

Pokémon Colosseum FAQ/Walkthrough

by josh1212

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Pokémon Colosseum - FAQ/Walkthrough

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v2.97

12/01/04

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2. Legal Junk [S02-01LGL]

Plain and simple.

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Questions? Suggestions? Errors in my guide? Contact me via e-mail.

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Spoilers are littered throughout this guide, but I will give you advance warning of them, unlike other guides.

I will warn you about printing this FAQ. It is over 300 pages in length. If you need to print something from this FAQ, highlight the part you need to print, then print just that part. You'll save a few trees :-)

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3. What is Snagging/Shadow Pokémon? [S03-01WHT]

\*\*\*Minor Spoiler Alert\*\*\*

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Snagging a Pokémon is something an ordinary Trainer should never do. Using a special contraption called a Snag Machine, ordinary Poke Balls become Snag Balls, capable of stealing (Snagging) a Trainer's Pokémon right in the middle of a battle! It is illegal and very criminal.

However, you have a reason to do it. You can only Snag certain Pokémon known as Shadow Pokémon. A criminal syndicate by the name of Cipher has created 48 fighting machines known as Shadow Pokémon. How did they do it? By artificially closing the door to the Pokémon's heart. This means the relationship between Pokémon and Trainer is nonexistent. The Pokémon may even go as far as to attack people at random, including its own Trainer!

Your job is to save them all. And you know what else? If you're a big Gold/Silver fan and bought Ruby and/or Sapphire, you have another incentive. Most of the Shadow Pokémon you are to Snag are from those older games!

When you Snag a Shadow Pokémon, it only has one move: Shadow Rush. It's a typeless move with infinite PP, 90 Power, and 100 Accuracy. 12.5% of the damage it inflicts is delivered as recoil damage to the user. Shadow Pokémon don't gain EXP. Instead, they have a 5-level Heart Gauge, which you want to empty by keeping them in your party, using them in battle, putting them in the Day-Care center, or using Scents on them. You can also call out its name, which also dispels Hyper Mode (more on that later.) Which one works best depends on the Pokémon's nature, revealed when a Shadow Pokémon is purified 40%.

When a Pokémon uses Shadow Rush, it may instead go into Hyper Mode. When a Pokémon is in Hyper Mode, you can't use items on it. It periodically will not listen to you in battle, but if it uses Shadow Rush in this state, it'll likely get a Critical Hit. Calling out its name dispels Hyper Mode.

When a Shadow Pokémon is purified 40% of the way, it begins to accumulate EXP and EVs, but it does not receive them until it is purified completely at the Relic Stone.

--- Thanks, Mecha Mew2!

When your Pokémon's Heart Gauge goes down, it will remember its regular moves and can use them for you. It remembers the first one at 20% purification, the second at 60%, and the third at 80%. Its nature is revealed at 40%. Once its Heart Gauge is empty, it has reached 99% purification. At this point, take it to the Relic Stone in Agate Village. It will become 100% purified, forget Shadow Rush, and learn its fourth move, typically quite powerful. It will also regain all the EXP and EVs it built up as a Shadow Pokémon, typically enough to level-up several times. It will receive a Ribbon, and you can rename it if you desire. Needless to

say, it can't enter Hyper Mode after being purified. You can now re-order its moves, and after you finish the game, transfer it to your Pokémon Ruby/Sapphire/Fire Red/Leaf Green if you have a GCN/GBA cable.

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4. Vocabulary [S04-01VOC]

I am a fairly experienced player of the Pokémon games, and I will use a bit of vocabulary that newbies may not be familiar with. The terms are in no particular order.

Hax = A term for luck in a Pokémon battle.

P\$ = ASCII abbreviation for Pokémon Dollars.

STAB = Same
Type
Attack
Bonus

P*DA = Pokémon Digital Assistant

Type Trumping = Using a Pokémon type or attack that will land a "Super effective" blow on an opponent. (i.e. water vs. fire)

OHKO = One
Hit
Knock
Out

Purification = The process of opening a Shadow Pokémon's heart.

Pwn = To wipe out; to utterly destroy, as if the opponent had no chance whatsoever.

Sweeper = A Pokémon that is designed to increase its stats, then take out opposing Pokémon one by one. Physical sweepers typically have Bulk Up or Dragon Dance, and Special Sweepers typically have Calm Mind.

Annoyer = A Pokémon that intends to annoy your opponent. Annoyers can either effectively regenerate their HP (Leftovers/Leech Seed), cause lots of indirect damage (Leech Seed/Toxic), raise their evasion obscenely high (Double Team), inflict lots of status abnormalities (Toxic, Confuse Ray, Attract), or a combination of the above.

Tank = A Pokémon that can attack marginally well but is extremely hard to take down. Typically a tank will have Rest/Lum Berry, Recover, or other moves designed to make it last. It typically has indirect damage moves like Toxic.

Sponge = A Pokémon that can take a lot of either physical or special hits. Typically it has outstanding Defense or Sp. Def. An example of a Physical Sponge is Cloyster, and Suicune can be a Special Sponge.

BP = Baton Pass. It's a move that switches Pokémon while keeping stat boosts in effect.

Pseudopass = Some moves' effects, like Safeguard and Light Screen, last

for a set number of turns even if the user switches out. Using that move then switching out is called pseudopassing.

Toxi/Para/Pyrostalling = Stalling for time while inflicting a Toxic, Paralyze, or Burn condition on the opponent.

Cleric = Designed to heal your team of status ailments. Miltank with Heal Bell is a great example.

Subpuncher = A Pokémon with Substitute and Focus Punch. This makes sure that Focus Punch hits the target.

HP = Hidden Power. A move whose type and power depend on the user's IVs.

Thunderdance = A combo that takes advantage of Rain Dance's effect that makes Thunder's accuracy 100%.

Sunnybeam = A combo that takes advantage of Sunny Day's effect of Solarbeam not have to charge up for one turn.

EQer = Earthquaker. A Pokémon that knows Earthquake.

EVs = Effort Values. Sometimes called "Stat Experience", manipulating a Pokémon's EVs lets you partially control your Pokémon's stat growth.

IVs = Individual Values. Used to simulate Pokémon "genetics", they are used to randomize Pokémon stats, so they vary from specimen to specimen among the same species of Pokémon. Certain Pokémon, like the roaming Latios and Latias, do not have randomized IVs. Every Snaggable Pokémon in this game does have random IVs, however.

1337 = Pokémon jargon for "elite".

n00b = Newbie. A trainer with very little experience.

Stat Tier = In tournament multiplayer battling, certain Pokémon are restricted based on total stats. Every Pokémon is in a Stat Tier of some sort, but only the top four Tiers are a concern in tournaments. Here is a partial list of the Pokémon in each tier:

Tier 1: Mewtwo, Lugia, Ho-oh, Rayquaza

Tier 2: Groudon, Kyogre, Slaking

Tier 3: Tyranitar, Metagross, Latios, Latias, Dragonite, Salamence, Jirachi, Mew, Celebi

Tier 4: Regirock, Regice, Registeel, Raikou, Entei, Suicune, Articuno, Zapdos, Moltres

Many tournaments completely ban all Tier 1 and 2 Pokémon except for Slaking, and restrict the number of Tier 3 and 4 Pokémon you can use. Slaking is not banned because Truant is there. RSbot bans all Tier 1 and 2 Pokémon except Slaking, but does not restrict the number of Tier 3 and 4 Pokémon you can use.

00ber = Also called "uber." It's a tier 1 or 2 Pokémon. They are too powerful to be used in professional play, except Slaking because Truant is there.

Trickbender = A Pokémon with Trick and a Choice Band. Pwns most Annoyers.

HP Type = Hidden Power, then what type it is.

What we've all been waiting for. Be aware that the majority of my tips on Snagging Shadow Pokémon have been Copied/Pasted directly from my Snagging FAQ.

a. Outskirt Stand

First, pick a name for your hero. I will refer to him as "Josh" (surprise, surprise) throughout this FAQ. After the opening FMV, you emerge in front of a derailed train in the middle of a desert. Enter the train and you find a bunch of people inside. Talk to all of them, and watch the news on TV. One of them will battle you eventually. But let's take the time to evaluate your starting Pokémon.

() () () () () () () () () () () ()

Espeon Lv25
Sun Pokémon
Type: Psychic
Ability: Synchronize
Moveset

Table with 5 columns: Move Name, Power, Hit %, Type, and Special Effect. Rows include Confusion, Reflect, Return, and Helping Hand.

Level-Up Moves

Table with 5 columns: Move Name, Level, Power, Hit %, Type, and Special Effect. Rows include Swift, Psybeam, Psych Up, Psychic, and Morning Sun.

Espeon is a solid Psychic-type you may decide to use for the entire game. I don't think it really learns any good moves later on, but it's worth using if you need a Psychic-type attacker, especially early on in the game.

() () () () () () () () () () () ()

Umbreon Lv26
Moonlight Pokémon
Type: Dark
Ability: Synchronize
Moveset

Table with 5 columns: Move Name, Power, Hit %, Type, and Special Effect. Rows include Bite, Secret Power, Taunt, and Snatch.

Level-Up Moves

Table with 5 columns: Move Name, Level, Power, Hit %, Type, and Special Effect. Rows include Confuse Ray, Faint Attack, and Mean Look.

Screech L47 POWER/--- HIT %/ 85 TYPE/Normal SPCL/Defense down 2 Lvls
Moonlight L52 POWER/--- HIT %/--- TYPE/Normal SPCL/Recover user's HP

Umbreon is a very defensive Pokémon with little attack strength and utility techniques like Taunt and Snatch. It will learn Confuse Ray if you get it to about level 30. I recommend using this Pokémon for weakening Shadow Pokémon early in the game. You can go for the flinchax with Bite, and Secret Power inflicts a bad status depending on the location it's used in.

Because Colosseum is compatible with Fire Red and Leaf Green which were released after Pokémon Colosseum, every Espeon and Umbreon in this game is male, meaning you can't breed for Eeveelutions until you get a female Eevee (or a Ditto) from Fire Red/Leaf Green.

() () () () () () () () () () () () ()

Head outside and a guy from inside the train will head out and ask you to Double Battle with him. Accept the challenge. Be aware that every battle in this game is a Double Battle, meaning you field two Pokémon at once.

-----Trainer Battle!-----

Rider Willie

P\$ = 240

Opponents: Zigzagoon Lv24 Exp: 153
Zigzagoon Lv24 Exp: 153

A big change from the Level 2 Pokémon of the GB games, eh? Not to worry, this guy is a pushover. STABbed Confusion and Bite have 75 and 90 Power, which are more than enough to take down one of his Zigzagoon. Repeat the process for the other one.

After this battle, you will get a short FMV sequence. Well...

Spoiler Alert! Spoiler Alert! Spoiler Alert! Spoiler Alert!

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The FMV sequence involves Josh and Team Snagem, a group of Pokémon thieves that have developed a Snag Machine capable of stealing a trainer's Pokémon by turning regular Poke Balls into Snag Balls. Two Snag Machines were created. The first one was destroyed in the explosion of the opening FMV, and the Snagem grunts are asking for the second one back. Josh holds the second one in his left hand. They will not battle you yet, instead they will head for Phenac City, to the west.

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After the FMV sequence, head west for Phenac City.

b. Phenac City [S05-02PHN]

As soon as you enter Phenac, a short FMV sequence begins. I won't spoil this one for you. You end up in a battle with...

-----Trainer Battle!-----

Shady Guy Folly

P\$ = 500

Opponents: Whismur Lv24 Exp: 174
Whismur Lv25 Exp: 181

This is also a very easy battle. Just attack them with your special attacks and they will fall in a couple of turns.

The trainer runs away, and his mate follows. At this point, undo the knot in the sack by pressing the A button while in front of it. This causes another FMV to begin. At the end of it, you get a girl as a partner. In the middle of the sequence, you get to name her. I will refer to her as "Terra". (I know it's FF6ish, but that's what I named her...)

At this point, your Pokémon could use some healing. Head for the Pokémon Center and heal up. Now head to the PC in the corner and save your game. Every PC in the game is a save point. This is revolutionary for a Pokémon game because now, you can't save your game just anywhere. The main reason for doing this was to save on memory.

Once you've healed up, head for the Pre Gym, in the center of town. This is a place of training for your Pokémon.

Head up to the left inside the Pre Gym and talk to the teacher. She gives you a P*DA upgrade. You can now look at data on Pokémon you've seen by selecting "Strategy Memo" on the main menu of the P*DA. Pokémon you see will be registered when you see them, but you won't be able to look up any data. Here's the data you can access with the feature:

Pokémon's Name
Pokémon's Specie Type
Pokémon's Element Type(s)
Pokémon's Ability(s)
Pokémon's Height/Weight

Also, you can look at the Pokémon in detail by rotating it in 3D and zooming in or out. Lastly, you can look at the Pokémon's size compared to Josh, which is probably the most interesting feature. Anyhow, go on to the right side of the building and talk to Justy. He's the Gym Leader here, but he won't battle you right now. (He'd slaughter you anyway.) He will have you battle four Gym Trainers. You will not be able to go back and heal in-between fights. Here are the four trainers...

-----Trainer Battle 1/4!-----

Cooltrainer Botan

P\$ = 810

Opponents: Sunkern	Lv27	Exp: 150
Hoppip	Lv26	Exp: 205

Grass-type Pokémon are neutral against Psychic or Dark. Neither of them are very tough, but watch your HP more closely. Use your Special attacks and this will be over quickly.

-----Trainer Battle 2/4!-----

Cooltrainer Liqui

P\$ = 810

Opponents: Surskit	Lv27	Exp: 181
Marill	Lv26	Exp: 160

You still won't be able to type-trump. This will be harder than the first battle. Marill will take more than two hits to take down, so do away with Surskit first.

-----Trainer Battle 3/4!-----

Rich Boy Dugo

P\$ = 540

Opponents: Trapinch	Lv27	Exp: 210
Swinub	Lv27	Exp: 225

This is a little harder but not bad. Continue to use Special attacks,

because Dugo's Pokémon have higher Defense than Special Defense.

-----Trainer Battle 4/4!-----

Lady Gwin

P\$ = 540

Opponents: Geodude Lv27 Exp: 247
 Rhyhorn Lv27 Exp: 390

Gwin will try to give you a run for your money. Her Rhyhorn is your toughest opponent yet. Watch for her team's physical attacks, they will do more damage than anything else you've encountered to this point. Take Rhyhorn down first with your Special attacks, then do the same with Geodude.

After you win, Justy congratulates you and gives you a White Herb. Deposit this item in the computer and do not withdraw it until you are ready to transfer a Pokémon to your Game Boy. It is a hold item that replenishes any lowered stat, and every non-AI trainer I've met is fond of lowering my Pokémon's stats. As I said earlier, Justy will not face you yet. Come back when you have more and better Pokémon.

There is another trainer near the entrance to the city, if you want the experience points and a good amount of cash.

-----Trainer Battle!-----

Fun Old Man Drig

P\$ = 800

Opponents: Hoothoot Lv25 Exp: 154
 Sentret Lv25 Exp: 151

Compared to the previous battles, this is pie. They should be very weak after one round.

Go back to the Pokémon Center and heal/save, then head to the Pokémon Mart, which sells the following goods:

Item	P\$	Effect
Super Potion	700	Recovers 50 HP
Potion	200	Recovers 20 HP
Paralyz Heal	200	Cures paralysis
Awakening	250	Cures sleep
Ice Heal	250	Cures freeze
Burn Heal	250	Cures burns
Antidote	100	Cures poison
Full Heal	600	Cures all status effects
Guard Spec.	700	Prevents stat reduction
Dire Hit	650	Raises criticals
X Accuracy	950	Raises accuracy by 1 Level
X Attack	500	Raises Attack by 1 Level
X Defend	550	Raises Defense by 1 Level
X Speed	350	Raises Speed by 1 Level
X Special	350	Raises Special Attack by 1 Level

I'd buy about 5 more Super Potions. Sell your two Awakenings, because you can use the Call command to wake a Pokémon up.

After you finish here, head for the Mayor's House, north of here. You will get a short FMV sequence involving an evil-looking person named Nascour. Enter the Mayor's House and talk to Es Cade. After

that conversation, head for Phenac Stadium, the northmost building in town.

When you talk to the receptionist, she tells you that a tournament is already in progress. Too bad! Walk out and you get another FMV involving Team Snagem. One of the grunts battles you.

-----Trainer Battle!-----

Team Snagem Wakin

P\$ = 270

Opponents: Corphish Lv25 Exp: 297

 Koffing Lv27 Exp: 328

Finally, we can type-trump! Have Espeon use Confusion on Koffing for what should be an OHKO. Have Umbreon use Secret Power on Corphish.

This should be a very easy fight.

Outside the Mayor's House is a chest with three Super Potions inside.

After the rest of the FMV, Terra suggests you buy some Poké Balls. Talk to the man in the front of the second floor of the Pokémon Mart. He tells you to go to the Outskirt Stand. Do it.

Back at the Stand, talk to the shopkeeper behind the desk, and he gives you five Great Balls. He will also sell you Poké Balls (P\$ 200) and Great Balls (P\$ 600). Buy five to ten more Great Balls, then head back to Phenac and save your game. Now head for the Mayor's House. Bad guy music plays and an FMV starts.

Spoiler Alert! Spoiler Alert! Spoiler Alert! Spoiler Alert!

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The FMV sequence involves Josh, Nascour, Miror B., and a couple of Snagem grunts. Nascour is a high-ranking executive of the criminal syndicate Cipher. You also discover that Miror B. is also of a high rank at Cipher. You will learn more about Cipher later.

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You now have to face two Trainer battles in a row.

-----Trainer Battle!-----

Mirror B. Peon Folly

P\$ = 520

Opponents: Lotad Lv25 Exp: 198

 Whismur Lv26 Exp: 189

This will be very easy. Use Secret Power with Umbreon instead of Return. Espeon just attacks.

-----Trainer Battle!-----

Mirror B. Peon Trudly

Shadow Pokémon #01/48: Makuhita

P\$ = 600

Opponents: Duskull Lv25 Exp: 259

 Spinarak Lv25 Exp:?,???

 Makuhita Lv30 SHADOW Pokémon #01/48

After you KO one of Trudly's Pokémon, he sends out Makuhita. Terra then tells you that the Makuhita is surrounded by a black aura, and is not afraid to attack people. This is why we bought all those Great Balls. You can Snag it.

The trick to Snagging is not to KO the target inadvertently. That means no Super-effective attacks. In other words, waste Espeon's turn by using non-damaging moves or the Call command, and have Umbreon use Bite until Makuhita's HP is in the red (20%), or at least one-third. Now take out one of your Great Balls and attempt to Snag it. You should be able to do so with little trouble. If it happens to escape, throw another Ball.

If you miss this opportunity, you can battle this trainer again at this same location after you finish the game. He'll battle you until you Snag his Makuhita.

At this point, you may want to put Makuhita in the front of your party, so that its shadow gauge goes down. It's also your highest-level Pokémon yet.

When you exit the Mayor's house, save your game. Three trainers are blocking the way out of Phenac City, one at each exit. They each have a Shadow Pokémon, one of the starters from Gold and Silver. The trainer in green has a Shadow Bayleef; red, a Shadow Quilava; blue, a Shadow Croconaw. If you want to breed them on your Gameboy game, reset until you get a female one, which is about 12.5% of the time. The three Trainers use the same other two Pokémon, and you will have a chance to meet the other two trainers later in the game. Anyway, I will be following the blue Trainer.

-----Trainer Battle!-----

Cipher Peon Bluno

Shadow Pokémon #02/48: Croconaw

P\$ = 900

Opponents:	Grimer	Lv26	Exp:	250
	Spoink	Lv24	Exp:	228
	Croconaw	Lv30	SHADOW Pokémon #02/48	

You've got to Snag this Pokémon no matter what, so save your game beforehand. You'll need to get through a Spoink and a Grimer regardless of who you challenged, but they're easy as pie. Now onto the Snag...

This Snag will be harder than the last one. Since neither of your Pokémon's attacks will have an advantage/disadvantage over any of the Shadow Pokémon, use Bite. Don't let Makuhita battle, Shadow Rush is too powerful. You don't want to use Confusion either, because of the possibility of confusing it. Get its HP into the red and use your Great Balls. Continue to throw Balls at it until you Snag. The backlash from Shadow Rush will make this attempt easier over time.

After you Snag it, save! Now we can head to the next area.

c. Realgam Construction Lot

[S05-03RCL]

Not much to do here. Talk to all the workers, exit, and move on to the next area.

d. Pyrite Town

[S05-04PYR]

OK, none of that sissy stuff from before. This place is where the game starts to ramp up in difficulty. There are also lots of Shadow Pokémon you can get here, so get to Snagging. Most of the people you talk

to in town are trainers. Take this opportunity to get Makuhita's shadow gauge down. It will purify quickly. Here are the trainers. After each battle, head to the jail, where there is a PC. Deposit your weakened Pokémon in the computer, then withdraw them. Magically, they will be fully recovered! This way you don't have to spend P\$ 100 at the hotel every time you need to be healed. Don't forget to save. The Pokémon Mart sells most of the same items that were sold in Phenac, but here, you can also buy Hyper Potions at a <\$\$\$>very pricey</\$\$\$> P\$ 1,200 each. Stick to Super Potions, they're a lot more economical for your Pokémon's levels...and your wallet!

-----Trainer Battle!-----

Chaser Calda

P\$ = 520

Opponents:	Sentret	Lv25	Exp:	260
	Tailow	Lv25	Exp:?,???	
	Slakoth	Lv26	Exp:	306

Nothing to worry about. Shadow Rush with Makuhita and Confusion with Espeon.

-----Trainer Battle!-----

Chaser Emok

P\$ = 540

Opponents:	Gulpin	Lv27	Exp:	216
	Zubat	Lv27	Exp:	210

Espeon will pwn Emok's Poison-types. 'Nuff said.

Now head to Duel Square, an open area in the middle of town with two concentric rings on the outside. Six trainers await you there, and each one of them has a Shadow Pokémon.

-----Trainer Battle!-----

Rider Vant

SHADOW Pokémon #03/48: Misdreavus

P\$ = 300

Opponents:	Zigzagoon	Lv28	Exp:	195
	Skitty	Lv28	Exp:	180
	Misdreavus	Lv30	SHADOW Pokémon #03/48	

If the Skitty is female, be careful about using Contact attacks like Bite and Return. It has Cute Charm, which infatuates attackers on contact, and that's never a good thing. Now, for Misdreavus.

You have infinite chances to Snag Misdreavus. If you mess up, just enter and exit a building, scope the Trainer out, and you get another try. Misdreavus is a must-Snag. It's got Pain Split, which helps the Snagging process tremendously, as well as some status moves. I'd use Umbreon and Croconaw for this Snag. Have Umbreon use Bite once and Croconaw use Shadow Rush. This should take Misdreavus down to the red or low orange HP. Now you can try to Snag it. If it resists, let it wear itself down with Shadow Rush, then try again. Watch your HP closely, because Misdreavus' Shadow Ball attack has 80 Power, 120 with STAB, and that can do 30 damage to your Shadow Pokémon. Don't use Espeon here unless you're trying to bait Misdreavus from using Shadow Rush.

-----Trainer Battle!-----

Rider Nover

SHADOW Pokémon #04/48: Noctowl

P\$ = 300

Opponents: Ledyba Lv27 Exp: 156
Wingull Lv27 Exp: 184
Noctowl Lv30 SHADOW Pokémon #04/48

You'll run through Ledyba and Wingull easily. Now for Noctowl...

As with the previous Snag, you have infinite tries.

Noctowl will be your hardest Snag so far, but it's VERY important, because it has Hypnosis, essential for Snagging other Shadow Pokémon. Snag it the same way you would other Shadow Pokémon, but try to get it to attack Flaaffy if you have it--its Static ability might kick in. Noctowl also has a lot of HP (over 100), and its Attack is low, so the backlash from Shadow Rush won't hurt it too much. Odds are you'll Snag it before it KOs itself.

-----Trainer Battle!-----

Street Performer Diogo

SHADOW Pokémon #05/48: Flaaffy

P\$ = 416

Opponents: Shroomish Lv28 Exp: 180
Flaaffy Lv30 SHADOW Pokémon #05/48

Again, you have infinite tries.

Flaaffy will put up a lot of resistance. Try to attack it with non-contact attacks such as Confusion, because Flaaffy has the Static ability, paralyzing attacking Pokémon on contact. This is why it is a must-Snag. Weaken it with Confusion or if you're feeling lucky, Shadow Rush. Make sure its HP is in the red before you attempt to Snag. If you got Noctowl, use Hypnosis to put it to sleep, which makes the Snag easier.

-----Trainer Battle!-----

Rider Leba

SHADOW Pokémon #06/48: Skiploom

P\$ = 260

Opponents: Dustox Lv26 Exp: 445
Oddish Lv26 Exp: 216
Skiploom Lv30 SHADOW Pokémon #06/48

As with the last three, you have infinite tries.

This is very easy. Take out the Oddish and Dustox with ease. Now carefully whittle down its HP with Shadow Rush. Don't use any moves your Shadow Pokémon may have learned. Get its HP into the red. You should succeed with your first Ball.

-----Trainer Battle!-----

Bandana Guy Divel

SHADOW Pokémon #07/48: Quagsire

P\$ = 480

Opponents: Psyduck Lv29 Exp: 247
Quagsire Lv30 SHADOW Pokémon #07/48

Again, you have infinite tries.

This is about as hard as Flaaffy, but not too bad. If you have Croconaw's Water attack, do NOT use it here unless you want Quagsire's HP to operate in reverse. You have to get past a Psyduck, but it's no trouble. Use Umbreon's Bite to weaken it, then throw Great Balls until you Snag. If it resists,

very carefully get its HP lower, then try again. This is a good Pokémon for Snagging Electric-types with, because it absorbs water and nullifies electricity.

-----Trainer Battle!-----

Roller Boy Lon

SHADOW Pokémon #08/48: Slugma

P\$ = 168

Opponents:	Swablu	Lv27	Exp:	213
	Azurill	Lv27	Exp:	63
	Igglybuff	Lv26	Exp:	78
	Slugma	Lv30	SHADOW Pokémon #08/48	

Guess what? You have infinite tries!

Slugma is probably the easiest of the six Pyrite Pokémon. As with Flaaffy, watch for contact attacks, or your Pokémon may get Burned. You can actually turn this to your advantage if you use physical attacks or Shadow Rush. As with all Shadow Pokémon, make sure its HP is low before Snagging. If you Snagged Bayleef, don't use it here. Slugma has Flamethrower, a Fire attack with 95 Power, over 140 with STAB. Such an attack seriously pwns it. We're talking OHKO. Skiploom, too.

At this point, Makuhita, and maybe Croconaw, should have nothing left in their shadow gauges. Does this mean they're purified? About 99% of the way. There's nothing you can do with them now, so use your other Shadow Pokémon in battle, so they can start rehab. After six Snags, you are likely running out of Great Balls. Save and exit town, then go back to the Outskirt Stand and buy about 7 to 10 more Great Balls. If you talk to Willie outside, he'll battle you again.

-----Trainer Battle!-----

Rider Willie

P\$ = 300

Opponents:	Zigzagoon	Lv29	Exp:	186
	Linoone	Lv30	Exp:	411

With the number of Pokémon you have, this is an easy fight. Linoone is very fast and has a couple of strong attacks, so switch out or use Super Potions as necessary. It's good experience for your Pokémon!

Now would also be a convenient time to visit the Pre Gym and update your P*DA. Though you've got six Pokémon, don't battle Justy yet, he'll still slaughter you. Now go back to Pyrite Town and save.

Head for Pyrite Colosseum in back. There is already a tournament going on there as well, so you can't enter yet :- (Anyway, talk to the rogue on the left and he tells you that another rogue, Cail, has been seen with a weird Pokémon. He is the guy in green by the entrance to the town. Guess what? You're going to see his "weird" Pokémon in a battle!

-----Trainer Battle!-----

Rogue Cail

SHADOW Pokémon #09/48: Furret

P\$ = 168

Opponents:	Ralts	Lv29	Exp:	217
	Seedot	Lv29	Exp:	229
	Machop	Lv29	Exp:	273
	Furret	Lv33	SHADOW Pokémon #09/48	

Oooo... Level 33 Pokémon... I'm quaking in my boots...
The rest of his team is tough, especially Machop. He's fond of using Karate Chop, which is a powerful move that Critical Hits often.

No more infinite tries, but if you come back after you beat Miror B., he'll fight you as often as you'd like, so you don't have to Snag Furret this time, but it helps. You've got to get through a fairly tough team, including a Machop at Lv29. It's tough to encourage Furret to use anything but Shadow Rush, so be very careful in taking down its HP. Put it to sleep with Noctowl's Hypnosis.

After this battle, you will see a short FMV involving Nascour and Miror B. Now, make sure you have lots of Great Balls and Super Potions. Save, and head for the Mayor's house. It has a white "C" on it, and it's on the left.

Look for a bookshelf on the left side. Stand on the right side of the bookshelf, next to the wall, then press the A button. You will flip a hidden switch and the bookcase will move to the left, revealing a hidden door. Head inside and talk to everyone. After you exit, there will be an FMV involving Duking.

Exit and head for the windmill, to the left of the bridge to the Colosseum. Talk to everyone inside there, and another FMV begins. The windmill's Gear has been stolen, and you have to retrieve it. Head for the Realgam Construction Lot, and look in the upper-right corner for the Gear. Take it back to the windmill and the Colosseum opens up for business. But first, check the deck at the jail for a Jail Key, and open all the cells. One of the cells has a TM46 inside. TM46 teaches the following move to a Pokémon.

Thief POWER/ 40 HIT %/100 TYPE/Dark SPCL/Steals enemy's item

~~~~~  
Explanation of TMs

A TM, short for Technical Machine, is a device that teaches a move to a Pokémon. It can only be used one time, so make your decision carefully. Not all Pokémon are compatible with all TMs. For instance, Croconaw can't use Hyper Beam until it evolves, so you can't use TM15 on it.

~~~~~  
Save and head to the Colosseum, and enter the tournament. Use this opportunity to purify your Shadow Pokémon, for Espeon and Umbreon can run through this tournament with little trouble.

