- Crobat
- Latios

If you are using your own team:

Use the following types:

- Grass
- Electric

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Trainer 17: Rider Maloo

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- Cacnea
- Nuzleaf
- Skiploom
- Lileep
- Gloom
- Grovyle

Notes: Gloom is immune to poison status

- Beautifly
- Dustox
- Ledian
- Ariados
- Yanma

Notes: Beautifly is immune to ground type attacks
Dustox is immune to ground type attacks
Yanma is immune to ground type attacks

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum team one:

- Tyranitar
- Metagross
- Entie

Team one:

- Crobat
- Blazikin
- Skarmory

If you are using your own team:

Use the following types:

- Ice
- Fire
- Flying

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Trainer 20: Area Leader Erben

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- Graveler
- Roselia
- Loudred
- Wobbuffet
- Delcatty
- Machoke

Notes: Roselia is immune to poison status
Loudred is immune to sound based attacks.(growl, roar, etc)

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum team one:

- Heracross
- Metagross
- Umbreon

Team one:

- Crobat
- Latios
- Blazikin

If you are using your own team:

Use the following types:

- Fighting
- Psychic
- Ghost

If you are using your own team:

Use the following types:

- Rock
- Grass
- Dark

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Trainer 43: Guy Deats

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- Remoraid
- Carvanha
- Croconaw
- Mudkip
- Pikachu
- Chinchou

Notes: Carvanha is immune to Psychic type attacks
Mudkip is immune to Electric type attacks
Chinchou is healed by Electric type attacks

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum team one:

- Umbreon
- Heracross
- Metagross

Team one:

- Swampert
- Crobat
- Sceptile

If you are using your own team:

Use the following types:

- Grass
- Ground
- Electric

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Trainer 44: Teacher Tash

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- Dunsparce
- Geodude
- Illumise
- Aron
- Sandshrew
- Lileep

Notes: Geodude is immune to Electric type attacks
Geodude is immune to one hit KOs
Illumise is immune to attract status
Aron is immune to Poison type attacks
Aron is immune to poison status
Sandshrew is immune to Electric type attacks

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum team one:

Trainer 48: Cooltrainer Rosno

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- Skiploom
- Oddish
- Bellossom
- Chikorita
- Lombre
- Cacnea

Notes: Skiploom is immune to ground type attacks
Oddish is immune to poison status

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum team one:

- Entie
- Suicune
- Umbreon

Team one:

- Crobat
- Blazikin
- Skarmory

If you are using your own team:

Use the following types:

- Flying
- Fire
- Poison

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Trainer 49: Chaser Mandev

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- Delibird
- Flaaffy
- Spoink
- Swablu
- Tentacool
- Numel

Notes: Delibird is immune to ground type attacks
Delibird is immune to sleep status
Spoink is immune to confusion status
Swablu is immune to ground type attacks
Tentacool is immune to poison status
Numel is immune to electric type attacks
Numel is immune to burn status
Numel is immune to Attracted status

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum team one:

- Suicune
- Metagross
- Umbreon

Team one:

- Swampert

Team one:

- Swampert
- Latios
- Blazikin

If you are using your own team:

Use the following types:

- Fighting
- Psychic
- Ground

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Trainer 66: Cooltrainer Dazon

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- Bellossom
- Rhydon
- Gorebyss
- Weezing
- Magnetron
- Alakazam

Notes: Rhydon is immune to Electric type attacks

Weezing is immune to Ground type attacks

Weezing is immune to poison status

Magnetron is immune to poison type attacks

Magnetron is immune to poison status

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum team one:

- Metagross
- Umbreon
- Tyranitar

Team one:

- Swampert
- Latios
- Blazikin

If you are using your own team:

Use the following types:

- Ground
- Fighting
- Psychic

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Trainer 67: Athlete Ziale

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- Cradily
- Pinsir
- Armaldo
- Miltank
- Claydol
- Wailord

- Seviper

Notes: Houndoom is immune to Psychic type attacks
Houndoom is immune to Burn Status
Claydol is immune to Electric type attacks
Claydol is immune to Ground type attacks.
Magnetron is immune to Poison type attacks
Magnetron is immune to poison status
Magnetron is immune to one hit KOs
Seviper is immune to poison status

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum team one:

- Tyranitar
- Suicune
- Heracross

Team one:

- Swampert
- Latios
- Sceptile

If you are using your own team:

Use the following types:

- Ground
- Grass
- Rock

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Trainer 73: Cooltrainer Gilly

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- Meganium
- Ninetails
- Weezing
- Sandslash
- Gardevoir
- Umbreon

Notes: Ninetails is immune to burn status
Weezing is immune to Ground type attacks
Weezing is immune to poison status
Sandslash is immune to Electric type attacks
Umbreon is immune to Psychic type attacks

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum team one:

- Suicune
- Metagross
- Tyranitar

Team one:

- Swampert
- Latios
- Blazikin

If you are using your own team:

Use the following types:

Magneton is immune to One Hit KOs
Aggron is immune to Poison type attacks
Aggron is immune to poison status
Aggron is immune to One Hit KOs

Your three pokemon should be:

If you are using my teams from the teams section:

Colosseum team one:

- Tyranitar
- Umbreon
- Suicune

Team one:

- Swampert
- Sceptile
- Skarmory

If you are using your own team:

Use the following types:

- Ground
- Rock
- Electric

MOUNT BATTLE CLEAR!

YOU HAVE BECOME A NEW LEGEND!

PRIZE TICKETS WON: 3612 tickets.

PRIZE TICKET TOTAL: 10799 tickets

Poke-Coupons:

Each 10 trainers you beat you will receive a certain amount of poke-coupons as a reward! The amounts are as follows:

Trainers beaten : pokecoupons won

ten trainers:	36 poke coupons
Twenty trainers:	72 poke coupons
Thirty trainers:	144 poke coupons
Fourty trainers:	289 poke coupons
Fifty trainers:	578 poke coupons
Sixty trainers:	1156 poke coupons
Seventy trainers:	1300 poke coupons
Eighty trainers:	1600 poke coupons
Ninety trainers:	1900 poke coupons
One hundred trainers:	2100 poke coupons

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POKE COUPON PRIZE TRADE LIST
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Prize list:

You can exchange your poke coupons for prizes.
Here are the different prizes available to you.

TM29.....Psychic
Description: A powerful Psychic attack that
may lower SP. DEF
Cost: 3,500 Poke coupons

TM13.....Ice Beam
Description: Fires an icy cold beam that may freeze the target.
Cost: 4,000 Poke Coupons

TM24.....Thunderbolt
Description: A powerful electric attack that may cause paralysis.
Cost: 4,000 Poke Coupons

TM35.....Flamethrower
Description: Looses a stream of fire that may burn the target.
Cost: 4,000 Poke Coupons

TM32.....Double Team
Description: Creates illusory copies to enhance elusiveness.

Galon Berry
Description: A hold item that raises defense in a pinch
Cost: 15,000 Poke Coupons

Salac Berry
Description: A hold item that raises Speed in a pinch
Cost: 15,000 Poke Coupons

Petaya Berry
Description: A hold item that raises Sp. ATK. in a pinch
Cost: 15,000 Poke Coupons

Apicot Berry
Description: A hold item that raises SP. DEF in a pinch
Cost: 15,000 Poke Coupons

Leftovers
Description: A hold item that gradually restores HP in battle
Cost: 10,000 Poke Coupons

Mental Herb
Description: A hold item that snaps pokemon out of infatuation.
Cost: 8,000 Poke Coupons

Focus Band
Description: A hold item that occasionally prevents fainting.
Cost: 10,000 Poke Coupons

White Herb
Description: A hold item that restores any lowered stat.
Cost: 8,000 Poke Coupons

Quick Claw

Description: A hold item that occasionally allows the first strike.

Cost: 10,000 Poke Coupons

Bright Powder

Description: A hold item that casts a glare to reduce accuracy.

Cost: 10,000 Poke Coupons

Kings Rock

Description: A hold item that May cause Flinching when the foe is hit.

Cost: 10,000 Poke Coupons

Scope Lens

Description: A hold item that raises the Critical-Hit rate.

Cost: 10,000 Poke Coupons

Choice Band

Description: A hold item that raises a move's power, but permits only that move.

Cost: 10,000 Poke Coupons

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9: Single player stadium mode
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[090]

TEAMS

For you people who are too weak minded to make your own team or simply too lazy, and want a team then fine. Here are some teams.

Definitely not my best team but its one of my favorites. You won't be winning a whole lot of battles if you play on Netbattle or something with this but its decent and I made it myself, though it ended up pretty standard.

Skarmory@Leftovers

- Drill peck
Spikes
Roar
Double team

Swampert@Chesto berry

- Rest
Ice beam
Earthquake
Surf

Blazikin@Charcoal/leftovers/black belt

- Brick break
Flame thrower
Earthquake

Tackle	1	-	-
Growl	4	-	-
Leech Seed	7	-	-
Vine Whip	10	-	-
Poison Powder	15	-	-
Sleep Powder	15	-	-
Razor Leaf	20	22	-
Sweet Scent	25	29	-
Growth	32	38	41
Synthesis	39	47	53
Solarbeam	46	56	65

TM compatibility:

Ruby/Sapphire:

05, 06, 09, 10, 11, 15, 17, 19, 21, 22, 26, 27, 32,
36, 42, 43, 44, 45, HM01, HM04, HM05, HM06

Fire Red/Leaf Green:

Base Stats: Bulbasaur	Base Stats: Ivysaur	Base Stats: Venusaur
HP: 45	HP: 60	HP: 80
Attack: 49	Attack: 62	Attack: 82
Defense: 49	Defense: 63	Defense: 83
SP. ATT: 65	SP. ATT: 80	SP. ATT: 100
SP. DEF: 65	SP. DEF: 80	SP. DEF: 100
Speed: 45	Speed: 60	Speed: 80
Max Stats: Bulbasaur	Max Stats: Ivysaur	Max Stats: Venusaur
HP: 294	HP: 324	HP: 364
Attack: 197	Attack: 223	Attack: 263
Defense: 197	Defense: 225	Defense: 265
SP. ATT: 229	SP. ATT: 259	SP. ATT: 299
SP. DEF: 229	SP. DEF: 259	SP. DEF: 299
Speed: 189	Speed: 219	Speed: 259

004 Charmander Starter in Fr/Lg
005 Charmeleon Evolve from Charmander Lvl 16
006 Charizard Evolve from Charmeleon Lvl 36

Evolution #---1-----2-----3

Type: Fire----Fire----Fire/Flying
Height: 2'00" 3'7" 5'7"
Weight: 18.7 lbs 41.9 lbs 199.5 lbs
Ability: Blaze

Evolution #---1-----2-----3

Level learned:#.....#.....#

Scratch	1	-	-
Growl	1	-	-
Ember	7	-	-
Smokescreen	13	-	-
Rage	19	20	-
Scary Face	25	27	-
Flamethrower	31	34	-
Wing Attack	-	-	36
Slash	37	41	44

Dragon Rage 43 48 54
 Fire Spin 49 55 64

TM compatibility:

Ruby/Sapphire:

01, 02, 05, 06, 10, 11, 15, 17, 21, 23, 26, 27, 28, 31, 32,
 35, 38, 40, 42, 43, 44, 45, 47, 50, HM01, HM02, HM04, HM06

Fire Red/Leaf Green:

Base Stats: Charmander	Base Stats: Charmeleon	Base Stats: Charizard
HP: 39	HP: 58	HP: 78
Attack: 52	Attack: 64	Attack: 84
Defense: 43	Defense: 58	Defense: 78
SP. ATT: 60	SP. ATT: 80	SP. ATT: 109
SP. DEF: 50	SP. DEF: 65	SP. DEF: 85
Speed: 65	Speed: 80	Speed: 100
Max Stats: Charmander	Max Stats: Charmeleon	Max Stats: Charizard
HP: 282	HP: 320	HP: 360
Attack: 203	Attack: 227	Attack: 267
Defense: 185	Defense: 215	Defense: 255
SP. ATT: 219	SP. ATT: 259	SP. ATT: 317
SP. DEF: 199	SP. DEF: 259	SP. DEF: 269
Speed: 229	Speed: 259	Speed: 299

007 Squirtle Starter in Fr/Lg
 008 Wartortle Evolve from Squirtle Lvl 16
 009 Blastoise Evolve from Wartortle Lvl 36

Evolution #---1-----2-----3

Type: Water----Water----Water
 Height: 1'8" 3'3" 5'3"
 Weight: 19.8 lbs 49.6 lbs 188.5 lbs
 Ability: Torrent

Evolution #---1-----2-----3

Level learned:#.....#.....#

Tackle	1	-	-
Tail Whip	4	-	-
Bubble	7	-	-
Withdraw	10	-	-
Water Gun	13	-	-
Bite	18	19	-
Rapid Spin	23	25	-
Protect	28	31	-
Rain Dance	33	37	42
Skull Bash	40	45	55
Hydro Pump	47	53	68

TM compatibility:

Ruby/Sapphire:

01, 03, 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 23, 26, 27,
 28, 31, 32, 42, 43, 44, 45, HM03, HM04, HM06, HM07, HM08

Fire Red/Leaf Green:

Base Stats: Squirtle		Base Stats: Wartortle		Base Stats: Blastoise	
HP:	44	HP:	59	HP:	79
Attack:	48	Attack:	63	Attack:	83
Defense:	65	Defense:	80	Defense:	100
SP. ATT:	50	SP. ATT:	65	SP. ATT:	85
SP. DEF:	64	SP. DEF:	80	SP. DEF:	105
Speed:	43	Speed:	58	Speed:	78
Max Stats: Squirtle		Max Stats: Wartortle		Max Stats: Blastoise	
HP:	292	HP:	322	HP:	362
Attack:	195	Attack:	225	Attack:	265
Defense:	229	Defense:	259	Defense:	299
SP. ATT:	199	SP. ATT:	229	SP. ATT:	269
SP. DEF:	227	SP. DEF:	259	SP. DEF:	309
Speed:	185	Speed:	215	Speed:	255

010 Caterpie Wild in Fr/Lg. More locations soon.

011 Metapod Evolve from Caterpie Lvl 7

012 Butterfree Evolve from Metapod Lvl 10

013 Weedle Wild in Fr/Lg. More locations soon.

014 Kakuna Evolve from Weedle Lvl 7

015 Beedrill Evolve From Kakuna Lvl 10

Evolution #---1-----2-----3

Type: Bug/Poison-----Bug/Poison-----Bug/Poison
 Height: 1'0" 1'12" 3'3"
 Weight: 7.1 lbs 22.0 lbs 6.0 lbs
 Ability: Shield Dust

Evolution #---1-----2-----3

Level learned:#.....#.....#

Poison Sting 1 - -
 String Shot 1 - -
 Harden - 7 -
 Fury Attack - - 10
 Focus Energy - - 15
 Twin Needle - - 20
 Rage - - 25
 Pursuit - - 30
 Pin Missile - - 35
 Agility - - 40
 Endeavor - - 45

TM compatibility:

Ruby/Sapphire:

06, 10, 11, 15, 17, 19, 21, 22, 27, 31, 32, 36, 40, 42, 43, 44, 45, 46, HM01, HM06

Fire Red/Leaf Green:

Base Stats: Weedle		Base Stats: Kakuna		Base Stats: Beedrill	
HP:	40	HP:	45	HP:	65

Attack:	35	Attack:	25	Attack:	80
Defense:	30	Defense:	50	Defense:	40
SP. ATT:	20	SP. ATT:	25	SP. ATT:	45
SP. DEF:	20	SP. DEF:	25	SP. DEF:	80
Speed:	50	Speed:	35	Speed:	75
Max Stats:	Weedle	Max Stats:	Kakuna	Max Stats:	Beedrill
HP:	284	HP:	294	HP:	334
Attack:	169	Attack:	149	Attack:	259
Defense:	159	Defense:	199	Defense:	179
SP. ATT:	139	SP. ATT:	149	SP. ATT:	189
SP. DEF:	139	SP. DEF:	149	SP. DEF:	259
Speed:	199	Speed:	169	Speed:	249

016 Pidgey Wild in Fr/Lg Routes 1, 2, 3, 5, 6, 7, 8, 12, 13, 14, 15, 25
017 Pidgeotto Evolve from Pidgey Lvl 18. Wild in Fr/Lg Route 13, 14, 15
018 Pidgeot Evolve from Pidgeotto Lvl 36

Evolution #-----1-----2-----3

Type: Normal/Flying-----Normal/Flying-----Normal/Flying
Height: 1'0" 3'7" 4'11"
Weight: 4.0 lbs 66.1 lbs 87.1 lbs
Ability: Keen Eye

Evolution #---1-----2-----3

Level learned:#.....#.....#

Tackle	1	-	-
Sand Attack	5	-	-
Gust	9	-	-
Quick Attack	13	-	-
Whirlwind	19	20	-
Wing Attack	25	27	-
Feather Dance	31	34	-
Agility	39	43	48
Mirror Move	47	52	62

TM compatibility:

Ruby/Sapphire:

06, 10, 11, 15, 17, 18, 21, 27, 32, 40, 42, 43, 44, 45, 46,
47, HM02

Fire Red/Leaf Green:

Base Stats:	Pidgey	Base Stats:	Pidgeotto	Base Stats:	Pidgeot
HP:	40	HP:	63	HP:	83
Attack:	45	Attack:	60	Attack:	80
Defense:	40	Defense:	55	Defense:	75
SP. ATT:	35	SP. ATT:	50	SP. ATT:	70
SP. DEF:	35	SP. DEF:	50	SP. DEF:	70
Speed:	56	Speed:	71	Speed:	91
Max Stats:	Pidgey	Max Stats:	Pidgeotto	Max Stats:	Pidgeot
HP:	285	HP:	330	HP:	370
Attack:	189	Attack:	219	Attack:	259
Defense:	179	Defense:	209	Defense:	249
SP. ATT:	169	SP. ATT:	199	SP. ATT:	239

SP. DEF: 169	SP. DEF: 199	SP. DEF: 239
Speed: 211	Speed: 241	Speed: 281

019 Rattata Wild in Fr/Lg on Routes 1, 2, 4, 9, 17, 18, 22
 020 Raticate Evolve Rattata Lvl 20. Wild in Fr/Lg on Routes 17 and 18

Evolution #---1-----2-----3

Type: Normal-----Normal-----N/A
 Height: 1'0" 2'4"
 Weight: 7.7 lbs 40.8 lbs
 Ability: Guts Guts
 Run Away Run Away

Evolution #---1-----2-----3

Level learned:#.....#.....#
 Tackle 1 - -
 Tail Whip 1 - -
 Quick Attack 7 - -
 Hyper Fang 13 - -
 Focus Energy 20 - -
 Scary Face - 20 -
 Pursuit 27 30 -
 Super Fang 34 40 -
 Endeavor 41 50 -

TM compatibility:

Ruby/Sapphire:

05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24, 25, 27,
 28, 30, 32, 34, 42, 43, 44, 45, 46, HM01, HM04, HM06

Fire Red/Leaf Green:

Base Stats: Rattata	Base Stats: Raticate	Base Stats: ---
HP: 30	HP: 55	HP: ---
Attack: 56	Attack: 81	Attack: ---
Defense: 35	Defense: 60	Defense: ---
SP. ATT: 25	SP. ATT: 50	SP. ATT: ---
SP. DEF: 35	SP. DEF: 70	SP. DEF: ---
Speed: 72	Speed: 97	Speed: ---
Max Stats: Rattata	Max Stats: Raticate	Max Stats: ---
HP: 264	HP: 314	HP: ---
Attack: 211	Attack: 261	Attack: ---
Defense: 169	Defense: 219	Defense: ---
SP. ATT: 149	SP. ATT: 199	SP. ATT: ---
SP. DEF: 169	SP. DEF: 239	SP. DEF: ---
Speed: 243	Speed: 293	Speed: ---

021 Spearow Wild in Fr/Lg on routes 3, 4, 9, 10, 11, 17, 18, 22, 23
 022 Fearow Evolve From Spearow Lvl 20. Wild in Fr/Lg on Routes 17, 18, 23

Evolution #-----1-----2-----3

Type: Normal/Flying-----Normal/Flying-----N/A

Height: 1'0" 3'11"
 Weight: 4.4 lbs 83.3 lbs
 Ability: Keen Eyes Keen Eyes

Evolution #---1-----2-----3
 Level learned:#.....#.....#
 Peck 1 - -
 Growl 1 - -
 Leer 7 - -
 Fury Attack 13 - -
 Pursuit 19 26 -
 Aerial Ace 25 - -
 Mirror Move 31 32 -
 Drill Peck 37 40 -
 Agility 43 47 -

TM compatibility:

Ruby/Sapphire:

06, 10, 11, 15, 17, 18, 21, 27, 32, 40, 42, 43, 44, 45, 46,
 47, HM02

Fire Red/Leaf Green:

Base Stats: Spearow		Base Stats: Fearow		Base Stats: ---	
HP:	40	HP:	65	HP:	---
Attack:	60	Attack:	90	Attack:	---
Defense:	30	Defense:	65	Defense:	---
SP. ATT:	31	SP. ATT:	61	SP. ATT:	---
SP. DEF:	31	SP. DEF:	61	SP. DEF:	---
Speed:	70	Speed:	100	Speed:	---
Max Stats: Spearow		Max Stats: Fearow		Max Stats: ---	
HP:	284	HP:	334	HP:	---
Attack:	219	Attack:	279	Attack:	---
Defense:	159	Defense:	229	Defense:	---
SP. ATT:	161	SP. ATT:	221	SP. ATT:	---
SP. DEF:	161	SP. DEF:	221	SP. DEF:	---
Speed:	239	Speed:	299	Speed:	---

023 Ekans Wild in Fire Red on Routes 4, 8, 9, 10, 11, 22, 23,

024 Arbok Evolve Ekans Lvl 22. Wild in Fire Red Routes 22, 23

Evolution #----1-----2-----3

Type: Poison-----Poison-----N/A

Height: 6'7" 11'6"
 Weight: 15.2 lbs 143.3 lbs
 Ability: Shed Skin Shed Skin
 Intimidate Intimidate

Evolution #---1-----2-----3
 Level learned:#.....#.....#
 Wrap 1 - -
 Leer 1 - -
 Poison Sting 8 - -
 Bite 13 - -
 Glare 20 - -

Screech	25	28	-
Acid	32	38	-
Stockpile	37	46	-
Swallow	37	46	-
Spit Up	37	46	-
Haze	44	56	-

TM compatibility:

Ruby/Sapphire:

06, 10, 11, 15, 17, 18, 19, 21, 23, 26, 27, 28, 32, 36, 41, 42, 43, 44, 45, 46, 49, HM04

Fire Red/Leaf Green:

Base Stats: Ekans	Base Stats: Arbok	Base Stats: ---
HP: 35	HP: 60	HP: ---
Attack: 60	Attack: 85	Attack: ---
Defense: 44	Defense: 69	Defense: ---
SP. ATT: 40	SP. ATT: 65	SP. ATT: ---
SP. DEF: 54	SP. DEF: 79	SP. DEF: ---
Speed: 55	Speed: 80	Speed: ---
Max Stats: Ekans	Max Stats: Arbok	Max Stats: ---
HP: 274	HP: 324	HP: ---
Attack: 219	Attack: 269	Attack: ---
Defense: 187	Defense: 237	Defense: ---
SP. ATT: 179	SP. ATT: 229	SP. ATT: ---
SP. DEF: 207	SP. DEF: 257	SP. DEF: ---
Speed: 209	Speed: 259	Speed: ---

025 Pikachu Evolve Pichu (happy.) Wild in Fr/Lg at P.Plant, V.Forest
026 Raichu Evolve Pikachu (Thunder Stone)

Evolution #-----1-----2-----3

Type: Electric-----Electric-----N/A
Height: 1'4" 2'7"
Weight: 13.0 lbs 66.0 lbs
Ability: Static Static

Evolution #---1-----2-----3

Level learned:#.....#.....#

Thundershock	1	-	-
Growl	1	-	-
Tail Whip	6	-	-
Thunder Wave	8	-	-
Quick Attack	11	-	-
Double Team	15	-	-
Slam	20	-	-
Thunderbolt	26	-	-
Agility	33	-	-
Thunder	41	-	-
Light Screen	50	-	-

TM compatibility:

Ruby/Sapphire:

01, 06, 10, 15, 16, 17, 18, 21, 23, 24, 25, 27, 28, 31, 32,
34, 42, 43, 44, 45, 46, HM04, HM05, HM06

Fire Red/Leaf Green:

Base Stats: Pikachu		Base Stats: Raichu		Base Stats: ---	
HP:	35	HP:	60	HP:	---
Attack:	55	Attack:	90	Attack:	---
Defense:	30	Defense:	55	Defense:	---
SP. ATT:	50	SP. ATT:	90	SP. ATT:	---
SP. DEF:	40	SP. DEF:	80	SP. DEF:	---
Speed:	90	Speed:	100	Speed:	---
Max Stats: Pikachu		Max Stats: Raichu		Max Stats: ---	
HP:	274	HP:	324	HP:	---
Attack:	209	Attack:	279	Attack:	---
Defense:	159	Defense:	209	Defense:	---
SP. ATT:	199	SP. ATT:	279	SP. ATT:	---
SP. DEF:	179	SP. DEF:	259	SP. DEF:	---
Speed:	279	Speed:	299	Speed:	---

027 Sandshrew Wild in Lg on routes 4, 8, 9, 10, 11, 12, 23

028 Sandslash Evolve from Sandshrew Lvl 22. Wild in Lg on Route 23, V. road

Evolution #----1-----2-----3

Type: Ground-----Ground-----N/A
Height: 2'0" 3'3"
Weight: 26 lbs 65 lbs
Ability: Sand veil Sand Veil

Evolution #---1-----2-----3

Level learned:#.....#.....#

Scratch	1	-	-
Defense Curl	6	-	-
Sand Attack	11	-	-
Poison Sting	17	17	-
Slash	23	24	-
Swift	30	33	-
Fury Swipes	37	42	-
Sand Tomb	45	52	-
Sandstorm	53	62	-

TM compatibility:

Ruby/Sapphire:

01, 06, 10, 11, 17, 21, 23, 26, 27, 28, 31, 32, 37, 39, 40,
42, 43, 44, 45, 46, HM01, HM04, HM06

Fire Red/Leaf Green:

Base Stats: Sandshrew		Base Stats: Sandslash		Base Stats: ---	
HP:	50	HP:	75	HP:	---
Attack:	75	Attack:	100	Attack:	---
Defense:	85	Defense:	110	Defense:	---
SP. ATT:	20	SP. ATT:	45	SP. ATT:	---

SP. DEF: 30	SP. DEF: 55	SP. DEF: ---
Speed: 40	Speed: 65	Speed: ---

Max Stats: Sandshrew	Max Stats: Sandslash	Max Stats: ---
HP: 304	HP: 354	HP: ---
Attack: 249	Attack: 299	Attack: ---
Defense: 269	Defense: 319	Defense: ---
SP. ATT: 139	SP. ATT: 189	SP. ATT: ---
SP. DEF: 159	SP. DEF: 209	SP. DEF: ---
Speed: 179	Speed: 229	Speed: ---

029 Nidoran (F) Wild in Fr/Lg on route 3
030 Nidorina Evolve from Nidoran (F) Lvl 16.
031 Nidoqueen Evolve from Nidorina (Moon Stone)

Evolution #---1-----2-----3

Type: Poison-----Poison-----Poison
Height: 1'4" 2'7" 4'3"
Weight: 15.4 lbs 44.1 lbs 132.3 lbs
Ability: Poison Point Poison Point Poison Point

Evolution #---1-----2-----3

Level learned:#.....#.....#

Growl	1	-	-
Scratch	1	-	-
Tail Whip	8	-	-
Double Kick	12	-	-
Poison Sting	17	18	-
Bite	20	22	-
Body Slam	-	-	23
Helping Hand	23	26	-
Fury Swipes	30	34	-
Flatter	38	43	-
Crunch	47	53	-

TM compatibility:

Ruby/Sapphire:

01, 03, 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24,
25, 26, 27, 28, 30, 31, 32, 34, 35, 36, 37, 38, 39, 40, 41,
42, 43, 44, 45, 46, HM01, HM03, HM04, HM06

Fire Red/Leaf Green:

Base Stats: Nidoran (F)	Base Stats: Nidorina	Base Stats: Nidoqueen
HP: 55	HP: 70	HP: 90
Attack: 47	Attack: 62	Attack: 82
Defence: 52	Defence: 67	Defence: 87
SP. ATT: 40	SP. ATT: 55	SP. ATT: 75
SP. DEF: 40	SP. DEF: 55	SP. DEF: 85
Speed: 41	Speed: 56	Speed: 76
Max Stats: Nidoran (F)	Max Stats: Nidorina	Max Stats: Nidoqueen
HP: 314	HP: 344	HP: 384
Attack: 193	Attack: 223	Attack: 263
Defence: 203	Defence: 233	Defence: 273

SP. ATT: 179	SP. ATT: 209	SP. ATT: 249
SP. DEF: 179	SP. DEF: 209	SP. DEF: 269
Speed: 181	Speed: 211	Speed: 251

029 Nidoran (M) Wild in Fr/Lg on route 3
030 Nidorino Evolve from Nidoran (M) Lvl 16.
031 Nidoking Evolve from Nidorino (Moon Stone)

Evolution #---1-----2-----3

Type:	Poison-----Poison-----Poison
Height:	1'8" 2'11" 4'7"
Weight:	19.8 lbs 43.1 lbs 136.7 lbs
Ability:	Poison Point Poison Point Poison Point

Evolution #---1-----2-----3

Level learned:#.....#.....#

Leer	1	-	-
Peck	1	-	-
Focus Energy	8	-	-
Double Kick	12	-	-
Poison Sting	17	18	-
Horn Attack	20	22	-
Thrash	-	-	23
Helping Hand	23	26	-
Fury Swipes	30	34	-
Flatter	38	43	-
Crunch	47	53	-

TM compatibility:

Ruby/Sapphire:

01, 03, 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24,
25, 26, 27, 28, 30, 31, 32, 34, 35, 36, 37, 38, 39, 41, 42,
43, 44, 45, 46, HM01, HM03, HM04, HM06

Fire Red/Leaf Green:

Base Stats: Nidoran (M)	Base Stats: Nidorino	Base Stats: Nidoking
HP: 46	HP: 61	HP: 81
Attack: 57	Attack: 72	Attack: 92
Defence: 40	Defence: 57	Defence: 77
SP. ATT: 40	SP. ATT: 55	SP. ATT: 85
SP. DEF: 40	SP. DEF: 55	SP. DEF: 75
Speed: 50	Speed: 65	Speed: 85
Max Stats: Nidoran (M)	Max Stats: Nidorino	Max Stats: Nidoking
HP: 296	HP: 326	HP: 366
Attack: 213	Attack: 243	Attack: 283
Defence: 179	Defence: 213	Defence: 253
SP. ATT: 179	SP. ATT: 209	SP. ATT: 269
SP. DEF: 179	SP. DEF: 209	SP. DEF: 249
Speed: 199	Speed: 229	Speed: 269

035 Clefairy Evolve From Cleffa (Happy) Wild in Fr/Lg on Mt. moon
036 Clafable Evolve from Clafairy (Moonstone)

Evolution #---1-----2-----3

Type: Normal-----Normal-----N/A
Height: 2'0" 4'3"
Weight: 16.5 lbs 88.2 lbs
Ability: Cute Charm Cute Charm

Evolution #---1-----2-----3

Level learned:#.....#.....#

Pound 1 - -
Growl 1 - -
Encore 5 ? -
Sing 9 ? -
Follow me 17 ? -
Minimize 21 ? -
Defence curl 25 ? -
Metronome 29 ? -
Cosmic Power 33 ? -
Moonlight 37 ? -
Light Screen 41 ? -
Meteor Mash 45 ? -

TM compatibility:

Ruby/Sapphire:

01, 03, 04, 06, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22,
23, 24, 25, 27, 28, 29, 30, 31, 32, 33, 34, 35, 38, 42, 43,
44, 45, 49, HM04, HM05

Fire Red/Leaf Green:

Base Stats: Clefairy		Base Stats: Clafable		Base Stats: ---	
HP:	70	HP:	95	HP:	---
Attack:	45	Attack:	70	Attack:	---
Defence:	48	Defence:	73	Defence:	---
SP. ATT:	60	SP. ATT:	85	SP. ATT:	---
SP. DEF:	65	SP. DEF:	90	SP. DEF:	---
Speed:	35	Speed:	60	Speed:	---
Max Stats: Clefairy		Max Stats: Clafable		Max Stats: ---	
HP:	344	HP:	394	HP:	---
Attack:	189	Attack:	239	Attack:	---
Defence:	195	Defence:	245	Defence:	---
SP. ATT:	219	SP. ATT:	269	SP. ATT:	---
SP. DEF:	229	SP. DEF:	279	SP. DEF:	---
Speed:	169	Speed:	219	Speed:	---

037 Vulpix Wild in Leaf Green on Routes 7, 8. Wild in Ru/Sa on Mt Pyre.
038 Ninetales Evolve Vulpix (Fire Stone)

Evolution #---1-----2-----3

Type: Fire-----Fire-----N/A
Height: 2'0" 3'7"
Weight: 22 lbs 44 lbs
Ability: Flash Fire Flash Fire

Evolution #---1-----2-----3
 Level learned:#.....#.....#
 Ember 1 - -
 Tail Whip 5 - -
 Raor 9 - -
 Quick Attack 13 - -
 Will-O-Wisp 17 - -
 Confuse Ray 21 - -
 Imprison 25 - -
 Flamethrower 29 33 -
 Safeguard 33 39 -
 Grusge 37 44 -
 Fire Spin 41 52 -

TM compatibility:

Ruby/Sapphire:

05, 06, 10, 11, 15, 17, 20, 21, 23, 27, 28, 32, 33, 35, 38,
 42, 43, 44, 45, 50

Fire Red/Leaf Green:

Base Stats: Vulpix	Base Stats: Ninetales	Base Stats: ---
HP: 38	HP: 73	HP: ---
Attack: 41	Attack: 76	Attack: ---
Defence: 40	Defence: 75	Defence: ---
SP. ATT: 50	SP. ATT: 81	SP. ATT: ---
SP. DEF: 65	SP. DEF: 100	SP. DEF: ---
Speed: 65	Speed: 100	Speed: ---

Max Stats: Vulpix	Max Stats: Ninetales	Max Stats: ---
HP: 280	HP: 350	HP: ---
Attack: 181	Attack: 251	Attack: ---
Defence: 179	Defence: 249	Defence: ---
SP. ATT: 199	SP. ATT: 261	SP. ATT: ---
SP. DEF: 229	SP. DEF: 299	SP. DEF: ---
Speed: 229	Speed: 299	Speed: ---

039 Jigglypuff Evolve from Igglybuff (happy) Wild in Fr/Lg Route 3.
 Wild in Ru/Sa Route 115

040 Wigglytuff Evolve From Jigglypuff (Moon Stone)

Evolution #---1-----2-----3

Type: Normal-----Normal-----N/A

Height: 1'8" 3'3"

Weight: 12.1 lbs 26.5 lbs

Ability: Cute Charm Cute Charm

Evolution #---1-----2-----3

Level learned:#.....#.....#

Sing 1 - -
 Defense Curl 4 - -
 Pound 9 - -
 Disable 14 - -
 Rollout 19 - -
 Double Slap 24 - -
 Rest 29 32 -

Body Slam 34 39 -
Mimic 39 45 -
Hyper Voice 44 51 -
Double Edge 49 57 -

TM compatibility:

Ruby/Sapphire:

01, 03, 06, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 24,
25, 27, 28, 29, 30, 31, 32, 33, 34, 35, 38, 42, 43, 44, 45,
HM04, HM05

Fire Red/Leaf Green:

Base Stats: Jigglypuff	Base Stats: Wigglytuff	Base Stats: ---
HP: 115	HP: 140	HP: ---
Attack: 45	Attack: 70	Attack: ---
Defence: 20	Defence: 45	Defence: ---
SP. ATT: 45	SP. ATT: 75	SP. ATT: ---
SP. DEF: 25	SP. DEF: 50	SP. DEF: ---
Speed: 20	Speed: 45	Speed: ---
Max Stats: Jigglypuff	Max Stats: Wigglytuff	Max Stats: ---
HP: 434	HP: 484	HP: ---
Attack: 189	Attack: 239	Attack: ---
Defence: 139	Defence: 189	Defence: ---
SP. ATT: 189	SP. ATT: 249	SP. ATT: ---
SP. DEF: 149	SP. DEF: 199	SP. DEF: ---
Speed: 139	Speed: 189	Speed: ---

041 Zubat Wild in Ru/Sa in Granite Cave, Meteor Falls, Victory road.
Wild in Fr/Lg Ice Cave, Mt Moon, Rock Tunnel.

042 Golbat Evolve Zubat Lvl 22. Wild in Ru/Sa in Granite Cave,
Victory Road, Shoal Cave.
Wild in Fr/Lg Mt. Moon, Victory Road, Rock Tunnel,

Evolution #-----1-----2-----3

Type: Poison/Flying-----Poison/Flying-----N/A
Height: 2'7" 5'3"
Weight: 16.5 lbs 121.2 lbs
Ability: Inner Focus Inner Focus

Evolution #---1-----2-----3

Level learned:#.....#.....#

Leech Life 1 - -
Supersonic 7 - -
Astonish 12 - -
Bite 16 17 -
Wing attack 21 22 -
Confuse Ray 25 28 -
Air Cutter 32 35 -
Mean Look 36 42 -
Poison Fang 41 49 -
Haze 46 56 -

TM compatibility:

Ruby/Sapphire:

06, 10, 11, 12, 15, 17, 18, 19, 21, 27, 30, 32, 36, 40, 41,
42, 43, 44, 45, 46, 47, 49

Fire Red/Leaf Green:

Base Stats: Zubat	Base Stats: Golbat	Base Stats: ---
HP: 40	HP: 75	HP: ---
Attack: 45	Attack: 80	Attack: ---
Defence: 35	Defence: 70	Defence: ---
SP. ATT: 30	SP. ATT: 65	SP. ATT: ---
SP. DEF: 40	SP. DEF: 75	SP. DEF: ---
Speed: 55	Speed: 90	Speed: ---
Max Stats: Zubat	Max Stats: Golbat	Max Stats: ---
HP: 284	HP: 354	HP: ---
Attack: 189	Attack: 259	Attack: ---
Defence: 169	Defence: 239	Defence: ---
SP. ATT: 159	SP. ATT: 229	SP. ATT: ---
SP. DEF: 179	SP. DEF: 249	SP. DEF: ---
Speed: 209	Speed: 279	Speed: ---