Pyrite Colosseum #####
#####

-----Round One-----

Hunter Hoks

Opponents: Barboach Lv30 Exp: 298
 Sandshrew Lv31 Exp: 307

Quagsire and Flaaffy pwn here.

-----Round Two-----

Chaser Tisler

Opponents: Natu Lv30 Exp: 234

to use Shadow Rush every turn. Use the same strategy as usual, but if you miss it, come to Snagem Hideout with Ultra Balls and you'll be able to Snag it much more easily.

After the battle, Duking races in and an FMV begins involving the Shadow Pokémon scandal.

e. The Mirror Man

[S05-05MIR]

The Pyrite Building is full of trainers waiting for fights. First, grab the Ein File "H" off the desk. The file is a report on Hyper Mode.

Before you can reach the revitalizing device and the PC, you have to go through two Trainers.

-----Trainer Battle!-----

Chaser Kai

P\$ = 640

Opponents: Phanpy	Lv31	Exp: 411
Trapinch	Lv32	Exp: 249

They're both Ground-types, so Surf pwns. Easy money.

-----Trainer Battle!-----

Roller Boy Pike

P\$ = 204

Opponents: Taillow	Lv33	Exp: 208
Hoothoot	Lv34	Exp: 211

They're both very weak, so you can use just about any attack you want.

Now you reach the revitalizing device (fully heals your party) and the save point, so SAVE!

Head up to the 2F of the building. More Trainers!

-----Trainer Battle!-----

Bandana Guy Geats

P\$ = 512

Opponents: Larvitar	Lv31	Exp: 208
Hoothoot	Lv32	Exp: 315
Carvanha	Lv32	Exp: 301

Carvanha (I have so much trouble spelling its name for some odd reason) is the only wild card in this roster. The rest will go down with Surf, especially Larvitar, who has a 4x weakness to it. Don't attack Carvanha with a contact attack, or you'll take unnecessary damage.

-----Trainer Battle!-----

Hunter Geare

P\$ = 528

Opponents: Remoraid	Lv33	Exp: 274
Magnemite	Lv32	Exp: 304

No trouble at all. Magnemite has high Defense, so go nuts with the Special.

You now reach a junction. You can head left, or through a door straight ahead. The door has a trainer, but a chest as well. Take the door.

-----Trainer Battle!-----

Bandana Guy Loba

P\$ = 528

Opponents: Wingull	Lv32	Exp: 210
Wooper	Lv33	Exp: 183

Physical attacks and Shadow Rush work swell here.

There is a chest to his left that contains 5 Great Balls.
At this point, your team is probably fatigued from the battles.
Head back down to the 1F, heal, and save. Now resume your climb
and take the other way at the junction.

-----Trainer Battle!-----

Bodybuilder Akmen

P\$ = 744

Opponents: Electrike	Lv31	Exp:?,???
Voltorb	Lv31	Exp: 342

Quagsire pwns here because of Surf and immunity to electricity.

Head up to the 3F for...more Trainers. Think about the glass being
half full over half empty. You get experience points and cash! Anytime
your team gets weak, head down to 1F and heal. Save while you're there.

-----Trainer Battle!-----

Rider Raleen

P\$ = 320

Opponents: Doduo	Lv32	Exp: 328
Ledyba	Lv32	Exp: 184
Swablu	Lv31	Exp: 244

All of Raleen's Pokémon fly, so use Flaaffy and turn up the juice!

-----Trainer Battle!-----

Hunter Tura

P\$ = 512

Opponents: Spheal	Lv31	Exp: 249
Snorunt	Lv32	Exp: 253

You may want to attack with fire, but Spheal has a water technique
that'll pwn Slugma. If not, use conventional attacks. Spheal's HP
is kind of high, so be aware of that.

You will now see two doors. The left one leads to a chest containing
a Revive. You will need this item later! Anyways, back to the Trainer
battles...

-----Trainer Battle!-----

Hunter Toti

P\$ = 512

Opponents: Horsea	Lv31	Exp: 274
Oddish	Lv32	Exp: 267
Sandshrew	Lv32	Exp: 318

Conventional attacks are all you need. Your Shadow Pokémon's shadow
gauges should be close to empty, if not already there. Swap your

purified Pokémon with Shadow ones at the PC on 1F.

One more trainer on this floor and you should save and change Pokémon.

-----Trainer Battle!-----

Bodybuilder Elidi

P\$ = 792

Opponents: Cacnea Lv32 Exp: 331
 Tentacool Lv33 Exp: 370

This is a fairly easy battle. If you still have Espeon, good for you. Confusion your way to victory. Bite/Secret Power works well on Cacnea.

After healing and saving, you take the stairs to the 4F, which puts you outside the building. A trainer is blocking the entrance to Pyrite Cave, but he won't battle you yet. Enter the door and an FMV sequence begins involving Miror B.'s goons. You will have to fight both trainers inside, and they each carry a Shadow Pokémon that is tough to Snag.

-----Trainer Battle!-----

Mirror B. Peon Reath

SHADOW Pokémon #11/48: Remoraidd

P\$ = 660

Opponents: Spinarak Lv33 Exp: 126
 Luvdisc Lv32 Exp: 376
 Remoraidd Lv20 SHADOW Pokémon #11/48

Spinarak and Luvdisc aren't too tough to take down. Take them out fast. Now for the Shadow Pokémon...

This is a very tough Snag because it is terribly easy to KO Remoraidd by accident. One of your Pokémon should know Quick Attack, perhaps Furret. One Quick Attack should take Remoraidd down to the red. You should be able to Snag it with one Ball because of its low level. Unfortunately, it'll KO itself if it Shadow Rushes after a Quick Attack.

-----Trainer Battle!-----

Mirror B. Peon Ferma

SHADOW Pokémon #12/48: Mantine

P\$ = 660

Opponents: Furret Lv31 Exp: 384
 Aipom Lv32 Exp: 321
 Yanma Lv33 Exp: 519
 Mantine Lv33 SHADOW Pokémon #12/48

Furret's physical power can take weaker Pokémon out in a hurry. Be very careful. For fun, fight back with your own Furret. Now, for Mantine...

Mantine is a very tough Pokémon to Snag simply because they are hard to capture, perhaps due to size/weight. Like Quagsire, Mantine has the Water Absorb ability, so no Surfing allowed. I don't know if you have any second chances with it, so make it count. I got lucky because it was about to Shadow Rush itself to death. It had a sliver of HP left and I Snagged it at the last possible moment. Use Bite carefully to whittle down its HP. Putting it to sleep can't hurt, either.

The trainers run away and leave an Ein File "S" for you. This one's about Shadow Pokémon. Now go talk to Silva and an FMV begins involving Josh, Terra, Silva, and Miror B. Take the stairs down to the 1F, picking up three Hyper Potions in a chest along the way. Go through the one-way door, and head back to the save point. Heal and save, especially if you Snagged Remoraïd and/or Mantine. Leave Remoraïd in the PC for now, because it's far too weak to battle.

Head back up to the 4F and talk to the trainer in front of the cave. He will battle.

-----Trainer Battle!-----

Hunter Doken

SHADOW Pokémon #13/48: Qwilfish

P\$ = 660

Opponents:	Goldeen	Lv33	Exp:	391
	Linoone	Lv33	Exp:	451
	Qwilfish	Lv33	SHADOW Pokémon #13/48	

As you know from your second battle with Willie, Linoone's speed can give you problems. Shock Goldeen.

This is a tough Snag despite its size. I saved this one for after I finished the game, when I had Ultra Balls and Net Balls, and it still wasn't easy. Getting its HP down is no problem, but it has a tendency to Shadow Rush often, and there's little you can do to convince it otherwise. Come back later with Net Balls. If you want to try to Snag it now, I wish you plenty of good luck. Even if you put it to sleep, it still puts up a lot of resistance.

Now enter Pyrite Cave. Because we have entered a new dungeon, the floor count resets. This means you enter on the 1F. Early on, you will see a trainer near a staircase. You do not have to fight her if you don't want to, and she has no Shadow Pokémon.

-----Trainer Battle!-----

OPTIONAL

Street Performer Simes

P\$ = 512

Opponents:	Anorith	Lv32	Exp:	408
	Lotad	Lv32	Exp:	253

Yes, it's Lotad. Get used to seeing them, because you'll see him and Lombre, his evolved form, quite a bit in this cave. It's only weak to Flying and Poison attacks. Noctowl's Attack sucks, and Qwilfish is the only Pokémon you could have at this point with a Poison-type attack. Anorith falls to water.

Search the far right end of the area for a chest containing three Ethers, and the top of the area north of the stairs for a chest containing two valuable Hyper Potions. Save them for later.

Take the stairs down to the B1, where you find another trainer you can sneak by if you're looking to avoid fights.

-----Trainer Battle!-----

OPTIONAL

Chaser Maiz

P\$ = 640

Opponents:	Koffing	Lv32	Exp:	390
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Ralts Lv31 Exp: 232
Shroomish Lv32 Exp: 222

Nothing special here. Just thrash them for the experience, cash, and the chance to bring your Pokémon's shadow gauges down.

I'd head back and save/heal about now. The trip back isn't that far. And this next fight you can't avoid. You have a choice between stairs to the 1F and a battle. Take the battle and head north. This guy has a Shadow Pokémon. Before pressing on, make sure you have plenty of Great Balls, at least a dozen.

-----Trainer Battle!-----

Rider Twan

SHADOW Pokémon #14/48: Meditite

P\$ = 330

Opponents: Numel Lv32 Exp: 301
Bagon Lv33 Exp: 313
Meditite Lv33 SHADOW Pokémon #14/48

Again, Bagon has resistance to most Special attacks. Attack it physically (Shadow Rush...), and water pwns Numel. Now for the Shadow Meditite...

This is a lot easier than the last two, and there's no real excuse for not Snagging it right now. Umbreon's Bite is a good idea, as is putting it to sleep so it can't KO itself from Shadow Rush. This is quite easy.

To the right is a trainer guarding an item. You will be able to bypass the trainer. The item is a single Full Heal.

-----Trainer Battle!-----

OPTIONAL

Hunter Valen

P\$ = 528

Opponents: Whismur Lv33 Exp: 240
Lotad Lv32 Exp: 253
Slakoth Lv32 Exp: 283

This is standard. You can take them down easily. Slakoth is powerful, but can only act every other turn. Purify those Shadow Pokémon!

Now take the north stairs down to the B2, and head left. There's another trainer there.

-----Trainer Battle!-----

Rider Sosh

SHADOW Pokémon #15/48: Dunsparce

P\$ = 340

Opponents: Mareep Lv34 Exp: 214
Cacnea Lv34 Exp: 352
Dunsparce Lv33 SHADOW Pokémon #15/48

Flaaffy evolves from Mareep, so you know what that means? No contact attacks on it or Zzzzt! Static!

First, put it to sleep with Noctowl, then have Umbreon Bite or Noctowl Shadow Rush. This is also very easy.

After the battle, head left and there is a revitalizing device and a PC. Praise God, it's a save and recovery point. You know what? Save and heal. You've got to be insane if you don't save and heal here. You will be using this area as a base for the rest of the dungeon.

Now head back to the staircase you came from, the one on the right. Take the staircase you skipped up to 1F. Two Trainers up there guard a good item, but you have to fight first!

-----Trainer Battle!-----

Chaser Rehan

P\$ = 640

Opponents:	Geodude	Lv32	Exp:	294
	Lotad	Lv31	Exp:	244
	Slakoth	Lv31	Exp:	274?
	Snorunt	Lv32	Exp:	253

Four Pokémon to take down, so it will be a longer-than-usual fight. It's not hard, just use Quagsire, but don't use Surf on Lotad as it has a 4x resistance to water.

-----Trainer Battle!-----

OPTIONAL

Bandana Guy Noxy

P\$ = 528

Opponents:	Lotad	Lv32	Exp:	253
	Lotad	Lv33	Exp:	261
	Lotad	Lv33	Exp:	261
	Lotad	Lv33	Exp:	261

I told you you'd see lots of them in here! Just attack them with physical attacks and it's no trouble.

Grab the three ULTRA BALLS(!) from the chest, then head back to the save point. Save and take the stairs by the save point. We're almost through! Save the Ultra Balls for later.

In this section of the B1, there are three Trainers. You can sneak by all of them, but one has a Shadow Pokémon you should snag.

-----Trainer Battle!-----

OPTIONAL

Roller Boy Evat

P\$ = 198

Opponents:	Lotad	Lv32	Exp:	253
	Lombre	Lv33	Exp:	498

See? Told you you'd see Lombre eventually. Just physically attack them both.

-----Trainer Battle!-----

OPTIONAL

Rider Derid

P\$ = 330

Opponents:	Pineco	Lv30	Exp:	192
	Shuppet	Lv33	Exp:	342
	Koffing	Lv30	Exp:	366

Shuppet falls to Umbreon's Bite, Pineco to fire, and Koffing to Confusion or other special attacks.

-----Trainer Battle!-----

Hunter Zalo

SHADOW Pokémon #16/48: Swablu

P\$ = 512

Opponents:	Lotad	Lv31	Exp:	244
	Beldum	Lv32	Exp:	352
	Lombre	Lv32	Exp:	483
	Swablu	Lv33	SHADOW Pokémon #16/48	

Beldum falls to fire. Lotad and Lombre you've seen enough to know what to do.

If you have Espeon about Lv32, two Confusions should take it into the red. If not, two or three of Umbreon's Bites should do the trick. Either way, put it to sleep and Snag it. Not too hard.

There are two sets of stairs that lead to the B2, one on each side of the trainer you just beat. Take the stairs on the right. There are three of trainers down here. One you have to fight, the others you don't.

-----Trainer Battle!-----

OPTIONAL

Chaser Mela

P\$ = 660

Opponents:	Natu	Lv33	Exp:	258
	Tentacool	Lv32	Exp:	310
	Teddiursa	Lv32	Exp:	424

This will be a piece of cake. Natu falls to Bite. Take the other two out as normal.

-----Trainer Battle!-----

OPTIONAL

Cipher Peon Sema

P\$ = 1,360

Opponents:	Spheal	Lv34	Exp:	273
	Lileep	Lv32	Exp:	414
	Dustox	Lv33	Exp:	565

As a whole, the Cipher Peons aren't very hard trainers to beat, but they give out tremendous amounts of cash. Battle them for their wealth!

-----Trainer Battle!-----

Hunter Heli

P\$ = 528

Opponents:	Zigzagoon	Lv32	Exp:	205
	Zigzagoon	Lv32	Exp:	205
	Linoone	Lv33	Exp:	451

They're normal and weak. Deal with them however you want.

Walk all the way to the left and you find four chests. They contain a Protein, an Iron, a Carbos, and a Zinc. You can sell these for some serious cash. Do so when you leave this dungeon. Now go back to the save point, heal, and SAVE. Head back to the section where you (hopefully) Snagged Swablu. This time, take the stairs on the left. Take a deep

breath, and prepare for a big battle.

Take the stairs down and head north, through the passage. You emerge in a room with four Ludicolo and Miror B. dancing. Walk up to Miror B. and an FMV begins. You will end up in the game's first real boss battle.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXX Boss Battle!! XXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

Cipher Admin Miror B.

SHADOW Pokémon #17/48: Sudowoodo

P\$ = 3,500

Opponents: Ludicolo Lv28 Exp: 543
Ludicolo Lv29 Exp: 561
Ludicolo Lv30 Exp: 580
Ludicolo Lv31 Exp: 600
Sudowoodo Lv35 SHADOW Pokémon #17/48

<rant>I don't know why this guy has to be so weird and annoying and irritating and obnoxious and...OK, I'll shut up about that.</rant> With the exception of Sudowoodo, all of his Pokémon are annoyers. Basically, all four of his Ludicolo have the same moveset. That moveset is Rain Dance, Leech Seed, Mega Drain/Absorb, and an attack filler. Miror B.'s entire strategy revolves around Rain Dance. Because of Rain Dish, his Ludicolo will gain HP every turn. Combined with Leech Seed, they can recover HP faster than you can take it away. Use your Hyper Potions here. Once you take down three of his Ludicolo (a lot easier typed than done), his Shadow Sudowoodo appears.

Once you get to Sudowoodo, put it to sleep using Noctowl, but don't switch it back out; you'll encourage Sudowoodo to use Rock Slide instead of Shadow Rush. If you KO it, you will have a second chance to face him in Realgam Tower, and infinitely many more chances in Deep Colosseum. Make sure Sudowoodo's HP is in the red, then start throwing Great Balls. Not Ultra Balls yet. You might catch it with the Great Balls. If it's close but not caught, try one of your three Ultra Balls. If it isn't caught, try another Ultra Ball. You should catch it before your three Ultra Balls are used up.

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After you win the battle, Miror B. and his four Ludicolo will run away, leaving an Ein File "P" behind. It is a report on purifying Pokémon. Take the TM49 from the chest that's now there. TM49 contains this move:

Snatch POWER/--- HIT %/100 TYPE/Dark SPCL/Steals stat&HP ups

Go into the back room and take the Macho Brace from the chest. It's a useful tool for EV training if you battle competitively. Now press the A button in front of Plusle and an FMV begins. You know what that means?

Spoiler Alert! Spoiler Alert! Spoiler Alert! Spoiler Alert!

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The FMV sequence involves Duking, Silva, Terra, Josh, Plusle, and much of the family of the mayor. They congratulate you on chasing Miror B. out of town, but they also tell you that this is not the end of the road. Miror B. is only one of the Admins behind the creation of Shadow Pokémon. He also refers you to Agate Village, where it is said that Celebi lives. Unfortunately, you will not

be able to catch it. This is also where Terra's grandparents live. Before you leave, Duking will ask for your P*DA number. You will give it to him at this time.

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At the end of the FMV, Plusle joins your party. Since it's only Lv13, it would be a splendid idea to put it in the computer and keep it there. Now head for Fateen, the fortune-teller, in front of her shop, which is to the left as you enter town. A short FMV begins, and she gives you information about Agate Village and Shadow Pokémon. Guess where we're headed?

f. Agate Village [S05-06AGV]

The lush greenery you see is a rarity in the Orre region. Head for the Pokémon Center first of all. Heal and save. Now head for the house in the center of the village on the highest floor. Once you enter the house, an FMV begins. It is interrupted by a civilian rushing in the house, screaming Emergency! Apparently, there's trouble in the Relic Forest. That's where you're going, after you do a little business.

First, on the level under the Pokémon Mart, there is an opening on the right wall on the far left side, directly under the Pokémon Mart. You find two Ultra Balls and a Silk Scarf there. Behind Eagun's house, there is a secret passage leading to the Exp. Share. Have Noctowl hold that for now, so its levels continue to increase, since it is a weak battler. Save the game again, then head for the Relic Forest, which is down the path just to the left of the Pokémon Center. In the cave leading to the forest, you will have to face three trainers.

-----Trainer Battle!-----

Cipher Peon Doven

P\$ = 1,360

Opponents: Spheal	Lv33	Exp: 264
Carvanha	Lv34	Exp: 319

Use electrical moves on them both. This isn't tough. Don't attack Carvanha with a contact attack, or you'll take unnecessary damage.

-----Trainer Battle!-----

Cipher Peon Silton

P\$ = 1,360

Opponents: Shroomish	Lv34	Exp: 235
Cacnea	Lv34	Exp: 332

Use fire moves to take them out. Not hard.

-----Trainer Battle!-----

Cipher Peon Kass

P\$ = 1,360

Opponents: Baltoy	Lv35	Exp: 217
Ralts	Lv35	Exp: 262
Kirlia	Lv35	Exp: 525

They're all weak to Shadow Ball or Bite, but Kirlia is strong. Its attacks can do a lot of damage, probably more than you're used to.

Head out, SAVE, then enter the forest. Approach the Relic Stone and an FMV involving Eagun and a Cipher Peon named Skrub begins. They have a battle.

Spoiler Alert! Spoiler Alert! Spoiler Alert! Spoiler Alert!

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-----Trainer Battle!-----

Cipher Peon Skrub

SHADOW Pokémon #18/48: Hitmontop

P\$ = 1,520

Opponents: Hitmontop Lv38 SHADOW Pokémon #18/48

This is a fully automated battle. Myth Trainer Eagun sends out a Lv50 Pikachu to fight Skrub's Hitmontop. Who you think's going to win? How can a Lv50 Pikachu lose with a level advantage?...Shadow Rush?! Basically, Pikachu gets pwned by this attack, while Hitmontop's HP is barely drained. Eagun loses.

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Eagun's out. You and Terra step in to defend the Relic Stone. So you battle Skrub.

-----Trainer Battle!-----

Cipher Peon Skrub

SHADOW Pokémon #18/48: Hitmontop

P\$ = 1,520

Opponents: Geodude Lv36 Exp: 331
Clamperl Lv36 Exp: 364
Wynaut Lv37 Exp: 173
Hitmontop Lv38 SHADOW Pokémon #18/48

Wynaut is the biggest problem. It's got an unfair amount of HP, and Counter and Mirror Coat. Worst of all, you can't switch out while you see it due to Shadow Tag. Get rid of it fast. Geodude is pwned by water, and Clamperl isn't too tough.

At this point, you should be able to buy Ultra Balls from the Outskirt Stand. Do so. It's very tough to convince Hitmontop to use anything but Shadow Rush, so weaken it carefully. Umbreon and Bite is an option, but there's the risk of a painful Triple Kick. Instead, use Croconaw or your other Shadow Pokémon to weaken Hitmontop. Noctowl's Hypnosis helps, too. If you miss it, you can fight him again later, at a distant location.

After the fight, another FMV begins about the Relic Stone and Shadow Pokémon. Well...

MAJOR SPOILER ALERT! MAJOR SPOILER ALERT! MAJOR SPOILER ALERT!

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Eagun, Beluh, and Terra deduce the relationship among the Relic Stone, Celebi, Cipher, and Shadow Pokémon. Apparently, when Cipher discovered Terra's ability to identify Shadow Pokémon, and the process of purifying Shadow Pokémon, they found the need to destroy the Relic Stone and summon Celebi to capture (or destroy.) This is why Skrub

recommend you save and heal in-between each one.

-----Trainer Battle 1/10-----

Rider Turo

P\$ = 350

Opponents:	Trapinch	Lv35	Exp:	273
	Numel	Lv34	Exp:	319
	Sandshrew	Lv35	Exp:	348

They're all weak to water. So Feraligatr or Quagsire + Surf = pwn.

-----Trainer Battle 2/10-----

Hunter Drovic

P\$ = 592

Opponents:	Swinub	Lv35	Exp:	292
	Baltoy	Lv36	Exp:	223
	Larvitar	Lv37	Exp:	265

Again, they're all weak to water. Surf pwns, like before.

-----Trainer Battle 3/10-----

Rider Kimit

P\$ = 370

Opponents:	Geodude	Lv36	Exp:	331
	Numel	Lv36	Exp:	369
	Sandshrew	Lv37	Exp:	337

Surf her out of the arena. Pwned.

-----Trainer Battle 4/10-----

Rider Riden

P\$ = 370

Opponents:	Pineco	Lv35	Exp:	225
	Baltoy	Lv35	Exp:	217
	Houndour	Lv37	Exp:	451
	Graveler	Lv37	Exp:	531

Finally, a Pokémon that's not weak to water... but weak to just about everything else :-)

-----Trainer Battle 5/10-----

Hunter Telia

P\$ = 608

Opponents:	Trapinch	Lv38	Exp:	297
	Lileep	Lv38	Exp:	466
	Barboach	Lv38	Exp:	354
	Trapinch	Lv38	Exp:	297

Surf everything but Lileep, who is the wild card on this team.

-----Trainer Battle 6/10-----

Street Performer Nortz

P\$ = 592

Opponents:	Cacnea	Lv37	Exp:	384
	Spinda	Lv37	Exp:	336
	Kadabra	Lv37	Exp:	574

Nothing here's weak to water...oh, this is going to be hard as heck... Just joking, this is a sinch. Cacnea goes down to Fire or Fighting, but you probably haven't purified Hitmontop enough to have Triple Kick

After you defeat Dakim (and Snagged Entei), talk to Vander and an FMV sequence begins. He identifies himself as an Area Leader of Mt. Battle. Terra then explains everything that happened. He then tells you why Cipher was after him.

He then hands you a Time Flute, one of only three in all of Orre. Grab the F-Disk that's sparkling on the ground. You'll need it soon. Now, before you do anything else, go to the PC beside the reception desk, and SAVE YOUR GAME! We don't want to have to Snag Entei again!

Here's the scoop on Entei. It's really powerful and really fast. It also takes a REALLY long time to empty its shadow gauge. Thankfully, you got a Time Flute after you defeat Dakim. The flute lets you summon Celebi. But you can't catch it! However, it does something almost as good. It fully purifies ANY Shadow Pokémon, regardless of how much taint it has in its gauge. That means you should use it on Entei. Though you'll find greater Pokémon later, having a fully purified Entei really helps you at this point. If you choose not to do so, use Entei in every battle, so its gauge empties. You get three Time Flutes through the course of the game, so... I'd definitely do it, but it's your call.

In the reception room, there is a chest with a TM47 inside. TM47 teaches:

Steel Wing POWER/ 55 HIT %/100 TYPE/Steel SPCL/10% raise user's Def.

h. Unfinished Business

[S05-08UNF]

You have to head to Agate Village anyway, so head for the Relic Forest and purify any eligible Shadow Pokémon. Also, now would be a superb time to use the Time Flute on Entei. It gets some sweet moves like Bite and Fire Blast. Not only does Fire Blast have a Power of 120, Entei gets STAB from it. Power + More Power = A Lot of Power. Now that all of that's done, save. Head for Eagun's place again and he requests your P*DA number. Give it to him. He then talks about a Mystery Lab in the middle of the desert. But first, we should try out the new toy. Ride Entei full speed ahead to Phenac :-) (I wish)

Save, heal, and get a party of your six best purified Pokémon ready for battle. Head for the Pre Gym and get your P*DA updated. Take a look at Entei's size next to Josh and you'll see the reasoning for my above comment :-) Anyway, enough fooling around, talk to Justy. He'll see that you have six Pokémon with you, and he'll offer to battle with you. Accept his challenge and make sure Entei is in the lead. Remember that this battle is optional, so you don't have to do it if you don't want to, but it is wise to gain experience points whenever you can.

-----Trainer Battle!-----

Pre Gym Leader Justy

P\$ = 2,520

Opponents:	Sandshrew	Lv41	Exp:	408
	Gligar	Lv41	Exp:	474
	Azumarill	Lv40	Exp:	655
	Cacnea	Lv41	Exp:	426
	Sunflora	Lv40	Exp:	625
	Nosepass	Lv42	Exp:	486

This is an excellent battle to try out your new Pokémon. Even super effective hits from these guys won't OHKO it due to the obscene amount of HP it's got. Fire Blast OHKOs the Grass-types, and flinchax with Stomp

on everything except Nosepass to do serious damage. Bite or Fire Blast Nosepass a few times and you win. This isn't too hard of a battle, it's just really long. Be aware that Justy has at least two Super Potions, and he is not afraid to use them.

When you win, everyone in the gym, except Justy, is in utter shock from the loss you handed him. He gives you a TM27, Return. Return is a move that does more damage the more your Pokémon likes you, up to a maximum Power of 102. If you're going to take good care of Entei by using it in battle and keeping it healthy, nix Stomp for Return. Otherwise, save it for your GBA game.

Save and heal again, then head for the Mystery Lab.

EEEEEEEEEEEE MAAAAAIL!!!

Subj: Miror Peon Nabbed!
From: Duking of Pyrite Town

Josh, this is Duking. We just nabbed a pair of goons we think take orders from Miror B. They may be worth squeezing for some intelligence. The police have them in town, so come to Pyrite in a hurry.

Before you leave, go around back, on the right side. There is a chest with 3 valuable Revives inside. Now head to Pyrite's jail and find the sleeping prisoner. Open his cell and take the Elevator Key from him. Go back to the elevator in Pyrite Building. Unfortunately, everyone there will fight you again if they see you, and they've been training. At least you only have to go through a single fight.

-----Trainer Battle!-----

Chaser Kai

P\$ = 760

Opponents: Phanpy Lv39 Exp: 504
 Vibrava Lv38 Exp: 513

Experience points for Entei.

Use the Elevator Key and take the elevator down to...

i. The Under

[S05-09UND]

Right when you enter, an FMV sequence involving Venus begins.

Minor Spoiler Alert

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Venus periodically shows up on TV, spreading propoganda throughout The Under that there are spies in town. Terra gets nervous and wonders how Cipher knew about your intrusion. There is another "spy" in town that you'll find out about later. Venus, like Dakim, is a Cipher Admin with a legendary Shadow Pokémon.

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In the lower-left corner of town, there is a vending machine much like the ones on the Gameboy games. I strongly advise you spend P\$P\$P\$ on Lemonade. Buy a couple dozen of them. 30 more HP than Super Potion at half the price? Economical and wallet-friendly!

The Pokémon Mart also has good items, including a plethora of TMs. They sell Hyper Potion (P\$ 1,200), Max Potion (P\$ 2,500), Full Restore (P\$ 3,000), Revive (P\$ 1,500), and Full Heal (P\$ 600). They sell TMs 10, 16, 17, 20, and 33 for P\$ 3,000 each, TMs 14, 25, and 38 for P\$ 5,500 each, and TM15 for P\$ 7,500.

Now for the TMs:

Hidden Power	POWER/Var	HIT %/100	TYPE/Varies	SPCL/Pow&Type depend on IVs
Blizzard	POWER/120	HIT %/ 70	TYPE/Ice	SPCL/Hits/FRZ both targets
Hyper Beam	POWER/150	HIT %/ 90	TYPE/Normal	SPCL/Can't act next turn
Light Screen	POWER/---	HIT %/---	TYPE/Psychic	SPCL/Cuts Specials by 1/2
Protect	POWER/---	HIT %/100	TYPE/Normal	SPCL/Negates all damage
Safeguard	POWER/---	HIT %/100	TYPE/Normal	SPCL/Can't receive statuses
Thunder	POWER/120	HIT %/ 70	TYPE/Electric	SPCL/Never misses in rain
Reflect	POWER/---	HIT %/100	TYPE/Psychic	SPCL/Cuts Physicals by 1/2
Fire Blast	POWER/120	HIT %/ 85	TYPE/Fire	SPCL/Burns foe 30% of hits

There are a couple of Trainers that will fight you.