043 Oddish Wild in Ru/Sa Routes 110, 117, 119, 120, 121, 123.
Wild in Fr/Lg Routes 5, 6, 7, 12, 13, 14, 15, 24, 25

044 Gloom Evolve From Oddish Lvl 21. Wild in Ru/Sa Routes 121, 123.
Wild in Fr/Lg Routes 12, 13, 14, 15

045 Vileplume Evolve Gloom (Leaf Stone)

Evolution #-----1-----2-----3

Type:	Poison/Grass	Poison/Grass	Poison/Grass
Height:	1'8"	2'7"	3'11"
Weight:	11.9 lbs	19 lbs	41 lbs
Ability:	Chlorophyll	Chlorophyll	Chlorophyll

Evolution #---1-----2-----3

Level learned:#.....#.....#

Absorb	1	-	-
Sweet scent	7	-	-
Poison Powder	14	-	-
Stun Spore	16	17	-
Sleep Powder	18	19	-
Acid	23	24	-
Moonlight	32	35	-
Petal Dance	39	44	52

TM compatibility:

Ruby/Sapphire:

06, 09, 10, 11, 15, 17, 19, 21, 22, 27, 32, 36, 42, 43, 44,
45, HM01, HM05

Fire Red/Leaf Green:

Base Stats: Oddish	Base Stats: Gloom	Base Stats: Vileplume
HP: 45	HP: 60	HP: 75
Attack: 50	Attack: 65	Attack: 80

Defence: 55	Defence: 70	Defence: 85
SP. ATT: 75	SP. ATT: 85	SP. ATT: 100
SP. DEF: 65	SP. DEF: 75	SP. DEF: 90
Speed: 30	Speed: 40	Speed: 50
Max Stats: Oddish	Max Stats: Gloom	Max Stats: Vileplume
HP: 294	HP: 324	HP: 354
Attack: 50	Attack: 229	Attack: 259
Defence: 55	Defence: 239	Defence: 269
SP. ATT: 75	SP. ATT: 269	SP. ATT: 299
SP. DEF: 65	SP. DEF: 249	SP. DEF: 279
Speed: 159	Speed: 179	Speed: 199

046 Paras Wild in Fr/Lg in Mount Moon.
047 Parasect Evolve Paras Lvl 24. Wild in Fr/Lg In Safari Zone.

Evolution #----1-----2-----3

Type: Bug/Grass----Bug/Grass-----N/A
Height: 1'0" 3'3"
Weight: 11.9 lbs 65.0 lbs
Ability: Effect Spore Effect Spore

Evolution #---1-----2-----3

Level learned:#.....#.....#

Scratch	1	-	-
Stun Spore	7	-	-
Poisonpowder	13	-	-
Leech Life	19	-	-
Spore	25	27	-
Slash	31	35	-
Growth	37	42	-
Giga Drain	43	51	-
Aromatherapy	49	59	-

TM compatibility:

Ruby/Sapphire:

06, 09, 10, 11, 15, 17, 19, 21, 22, 27, 28, 32, 36, 40, 42,
43, 44, 45, 46, HM01, HM05, HM06

Fire Red/Leaf Green:

Base Stats: Paras	Base Stats: Parasect	Base Stats: ---
HP: 35	HP: 60	HP: ---
Attack: 70	Attack: 95	Attack: ---
Defence: 55	Defence: 80	Defence: ---
SP. ATT: 45	SP. ATT: 60	SP. ATT: ---
SP. DEF: 55	SP. DEF: 80	SP. DEF: ---
Speed: 25	Speed: 30	Speed: ---
Max Stats: Paras	Max Stats: Parasect	Max Stats: ---
HP: 274	HP: 324	HP: ---
Attack: 239	Attack: 289	Attack: ---
Defence: 209	Defence: 259	Defence: ---
SP. ATT: 189	SP. ATT: 219	SP. ATT: ---
SP. DEF: 209	SP. DEF: 259	SP. DEF: ---
Speed: 149	Speed: 159	Speed: ---

048 Venonat Wild in Fr/Lg Routes 12, 13, 14, 15
 049 Venomoth Evolve Venonat Lvl 31 Wild in Fr/Lg in Safari Zone.

Evolution #-----1-----2-----3

Type: Poison/Bug-----Poison/Bug-----N/A
 Height: 3'3" 4'11"
 Weight: 66.1 lbs 27.6 lbs
 Ability: Compound Eyes Compound Eyes

Evolution #---1-----2-----3

Level learned:#.....#.....#

Tackle	1	-	-
Disable	1	-	-
Foresight	1	-	-
Supersonic	9	-	-
Confusion	17	-	-
Poisonpowder	20	-	-
Leech Life	25	-	-
Stun Spore	28	-	-
Gust	-	31	-
Psy beam	33	36	-
Sleep Powder	36	42	-
Psychic	41	52	-

TM compatibility:

Ruby/Sapphire:

06, 10, 11, 15, 17, 19, 21, 22, 27, 29, 32, 36, 40, 42, 43,
 44, 45, 46, 48, HM05

Fire Red/Leaf Green:

Base Stats: Venonat	Base Stats: Venomoth	Base Stats: ---
HP: 60	HP: 70	HP: ---
Attack: 55	Attack: 65	Attack: ---
Defence: 50	Defence: 60	Defence: ---
SP. ATT: 40	SP. ATT: 90	SP. ATT: ---
SP. DEF: 55	SP. DEF: 75	SP. DEF: ---
Speed: 45	Speed: 90	Speed: ---
Max Stats: Venonat	Max Stats: Venomoth	Max Stats: ---
HP: 324	HP: 344	HP: ---
Attack: 209	Attack: 229	Attack: ---
Defence: 199	Defence: 219	Defence: ---
SP. ATT: 179	SP. ATT: 279	SP. ATT: ---
SP. DEF: 209	SP. DEF: 249	SP. DEF: ---
Speed: 189	Speed: 279	Speed: ---

050 Diglett Wild in Fr/Lg in Diglett's tunnel
 051 Dugtrio Evolve Diglett Lvl 26. Wild in Fr/Lg in Diglett's tunnel.

Evolution #-----1-----2-----3

Type: Ground----- Ground-----N/A
 Height: 0'8" 2'4"
 Weight: 1.8 lbs 73.4 lbs
 Ability: Sand Veil Sand Veil
 Arena Trap Arena Trap

Evolution #---1-----2-----3

Level learned:#.....#.....#

Scratch	1	-	-
Sand attack	1	-	-
Growl	5	-	-
Magnitude	9	-	-
Dig	17	-	-
Mud Slap	25	-	-
Slash	33	38	-
Earthquake	41	51	-
Fissure	49	64	-
Sand Tomb	-	26	-

TM compatibility:

Ruby/Sapphire:

06, 10, 11, 15, 17, 21, 26, 27, 28, 32, 36, 39, 40, 42, 43,
 44, 45, 46, HM01, HM06

Fire Red/Leaf Green:

Base Stats: Diglett	Base Stats: Dugtrio	Base Stats: ---
HP: 10	HP: 35	HP: ---
Attack: 55	Attack: 80	Attack: ---
Defence: 25	Defence: 50	Defence: ---
SP. ATT: 35	SP. ATT: 50	SP. ATT: ---
SP. DEF: 45	SP. DEF: 70	SP. DEF: ---
Speed: 95	Speed: 120	Speed: ---
Max Stats: Diglett	Max Stats: Dugtrio	Max Stats: ---
HP: 224	HP: 274	HP: ---
Attack: 209	Attack: 259	Attack: ---
Defence: 149	Defence: 199	Defence: ---
SP. ATT: 169	SP. ATT: 199	SP. ATT: ---
SP. DEF: 189	SP. DEF: 239	SP. DEF: ---
Speed: 289	Speed: 339	Speed: ---

052 Meowth Wild in Fr/Lg Routes 5, 6, 7, 8.

053 Persian Evolve From Meowth Lvl 28.

Evolution #---1-----2-----3

Type: Normal-----Normal-----N/A

Height: 1'4" 3'3"
 Weight: 9.3 lbs 70.5 lbs
 Ability: Pickup Limber

Evolution #---1-----2-----3

Level learned:#.....#.....#

Scratch	1	-	-
Growl	1	-	-

Bite	11	-	-
Pay Day	20	-	-
Faint Attack	28	29	-
Screech	35	38	-
Fury Swipes	41	46	-
Slash	46	53	-
Fake out	50	59	-

TM compatibility:

Ruby/Sapphire:

03, 05, 06, 10, 11, 12, 15, 17, 18, 21, 23, 24, 25, 27, 28, 30, 32, 34, 40, 41, 42, 43, 44, 45, 46, 49, HM01, HM05

Fire Red/Leaf Green:

Base Stats: Meowth	Base Stats: Persian	Base Stats: ---
HP: 40	HP: 65	HP: ---
Attack: 45	Attack: 70	Attack: ---
Defence: 35	Defence: 60	Defence: ---
SP. ATT: 40	SP. ATT: 65	SP. ATT: ---
SP. DEF: 40	SP. DEF: 65	SP. DEF: ---
Speed: 90	Speed: 115	Speed: ---
Max Stats: Meowth	Max Stats: Persian	Max Stats: ---
HP: 284	HP: 334	HP: ---
Attack: 189	Attack: 239	Attack: ---
Defence: 169	Defence: 219	Defence: ---
SP. ATT: 179	SP. ATT: 229	SP. ATT: ---
SP. DEF: 179	SP. DEF: 229	SP. DEF: ---
Speed: 279	Speed: 329	Speed: ---

054 Psyduck Wild in Fire Red Routes 23, 22, 24, 25, 4, 21, 20, 19, 14, 13, 12, 11, 10, 8, 6, Safari zone.

055 Golduck Evolve From Psyduck Lvl 33

Evolution #-----1-----2-----3

Type:	Water/Psychic-----Water/Psychic-----N/A
Height:	2'7" 5'7"
Weight:	43.2 lbs 168.9 lbs
Ability:	Damp/Cloud Nine

Evolution #---1-----2-----3

Level learned:#.....#.....#

Water Sport	1	-	-
Scratch	1	-	-
Tail Whip	5	-	-
Disable	10	-	-
Confusion	16	18	-
Screech	23	29	-
Psych Up	31	35	-
Fury Swipes	40	44	-
Hydro Pump	50	58	-

TM compatibility:

Ruby/Sapphire:

01, 03, 04, 06, 07, 10, 13, 14, 15, 17, 18, 21, 23, 27, 28,
31, 32, 40, 42, 43, 44, 45, HM03, HM04, HM05, HM06, HM07, HM08

Fire Red/Leaf Green:

Base Stats: Psyduck	Base Stats: Golduck	Base Stats: ---	
HP: 50	HP: 80	HP: ---	
Attack: 52	Attack: 82	Attack: ---	
Defence: 48	Defence: 78	Defence: ---	
SP. ATT: 65	SP. ATT: 95	SP. ATT: ---	
SP. DEF: 50	SP. DEF: 80	SP. DEF: ---	
Speed: 55	Speed: 85	Speed: ---	
Max Stats: Psyduck	Max Stats: Golduck	Max Stats: ---	
HP: 304	HP: 364	HP: ---	
Attack: 203	Attack: 263	Attack: ---	
Defence: 195	Defence: 255	Defence: ---	
SP. ATT: 229	SP. ATT: 289	SP. ATT: ---	
SP. DEF: 199	SP. DEF: 259	SP. DEF: ---	
Speed: 209	Speed: 269	Speed: ---	

056 Mankey Wild on Route 3, 4, 22, 23, Rock tunnel and Victory Road.

057 Primeape Evolve From mankey Lvl 28. Wild on Route 23, Victory Road.

Evolution #-----1-----2-----3

Type: Fighting-----Fighting-----N/A
Height: 1'9" 3'3"
Weight: 61.7 lbs 70.5 lbs
Ability: Vital Spirit Vital Spirit

Evolution #---1-----2-----3

Level learned:#.....#.....#

Scratch	1	-	-
Leer	1	-	-
Low Kick	9	-	-
Karate Chop	15	-	-
Fury Swipes	21	-	-
Focus Energy	27	-	-
Rage	-	28	-
Seismic Toss	33	36	-
Cross Chop	39	45	-
Screech	45	54	-
Thrash	51	63	-

TM compatibility:

Ruby/Sapphire:

01, 06, 08, 10, 11, 12, 15, 17, 18, 21, 23, 24, 25, 26, 27,
28, 31, 32, 39, 40, 42, 43, 44, 45, 46, 50, HM04, HM06

Fire Red/Leaf Green:

Base Stats: Mankey	Base Stats: Primeape	Base Stats: ---	
--------------------	----------------------	-----------------	--

HP:	40	HP:	65	HP:	---
Attack:	80	Attack:	105	Attack:	---
Defence:	35	Defence:	60	Defence:	---
SP. ATT:	35	SP. ATT:	60	SP. ATT:	---
SP. DEF:	45	SP. DEF:	70	SP. DEF:	---
Speed:	70	Speed:	95	Speed:	---
Max Stats:	Mankey	Max Stats:	Primeape	Max Stats:	---
HP:	284	HP:	334	HP:	---
Attack:	259	Attack:	309	Attack:	---
Defence:	169	Defence:	219	Defence:	---
SP. ATT:	169	SP. ATT:	219	SP. ATT:	---
SP. DEF:	189	SP. DEF:	239	SP. DEF:	---
Speed:	239	Speed:	289	Speed:	---

058 Growlithe Growlithe Wild in Fire Red Routes 6 and 8.
059 Arcanine Evolve Growlithe (fire stone)

Evolution #-----1-----2-----3

Type: Fire-----Fire-----N/A
Height: 2'4" 6'3"
Weight: 49.1 lbs 341.7 lbs
Ability: Flash Fire Flash Fire

Evolution #---1-----2-----3

Level learned:#.....#.....#

Bite	1	-	-
Roar	1	-	-
Ember	7	-	-
Leer	13	-	-
Odor Sleuth	19	-	-
Take Down	25	-	-
Flame Wheel	31	-	-
Helping Hand	37	-	-
Agility	43	-	-
Flamethrower	49	-	-
Extremespeed	-	49	-

TM compatibility:

Ruby/Sapphire:

05, 06, 10, 11, 15, 17, 21, 23, 27, 28, 32, 35, 38, 40, 42,
43, 44, 45, 46, 50, HM04, HM06

Fire Red/Leaf Green:

Ruby/Sapphire:

05, 06, 10, 11, 15, 17, 21, 23, 27, 28, 32, 35, 38, 40, 42,
43, 44, 45, 46, 50, HM04, HM06

Base Stats:	Growlithe	Base Stats:	Arcanine	Base Stats:	---
HP:	55	HP:	90	HP:	---
Attack:	70	Attack:	110	Attack:	---
Defence:	45	Defence:	80	Defence:	---
SP. ATT:	70	SP. ATT:	100	SP. ATT:	---

SP. DEF: 50	SP. DEF: 95	SP. DEF: ---	
Speed: 60	Speed: 95	Speed: ---	
Max Stats: Growlithe	Max Stats: Arcanine	Max Stats: ---	
HP: 314	HP: 384	HP: ---	
Attack: 239	Attack: 319	Attack: ---	
Defence: 189	Defence: 259	Defence: ---	
SP. ATT: 239	SP. ATT: 299	SP. ATT: ---	
SP. DEF: 199	SP. DEF: 259	SP. DEF: ---	
Speed: 219	Speed: 289	Speed: ---	

060 Poliwhirl Wild in Fr/Lg. More locations soon.
061 Poliwhirl Evolve from Poliwhirl Lvl 25
062 Poliwhirl Evolve from Poliwhirl (water stone)

063 Abra Wild in granite cave.
064 Kadabra Evolve from Abra Lvl 16
065 Alakazam Evolve from Kadabra (trade)

066 Machop Wild on route 112 and fiery path.
067 Machop Evolve from Machop Lvl 28.
068 Machop Evolve from Machop (trade)

069 Bellsprout Wild in Fr/Lg More locations soon.
070 Bellsprout Evolve from Bellsprout Lvl 21
071 Bellsprout Evolve from Bellsprout (Leaf stone)

072 Tentacool Wild in all water except Route 102, 104, 11-114 116-117, 120.
073 Tentacool Evolve from Tentacool Lvl (???) Wild in abandoned ship???

074 Geodude Wild on routes 111, 114, s-zone, granite cave, and vict road.
075 Geodude Evolve from Geodude Lvl 25. Wild on Victory road.
076 Geodude Evolve from Geodude (trade)

077 Ponyta Wild in Fr/Lg. More locations soon.
078 Ponyta Evolve from Ponyta Lvl 40

079 Slowpoke Wild in Fr/Lg More locations soon.
080 Slowpoke Evolve from Slowpoke Lvl 37

081 Magnemite Wild in new mauville.
082 Magnemite Evolve from Magnemite Lvl (???) Wild in new mauville.

083 Farfetch'd Wild in Fr/Lg. More locations soon.

084 Doduo Wild in safari zone.
085 Doduo Evolve from Doduo Lvl. ??? Wild in safari zone.

086 Seel Wild in Fr/Lg. More locations soon.
087 Seel Evolve Seel Lvl 34

088 Grimer Wild in Fr/Lg/Ru/Sa.
089 Grimer Evolve from Grimer.

090 Shellder Wild in Fr/Lg. More locations soon.
091 Shellder Evolve Shellder (water stone?)

092 Gastly Wild in Fr/Lg. More locations soon.
093 Gastly Evolve from Gastly Lvl 25

094 Gengar	Evolve from Haunter (trade)
095 Onix	Wild in Fr/Lg. Mt. Moon. More locations soon.
096 Drowzee	Wild in Fr/Lg. More locations soon.
097 Hypno	Evolve Drowzee Lvl 26
098 Krabby	Wild in Fr/Lg. More locations soon.
099 Kingler	Evolve Krabby Lvl 28
100 Voltorb	Wild in new mauville.
101 Electrode	Evolve from Voltorb Lvl(???) Wild in new mauville.
102 Exeggcute	Wild in Fr/Lg. More locations soon.
103 Exeggutor	Evolve from Exeggcute Leaf stone.
104 Cubone	Wild in Fr/Lg. More locations soon.
105 Marowak	Evolve from Cubone Lvl 28
106 Hitmonlee	{Breed male Hitmontop in Colosseum or the secondary gym in}
107 Hitmonchan	{Saffron city in Fr/Lg which lets you choose either! YAY! }
108 Lickitung	Wild in Fr/Lg
109 Koffing	Wild in Fr/Lg/Ru/Sa.
110 Wheezing	Evolve from Koffing Lvl
111 Rhyhorn	Wild in Ru/Sa
112 Rhydon	Evolve from Rhyhorn
113 Chancey	Wild in Fr/Lg
114 Tangela	Wild in Fr/Lg
115 Kangaskhan	Wild in Fr/Lg
116 Horsea	Wild Near Evergrande city in ocean.
117 Seadra	Evolve from Horsea Lvl
118 Goldeen	Fish on route 102, 117, 111, 114, 120, s-zone, meteor falls, and Victory-road.
119 Seaking	Evolve from Goldeen Lvl 33
120 Staru	Wild in Fr/Lg and Ru/Sa.
121 Starme	Evolve From Staru (water stone)
122 Mr. Mime	Wild in Fr/Lg
123 Scyther	Wild in Fr/Lg.
124 Jynx	Wild in Fr/Lg
125 Electabuzz	Wild in Fr/Lg
126 Magmar	Wild in Fr/Lg
127 Pinsir	Wild in safari zone.
128 Tauros	Wild in Fr/Lg

129	Magikarp	Wild Everywhere. not on routes 112-113 or 116.
130	Gyrados	Evolve from Magikarp Lvl 20. Wild in sootopolis?
131	Lapras	Wild in Fr/Lg
132	Ditto	Wild in Fr/Lg
133	Eevee	In the Celadon mansion (back door) on the top floor in Fr/Lg.
134	Vaporeon	Evolve from Eevee (water stone)
135	Jolteon	Evolve from Eevee (thunder stone)
136	Flareon	Evolve from Eevee (fire stone)
137	Porygon	Obtainable in Fr/Lg
138	Omanyte	Revive fossil from Fr/Lg
139	Omastar	Evolve from Omanyte Lvl
140	Kabuto	Revive fossil in Fr/Lg
141	Kabutops	Evolve from Kabuto
142	Aerodactyl	
143	Snorelax	Blocking several routes in Fr/Lg
144	Articuno	One in Fr/Lg (location soon)
145	Zapdos	One in Fr/Lg (location soon)
146	Moltres	One in Fr/Lg (location soon)
147	Dratini	
148	Dragonair	
149	Dragonite	
150	Mewtwo	One in Fr/Lg Cave north, west, then south of cerulean city.
151	Mew	Gameshark. Possibly in FR/LG.
152	Chikorita	Trade from Colosseum to ruby and breed.
153	Bayleaf	Colosseum green ranger.
154	Meganium	Evolve from Bayleaf Lvl 32
155	Cyndaquil	Trade from Colosseum to ruby and breed.
156	Quilava	Colosseum Red ranger
157	Typhlosion	Evolve from Quilava Lvl 32
158	Totodile	Trade from Colosseum to ruby and breed.
159	Croconaw	Colosseum Blue ranger
160	Feraligatr	Evolve from Croconaw Lvl 32
161	Senret	Trade from Colosseum to ruby and breed.
162	Furret	Dark in Colosseum.
163	Hoothoot	Trade from Colosseum to ruby and breed.
164	Noctowl	Dark in Colosseum.
165	Ledyba	Trade from Colosseum to ruby and breed.
166	Ledian	Dark in Colosseum.
167	Spinarak	Trade from Colosseum to ruby and breed.
168	Ariados	Dark in Colosseum.
169	Crobat	Evolve From Golbat (trade)

170 Chinchou	Wild Underwater in grass.
171 Lanturn	Evolve from Chinchou Lvl 27?
172 Pichu	Breed two Pikachus or Raichus.
173 Cleffa	Trade Clefairy from Fr/Lg to Ru/Sa and breed.
174 Igglybuff	Breed two Jigglypuffs or Wigglytuffs.
175 Togepi	Trade from Colosseum to ruby and breed.
176 Togetic	Dark in Colosseum.
177 Natu	Wild in safari zone.
178 Xatu	Evolve from Natu Lvl Wild in safari zone.
179 Mareep	Trade from Colosseum to ruby and breed.
180 Flaaffy	Dark in Colosseum.
181 Ampharos	Evolve from Ampharos Lvl
182 Bellossom	Evolve from Gloom (sun stone)
183 Marill	Wild on routes 102, 117, 111, 114, and 120.
184 Azumarill	Evolve from Marill Lvl 18
185 Sudowoodo	Dark in Colosseum.
186 Politoed	Evolve from Poliwhirl (Trade)
187 Hoppip	Dark in Colosseum.
188 Skiploom	Evolve from Hoppip Lvl 18
189 Jumpluff	Evolve from Skiploom Lvl 27
190 Aipom	Dark in Colosseum.
191 Sunkern	Trade from Colosseum to ruby and breed.
192 Sunflora	Dark in Colosseum.
193 Yanma	Dark in Colosseum.
194 Whooper	Trade from Colosseum to ruby and breed.
195 Quagsire	Dark in Colosseum.
196 Espeon	MALE Starter in Colosseum.}You cannot breed two males
197 Umbreon	MALE Starter in Colosseum.} for Eevee. Stop asking.
198 Murkrow	Dark in Colosseum.
199 Slowking	Evolve from Slowpoke (trade with kings rock???)
200 Misdreavous	Dark in Colosseum.
201 Unown	???
202 Wobbuffet	Evolve from Wynaut Lvl
203 Girafarig	Wild in Safari zone.
204 Pineco	Trade from Colosseum to ruby and breed.

205	Forretress	Dark in Colosseum.
206	Dunsparce	Dark in Colosseum.
207	Gligar	Dark in Colosseum.
208	Steelix	Trade Onyx with steel coat.
209	Snubbull	Trade from Colosseum and breed.
210	Granbull	Dark in Colosseum.
211	Quilfish	Dark in Colosseum.
212	Scizor	Trade Scyther with metal coat.
213	Shuckle	Dark in Colosseum.
214	Heracross	Wild in Safari zone.
215	Sneasle	Dark in Colosseum.
216	Teddiursa	Trade from Colosseum to ruby and breed.
217	Ursaring	Dark in Colosseum.
218	Slugma	Wild in fiery path.
219	Mascargo	Evolve from Slugma Lvl
220	Swinub	Trade from Colosseum to ruby and breed.
221	Piloswine	Dark in Colosseum.
222	Corsola	Dark in Colosseum. Wild near Evergrande city.
223	Remoraid	Dark in Colosseum.
224	Octillery	Dark in Colosseum.
225	Delibird	Dark in Colosseum.
226	Mantine	Dark in Colosseum.
227	Skarmory	Wild on route 113
228	Houndour	Dark in Colosseum.
229	Houndoom	Evolve from Houndour Lvl 24
230	Kingdra	Evolve from Seadra (trade with Dragon scale attached)
231	Phanpy	Wild in Fr/Lg and Ru/Sa.
232	Donphan	Wild in Ru/Sa, Fr/Lg, Evolve Phanpy Lvl
233	Porygon2	Evolve from Porygon. (trade with Upgrade attached)
234	Stantler	Dark in Colosseum.
235	Smeargle	Dark in Colosseum.
236	Tyrogue	Trade from Colosseum and breed.
237	Hitmontop	Dark in Colosseum.
238	Smoochum	Trade from Fr/Lg and breed.

239 Elekid Trade from Fr/Lg and breed.

240 Magby Trade from Fr/Lg and breed.

241 Miltank Dark in Colosseum.

242 Blissey Evolve from Chancey (220 happiness)

243 Raikou Dark in Colosseum. Wild in Fr/Lg if you choose Squirtle.

244 Entie Dark in Colosseum. Wild in Fr/Lg If you choose Bulbasaur.

245 Suicune Dark in Colosseum. Wild in Fr/Lg if you choose Charmander.

246 Larvitar Trade from Colosseum to ruby and breed.

247 Pupitar Trade from Colosseum to ruby and breed.

248 Tyranitar Dark in Colosseum.

249 Lugia (??? Possibly in Colosseum) Catch-able in Fr/Lg

350 Ho-oh Awarded in Colosseum. Also catch-able in Fr/Lg

251 Celebi (Available in Colosseum in Japan. Possibly North America also)

252 Treecko Lvl 5 starter pokemon in Ru/Sa

253 Grovyle Evolve from Treecko. Lvl 16.

254 Sceptile Evolve from Grovyle. Lvl 36

Evolution #---1-----2-----3

Type: Grass-----Grass-----Grass

Height: 1'8" 2'11" 5'7"

Weight: 11.0 lbs 47.6 lbs 115.1 Lbs

Ability: Overgrow

Evolution #---1-----2-----3

Level learned:#.....#.....#

pound	1	-	-
Leer	1	-	-
Absorb	6	-	-
Quick attack	11	-	-
Pursuit	16	17	-
Fury cutter	-	16	-
Screech	21	23	-
Mega drain	26	29	-
Leaf blade	-	-	29
Agility	31	35	35
Slam	36	41	43
Detect	41	47	51
Giga drain	46	53	-
False swipe	-	-	59

TM compatibility:

Ruby/Sapphire:

01, 06, 09, 10, 11, 17, 20, 21, 22, 23, 27, 28, 31, 32, 39,
40, 42, 43, 44, 45, HM01, HM04, HM05, HM06

Fire red/Leaf Green:

Base Stats: Treecko | Base Stats: Grovyle | Base Stats: Sceptile |

HP: 40 | HP: 50 | HP: 70 |

Attack:	45		Attack:	65		Attack:	85	
Defense:	35		Defense:	40		Defense:	65	
SP. ATT:	65		SP. ATT:	85		SP. ATT:	105	
SP. DEF:	55		SP. DEF:	65		SP. DEF:	85	
Speed:	70		Speed	95		Speed:	120	
Max stats:	Treecko		Max stats:	Grovyle		Max Stats:	Sceptile	
HP:	284		HP:	304		HP:	344	
Attack:	189		Attack:	229		Attack:	269	
Defense:	169		Defense:	189		Defense:	229	
SP. ATT:	229		SP. ATT:	269		SP. ATT:	309	
SP. DEF:	239		SP. DEF:	229		SP. DEF:	269	
Speed:	239		Speed:	289		Speed:	339	

255 Torchic Starter pokemon in Ru/Sa
256 Combusken Evolve from Torchic. Lvl 16
257 Blaziken Evolve from Combusken. Lvl 36

Evolution #---1-----2-----3

Type: Fire-----Fire/Fight-----Fire/Fight
Height: 1'4" 2'11" 6'7"
Weight: 5.5 lbs 43.0 lbs 114.6 Lbs
Ability: Overgrow

Evolution #---1-----2-----3

Level learned:#.....#.....#

Scratch	1	-	-
Growl	1	-	-
Focus energy	7	-	-
Ember	10	-	-
Peck	16	-	-
Sand attack	19	21	-
Fire Spin	25	-	-
Bulk up	-	28	-
Quick attack	28	32	-
Slash	34	39	42
Blaze Kick	-	-	36
Mirror move	37	43	49
Flamethrower	43	-	-
Sky uppercut	-	50	59

TM compatibility:

Ruby/Sapphire:

01, 05, 06, 10, 11, 15, 17, 21, 26, 27, 28, 31, 32, 38, 39, 40, 42,
43, 44, 45, 50, hm01, HM04, hm06

Fire red/Leaf Green:

Base Stats:	Torchic		Base Stats:	Combusken		Base Stats:	Blazikin	
HP:	45		HP:	60		HP:	80	
Attack:	60		Attack:	85		Attack:	120	
Defense:	40		Defense:	60		Defense:	70	
SP. ATT:	70		SP. ATT:	85		SP. ATT:	110	
SP. DEF:	50		SP. DEF:	60		SP. DEF:	70	
Speed:	45		Speed	55		Speed:	80	

Max stats: Torchic	Max stats: Combusken	Max Stats: Blazikin
HP: 294	HP: 324	HP: 264
Attack: 219	Attack: 269	Attack: 339
Defense: 179	Defense: 219	Defense: 239
SP. ATT: 239	SP. ATT: 269	SP. ATT: 319
SP. DEF: 199	SP. DEF: 229	SP. DEF: 239
Speed: 189	Speed: 209	Speed: 259

258 Mudkip Starter pokemon in Ru/Sa
 259 Marshtomp Evolve from Mudkip. Lvl 16
 260 Swampert Evolve from Marshtomp. Lvl 36

Evolution #---1-----2-----3

Type: Water-----Water/ground-----Water/ground
 Height: 1'4" 2'4" 4'11"
 Weight: 16.8 lbs 61.7 lbs 180.6 Lbs
 Ability: Torrent

Evolution #---1-----2-----3

Level learned:#.....#.....#

Tackle	1	-	-
Growl	1	-	-
Mud slap	6	-	-
Water gun	10	-	-
bide	15	-	-
Mud shot	-	16	-
Foresight	19	20	-
Mud sport	24	25	-
Take down	28	31	-
Whirlpool	33	-	-
Muddy water	-	37	39
Protect	37	42	46
Hydro pump	42	-	-
Earthquake	-	46	52
Endeavor	46	53	61

TM compatibility:

Ruby/Sapphire:

01, 03, 05, 06, 07, 10, 13, 14, 15, 18, 21, 23, 27, 28, 31, 32, 42, 39, 43, 44, 45, hm01, hm03, HM04, hm06, HM07, HM08

Fire red/Leaf Green:

Base Stats: Mudkip	Base Stats: Marshtomp	Base Stats: Swampert
HP: 50	HP: 70	HP: 100
Attack: 70	Attack: 85	Attack: 110
Defense: 50	Defense: 70	Defense: 90
SP. ATT: 50	SP. ATT: 60	SP. ATT: 85
SP. DEF: 50	SP. DEF: 70	SP. DEF: 90
Speed: 40	Speed 50	Speed: 60
Max stats: Mudkip	Max stats: Marshtomp	Max Stats: Swampert
HP: 304	HP: 344	HP: 404

Attack:	239		Attack:	269		Attack:	319	
Defense:	199		Defense:	239		Defense:	279	
SP. ATT:	199		SP. ATT:	219		SP. ATT:	369	
SP. DEF:	199		SP. DEF:	239		SP. DEF:	279	
Speed:	179		Speed:	199		Speed:	219	

261 Poochyena Wild on route 101, 102, and 103.
 262 Mightyena Evolve from Poochyena. Lvl 20

Evolution #---1-----2-----3

Type: Dark-----Dark-----N/A
 Height: 1'8" 3'3" ---
 Weight: 30.0 lbs 81.6 lbs ---
 Ability: Run away-->intimidate

Evolution #---1-----2-----3

Level learned:#.....#.....#

Tackle	1	-	-
Sand attack	5	-	-
Bite	9	-	-
Odor sleuth	17	-	-
Roar	21	22	-
Swagger	25	27	-
Scary face	29	32	-
Take down	33	37	-
Taunt	37	42	-
Crunch	41	47	-
Thief	45	52	-

TM compatibility:

Ruby/Sapphire:

06, 10, 11, 17, 18, 21, 23, 27, 28, 30, 32, 41, 42, 43, 44,
 45, 49, hm06

Fire red/Leaf Green:

Base Stats: Poochyena		Base Stats: Mightyena		Base Stats: ---	
HP: 35		HP: 70		HP: ---	
Attack: 55		Attack: 90		Attack: ---	
Defense: 35		Defense: 70		Defense: ---	
SP. ATT: 30		SP. ATT: 60		SP. ATT: ---	
SP. DEF: 30		SP. DEF: 60		SP. DEF: ---	
Speed: 35		Speed 70		Speed: ---	
Max stats: Poochyena		Max stats: Mightyena		Max Stats: ---	
HP: 274		HP: 344		HP: ---	
Attack: 209		Attack: 279		Attack: ---	
Defense: 169		Defense: 239		Defense: ---	
SP. ATT: 159		SP. ATT: 219		SP. ATT: ---	
SP. DEF: 159		SP. DEF: 219		SP. DEF: ---	
Speed: 169		Speed: 239		Speed: ---	

263 Zigzagoon Wild on route 101-104, 110, 116-123

264 Linoone Wild on route 118-123. Evolve from Zigzagoon. Lvl 20.

265 Wurmple Wild on route 101, 102, 104, and petalburg woods.

Evolution #---1-----2-----3

Type: Bug-----N/A-----N/A
Height: 1'0"-----N/A-----N/A
Weight: 7.9 lbs--N/A-----N/A
Ability: Shield Dust

Evolution #---1-----2-----3

Level learned:#.....#.....#

Tackle 1 - -
String Shot 1 - -
Poison Sting 4 - -

TM compatibility:

Ruby/Sapphire:

Fire Red/Leaf Green:

Base Stats: Wurmple	Base Stats: ---	Base Stats: ---
HP: 45	HP: ---	HP: ---
Attack: 45	Attack: ---	Attack: ---
Defense: 35	Defense: ---	Defense: ---
SP. ATT: 20	SP. ATT: ---	SP. ATT: ---
SP. DEF: 30	SP. DEF: ---	SP. DEF: ---
Speed: 20	Speed: ---	Speed: ---
Max Stats: Wurmple	Max Stats: ---	Max Stats: ---
HP: 294	HP: ---	HP: ---
Attack: 189	Attack: ---	Attack: ---
Defense: 169	Defense: ---	Defense: ---
SP. ATT: 139	SP. ATT: ---	SP. ATT: ---
SP. DEF: 159	SP. DEF: ---	SP. DEF: ---
Speed: 139	Speed: ---	Speed: ---

266 Silcoon Evolve from Wurmple Lvl 7. (random)

267 Beautifly Evolve from Silcoon Lvl 10.

268 Cascoon Evolve from Wurmple Lvl 7. (random)

269 Dustox Evolve from Cascoon Lvl 10.

270 Lotad Wild on route 102 and 114.

271 Lombre Evolve from Lotad Lvl 16

272 Ludocolo Evolve from Lombre (Water stone)

273 Seedot Wild on route 102 and 114.

274 Nuzleaf Evolve from Seedot Lvl 16

275 Shiftry Evolve from Nuzleaf (Leaf stone)

276 Tailow Wild on route 104, 115-116, and Petalburg woods.

277 Swellow Wild on route 115. Evolve from Tailow Lvl 22

278 Wingull Wild everywhere except routes 111-114, 117, and 120.

279 Pellipepper	Same as above except not 101-102. Evolve from Wingull Lvl 25
280 Ralts	Wild on route 102.
281 Kirlia	Evolve from Ralts Lvl 20.
282 Gardevoir	Evolve from Kirlia Lvl 32
283 Surskit	Wild on routes 102, 111, 114, 117, and 120
284 Masquerain	Evolve from Surskit Lvl 22.
285 Shroomish	Wild in petalburg woods.
286 Breloom	Evolve from Shroomish Lvl 23
287 Slakoth	Wild in petalburg woods.
288 Vigoroth	Evolve from Slakoth Lvl 16
289 Slaking	Evolve from Vigoroth Lvl 36
290 Nincada	Wild on route 116.
291 Ninjask	Evolve from Nincada Lvl 20
292 Shedinja	Evolve Nincada into Ninjask holding 5 or less pokemon.
293 Whismur	Wild on route 116 and Rusturf tunnel.
294 Loudred	Evolve from Whismur Lvl 20. Wild on victory road.
295 Exploud	Evolve from Loudred Lvl 40.
296 Makuhita	Wild in granite cave and Victory road.
297 Hariyama	Evolve from Makuhita Lvl 24. Wild on road to elite 4.
298 Azurill	Breed two marrils with sea incense attached.
299 Nosepass	Wild in granite cave. (use rock smash on very bottom floor)
300 Skitty	Wild on Route 116 or breed a Skitty with a Wailord...
301 Delcatty	Evolve from Skitty. (moon stone)
302 Sableye	Wild in G-cave, sky pillar, V-road and cave of origin.(sapph)
303 Mawile	Wild in G-cave, sky pillar, V-road and cave of origin.(ruby)
304 Aron	Wild in granite cave and victory road.
305 Lairon	Evolve from Aron Lvl 32. wild on victory road.
306 Aggron	Evolve from Lairon Lvl 42
307 Meditite	Wild on Mt pyre and Victory road.
308 Medicham	Evolve from Meditite Lvl 36.
309 Electrike	Wild on route 110 and 118.
310 Manectric	Evolve from Electrike Lvl 26.
311 Plusle	Wild on route 110
312 Minun	Wild on route 110
313 Volbeat	Wild route 117.
314 Illumise	Wild route 117.
315 Roseleia	Wild route 117.
316 Gulpin	Wild route 110.
317 Swalot	Evolve from Gulpin Lvl 26.
318 Carvanha	Wild route 119.