-----Trainer Battle!-----

Hunter Zada

P\$ = 560

Opponents:	Skitty	Lv35	Exp:	243
	Oddish	Lv34	Exp:	283
	Jigglypuff	Lv35	Exp:	285
	Shuppet	Lv35	Exp:	363

Let Entei pwn these guys. It needs experience points.

-----Trainer Battle!-----

Chaser Gurks

P\$ = 800

Opponents:	Magikarp	Lv38	Exp:	76
	Feebas	Lv38	Exp:	234
	Wailord	Lv40	Exp:	882

Be careful about using Entei. If you do, use Sunny Day first, so Wailord's water attacks won't hurt so much. Magikarp? What a joke...

Directly to the left of the hotel is a chest with 3 Hyper Potions in it. Don't stay at the hotel. You'll get healed up soon. On the 2F of the hotel, a second FMV with Venus begins. Head out of the building via the 2F exit, and go next door, down the stairs. You see a kid on the other side. Talk to him and he tells you about Venus' propoganda interfering with Kids Grid. He then gives you the Powerup Part, which needs to be delivered to Nett. His house is on the far left, on the north side. It's right next to an antenna.

Go inside and head downstairs. Talk to Nett (he should be the one working on the computer in one of the back rooms) and he takes the Powerup Part. At this time, you will see an FMV involving Ein and Venus. Apparently Cipher is troubled by your progress. Afterward, Nett will ask for your P*DA number. Give it to him and head out. Saving and healing at the Colosseum (use the F-Disk) wouldn't be a bad idea.

Everyone will be talking about how the "spy" was caught. Head over by the elevator and an FMV sequence will begin. A couple of Cipher Peons throw Silva in jail. You will now fight them both.

-----Trainer Battle!-----

Cipher Peon Kloak
SHADOW Pokémon #20/48: Ledian
P\$ = 1,560

Opponents: Volbeat	Lv39	Exp: 594
Spinarak	Lv39	Exp: 225
Ledian	Lv40	SHADOW Pokémon #20/48

Entei's fire pwns his first two Pokémon. Use one of Entei's Stomps on Ledian and work from there.

-----Trainer Battle!-----

Cipher Peon Dagur
P\$ = 1,600

Opponents: Ariados	Lv39	Exp: 544
Illumise	Lv40	Exp: 625
Gloom	Lv39	Exp: 537

Entei's fire pwns this trainer as well. Let loose with its fire!

After the battles, talk to Silva from the indentation in the cell on its left side. You will receive the R-Disk. You will use it to make the UFO move to the right, where Venus broadcasts from.

OK, at this point, you should have lots of money and maybe a few vitamins. Sell the vitamins for lots of cash, then go to the Outskirt Stand and buy a dozen Net Balls. The next Shadow Pokémon is held by a Cipher Admin. You know what that means? Another legendary Beast! The Water Beast, Suicune!! Heal and save your game at The Under Colosseum, then go forth and meet Suicune. Did I mention that you need to save your game? I can't stress it enough. Suicune is an essential Pokémon for attacking the rest of the tough Trainers in the game.

In the studio, you can access a room in front through a semi-hidden door. A chest with three Rare Candies awaits. You can either save them for later or use them on Entei now. I'd save them for later. Now take a deep breath or three, and talk to Venus. She will battle you.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXX Boss Battle!! XXXXX
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Cipher Admin Venus
SHADOW Pokémon #21/48: Suicune
P\$ = 4,500

Opponents: Delcatty	Lv45	Exp: 664
Steelix	Lv45	Exp: 945
Banette	Lv45	Exp: 862
Vileplume	Lv44	Exp: 867
Suicune	Lv40	SHADOW Pokémon #21/48

Besides the prized Suicune at the end, Venus has a lot of female Pokémon that know the move Attract. Delcatty has Cute Charm, so refrain from using contact attacks. If you have an X Accuracy, use it on Entei, as it's fast enough to get the first turn over any of her Pokémon. Entei uses Fire Blast on all four of her Pokémon. Banette will be a pain if you can't Fire Blast it, because I think it's got Confuse Ray and Spite. Once Suicune appears...

This will be easier than Entei because the Net Balls you bought are 50% more effective on it than Ultra Balls. Keep in mind that it's very

defense-oriented. Still, using Fire Blast would be a bad idea in case you Burn it. Put it to sleep with Noctowl, but keep Entei out to encourage Suicune to use Surf. Have Entei use Bite or Stomp until its HP gets low, then throw Net Balls. If you KO it by mistake, hit the Reset button.

If you run out of Net Balls (unlikely), throw Ultra Balls. You've got to Snag Suicune, not only because it's very powerful and fast, but also because you won't get another chance to Snag it for a LONG time. Not until Realgam Tower. Besides, you have a Reset button. And if you miss it both places, Venus will show up in Deep Colosseum starting with the third round of battles, and every fifth from there.

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After you thrash her four Pokémon and Snag her Suicune, she will run down the stairs. She drops the last Ein File, "F". It's the final report on Shadow Pokémon. Grab the TM45 from the chest. It contains...

Attract POWER/--- HIT %/100 TYPE/Normal SPCL/Infatuates other sex

Now head down the stairs and open the locked door. This door will remain open for the remainder of the game. It is a quick way to get to the subway from the Colosseum, and it's also a convenient base to use, because it's got a save point and a Pokémon Center. Please, please, PLEASE, SAVE YOUR GAME, we don't want to have to go through all of that fighting again.

Now follow Venus until she takes the elevator. You will have to go down a long, spiraling staircase with four Trainers--and each one has a Shadow Pokémon.

It's a lot of retracing of steps, but you should save your game every time you successfully Snag one of their Pokémon.

-----Trainer Battle!-----

Hunter Frena

SHADOW Pokémon #22/48: Gligar

P\$ = 688

Opponents: Teddiursa Lv37 Exp: 490
 Shroomish Lv35 Exp: 243
 Jigglypuff Lv36 Exp: 293
 Gligar Lv43 SHADOW Pokémon #22/48

This isn't too bad. None of the next four Shadow Pokémon are really tough to Snag. Use Suicune's Shadow Rush to get Gligar's HP down, as well as Suicune's shadow gauge. Hypnosis helps as well, but you don't need it. None of the other Pokémon are very tough either.

-----Trainer Battle!-----

Chaser Liaks

SHADOW Pokémon #23/48: Stantler

P\$ = 860

Opponents: Kirlia Lv37 Exp: 555
 Roselia Lv38 Exp: 618
 Gloom Lv38 Exp: 537
 Stantler Lv43 SHADOW Pokémon #23/48

This is probably the toughest of the lot because you can't encourage it to use anything but Shadow Rush. Be careful about Shadow Rushing with Suicune. Consider using Surf if you have it, and there's a second Pokémon out on your opponent's side because Surf's Power of 95 is split when two

targets are attacked. Besides Shadow Rush, Stantler also has Take Down. Put it to sleep so it can't KO itself. This is the one that's most commonly missed out of the four.

There is an exit on the left side that leads to two Hyper Potions and two Timer Balls. Those Timer Balls might come in handy shortly.

-----Trainer Battle!-----

Bodybuilder Lonia

SHADOW Pokémon #24/48: Piloswine

P\$ = 1,032

Opponents:	Octillery	Lv38	Exp:	667
	Masquerain	Lv38	Exp:	534
	Dunsparce	Lv39	Exp:	312
	Piloswine	Lv43	SHADOW Pokémon #24/48	

The Pokémon here aren't too tough and give nice experience handouts. Don't use Entei's Fire Blast, as that'll pwn Piloswine. Instead put it to sleep, then wear it down with Shadow Rush or Bite. Not too tough. Reflecting with Noctowl also helps. We've got half the Shadow Pokémon!

In the upper-right corner of the bottom floor, search for a chest with 4 Ultra Balls inside. Now save and fight the last trainer.

-----Trainer Battle!-----

Rider Nelis

SHADOW Pokémon #25/48: Sneasel

P\$ = 430

Opponents:	Corsola	Lv41	Exp:	495
	Seviper	Lv40	Exp:	706
	Loudred	Lv41	Exp:	553
	Sneasel	Lv43	SHADOW Pokémon #25/48	

Seviper can poison your team, so be ready to cure that. This team isn't too hard, except for the last one...

This is a very important Snag, because Sneasel is one of the fastest Shadow Pokémon in the game, even faster than Entei. (I hope that the Speed stat refers to agility over actual speed, because in terms of actual speed, Entei is WAY faster.) You can't really encourage it to use anything but Shadow Rush, so take its HP down carefully with Bite, you might make it flinch. It should put up little resistance in the Ultra Ball if you've taken its HP down carefully and you've put it to sleep. When trying to put it to sleep, watch for Icy Wind, as that takes both of your Pokémon's Speed down.

Once you enter the subway station, you get an FMV of Venus taking a train to the Mystery Lab. Look around this area to find a chest with the Blackglasses inside. These glasses are a held item that powers up Dark-type moves by ten percent. Not very useful. Enter the train from the right and exit from the left. Venus "dupes" you, thinking she got away. She has. But she drops two items for you on the way out. The Subway Key and the U-Disk. Enter the train from the left side, face the control panel, and use the key. You will go to a station right below the Mystery Lab. You meet two of Cipher's goons, and they retreat into the lab. When you approach the door, they set off a bomb that cuts off your access to the lab from here. However, they drop the Maingate Key in the process. Look for it in the rubble on the right side, in the area that the thugs bombed. Take the subway back

to The Under.

The elevator is now operational, so you can take it up to the Colosseum, which is now open for battles. All the Pokémon there are in the high level 50s, so stay away from the competition for now. You might think the ticket into the lab is the U-Disk, but all that leads to is the second Time Flute. (The final one is atop Mt. Battle, if you make it to Zone 100.)

At this point, you might consider using the Time Flute on Suicune. Because of all the purification you've already done, I would save the Time Flute for a Pokémon you'll Snag soon. Instead, go to Mt. Battle and lower Suicune's shadow gauge all the way to zero, then purify it at the Relic Stone. It will learn some very strong moves, and if you got 4,000 Poké Coupons, you can buy a TM13 from the Coupon Exchange, which you can use to teach Suicune the dreaded Ice Beam attack. For more information on Mt. Battle, check the Side Quests section. Exit this area and head for the Shadow Pokémon Lab.

j. Shadow Pokémon Lab

[S05-10SHD]

There is a key slot to the left of the closed gate as you enter the area. This is where your Maingate Key goes. Look to the left for a chest containing two Full Heals. If you miss any of the Shadow Pokémon in here (except the last one), all of them will reappear here after you beat the game until you Snag them. Buy lots of Ultra Balls (2 to 3 dozen) before coming here.

The encounters will give you lots of trouble, so you will likely have to retreat back to Agate Village or Phenac City several times. Buy more Ultra Balls at the Outskirt Stand each time. Ration your Lemonades and Hyper Potions carefully.

First, enter the door on the right. The center door is locked. In this room, the center door is also locked. You need the Card Key to enter it. <rant> Does every bleeping Pokémon RPG have to have a "Card Key" in it? </rant>

Instead, go over to the right and look for a computer with no chair in front. It should be the third one from the left. Press the A button in front of it and the center door outside should open. Enter it.

You will find a save point but no revitalizing device. No problem, just drop your injured Pokémon in the computer, withdraw them again, and they're fully recovered. Anyway, save and head to the upper left corner of this map. Press A while facing left up there. There is a chest up there, completely hidden from view, with three PP Ups inside. Save those for later, when you've finalized your movesets for your multiplayer team. In any case, head downstairs and find the scientist in the upper-left corner. He is startled by your intrusion and fights you.

-----Trainer Battle!-----

Researcher Myran

P\$ = 1,520

Opponents:	Voltorb	Lv38	Exp:	418
	Voltorb	Lv38	Exp:	418

Easy. Entei's Fire Blast or Suicune's Aurora Beam or Surf will pwn them.

The guy drops the Card Key in his haste. Grab it, then head downstairs.

You emerge on the other side of the blown-up basement. Look for a chest on the right side containing three Elixirs. Now head back up to the save point, and save/heal. You will be coming back here many times during your adventures in this lab. Go into the door on the right and use the Card Key. We're in!

Take the elevator to the B1 and head left. Anytime you feel too weak to continue, head back to the save point. Eventually, a Cipher Peon drops down from out of nowhere and battles you.

-----Trainer Battle!-----

Cipher Peon Nore

SHADOW Pokémon #26/48: Aipom

P\$ = 1,640

Opponents:	Remoraid	Lv39	Exp:	325
	Furret	Lv37	Exp:	459
	Castform	Lv41	Exp:	636
	Aipom	Lv43	SHADOW Pokémon #26/48	

You're always under the weather with this team :-) corny joke, huh? Well, Castform's ability to change form the weather, and powerful Weather Ball attacks can both be a big pain.

For some reason, Aipom gave me trouble... I saved it for later, but if you want to catch it here, putting it to sleep is necessary, as is red-zone HP. A lot of people don't find it that hard, though... maybe I got unlucky is all.

Take the elevator down to one of the labs in this area. There is a DNA Sample on the counter, one of three. If you stay far away from him, you won't have to fight the scientist. But I prefer to MAXIMIZE scientist casualties (GoldenEye 007 anyone?)

-----Trainer Battle!-----

Researcher Odlow

P\$ = 1,560

Opponents:	Magnetron	Lv39	Exp:	672
	Electrode	Lv38	Exp:	625
	Magnemite	Lv38	Exp:	361

If you meet a Researcher, protect Suicune because their Pokémon's Thunder really hurts. Pseudopass Light Screen if you can.

Take the stairs on the right, and you fight another scientist.

-----Trainer Battle!-----

Researcher Coren

P\$ = 1,600

Opponents:	Magnetron	Lv40	Exp:	690
	Electrode	Lv40	Exp:	642
	Magnemite	Lv39	Exp:	370

Ditto strategy to the last battle. [Not the Pokémon Ditto :-P]

You will get the Down St. Key after the battle. This opens the south door on the B1 of the lab. Go back to the save point, then go to that door and use your key. There is a totally optional fight on the right side before the door.

-----Trainer Battle!-----

OPTIONAL

Researcher Lethco

P\$ = 1,560

Opponents: Magnemite Lv37 Exp: 352
Electrike Lv36 Exp: 433
Chinchou Lv38 Exp: 366

These three won't cause much trouble. Fire Blast 'em, even the Chinchou.

As you head through the new door, you are assaulted by another Cipher Peon.

-----Trainer Battle!-----

Cipher Peon Lare

SHADOW Pokémon #27/48: Murkrow

P\$ = 1,720

Opponents: Houndour Lv38 Exp: 463
Carvanha Lv38 Exp: 357
Nuzleaf Lv38 Exp: 573
Murkrow Lv43 SHADOW Pokémon #27/48

Entei and Suicune can run through these bozos with little trouble. Murkrow, though, is another story.

Again, use Bite to weaken it. You can't put it to sleep because of Insomnia. Ignore the fact that it's escaping your Balls almost immediately despite its low HP and size. One will Snag it eventually. Have patience.

Take the junction to the left and you will find the second DNA Sample. Now resume your downward course. Make your way to the elevator, where another trainer battles you.

-----Trainer Battle!-----

Cipher Peon Vana

SHADOW Pokémon #28/48: Forretress

P\$ = 1,720

Opponents: Zubat Lv40 Exp: 231
Swablu Lv40 Exp: 316
Pupitar Lv40 Exp: 616
Forretress Lv43 SHADOW Pokémon #28/48

Again, Entei and Suicune can run through the opposition with little trouble.

Forretress also gave me a great deal of trouble. It uses Shadow Rush almost every turn, making it a pain to Snag. Put it to sleep right away, and DON'T use Fire Blast, it's got a 4x weakness to Fire, meaning pwn. Take it down carefully with Shadow Rush or Stomp. I had to save this one for later also.

Take the elevator down to B2 and prepare for another battle.

-----Trainer Battle!-----

Cipher Peon Lesar

SHADOW Pokémon #29/48: Ariados

P\$ = 1,720

Opponents: Rhyhorn Lv40 Exp: 577
Grovyale Lv40 Exp: 603
Ariados Lv43 SHADOW Pokémon #29/48

This isn't hard, but Grovyale's speed and Rhyhorn's Attack might put a dent in your HP. Two of Entei's Bite attacks and Ariados should have red-zone HP. This is one of the easiest Snags in the whole Lab.

Continue to the right, past the junction, until you can go right no further.
Head up and you find an unguarded chest with a single Full Restore inside.
Now take the junction upward. If you hug the desks up top, you can sneak
by the scientist and get the last DNA Sample without a fight.

-----Trainer Battle!-----

Researcher Dubik

OPTIONAL

P\$ = 1,560

Opponents: Electrode Lv37 Exp: 594
 Electrode Lv37 Exp: 594

Watch for Poké Bombs. Seriously, a double Explosion can take Entei and
Suicune down to 0 HP in a hurry.

Head back to the right. Another trainer drops down and battles you.

-----Trainer Battle!-----

Cipher Peon Tanie

SHADOW Pokémon #30/48: Granbull

P\$ = 1,720

Opponents: Linoone Lv38 Exp: 520
 Vigoroth Lv39 Exp: 526
 Granbull Lv43 SHADOW Pokémon #30/48

Pure power will defeat her two other Pokémon. Granbull is tough.
You'll run into the same problems as with Aipom, except Granbull's size and
"strength" makes for a much tougher Snag. I saved this one for later.
Try to Snag it anyway. If you fail, don't hit the Reset button, just move on.

You should now go back to the save point if you haven't already. After
you save and heal, take the elevator on the RIGHT. It will take you to
a DNA analyzer. You must now place the DNA Samples on the machine, one at
a time, and note down which Pokémon specie each DNA Sample belonged to.
This is needed to solve a puzzle you will get to in a couple of minutes.
Now, take the other elevator. You will fight a scientist.

-----Trainer Battle!-----

Researcher Kotan

P\$ = 1,680

Opponents: Electrode Lv42 Exp: 675
 Magnetron Lv40 Exp: 690
 Ampharos Lv41 Exp: 852

Entei's Sunny Day will save your rear from extremely painful Thunders.
If you don't have Sunny Day then this battle is really, really hard.

After you beat him, he turns on the intruder alarm, trying to sucker
you into thinking you can't leave the lab. You CAN. Do it. Go back to the
save point in the Lab's other entrance. Oddly enough, the alarm isn't going
off in that wing of the building, but it is in the other... Anyway, save
and heal before moving on. Head to the locked door up north of the alarm and
another trainer fights you.

-----Trainer Battle!-----

Cipher Peon Tanie

SHADOW Pokémon #31/48: Vibrava

P\$ = 1,720

Opponents:	Kadabra	Lv42	Exp:	652
	Swellow	Lv43	Exp:	745
	Kecleon	Lv43	Exp:	607
	Vibrava	Lv43	SHADOW Pokémon #31/48	

Kecleon's Color Change will give you trouble unless you use Shadow Ball.
Kadabra and Swellow are Entei bait.

Because Dragons have resistances to most elements, you can attack with just about anything (even Fire Blast) and not worry about OHKOing it. This Snag is fairly easy, and definitely a lot easier than the last one. Put it to sleep and get its HP in the yellow or red before throwing your Ultra Balls.

PLEASE INPUT PASSWORD.

At this point, you reach the locked door. There is a panel on the right. When you are asked to input a password, you must select the three Pokémon that correspond with the DNA you just analyzed. It's different for every game. I got Croconaw, Mightyena, and something else on my first play through, and Raikou, Entei, and Suicune [:-)] my second play through. If you only got two DNA Samples, you can crack the code by trying each of the seven other possibilities. You can crack this code without the DNA, but it takes a long time. The order you select them in does not matter.

Once you crack the code, you will face Skrub.

-----Trainer Battle!-----

Cipher Peon Skrub

P\$ = 1,760

Opponents:	Wobbuffet	Lv42	Exp:	796
	Graveler	Lv44	Exp:	631
	Clamperl	Lv43	Exp:	654
	Medicham	Lv41	Exp:	672 (if you Snagged Hitmontop)

This is a rematch with the same Skrub that you encountered at Agate. If you didn't Snag his Hitmontop then, you can do it now. If you already did, he will have a Lv41 Medicham instead. Try to put Wobbuffet to sleep before attacking it, because Mirror Coat pwns. Surf Graveler out of the game, and physically attack Clamperl. Medicham you can do whatever you need to with it, as long as it faints.

Now you are about to face an extremely hard battle. Please go through the following checklist with me:

- [] Are my Pokémon fully healed?
- [] Did I save my game right after the last battle?
- [] Do I have at least 6 Hyper Potions?
- [] Do I have at least 6 Revives?
- [] Do I have at least 12 Full Heals?
- [] Do I have at least 12 Lemonades?
- [] Do I have at least 24 Ultra Balls?
- [] Are Entei, Suicune, and Noctowl each at least Lv45?

If you answered "Yes" to all of those questions, you are ready to move on. You are about to face a powerful boss, and make your most important

Snag yet!

Head downstairs and go to the lower left corner to grab an HP Up from the chest. Now go to the right and an FMV involving the Lab and a surprised Ein begins. He battles you.

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

XXXXX Boss Battle!! XXXXX

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Cipher Admin Ein

SHADOW Pokémon #32/48: Raikou

P\$ = 4,800

Opponents:	Lanturn	Lv47	Exp:	597
	Altaria	Lv46	Exp:	925
	Golbat	Lv48	Exp:	878
	Huntail	Lv47	Exp:	597
	Raikou	Lv40	SHADOW Pokémon #32/48	

If someone has a good MIDI of the music that plays during this battle, please let me know where I can get it.

Before we begin, let me reiterate something.

OK, this is very important. Unlike the scientists lead you to believe, you CAN leave the Lab without trouble, despite the security alarm. So head back out. Make sure you've got at least 6 Hyper Potions, 12 Lemonades, and 24 Ultra Balls. If you don't have 24 Balls, sell any nonessential items, like Full Restore and PP Up. You will now have the chance to Snag an absolutely essential Pokémon. The last of the Legendary Beasts. My number one favorite Pokémon. The fastest Pokémon on land. Raikou!! Please, please, please! SAVE YOUR GAME before this fight! Also make sure you have lots of Revives, as Entei and Suicune will both faint several times here, I guarantee it.

Even more than Entei and Suicune, Raikou is a MUST-SNAG for these reasons:

1. Fastest Shadow Pokémon in the game.
2. Thunderdance (Rain Dance + Thunder) is built right in.
3. You can pull serious damage combos with Raikou and Suicune.
4. It looks really sleek.
5. It's nearly essential for your Multiplayer roster.

Ein is tied with Mirror B. as the most irritating Cipher Admin for two reasons: His team is really tough, and he has my favorite Pokémon as a Shadow Pokémon on his team. GETTING to Raikou is very hard. Altaria is the only Pokémon that will go down relatively easy because of a 4x weakness to Suicune's Aurora Beam.

Golbat can go down with the same technique, but it'll probably confuse your Pokémon first. Lanturn and Huntail will do exactly the same thing. This is where your Full Heals come in handy. Lanturn will last a long time. Just attack it with anything but electricity when you get the chance. Again, Entei's Sunny Day will see you through this battle. It will not only get rid of Rain Dance, but Thunder's accuracy drops to 40%, which his Pokémon use often, and Lanturn's and Huntail's Hydro Pumps won't OHKO Entei. Now, for the prize...

OK, here's my Raikou-Snagging strategy, and it wasn't a picnic. First, put it to sleep with Noctowl, and make sure it stays asleep. Raikou's Defense stats are both low, so use your weakest attacks (NOT Shadow Rush, if it Critical Hits, you might be out a Raikou, and have to go through Ein's team again.) Isolating Raikou is very important because half his team

has Rain Dance, which makes Thunder hit 100%, and Raikou's Sp. Atk is really high, but not as high as its blinding Speed.

120 Power + STAB + Perfect accuracy = pwn.

Take it down VERY carefully with Entei's Bite or Stomp, preferably Bite due to Entei's lower Sp. Atk and Raikou's higher Sp. Def. If you want to give Raikou extra incentive not to Shadow Rush, use Suicune's Aurora Beam instead of Bite. Suicune can take a Thunder without being KO'd. Keep Noctowl out at all times. If it faints, or one of your Beasts faint, use a Revive. When its HP is below 10% and it has zonked out, you should throw an Ultra Ball every turn. This is one of the toughest Snags in the game. Even if it breaks out of the Ball right away, keep throwing them. Eventually, one will Snag it. For me, it took 15 Ultra Balls before Raikou "quietly" reunited with me.

I'm sure glad this is the last of the Legendary Beasts. They're a pain in the neck to Snag!

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Take the TM26 (Earthquake) from the chest, get the Data Rom from the counter, then take the elevator up to the B1. Go through the one-way door and exit the lab.

EEEEEEEE MAAAAAIL!

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Subj: Lab Data

From: Nett from The Under

Hi, this is Nett. If you find any data at the Shadow Pokémon Lab, please bring it to me in The Under. I'll be waiting.

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Before you give him the data, SAVE! I can't stress it enough. Now that you have Raikou, SAVE!

Like Entei and Suicune, Raikou takes a very long time to purify. About five times as much rehabilitation is required as opposed to your G/S starter you Snagged. I would use my Time Flute on it immediately so you can use the Raikou/Suicune Thunderdance/Surf combo, which can rip opposing Pokémon apart. Whether you saved your first Time Flute or not, now would be an excellent time to use one. And no, this suggestion isn't just out of favoritism for Raikou. It is indeed very strong.

After Nett has received the Data Rom, construction of the Realgam Tower will be finished. This is the final required dungeon in the game, and hosts some extremely powerful Trainers. At this point in time, before you head for the tower, I strongly suggest you raise your Legendary Beasts each to at least Lv50, especially Raikou and Suicune. You can do this by training at Mt. Battle, or entering tournaments at one of three Colosseums in Orre. For more information on these areas, see the Side Quests section.

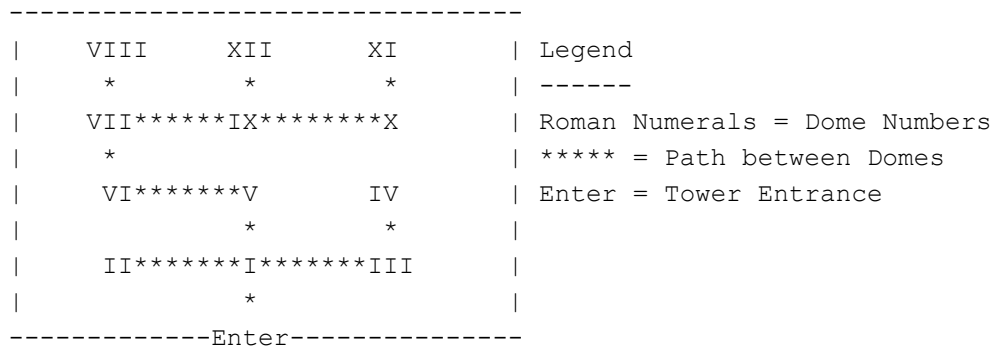
k. Realgam Tower

[S05-11RLG]

At this point, your team should average around level 50, especially all three of your Beasts. Even at this level, the fights will be very tough. If you came out of your battle with Raikou badly bruised, fried, and stomped on, raise your team to even higher levels. It will be worth your time. If you train at Mt. Battle and don't care about the powerful hold items they offer, spend your Poké Coupons on a TM29 (Psychic), a TM13 (Ice Beam), a TM24 (Thunderbolt), or a TM35 (Flamethrower), whichever you can afford or feel like. Psychic is for any Pokémon you've raised that can learn it

(Espeon is a good choice due to STAB), while Ice Beam, Thunderbolt, and Flamethrower are for Suicune, Raikou, and Entei, respectively.

Here is an ASCII diagram of the tower:



- Dome I = Entryway
- Dome II = Mirror B. Rematch
- Dome III = Nothing
- Dome IV = Dakim Rematch
- Dome V = Revitalizing Device & Save Point (A Trainer is also there)
- Dome VI = Nothing
- Dome VII = Two Trainers
- Dome VIII = Venus Rematch
- Dome IX = ID Badge Room
- Dome X = Nothing
- Dome XI = Ein Rematch
- Dome XII = Path to Final Boss (there are 8 Trainers on the ground floor)

Before you do anything else, defeat the Trainer in Dome V.

-----Trainer Battle!-----

Cipher Peon Bopen

OPTIONAL

P\$ = 1,600

Opponents: Grimer Lv39 Exp: 375
Dustox Lv38 Exp: 667
Seviper Lv40 Exp: 706

Thunderdance and Surf. Let the big Beasts eat.

After you beat the crap out of his Pokémon, you can use Dome V as a base. You can heal and save here. Do so after every battle. Now head back to Dome II and face an old, irritating foe.

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XXXXX Boss Battle!! XXXXX

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Cipher Admin Mirror B. (Rematch)

P\$ = 4,600

Opponents: Golduck Lv45 Exp: 838
Loudred Lv46 Exp: 621
Ludicolo Lv44 Exp: 852
Ludicolo Lv45 Exp: 871
Armaldo Lv43 Exp: 921 (If you missed Sudowoodo)

Where's Mirror B.'s battle theme? It's not playing? Oh, well...no music... Not literally, the normal Admin boss theme plays.

You get another chance to Snag Sudowoodo if you missed him at Pyrite Cave.

It will still be at Lv35, same gender. Otherwise he's got an Armaldo. Now for the battle...

By now you had the chance to learn something to counter his Ludicolo. He's only brought two of them, but he still uses the same old strategy of Rain Dance. Are we going to use the same strategy as we did last time? Oh heeeeeecck no.

Using Raikou and Suicune? You'd better be, as they use Rain Dance, which means you can Thunderdance right away. Nothing he has is strong versus electric attacks, so let Raikou call down the Thunder!!

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After you defeat Mirror B., he runs away and leaves you a Red ID Badge, your first of four Badges. Head back to Dome V, heal and save, then head for Dome IV to face the next boss rematch...

XXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXX Boss Battle!! XXXXX
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Cipher Admin Dakim (Rematch)

P\$ = 4,700

Opponents: Forretress Lv45 Exp: 568
Whiscash Lv46 Exp: 785
Flygon Lv46 Exp: 970
Claydol Lv46 Exp: 931
Houndoom Lv47 Exp:1,026 (If you missed Entei)

Dakim's battle style has changed a lot since the last time you saw him. He's much tougher than before, despite the fact that he no longer has a legendary Beast on his team. His Pokémon still use Earthquake, but they don't use Protect anymore. This helps, but also allows him to set up a second strategy: Sunnybeam.

He's got a couple of Sunnybeamers on his team, Houndoom being the biggest one. This is probably to deal with the slight Water/Ice weakness his team has. Two of his Pokémon also have the Levitate ability, which nullifies Ground moves. So how do you beat him?

You can try to Thunderdance his team, but the risk of an EQ is high. And seems how Raikou's physical Defense is one of the lowest among Legendary Pokémon, an EQ can OHKO it. Do something about that. Either use Reflect (if Raikou is at Lv51, it has the move) or a few X Defends if you have them, and Thunderdance, healing as needed. That's one strategy. But I find it a bit easier to take advantage of the sunny weather by destroying him with his former Pokémon, Entei. Let's see...
Fire Blast + Sunny Weather + STAB = 240 Power, nearly an Explosion.
You will run into the same EQ problems, but since Entei's HP and Defense are very high, he can take it, so long as it doesn't Critical Hit; then he's KO'd.

Either way, use Suicune as your other Pokémon. EQ hardly touches it due to outstanding Defense, and Aurora Beam or Ice Beam can pwn his EQers. To sum it up, there are two ways to do this.

Raikou/Suicune --- Thunderdance
Forretress - Raikou calls down the Thunder.
Whiscash - Tricky. Raikou uses a strong non-Electric move, like Bite.

Flygon - 4x weakness to Suicune's Ice attack = pwn.

Claydol - Raikou uses Bite or Crunch, if you have them. Otherwise Thunder and Ice.

Houndoom - Thunderdance and Surf.

Entei/Suicune --- Using Dakim's Sunny Weather

Forretress - 4x weakness to Entei's fire. Pwned.

Whiscash - Again, tricky. Go for the flinchax with Bite or Stomp, and use Suicune's Surf or Ice attack. Aurora Beam might decrease Whiscash's Attack.

Flygon - 4x weakness to Suicune's Ice attack = pwn.

Claydol - Bite with Entei.

Houndoom - Surf, and have Entei Fire Blast. Why?

Let's use a couple of equations:

Stomp: Power 70 + no STAB + no Weather + 1x Type Modifier = 70

Fire Blast: Power 120 + x1.5 STAB + x1.5 Weather + 0.5x Type Modifier = 120

So you will get a lot more damage with Fire Blast despite Entei's higher attack power and Houndoom's resistance to fire.

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You will receive the Grn ID Badge after you thrash him with his former Pokémon. Go back to Dome V and save/heal. Now make your way to Dome VII. Two Cipher Peons are blocking the way to two doors. You will have to fight both of them. They both have Shadow Pokémon, but unless you've got a GBA game, or you're after all the Shadow Pokémon, it's not worth it to Snag them.

-----Trainer Battle!-----

Cipher Peon Baila

SHADOW Pokémon #33/48: Sunflora

P\$ = 1,680

Opponents: Gloom Lv41 Exp: 579
Jumpluff Lv42 Exp: 792
Sunflora Lv45 SHADOW Pokémon #33/48

Entei's fire pwns Grass Pokémon. Let Suicune weaken Sunflora.

This is a tough Snag, but easy compared to most of them here. I had to save most of the Snags in here for later. I was kind of anxious to trade my Pokémon to Ruby, where they'd level up faster. Anyway, the idea is to use Suicune's Surf not only to keep it from Shadow Rush, but to slowly weaken it. What makes this Snag hard is that it's got Synthesis, which refills HP.

-----Trainer Battle!-----

Cipher Peon Arton

SHADOW Pokémon #34/48: Delibird

P\$ = 1,800

Opponents: Piloswine Lv42 Exp: 720
Glalie Lv42 Exp: 841
Delibird Lv45 SHADOW Pokémon #34/48

Entei's fire rules the arena again. Delibird's a pretty crappy Pokémon, so why would you want it?

This is not too bad, but if you're in a hurry, save this for Snagem

Hideout, where it will be more convenient to Snag. It likes to Shadow Rush, so hit it with Sleep and weaken it.

Go back to Dome V and save/heal before pressing on to Dome VIII, where another rematch awaits.

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XXXXXX Boss Battle!! XXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

Cipher Admin Venus (Rematch)

P\$ = 4,800

Opponents: Raichu Lv48 Exp: 627
Bellossom Lv47 Exp: 925
Misdreavus Lv47 Exp: 739
Wigglytuff Lv48 Exp: 559
Milotic Lv48 Exp:1,194 (If you missed Suicune)

To be honest, I'd rather she had a Lv65 Suicune instead of that closer she's got. I use a Milotic and a Misdreavus on my multiplayer roster, and this battle shows you why. The hard way.

Every Pokémon on her team is an annoyer. It's a good thing that your Beasts are all unknown gender, because every one of her Pokémon has Attract, and they are mostly, if not all, female. Her strategy is to give your Pokémon status ailments so they can't attack very often. Raichu's got Thunder Wave, Bellossom's got Stun Spore, Misdreavus has Confuse Ray and Perish Song, and Wigglytuff has Body Slam (Paralyzes 30% of hits.) But Milotic is the worst annoyer of them all. Its moveset is nearly identical to mine. Let's see how close they are:

Standard Milotic	Recover	Attract	Confuse Ray	special filler
My Milotic	Recover	Attract	Water Pulse	Blizzard
Venus' Milotic	Recover	Attract	Confuse Ray	Blizzard(?)

The only reason I chose Water Pulse over Confuse Ray is the STAB. Bear in mind that Water Pulse also confuses 20% of its hits. The similarities are quite startling. Milotic's Special Defense is really high, it's got a lot of HP, has Recover, and its Marvel Scale ability doubles its Defense if it's hit with a status like Poison.

It's incredibly hard to take down. My Feraligatr was once paralyzed, confused, and infatuated at the same time during this battle. This means it had a 12.5% chance of attacking the opponent, a 12.5% chance of attacking itself, and a 75% chance of doing nothing. My suggestion is to Thunderdance with Raikou and Suicune. Two Thunders can take out Milotic. Thunder and Aurora Beam/Surf the rest of her team.

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Claim the Blu ID Badge from her after the battle, go to Dome V again, and heal/save. Head through Dome VII's east door. You emerge in Dome IX. This dome has four slots in the north wall, which lock a large, menacing door. You need the four ID Badges to unlock the door and move on. Head east from here to Dome X, then north to Dome XI.

Last [and hardest :-(] boss rematch.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXX Boss Battle!! XXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

After you defeat Ein, you receive the Ylw ID Badge. Now leave this Dome.

EEEEEEE MAAAAAIL!

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Subj: Greetings

From: Eagun of Agate Village

Dear Josh,

This is Eagun of Agate Village. I just wanted to let you know this is my first electronic mail. I am not familiar with high-tech things, so I have only learned to type in words. Incidentally, if you are ever in
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The e-mail's cut off. I believe he is implying "the area" at the end, and "the area" must mean Agate. So head there. He will give you the only Master Ball you'll ever get. And you'll be using it soon. Head back to Dome V and heal/save before pressing on.

There are four Poké Ball-shaped slots in the wall of Dome IX, one for each ID Badge. Place the appropriate ID Badges in the color-coded slots, and the lock on the north door will release. Before going through, you'll have to face a Trainer.

-----Trainer Battle!-----

Cipher Peon Dioge

SHADOW Pokémon #35/48: Heracross

P\$ = 1,800

Opponents: Masquerain Lv42 Exp: 576
Ariados Lv41 Exp:?,???
Heracross Lv45 SHADOW Pokémon #35/48

Entei's fire rules here as well. Heracross is 4x weak to Flying, so don't use that type or you'll KO it.

Save the Master Ball for later. Use the standard procedure of putting it to sleep, weakening it (Bite works well as it is strong against that), and Ultra Balls.

Head through the door to Dome XII, which is directly under a Colosseum. There are many, many Trainers on this floor, but you only have to fight the first one.

-----Trainer Battle!-----

Bandana Guy Klest

P\$ = 672

Opponents: Nuzleaf Lv39 Exp: 588
Graveler Lv42 Exp: 603
Hariyama Lv41 Exp: 807
Lombre Lv42 Exp: 634

A variety of types here. Legendary Beast Thunderdancing works well here. Hariyama's HP is obscenely high, so it can be tough to take out.

From here, all the rest of the Trainer battles on this floor are optional, but you need the experience and P\$.

-----Trainer Battle!-----

Hunter Aline

OPTIONAL

P\$ = 656

Opponents:	Lairon	Lv41	Exp:	667
	Mawile	Lv40	Exp:	420
	Metang	Lv39	Exp:	639

Entei will run flaring wild over all the Steel-types here.

-----Trainer Battle!-----

Street Performer Luper

OPTIONAL

P\$ = 640

Opponents:	Qwilfish	Lv40	Exp:	427
	Seadra	Lv38	Exp:	646
	Octillery	Lv39	Exp:	684
	Feraligatr	Lv40	Exp:	900

Thunderdance. That's all, folks.

There are three Trainers in the casino on the left.

You can't play any of the slot machines, though :-(

-----Trainer Battle!-----

Rider Kevel

OPTIONAL

P\$ = 410

Opponents:	Sandslash	Lv40	Exp:	697
	Donphan	Lv40	Exp:	810
	Quagsire	Lv41	Exp:	601

Thunderdance, and take the Quagsire with conventional attacks if it has Water Absorb.

-----Trainer Battle!-----

Chaser Trus

OPTIONAL

P\$ = 800

Opponents:	Swellow	Lv40	Exp:	693
	Magnetron	Lv40	Exp:	690
	Ninetales	Lv40	Exp:	762
	Machoke	Lv40	Exp:	625

Thunderdance again. Pure power will take them out.

The guy at the desk is the same Cipher Peon you faced at the beginning of the game (Verde or Rosso or Bluno).

-----Trainer Battle!-----

Cipher Peon Bluno

OPTIONAL

P\$ = 1,800

Opponents:	Grumpig	Lv44	Exp:	772
	Muk	Lv45	Exp:	756
	Croconaw	Lv30	SHADOW Pokémon #02/48 (If you missed earlier)	

They're both Poison-types, and you know what to do with that type by now...

Exit the casino. As you approach the door on the right, a Trainer will come rushing through the door, scaring the living daylights out of you. You fight back.

-----Trainer Battle!-----

Bodybuilder Givern

OPTIONAL

P\$ = 1,080

Opponents: Loudred Lv45 Exp: 607
Wigglytuff Lv43 Exp: 501

Thunderdance. Works. Wonders.
Best. Combo. Ever.

Now enter that door. There is a single Trainer in the dining room.

-----Trainer Battle!-----

Rider Eloise

OPTIONAL

P\$ = 400

Opponents: Cradily Lv40 Exp: 861
Swalot Lv39 Exp: 702
Noctowl Lv39 Exp: 676
Chimecho Lv40 Exp: 630

Thunderdance away. Ends the battle fast.

Now talk to the black-suited person by the elevator. After a short conversation, she moves out of the way. You take the elevator up to the final area before the Colosseum. Immediately, there is an FMV with Nascour. He is apparently expecting you to battle him, but he won't...yet. He will instead go up the elevator on the right. Don't follow him yet. Look on the left side, before the stairs, for a double-door. Go in it, and you find your salvation! A revitalizing device and a save point! You have to beat a single Trainer first, though...

-----Trainer Battle!-----

Chaser Rugen

P\$ = 820

Opponents: Vigoroth Lv41 Exp: 553
Shelgon Lv40 Exp: 616

No trouble at all. Thunderdance Vigoroth and Aurora Beam/Ice Beam Shelgon.

He relinquishes access to the save point and healing machine. SAVE and HEAL! Go up the stairs and an FMV begins.

MAJOR SPOILER ALERT! MAJOR SPOILER ALERT! MAJOR SPOILER ALERT!

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The FMV is with Josh, Terra, and Gonzap, head of Team Snagem. Both of you are surprised to see him here. Terra then reasons that this is a Cipher headquarters, so Team Snagem shouldn't have anything to

do with this. Gonzap then explains his own reasoning. Remember the Snag Machines that Team Snagem had before the explosion? The one that was caught in the explosion and the other one Josh made off with? Well, he reveals that Cipher created them and gave them to Team Snagem, which makes Cipher and Snagem allies. But this is not the only reason why Gonzap is here. He is also to settle a score with Josh. You know what that means? Battle time!

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After the FMV, Gonzap will fight you.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXX Boss Battle!! XXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
Snagem Head Gonzap
SHADOW Pokémon #36/48: Skarmory
P\$ = 5,300
Opponents: Shiftry Lv53 Exp:1,027
 Crawdaunt Lv52 Exp: 897
 Pinsir Lv52 Exp:1,044
 Hariyama Lv53 Exp:1,113
 Skarmory Lv47 SHADOW Pokémon #36/48

This is a very difficult battle, but not as difficult as the one with Ein. Raikou and Suicune will pwn here, as Thunderdance or Ice attacks will pwn any of his Pokémon except Hariyama. Do not underestimate the power of this team. It has the potential to take your Beasts' HP lower than you are comfortable seeing them at. Now for his Shadow Pokémon...

This is a tough Snag. You will meet him again during your second trip through the Snagem Hideout. Just beat his team and *try* to Snag his Skarmory. It is very hard until you have the correct Pokémon to snap it out of Shadow Rushing. It took me three tries to succeed: one here, and two at the Hideout.

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After you beat him, the left elevator opens up. Before you take it, look at this room. Golden statues of the Legendary Beasts. How fitting! Anyway, go back down to the save point and heal your Pokémon. SAVE, SAVE, SAVE, and SAVE AGAIN just to be sure, before taking the left elevator up to the Realgam Tower Colosseum, which is the site of the final battles of the game.

1. The Showdown [S05-12SHW]

You emerge in the arena which is the most prestigious Colosseum in all of Orre. After a short chat with Nascour, you will face a series of four Trainers, and each one has a Shadow Pokémon. Also your party will NOT be healed in between each battle, nor will you get a chance to use items or save in-between battles. All your Beast training will pay healthy dividends now. Here we gooooooooo!!

-----Trainer Battle!-----
Bodybuilder Jomas
SHADOW Pokémon #37/48: Miltank

P\$ = 1,800

Opponents: Zangoose Lv45 Exp: 795
Porygon2 Lv45 Exp: 867
Miltank Lv48 SHADOW Pokémon #37/48

Zangoose and Porygon2 fall to Thunderdance. Even if it weren't a Shadow Pokémon, Miltank would be tough.

Rollout is the big problem here because it grows in power every time it's used. If you taught your Pokémon Double Team (TM32, prize at Mt. Battle), use it. This is a difficult Snag. As before, put it to sleep, then weaken it carefully.

-----Trainer Battle!-----

Rider Delan

SHADOW Pokémon #38/48: Absol

P\$ = 480

Opponents: Mightyena Lv46 Exp: 630
Sharpedo Lv47 Exp: 880
Absol Lv48 SHADOW Pokémon #38/48

Minus the Cacturne and Shiftry, Delan's picks are identical to Elite Four Sidney's picks. Take them down in the same way. Thunderdance.

I don't know how you convince Absol to use anything but Shadow Rush. Use standard procedure. If you miss, come back later and you can fight all the Colosseum Trainers again.

-----Trainer Battle!-----

Cipher Peon Nella

SHADOW Pokémon #39/48: Houndoom

P\$ = 1,920

Opponents: Torkoal Lv47 Exp: 810
Magcargo Lv48 Exp:?,???
Houndoom Lv48 SHADOW Pokémon #39/48

Resist the temptation to use Surf despite the fact that her Pokémon have a 4x weakness to Water. For Houndoom...

Don't use Surf or you'll KO it. Wear it down with an Ice Move and put it to sleep. I skipped most of the Shadow Pokémon here because I wanted to conserve my supplies. If you want to Snag it, use Aurora Beam (Suicune).

-----Trainer Battle!-----

Cipher Peon Ston

SHADOW Pokémon #40/48: Tropius

P\$ = 1,960

Opponents: Vileplume Lv48 Exp:1,033
Cradily Lv48 Exp: 945
Cacturne Lv49 Exp: 928
Tropius Lv49 SHADOW Pokémon #40/48

All Grass. Suicune's Ice move pwns.

This is a very hard Snag because Tropius has a tendency to use Shadow Rush or Fly, both of which make it tough to Snag. My suggestion is to come back here with Tyranitar and use its Sand Stream to weaken it more effectively.

Raikou's Spark works OK here if you'd rather paralyze it; otherwise, use standard procedure.

After defeating four Trainers, your Pokémon are fully healed. An FMV begins with Nascour walking into the arena, while the crowd cheers for him by chanting his name. He has a short conversation with you, then he fights you. If you lose, you won't have to fight the four Trainers again--Nascour will fight you again right away.

XXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXX Boss Battle!! XXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Cipher Nascour
SHADOW Pokémon #41/48: Metagross
P\$ = 5,600
Opponents: Walrein Lv56 Exp:1,152
Xatu Lv54 Exp: 988
Blaziken Lv54 Exp:1,209
Gardevoir Lv55 Exp:1,255
Dusclops Lv55 Exp:1,054
Metagross Lv50 SHADOW Pokémon #41/48

No matter how you stack it up, this is going to be a very tough fight. All of Nascour's Pokémon are in the mid-level 50's. This is where all that training you went through will pay off. Without it, you're in for an incredible fight. If your Beasts are each at least Lv50 and the rest of your team averaging at least Lv42, you've got a chance. Each Pokémon has a very powerful move you need to look out for.

Let me run through Nascour's team:

Walrein can go down to plain ol' Thunderdancing, but it can use a very strong Ice Beam attack made even stronger by STAB. This can take Raikou down to about 50% HP. Watch for Freeze ailments, and use Full Heals right away if your Pokémon gets frozen.

Xatu will open with Confuse Ray to prevent your Pokémon from attacking, then it will use a very powerful Psychic attack, achieving about the same result as Ice Beam. Psychic can also lower your Special Defense, making it even more powerful. Use Thunder or two to three Aurora Beams to take it down.

Blaziken shouldn't cause you too much trouble, and is probably Nascour's weakest Pokémon. He uses it much like I do mine. He'll raise his Evade % with Double Team, then go for Critical Hits with Blaze Kick and other powerful moves. Watch for burns.

Gardevoir is probably the toughest of his Pokémon. Like Xatu, it will confuse your Pokémon so they attack themselves, then Psychic to deal plenty of damage. This can take Raikou and even Entei down in a big hurry, because Gardevoir's Special Attack is higher than Xatu's, and Gard is straight Psychic, meaning it gets more STAB. Take it out with Thunder and Dark moves, or use Umbreon or Misdreavus to confuse it ONLY if you saw a message similar to this when Gard was sent out:

<<< GARDEVOIR TRACED Raikou's PRESSURE! >>>

Why? This is why you update your Strategy Memo. Ralts, Kirlia, and Gardevoir either have Trace or Synchronize as Abilities. If you didn't see the message, it means this one's got Synchronize. If you meet a Synchronizing Gardevoir and confuse it, you'll confuse yourself

as well. Misdreavus may be a better choice than Umbreon if it's at a higher level, due to STAB from an already strong Shadow Ball.

Dusclops employs a strategy similar to Xatu. It will confuse you, then attack. Take it out with Shadow Ball or Bite. Watch for retaliatory moves and Will-o-Wisp.

I recommend you save Snagging his Metagross for later, because it's pretty tough, and your Pokémon will be pretty fatigued by now. If you want to Snag it, use Hypnosis from Noctowl, lower its HP with Aurora Beam even though you can't lower its Attack due to Clear Body, and throw your Ultra Balls until you get it. If it wakes up, it will Shadow Rush. I would save this one for later, when you have a Pokémon that can convince it to use a different move, like Tyranitar.

XXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Your Pokémon are fully healed again, and an FMV begins.

MAJOR SPOILER ALERT! MAJOR SPOILER ALERT! MAJOR SPOILER ALERT!

XX
XX

=====
The FMV begins with Nascour apologizing. Terra is puzzled because she thinks that Nascour is the boss. Then Es Cade, the mayor of Phenac, comes in. Terra is further puzzled, and asks why he's here. Es Cade reveals that he is the secret boss of Cipher, then reveals his true self, Evice. He is really mad for Josh's interference, and implied betrayal (he, after all, betrayed Team Snagem, which is allied with Cipher.) Evice will then rant about having to resurrect the Shadow Pokémon plan from the start. He then says he will pwn Josh so utterly he'll never find the strength to rise up again.

=====
XX
XX

After the trash talk of the FMV, you will face the final boss. If he beats you (likely), you can come back to the Colosseum and face him again without going through the other Trainers there.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXX Final Battle XXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

Cipher Head Evice
SHADOW Pokémon #42/48: Tyranitar
P\$ = 6,100
Opponents: Scizor Lv60 Exp:1,285
Slowking Lv61 Exp:1,071
Salamence Lv60 Exp:1,401
Slaking Lv60 Exp:1,350
Machamp Lv61 Exp:1,260
Tyranitar Lv55 SHADOW Pokémon #42/48

If you didn't do much extra training, then your Beasts will only be around Lv48, and this fight will be basically impossible. If you want a multiplayer team to thrash your opponent with that doesn't break too many stat tier restrictions, you can emulate Evice's team. You won't be able to get Scizor and Slowking until you get Fire Red, however; Scyther is not

XX

=====
The ending begins with Evice standing in the arena, puzzled over how his ultimate Shadow Pokémon lost to you. Pyrite's sheriff, his right-hand officer, Duking, and Eagun and his Pikachu surround Evice. He tries to escape with his private helicopter, which is on auto-pilot, when suddenly, Ho-oh appears out of nowhere, lets out a cry, and blasts the helicopter with its trademark move, Sacred Fire. Evice is arrested, and hauled off to jail. Ho-oh then flies very close to the Colosseum, so you can get a good look at it. Then the credits roll, alongside a few Pokémon that appear in this order: Skarmory, Sneasel, Sunflora, Treecko, Mudkip, Torchic, Swablu, Yanma, Sudowoodo, Minun, Plusle, Skiploom, Roselia, Chimecho, Pikachu, Kirlia, Croconaw, Quilava, Bayleef, Jirachi, Suicune, Raikou, Entei, and finally, Celebi.