319 Sharpedo	Evolve from Carvanha Lvl ??? Wild on routes 103, 118, 122-134.
320 Wailmer	wild anywhere with water connected to the ocean on your map.
321 Wailord	Evolve from Wailmer Lvl ???. Wild on route 129.
322 Numel	Wild in fiery path
323 Camerupt	Evolve from Numel.
324 Torkoal	Wild on fiery path.
325 Spoink	Wild in Fr/Lg. Dark in Colosseum.
326 Grumpig	Evolve from Spoink Lvl
327 Spinda	Wild on route 113
328 Trapinch	Wild in desert.
329 Vibrava	Wild in Ru/Sa Evolve from Trapinch
330 Flygon	Evolve From Vibrava
331 Cacnea	Wild in Desert
332 Cacturn	Evolve from Cacnea Lvl
333 Swablu	Wild in Fr/Lg
334 Altaria	Evolve from Swablu Lvl
335 Zangoose	Wild in Ruby.
336 Seviper	Wild in Sapphire.
337 Lunatone	Wild in Meteor Falls. (sapphire only)
338 Solrock	Wild in Meteor Falls. (Ruby only)
339 Barboach	Wild in Ru/Sa
340 Whiscash	
341 Corphish	Wild in Ru/Sa
342 Crawdaunt	Evolve from Corphish Lvl
343 Baltoy	Wild in desert in Ru/Sa.
344 Claydol	Wild in Ru/Sa.
345 Lileep	Revive Root fossil.
346 Cradily	Evolve from Lileep Lvl
347 Anorith	Revive Claw fossil.
348 Armaldo	Evolve from Anorith Lvl
349 Feebas	Route 119 in 1-6 different random tiles.
350 Milotic	Evolve from Feebas (maximize beauty)
351 Castform	Weather institute in Ru/Sa
352 Kecleon	Wild in Ru/Sa
353 Shuppet	Wild in Ru/Sa Mt. Pyre and Sky pillar.
354 Banette	Mt. Pyre (Ruby only?) And Sky pillar.
355 Duskuil	Wild in Ru/Sa. Sky pillar and Mt pyre.

356 Dusclops Wild in Ruby. Mt. Pyre and Sky pillar.

357 Tropius Wild in Ru/Sa

358 Chimecho Wild on Mt. Pyre Summit.

359 Absol Wild in Ru/Sa

360 Wynaut Egg from lady in Ru/Sa. Wild on Mirage Island.

361 Snorunt In ice room in the shoal cave north of mossdeep (low tide)

362 Glalie Evolve from Snorunt Lvl

363 Spheal Wild in the ice cave.

364 Sealeo Evolve from Spheal Lvl #

365 Walrein Evolve from Sealeo Lvl #

366 Clamperl Wild underwater in grass.

367 Huntail Evolve from Clamperl (trade with deepseascale)

368 Goribyss Evolve from Clamperl (trade with deepseetooth)

369 Relicanth Wild underwater in grass.

370 Luvdisk Fish near Evergrande city.

371 Bagon Wild in one room in meteor falls (see bottom of pokedex)

372 Shelgon Evolve from Bagon Lvl 30

373 Salamence Evolve from Shelgon Lvl 50

374 Beldum House in Mossdeep city.

375 Metang Evolve from Beldum Lvl 20

376 Metagross Evolve from Metagross Lvl 45

377 Regirock {The legendary trio in Ru/Sa. They are found in }

378 Regice {Specific places and it is hard to get to them. }

379 Registeel {Refer to the Catching the Regis section of the FAQ.}

380 Latias Wild anywhere in Hoenn. Southern island with eon ticket (ruby)

381 Latios Wild anywhere in Hoenn. Southern island with eon ticket (sapph)

382 Kyogre Wild in Cave of Origin. Lvl 45

383 Groudon Wild in Cave of Origin. Lvl 45

384 Rayquaza Wild in Sky pillar. Lvl 70

385 Jirachi Obtainable VIA Colosseum preorder disk.

386 Dioxys Sapphire }\
386 Dioxys Fire red } >Catch-able in Fr/Lg
386 Dioxys Leaf green}/

ribbons. Only items that have some direct effect on pokemon.

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.

Balls:

Certain pokeballs are buyable in the train town. When I figure out which ones I will put it here.

Table with 2 columns: ITEM, Item 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.
	Item Description/effects/cost/etc
Items:	
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

=====
12: Basic Training
=====

[120]

=====
[W5.0] Move list
=====

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 part 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 increases 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: Negates 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 shaply 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: Use 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


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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

=====
[W5.2] Abilities
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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 moves and field moves

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13: Advanced training overview

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[130]

Basic explanation: IVs

IVs stand for Individual Value. Each pokemon has an individual value for each stat from when you catch it, hatch it, snatch it, or whatever. The IVs range from 0-31 and add that amount of points to its stat. This is a factor in the equation used to calculate the pokemon's stat. The IVs are randomly generated when you attain the pokemon and are set in stone and unchangeable.

Basic explanation: EVs

EVs stand for Effort Value. You get effort value points by battling certain pokemon. For instance battling a Spinda will get you one SP. ATT EV. You can attain a max of 255 in a single stat, and no more than 510 total. Every four EVs nets you one stat point. So battling four Spindas would net you one SP. ATT Point. Getting 255 is a waste of three IV points because 252 is the highest multiple of four in that range.

If you get the following:

Attack EV: 255
DEF EV: 255

You would add 63 points to Attack and 63 to defense. However, if on the same pokemon you got:

Attack: 252
Defense: 252
SP. ATT: 6

You would have added 63 to Attack, 63 to Defense, and 1 to HP. Believe me, that one HP might just save your skin, plus you might as well have it.

The equation to calculate attack, defense, speed, SP att, and SP def is:

$$\text{Stat} = ((\text{base stat} * 2 + I + ((E - (E \text{ mod } 4)) / 4)) * (L / 100) + 5 * N)$$

The equation for calculating HP is:

$$\text{Stat} = ((\text{basestat} * 2 + I + ((E - (E \text{ mod } 4)) / 4)) * (L / 100) + 10 + L)$$

Where:

N = either 0.9, 1.0, or 1.1 depending on whether your pokemon's nature adds, subtracts, or has no effect on the stat you are calculating.

L = the level of your pokemon.

I = The number of IVs the pokemon has.

E = The number of EVs the pokemon has.

=====
How to effectively EV train:

So you're EV training a pokemon? If you've not read the breeding section, I would suggest you go there now and read it. It is very important to getting the perfect EV training subject. Okay, for this example, we will assume that we will be EV Training a Charmander, hoping for the best Charizard the world has ever seen, or at least one that can whoop that pesky 6 year old down the street who keeps pwning you.

What you will need:

- Time
- Patience
- 50+ Rare Candies
- A "seed" pokemon to breed.
- The fast bike, to hatch the eggs as fast as possible. (Optional)
- Gather at least 10 of each vitamin. (Iron, Protine, etc)

Okay, what you will want to do is start by breeding about 10 or so Charmander eggs VIA the day care center. Catch all of them, and deposit them in your PC so they don't get mixed up. It would also help to name them names like "1", "2", "3", etc. to keep them seperate. You can always rename them later.

Now, trade in your pokemon for your one of the hatched pokemon. Here is where we will choose which of the 10 or 20 is the best pokemon, IV wise. Save your game before using the Rare Candies so you can simply reset and use them on a different pokemon. Raise the pokemon up to level 50 using Rare candies ONLY! It's important that it has fought in no battles and gained no EXP whatsoever. Once it is at level 50, use the following formulas to determine the IVs for the pokemon:

The equation to calculate attack, defense, speed, SP att, and SP def is: |
Stat = ((base stat * 2 + I + ((E-(E mod 4))/4) * (L/100) + 5 * N) |
|

Assuming the Charizard (Evolves to Charizard at Lvl 36) had an attack stat of 115 at level 50. Charizard has a base attack stat at level 50 of 84 points. So, Stat = 123 and Base Stat = 84. We know you havn't gotten any EVs yet so we can make that part zero. You are at level 50 so L = 50. We will assume for now that charizard has a nature which doesn't effect attack.

If you already know Algebra, just plug in your values and solve for I and warp here: [skipIV] If you haven't yet learned Basic Algebra don't panic: I'll walk you through it. Also, if you are at level 50 exactly, skip to [skipIV2] for a simpler way to do this. I have this method here because it will work for all levels.

Alright, So far you would have:

$$115 = (84 * 2 + I + (0/4) * (50/100) + 5 * 0)$$

Which becomes:

$$115 = (168 + I * .5 + 5 * 0)$$

Now, Subtract 115 from both sides and you get:

$$0 = 168 + I * .5 - 115$$

Subtract I from both sides to get:

$$-I = 168 * .5 - 115$$

Then finish up by doing the arithmetic to get:

$$-I = -31$$

Divide both sides by -1 to get:

$$I = 31$$

Thus you will see that your Charizard has an IV of 31 in attack, which is as high as he can go. You will use this method to get the IV of the pokemon's attack, defense, special attack, special defense, and speed.

[skipHP]

To get the IV for Hit Points, you will need to use the HP formula in the same manner.

The equation for calculating HP is:

$$\text{Stat} = ((\text{basestat} * 2 + I + ((E - (E \bmod 4)) / 4)) * (L / 100) + 10 + L)$$

Assume that Charizard has an HP count of 109. Charizard has a base HP stat at level 50 of 78 points. So, Stat = 109 and Base Stat = 78. We know you haven't gotten any EVs yet so we can make that part zero. You are at level 50 so L = 50 and we will assume for now that Charizard has a nature which doesn't effect HP.

So simply plug in the values and solve for I.

[skipIV2]

So you're at exactly level 50? Well then it's really simple!

To get your base Attack, Defense, Special Attack, Special Defense, Speed, or HP simply use the following method:

Assuming the Charizard had an attack stat of 115 at level 50. Charizard has a base attack stat at level 50 of 84 points. So, Stat = 123 and Base Stat = 84.

$$I = \text{Stat} - \text{Base Stat}$$

$$\text{So it would be } I = 115 - 84$$

$$\text{Which becomes } I = 31$$

this is why I strongly urge you to be at EXACTLY level 50.

Okay, once you've done this for the first pokemon, record it's IV values in the upcoming table if you've saved this to your hard drive or on a piece of paper or something. Once you've done this for the first pokemon's stats reset so you have all your 50 Rare candies back and repeat for the second. Once you've done it for all of your pokemon (Probably at the very least 5 of them) compare their IVs in the table. Make sure the KEY IVs are the ones you have the highest in and make a wise decision. For instance, Blissey is the ultimate counter for a special sweeper. It has very high Special Defense and HP, rendering it all but invulnerable to special attacks. Now, if you were breeding and EV training them you wouldn't want the Blissey that had 31 IVs in it's attack, defense, and

speed but had 0 IVs in HP, Special Defense, and Special Attack you wouldn't want it.

The IV Recording Table:

Pokemon	Hit Points	Attack	Defense	SP.ATT	SP. Def.	Speed
Pokemon 1	00	00	00	00	00	00
Pokemon 2	00	00	00	00	00	00
Pokemon 3	00	00	00	00	00	00
Pokemon 4	00	00	00	00	00	00
Pokemon 5	00	00	00	00	00	00
Pokemon 6	00	00	00	00	00	00
Pokemon 7	00	00	00	00	00	00
Pokemon 8	00	00	00	00	00	00
Pokemon 9	00	00	00	00	00	00
Pokemon 10	00	00	00	00	00	00

Okay, once you've chosen the post of the lot, or perhaps the best few, now is where the actual EV training. As mentioned before, you can get a max of 255 in a single stat, but shouldn't go higher than 252. Now, I'm not a big fan of splitting up EVs, such as giving 252 to attack, 126 to defense, 126 to Speed, and 6 to HP. I find it is generally better to just go with 252, 252, 6 with emphasis on your key stats, depending on what you want to do with that pokemon.

Now, how do you get 252 of them? Well for starters, break out those vitamins you got, or buy them now. Each vitamin adds 10 to one of the EV stats, and you can use a maximum of 10 on one stat. So if you were boostinf attack and defense to 252 you would use 10 vitamins on each of those stats to booth it by an instant 100 EVs. Then you have to go and fight pokemon to get EVs. Certain pokemon give certain EVs when they are defeated, so you can defeat a certain pokemon repeatedly to gain EVs, but make sure you record it! This can take a LONG time to do, so there are a few things you can do to speed up the process.

The first thing you can do is equip a Macho Brace. This handy dandy accessory lowers your speed, but doubles the amount of EVs you get! Sweet, huh! The second thing to do revolves around luck. If you happen to catch PokeRus, you're very lucky. Make sure to walk around with a team of pokemon in with the infected one so they all contract it and then store them in the box for future speading of the disease. You'll know if you get it when you try to heal at a Pokecenter and the nurse tells you that there are things on your pokemon.

What is PokeRus? It's kind of like a permanant Status Effect that causes you to get double EVs. It wears away after the game clock reaches midnight, so be sure to put them into the PC before that and until it's passed so they won't be cured, making your EV gain slower.

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Enhance your team with legendary and rare pokemon!

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This is how to catch legendary pokemon from the GBA games only.

First note that just because a pokemon is legendary, rare, or hard to get, does NOT mean it is powerful, useful, or even worthwhile.

This part is just to allow you to know how to procure legendary and rare pokemon to augment your Colosseum battling teams.

No I am not going to give you in depth information on other games.

Catching the Regis

So you want to catch the Regis and make your Colosseum team that much stronger?

Here is your chance!

What you will need:

Wailord

Relicanth

30 or more ultra balls.

Pokemon that know the moves:

Surf

Fly

Dig

Rock smash

It is not needed but would help to have:

A pokemon with sleep or paralysis moves.

A Lvl 100 pokemon with false swipe.

Put Relicanth in the first pokemon slot and Wailord in the last.

First go to pacificdlog town and surf left. You will want to stick to the bottom but not all the way. Eventually you will find a patch of water that you are able to dive into. Now you need to dive there. DUH!

There should be Braille writings on the walls underwater. Enter the cave and use dive again to return to the top.

Walk to the Braille on the wall in front of you and stand in front of the middle one. Now use dig facing the middle tile. Enter the next room. Walk up to the Braille in the wall and press "A" on the middle tile.

You will get a message and an earthquake will happen.

The Regis are released.

Exit the cave and fly to dewford.

NOTE: I do not know if the order of catching them matters.

However I was E-mailed by a person who pointed out a Ruby/sapphire

FAQ and stated that you have to get them in this order. If this is incorrect feel free to tell me.

Surf north till you come upon an island with a lot of trees and one NPC on it. Then turn west and surf up again. You will arrive at a place with a big mound of rock on it. Inside the rock mound you will find more Braille writing. Walk forwards and press on the middle tile of Braille at the end of the room. Now stand there and wait for several minutes. Eventually a hole will open up and you can walk through it to find Regiice at Lvl 40. Use your pokemon with false swipe and/or sleep/paralysis moves to weaken it and put it to sleep or paralyze it. Then throw ultra balls until you catch it.

Go to route 121 by way of Lilycove city.
Walk west past the safari zone and arrive at route 120.
Continue west and you will see some stairs. Go up them.
Wade through the tall grass and go up the second flight of stairs.
Now you are in a stormy area with another mound of rock. Go in!
Stand in the very center of the room and use the move Fly.
A hole will open to the next room. Go inside and you will find
Registeel at Lvl 40. Use your paralyze/sleeper on him, then use your
false swiper because he is resistant to false swipe.
Use ultra balls to catch him.

Now go to route 111 by way of lavaridge town or Fallarbor town.
Head all the way to the bottom of the desert and you will find
yet another mound of rock. Go into it. Go all the way to the end
to the middle tile with Braille writing on it. Now move two squares
right then two squares down. Now select a pokemon and use strength.
Another hole opens up and you can go through to find Regirock at,
YOU GUESSED IT, Lvl 40! Use a paralyze or sleeping move on him and
then use false swipe to chip off his health. Use ultra balls to capture
him. CONGRAT-FRIKIN-ULATIONS! You have the legendary Ru/Sa trio!

~~~~~  
Catching Latios and Latias  
~~~~~

After Beating the Elite four watch a TV and you will see a news
program that says a strange colored pokemon has been seen. Now
your pokemon is on the loose. The chase is on!
You will encounter Latios or Latias randomly in any area in the game.
Latios will be found in Ruby, while Latias is wild in Sapphire.
Once you find them it would be a good idea to use your master ball
on them because they run all the time.
Otherwise use a sleeper and attack them while they are asleep and use
ultra balls to capture them. If you see them and they run away
you can track them using your pokedex. Simply find their entry
in the pokedex and click "area" and it will show you where they are. Now
do NOT fly to them because they will also fly to a random location. If you go
on foot to them they will move one route every time you do one. once you
are on the same route as them save because they will always be on that
route till you leave. Now walk or surf around till they appear.

To catch the other one you will need to attend a special Nintendo event and
get an Eon ticket from them. Now go to the petalburg pokemon center
and talk to the guy by the PC. Enter the profile as:
"Mystery events is exciting."
Save and leave to Lilycove. Before you go any farther get your false swiping
pokemon and your pokemon with sleeping/paralysis moves. Also buy lots and lots
of ultra balls and/or timer balls. The second one will not run from you.
Talk to the lady in the place with the ferry and she will stutter in shock and
go fetch a sailor. he will take you to the "SOUTHERN ISLAND!"
Now go north and enter the area you see after reading the ominous sign.

Now SAVE!

I MEAN IT!

Now talk to the egg and the other Lati@s will appear.
Use your sleeper/paralyzer to sleep or paralyze it

then switch in your false swiper and lower its health.
use ultra balls to catch it.

YAYZORZ! You now have one or both of the legendary LATI@S!

~~~~~  
Catching The legendary dogs  
~~~~~

These pokemon are found in Colosseum. (see the walkthrough)

~~~~~  
Catching Ho-Oh and Lugia  
~~~~~

Ho-Oh is obtainable in Colosseum (see Mount Battle section)

Both Ho-oh and Lugia are obtainable on the islands seven and eight of Fire Red and Leaf Green VIA a special Nintendo promotion.

~~~~~  
Catching Mewtwo and Mew  
~~~~~

Mewtwo is available in Fire Red and Leaf Green in Mewtwo's cave in cerulean city after you have beaten the Elite 4 and all seven islands, gotten both of the gems, and returned them to the guy in the pokemon center on island 1.

Mew is only available through special Nintendo Promotions.

~~~~~  
Catching the legendary birds  
~~~~~

ArticUNO, ZapDOS, and MolTRES, are available in Fire Red and Leaf Green.

Articuno is wild in (the ice cave? Can't remember), Zapdos is wild in the powerplant east of Cerulean City, Moltres is wild on Cinibar Island in the cave.

~~~~~  
Catching Celebi  
~~~~~

Celebi is available VIA the colosseum Bonus disk in Japan.

~~~~~  
Catching Jirachi and Dioxys  
~~~~~

Jirachi is obtainable VIA the bonus disk for Colosseum in the US.

Dioxys is available in Fire Red and Leaf Green VIA a special Nintendo Event on Island 9.

=====
14: Secrets
=====

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.

Jirachi:

Not really a secret but if you preorder you will get a bonus disk from which you can download Jirachi into your GBA cart if you are in North America.

Celebi:

Same as above but in Japan.

=====

15: Cheats/Action Replay codes

=====

[150]

~+~+~+~+~+~+~+~+~+~

Cheats/Tricks

~+~+~+~+~+~+~+~+~+~

Thanks to the pokemon colosseum message boards.

Purification trick

To do the trick, head to Agate village. Go up the entrance ramp and you'll see a little outcrop that is over the village entrance. To determine that you are in the right place, run down. The screen should shake if you hold down. Now, unplug your controller. Hold the control stick on the Controller in the UP position and plug it in. Release the stick and you should start walking down automatically. Leave the game for a half hour or so and come back to check your purification. To reset the controller, just unplug it and plug it back in.

Infinite masterball uses: Thanks goes to RossMacDaddy.

First Pokéon's turn: Select Master Ball and target Shadow Pokemon

Second Pokéon's turn: In the item screen, switch the Master Ball

position in the inventory with your Poké Ball's. Cancel out of

Inventory. Use attack on other opponent Pokéon.

~+~+~+~+~+~+~+~+~+~

ACTION REPLAY CODES

~+~+~+~+~+~+~+~+~+~

NOTE: I do not accept responsibility for any damage to your save file that may result as a use of these codes. The Action Replay to my knowledge is incapable of damaging the system or the memory card, and the disk is read only. The only real danger is that your memory card and all the saves on it may become corrupted.

ALSO THE CODE TO INSTANTLY UNDARKEN POKEMON DOES UNDARKEN THEM BUT IT DOES NOT REGISTER THEM AS UNDARKENED ON YOUR PDA! THUS BY USING IT YOU ARE DESTROYING ANY CHANCE OF GETTING HO-OH!

(M)

T5Q5-3Z14-1PN7X

1XQX-P4JW-BYNKZ

XW15-0ED9-7TDK3

U37Y-NRU7-JNQNP

QKD7-BBUR-PE574

H92V-PT0G-QAFTZ

UZEN-7R25-VD1CJ

3R46-C157-GTX6K

M401-KYPD-GXNT5

H92V-PT0G-QAFTZ
D3R6-UCX9-FYA60

Infinite Money
F34N-YFCE-B5VFF
J6BC-FZ51-RZPYN
BQ44-7UK5-9DJ16

Infinite Poke Coupons
DVFV-6HUU-GT7A3
WYXE-W14D-AXGBA
CGVH-9ERC-671ZW

IN BATTLE CODES:
BEJW-N529-XFTFH

Hold L+R While Earning EXP For Quick Level Up
ENNC-05Y3-PUZA6
N6NJ-UEJB-5D7BR
MRC7-6NTX-N2JGA
29EV-N45B-P8774
GDXX-W4Y7-EQ2YT
E9FZ-A3QA-YCERP

Able To Catch Any Pokemon
B26Z-M8UR-846W0
D5T4-BCVW-WQKTH
QZZF-15QP-PGEQU
XTXX-CVYP-JFCKG
PHBR-5E46-3YZMZ

Max/Infinite HP
77UM-5M33-XX7XH
9B9E-19HK-1AVZH
1WKD-THVU-2DRND
ABFK-VPCE-YUXH2
2BXA-MM9H-Q89U0

Status Is Always Normal
4RAN-TR4A-87EP9
8NCJ-QZZD-CNC69
QGA3-E8DK-C7UC8

1 Hit Kills Opponents
FAJK-V3F4-QU2J9
KWXY-M7U2-M0YEJ

2B4C-GGNX-1M1V9
41M0-D8DM-7REMW
134B-58MB-5FPR5

Instant Win (Perform any move)

93ZQ-M676-1HB9Y
3VYV-J8AU-99PB6
35N6-16D2-VJDKC

OUT OF BATTLE CODES:

BQ2K-1T4K-QRTV6

Pokemon 1: Full HP

2PBF-JK2H-ECHA3
46Y9-8TW7-QWWGJ

Pokemon 1: Max HP

EJUP-KMDM-1U5J7
XB0H-CF6B-34YG3

Pokemon 1: Max Attack

HZ6P-M809-7HXE8
KX4X-9YD9-JPE1R

Pokemon 1: Max Defense

GNKF-ME7Y-XFW6V
YV2Y-9M1J-WB8CK

Pokemon 1: Max Sp. Attack

WN8P-U4B9-95YR2
A60H-QNA5-27781

Pokemon 1: Max Sp. Defense

5XXH-P6PJ-3V4AP
CZYK-C3QF-KVHQT

Pokemon 1: Max Speed

ZAX1-5U5G-TJJG9
ENW3-B3TQ-RVWFR

Pokemon 1: Full PP (All Moves)

T4BV-02ZA-URRED
2FDK-0KNG-NPFJ0
26CN-8U7W-N59B9
2DVA-V8CU-K7WJT
P89F-TQG9-1935K

Pokemon 1: Status Is Normal

UNFB-X31Z-6CWAY
5NA3-XVEA-FD2EP

Pokemon 1: Heart Is Open

5ZN7-GHM8-78JH8
H41Z-VP9T-1G0EA
BCRJ-B9JV-EHUM3

Pokemon 2: Full HP

MGCR-AY9Q-B2WPP
ZCG1-KC8R-XG8BR

Pokemon 2: Max HP

JY69-PBP5-Q8XRA
BUQH-76WR-3T5TQ

Pokemon 2: Max Attack

P9ZB-2MC3-2U67Z
P1KU-K3BR-86T77

Pokemon 2: Max Defense

4H71-EWKH-Q0DWX
YY71-E6YQ-NG6RW

Pokemon 2: Max Sp. Attack

CZUJ-WVVJ-0YHXX
NB6R-WQXE-PV7K8

Pokemon 2: Max Sp. Defense

JHXY-JUY4-KHBAX
YJ8E-YFFG-8D13F

Pokemon 2: Max Speed

JEM0-ZKCK-RK6BF

02UY-BVYP-TBV3F

Pokemon 2: Full PP (All Moves)

UUNU-0BDF-6VXD2
DXV6-G122-ATWAW
Y7UN-UBWH-NNUNQ
2EFA-TVP7-QP6A9
4865-WJ3U-4EKVN

Pokemon 2: Status Is Normal

N03M-81UG-29JDK
ANNC-3YMZ-VC44E

Pokemon 2: Heart Is Open

VFQM-Z0H5-XHGEU
YRCJ-DAMF-UWUX6
229N-5G5T-RUNPJ

Pokemon 3: Full HP

PTW0-XR62-T5E4W
XP34-1EXR-6G11U

Pokemon 3: Max HP

TFG3-8NQQ-AWMX7
F9MV-E1GM-3T03J

Pokemon 3: Max Attack

4CVP-Y3R9-9460K
H2Z3-QH1A-TZME5

Pokemon 3: Max Defense

T1KZ-T62K-W33M5
EMBM-XZJB-8FE5R

Pokemon 3: Max Sp. Attack

52K9-J8XV-9XBQ5
T75H-BEGX-3U6C0

Pokemon 3: Max Sp. Defense

C9FM-ZEP5-VWHNP
YN8E-ECC5-E5BK1

Pokemon 3: Max Speed

V043-A64F-MJF96
07ZR-M043-705G2

Pokemon 3: Full PP (All Moves)

88E9-JHF4-2U53R
WQJ6-59BX-4KCG8
CYFJ-E44T-6A1W0
HE0R-N00D-0JWAY
RONR-XN1M-HVP0R

Pokemon 3: Status Is Normal

4J3V-K1ED-2H3EU
C1MT-R1WB-HM88K

Pokemon 3: Heart Is Open

U18D-ZKP8-60A24
BYEP-3P75-ZM0C6
10U8-W0K2-6UKQC

Pokemon 4: Full HP

8VTH-QYD9-FZ167
RGWJ-QRFA-6MY33

Pokemon 4: Max HP

H91N-KTBE-F6CP7
MZ60-KA86-6UR77

Pokemon 4: Max Attack

JW45-WRPG-KWMJ7
4M34-H6K0-VYB0H

Pokemon 4: Max Defense

WUMF-V1CM-VYMEF
D16F-5EKC-EHF8C

Pokemon 4: Max Sp. Attack

HVVE-FMMY-4H8EQ
XWMX-QK38-BBM02

Pokemon 4: Max Sp. Defense

DJJ1-AJRN-WC7PY
B535-NP6J-GU7TD

Pokemon 4: Max Speed

F74W-JTH1-R28CE
U96C-7X86-5YP5Q

Pokemon 4: Full PP (All Moves)

2AZV-H067-RCKJV
F7D2-P458-AH8JE
MMDR-RM3R-AFX6K
EFU6-YTWF-X4ETG
22M0-PTK3-1ECAB

Pokemon 4: Status Is Normal

JPXT-247W-UT3KE
27RG-2526-DR8TA

Pokemon 4: Heart Is Open

RQ37-N0PU-277ZC
75TG-AQ6H-R8BXD
2XAM-JTPK-5V79W

Pokemon 5: Full HP

4TT5-WBM6-UT073
42PM-HHBW-1UGJR

Pokemon 5: Max HP

MF4F-PXWR-BV6V5
N6UC-PU0F-P12C2

Pokemon 5: Max Attack

2JQ1-ZFQW-RF5PU
CBK6-YWB3-UDC0Y

Pokemon 5: Max Defense

UHN7-E3G0-604FM
WGD4-YFGN-BDZVP

Pokemon 5: Max Sp. Attack

05XV-667B-JP2VY

08NK-P09Q-F89GF

Pokemon 5: Max Sp. Defense

KG3B-DJQ2-PQHTZ

6DW1-R6NQ-7JQ4X

Pokemon 5: Max Speed

3F5J-VNZV-5V1VW

TH2M-FUGX-N09RU

Pokemon 5: Full PP (All Moves)

WR9J-K6NZ-Q6KJ1

4XER-4YFN-KEEZA

F9QM-BDDC-1QRFWU

A2MJ-5M7U-NGTDU

3H13-DXDE-3ZWN1

Pokemon 5: Status Is Normal

3HFK-WWYC-JD25Z

PTYU-6C9Q-X1FT8

Pokemon 5: Heart Is Open

17U8-676C-QMCZH

GYAB-UREU-8RQ6M

MEA7-F5A8-8XP4H

Pokemon 6: Full HP

3UR6-C9CR-56B59

HNGN-UBZK-54F17

Pokemon 6: Max HP

YERD-R7N7-XMHY2

EVD1-CYTQ-K9Y3B

Pokemon 6: Max Attack

JBN0-FKNK-G3B1A

48QV-ZRD6-HM6FY

Pokemon 6: Max Defense

3GQ3-8ZY2-2GKD3

ZXMP-WXFB-W0FFZ

Pokemon 6: Max Sp. Attack
10C7-78WA-49CM9
B675-YVXR-97V4R

Pokemon 6: Max Sp. Defense
54NK-GQFY-0545W
BM38-46Y7-592VZ

Pokemon 6: Max Speed
ZX9N-XE84-FK1PY
15ED-4MGT-JXEN6

Pokemon 6: Full PP (All Moves)
C94A-3F00-YT8ZC
UJ18-D7CE-GCYC8
4QYR-B50R-N8J74
7ZVG-1UYQ-CTTCD
AFCK-1248-7DTED