=====
XX
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XX

After the credits finish rolling, you will be prompted to save your game. Do so.

~~~~~

## 6. Side Quests

### a. The Second Shadow Starter [S06-01N02]

After the ending, you will re-appear at the Outskirt Stand. You've got mail!

=====  
Subj: New System Done!  
From: Nett from The Under

We, that's myself and Secc in Pyrite, developed a new system of downloading data automatically to your P\*DA. From now on, information about Shadow Pokémon should arrive directly from people connected to the network. Check it out!

=====  
Head outside. EEEEEEE MAAAAAIL!

=====  
Subj: Shadow Pokémon?  
From: Secc in Pyrite Town

Big guy, there's trouble!  
The Kid Network got word that a suspicious-looking Pokémon was spotted in Pyrite. I'd like to give you the full story in person, so can you come visit me?

=====  
At this point, if you have any Pokémon that are say, Lv50+, and you want to train them for your multiplayer team, transferring them onto Colosseum from Ruby/Sapphire would be an excellent idea. If you can't, then your Beasts should be around Lv55.

So we do as the guy says and head to Pyrite Town.  
Talk to Secc in the backroom at the Mayor's House there. He directs you to Cail. But before Cail tells you anything, he fights you.

-----Trainer Battle!-----

Rogue Cail

P\$ = 912

|            |           |      |           |                        |
|------------|-----------|------|-----------|------------------------|
| Opponents: | Granbull  | Lv56 | Exp:1,068 | (If you missed Furret) |
|            | Gardevoir | Lv57 | Exp:1,269 |                        |
|            | Shiftry   | Lv56 | Exp:1,086 |                        |
|            | Machamp   | Lv57 | Exp:1,177 |                        |

Standard Thunderdancing, or pwn him with your imported Pokémon.

-----

After the battle, he tells you about a Shadow Bayleef or a Shadow Quilava. It's random which one. He will also tell you about the Snagem Hideout, which is now a new destination on the world map. Guess where we're headed? The Snagem Hideout!

You have 1 new message(s).

=====  
Subj: Bayleef (Quilava) Trainer  
From: Secc in Pyrite Town

Hi, big guy!  
Cail wanted me to tell you that the Shadow Bayleef (Quilava)'s trainer is named Verde (Rosso). Please take care!

=====  
Enter the hideout and go north until you see a chest. It's got a valuable Max Elixir inside, which restores one Pokémon's PP completely. Head over to the right and you find a save point, so save, and head through the narrow passage to the north. This next part is very hard to understand, so let me explain.

Every time you pass by this location, a Cipher Peon will fight you, and they will appear in the below order. All of them had (or still have) Shadow Pokémon, so if you missed one of their Shadow Pokémon, you can catch it here. All of them will fight you once, then if you missed any of their Shadow Pokémon, they will fight you, one at a time, until you have Snagged all of their Shadow Pokémon. Here is the list of trainers.

-----Trainer Battle!-----

Cipher Peon Nore

P\$ = 2,200

|            |            |      |           |
|------------|------------|------|-----------|
| Opponents: | Ninjask    | Lv55 | Exp: 912  |
|            | Beautifly  | Lv54 | Exp:?,??? |
|            | Masquerain | Lv52 | Exp: 712  |
|            | Forretress | Lv51 | Exp: 643  |

This guy's re-done his whole team. All are weak to fire.

-----Trainer Battle!-----

Cipher Peon Kloak

P\$ = 2,120

|            |          |      |                                 |
|------------|----------|------|---------------------------------|
| Opponents: | Ariados  | Lv52 | Exp: 745                        |
|            | Volbeat  | Lv53 | Exp: 828                        |
|            | Illumise | Lv53 | Exp: 828 (If you missed Ledian) |

Flare up with Entei.

-----Trainer Battle!-----

Cipher Peon Baila

P\$ = 2,120

|            |           |      |           |
|------------|-----------|------|-----------|
| Opponents: | Vileplume | Lv51 | Exp:1,005 |
|            | Jumpuff   | Lv53 | Exp: 999  |
|            | Roselia   | Lv52 | Exp: 846  |

Again, Entei pwns. If you didn't notice, there is no colon after Baila's name when she makes her defeat speech. This is the only typo in the game that I have found to this point.

-----Trainer Battle!-----

Cipher Peon Arton

P\$ = 2,200

|            |           |      |                                    |
|------------|-----------|------|------------------------------------|
| Opponents: | Piloswine | Lv55 | Exp: 942                           |
|            | Glalie    | Lv54 | Exp:1,081                          |
|            | Sealeo    | Lv50 | Exp:?,??? (If you missed Delibird) |

Entei will pwn all three of his Pokémon.

-----Trainer Battle!-----

Cipher Peon Dioge

SHADOW Pokémon #35/48: Heracross

P\$ = 1,800

|            |            |      |                                    |
|------------|------------|------|------------------------------------|
| Opponents: | Masquerain | Lv54 | Exp: 739                           |
|            | Forretress | Lv43 | Exp: 668                           |
|            | Dustox     | Lv50 | Exp: 856 (If you missed Heracross) |

Entei again.

After you pass this area, you will come to stairs leading up. Take them to the 2F. You've got mail!

=====  
Subj: Shadow PKMN List!  
From: Nett from The Under

Hi, it's Nett. I analyzed the Shadow Pokémon List again and discovered six more. The additions are Tyranitar, Misdreavus, Slugma, Smeargle, Absol, and Heracross. I'll send another update if I can find any more.

=====  
Continue south until you reach a junction, then head to the right. Look around for an Elixir in a chest. The room to the right leads to stairs to the 1F. From there, two doors south leads to two Max Revives. These revive a fainted Pokémon to full HP. In this room, there is a Snagem grunt that will fight if you talk to him.

-----Trainer Battle!-----

Team Snagem Niver

\*\*OPTIONAL\*\*

P\$ = 530

|            |          |      |          |
|------------|----------|------|----------|
| Opponents: | Grovyle  | Lv52 | Exp: 784 |
|            | Vigoroth | Lv52 | Exp: 702 |
|            | Rhyhorn  | Lv52 | Exp: 751 |
|            | Zangoose | Lv53 | Exp: 936 |

A variety of types here, but Thunderdancing works well. Suicune's Ice attack will KO Grovyle, and the rest go down to Thunder or Surf.

-----  
Head up the stairs in this room. You emerge in Gonzap's room, but he's not there. Search the room for a chest with three Rare Candies inside. If you're training for multiplayer teams, save these items for the last few level-ups a Pokémon needs, but make sure they have all their EVs first!

Now retrace your steps back to the junction, and head south. When you reach the end of the room, slip through a break in the wall on the right side to reach the stairs to the 3F. From there, search the area for a chest containing three Max Potions. There is a trainer in the same room who will fight you if you talk to him.

-----Trainer Battle!-----

Rider Rions

\*\*OPTIONAL\*\*

P\$ = 540

|            |           |      |      |     |
|------------|-----------|------|------|-----|
| Opponents: | Poochyena | Lv54 | Exp: | 318 |
|            | Kadabra   | Lv53 | Exp: | 822 |
|            | Linoone   | Lv53 | Exp: | 726 |
|            | Mightyena | Lv50 | Exp: | 685 |

None of his Pokémon are strong. You can use whatever you want and take this guy out quickly.

-----  
Now go back to the stairs and make your way north and around all the junk to the other side of the left wall. There is another Snagem grunt that will fight you if you talk to him.

-----Trainer Battle!-----

Team Snagem Driton

\*\*OPTIONAL\*\*

P\$ = 550

|            |          |      |      |       |
|------------|----------|------|------|-------|
| Opponents: | Seadra   | Lv55 | Exp: | 912   |
|            | Lanturn  | Lv50 | Exp: | 835   |
|            | Pelipper | Lv53 | Exp: | 930   |
|            | Starmie  | Lv52 | Exp: | 1,152 |

This guy has lots of Water-types, but that Lanturn might have Volt Absorb, so don't use electricity on it. Use alternate methods of attack on it and Thunderdance the rest.

-----  
At the end of this hall is a chest with three PP Ups inside. Save those for your multiplayer team. Take the stairs down to the 2F. You should shortly see a chest with two Max Ethers inside, as well as a trainer, if you head south.

-----Trainer Battle!-----

Bodybuilder Colas

\*\*OPTIONAL\*\*

P\$ = 1,296

|            |          |      |      |     |
|------------|----------|------|------|-----|
| Opponents: | Shelgon  | Lv54 | Exp: | 832 |
|            | Spinda   | Lv51 | Exp: | 463 |
|            | Carvanha | Lv51 | Exp: | 480 |
|            | Pupitar  | Lv54 | Exp: | 832 |

Pupitar is 4x weak to water. Watch for the Dragon-type Shelgon's many elemental resistances.

-----  
Now head to the north end of the hallway, where another optional battle awaits.

-----Trainer Battle!-----

Bandana Guy Crudo

\*\*OPTIONAL\*\*

P\$ = 880

|            |           |      |      |     |
|------------|-----------|------|------|-----|
| Opponents: | Weezing   | Lv52 | Exp: | 963 |
|            | Swablu    | Lv51 | Exp: | 918 |
|            | Linoone   | Lv55 | Exp: | 753 |
|            | Sandslash | Lv53 | Exp: | 925 |

Use your Beasts to overpower his team. Watch for Sandslash's Ground-type attacks.

-----  
Take the stairs behind him down to the 1F. A Snagem grunt is waiting for you near the large, broken Snag Machine. He will fight you even if you don't want to.

-----Trainer Battle!-----

Team Snagem Fuston

P\$ = 540

|            |           |      |      |       |
|------------|-----------|------|------|-------|
| Opponents: | Delibird  | Lv54 | Exp: | 1,057 |
|            | Swellow   | Lv54 | Exp: | 936   |
|            | Beautifly | Lv53 | Exp: | 913   |
|            | Golbat    | Lv53 | Exp: | 970   |

They all fly, so Thunderdance.

-----  
There are five Ultra Balls lying on the floor next to the broken Snag Machine. Pick them up. It's a long trek, but go back to the save point and save your game, then pick up a Pokémon around Lv35 or so, and Noctowl if you want. You're about to fight for a Shadow Starter!

-----Trainer Battle!-----

Cipher Peon Verde (Rosso)

SHADOW Pokémon #43/48: Bayleef (Quilava)

P\$ = 2,200

|            |          |      |                       |              |
|------------|----------|------|-----------------------|--------------|
| Opponents: | Sharpedo | Lv53 | Exp:                  | 993          |
|            | Grumpig  | Lv54 | Exp:                  | 948          |
|            | Muk      | Lv55 | Exp:                  | 924          |
|            | Bayleef  | Lv30 | SHADOW Pokémon #43/48 | (or Quilava) |

Sharpedo is fragile, so even a Surf can take it out. Grumpig and Muk, whatever. Here's what I did the first time through the game.

I used my :-) Lv98 Raikou to tear apart Rosso's Team, then Slam with Quagsire (about Lv40) to get Bayleef's (Quilava's) HP low. It should only take one Ultra Ball.

-----  
If you miss this chance, you will have to exit and re-enter the area, meaning you have to go through the entire hideout again. Verde (Rosso) will not leave until you Snag his Shadow Bayleef (Quilava).

From here, save your game and go to Pyrite Town. You will receive an e-mail.

=====  
Subj: Shadow PKMN List!  
From: Nett from The Under

Hi, it's Nett. I analyzed the Shadow Pokémon List again and discovered six more. The additions are Ursaring, Skiploom, Quagsire, Tropius, Skarmory, and Sunflora. Look for more updates!

=====  
Now go to The Under. You will receive another e-mail.

=====  
Subj: Trouble in Under?  
From: Secc in Pyrite Town

Hi, big guy. We've been hearing about Shadow Pokémon from people visiting The Under from Pyrite. A lot of the visitors have seen the Shadow Pokémon. Nett in The Under should have more information for you.

=====  
Now go to Nett's house and talk to him. He will refer you to Chaser Gurks. Go find him. He will battle you before relinquishing any information.

-----Trainer Battle!-----  
Chaser Gurks  
P\$ = 1,120  
Opponents: Wailord       Lv56   Exp:1,234  
            Wailord       Lv56   Exp:1,234

Thunderdance. His Wailord are resilient, so don't be too hasty.

-----  
After you thrash him, Gurks tells you about Rosso's (Verde's) Shadow Quilava (Bayleef), whichever one you didn't capture at Snagem Hideout. At this point, you should have a lot of money. While you're here, you might consider buying supplies like Hyper Potions and Revives. Do it if you're low. Otherwise save your money for Scents you'll be wanting later. Exit this place and head for Pyrite.

EEEEEEEE MAAAAAAIL!  
=====

Subj: Shadow PKMN Lab  
From: Marcia in Pyrite Town

It appears as if criminals are gathering at the Shadow Pokémon Lab again. There's more. People have seen a Cipher Peon in a gaudy red (green) outfit with a Shadow Quilava (Bayleef). I wonder what's up?

=====  
We are now headed to the Shadow Pokémon Lab.

The second infiltration will be much easier than the last, regardless of whether you traded GBA Pokémon to Colosseum or not. Every scientist in the lab is gone, so you don't have to worry about Thunder attacks. Every Cipher Peon you fought in this Lab (except Skrub) is here again,

waiting for a rematch with you. Most of them will drop down from out of nowhere when you reach a certain area. They will continue to do so every time you step there until you Snag the trainer's Shadow Pokémon. We have already retrieved all the items from the Lab and unlocked all the doors, so this is very straightforward. To save KB for more important things, I will just list all the trainers in the order you fight them, assuming you take the same paths as you did the first time you came here.

-----Trainer Battle!-----

Cipher Peon Cole

P\$ = 2,320

|            |            |      |      |     |
|------------|------------|------|------|-----|
| Opponents: | Wigglytuff | Lv58 | Exp: | 654 |
|            | Furret     | Lv57 | Exp: | 708 |
|            | Castform   | Lv58 | Exp: | 900 |
|            | Octillery  | Lv58 | Exp: | 984 |

Castform's weather-changing ability can cause problems, so focus all your attacks on it first. Thunderdance makes Thunder super effective against it. The other Pokémon will not cause a lot of trouble.

-----Trainer Battle!-----

Cipher Peon Lare

P\$ = 2,280

|            |          |      |      |                             |
|------------|----------|------|------|-----------------------------|
| Opponents: | Houndour | Lv58 | Exp: | 1,026                       |
|            | Sharpedo | Lv58 | Exp: | 1,050                       |
|            | Nuzleaf  | Lv57 | Exp: | 861                         |
|            | Sneasel  | Lv57 | Exp: | 805 (If you missed Murkrow) |

Thunderdance.

-----Trainer Battle!-----

Cipher Peon Vana

P\$ = 2,320

|            |         |      |      |                                |
|------------|---------|------|------|--------------------------------|
| Opponents: | Golbat  | Lv58 | Exp: | 1,026                          |
|            | Swablu  | Lv58 | Exp: | 459                            |
|            | Pupitar | Lv58 | Exp: | 864                            |
|            | Mawile  | Lv57 | Exp: | 598 (If you missed Forretress) |

Entei and Raikou/Suicune will pwn here, even against the Mawile.

-----Trainer Battle!-----

Cipher Peon Lesar

P\$ = 2,280

|            |            |      |      |                              |
|------------|------------|------|------|------------------------------|
| Opponents: | Rhyhorn    | Lv57 | Exp: | 823                          |
|            | Grovyle    | Lv58 | Exp: | 846                          |
|            | Masquerain | Lv57 | Exp: | 781? (If you missed Ariados) |

Not tough at all.

-----Trainer Battle!-----

Cipher Peon Tanie

P\$ = 1,760

|            |          |      |      |     |
|------------|----------|------|------|-----|
| Opponents: | Linoone  | Lv42 | Exp: | 576 |
|            | Delcatty | Lv43 | Exp: | 634 |
|            | Vigoroth | Lv43 | Exp: | 594 |

They're all normal, so Brick Break or other Fighting-type techniques work well.

-----Trainer Battle!-----

Cipher Peon Remil

P\$ = 2,320

Opponents: Kadabra Lv57 Exp: 885  
Swellow Lv58 Exp:1,006  
Kecleon Lv58 Exp: 819  
Quagsire Lv58 Exp: 850 (If you missed Vibrava)

Kecleon's Color Change will give you trouble unless you use Shadow Ball.  
Kadabra and Swellow are Entei bait. Just like before.

-----  
Now Rosso (Verde) is where Ein was the first time. Apparently, he is looking for the Data Disks that Ein wiped out. He then battles you.

-----Trainer Battle!-----

Cipher Peon Rosso (Verde)

SHADOW Pokémon #44/48: Quilava (Bayleef)

P\$ = 2,520

Opponents: Breloom Lv61 Exp:1,077  
Grumpig Lv62 Exp:1,088  
Muk Lv63 Exp:1,059  
Quilava Lv30 SHADOW Pokémon #44/48 (or Bayleef)

Yes, Lv60+. This will be the toughest post-Evice fight yet, but still not that bad. Your Beasts should be Lv58+, and you should have a Noctowl and another low-level Pokémon, no higher than Lv40. Here's what I did the first time around.

Quagsire's Slam, or Surf better yet, helps weaken it. Put it to sleep and the Snag will be very easy. Be careful not to KO it.

-----  
As with the last Pokémon, if you KO this one by accident, you have to go through the whole Lab and fight him again. Don't forget to save your game.

c. Revival of Team Snagem?

[S06-03REV]

Leave the lab.

EEEEEEE MAAAAAAIL!

=====  
Subj: Receive Photos

From: Nett from The Under

Josh, did you know? Your P\*DA can not only receive e-mail, it can also accept digital photos. I'll send one as a test. I hope it reaches you.

\*\*\*Photo: Nett's sister with her Shroomish standing on the table.\*\*\*

=====  
Go to The Under.

EEEEEEE MAAAAAAIL!

=====  
Subj: Big Snag Machine?

From: Bitt from The Under

Hi, this is Bitt in The Under. There's been this freaky rumor going around that Snagem Holdouts fixed a big Snag



Machine. Do you think it's true? Can you look into it, Josh?

=====  
Now head to Pyrite for a third e-mail.

=====  
Subj: Shadow Pokémon?  
From: Bitt from The Under

Hi, this is Bitt in The Under. Got more news about those Snagem Holdouts. There's a rumor now about a creepy Smeargle and Ursaring. I think it's worth checking out.

=====  
Head for the Snagem Hideout. Guess what? Another new e-mail!

=====  
Subj: Shadow PKMN List!  
From: Nett from The Under

Hi, it's Nett. I analyzed the Shadow Pokémon List again and discovered six more. The additions are Noctowl, Flaaffy, Houndoom, Shuckle, Miltank, and Delibird. I'll be in contact.

=====  
The second time through, the path and Trainers are exactly the same, except that Gonzap is in his room, there are two new Trainers, the ones with the two Shadow Pokémon, and the Trainers from The Under's subway are here, waiting for rematches. I will list them all out as before, to save KB. I will go through the normal Trainers first, and Gonzap last.

-----Trainer Battle!-----

Bodybuilder Lonia

P\$ = 1,320

|            |           |      |      |                                 |
|------------|-----------|------|------|---------------------------------|
| Opponents: | Octillery | Lv54 | Exp: | 948                             |
|            | Flaaffy   | Lv55 | Exp: | 688                             |
|            | Dunsparce | Lv51 | Exp: | 409                             |
|            | Walrein   | Lv52 | Exp: | 1,069 (If you missed Piloswine) |

Thunderdance. That's all there is to it.

-----Trainer Battle!-----

Hunter Frena

P\$ = 848

|            |            |      |      |                              |
|------------|------------|------|------|------------------------------|
| Opponents: | Mawile     | Lv53 | Exp: | 556                          |
|            | Shroomish  | Lv53 | Exp: | 369                          |
|            | Jigglypuff | Lv52 | Exp: | 423                          |
|            | Donphan    | Lv51 | Exp: | 1,032 (If you missed Gligar) |

Entei pwns. Have you begun to understand why I rely on them so much?

-----Trainer Battle!-----

Chaser Liaks

P\$ = 1,060

|            |          |      |      |                              |
|------------|----------|------|------|------------------------------|
| Opponents: | Golduck  | Lv52 | Exp: | 969                          |
|            | Jumpluff | Lv52 | Exp: | 979                          |
|            | Gloom    | Lv53 | Exp: | 748                          |
|            | Noctowl  | Lv52 | Exp: | 501 (If you missed Stantler) |

Suicune's Ice attack can KO them all.

-----Trainer Battle!-----

Rider Nelis

P\$ = 540

|            |          |      |      |                             |
|------------|----------|------|------|-----------------------------|
| Opponents: | Corsola  | Lv51 | Exp: | 616                         |
|            | Seviper  | Lv52 | Exp: | 918                         |
|            | Loudred  | Lv54 | Exp: | 729                         |
|            | Sharpedo | Lv50 | Exp: | 937 (If you missed Sneasel) |

Not hard. The Water-types can be Thundered, and the others, whatever works for you.

-----

The next two Trainers are the Snagem grunts with the Shadow Pokémon.

-----Trainer Battle!-----

Team Snagem Biden

SHADOW Pokémon #45/48: Smeargle

P\$ = 520

|            |          |      |                       |     |
|------------|----------|------|-----------------------|-----|
| Opponents: | Smeargle | Lv50 | Exp:                  | 567 |
|            | Smeargle | Lv51 | Exp:                  | 578 |
|            | Smeargle | Lv52 | Exp:                  | 589 |
|            | Smeargle | Lv45 | SHADOW Pokémon #45/48 |     |

Smeargle can learn literally every move in the game, so this team is very unpredictable but also weak.

Again, Entei or Quagsire's physical attacks do the job. Smeargle is extremely unpredictable, so weaken it carefully. It won't put up as much resistance as Ursaring will, but still quite a bit.

-----Trainer Battle!-----

Team Snagem Agrev

SHADOW Pokémon #46/48: Ursaring

P\$ = 550

|            |           |      |                       |     |
|------------|-----------|------|-----------------------|-----|
| Opponents: | Marshtomp | Lv55 | Exp:                  | 841 |
|            | Machoke   | Lv52 | Exp:                  | 813 |
|            | Shiftry   | Lv50 | Exp:                  | 939 |
|            | Ursaring  | Lv45 | SHADOW Pokémon #45/48 |     |

A more "normal" team. If your Entei is a Sunnybeamer (TM22, won at Phenac Stadium), it pwns. Otherwise, physicals work well on Marshtomp. The others go down to fire or other specials.

Entei Lv55 is at a low enough level to successfully weaken it. Put it to sleep and try to Snag. It will put up a lot of resistance. Shadow Rush's backlash is also a lot of trouble.

-----

Now head for Gonzap's room. You will find the guy there, and he's in a mood to battle you. Make sure you SAVE and heal along the way.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXX  
XXXXXX Boss Battle!! XXXXXX  
XXXXXXXXXXXXXXXXXXXXXXXXXXXXX

Snagem Head Gonzap

P\$ = 5,300

|            |           |      |      |       |
|------------|-----------|------|------|-------|
| Opponents: | Breloom   | Lv64 | Exp: | 1,027 |
|            | Crawdaunt | Lv64 | Exp: | 1,104 |
|            | Granbull  | Lv64 | Exp: | 1,219 |

Machamp Lv64 Exp:1,323  
Gyarados Lv64 Exp:1,467  
Armaldo Lv64 Exp:1,371 (If you missed Skarmory)

Let me first make one important point: you cannot move on in the game until you have Snagged Gonzap's Skarmory. You must battle him until you Snag it successfully. Let me run through Gonzap's team. It is much more powerful, and has changed significantly. He has a big focus on attack power.

Breloom is a Grass/Fighting-type sweeper. Take it out with Fire, but watch out for strong physical attacks.

Crawdaunt is a Water/Dark type Pokémon. Use Thunder on it before it gets a chance to attack.

Granbull has Intimidate, which lowers Attack. If you're using special sweepers, like Raikou/Entei/Suicune, no problem; attack as you normally would. If not, switch out.

Machamp is a very tough Fighting-type. Attack it with specials and watch your Pokémon's HP closely, because STABbed Cross Chop, which Critical Hits often, is going to pwn Raikou if hit. Take it out fast.

Gyarados is very tough to take down if you can't use an Electric move. It also has Intimidate, so switch to a special sweeper with an Electric move (Raikou) if your physical sweeper gets hit by this.

Armaldo is a Bug/Rock Pokémon that replaces his Skarmory if you Snagged it back at Realgam Tower. It does not have a very good moveset, and is weak to Water attacks.

Overall, this isn't a very hard battle if you consider it's a boss battle, but don't get complacent, especially if Gonzap starts using X Attacks.

XXXXXXXXXXXXXXXXXXXXXXXXXXXX  
XXXXXXXXXXXXXXXXXXXXXXXXXXXX  
XXXXXXXXXXXXXXXXXXXXXXXXXXXX

He drops the D-Disk on the table after the battle. Grab it and head for The Under.

d. Deep King [S06-04DKG]

When you exit The Under Colosseum, you will get an e-mail from Bitt.

=====  
Subj: Who is this?  
From: Nett from The Under

Hi, it's Bitt in The Under. I was taking photos the other day when I saw this guy with this amazing head, so I snapped him. He was singing this weird song. Something about the Colosseum being his new place.

\*\*Photo: Miror B. taking the UFO down to the Deep Colosseum.\*\*  
=====

The D-Disk gives you access to the Deep Colosseum, which I will cover in the Colosseums Side-Quest section of this guide. There is a single Shadow Pokémon (Shuckle) you can Snag there. When you get out of the UFO, you will see Steel Teeth sparkling on the ground. Pick them up and head back up.

Use the F-Disk to go over to the old man on the left side of The Under Colosseum, but outside the actual building. Give him the Steel Teeth and he gives you the last UFO Disk, the L-Disk. Use it and it takes you to a chest that's been catching your curiosity for quite some time. It has the Amulet Coin inside, which doubles any money you win in battle, including the cash prizes at Colosseums. In-between challenges, you will get the following e-mails.

After the first victory:

=====

Subj: Deep King?  
From: Nett from The Under

This is Nett. I heard you've gone to the Deep Colosseum. I heard a rumor about it. There's supposed to be a seriously tough Trainer that goes by the name of Deep King. I wonder what Pokémon he uses?

=====

After the second victory:

=====

Subj: Deep King!  
From: Nett from The Under

This is Nett. I'm getting information about Deep King, but slowly. He does sound like an expert Trainer, though. I wonder what kind of Pokémon he uses?

=====

After the third victory:

=====

Subj: Deep King!  
From: Nett from The Under

This is Nett. I've been slowly getting more information on the Trainer Deep King. He apparently uses a Shadow Shuckle. He could be very tenacious.

=====

After the fourth victory:

=====

Subj: Deep King!  
From: Nett from The Under

This is Nett. There's a rumor that Deep King is entered at the knockout tourney at the Deep Colosseum. Josh, you've got to enter, too, and show up his highness!

=====

Now head for the Deep Colosseum and participate in the challenges. See the Colosseum Battles Side-Quest section for more information.

e. The Last Shadow Pokémon

[S06-05LSP]

NOTE: The initial version of this section was written completely from memory, so there may be inaccuracies. I will fix them when I play through this portion of the game again.

To proceed at this point in the game, you must have Snagged each of the other 47 Shadow Pokémon in the game. After you have done so, go to various cities, like Pyrite Town and The Under. You

will receive a couple of e-mails telling you that someone who looks just like you is attacking people with a Shadow Togetic.

Eventually, after a lot of wandering from place to place, Nett will give you an e-mail telling you to watch TV. Do it. You will see the culprit at the Outskirt Stand. Save your game and head there.

Once you get there, ignore the news crews, go inside the train, and stock up on Ultra Balls.

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

XXXXX Boss Battle!! XXXXX

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Shady Guy Josh

SHADOW Pokémon #48/48: Togetic

P\$ = 6,800

|            |           |      |                       |
|------------|-----------|------|-----------------------|
| Opponents: | Houndoom  | Lv68 | Exp:?,???             |
|            | Manectric | Lv68 | Exp:?,???             |
|            | Gyarados  | Lv68 | Exp:?,???             |
|            | Armaldo   | Lv68 | Exp:?,???             |
|            | Milotic   | Lv68 | Exp:?,???             |
|            | Togetic   | Lv20 | SHADOW Pokémon #48/48 |

This is the final optional boss battle in the game, even though the boss music is not playing. It should be, because this team is pretty tough to beat. The fake Josh uses a strategy that's like a hybrid of Dakim's and Ein's. He will protect his Water-types with Manectric. This team is physically tough, and has lots of Pokémon with Earthquake, making it hard to Thunderdance, which is both this team's asset and flaw. Still, I'd use Raikou and Suicune to take down this team.

If you're not a veteran at catching wild Pokémon, Snagging Togetic will be pure hell. There are three approaches to this, and two of them require imported Pokémon from Ruby/Sapphire.

#### APPROACH I

-----

This is the easiest way to Snag Togetic with only Colosseum's Pokémon, but takes a lot of patience. First, isolate Togetic as before, then swap in Tyranitar. This should cause Sand Stream to kick in. Now put Togetic to sleep if you want. Shadow Rush won't really matter because your Pokémon are much higher level. Once Togetic's HP gets down to the low-to-mid yellow (red is pushing it a little), use Sunny Day or Rain Dance to get rid of the sandstorm. Now start throwing Balls. You should have little trouble from here. If you have 30+ Balls and Tyranitar doesn't have a stat-up move it can use to waste its turn, you can throw an Ultra Ball every turn while the sandstorm lowers Togetic's HP. This method is slow, but it works.

#### APPROACH II

-----

This is a very risky method, but is the quickest way to Snag Togetic. You will need a high-level Pokémon with the move False Swipe, and a Pokémon with a move that can put Togetic to sleep. Once you take out fake Josh's other five Pokémon, swap in the False Swiper and the Hypnotizer. Put Togetic to sleep, then use False Swipe one time. Togetic's HP should now

be exactly one. Then throw Ultra Balls and hope Togetic doesn't wake up and KO itself.

### APPROACH III

-----  
This is the easiest and most sure-fire way to Snag Togetic using imported Pokémon. Bring with you a Pokémon or two that are about Lv15, and know weak moves like Tackle or Gust. Once you isolate Togetic, swap in your weaker Pokémon and lower its HP for the Snag, like you would catch any ordinary Pokémon.

XXXXXXXXXXXXXXXXXXXXXXXXXXXX  
XXXXXXXXXXXXXXXXXXXXXXXXXXXX  
XXXXXXXXXXXXXXXXXXXXXXXXXXXX

After the battle, a short FMV sequence will begin.

#### \*Minor Spoiler Alert\*

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX  
=====

The Trainer you just defeated will reveal himself as Fake Hero Fein, a Cipher Peon. The news crew goes absolutely bonkers. Despite this scene being shown on national television, Josh's reputation hits rock bottom.

=====

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX  
That's all, folks. You now have all 48 Shadow Pokémon. At this point in the game, you should have lots of money (somewhere around P\$ 250,000.) Go to Agate Village and spend all of your money on Scents to help speed the process of purification. Once you have purified all 48 Pokémon, you can perform a special event at Mt. Battle in Battle Mode (NOT Story Mode). Refer to the Mt. Battle section of the Battle Mode part of this guide for details on the event. If you have a GBA game, it would be wise to have your Pokémon hold TMs before you transfer them to the GBA.

#### f. Colosseum Battles

[S06-06COL]

In the land of Orre, there are four Colosseums you can enter knockout tournaments at. They are in Phenac City, Pyrite Town, and two in The Under. I will tell you about each one in this section of the FAQ.

#####  
##### Phenac Stadium #####  
#####

Location: Phenac City

Pokémon Levels: 40 to 42

Notes: You are not allowed to use Shadow Pokémon here.

#####  
##### Prize Table #####  
#####  
# Entry # Cash Prize # TM # Move Taught #  
#-----#-----#-----#-----#  
# First # P\$ 5,912 # 18 # Rain Dance #  
# Second # P\$ 8,024 # 11 # Sunny Day #  
# Third # P\$ 8,832 # 19 # Giga Drain #  
# Fourth # P\$ 9,020 # 22 # Solarbeam #  
#####

##### First Entry #####

-----Round One-----

Rich Boy Flitz

|                    |      |          |
|--------------------|------|----------|
| Opponents: Sentret | Lv40 | Exp: 243 |
| Azurill            | Lv40 | Exp: 191 |

-----Round Two-----

Roller Boy Greb

|                      |      |          |
|----------------------|------|----------|
| Opponents: Tentacool | Lv40 | Exp: 450 |
| Doduo                | Lv40 | Exp: 411 |

-----Semifinal-----

Athlete Aidel

|                    |      |          |
|--------------------|------|----------|
| Opponents: Psyduck | Lv41 | Exp: 351 |
| Pineco             | Lv41 | Exp: 262 |

-----Final-----

Cooltrainer Rewn

|                   |      |          |
|-------------------|------|----------|
| Opponents: Mudkip | Lv42 | Exp: 292 |
| Zubat             | Lv41 | Exp: 237 |
| Cacnea            | Lv41 | Exp: 642 |

##### Second Entry #####

-----Round One-----

Guy Lang

|                    |      |          |
|--------------------|------|----------|
| Opponents: Wingull | Lv40 | Exp: 273 |
| Igglybuff          | Lv40 | Exp: 166 |

-----Round Two-----

Athlete Bidel

|                    |      |          |
|--------------------|------|----------|
| Opponents: Snorunt | Lv40 | Exp: 316 |
| Tailow             | Lv40 | Exp: 252 |

-----Semifinal-----

Fun Old Lady Oris

|                   |      |          |
|-------------------|------|----------|
| Opponents: Horsea | Lv41 | Exp: 364 |
| Sunbull           | Lv41 | Exp: 276 |

-----Final-----

Cooltrainer Buna

|                    |      |          |
|--------------------|------|----------|
| Opponents: Treecko | Lv42 | Exp: 292 |
| Hoothoot           | Lv41 | Exp: 253 |
| Luvdisc            | Lv41 | Exp: 483 |

##### Third Entry #####

-----Round One-----

Lady Rima

|                     |      |          |
|---------------------|------|----------|
| Opponents: Remoraid | Lv40 | Exp: 333 |
| Skitty              | Lv40 | Exp: 277 |

-----Round Two-----  
Fun Old Man Varl  
Opponents: Spheal Lv40 Exp: 321  
Machop Lv40 Exp: 376  
-----

-----Semifinal-----  
Athlete Emia  
Opponents: Wooper Lv41 Exp: 228  
Sandshrew Lv41 Exp: 408  
-----

-----Final-----  
Teacher Holen  
Opponents: Torchic Lv42 Exp: 292  
Clamperl Lv41 Exp: 622  
Mareep Lv41 Exp: 258  
-----

##### Fourth Entry #####

-----Round One-----  
Guy Harl  
Opponents: Goldeen Lv40 Exp: 475  
Wurmple Lv40 Exp: 231  
-----

-----Round Two-----  
Lady Brin  
Opponents: Bagon Lv40 Exp: 381  
Swablu Lv40 Exp: 316  
-----

-----Semifinal-----  
Cooltrainer Tock  
Opponents: Seedot Lv41 Exp: 324  
Barboach Lv41 Exp: 403  
-----

-----Final-----  
Teacher Glais  
Opponents: Pichu Lv42 Exp: 189  
Ledyba Lv41 Exp: 237  
Staryu Lv41 Exp: 465  
-----

#####  
##### Pyrite Colosseum #####  
#####

Location: Pyrite Town

Pokémon Levels: 50 to 55

Notes: You enter a tournament here as part of the storyline.  
See the walkthrough for information on that tournament.

#####  
##### Prize Table #####  
#####  
# Entry # Cash Prize # TM # Move Taught #  
#####  
# First # P\$ 6,396 # 01 # Focus Punch #



# Second # P\$ 7,316 # 07 # Hail #  
# Third # P\$ 5,972 # 05 # Roar #  
# Fourth # P\$ 7,020 # 31 # Brick Break #  
#####

##### First Entry #####

-----Round One-----

Roller Boy Azal

Opponents: Linoone Lv51 Exp: 699  
Teddiursa Lv50 Exp: 663

-----Round Two-----

Rider Trona

Opponents: Delcatty Lv52 Exp: 768  
Jigglypuff Lv51 Exp: 414

-----Semifinal-----

Bodybuilder Becher

Opponents: Furret Lv53 Exp: 658  
Doduo Lv52 Exp: 534  
Loudred Lv51 Exp: 688

-----Final-----

Chaser Zime

Opponents: Vigoroth Lv52 Exp: 702  
Koffing Lv53 Exp: 646  
Combusken Lv55 Exp: 835  
Swellow Lv54 Exp: 936

##### Second Entry #####

-----Round One-----

Hunter Muna

Opponents: Shroomish Lv51 Exp: 354  
Oddish Lv51 Exp: 426

-----Round Two-----

Chaser Kell

Opponents: Lileep Lv52 Exp: 673  
Roselia Lv52 Exp: 846  
Spinda Lv51 Exp: 463

-----Semifinal-----

Bodybuilder Torf

Opponents: Cacnea Lv53 Exp: 550  
Gloom Lv52 Exp: 735  
Machop Lv52 Exp: 489

-----Final-----

Rider Ligam

Opponents: Grovyle Lv52 Exp: 784  
Lairon Lv52 Exp: 846  
Nuzleaf Lv53 Exp: 799

##### Third Entry #####

-----Round One-----

Rider Vorem

|                   |      |          |
|-------------------|------|----------|
| Opponents: Baltoy | Lv51 | Exp: 316 |
| Numel             | Lv52 | Exp: 489 |
| Hoothoot          | Lv52 | Exp: 322 |

-----Round Two-----

Bodybuilder Seben

|                    |      |          |
|--------------------|------|----------|
| Opponents: Rhyhorn | Lv52 | Exp: 751 |
| Meditite           | Lv53 | Exp: 516 |

-----Semifinal-----

Hunter Athon

|                     |      |          |
|---------------------|------|----------|
| Opponents: Graveler | Lv53 | Exp: 760 |
| Pupitar             | Lv54 | Exp: 832 |

-----Final-----

Roller Boy Arez

|                   |      |          |
|-------------------|------|----------|
| Opponents: Gligar | Lv55 | Exp: 636 |
| Shelgon           | Lv54 | Exp: 832 |
| Quagsire          | Lv53 | Exp: 777 |
| Pelipper          | Lv53 | Exp: 930 |

##### Fourth Entry #####

-----Round One-----

Bodybuilder Gano

|                  |      |          |
|------------------|------|----------|
| Opponents: Minun | Lv51 | Exp: 655 |
| Pikachu          | Lv52 | Exp: 456 |

-----Round Two-----

Street Performer Balton

|                    |      |          |
|--------------------|------|----------|
| Opponents: Voltorb | Lv53 | Exp: 583 |
| Wailmer            | Lv52 | Exp: 762 |

-----Semifinal-----

Hunter Argel

|                     |      |          |
|---------------------|------|----------|
| Opponents: Chinchou | Lv54 | Exp: 520 |
| Larvitar            | Lv53 | Exp: 379 |
| Magnemite           | Lv53 | Exp: 504 |

-----Final-----

Rider Heral

|                      |      |            |
|----------------------|------|------------|
| Opponents: Electrode | Lv54 | Exp: 867   |
| Lunatone             | Lv54 | Exp: 867   |
| Machoke              | Lv54 | Exp: 844   |
| Ampharos             | Lv55 | Exp: 1,143 |

#####  
 #### The Under Colosseum ####  
 #####

Location: The Under

Pokémon Levels: 55 to 59

Notes: You cannot compete here until you defeat Venus in the TV Studio.