Pokemon 6: Status Is Normal
82V2-R0BN-HWVC6
46YH-EW3P-C7ZHJ

Pokemon 6: Heart Is Open
W6CU-6JVB-PDMB9
HRFT-AJ0C-TG73Y
YFWM-EH15-5NN9T

HAVE 9999 OF THE FOLLOWING IN PC:
U7HG-EAXC-MR0T2

Slot 1: Master Ball
3MDB-WKBJ-M17PA
ZNMA-P28E-EV6NC
E6Q9-1C8Y-64MGT

Slot 2: Ultra Ball
C3ZA-QY3K-XHQA3
WX6F-5PNX-VY805
NMU1-WXDD-1CBEE

Slot 3: Great Ball

9650-M0KC-X4WK5
MMB3-0XZJ-CDV5K
HRZF-9D0E-WN0CK

Slot 4: Poke Ball

RW7Y-CRY9-5459D
UDFP-5J52-V9TMD
HP70-FF66-00AYH

Slot 5: Safari Ball

N2KJ-8JFT-U73Z0
TZE8-Y6BE-NUVDT
F9M5-GAUT-4UQCP

Slot 6: Net Ball

RBZR-2JX5-XBG08
V498-W47C-XH4GT
XMX4-1KNM-KK81Y

Slot 7: Dive Ball

PGJF-QAXP-NY96M
R5XV-1YVJ-NWXUV
MMJG-CNTT-YDU90

Slot 8: Nest Ball

FZNF-BRXT-JAZ5G
VX22-F5QG-6NK6Z
5HT0-2P3Q-H7ZUJ

Slot 9: Repeat Ball

K62V-UH8P-JCNGE
BDGD-72UM-P57AD
AW46-VK6U-4H549

Slot 10: Timer Ball

6K1V-EXR4-VGVKM
D412-30G7-T98EG
WBYN-BBZB-V90FT

Slot 11: Luxury Ball

JU8T-0YW8-RKZKM
3K28-1WQH-D76UR

JF1M-5C1Q-37QVP

Slot 12: Premier Ball

FZH8-VY8H-QEWWH
UZ33-8E1R-DADFB
XJZJ-4XKW-DYKC5

Slot 13: Potion

QDJD-J66Z-TTMYW
OMXR-0H08-ECPJ8
OK28-BZE1-1G44K

Slot 14: Antidote

R02F-4HEE-V5QVM
RG7K-4GP0-JHKUC
BCMh-8R6J-C86NY

Slot 15: Burn Heal

JXEH-U9HP-TJDBQ
8T9B-XV92-5P6MU
A2QT-NPP4-XKGKZ

Slot 16: Ice Heal

VFGP-NMA3-NC68Z
J1GV-0UVT-EP2Z5
P2FG-CCDE-C9NF3

Slot 17: Awakening

NFHP-AT1W-J4KP3
RNDZ-983F-5M9HM
ZMQD-XB4C-JXEPA

Slot 18: Paralyze Heal

AGP6-U932-09ACJ
BRT4-WAZR-192K3
8855-JE82-QWJGZ

Slot 19: Full Restore

RNZC-XKZN-VGDZ5
5M3B-YP99-9EHM1
WP4J-5Z1G-HPWRC

Slot 20: Max Potion

HHYG-MM77-FWADK
D11Z-R48Q-39TAW
9151-FX3N-CMFY4

Slot 21: Hyper Potion

HB10-6JZB-YKA5N
CEE3-3AWG-1G5FH
FANG-Y5KC-WWUVM

Slot 22: Super Potion

KGG5-WXRU-ZDU03
K3TA-P14U-G1Q95
KVFV-Z5CD-5CPHF

Slot 23: Full Heal

XEKB-T44B-PK1EB
BXB5-AHTH-9Y1WK
2TDC-HWJ7-2WMKF

Slot 24: Revive

GB0Z-HZ4V-FTY3A
FWGD-WGKD-M1HGN
56GD-R3J7-QUVDG

Slot 25: Max Revive

1VJB-2UGV-7VX90
DA5Q-JYB2-27GW7
VYEA-6Q2Q-4XK11

Slot 26: Fresh Water

D4PN-ME27-1PZM3
VRBH-RHYR-XFMEY
UA26-RNJT-GX962

Slot 27: Soda Pop

EN91-M095-5GVBW
3DFE-BT60-PVMMB
5A4M-WZ0A-VWNGX

Slot 28: Lemonade

8085-BK5J-N3C54
4KW2-E7WW-9D0H4
X6DZ-9WP9-25HJ1

Slot 29: MooMoo Milk

HP00-YG7F-MWZVB
6DMR-MWZG-BHURJ
ZRBX-GYQZ-43466

Slot 30: Energy Powder

KJRN-36AZ-Q2A87
C2ZK-VFWU-C9NKW
DB2R-27P3-VD2HX

Slot 31: Bitter Root

U00X-DXXR-H3WPA
8G7C-BZ2G-UVWTC
24TZ-BPWA-G4FM8

Slot 32: Heal Powder

GD5W-FA3B-00MTZ
30QP-Z54D-FPNAQ
XMT5-HZDR-CCWM5

Slot 33: Revival Herb

TEGE-XK39-HR8E1
HF0W-4N2G-VAQEJ
A2DP-FV72-M8W5U

Slot 34: Ether

MPKZ-RM6Z-D851Z
XAJT-KKD3-3CUPX
JTZZ-G4W3-C3E07

Slot 35: Max Ether

3PC7-R31J-EU913
JDMP-JQ73-ME9T4
QWR9-VH5D-2AE3R

Slot 36: Elixir

XFUP-NBMB-PF6ZP
7612-2EN0-61FPX
N9HY-3Q84-U9YVV

Slot 37: Max Elixir

GDKW-NQPR-J1NKK
CYQZ-WUFA-68Q1E
RXVB-677M-XHHR8

Slot 38: Lava Cookie
7P8T-QY8G-T1M6M
JCQD-JW2W-1DA3Q
VMW1-7ZNZ-ZJVYG

Slot 39: Blue Flute
ZN3M-2ZEV-44222
WWZW-RHBM-V65AW
CHUU-3Z03-ZDTR0

Slot 40: Yellow Flute
T9X7-N7KP-Z35YW
C1Y8-G4B7-ZW2VG
NUAN-DKQQ-74DD7

Slot 41: Red Flute
J68P-UKCX-FDHUQ
RWCB-8W6D-GMFD8
AKJ1-6J68-MBNN9

Slot 42: Black Flute
UNZ6-M91M-GFW8N
W8PA-G7C6-KK5Y8
QBHF-MYCJ-JR2XM

Slot 43: White Flute
X079-XG39-Y9U9N
1Z74-PJMC-K1RRP
E0DT-E40J-GHTYE

Slot 44: Berry Juice
BGTH-BKXP-YVRMQ
W3XD-44DT-4Z4P5
QN6G-529U-44XZW

Slot 45: Sacred Ash
21CY-07QT-9V480
421V-UP2W-AWB3U
323D-0B0J-7FXWD

Slot 46: Shoal Salt

P8T8-BR8N-XDCTK
VBN3-HZAF-5BG0Z
NGNF-TCUJ-0YUN4

Slot 47: Shoal Shell

5421-HTB6-U39MQ
PM3K-16GZ-KE92M
V64K-63PV-8G9EC

Slot 48: Red Shard

ZW5E-QBNX-ZE0RP
1V29-VU0Z-5GRM4
T8MJ-2RZ3-7QJ20

Slot 49: Blue Shard

BJ19-FHWK-22E2V
UQMA-X65V-U74QC
4CUM-1PMA-3524V

Slot 50: Yellow Shard

MP0U-QC52-ZDQTJ
WRJQ-MA30-GQXM3
TPTK-Q6JU-XTHU7

Slot 51: Green Shard

VN9P-VMZC-JPG3W
K3D3-QTTH-HV51K
AD0T-ZFJ4-RJGFG

Slot 52: HP Up

VG2G-9N5C-824UV
972B-ERF1-TWQ4R
4ECK-5BVJ-P7T1R

Slot 53: Protein

EZ2H-NUMB-NRTHH
T7EK-PBJ0-V47X9
XDT3-MMZX-P596J

Slot 54: Iron

C449-Y8XD-DB15P

GMF6-XGCC-THQB0
ADB5-44RJ-JB5D3

Slot 55: Carbos
2Y6M-EUVZ-EV7R9
MQK2-7BWT-XNVRW
B8TC-3MD8-3WWD0

Slot 56: Calcium
8YAW-2WXC-UNX7P
QAD0-WZPF-909RM
F8DZ-4A9M-UF3PH

Slot 57: Rare Candy
HWPV-GZEY-9JBWW
GA7P-AB7A-94861
JW2V-KCWR-94TKK

Slot 58: PP Up
17U1-NX0C-4TKAH
N7Z2-RTCY-9KATW
KW2E-GYA2-AW3U0

Slot 59: Zinc
E09T-ARHZ-F99EF
7FKH-9UJP-7JU2G
KVVP-D8M6-Y4D88

Slot 60: PP Max
U5VZ-5GJM-QK9PB
X0NB-0N8U-7D6H8
1VDD-DRJV-CMDYN

Slot 61: Guard Spec.
NC6Q-RBK4-GR9TJ
HQD6-KGCQ-RPW0T
85AX-CRUN-6XHCL

Slot 62: Dire Hit
K6J6-W6Z3-D31C7
W2P6-CY47-R102P
2PPE-1UT6-UH3WN

Slot 63: X Attack

A1U0-2PFT-271VV
PGVT-M0HV-EBK5C
J8FY-4KYB-757AM

Slot 64: X Defend

NQNZ-H67W-WAPDJ
JOHX-F2KB-E4KV5
DWXJ-J208-WCNJA

Slot 65: X Speed

4YKB-CK54-9WZ2J
FU4U-FXE3-TQENK
201T-4XV2-32CYC

Slot 66: X Accuracy

4PFY-TR86-A6HK8
WDPC-F5EV-X5063
4URC-A9JV-BWYJA

Slot 67: X Special

VPBE-NBWE-1EFK5
0C42-AWTB-JE6XM
UWP0-0K4W-G5TMA

Slot 68: Poke Doll

4TAG-VZQ6-CN9MD
GTGW-NJYG-VQ773
JBC1-962H-6QAMZ

Slot 69: Fluffy Tail

0R47-UB7M-KYBAN
6A1J-ZH44-5DHWF
ZWMN-FUCF-GR2A9

Slot 70: Super Repel

F5C0-Y8NM-MVUWQ
04M7-Y74F-F0GEY
7WYP-2CX2-7ND9R

Slot 71: Max Repel

H6NX-A74B-K1ZJB
T32M-WABB-8G1U1

9VFD-E7PA-MWYT3

Slot 72: Escape Rope

R04A-B3J4-UK0MZ
KERV-X220-BUGKH
FQBT-EDJJ-Z4ZNX

Slot 73: Repel

HGYU-CYWM-VXXJB
W22Z-XWWB-MM34A
F2TD-435F-4RE4E

Slot 74: Sun Stone

BQ4A-0D0U-CUV9W
NKPE-0MEF-D9A8Z
WG3W-PXZ9-124FQ

Slot 75: Moon Stone

NJ3N-CXKQ-V7NXG
BRKU-DUH2-QGYRU
V68Q-HP6U-G4Y1F

Slot 76: Fire Stone

KQ66-MBRX-TT1W9
9D8U-0HHF-B5C48
ORM9-CPQM-1FXX6

Slot 77: Thunder Stone

8K6E-Z2ZV-P1YFC
0HK0-CU37-7YAP7
NBDJ-HYQA-NJ3FX

Slot 78: Water Stone

1Q5R-E4ZR-5EPKG
P9KF-KXMP-7CC6E
5Z18-ECZP-FZXBY

Slot 79: Leaf Stone

D0EX-M7RX-H8VWW
W835-87YJ-ZPTQK
NF15-1PPQ-UZ7HR

Slot 80: Tiny Mushroom

GZD4-J6CB-0B93R
Y0HV-082G-2JKEM
H0GU-M03C-0MR4P

Slot 81: Big Mushroom

35EB-3VAX-BWUXD
UNW8-G41T-YTWNP
ATBP-Q7CZ-UVZ80

Slot 82: Pearl

ZYT4-VK1K-6AWPA
EDV3-Y4AK-VZXDR
JY7Z-CF0V-GHG3R

Slot 83: Big Pearl

8CDY-TPCW-EYZ6N
0179-0PM8-YU49Y
PPFA-UTWR-DGMM1

Slot 84: Stardust

YCP5-3BZ3-FYN2T
TTUN-H83Q-BZTEB
4XNB-KUFR-HNEHE

Slot 85: Star Piece

7WTF-RKJR-63V42
8DT0-9HV6-9EX39
4Z82-G90E-UBD6W

Slot 86: Nugget

KEA4-C4QU-JEV1G
9TJC-BV9K-DVGU5
8MUT-6TGC-WGTW4

Slot 87: Heart Scale

9J2J-1NVD-ZJACT
0YVN-VN7F-FG8CT
RMJ8-8P9B-EUHVQ

Slot 88: Cheri Berry

M49X-ZTEB-2GGNP
GDN9-PP0Q-JBW32
NQ7E-GY5J-DTKCD

Slot 89: Chesto Berry

MHHG-442Q-UJC8J
VPT4-454T-7KURW
A3M0-RXTB-XDAA4

Slot 90: Pecha Berry

1ZZZ-6Y4G-VCZ5P
RPDQ-JACX-N2ZQB
M24J-EZUM-U46B9

Slot 91: Rawst Berry

OKXJ-3JTV-RBM5T
PV2G-1UD1-XU9VV
Y2E4-YYVR-YEBF2

Slot 92: Aspear Berry

FQXU-WRWZ-GY11B
6CMA-X2G7-HW410
QXU7-10FM-HTGAZ

Slot 93: Leppa Berry

P6KY-8RGW-K84J5
TTFB-V9Z0-1WW9Z
OP5K-52Z0-DC5ZH

Slot 94: Oran Berry

KAGA-UF8M-UTMOC
40KY-7ZED-JFY18
UPK9-PHTH-J5NQQ

Slot 95: Persim Berry

A8D8-G0BF-5P69H
QF4Q-HT4G-Q1HHP
GZEY-NV6E-MKZ8H

Slot 96: Lum Berry

RGEJ-W9UB-0Y466
MZGB-J218-QGMZ3
JPPP-GBWA-CQQNZ

Slot 97: Citrus Berry

22BY-UQK4-7Q2QM
29KK-85D2-MXTV1
AY61-JRVH-2A9KB

Slot 98: Figy Berry
PV8B-KZCU-53UYP
X3D4-AJ7T-BJEJH
ZANG-M36U-P0PTK

Slot 99: Wiki Berry
DQPT-8BEN-30TGB
CWKW-Z0T5-B58UA
16ZG-PX6Y-KEGHB

Slot 100: Mago Berry
MTWA-HF9P-KGBX3
MA96-P1KV-NR6KB
U9R2-K5M9-7DTDN

Slot 101: Aguav Berry
V7F6-X95X-40X56
MURZ-7A8M-WM12P
8R97-AF97-TQN6N

Slot 102: Iapapa Berry
WA5Q-A6UA-QC5MR
PJD2-Z461-T22JW
8Y7U-U592-P9EZ6

Slot 103: Razz Berry
Y1VT-X15Q-6ZC4K
HWD8-Y7B5-BTJKA
KKDR-CFUU-56AR8

Slot 104: Bluk Berry
PJVK-NC56-02KC8
M0ZC-VC6X-H55KY
XC6B-ZUHH-A6UPK

Slot 105: Nanab Berry
NGH9-MJB5-GQAHH
3UCM-Q1JY-WVF2Q
MXEH-16MK-ZMV95

Slot 106: Wepear Berry

X66N-VEZ7-TZUE6
Z2HY-0NCA-PWMTC
WMD4-15MU-BG4BE

Slot 107: Pinap Berry

3138-B79U-6QYCU
ZZJ6-6ZNP-2B7YF
QBQB-MDDE-F5NMX

Slot 108: Pomeg Berry

0MVT-JWUX-ZV9HJ
7WGC-GC1Z-NU6XV
TWK1-FKPX-BEQR

Slot 109: Kelpsy Berry

ND8X-D6DY-1PR4F
03FC-ZAW9-QCEZM
3WDK-7GH3-VQ967

Slot 110: Qualot Berry

NR9X-HKWR-DPCAP
X3JK-FCV7-A1337
KK4H-4YPV-2R43N

Slot 111: Hondew Berry

31BA-F6QX-1GQJC
XNRV-2T4K-8A7BV
TTDY-ABTM-T2ZE1

Slot 112: Grepa Berry

K755-F5HU-PXPJT
ZC1E-YA6H-MFXA7
PJBP-Q4R5-90524

Slot 113: Tamato Berry

CPXD-BV32-RGC1J
0XWD-2Y3G-XZG11
3TPD-4KQ2-4XQ8Q

Slot 114: Cornin Berry

2ANV-8075-5K346

CXGN-U2DU-9Y3F9
DG71-EB42-8W7K9

Slot 115: Magost Berry
Z4AY-A6VB-61JX6
3CDW-8PYR-KP93V
DN7X-52FF-CH2U5

Slot 116: Rabuta Berry
9W8P-2PCB-WZHKB
XXR5-V020-T1C5G
E31H-3178-QMRC7

Slot 117: Nomel Berry
7ZZ0-0Y3D-GH9CE
WX60-YYMY-AY09D
AB5R-0AF6-YXD1B

Slot 118: Spelon Berry
G5NZ-MRK2-DB57X
PDQB-6EYQ-05E1J
6DKW-0D9Q-98GFF

Slot 119: Pamtre Berry
MPZ6-5DMN-AQ1A1
2NZF-G1WG-WPYB0
H1AR-TAGR-BDFM2

Slot 120: Watmel Berry
HN3P-6T33-3VHCZ
1NBC-Y24P-HJY55
OCR7-T28R-AQT6B

Slot 121: Durin Berry
2AUK-HD51-F9Q32
2AXW-FH43-HMZ93
MK2J-BPBY-BE0PV

Slot 122: Belue Berry
0YHK-QFXU-GACUM
HR97-90YP-5E4HV
3GUN-ABRK-F5TPN

Slot 123: Liechi Berry
3YR9-YUJ5-QPKYU
CGMT-N6TJ-916JK
FDRP-7KG1-VG3EX

Slot 124: Ganlon Berry
TG31-MFTG-NHY9H
KZ41-NEWE-Q2U39
0YQH-55M6-U4NG6

Slot 125: Salac Berry
8HEH-J7W2-RF6FU
Y8K1-D8G6-0P65N
DAR0-HERC-TCPDN

Slot 126: Petaya Berry
DT6G-TJTE-92XQ8
P9W1-CPCX-P8FQC
VYEF-K0B7-VKVRD

Slot 127: Apicot Berry
KQ6E-46WQ-E22M7
8V3P-Y1WN-M7AHH
VZ6W-47CW-T1E6R

Slot 128: Lansat Berry
BWKJ-HQNT-137AP
9PHC-UD6Y-51YW1
YYAW-UYU0-8MBZC

Slot 129: Starf Berry
0DT9-5TQ4-KDQ28
B0WF-Q5H9-JP67J
NNNH-UEW5-UY3NJ

Slot 130: Bright Powder
R2WF-J08U-Q90VV
QVZN-BWCP-WK9PA
EA5W-9GRU-607TA

Slot 131: White Herb
YTMW-6P7U-VFREX
6RH3-J4EZ-XJ361

D1DC-JQKN-B4VEJ

Slot 132: Macho Brace

QHN5-AHPX-9G6K9
8XMD-RWY6-53722
YFYA-UM3D-8F41G

Slot 133: Exp. Share

BVNJ-QGE4-4JWX1
Q2ZM-4RZC-MF826
0A99-XATB-W1D0T

Slot 134: Quick Claw

KAD8-DV8W-KUJG1
2DGK-0BR8-7BQXV
MM1D-8NPF-83FM6

Slot 135: Soothe Bell

1ZDV-V4JV-TJPDW
BGTE-UWHB-2E2XQ
MBEK-2F9F-YMQBB

Slot 136: Mental Herb

G14J-QCTJ-0QDV8
XFTN-B7AC-G9AEV
3R95-6B5F-1170F

Slot 137: Choice Band

HX8B-FGTH-M07GY
0FA3-MTB7-Q04WG
E68H-ZY0E-9PYJW

Slot 138: King's Rock

35YA-Q8CY-ZB80F
65QW-W7K4-94A5Y
FG7E-06EV-35RB8

Slot 139: Silver Powder

7Z14-GWR7-FXJM8
5UFR-JCFA-UHJN8
W786-73Q8-4YN45

Slot 140: Amulet Coin

8K29-KEWF-EP3NN
BCTV-YBD6-0453B
PYMN-NWA7-BTYB3

Slot 141: Cleanse Tag

MXC6-YP77-MKWQD
0T47-JXHU-2DKNX
6M5Z-T7ER-0TV6N

Slot 142: Soul Dew

T21J-8V0U-AW32E
VGYA-26H2-489M4
DEZP-HWRZ-C0D2H

Slot 143: Deep Sea Tooth

URBB-V7V7-JBUTY
GQ3R-WPXJ-5YZ8D
U7HC-RAE3-UEW0Y

Slot 144: Deep Sea Scale

HJV9-0TGB-AHEYR
A6DK-HDUH-RPX8R
GU3D-0NTW-YCQ41

Slot 145: Smoke Ball

DBPV-4BC5-UT6TR
JCWU-GC5G-48ENC
RCFC-WG5D-7KAWM

Slot 146: Everstone

U00P-44CM-RERCP
Y82E-GU48-HC3EC
UD9J-X76R-Y58W8

Slot 147: Focus Band

U413-KH4D-UH15Y
B146-AJAR-ZY3QX
CXUT-412U-8BTYN

Slot 148: Lucky Egg

A8HJ-3X3F-2PDCC
UEHW-N6WW-8Y4BK
55YR-UW1A-V1GKV

Slot 149: Scope Lens

U90Y-TB3Y-D6VYM
X0FG-3BCD-W288Z
11CJ-2VDM-BFCA4

Slot 150: Metal Coat

Q77A-U1PE-B8QH9
T482-BM4P-XX08X
C4VG-36Y4-00AGM

Slot 151: Leftovers

DXE1-WZWA-T4HB2
T31N-R421-DAV9T
DV4T-CTEJ-AGTY2

Slot 152: Dragon Scale

DT49-QT2M-5XGP2
20BQ-6AAF-U3CRE
ZM8K-RDQU-YPB9Z

Slot 153: Light Ball

3RJB-1P9A-7MECE
ZUKX-XG1E-M5XK8
GTJY-Q59Z-6FFAG

Slot 154: Soft Sand

5KGV-QNTK-UDPWU
253D-9AY6-5D7RM
G04Y-T00P-D4Q8G

Slot 155: Hard Stone

T1M6-942Q-9H3QR
A2XY-K1PW-1RV9Q
MG3B-0BP5-5PHRZ

Slot 156: Miracle Seed

RZWG-E8N5-2D8P9
8ZXT-66Z7-31WRN
XCK3-JW22-DW0XX

Slot 157: Black Glasses

Y72P-1ADY-VXGNW
REMH-548R-BU09D
JCXX-EUEF-GJKT9

Slot 158: Black Belt
6Q9V-G53D-4CE14
7D5T-BV5E-97XBG
0HVV-HK5J-5RXQP

Slot 159: Magnet
6JRG-7PE2-F7JUT
A7Y8-WUE1-HU8WZ
DPK3-5FC3-A8NF2

Slot 160: Mystic Water
MPCD-TG3U-W6VQ0
8RGX-D5PU-D8V4Y
QM1J-U61K-5590J

Slot 161: Sharp Beak
1F79-AW73-CZZFA
AV5W-W3YT-EZZGD
Y741-KKT6-UP1DA

Slot 162: Poison Barb
JR3T-BRAV-FDW1D
18WR-JH2K-PN34R
HGAJ-UM18-0Q0K1

Slot 163: Nevermelt Ice
R4KT-DVQN-XPKXP
NAUX-Z56Q-XM18G
F5Y6-C8W1-JZ7R1

Slot 164: Spell Tag
QNNH-88WE-5E2F9
P6VX-NN1J-BB80B
NG1Q-G403-XMQBV

Slot 165: Twisted Spoon
UDTU-PPZX-EH8N6
UTU7-4Z76-07FPB
NDVQ-ATZD-2BH94

Slot 166: Charcoal

Y5AQ-XN9F-77493
N4K9-1H63-3WMDV
ZK8Z-905E-F8JKZ

Slot 167: Dragon Fang

31M5-NT3C-373TP
C5NQ-TFRV-BCKU2
YDC6-V47E-YG8QF

Slot 168: Silk Scarf

EV3Q-M1T9-42X1Y
PHCH-UGF5-6TG3Z
5MB4-Q2FB-Y2XH2

Slot 169: Up-Grade

NV81-1PQK-HTT0V
2TPW-1KN6-THAKK
NOGF-74G9-EY6H0

Slot 170: Shell Bell

FCN5-GR09-DVADM
Q32Q-MB4D-1JHNF
0088-NATA-WJ1TG

Slot 171: Sea Incense

BDGT-68X0-QN2BV
459U-KN1A-N14XR
JKW7-GBXX-CZD6B

Slot 172: Lax Incense

CJAN-0BBA-ZEMM2
95VH-CF2P-4TMJQ
RPFW-58C3-JAMQ1

Slot 173: Lucky Punch

PRMJ-U8TA-B9E9V
UQVU-H8XZ-4TA1P
JYK4-14X2-20XZ2

Slot 174: Metal Powder

9413-59Z2-6U01V

8Z5X-9G9A-CKMYR
RVUN-4V7R-W86BK

Slot 175: Thick Club
MAMY-H7XW-EB2TA
PD6X-9YY4-TXY11
A702-AR7H-U2VAB

Slot 176: Stick
WDMM-R3WP-JZPHF
AX0M-M1N0-0N5TY
7D8V-3K2K-27F71

Slot 177: Red Scarf
PQ81-4F9E-YTB7M
AMDE-UZ0Y-U6QFB
PYY7-NUTC-H2U7M

Slot 178: Blue Scarf
993H-N23Y-48WBM
5U3T-2C2W-7XMT7
YWT3-T6NZ-VHH8Y

Slot 179: Pink Scarf
HEQP-V53A-C3JXJ
UN26-17DZ-PDH4A
CMJ7-ANR4-K8EYR

Slot 180: Green Scarf
F7V9-F034-ZRDN1
ZU0E-T5Q2-MU0B8
FHY0-FJ4G-76XVP

Slot 181: Yellow Scarf
A4E0-HA0V-R0Q78
CC97-RGEW-04NNU
OKM1-DT5R-V388X

Slot 182: TM01
N60Q-AHCM-RJ5TR
EYR3-Y44A-WHFMM
WJMG-FRCE-GZJQ7

Slot 183: TM02
VYJJ-CVK3-1MAMH
MEEJ-CNVQ-HNE1M
1TXR-VXYK-ZE5EM

Slot 184: TM03
07YF-NMHJ-0YU0Z
BG61-FVWJ-XM7D0
UBVR-9CTR-1WHQ2

Slot 185: TM04
77TY-CBAT-BQ1RK
7CUT-KKRG-D9KK2
0C4J-T6PJ-6M5XW

Slot 186: TM05
Y9ZA-M5ZT-3G7CP
3GHR-89VZ-ECD23
THFN-XDR2-8YCZA

Slot 187: TM06
26GR-ZDRB-G233Z
H3KN-1BHQ-B73V6
H5AY-6G50-P5TNF

Slot 188: TM07
A9DM-TB53-FM7FR
4TBN-NOKT-YEU3T
770K-DJU8-8F3VB

Slot 189: TM08
V8HK-K7X8-YDG4H
BJW7-ER3W-B2JHE
H1FC-P4PP-370G8

Slot 190: TM09
VAEQ-Y83C-GCGEK
4UJQ-MHXQ-131AV
CWD1-7C66-289FX

Slot 191: TM10
TJ0P-1YYB-R98EA
1UBZ-MZWH-9M63A

UJRD-MZC0-Q7AXJ

Slot 192: TM11

XZAE-NEBJ-6Q9GF
9W6J-5YQ1-DVWUT
X06D-YH0M-MKPEV

Slot 193: TM12

DZU5-XW3G-9XTNW
VNYN-N5DE-6101T
ROK6-4ET4-7FJFQ

Slot 194: TM13

CH68-3R9A-ZH4GC
1KPN-ZBAF-B4176
GW55-PAQH-3ZP6T

Slot 195: TM14

JQTG-YB1K-MJAJB
ZQRY-N1BY-01JKA
1U7J-530G-G76YV

Slot 196: TM15

Z2W3-7JH1-1UEMH
EH06-40ZM-5H1EK
YHCR-EZRC-TT9PP