```
#####
##### Prize Table #####
#####
# Entry # Cash Prize # TM # Move Taught #
#####
# First # P$ 7,472 # 37 # Sandstorm #
# Second # P$ 8,040 # 36 # Sludge Bomb #
# Third # P$ 7,576 # 30 # Shadow Ball #
# Fourth # P$ 6,376 # 23 # Iron Tail #
#####
```

##### First Entry #####

-----Round One-----

Hunter Korm

|            |          |      |      |     |
|------------|----------|------|------|-----|
| Opponents: | Clamperl | Lv55 | Exp: | 835 |
|            | Qwilfish | Lv55 | Exp: | 588 |
|            | Lombre   | Lv56 | Exp: | 846 |

-----Round Two-----

Rider Hesle

|            |          |      |      |     |
|------------|----------|------|------|-----|
| Opponents: | Sealeo   | Lv55 | Exp: | 930 |
|            | Seadra   | Lv56 | Exp: | 753 |
|            | Vigoroth | Lv56 | Exp: | 756 |

-----Semifinal-----

Bodybuilder Taman

|            |           |      |      |     |
|------------|-----------|------|------|-----|
| Opponents: | Azumarill | Lv56 | Exp: | 918 |
|            | Kirlia    | Lv57 | Exp: | 855 |
|            | Pelipper  | Lv58 | Exp: | 984 |
|            | Noctowl   | Lv58 | Exp: | 971 |

-----Final-----

Street Performer Kreble

|            |           |      |      |       |
|------------|-----------|------|------|-------|
| Opponents: | Gorebyss  | Lv57 | Exp: | 1,086 |
|            | Kecleon   | Lv58 | Exp: | 792   |
|            | Vileplume | Lv58 | Exp: | 1,104 |
|            | Sharpedo  | Lv57 | Exp: | 1,068 |

##### Second Entry #####

-----Round One-----

Rider Eshan

|            |         |      |      |     |
|------------|---------|------|------|-----|
| Opponents: | Pineco  | Lv56 | Exp: | 360 |
|            | Anorith | Lv56 | Exp: | 714 |
|            | Ledian  | Lv55 | Exp: | 789 |

-----Round Two-----

Chaser Belik

|            |          |      |      |     |
|------------|----------|------|------|-----|
| Opponents: | Illumise | Lv57 | Exp: | 891 |
|            | Sneasel  | Lv56 | Exp: | 792 |

Beautifully Lv58 Exp: 966  
Flaaffy Lv58 Exp: 702

-----Semifinal-----

Worker Sangon

Opponents: Volbeat Lv58 Exp: 906  
Grumpig Lv58 Exp:1,018  
Masquerain Lv57 Exp: 781

-----Final-----

Chaser Devas

Opponents: Ariados Lv58 Exp: 832  
Ninetales Lv58 Exp:1,068  
Forretress Lv57 Exp: 720  
Politoed Lv57 Exp:1,129

##### Third Entry #####

-----Round One-----

Bandana Guy Hanel

Opponents: Koffing Lv56 Exp: 684  
Dustox Lv55 Exp: 942  
Tentacool Lv56 Exp: 630

-----Round Two-----

Bodybuilder Mirna

Opponents: Gloom Lv55 Exp: 777  
Machoke Lv57 Exp: 891  
Grimer Lv56 Exp: 540

-----Semifinal-----

Rider Ronal

Opponents: Seviper Lv58 Exp:1,024  
Hariyama Lv57 Exp:1,123  
Jumpuff Lv57 Exp:1,074  
Swalot Lv57 Exp:1,026

-----Final-----

Street Performer Shuf

Opponents: Golbat Lv59 Exp:1,080  
Murkrow Lv58 Exp: 664  
Stantler Lv57 Exp:1,006  
Weezing Lv58 Exp:1,038

##### Fourth Entry #####

-----Round One-----

Rider Neni

Opponents: Shuppet Lv55 Exp: 571  
Dunsparce Lv55 Exp: 441  
Duskull Lv56 Exp: 582

-----Round Two-----

Bandana Guy Burge

Opponents: Sableye Lv56 Exp: 588  
Staryu Lv55 Exp: 624  
Corsola Lv57 Exp: 690  
Kadabra Lv58 Exp: 870

-----Semifinal-----

Bodybuilder Balus

Opponents: Misdreavus Lv57 Exp: 897  
Breloom Lv57 Exp:1,006  
Combusken Lv57 Exp: 867

-----Final-----

Chaser Belik

Opponents: Banette Lv57 Exp:1,092  
Wobbuffet Lv58 Exp:1,099  
Tentacruel Lv58 Exp:1,230  
Cradily Lv57 Exp:1,227

#####  
##### Deep Colosseum #####  
#####

Location: The Under (D-Disk Required)

Pokémon Levels: From 60 to 70

Notes: If you have any new e-mail, you must check it before entering a tournament here.

#####  
##### Prize Table #####  
#####  
# Entry # Cash Prize # TM # Move Taught #  
#-----#-----#-----#-----#  
# First # P\$ 20,448 # 12 # Taunt #  
# Second # P\$ 20,936 # 48 # Skill Swap #  
# Third # P\$ 22,148 # 44 # Rest #  
# Fourth # P\$ 18,188 # 02 # Dragon Claw #  
# Fifth # P\$ 9,982 # No TM is awarded #  
#####

##### First Entry #####

-----Round One-----

Cooltrainer Rewn

Opponents: Zigzagoon Lv60 Exp: 530  
Tropius Lv61 Exp:1,104  
Nuzleaf Lv60 Exp: 906

-----Round Two-----

Bodybuilder Palen

Opponents: Vigoroth Lv61 Exp: 823  
Typhlosion Lv61 Exp:1,365  
Hariyama Lv62 Exp:1,221

-----Semifinal-----

Worker Toway

Opponents: Girafarig Lv60 Exp: 988

Houndour Lv61 Exp: 756  
Ledian Lv60 Exp: 904  
Dodrio Lv62 Exp:1,048

-----Final-----

XXXXXXXXXXXXXXXXXXXXXXXXXXXX  
XXXXX Boss Battle!! XXXXX  
XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Cipher Admin Miror B. (Colosseum Rematch)

Opponents: Ludicolo Lv63 Exp:1,221  
Exploud Lv64 Exp:1,261  
Ludicolo Lv64 Exp:1,240  
Ludicolo Lv65 Exp:1,260  
Armaldo Lv65 Exp:1,392 (If you missed Sudowoodo)

Mirror B.'s dance theme is absolutely hilarious. I love it! However, his team still has a lot of annoyers on it, and they seem to be a lot tougher than the previous times.

As with the previous battle with Mirror B., take advantage of his Rain Dance by using Raikou's Thunder. It won't be super-effective against any of his Pokémon, but a swift, STABbed Thunder can work wonders. Be aware that Ludicolo's other ability is Swift Swim, which doubles Speed in rain, so his Pokémon might get the first turn to unleash a rain-enhanced, STABbed Hydro Pump, which hurts a LOT.

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##### Second Entry #####

-----Round One-----

Street Performer Regol

Opponents: Jumpluff Lv61 Exp:1,149  
Electrode Lv60 Exp: 963  
Sneasel Lv60 Exp: 847

-----Round Two-----

Fun Old Man Gorbel

Opponents: Delibird Lv62 Exp:1,215  
Marshtomp Lv61 Exp: 934  
Walrein Lv61 Exp:1,254

-----Semifinal-----

Bandana Guy Lobert

Opponents: Azumarill Lv62 Exp:1,015  
Medicham Lv62 Exp:1,015  
Linoone Lv63 Exp: 864  
Xatu Lv62 Exp:1,135

-----Final-----

XXXXXXXXXXXXXXXXXXXXXXXXXXXX  
XXXXX Boss Battle!! XXXXX  
XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Cipher Admin Dakim (Colosseum Rematch)

Opponents: Solrock Lv64 Exp:1,027

|          |      |                                 |
|----------|------|---------------------------------|
| Swampert | Lv65 | Exp:1,462                       |
| Flygon   | Lv64 | Exp:1,350                       |
| Claydol  | Lv63 | Exp:1,275                       |
| Houndoom | Lv65 | Exp:1,420 (If you missed Entei) |

Dakim fights much the same way he did, except he now has a much stronger Swampert instead of Whiscash. They are both the same type (Water/Ground). His Protect/EQ strategy can really give you a lot of problems, so my suggestion is to use Reflect, then play along with his Sunnybeamers by using a Sunnybeam Entei.

If you beat the fourth entry at Phenac Stadium, you should have won a Solarbeam TM. Sunnybeam Entei can pwn his Solrock, Claydol, and especially his Swampert, which has a 4x weakness to Grass! Reflect helps ward off the tremendous damage from EQ. Still, it will inflict a lot of damage even with the barrier, but it's not an insane amount.

Your Beasts should be at least Lv60, I'd recommend even higher. Houndoom will be the hardest of the Pokémon for Entei to take down. Your Sunnybeam Entei will likely have the following moveset:  
Sunny Day/Solarbeam/Bite/Fire-type attack. The trick is to play along with your Fire move anyway, because it'll do more damage despite Houndoom's resistance to fire. I will not copy and paste the damage multiplier equation from the previous battle with him.

```
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##### Third Entry #####

-----Round One-----

Bodybuilder Varug

|            |          |      |           |
|------------|----------|------|-----------|
| Opponents: | Machop   | Lv60 | Exp: 565  |
|            | Machoke  | Lv60 | Exp: 937  |
|            | Ursaring | Lv61 | Exp:1,234 |

-----Round Two-----

Rider Shatol

|            |            |      |           |
|------------|------------|------|-----------|
| Opponents: | Graveler   | Lv61 | Exp:1,215 |
|            | Wigglytuff | Lv62 | Exp: 723  |
|            | Wailmer    | Lv63 | Exp: 924  |
|            | Donphan    | Lv61 | Exp:1,234 |

-----Semifinal-----

Researcher Zogo

|            |          |      |           |
|------------|----------|------|-----------|
| Opponents: | Spinda   | Lv62 | Exp: 564  |
|            | Delcatty | Lv62 | Exp: 916  |
|            | Granbull | Lv62 | Exp:1,182 |

-----Final-----

```
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXX Boss Battle!! XXXXX
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Cipher Admin Venus (Colosseum Rematch)

|            |          |      |           |
|------------|----------|------|-----------|
| Opponents: | Raichu   | Lv63 | Exp: 823  |
|            | Meganium | Lv64 | Exp:1,425 |
|            | Dusclops | Lv64 | Exp:1,227 |

Blissey Lv65 Exp:1,774  
Milotic Lv65 Exp:1,482 (If you missed Suicune)

Isn't twice enough? Do you mean we have to go through this gook again?  
Yes, we do. Venus employs the same strategy as she has in both of the previous battles, but she has modified her team to sweep as well as annoy. Use your Beasts to screw up her Pokémon's Attract, and use basic type-trumping with Entei and Raikou.

If you don't have a physical attack on Entei, Blissey will be a nightmare for you. She (all Blissey are female) has an absolutely OBSCENE amount of HP (Base HP is 255), a decent Special Defense, AND Softboiled, which recovers HP. A simple Stomp from Entei or a Brick Break from a physically strong Pokémon will OHKO it, but if all you got is Special, then prepare for a nightmare battle. You'll need Raikou's Crunch (learned at Lv61) to take out Dusclops, and Thunder to take down Milotic. It'll take two, maybe three Thunders to do it.

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##### Fourth Entry #####

-----Round One-----

Chaser Drook

Opponents: Nuzleaf Lv60 Exp: 906  
Volbeat Lv60 Exp: 937  
Jumpuff Lv61 Exp:1,149  
Beautifly Lv60 Exp:1,035

-----Round Two-----

Roller Boy Dult

Opponents: Lanturn Lv60 Exp:1,002  
Exploud Lv61 Exp:1,201  
Octillery Lv61 Exp:1,071  
Lairon Lv60 Exp: 976

-----Semifinal-----

Hunter Ophel

Opponents: Swellow Lv62 Exp:1,075  
Marshomp Lv63 Exp: 964  
Crawdaunt Lv62 Exp:1,069

-----Final-----

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX  
XXXXX Boss Battle!! XXXXX  
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

Cipher Admin Ein (Colosseum Rematch)

Opponents: Manectric Lv65 Exp:1,170  
Gyarados Lv64 Exp:1,467  
Rhydon Lv63 Exp:1,377  
Crobat Lv65 Exp:1,420  
Mantine Lv64 Exp:1,152 (If you missed Raikou)

Ein still can't get over losing his Raikou. He's been frantically raising his team, as well as making substitutions. He's finally wised up about his non-Lightningrodgers, and in utter disregard to 4x weakness, he has swapped in two Pokémon with a 4x weakness to Electric attacks.



Crobat is weak to Electric attacks as well. This is an extremely powerful team that should not be underestimated.

Ein will do everything in his power to protect his Lightningrodgers. When their HP gets even slightly low, he will use a Full Restore to fully restore HP. Not a good thing. All his other Pokémon don't really have any major weaknesses besides Electricity. Mantine and Gyarados have no other weaknesses, and Mantine has a really high Special Defense, so you've got to take out his Lightningrodgers as quickly as you can. Once they are gone, his strategy falls apart in a similar fashion as last time.

Though his strategy is very vulnerable to Sunnybeaming, I would advise against using Entei's Solarbeam because many of his Water Pokémon are quite fast, and Mantine may have a Swift Swim ability. These guys' Hydro Pump can OHKO Entei easily. I find it easier to use Raikou and Suicune's Thunderdance. Just don't use Thunder when a Lightningroder is in the arena, because... well, you won't like the result. One Surf from Suicune will knock 4x weak Rhydon out, and Manectric can go down to the same, as well as Raikou's Crunch.

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##### Fifth Entry #####

-----Round One-----

Rider Nelan

|                    |      |          |
|--------------------|------|----------|
| Opponents: Shuppet | Lv63 | Exp: 654 |
| Horsea             | Lv63 | Exp: 559 |
| Nincada            | Lv64 | Exp: 445 |

-----Round Two-----

Athlete Lorge

|                   |      |           |
|-------------------|------|-----------|
| Opponents: Seadra | Lv62 | Exp:1,078 |
| Kadabra           | Lv61 | Exp: 993  |
| Misdreavus        | Lv61 | Exp:1,008 |
| Kecleon           | Lv65 | Exp: 918  |

-----Semifinal-----

Hunter Grons

|                    |      |           |
|--------------------|------|-----------|
| Opponents: Murkrow | Lv66 | Exp: 756  |
| Mawile             | Lv66 | Exp: 693  |
| Relicanth          | Lv67 | Exp:1,420 |

-----Final-----

XXXXXXXXXXXXXXXXXXXXXXXXXXXX  
XXXXXX Boss Battle!! XXXXXX  
XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Deep King Agnol

SHADOW Pokémon #47/48: Shuckle

|                     |      |                       |
|---------------------|------|-----------------------|
| Opponents: Shedinja | Lv68 | Exp: 691              |
| Sableye             | Lv69 | Exp: 724              |
| Kingdra             | Lv70 | Exp:1,552             |
| Skarmory            | Lv68 | Exp:1,188             |
| Girafarig           | Lv69 | Exp:1,084             |
| Shuckle             | Lv45 | SHADOW Pokémon #47/48 |

My goodness, is he hard! He has a wide variety of Pokémon playing a wide variety of roles. Shedinja is easy to take down because if a super effective attack hits it, it's gone. But here's where the hard gets even harder.

Sableye is a Dark/Ghost Pokémon, and that combination gives it a grand total of zero weaknesses. Too bad its defense stats are weak. Use your Special attacks and take it out.

Kingdra is easily the toughest of Deep King's Pokémon. It only has one weakness, and unless you used TM02, it will be impossible to attack the weakness. Kingdra is a Water/Dragon-type, meaning that weakness is to Dragon attacks. It doesn't matter what it uses. If it hits, it will HURT. Swift Swim also doubles its already fairly high speed if it's raining, so look for that.

Deep King's other two Pokémon can simply be type-trumped. Girafarig is a Baton Passer, so be careful if it starts raising its stats.

Don't let Deep King's EQers take Shuckle out or you have to face all the Admins again before you get another round with Deep King. Shuckle has high Defense stats, so using Stomp with Entei (about Lv55) isn't too bad an idea. Use Net Balls instead for a higher success rate. If you face Deep King again after Snagging Shuckle, it will simply disappear from his roster; it will not be replaced by another Pokémon.

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g. Mt. Battle

[S06-07MTB]

After defeating Dakim at Mt. Battle after you purified your Pokémon for the first time at the Relic Stone, Mt. Battle's 100-Trainer challenge will open. Besides experience points and Poké Coupons, all you get for winning here is a Time Flute. The Coupons you win here can be used to buy fabulous prizes, including hold items you can't get anywhere else (even from your Game Boy game!) You will not be able to buy anything but TMs until after you finish the game.

```
#####  
##### Poké Coupon Award Table #####  
#####  
## Area # Coupon ## Area # Coupon ##  
##-----#-----##-----#-----##  
## 1 # 100 ## 6 # 800 ##  
## 2 # 200 ## 7 # 900 ##  
## 3 # 400 ## 8 # 900 ##  
## 4 # 600 ## 9 # 1,000 ##  
## 5 # 800 ## 10 # 1,200 ##  
#####
```

```
#####  
##### Mt. Battle Prize Table #####  
#####  
## Prize # Coupon # Effect ##  
##-----#-----#-----#-----##  
## TM32 # 1,500 # Teaches Double Team (Ups evade %) ##  
## TM29 # 3,500 # Teaches Psychic (Ps/P 90/A 100) ##  
## TM13 # 4,000 # Teaches Ice Beam (I/P 95/A 100) ##
```

```

## TM24      # 4,000 # Teaches Thunderbolt (E/P 95/A 100) ##
## TM35      # 4,000 # Teaches Flamethrower(Fi/P 95/A 100) ##
## Ganlon Berry # 15,000 # Hold: Raises Defense in a pinch ##
## Salac Berry # 15,000 # Hold: Raises Speed in a pinch ##
## Petaya Berry # 15,000 # Hold: Raises Special Atk in a pinch ##
## Apicot Berry # 15,000 # Hold: Raises Special Def in a pinch ##
## Leftovers  # 10,000 # Hold: Recovers 6.25% of HP each turn ##
## Mental Herb # 8,000 # Hold: Cures infatuation ##
## Focus Band # 10,000 # Hold: May prevent fainting ##
## White Herb # 8,000 # Hold: Restores lowered stats ##
## Quick Claw # 10,000 # Hold: May attack first in battle ##
## Brightpowder # 10,000 # Hold: Cuts foe's Accuracy by 30% ##
## King's Rock # 10,000 # Hold: May cause foe to flinch if hit ##
## Scope Lens # 10,000 # Hold: Raises the Critical Hit ratio ##
## Choice Band # 10,000 # Hold: Ups a move's power, but user ##
##           #           #           can use only that move ##
#####

```

At Mt. Battle, you advance through ten Areas, which each have ten Zones. Each Zone has a Trainer waiting for you. This means that there are a total of one hundred Zones. Your Pokémon are fully healed after each battle. I will reveal to you the rosters of all one hundred Trainers of Mt. Battle. Because most of the early Trainers are very easy, I will only comment on the Area Leaders until we get to the last two Areas.

Area 1

=====

Total Pokémon to Defeat: 23

Pokémon Levels: 15 to 20

Coupons Won: 100

-----Trainer # 1-----

Cooltrainer Stum

Opponents: Taillow Lv16 Exp: 100

Hoothoot Lv15 Exp: 93

-----Trainer # 2-----

Rich Boy Cyus

Opponents: Sunkern Lv15 Exp: 82

Hoppip Lv16 Exp: 126

-----Trainer # 3-----

Researcher Mort

Opponents: Igglybuff Lv17 Exp: 70

Electrike Lv17 Exp: 189

-----Trainer # 4-----

Lady Auro

Opponents: Azurill Lv17 Exp: 60

Sentret Lv18 Exp: 97

-----Trainer # 5-----

Cooltrainer Lehan

Opponents: Togepi Lv16 Exp: 126

Vulpix Lv16 Exp: 121

-----Trainer # 6-----  
Roller Boy Pera  
Opponents: Magikarp Lv18 Exp: 37  
          Zubat Lv17 Exp: 97

-----Trainer # 7-----  
Teacher Nevie  
Opponents: Poochyena Lv17 Exp: 99  
          Swinub Lv18 Exp: 157

-----Trainer # 8-----  
Athlete Rinos  
Opponents: Wooper Lv19 Exp: 99  
          Trapinch Lv19 Exp: 148

-----Trainer # 9-----  
Fun Old Lady Anges  
Opponents: Duskuill Lv19 Exp: 196  
          Ralts Lv20 Exp: 150

-----Trainer # 10-----  
Area Leader Vander  
Opponents: Zigzagoon Lv19 Exp: 115  
          Whismur Lv20 Exp: 145  
          Skitty Lv19 Exp: 132  
          Slakoth Lv19 Exp: 168  
          Jigglypuff Lv20 Exp: 162

Every Area Leader on Mt. Battle has five or more Pokémon.  
All of these will go down quickly. They're all Normal-type.

Area 2

=====  
Total Pokémon to Defeat: 25  
Pokémon Levels: 20 to 25  
Coupons Won: 200

-----Trainer # 11-----  
Fun Old Lady Gelvin  
Opponents: Wynaut Lv20 Exp: 93  
          Pichu Lv20 Exp: 90

-----Trainer # 12-----  
Roller Boy Pabe  
Opponents: Zubat Lv20 Exp: 111  
          Whismur Lv21 Exp: 153  
          Grimer Lv21 Exp: 202

-----Trainer # 13-----  
Athlete Caden  
Opponents: Beldum Lv21 Exp: 231

Barboach Lv22 Exp: 216

-----Trainer # 14-----

Rich Boy Lond

Opponents: Lotad Lv21 Exp: 166

Seedot Lv22 Exp: 174

-----Trainer # 15-----

Athlete Albac

Opponents: Geodude Lv23 Exp: 211

Sandshrew Lv22 Exp: 219

-----Trainer # 16-----

Lady Eloos

Opponents: Marill Lv22 Exp: 136

Jigglypuff Lv23 Exp: 186

-----Trainer # 17-----

Fun Old Man Metz

Opponents: Abra Lv23 Exp: 178

Shuppet Lv23 Exp: 238

-----Trainer # 18-----

Researcher Roeck

Opponents: Mareep Lv23 Exp: 144

Magnemite Lv24 Exp: 228

Voltorb Lv23 Exp: 253

-----Trainer # 19-----

Teacher Vona

Opponents: Spheal Lv24 Exp: 192

Carvanha Lv25 Exp: 235

-----Trainer # 20-----

Area Leader Arth

Opponents: Pineco Lv25 Exp: 160

Ledyba Lv25 Exp: 144

Surskit Lv25 Exp: 168

Nincada Lv24 Exp: 166

Anorith Lv24 Exp: 306

They're all Bug-types, so let Entei's fires loose!

Area 3

=====  
Total Pokémon to Defeat: 26

Pokémon Levels: 25 to 30

Coupons Won: 400

-----Trainer # 21-----

Guy Gris

Opponents: Wurmple Lv25 Exp: 144

Silcoon Lv25 Exp: 189  
Cascoon Lv26 Exp: 199

-----Trainer # 22-----

Fun Old Lady Desla

Opponents: Kirlia Lv25 Exp: 375  
Kirlia Lv26 Exp: 390

-----Trainer # 22-----

Fun Old Lady Desla

Opponents: Kirlia Lv25 Exp: 375  
Kirlia Lv26 Exp: 390

-----Trainer # 23-----

Bodybuilder Eisen

Opponents: Aron Lv26 Exp: 267  
Phanpy Lv26 Exp: 345  
Sandshrew Lv25 Exp: 249

-----Trainer # 24-----

Cooltrainer Bedro

Opponents: Wingull Lv26 Exp: 177  
Bagon Lv26 Exp: 247

-----Trainer # 25-----

Roller Boy Grel

Opponents: Oddish Lv27 Exp: 255  
Gulpin Lv26 Exp: 208

-----Trainer # 26-----

Teacher Loden

Opponents: Larvitar Lv28 Exp: 186  
Houndour Lv28 Exp: 342

-----Trainer # 27-----

Fun Old Man Taryn

Opponents: Natu Lv27 Exp: 210  
Duskull Lv28 Exp: 291

-----Trainer # 28-----

Glasses Man Solek

Opponents: Machop Lv27 Exp: 253  
Slakoth Lv28 Exp: 249  
Zigzagoon Lv29 Exp: 186

-----Trainer # 29-----

Athlete Wina

Opponents: Geodude Lv29 Exp: 258  
Mawile Lv29 Exp: 304

-----Trainer # 30-----

Area Leader Kenson

|                   |      |          |
|-------------------|------|----------|
| Opponents: Staryu | Lv29 | Exp: 318 |
| Horsea            | Lv29 | Exp: 256 |
| Corphish          | Lv29 | Exp: 343 |
| Goldeen           | Lv30 | Exp: 355 |
| Surskit           | Lv30 | Exp: 202 |

This is not hard at all. Let Raikou call down the Thunder, because every single one of Kenson's Pokémon is weak to Electric attacks.

-----  
Area 4

=====

Total Pokémon to Defeat: 25

Pokémon Levels: 23 to 35

Coupons Won: 600

We have entered the interior of Mt. Battle. Now the battle music has changed from the normal theme to the Cipher Peon theme.

-----Trainer # 31-----

Lady in Suit Malla

|                   |      |          |
|-------------------|------|----------|
| Opponents: Togepi | Lv31 | Exp: 244 |
| Slakoth           | Lv30 | Exp: 265 |

-----Trainer # 32-----

Cooltrainer Herton

|                    |      |          |
|--------------------|------|----------|
| Opponents: Taillow | Lv30 | Exp: 189 |
| Doduo              | Lv31 | Exp: 318 |

-----Trainer # 33-----

Fun Old Man Higson

|                 |      |          |
|-----------------|------|----------|
| Opponents: Natu | Lv30 | Exp: 234 |
| Corphish        | Lv30 | Exp: 355 |

-----Trainer # 34-----

Fun Old Lady Allow

|                 |      |          |
|-----------------|------|----------|
| Opponents: Abra | Lv30 | Exp: 234 |
| Clamperl        | Lv31 | Exp: 471 |

-----Trainer # 35-----

Glasses Man Delot

|                      |      |          |
|----------------------|------|----------|
| Opponents: Magnemite | Lv24 | Exp: 228 |
| Voltorb              | Lv23 | Exp: 253 |

-----Trainer # 36-----

Rich Boy Diek

|                   |      |          |
|-------------------|------|----------|
| Opponents: Cacnea | Lv32 | Exp: 331 |
| Shroomish         | Lv32 | Exp: 222 |

-----Trainer # 37-----

Roller Boy Warl

|                   |      |          |
|-------------------|------|----------|
| Opponents: Cacnea | Lv32 | Exp: 331 |
|-------------------|------|----------|

Shroomish Lv32 Exp: 222

-----Trainer # 38-----

Guy Rone

Opponents: Anorith Lv33 Exp: 420  
Volbeat Lv32 Exp: 499  
Pineco Lv33 Exp: 211  
Illumise Lv32 Exp: 499

-----Trainer # 39-----

Cooltrainer Neira

Opponents: Numel Lv33 Exp: 310  
Bagon Lv34 Exp: 324

-----Trainer # 40-----

Area Leader Trinch

Opponents: Nosepass Lv34 Exp: 393  
Lileep Lv34 Exp: 439  
Phanpy Lv35 Exp: 465  
Rhyhorn Lv35 Exp: 505  
Barboach Lv34 Exp: 334

This guy is a big fan of Rock-types, so use Suicune's specials to win this battle.

Area 5

=====  
Total Pokémon to Defeat: 31

Pokémon Levels: 35 to 40

Coupons Won: 800

-----Trainer # 41-----

Researcher Vogl

Opponents: Pikachu Lv36 Exp: 315  
Chinchou Lv35 Exp: 337

-----Trainer # 42-----

Glasses Man Terl

Opponents: Delcatty Lv36 Exp: 531  
Spinda Lv36 Exp: 327  
Vigoroth Lv37 Exp: 499

-----Trainer # 43-----

Lady in Suit Sowa

Opponents: Noctowl Lv36 Exp: 624  
Linoone Lv37 Exp: 507

-----Trainer # 44-----

Fun Old Man Yudan

Opponents: Sableye Lv37 Exp: 388  
Nuzleaf Lv37 Exp: 558



-----Trainer # 45-----  
Athlete Megro  
Opponents: Mawile Lv37 Exp: 388  
          Corsola Lv37 Exp: 447  
          Graveler Lv38 Exp: 544  
-----

-----Trainer # 46-----  
Roller Boy Toli  
Opponents: Koffing Lv37 Exp: 451  
          Grimer Lv37 Exp: 537  
          Dustox Lv37 Exp: 633  
          Gloom Lv38 Exp: 355  
-----

-----Trainer # 47-----  
Fun Old Lady Ropel  
Opponents: Kadabra Lv38 Exp: 584  
          Natu Lv37 Exp: 288  
          Medicham Lv38 Exp: 622  
-----

-----Trainer # 48-----  
Lady Vesey  
Opponents: Lombre Lv38 Exp: 573  
          Luvdisc Lv38 Exp: 447  
          Tentacool Lv39 Exp: 438  
          Seadra Lv39 Exp: 646  
-----

-----Trainer # 49-----  
Teacher Kinson  
Opponents: Sealeo Lv39 Exp: 534  
          Houndour Lv39 Exp: 475  
          Spinda Lv40 Exp: 363  
-----

-----Trainer # 50-----  
Area Leader Zentin  
Opponents: Beautifly Lv40 Exp: 690  
          Swellow Lv40 Exp: 693  
          Masquerain Lv39 Exp: 534  
          Golbat Lv40 Exp: 732  
          Pelipper Lv39 Exp: 684  
-----

This guy is a flying-type maniac, so let Raikou call down the Thunder!

-----  
Area 6  
=====  
Total Pokémon to Defeat: 38  
Pokémon Levels: 40 to 45  
Coupons Won: 800  
-----

-----Trainer # 51-----  
Teacher Leine  
Opponents: Voltorb Lv40 Exp: 441  
          Magnemite Lv40 Exp: 381  
          Chinchou Lv41 Exp: 394  
-----

-----Trainer # 52-----  
Glasses Man Laton  
Opponents: Cacnea Lv40 Exp: 415  
Phanpy Lv41 Exp: 544  
Aipom Lv40 Exp: 402  
Nosepass Lv41 Exp: 474  
-----

-----Trainer # 53-----  
Bodybuilder Besol  
Opponents: Lileep Lv41 Exp: 531  
Skiploom Lv41 Exp: 597  
Ledian Lv42 Exp: 603  
-----

-----Trainer # 54-----  
Cooltrainer Boda  
Opponents: Delibird Lv42 Exp: 823  
Rhyhorn Lv40 Exp: 577  
Anorith Lv42 Exp: 535  
-----

-----Trainer # 55-----  
Roller Boy Daga  
Opponents: Houndour Lv42 Exp: 513  
Vibrava Lv43 Exp: 580  
Staryu Lv42 Exp: 477  
Delcatty Lv41 Exp: 606  
-----

-----Trainer # 56-----  
Guy Alten  
Opponents: Beautifly Lv43 Exp: 741  
Teddiursa Lv42 Exp: 558  
Skiploom Lv42 Exp: 612  
Clamperl Lv43 Exp: 654  
-----

-----Trainer # 57-----  
Lady in Suit Fial  
Opponents: Luvdisc Lv43 Exp: 505  
Goldeen Lv43 Exp: 510  
Luvdisc Lv44 Exp: 517  
Goldeen Lv44 Exp: 522  
-----

-----Trainer # 58-----  
Fun Old Man Haken  
Opponents: Nuzleaf Lv44 Exp: 664  
Koffing Lv43 Exp: 525  
Nosepass Lv43 Exp: 496  
Mawile Lv44 Exp: 462  
-----

-----Trainer # 59-----  
Lady Illa  
Opponents: Corsola Lv44 Exp: 532  
Volbeat Lv43 Exp: 672  
Illumise Lv44 Exp: 687

Roselia Lv44 Exp: 715

-----Trainer # 60-----

Area Leader Loko

Opponents: Wigglytuff Lv44 Exp: 513  
Azumarill Lv44 Exp: 720  
Ariados Lv45 Exp: 645  
Wailmer Lv45 Exp: 660  
Wobbuffet Lv45 Exp: 852

This guy has a fairly diverse team, but Raikou can take most of it with Thunder and Crunch. Wigglytuff and Ariados are the wildcards, so use whatever you want on them. If you Crunch Wobbuffet, be very careful. If it doesn't KO, you will probably be eating your own Crunch at twice the strength, because of its Mirror Coat.

-----  
Area 7  
=====

We have now left the interior of Mt. Battle, and are above the clouds. Every Trainer from here on has at least four Pokémon, and they are much tougher to take down than before.

Total Pokémon to Defeat: 41  
Pokémon Levels: 44 to 50  
Coupons Won: 900

-----Trainer # 61-----

Roller Boy Gort

Opponents: Yanma Lv44 Exp: 693  
Masquerain Lv44 Exp: 603  
Ledian Lv45 Exp: 645  
Ariados Lv46 Exp: 660

-----Trainer # 62-----

Rich Boy Perd

Opponents: Lunatone Lv44 Exp: 706  
Solrock Lv45 Exp: 723  
Dunsparce Lv47 Exp: 376  
Sandslash Lv46 Exp: 802

-----Trainer # 63-----

Researcher Mante

Opponents: Delibird Lv47 Exp: 921  
Clamperl Lv45 Exp: 684  
Dustox Lv45 Exp: 771  
Magcargo Lv45 Exp: 742

-----Trainer # 64-----

Athlete Meton

Opponents: Ninjask Lv48 Exp: 763  
Dodrio Lv47 Exp: 795  
Jumppluff Lv48 Exp: 867  
Linoone Lv45 Exp: 616

-----Trainer # 65-----  
Fun Old Lady Lonno  
Opponents: Murkrow Lv45 Exp: 514  
Misdreavus Lv48 Exp: 724  
Banette Lv48 Exp: 919  
Sableye Lv48 Exp: 504

-----Trainer # 66-----  
Lady in Suit Reme  
Opponents: Azumarill Lv47 Exp: 769  
Girafarig Lv48 Exp: 765  
Roselia Lv45 Exp: 732  
Bellossom Lv45 Exp: 886

-----Trainer # 67-----  
Cooltrainer Ferda  
Opponents: Swellow Lv48 Exp: 798  
Sneasel Lv47 Exp: 664  
Girararig Lv47 Exp: 750  
Vigoroth Lv48 Exp: 648

-----Trainer # 68-----  
Glasses Man Gilam  
Opponents: Sharpedo Lv48 Exp: 900  
Camerupt Lv47 Exp: 880  
Chimecho Lv45 Exp: 708  
Medicham Lv48 Exp: 786

-----Trainer # 69-----  
Guy Odon  
Opponents: Granbull Lv48 Exp: 915  
Pupitar Lv47 Exp: 724  
Mantine Lv47 Exp: 846  
Sealeo Lv49 Exp: 672

-----Trainer # 70-----  
Area Leader Athey  
Opponents: Mawile Lv48 Exp: 504  
Machoke Lv47 Exp: 750  
Quagsire Lv47 Exp: 718  
Dusclops Lv49 Exp: 939  
Altaria Lv50 Exp:1,006

This is the most diverse team you have faced on Mt. Battle to this point. Flamethrower works well on Mawile, Crunch on Dusclops, and Ice Beam on Altaria. The other two will have to go down via regular attacks or your other Pokémon.

Area 8

=====  
Total Pokémon to Defeat: 41  
Pokémon Levels: 49 to 55

Coupons Won: 900

-----Trainer # 71-----

Lady Caril

|                       |      |          |
|-----------------------|------|----------|
| Opponents: Wigglytuff | Lv49 | Exp: 571 |
| Sunflora              | Lv49 | Exp: 766 |
| Noctowl               | Lv50 | Exp: 867 |
| Piloswine             | Lv50 | Exp: 856 |

-----Trainer # 72-----

Fun Old Man Chenek

|                    |      |          |
|--------------------|------|----------|
| Opponents: Seviper | Lv49 | Exp: 865 |
| Swalot             | Lv50 | Exp: 900 |
| Golbat             | Lv50 | Exp: 915 |
| Kadabra            | Lv51 | Exp: 792 |

-----Trainer # 73-----

Roller Boy Tran

|                   |      |          |
|-------------------|------|----------|
| Opponents: Gligar | Lv50 | Exp: 577 |
| Sneasel           | Lv50 | Exp: 706 |
| Hitmontop         | Lv51 | Exp: 753 |
| Grumpig           | Lv52 | Exp: 913 |

-----Trainer # 74-----

Researcher Ribek

|                       |      |          |
|-----------------------|------|----------|
| Opponents: Masquerain | Lv51 | Exp: 699 |
| Mightyena             | Lv50 | Exp: 685 |
| Stantler              | Lv52 | Exp: 918 |
| Granbull              | Lv51 | Exp: 972 |

-----Trainer # 75-----

Bodybuilder Vitalo

|                     |      |           |
|---------------------|------|-----------|
| Opponents: Dusclops | Lv51 | Exp: 978  |
| Lanturn             | Lv51 | Exp: 852  |
| Skarmory            | Lv52 | Exp: 936  |
| Vileplume           | Lv52 | Exp:1,024 |

-----Trainer # 76-----

Cooltrainer Daras

|                   |      |           |
|-------------------|------|-----------|
| Opponents: Glalie | Lv51 | Exp:1,021 |
| Breloom           | Lv54 | Exp: 954  |
| Swellow           | Lv51 | Exp: 885  |
| Rhydon            | Lv51 | Exp:1,114 |

-----Trainer # 77-----

Athlete Dian

|                   |      |          |
|-------------------|------|----------|
| Opponents: Metang | Lv52 | Exp: 852 |
| Granbull          | Lv51 | Exp: 972 |
| Jumpluff          | Lv51 | Exp: 961 |
| Xatu              | Lv53 | Exp: 970 |

-----Trainer # 78-----

Glasses Man Hauf

Opponents: Tropius Lv51 Exp: 922  
Absol Lv52 Exp: 969  
Lairon Lv52 Exp: 846  
Exploud Lv53 Exp:1,044

-----

-----Trainer # 79-----

Fun Old Lady Naldo

Opponents: Torkoal Lv52 Exp: 897  
Shiftry Lv51 Exp: 988  
Noctowl Lv52 Exp: 901  
Relicanth Lv54 Exp:1,143

-----

-----Trainer # 80-----

Area Leader Shobon

Opponents: Hariyama Lv52 Exp:1,024  
Cacturne Lv53 Exp:1,005  
Weezing Lv53 Exp: 981  
Golem Lv54 Exp:1,023  
Starmie Lv55 Exp:1,219

Again, the Area Leader has a very diverse team. Raikou and Suicune can't handle them all by themselves. Raikou can take Starmie out of the arena, and Suicune can freeze or wash up Golem and Cacturne. Weezing has Sludge Bomb, which is a very strong attack. Watch for poison and cure it right away.

-----

Area 9

=====

Total Pokémon to Defeat: 41  
Pokémon Levels: 54 to 60  
Coupons Won: 1,000

-----Trainer # 81-----

Athlete Dobel

Opponents: Girafarig Lv54 Exp: 861  
Ninjask Lv55 Exp: 912  
Zangoose Lv54 Exp: 954  
Dodrio Lv55 Exp: 930

Though only Ninjask is weak to it, you can lay waste to this entire team with Entei's Flamethrower attack.

-----

-----Trainer # 82-----

Guy Keto

Opponents: Breloom Lv55 Exp: 972  
Sharpedo Lv55 Exp:1,030  
Camerupt Lv56 Exp:1,030  
Forretress Lv55 Exp: 694

Entei and either Raikou or Suicune will work equally well here. Sharpedo is strong and fast but fragile, and Camerupt has a 4x weakness to Water but is otherwise hard to take down. I'd use Raikou here, but that's probably out of favoritism.

-----

-----Trainer # 83-----

Glasses Man Moit

|            |          |      |           |
|------------|----------|------|-----------|
| Opponents: | Banette  | Lv55 | Exp:1,054 |
|            | Magneton | Lv56 | Exp: 966  |
|            | Mantine  | Lv56 | Exp:1,008 |
|            | Whiscash | Lv55 | Exp: 930  |

Use Entei and Raikou here. Bite/Crunch Whiscash and the others can simply be type-trumped. When Whiscash is out, watch for Magnitude as both of my suggested Pokémon are weak to it.

-----Trainer # 84-----

Fun Old Man Matso

|            |           |      |           |
|------------|-----------|------|-----------|
| Opponents: | Raichu    | Lv56 | Exp: 732  |
|            | Lombre    | Lv55 | Exp: 829  |
|            | Electrode | Lv56 | Exp: 900  |
|            | Altaria   | Lv58 | Exp:1,128 |

Two Electric-types here, so if you've been raising that Tyranitar to Lv60+, Earthquake isn't a half-bad idea. Ice the Altaria and use normal attacks on Lombre.

-----Trainer # 85-----

Bodybuilder Ritaco

|            |           |      |           |
|------------|-----------|------|-----------|
| Opponents: | Crawdaunt | Lv56 | Exp: 966  |
|            | Octillery | Lv54 | Exp: 948  |
|            | Huntail   | Lv56 | Exp:1,068 |
|            | Golduck   | Lv55 | Exp:1,024 |

All Water-types, so call down Raikou's Thunder. Crawdaunt is also part Dark, so if you've got a Fighting-type move, that will work well against it.

-----Trainer # 86-----

Lady Ristin

|            |           |      |           |
|------------|-----------|------|-----------|
| Opponents: | Bellossom | Lv55 | Exp:1,083 |
|            | Gorebyss  | Lv56 | Exp:1,068 |
|            | Miltank   | Lv58 | Exp:1,200 |
|            | Ampharos  | Lv57 | Exp:1,183 |

Again, you'll have to choose your two Pokémon carefully. Entei/Suicune can take Bellossom, and Raikou can take Gorebyss. Miltank is resilient and has Milk Drink, which recovers HP. Don't use contact attacks on Ampharos or you risk Static kicking in.

-----Trainer # 87-----

Roller Boy Dorn

|            |          |      |           |
|------------|----------|------|-----------|
| Opponents: | Skarmory | Lv58 | Exp:1,008 |
|            | Xatu     | Lv57 | Exp:1,026 |
|            | Shiftry  | Lv58 | Exp:1,104 |
|            | Rhydon   | Lv58 | Exp:1,245 |

Entei and Raikou work very well here. Thunder the Skarmory and Xatu. Flamethrower works against Shiftry and Skarmory if Thunder misses. Rhydon can fall to a simple Crunch or two, because of its poor Sp. Def.

-----Trainer # 88-----

Rich Boy Jurek

|                    |      |           |
|--------------------|------|-----------|
| Opponents: Weezing | Lv57 | Exp:1,056 |
| Muk                | Lv57 | Exp: 958  |
| Altaria            | Lv58 | Exp:1,128 |
| Donphan            | Lv58 | Exp:1,174 |

Weezing and Muk are weak to Psychic attacks but otherwise very resilient. Physical attacks tend to work better than Specials on them. Donphan and Altaria can go down to Suicune's Water and Ice attacks, respectively.

-----Trainer # 89-----

Researcher Vonder

|                    |      |           |
|--------------------|------|-----------|
| Opponents: Cradily | Lv57 | Exp:1,227 |
| Armaldo            | Lv58 | Exp:1,242 |
| Heracross          | Lv58 | Exp:1,242 |
| Ninetales          | Lv58 | Exp:1,125 |

Entei can make short work of the Armaldo and Heracross, while Suicune can pwn the Cradily and Ninetales. Your opponents here give out massive amounts of experience points, so take advantage of the opportunity.

-----Trainer # 90-----

Area Leader Norus

|                    |      |           |
|--------------------|------|-----------|
| Opponents: Tropius | Lv60 | Exp:1,086 |
| Ludicolo           | Lv60 | Exp:1,162 |
| Vileplume          | Lv59 | Exp:1,162 |
| Bellossom          | Lv59 | Exp:1,162 |
| Shiftry            | Lv60 | Exp:1,162 |

All of Norus' Pokémon are Grass-types, so definitely use Entei. Suicune's Ice attacks are there as backup. When Ludicolo comes out, it will Rain Dance the first turn, protecting his Pokémon from fire attacks. Sunny Day immediately and blaze a trail through his team. This is the last easy battle you'll get on the mountain.

Area 10

=====

Total Pokémon to Defeat: 45

Pokémon Levels: 58 to 60

Coupons Won: 1,200

Notes: You can find the third and final Time Flute in a chest to the right of where you enter the final Zone. Do not forget to pick this item up before the battle!

-----Trainer # 91-----

Fun Old Man Tando

|                  |      |           |
|------------------|------|-----------|
| Opponents: Golem | Lv58 | Exp:1,099 |
| Relicanth        | Lv59 | Exp:1,251 |
| Cacturne         | Lv60 | Exp:1,137 |
| Sandslash        | Lv60 | Exp:1,047 |



This is a Sandstorming team. If you're raising a Tyranitar here, Sand Stream can give his team a very big advantage. His two Lv60 Pokémon's evade % increases in a sandstorm, and all of them can't be damaged by the sandstorm either. If you taught Entei Solarbeam, override the sandstorm with Sunny Day, and Solarbeam all his Pokémon except Cacturne, which can be toasted with Flamethrower.

-----

-----Trainer # 92-----

Fun Old Lady Panne

|            |            |      |           |
|------------|------------|------|-----------|
| Opponents: | Golbat     | Lv59 | Exp:1,080 |
|            | Swalot     | Lv59 | Exp:1,062 |
|            | Muk        | Lv60 | Exp:1,008 |
|            | Tentacruel | Lv60 | Exp:1,317 |

All Poison-types here. If you have a strong Psychic-type, you can run through this battle; otherwise, it will take awhile. Raikou can run through Golbat and Tentacruel with little trouble. The others will have to be worn down with regular attacks.

-----

-----Trainer # 93-----

Rich Boy Quint

|            |          |      |           |
|------------|----------|------|-----------|
| Opponents: | Grumpig  | Lv59 | Exp:1,036 |
|            | Kadabra  | Lv60 | Exp: 931  |
|            | Metang   | Lv60 | Exp: 982  |
|            | Lunatone | Lv60 | Exp: 963  |

Quint's Grumpig is the last Pokémon you will face here that's under Lv60. His team is heavy on the Psychic-types, so Entei and Raikou's fangs work very well here. Metang's Steel-type side will cancel out its Psychic-type weaknesses, so use fire on that one instead.

-----

-----Trainer # 94-----

Lady Kowly

|            |           |      |           |
|------------|-----------|------|-----------|
| Opponents: | Castform  | Lv60 | Exp: 931  |
|            | Sunflora  | Lv60 | Exp: 937  |
|            | Vileplume | Lv60 | Exp:1,182 |
|            | Bellossom | Lv60 | Exp:1,182 |

Heavy on the Grass-types, this team is vulnerable to Entei's fire. Castform will change the weather to sunshine for you.

-----

-----Trainer # 95-----

Athlete Crisom

|            |          |      |           |
|------------|----------|------|-----------|
| Opponents: | Mantine  | Lv60 | Exp:1,060 |
|            | Seaking  | Lv60 | Exp:1,092 |
|            | Huntail  | Lv60 | Exp:1,143 |
|            | Gorebyss | Lv60 | Exp:1,143 |

Heavy on water, so Raikou can go to town here. Watch for Swift Swim, as that might erase Raikou's speed advantage.

-----

-----Trainer # 96-----

Athlete Raus

|            |           |      |          |
|------------|-----------|------|----------|
| Opponents: | Electrode | Lv60 | Exp: 963 |
|------------|-----------|------|----------|

Misdreavus Lv60 Exp: 945  
Ninetales Lv60 Exp:1,143  
Camerupt Lv60 Exp:1,125

Suicune and Entei should fare OK here, but watch for wildcard attacks.

-----Trainer # 97-----

Cooltrainer Trilo

Opponents: Feraligatr Lv60 Exp:1,350  
Typhlosion Lv60 Exp:1,342  
Meganium Lv60 Exp:1,336  
Breloom Lv60 Exp:1,060  
Ampharos Lv60 Exp:1,246

This trainer means business. His Pokémon are very strong, and no two of your three Beasts will be able to take them all easily. Ampharos is tough for them to take down. Be very careful here. Switch defensively as often as needed.

-----Trainer # 98-----

Cooltrainer Lomen

Opponents: Swampert Lv60 Exp:1,350  
Blaziken Lv60 Exp:1,342  
Sceptile Lv60 Exp:1,336  
Altaria Lv60 Exp:1,207  
Glalie Lv60 Exp:1,201

This is a very similar team to the previous one, but even stronger. Swampert is TOUGH to take out. Sunnybeam if you can, but be very watchful for Muddy Water, as it reduces Speed. All of Lomen's Pokémon, especially Sceptile, are very fast.

-----Trainer # 99-----

Teacher Nacie

Opponents: Crawdaunt Lv60 Exp:1,035  
Magnetron Lv60 Exp:1,035  
Shedinja Lv60 Exp: 610  
Heracross Lv60 Exp:1,285  
Gardevoir Lv60 Exp:1,336

Easier than the last team, but still very hard. Three of her Pokémon are weak to fire: Magnetron, Shedinja, and Heracross. That leaves Crawdaunt and Gardevoir. Gard goes down to a few Bites, while the other can be taken out with Thunder or physical attacks.

Once you take out the 99th Trainer, head up the stairs. You will appear at the mountain's summit, where the final battle arena awaits, just above the crater. Talk to the Trainer in the middle of the arena and a short FMV sequence begins. The Trainer reveals himself as Somek, and battles you.

-----Trainer #100-----

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX  
XXXXX Boss Battle!! XXXXX  
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

Mt. Battle Master Somek

|            |          |      |           |
|------------|----------|------|-----------|
| Opponents: | Pinsir   | Lv60 | Exp:1,285 |
|            | Claydol  | Lv60 | Exp:1,215 |
|            | Crobat   | Lv60 | Exp:1,311 |
|            | Gligar   | Lv60 | Exp: 693  |
|            | Flygon   | Lv60 | Exp:1,266 |
|            | Gyarados | Lv60 | Exp:1,374 |

This guy will remind you of your first battle with Dakim. Somek uses the same strategy as Dakim, but it's slightly different. ALL of his Pokémon either have the Levitate ability or fly. This means his Pokémon aren't affected by EQ, and each of his Pokémon know it. If you're using your Beasts here, they should be Lv65 or higher. Raikou's Reflect is a lifesaver here, and should be used immediately. The EQ will still be painful, but bearable. Here is how I would take down each of Somek's Pokémon.

Pinsir can go down to a simple Fire attack from Entei.

Claydol can be washed away by Suicune's Water attacks.

Crobat is fast, so Raikou might not get the first attack. Just shock it with Raikou.

Gligar and Flygon can go down to a good Water attack from Suicune.

Gyarados...4x weakness to Electric attacks. Raikou can take care of that.

It sounds simple, but it is very hard to pull this off. You will need to make several switches. If Raikou and/or Entei get hit by two or three EQs in a row, it's pretty much lights out, even with the barrier on. If you need to buy some time, say, when you need to revive/heal your other Beasts, send out Suicune. It is very resilient and can withstand more than four EQ attacks.

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h. Did you miss any Pokémon? [S06-08MIS]

With 48 Shadow Pokémon to Snag, a Trainer can easily miss a few of them the first time through. Don't fret, though. You can encounter the Trainer that has the Shadow Pokémon again, after you beat the game. Here is where you can find them. Again, the guide follows the selection of Croconaw at the beginning of the game.

-----

#01/48 Makuhita

Trainer: Miror B. Peon Trudly  
Level: 30  
Initial Location: Es Cade's House (Phenac City)  
Chances to Snag Here: One

Repeat Location: Es Cade's House (Phenac City, after finishing game)  
Chances to Snag Here: Infinite

-----

#02/48 Croconaw

Trainer: Cipher Peon Bluno  
Level: 30

Initial Location: South Gate (Phenac City)

Chances to Snag Here: One

Second Location: Realgam Casino (Realgam Tower, before finishing game)

Chances to Snag Here: One

Repeat Location: Realgam Casino (Realgam Tower, after finishing game)

Chances to Snag Here: Infinite

-----

#03/48 Misdreavus

Trainer: Rider Vant

Level: 30

Initial Location: Duel Square (Pyrite Town)

Chances to Snag Here: Infinite

-----

#04/48 Noctowl

Trainer: Rider Nover

Level: 30

Initial Location: Duel Square (Pyrite Town)

Chances to Snag Here: Infinite

-----

#05/48 Flaaffy

Trainer: Street Performer Diogo

Level: 30

Initial Location: Duel Square (Pyrite Town)

Chances to Snag Here: Infinite

-----

#06/48 Skiploom

Trainer: Rider Leba

Level: 30

Initial Location: Duel Square (Pyrite Town)

Chances to Snag Here: Infinite

-----

#07/48 Quagsire

Trainer: Bandana Guy Divel

Level: 30

Initial Location: Duel Square (Pyrite Town)

Chances to Snag Here: Infinite

-----

#08/48 Slugma

Trainer: Roller Boy Lon

Level: 30

Initial Location: Duel Square (Pyrite Town)

Chances to Snag Here: Infinite

-----

#09/48 Furret

Trainer: Rogue Cail

Level: 33

Initial Location: Entrance (Pyrite Town)

Chances to Snag Here: One

Second Location: Entrance (Pyrite Town, after defeating Miror B.)

Chances to Snag Here: One

Repeat Location: Entrance (Pyrite Town, after finishing game)

Chances to Snag Here: Infinite

-----

#10/48 Yanma

Trainer: Cipher Peon Nore

Level: 33

Initial Location: Pyrite Building (Pyrite Town)

Chances to Snag Here: One

Repeat Location: Snagem Hideout (Pyrite Town, after finishing game)

Chances to Snag Here: Infinite

-----

#11/48 Remoraidd

Trainer: Miror B. Peon Reath

Level: 20

Initial Location: Pyrite Building (Pyrite Town)

Chances to Snag Here: One

Repeat Location: Miror B. Hideout (Pyrite Town, after finishing game)

Chances to Snag Here: Infinite

-----

#12/48 Mantine

Trainer: Miror B. Peon Ferma

Level: 33

Initial Location: Pyrite Building (Pyrite Town)

Chances to Snag Here: One

Repeat Location: Miror B. Hideout (Pyrite Town, after finishing game)

Chances to Snag Here: Infinite

-----

#13/48 Qwilfish

Trainer: Hunter Doken

Level: 33

Initial Location: Pyrite Building Roof (Pyrite Town)

Chances to Snag Here: One

Repeat Location: Pyrite Building Roof (Pyrite Town, after finishing game)

Chances to Snag Here: Infinite

-----

#14/48 Meditite

Trainer: Rider Twain

Level: 33

Initial Location: Pyrite Cave (Pyrite Town)

Chances to Snag Here: One

Repeat Location: Pyrite Cave (Pyrite Town, after finishing game)

Chances to Snag Here: Infinite

-----

#15/48 Dunsparce

Trainer: Rider Sosh

Level: 33

Initial Location: Pyrite Cave (Pyrite Town)

Chances to Snag Here: One

Repeat Location: Pyrite Cave (Pyrite Town, after finishing game)  
Chances to Snag Here: Infinite

-----  
#16/48 Swablu

Trainer: Hunter Zalo  
Level: 33  
Initial Location: Pyrite Cave (Pyrite Town)  
Chances to Snag Here: One

Repeat Location: Pyrite Cave (Pyrite Town, after finishing game)  
Chances to Snag Here: Infinite

-----  
#17/48 Sudowoodo

Trainer: Cipher Admin Miror B.  
Level: 35  
Initial Location: Miror B. Hideout (Pyrite Town)  
Chances to Snag Here: One

Second Location: Dome II (Realgam Tower)  
Chances to Snag Here: One

Repeat Location: Deep Colosseum (1st Entry and every 5th thereafter)  
Chances to Snag Here: Infinite

-----  
#18/48 Hitmontop

Trainer: Cipher Peon Skrub  
Level: 37  
Initial Location: Relic Forest (Agate Village)  
Chances to Snag Here: One

Second Location: Shadow Pokémon Lab  
Chances to Snag Here: One

Repeat Location: Snagem Hideout  
Chances to Snag Here: Infinite

-----  
#19/48 Entei

Trainer: Cipher Admin Dakim  
Level: 40  
Initial Location: Zone 10 (Mt. Battle)  
Chances to Snag Here: One

Second Location: Dome IV (Realgam Tower)  
Chances to Snag Here: One

Repeat Location: Deep Colosseum (2nd Entry and every 5th thereafter)  
Chances to Snag Here: Infinite

-----  
#20/48 Ledian

Trainer: Cipher Peon Kloak  
Level: 40  
Initial Location: Jail Cell (The Under)  
Chances to Snag Here: One

Repeat Location: Snagem Hideout  
Chances to Snag Here: Infinite

-----  
#21/48 Suicune

Trainer: Cipher Admin Venus  
Level: 40  
Initial Location: TV Studio (The Under)  
Chances to Snag Here: One

Second Location: Dome VIII (Realgam Tower)  
Chances to Snag Here: One

Repeat Location: Deep Colosseum (3rd Entry and every 5th thereafter)  
Chances to Snag Here: Infinite

-----  
#22/48 Gligar

Trainer: Hunter Frena  
Level: 43  
Initial Location: Subway (The Under)  
Chances to Snag Here: One

Repeat Location: Snagem Hideout (Second visit)  
Chances to Snag Here: Infinite

-----  
#23/48 Stantler

Trainer: Claser Liaks  
Level: 43  
Initial Location: Subway (The Under)  
Chances to Snag Here: One

Repeat Location: Snagem Hideout (Second visit)  
Chances to Snag Here: Infinite

-----  
#24/48 Piloswine

Trainer: Bodybuilder Lonia  
Level: 43  
Initial Location: Subway (The Under)  
Chances to Snag Here: One

Repeat Location: Snagem Hideout (Second visit)  
Chances to Snag Here: Infinite

-----  
#25/48 Sneasel

Trainer: Rider Nelis  
Level: 43  
Initial Location: Subway (The Under)  
Chances to Snag Here: One

Repeat Location: Snagem Hideout (Second visit)  
Chances to Snag Here: Infinite

-----  
#26/48 Aipom

Trainer: Cipher Peon Cole  
Level: 43

Initial Location: Shadow Pokémon Lab

Chances to Snag Here: One

Second Location: Shadow Pokémon Lab (Second visit, after finishing game)

Chances to Snag Here: Infinite, until you Snag the Starter

Repeat Location: Snagem Hideout (Second Visit, after 2nd Lab run)

Chances to Snag here: Infinite

-----  
#27/48 Murkrow

Trainer: Cipher Peon Lare

Level: 43

Initial Location: Shadow Pokémon Lab

Chances to Snag Here: One

Second Location: Shadow Pokémon Lab (Second visit, after finishing game)

Chances to Snag Here: Infinite, until you Snag the Starter

Repeat Location: Snagem Hideout (Second Visit, after 2nd Lab run)

Chances to Snag here: Infinite

-----  
#28/48 Forretress

Trainer: Cipher Peon Vana

Level: 43

Initial Location: Shadow Pokémon Lab

Chances to Snag Here: One

Second Location: Shadow Pokémon Lab (Second visit, after finishing game)

Chances to Snag Here: Infinite, until you Snag the Starter

Repeat Location: Snagem Hideout (Second Visit, after 2nd Lab run)

Chances to Snag here: Infinite

-----  
#29/48 Ariados

Trainer: Cipher Peon Lesar

Level: 43

Initial Location: Shadow Pokémon Lab

Chances to Snag Here: One

Second Location: Shadow Pokémon Lab (Second visit, after finishing game)

Chances to Snag Here: Infinite, until you Snag the Starter

Repeat Location: Snagem Hideout (Second Visit, after 2nd Lab run)

Chances to Snag here: Infinite

-----  
#30/48 Granbull

Trainer: Cipher Peon Tanie

Level: 43

Initial Location: Shadow Pokémon Lab

Chances to Snag Here: One

Second Location: Shadow Pokémon Lab (Second visit, after finishing game)

Chances to Snag Here: Infinite, until you Snag the Starter

Repeat Location: Snagem Hideout (Second Visit, after 2nd Lab run)

Chances to Snag here: Infinite



-----  
#31/48 Vibrava

Trainer: Cipher Peon Remil

Level: 43

Initial Location: Shadow Pokémon Lab

Chances to Snag Here: One

Second Location: Shadow Pokémon Lab (Second visit, after finishing game)

Chances to Snag Here: Infinite, until you Snag the Starter

Repeat Location: Snagem Hideout (Second Visit, after 2nd Lab run)

Chances to Snag here: Infinite  
-----

#32/48 Raikou

Trainer: Cipher Admin Ein

Level: 40

Initial Location: Shadow Pokémon Lab

Chances to Snag Here: One

Second Location: Dome XI (Realgam Tower)

Chances to Snag Here: One

Repeat Location: Deep Colosseum (4th Entry and every 5th thereafter)

Chances to Snag Here: Infinite  
-----

#33/48 Sunflora

Trainer: Cipher Peon Baila

Level: 45

Initial Location: Dome VII (Realgam Tower)

Chances to Snag Here: One

Repeat Location: Snagem Hideout

Chances to Snag Here: Infinite  
-----

#34/48 Delibird

Trainer: Cipher Peon Arton

Level: 45

Initial Location: Dome VII (Realgam Tower)

Chances to Snag Here: One

Repeat Location: Snagem Hideout

Chances to Snag Here: Infinite  
-----

#35/48 Heracross

Trainer: Cipher Peon Dioge

Level: 45

Initial Location: Dome IX (Realgam Tower)

Chances to Snag Here: One

Repeat Location: Snagem Hideout

Chances to Snag Here: Infinite  
-----

#36/48 Skarmory

Trainer: Snagem Head Gonzap

Level: 47  
Initial Location: Beast Statue Room (Realgam Tower)  
Chances to Snag Here: One

Repeat Location: Snagem Hideout (After 2nd Lab run)  
Chances to Snag Here: Infinite

-----  
#37/48 Miltank

Trainer: Bodybuilder Jomas  
Level: 48  
Initial Location: Tower Colosseum (Realgam Tower)  
Chances to Snag Here: Infinite

-----  
#38/48 Absol

Trainer: Rider Delan  
Level: 48  
Initial Location: Tower Colosseum (Realgam Tower)  
Chances to Snag Here: Infinite

-----  
#39/48 Houndoom

Trainer: Cipher Peon Nella  
Level: 48  
Initial Location: Tower Colosseum (Realgam Tower)  
Chances to Snag Here: Infinite

-----  
#40/48 Tropius

Trainer: Cipher Peon Ston  
Level: 49  
Initial Location: Tower Colosseum (Realgam Tower)  
Chances to Snag Here: Infinite

-----  
#41/48 Metagross

Trainer: Cipher Nascour  
Level: 50  
Initial Location: Tower Colosseum (Realgam Tower)  
Chances to Snag Here: Infinite

-----  
#42/48 Tyranitar

Trainer: Cipher Head Evice  
Level: 55  
Initial Location: Tower Colosseum (Realgam Tower)  
Chances to Snag Here: Infinite

-----  
#43/48 Quilava

Trainer: Cipher Peon Rosso  
Level: 30  
Initial Location: Snagem Hideout (First trip)  
Chances to Snag Here: Infinite

-----  
#44/48 Bayleef

Trainer: Cipher Peon Verde  
Level: 30

Initial Location: Shadow Pokémon Lab (after finishing game)

Chances to Snag Here: Infinite

-----  
#45/48 Ursaring

Trainer: Team Snagem Agrev

Level: 45

Initial Location: Snagem Hideout (after 2nd Lab run)

Chances to Snag Here: Infinite

-----  
#46/48 Smeargle

Trainer: Team Snagem Biden

Level: 45

Initial Location: Snagem Hideout (after 2nd Lab run)

Chances to Snag Here: Infinite

-----  
#47/48 Shuckle

Trainer: Deep King Agnol

Level: 45

Initial Location: Deep Colosseum (Every 5th Entry)

Chances to Snag Here: Infinite

-----  
#48/48 Togetic

Trainer: Fake Hero Fein

Level: 20

Initial Location: Outskirt Stand (after Snagging all other Shadow Pokémon)

Chances to Snag Here: Infinite

-----  
~~~~~