Slot 197: TM16

B917-C9EK-X028U
4HHR-CKPM-2F2RB
ZME4-AEBO-VQ40A

Slot 198: TM17

UK2J-3QU8-ZQ88X
TMMC-9ZCT-JTUDR
FK5K-WWD2-HZ1UG

Slot 199: TM18

H6ZB-TD7T-CQZUO
3QWC-3H0R-6JKZ4
MF3R-8E8D-CRVVO

Slot 200: TM19
XRW1-602Y-C8HG8
54GT-QKZ8-8KN79
F99Y-045Y-P6P5T

Slot 201: TM20
U7DV-W3YG-VA9DQ
8EG1-B4A7-NM353
8JCB-FB9C-RXJXU

Slot 202: TM21
8DQ3-314T-6KE0U
4T65-XH4N-16680
2VFB-B7TD-M0FJX

Slot 203: TM22
227U-WYFV-BU86Y
UKWJ-26AH-CREPF
94AT-D0GP-83NNH

Slot 204: TM23
8VFG-WHNX-U4G8C
JTG7-84C4-59XYQ
8NUD-AFTE-5QGTR

Slot 205: TM24
0JQ7-E8F7-C9ZHP
M37C-87MJ-8GT09
AZPH-P4BW-AC404

Slot 206: TM25
JBNV-DCAT-JYW52
CPKN-D6W9-F9RB3
5EZV-A3Y0-VK19Y

Slot 207: TM26
43YD-TWAU-4UUH6
XNNU-D9U0-304VV
R7H1-F0EX-D5KEV

Slot 208: TM27
DRRP-GD8J-9BB8J
8643-0DYP-1TGH4
KY50-PTN7-R00AP

Slot 209: TM28
T7RY-ATB1-RQZQ6
3DCG-AKKB-1KD77
4MUU-0VHQ-FW04P

Slot 210: TM29
0N2Z-2WNH-VQG5T
H6BK-RE8K-XEMAR
5RFN-9Q6G-74QY9

Slot 211: TM30
WY2B-5X1C-WR33K
845H-YUGP-8QHKP
0XKN-BZHC-RVWBQ

Slot 212: TM31
RU9R-37R4-GKXZF
WEUH-2NCK-V3DC2
RCHQ-JN0M-37ZEA

Slot 213: TM32
ZFM0-0CDB-ZM35Q
4646-KBGB-1VXJ7
4F8K-M7W7-ZT87Y

Slot 214: TM33
NCGH-VPGX-DKVR
A44K-26PE-9JDA4
FQPQ-YQYW-C57ZJ

Slot 215: TM34
39RV-UJWJ-CE6ZR
9QAU-FFWP-TRVVJ
E2T5-2HFX-VEZU4

Slot 216: TM35
TKCM-WE36-N6412
R9V0-M6TE-QUJZV
TM8R-NUM2-T0C2U

Slot 217: TM36

ZEU1-FRVX-B7C2G
K0KA-UR9V-314BV
RW6A-A4NJ-GYJVQ

Slot 218: TM37
1DB0-GV1N-K3T4Z
Y6TU-6UPW-909Q1
CQHW-FEA2-PJZAG

Slot 219: TM38
R024-H4AA-D0FRY
B3GX-MH9Y-U0BEP
HA1M-01JU-1UZXC

Slot 220: TM39
UHK9-JJFR-QF5C0
CVDD-NB0D-F65EY
86UR-WY9Q-AY1TE

Slot 221: TM40
62Z0-RJQ8-PPX6K
JYGF-3NMJ-9UBH5
WRJU-1W6X-GA1HM

Slot 222: TM41
VB6E-E0XQ-UKD2T
K2A3-RMXC-Y3BMU
JZ5H-2EPC-R237M

Slot 223: TM42
NKBK-F39D-CYRA7
4EBT-HBQ9-UU5KF
9UEA-VRHC-UWB8A

Slot 224: TM43
1PHP-UTVW-MMVGB
ECDA-ECX3-AF39Z
F1WY-8DXY-EQG96

Slot 225: TM44
BAET-BAR9-60CN1
QYK6-KDDV-H8KYJ
M552-NYT9-3GAQR

Slot 226: TM45
2Q59-2TC8-CW6BM
7A2Q-4803-PHG22
9B40-YZMT-DB170

Slot 227: TM46
EB9N-URDA-CGP75
EQTC-467K-QDM99
4BQJ-HD3A-FRW5C

Slot 228: TM47
RNRX-81UG-QFD8E
ZW99-K8UM-VTWRK
A1AY-K4U4-JH0XZ

Slot 229: TM48
GUB5-7TQN-Q79WV
EP05-4TJD-NNU7
8J47-3DRD-QVW4U

Slot 230: TM49
2UB8-KXRU-G9VMT
QF5Z-D9HZ-CAF80
TJD4-PPBK-9D2KY

Slot 231: TM50
V0UM-D3F5-06CY5
GRQZ-WDV6-7GG5B
226M-7BH4-XZAW4

SLOT 232-KEY ITEM MODIFIER(Pick One)
PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
TRUX-K76X-DG8XZ

PC Slot 232: Jail Key
PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
P1MD-HVNJ-9C6TT
EYDK-MBH2-KA0NN
AMA7-4BN9-RABG6

PC Slot 232: Elevator Key
PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY

Q5QH-NVQC-TBKD2
CPPT-HB67-Z6W13
AMA7-4BN9-RABG6

PC Slot 232: Small Tablet

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
G429-6EG7-HYB4F
03T9-XPWY-E270R
AMA7-4BN9-RABG6

PC Slot 232: F-Disk

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
G3B2-JX97-F8WED
645H-5PA2-PHCJ9
AMA7-4BN9-RABG6

PC Slot 232: R-Disk

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
UTG3-3JPZ-2H4T9
MDMK-A5DR-DZY10
AMA7-4BN9-RABG6

PC Slot 232: L-Disk

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
KGQD-770H-A5TWZ
RZ3M-MZ3A-EFC1X
AMA7-4BN9-RABG6

PC Slot 232: D-Disk

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
C1F7-M837-CAH3Y
VUYJ-BTT1-Q8AGZ
AMA7-4BN9-RABG6

PC Slot 232: U-Disk

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
7TM1-KPHU-2NGJZ
RQ3B-KWC7-5MZCB
AMA7-4BN9-RABG6

PC Slot 232: Subway Key

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
YG20-YJGT-ZDMDN
KX2U-TZ0K-G3874
AMA7-4BN9-RABG6

PC Slot 232: Maingate Key

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
NJVU-B3R1-XKMFV
7NPB-PMUZ-W0J4E
AMA7-4BN9-RABG6

PC Slot 232: Card Key

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
TK0N-6APQ-6F3J6
G1QW-XK85-JE0VJ
AMA7-4BN9-RABG6

PC Slot 232: Down St. Key

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
ZE2W-FT3F-2KFTM
7B7J-7C8V-RE8T0
AMA7-4BN9-RABG6

PC Slot 232: DNA Sample 1

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
WA0N-R4K8-5Z6KG
BW4K-20EE-XWTEM
AMA7-4BN9-RABG6

PC Slot 232: Bayleef DNA

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
J39T-G1ZT-3Y5YN
HV32-MNGZ-V21X3
AMA7-4BN9-RABG6

PC Slot 232: DNA Sample 2

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
GNTZ-8T7A-R9MXZ
H6YN-4DCQ-M8FD4
AMA7-4BN9-RABG6

PC Slot 232: Quilava DNA

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
GMTK-AJ49-TTY00
UMME-1FBA-7GZ1Q
AMA7-4BN9-RABG6

PC Slot 232: DNA Sample 3

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY

BBQG-C1WW-CFERN
N3FU-353F-VV8P9
AMA7-4BN9-RABG6

PC Slot 232: Croconaw DNA
PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
CZV9-C6AY-C3BEB
38DX-UVCM-UV6D2
AMA7-4BN9-RABG6

PC Slot 232: DNA Sample 4
PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
QJPY-TTR1-UEYA0
578K-NH51-MGU2F
AMA7-4BN9-RABG6

PC Slot 232: Sudowoodo DNA
PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
ZZZ8-MGDZ-774DN
MD0G-P7XE-11Q2J
AMA7-4BN9-RABG6

PC Slot 232: DNA Sample 5
PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
J0NT-T9H9-EAJD8
JHFA-KHRN-NYVE9
AMA7-4BN9-RABG6

PC Slot 232: Misdreavus DNA
PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
G876-XUKC-DJ5JX
W3FW-0349-U1QAN
AMA7-4BN9-RABG6

PC Slot 232: DNA Sample 6
PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
NXKR-V6FH-YHB89
CGXU-U19B-D04XZ
AMA7-4BN9-RABG6

PC Slot 232: Mightyena DNA
PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
Q0Q7-31FX-BRCNV
GVWW-4A9Z-RX4E8
AMA7-4BN9-RABG6

PC Slot 232: DNA Sample 7

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
B3XH-H1X3-WG969
QACP-C7H2-DH5EZ
AMA7-4BN9-RABG6

PC Slot 232: Raikou DNA

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
U8U5-MW62-N1Y5E
24KM-FM8Z-48M57
AMA7-4BN9-RABG6

PC Slot 232: DNA Sample 8

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
MX63-BBXP-HPR6Y
ACCW-TM5H-1P60C
AMA7-4BN9-RABG6

PC Slot 232: Entei DNA

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
7WKA-JXG3-3PEX3
JRMR-ZH9B-CPUF3
AMA7-4BN9-RABG6

PC Slot 232: DNA Sample 9

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
KJE8-9JEA-9EA9B
7KRC-KJ2V-2Q8J9
AMA7-4BN9-RABG6

PC Slot 232: Suicune DNA

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
42X2-KEXV-X49RC
DWFE-363R-N7U17
AMA7-4BN9-RABG6

PC Slot 232: Data ROM

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
XUTT-DF6H-H1UE2
9FGX-8KXY-6GJQR
AMA7-4BN9-RABG6

PC Slot 232: Steel Teeth

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY

VYQF-FX81-B9ZWW
QN4D-91GQ-TWH25
AMA7-4BN9-RABG6

PC Slot 232: Gear

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
ZP0H-U0K1-1Z1N8
6CBF-UZ1K-9Q1JC
AMA7-4BN9-RABG6

PC Slot 232: Red ID Badge

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
ZNEE-HP61-TNRVC
X82W-34RJ-YHP58
AMA7-4BN9-RABG6

PC Slot 232: Green ID Badge

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
UEJ6-KF91-1NW94
VEPN-CJZF-PC13F
AMA7-4BN9-RABG6

PC Slot 232: Blue ID Badge

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
N04X-B2JD-2NWK2
3CPY-65MZ-XNFKM
AMA7-4BN9-RABG6

PC Slot 232: Yellow ID Badge

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
ZTB7-HYBR-CZDYD
KP4D-TXQC-GMEFW
AMA7-4BN9-RABG6

PC Slot 232: Time Flute

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
OFFE-9QN3-UXHN6
7V43-AMXX-QBKZE
AMA7-4BN9-RABG6

PC Slot 232: Ein File S

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
BAN4-J1UM-VEKQ4
B36D-M601-UUW87
AMA7-4BN9-RABG6

PC Slot 232: Ein File H

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
E9T3-EFCT-BZNDV
ZKQW-D3FP-8PJ3E
AMA7-4BN9-RABG6

PC Slot 232: Ein File C

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
QJKF-EKPW-ANWV2
4YPY-R1HR-DYV9Q
AMA7-4BN9-RABG6

PC Slot 232: Ein File P

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
38Z4-K6Z7-ANKPG
QT01-A0VF-3800T
AMA7-4BN9-RABG6

PC Slot 232: Cologne Case

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
R7WR-1819-C0FPQ
9291-VB16-M4E0M
AMA7-4BN9-RABG6

PC Slot 232: Joy Scent

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
XMGM-HPJ1-V0712
QB49-KMUV-JMTG5
AMA7-4BN9-RABG6

PC Slot 232: Excite Scent

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
HE22-XCQE-Y0G9G
CDNJ-Q3HA-RZ4DW
AMA7-4BN9-RABG6

PC Slot 232: Vivid Scent

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
EP2G-5WF0-4801H
DEAJ-H5FK-8A36R
AMA7-4BN9-RABG6

PC Slot 232: Powerup Part

PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY

PNK0-7DNY-J4KJ3
06TA-CZCX-WT3ZE
AMA7-4BN9-RABG6

PC Slot 232: Ein File F
PREMATURE USE OF KEY ITEMS MAY INTERFERE WITH NATURAL PROGRESSION OF THE STORY
BVKA-321F-AQ708
CV9R-EPCY-5EH1A
AMA7-4BN9-RABG6

MAKE POKEMON FEMALE CODES:
THESE ARE IRREVERSIBLE AND MAY ONLY BE VISUAL.
J8K2-8DW8-0QK12

Pokemon 1 is Female
THESE ARE IRREVERSIBLE AND MAY ONLY BE VISUAL.
TTMB-586A-K0VB5
X5G5-MUUR-7RUVT

Pokemon 2 is Female
THESE ARE IRREVERSIBLE AND MAY ONLY BE VISUAL.
WT2F-DRPJ-MEW6G
WMHG-DEWM-492PA

Pokemon 3 is Female
THESE ARE IRREVERSIBLE AND MAY ONLY BE VISUAL.
YWVV-7ZJG-13U1E
MJEF-2T1B-DQP73

Pokemon 4 is Female
THESE ARE IRREVERSIBLE AND MAY ONLY BE VISUAL.
F2B1-PF2R-5WPX8
4V5C-YEZG-KDVND

Pokemon 5 is Female
THESE ARE IRREVERSIBLE AND MAY ONLY BE VISUAL.
ZP6G-UY64-Q9MGH
9H9J-B739-J4P44

Pokemon 6 is Female
THESE ARE IRREVERSIBLE AND MAY ONLY BE VISUAL.
UFV8-R778-NFQUP
3B5T-K0F2-M1K06

=====
16: Disclaimer
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[160]

Oh and should you read my FAQ wrong or something and you lose those 2000 hours you had in Smash Brothers, the 87% complete Metroid Prime game, your full Zelda wind waker gallery, all your Soul Caliber 2 data, and your Ocarina of time save I feel for you and all...but I have no fault. Oh and I am also not suggesting you use Action Replays. I am in no way responsible for any damage it may and probably will do to your game data. Thank you.

=====
17: credits
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[170]

[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 uhhh...For no good reason except that they pwn all. I LOVE YOU GUYS!

WW_Prong For giving me G-mail which you do or will be soon using to mail me.

=====
Thanks to:
=====

Thanks to www.codejunkies.com for the action replay codes.

The following people for pointing out significant errors in my guide:

Requested Anonymity

Jonathan Rhoades

Serebii's site for the Japanese names of the towns and various game info concerning characters Japanese names.

Shin Kaiser Dragon for a few pokemon I took from his pokedex FAQ because they were lacking in my pokedex.

Deathborn 688 for the natures and what they like to be purified with.

Ken J. Egervari from who's FAQ on GameFAQs I memorized info like the stat formulas and for any additional information I may use from which my knowledge came from that FAQ.

I won't be taking the info out of the FAQ, only out of my own memory, but as at one point the info came from that FAQ the

author deserves credit. I highly recommend that you read the guide if you want to beat all your friends up.

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 GFAQs board. Thanks all!

=====
18: contact
=====

[180]

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... In a non-hostile manner please. I don't like hostile Emails.

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.

E-Mail kirbyroks.:at:.gmail(dot)com

IF YOU E-MAIL ME YOU MUST GIVE IT THE SUBJECT "FAQ Question" WITHOUT THE QUOTATION MARKS! IF YOU DO NOT CHANCES ARE I WILL NOT SEE IT!

DO NOT Email me unless you have read the FAQ and I haven't answered your question. No this does not mean you have to go over my FAQ with a fine toothed comb looking for a trace of an answer but look around and make relatively sure I haven't answered it. Even then it would probably be better if you were to ask help at the GFAQs Pokemon Colosseum board which is located here:

<http://cgi.gamefaqs.com/boards/gentopic.asp?board=36896>

Here are some things NOT to Email me:

- QUESTIONS CONCERNING OTHER GAMES! IM NOT A WALKING POKEMON DICTIONARY!
- Questions about my personal life have no purpose and are frankly annoying.
- Questions that make no sense.
- E-mails that seek to correct me when the you yourself know nothing about it.
- Requests for friendship, love, and happiness.
- Flames
- Any sort of attachment

If you have something to contribute to me that you absolutely cannot put down in words then it is useless to me because this FAQ is made of, guess what, WORDS!

- Fake information

Sending Emails like the following will probably result in my not posting your info:

```
**"Hey I wanna tell you a secret. Normally id keep it to myself but its great so I gotta tell. I'm gonna tell you how to get celebi. First you gotta beat RPG mode and free all the pokemon from their being dark and get ho-oh. Then you have to name Ho-oh 'flame' and use it to go through and fight and defeat every trainer on the battle tower again using fire and flying type moves. Then at the end Celebi will challenge you! Bet it using NO fire type OR flying type or any move thats super effectave and then go back to the train town and but 35 pokeballs. Then toss them all and check in your PC. Celebi should be in there. If it didn't work read it all carefully and do it again! IT WORKS!!!! I have one!!! Hes awesom! I touht it solar beam and gig drain and psychic! He pwns! Put me in ur FAQ and I WANT ALL CREDITS 4FOR THIS!!! NO CHEATING ME! Put me down as F@nb0y1337 87"***
```

NOTE: I have seen at least a dozen instances of people on message boards or in E-mails thinking that the above is real. IT IS NOT!

FIN!

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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/ I'll be a POKEMON MASTER ~George W. Bush \m/(-_-)\m/
( . )          [Stares]----<(^_^)>----[Stares]          ( . )
  _/ \_   (>*_*> <(*_*<)          (>*_*> <(*_*<)   _/ \_
*****END OF FILE*****
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