7. Battle Mode

a. Colosseum Battle

[S07-01COL]

The Vs. Computer mode. This is the place to battle with your raised GBA Pokémon. You will need every edge you can get, because Nintendo has packed this game with some of the best Pokémon AI in the world. Let us review the rules.

---Rules---

You enter six Pokémon into a tournament. In Single Battles, three of them go into each round; in Double Battles, four go into the round. Each time you use a Stat Tier Pokémon, except for Dragonite, Tyranitar, or Metagross, your Poké Coupon prize at the end will decrease by 15%. This is a cumulative effect, so if you use a second Legendary Pokémon, the prize decrease is 15% of the remaining 85%, bringing the overall total to 72%. You begin each tournament with five Continues, and gain an additional one for every Perfect Battle you execute. A Perfect Battle is constituted by winning the battle without any of your Pokémon fainting. Other rules are identical to the Max Lv50 or Max Lv100 rulesets, whichever is appropriate for the tournament you are participating in. Let us begin.

```
#####
##### Phenac Stadium ##### Type Distribution #####
##### Single Battle #####
```

```
#####
# Level Limit: 50          # # [N] 3 # [Gr] 7 # [Gd] 9 # [R] 3 # [S] #
# Poké Coupon: 500       # # [Fi] 3 # [I] 3 # [Fl] 4 # [Gh] 2 # #
# Difficulty: Very Easy   # # [W] 10 # [Ft] 3 # [Ps] 7 # [Dr] 0 # 1 #
##### # [E] 1 # [Po] 6 # [B] 4 # [Dk] 3 # #
#####
```

Unfortunately, Battle Mode puts an emphasis on Lv50 battling, as the only difficulty choices for Lv100 battling are Hard and Ultimate. I have little battle experience with Lv50, so I can't make too many comments here. All information here comes from the Pokémon Colosseum Player's Guide by Nintendo. To conform to the margins of GameFAQs, attack/item/trait abbreviations over 10 characters in length will be abbreviated if necessary.

```
### Round I ###
Roller Boy Garlow
```

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Ledyba #Agility #Swift #Aerial Ace#SilverWind#Sharp Beak#Swarm #
#Spinarak #Leech Life#NightShade#Dig #Psybeam #SilverPwdr#Swarm #
#Lotad #WaterPulse#Astonish #Mega Drain#Rain Dance#Spell Tag #Swift Swim#
#Shroomish #Mega Drain#Headbutt #Stun Spore#Swagger #MircleSeed#Eff. Spore#
#Nincada #Mud-Slap #Leech Life#Metal Claw#Gust #Metal Coat#Comp. Eyes#
#Surskit #Bubblebeam#Quick Atk #Flash #Mud Shot #Mystic Wtr#Swift Swim#
#####
```

With the exception of Surskit, each and every one of Garlow's Pokémon is susceptible to fire. If you have a Salamence with a Fire attack, it would be wise to use it here, since it can also wipe Surskit out with a Dragon attack. There is no reason not to get Perfect here and pick up the extra Continue.

```
### Round II ###
Chaser Guccio
```

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Corphish #Dig #Vicegrip #Crabhammer#Mud Sport #Mystic Wtr#Hyp.Cutter#
#Barboach #Mud-Slap #Toxic #Dive #Whirlpool #Soft Sand #Oblivious #
#Wailmer #WaterPulse#Strength #Tickle #Blizzard #Hard Stone#Oblivious #
#Carvanha #Bite #Focus Engy#Dive #Scary Face#BlkGlasses#Rough Skin#
#Goldeen #Peck #Flail #Waterfall #Psybeam #TwistSpoon#Swift Swim#
#Horsea #Agility #Twister #AuroraBeam#Octazooka #DragonFang#Swift Swim#
#####
```

Except for Ground-type Barboach, every Pokémon on this team is susceptible to Electric attacks. Bring out your fast Electric-type, and you will be able to make very short work of this team. Another good opportunity for an extra Continue.

```
### Round III ###
Hunter Hasmen
```

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Geodude #Def. Curl #Rock Blast#Magnitude #Rollout #Soft Sand #Sturdy #
#Trapinch #Bite #Sand Tomb #Sandstorm #Gust #Silk Scarf#Hyp.Cutter#
#####
```

```
#Numel      #FlmThrower#Magnitude #Take Down #Scary Face#Charcoal #Oblivious #
#Slugma     #Body Slam #Rock Slide#Yawn      #Heat Wave #Hard Stone#Flame Body#
#Aron       #Mud-Slap  #Take Down #Metal Claw#Endeavor #Metal Coat#Sturdy #
#Larvitar   #Hyper Beam#Earthquake#Rock Slide#Drgn Dance#Citrus B. #Guts #
#####
```

Only Aron on this team lacks a weakness to Water attacks. Furthermore, THREE of them have a 4x weakness to it. If you can't counter Larvitar with a Water attack, you're pretty much out of luck if you can't KO it before it DDs a few times.

```
### Round IV ###
Lady Stouner
```

```
#####
#Pokémon   #Move1     #Move2     #Move3     #Move4     #Item      #Trait     #
#-----#-----#-----#-----#-----#-----#-----#
#Seedot    #Sunny Day #Synthesis #Solarbeam #Take Down #Silk Scarf#Chlorophyl#
#Hoppip    #Solarbeam #Sleep Pwdr#Sunny Day #Confusion #TwistSpoon#Chlorophyl#
#Cacnea    #PinMissile#Leech Seed#Needle Arm#DynamPunch#PoisonBarb#Sand Veil #
#Baltoy    #Psybeam   #Mud-Slap  #AncientPwr#Ice Beam  #Hard Stone#Levitate #
#Sandshrew #Sand Tomb #Crush Claw#Rock Slide#Metal Claw#Soft Sand #Sand Veil #
#Sunkern   #Solarbeam #Sunny Day #Endeavor  #GrsWhistle#MiracleSeed#Chlorophyl#
#####
```

This team is a hybrid Sunnybeamer and TSSish-type team--which does not typically work well. A Fire-type works well here.

```
### Round V ###
Lady In Suit Oatley
```

```
#####
#Pokémon   #Move1     #Move2     #Move3     #Move4     #Item      #Trait     #
#-----#-----#-----#-----#-----#-----#-----#
#Swinub    #Blizzard  #Bite      #Mud Shot  #AncientPwr#Lum Berry #Oblivious #
#Sphéal    #AuroraBeam#Body Slam #Waterfall #Yawn      #Chesto B. #Thick Fat #
#Whismur   #HyperVoice#Sleep Talk#Rest      #ExtSensory#RawstBerry#Soundproof#
#Snorunt   #Bite      #Icy Wind  #Headbutt  #WaterPulse#Persim B. #InnerFocus#
#Togepi    #WaterPulse#Metronome #FlmThrower#Psychic #PechaBerry#SereneGrce#
#Gulpin    #SludgeBomb#ShadowBall#Yawn      #Pain Split#Citrus B. #LiquidOoze#
#####
```

A variety of types here, but if you use a Blaziken in here that utilizes both STABs, it can take out pretty much everything she's got.

```
### Round VI ###
News Caster Riesko
```

```
#####
#Pokémon   #Move1     #Move2     #Move3     #Move4     #Item      #Trait     #
#-----#-----#-----#-----#-----#-----#-----#
#Zubat     #Bite      #Air Cutter#Toxic      #Steel Wing#CheriBerry#InnerFocus#
#Gulpin    #SludgeBomb#ShadowBall#Yawn      #Pain Split#Citrus B. #LiquidOoze#
#Tentacool #Giga Drain#SludgeBomb#Dive      #AuroraBeam#AguavBerry#LiquidOoze#
#Oddish    #SludgeBomb#Stun Spore#Moonlight #Razor Leaf#Mago Berry#Chlorophyl#
#Grimer    #SludgeBomb#Fire Blast#Thunder  #Shdw Punch#Figy Berry#StickyHold#
#Electrike #ThundrWave#Shock Wave#Bite      #Headbutt  #Wiki Berry#Static #
#####
```

The Berries these Pokémon hold restore HP, so type-trumping them before

the Berries get a chance to activate will speed this battle along nicely. If you have a Ludicolo, don't use it here. The overabundance of Poison-types prompts the use of Ground-type attacks, which will also pwn the Electrike. For a quarterfinal match, this is not hard at all.

Semifinal ###
Fun Old Lady Gularte

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Shuppet #ShadowBall#Curse #NightShade#Disable #Spell Tag #Insomnia #
#Duskull #Pursuit #WilloWisp #ConfuseRay#Curse #BlkGlasses#Levitate #
#Meditite #ShadowBall#BrickBreak#ThndrPunch#Ice Punch #Black Belt#Pure Power#
#Natu #NightShade#Fut. Sight#Wish #Drill Peck#Sharp Beak#Synchroniz#
#Spoink #Psywave #ConfuseRay#Bounce #Shock Wave#Magnet #Thick Fat #
#Wynaut #Counter #MirrorCoat#DestnyBond#Encore #Citrus B. #Shadow Tag#
#####
```

The lack of good item choices here will help you a lot. The only problem here is Wynaut. Be very cautious in attacking it with STABbed moves, as Wynaut tends to counter with the correct attack (Counter/Mirror Coat) in such a case. Indirect damage is the way to go.

Final ###
Supertrainer Kauson

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Machop #BrickBreak#Earthquake#Fire Blast#Rock Slide#Quick Claw#Guts #
#Abra #Psychic #Fire Punch#Ice Punch #ThndrPunch#Scope Lens#InnerFocus#
#Houndour #FlmThrower#Smog #Bite #Reversal #Focus Band#Flash Fire#
#Poochyena #Bite #Scary Face#Swagger #PoisonFang#BrightPwdr#Run Away #
#Ralts #Psychic #Light Scrn#Shock Wave#WilloWisp #LaxIncense#Synchroniz#
#Makuhita #SeismcToss#Earthquake#Foresight #Revenge #Leftovers #Guts #
#####
```

If you found the last two battles hard...then this will be hell. This guy knows what he's doing. Abra is probably the most dangerous Pokémon on this team, with the all-powerful Psychic and all three Elemental Punches. Let's hope you've saved up some continues, because it may take a couple of tries before you catch enough lucky breaks to win.

```
#####
##### Tower Colosseum ##### Type Distribution #####
##### Single Battle #####
#####
# Level Limit: 100 # # [N] 3 # [Gr] 7 # [Gd] 5 # [R] 2 # [S] #
# Poké Coupon: 3,000 # # [Fi] 3 # [I] 2 # [Fl] 6 # [Gh] 1 # #
# Difficulty: Very Hard # # [W] 11 # [Ft] 6 # [Ps] 6 # [Dr] 7 # 2 #
##### # [E] 5 # [Po] 2 # [B] 5 # [Dk] 3 # #
#####
```

Apparently, Nintendo has been playing on RSbot or Netbattle...because the two Lv100 Colosseums will be hell for anyone who has not been playing Pokémon since Stadium for N64. I have a lot of experience in the Lv100 arena, and I still find this very hard. If you have trouble with this, pop in Pokémon Stadium 2 for your N64 and practice there. It will help, believe me. Especially since when you get to the last couple of rounds,

the Trainers will start using those damn 00bers... If you're not worried about losing Poké Coupons, bring an 00ber or two of your own and you might stand a chance.

Round I

Teacher Lagron

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Lanturn #Ice Beam #Thundrbolt#ThundrWave#ConfuseRay#LaxIncense#VoltAbsorb#
#Ninetales #Overheat #ConfuseRay#WilloWisp #Roar #White Herb#Flash Fire#
#Meganium #Body Slam #Synthesis #Light Scrn#Leech Seed#LeppaBerry#Overgrow #
#Umbreon #ConfuseRay#Screech #Mean Look #DoubleTeam#Leftovers #Synchroniz#
#Milotic #Recover #Wrap #Toxic #ConfuseRay#Quick Claw#MarvlScale#
#Jumpluff #Leech Seed#Sleep Pwdr#Synthesis #Reflect #BrightPwdr#Chlorophyl#
#####
```

Her Umbreon is a variation of the standard Annoyer. As is her Milotic. The rest of her team can be type-trumped, but be very careful, as her Pokémon like giving your team status ailments.

Round II

Bandana Guy Kaler

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Starmie #Surf #Ice Beam #Thundrbolt#Recover #Petaya B. #NatureCure#
#Bloom #Spore #Swagger #BrickBreak#SludgeBomb#Quick Claw#Eff. Spore#
#Heracross #Megahorn #Earthquake#Endure #Reversal #SalacBerry#Swarm #
#Electrode #Explosion #Light Scrn#Thundrbolt#MirrorCoat#Lum Berry #Static #
#Flygon #Earthquake#DrgnBreath#Hyper Beam#FlmThrower#Lum Berry #Levitate #
#Machop #Encore #Cross Chop#Earthquake#Rock Tomb #Scope Lens#Guts #
#####
```

That damn Starmie always messes my strategy up. It's the most powerful Pokémon on the team. I don't care how you beat it, just BEAT IT!!! There is no other big threat on this team.

Round III

Cooltrainer Vanhub

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Alakazam #Psychic #Encore #Protect #Hidden Pwr#BrightPwdr#InnerFocus#
#Rhydon #Earthquake#Rock Blast#Megahorn #Crush Claw#Quick Claw#Rock Head #
#Ludicolo #Hydro Pump#Giga Drain#Ice Beam #Toxic #Focus Band#Swift Swim#
#Gyarados #Earthquake#Hydro Pump#Drgn Dance#Hidden Pwr#Kings Rock#Intimidate#
#Regice #Ice Beam #Thunder #Rain Dance#Explosion #Leftovers #Clear Body#
#Sceptile #Leaf Blade#Crunch #DragonClaw#Quick Atk #Scope Lens#Overgrow #
#####
```

The movesets of this team aren't the best, making it your easiest round so far this tournament. It isn't too much harder to earn an extra Continue here.

Round IV

Rider Porta

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Ninjask #SwordDance#Protect #SilverWind#Baton Pass#BrightPwdr#SpeedBoost#
#Gorebyss #Amnesia #Iron Def. #Rest #Baton Pass#Chesto B. #Swift Swim#
#Dodrio #Tri Attack#Return #Hidden Pwr#Drill Peck#Scope Lens#Early Bird#
#Tyranitar #Earthquake#Aerial Ace#Crunch #AncientPwr#Leftovers #SandStream#
#Heracross #BrickBreak#Earthquake#Megahorn #Reversal #Focus Band#Swarm #
#Typhlosion#FlmThrower#Earthquake#BrickBreak#Aerial Ace#Kings Rock#Blaze #
#####
```

Porta likes to use, if not lead with, Ninjask. Bearing this in mind, bring out a fast fire, ice, or flying Pokémon. The idea behind this team is to have Ninjask Swords Dance, Speed Boost, and BP to Tyranitar or Heracross. If this happens, you will have little hope of winning the battle. Thankfully, Ninjask is one of the most fragile BPers out there, and can be OHKO'd by any of its weaknesses.

Round V ###
Supertrainer Lagin

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Latios #LusterPurg#DragonClaw#Thundrbolt#Calm Mind #BrightPwdr#Levitate #
#Metagross #MeteorMash#ShadowBall#Earthquake#BrickBreak#Leftovers #Clear Body#
#Salamence #Hydro Pump#Fire Blast#DragonClaw#Crunch #Scope Lens#Intimidate#
#Shedinja #SwordDance#ShadowBall#ConfuseRay#SilverWind#Lum Berry #WondrGuard#
#Suicune #Ice Beam #Surf #Calm Mind #Rest #Chesto B. #Pressure #
#Wobbuffet #Encore #Counter #MirrorCoat#DestnyBond#Quick Claw#Shadow Tag#
#####
```

No 00bers yet, but you have to deal with four Stat Tiered Pokémon here. This will be your hardest fight of the tournament so far. If you bring some Ice moves here, it can help you a lot. Ice and Fire can take care of everything but Suicune and Wobbuffet, and you know how to deal with them.

Round VI ###
Supertrainer Garvon

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Rayquaza #Drgn Dance#ExtremeSpd#Earthquake#Aerial Ace#Leftovers #Air Lock #
#Latias #Mist Ball #DragonClaw#Calm Mind #Surf #LaxIncense#Levitate #
#Slaking #Hyper Beam#ShadowBall#Earthquake# #ChoiceBand#Truant #
#Raikou #Thundrbolt#Crunch #Hidden Pwr#Quick Atk #BrightPwdr#Pressure #
#Crobat #ShadowBall#ConfuseRay#SludgeBomb#Aerial Ace#Scope Lens#InnerFocus#
#Miltank #Endure #Reversal #Earthquake#Body Slam #SalacBerry#Thick Fat #
#####
```

I told you so... In this round you start to see 00bers on the opponent's teams, and this guy loves to use his Rayquaza. And I don't blame him. He uses the physical sweeper set I recommend for the Pokémon, and he uses it well. The best way to take it out is to hit it with an Ice attack. It may not OHKO it, but it will at least bring it down to the very low red HP. Ray is the biggest threat on this team. If you take it out, you just made this match a LOT easier. Other than that, this team is really fast. You've got to play defensively, since your Pokémon will get the trailing attack quite often in this match.

Semifinal

Rich Boy Guyit

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Kyogre #Surf #Ice Beam #Thunder #DoubleEdge#CheriBerry#Drizzle #
#Scizor #Agility #SwordDance#SilverWind#Frustrate #Leftovers #Swarm #
#Kingdra #Hydro Pump#DrgnBreath#Ice Beam #Rest #Chesto B. #Swift Swim#
#Swampert #Surf #Earthquake#Ice Beam #BrickBreak#Lum Berry #Torrent #
#Raichu #Thunder #ThundrWave#Reversal #Attract #Focus Band#Static #
#Ampharos #Thunder #ThundrWave#Hidden Pwr#Attract #Magnet #Static #
#####
```

Despite the presence of Ky00bre in this battle, this isn't that tough. The movesets on this team look slapped together without much thought put into them. You can also use his tendency to lead with Kyogre to your advantage. Just lead with a faster Electric-type and you can take it down with a couple of Thunders. This team is specifically designed to take advantage of the Drizzle that Kyogre will leave. If you can't use it, change the weather right away. It will help a lot.

Final

Supertrainer Hufnak

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Groudon #Earthquake#Frustrate #Fire Blast#Rest #Chesto B. #Drought #
#Vileplume #Hidden Pwr#Solarbeam #Sleep Pwdr#Synthesis #BrightPwdr#Chlorophyl#
#Shiftry #ShadowBall#Explosion #Solarbeam #Quick Atk #LaxIncense#Chlorophyl#
#Blaziken #Earthquake#Overheat #Endure #Reversal #SalacBerry#Blaze #
#Flygon #Fire Blast#DragonClaw#Crunch #Solarbeam #Scope Lens#Levitate #
#Walrein #Ice Beam #Hidden Pwr#Sheer Cold#Rest #Leftovers #Thick Fat #
#####
```

This guy uses Groudon's Drought much better than Guyit used Kyogre's Drizzle. He knows his way around the block, and can be very difficult to beat. He will almost always lead with Groudon. If you can set up Tyranitar here, its Sand Stream will override Drought. It is risky, as an Earthquake can do serious damage to T-Tar. Kyogre, Rayquaza, or something with Cloud Nine will work. The idea is to take away the harsh sunlight, which Hufnak's strategy is centered around. From there, the battle will still be very hard, but not next-to-impossible.

```
#####
##### Tower Colosseum #####
##### Double Battle #####
#####
# Level Limit: 100 # # [N] 7 # [Gr] 5 # [Gd] 6 # [R] 4 # [S]#
# Poké Coupon: 3,000 # # [Fi] 3 # [I] 3 # [Fl] 10 # [Gh] 2 # #
# Difficulty: Hard # # [W] 9 # [Ft] 2 # [Ps] 5 # [Dr] 4 # 3 #
##### # [E] 3 # [Po] 1 # [B] 3 # [Dk] 5 # #
#####
```

Many players find the Double Battle Lv100 challenges to be harder than the Single Battle ones, but not me. I won this on my first attempt with little trouble. Sure, I had to use a Legendary or two here or there, but it probably wasn't necessary.

Round I

Hunter Kolot

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Tyranitar #Drgn Dance#Rock Slide#Earthquake#Aerial Ace#Leftovers #SandStream#
#Togetic #Follow Me #Wish #Attract #Yawn #Lum Berry #SerenGrace#
#Gligar #Earthquake#Aerial Ace#Guillotine#Protect #BrightPwdr#Sand Veil #
#Cacturne #Giga Drain#Faint Atk #Protect #FocusPunch#LaxIncense#Sand Veil #
#Swampert #Earthquake#Hydro Pump#Ice Beam #Protect #Quick Claw#Torrent #
#Starmie #Hydro Pump#Protect #Thundrbolt#Psychic #Scope Lens#NatureCure#
#####
```

This is a hybrid TSS and Sweeper team--not too effective. Watch out for TSS early on. This isn't very hard.

Round II

Rider Pulink

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Suicune #Calm Mind #Ice Beam #Hydro Pump#Protect #Leftovers #Pressure #
#Heracross #Megahorn #Earthquake#Endure #Reversal #SalacBerry#Guts #
#Swellow #Frustrate #Facade #Aerial Ace#Quick Atk #ChoiceBand#Guts #
#Typhlosion#Overheat #Hidden Pwr#Hyper Beam#Protect #White Herb#Blaze #
#Walrein #Ice Beam #Waterfall #Sheer Cold#Rest #Chesto B. #Thick Fat #
#Jirachi #Psychic #Thundrbolt#Calm Mind #WaterPulse#BrightPwdr#SerenGrace#
#####
```

Suicune + Jirachi = pwn. They are tough, and will spell Trouble with a capital T if you can't take one of them down fast. Hopefully, you'll only see one of them.

Round III

Chaser Chote

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Hariyama #BrickBreak#Help Hand #Fake Out #Protect #LaxIncense#Thick Fat #
#Rayquaza #Aerial Ace#Earthquake#Drgn Dance#Frustrate #Leftovers #Air Lock #
#Rhydon #Megahorn #Rock Blast#Earthquake#Protect #Quick Claw#Light Rod #
#Sceptile #Leaf Blade#Crunch #DragonClaw#Detect #Scope Lens#Overgrow #
#Milotic #Hydro Pump#ConfuseRay#Recover #Ice Beam #Lum Berry #MarvlScale#
#Gyarados #Drgn Dance#Frustrate #Earthquake#Hidden Pwr#Kings Rock#Intimidate#
#####
```

One of those damn 00bers already? Yep. But it's not too bad. All you really need to win this battle is an Ice attack and an Electric attack. That takes care of everything but the Fighting-type Hariyama.

Round IV

Hunter Bigon

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
```

```
#Sneasel #Fake Out #Crush Claw#BrickBreak#Taunt #LaxIncense#InnerFocus#
#Ninjask #SwordDance#Protect #SilverWind#Baton Pass#BrightPwdr#SpeedBoost#
#Metagross #ShadowBall#MeteorMash#Aerial Ace#Earthquake#Leftovers #Clear Body#
#Granbull #Frustrate #ShadowBall#Earthquake#BrickBreak#Focus Band#Intimidate#
#Ursaring #Frustrate #Earthquake#BrickBreak#Hidden Pwr#Shell Bell#Guts #
#Salamence #Aerial Ace#Earthquake#Frustrate #BrickBreak#Scope Lens#Intimidate#
#####
```

This is a pure physical team that involves BPing Swords Dance and Speed Boost onto a physical sweeper. It's not a very good team. One physical sponge like Cloyster or Regirock can take these guys 1-2-3. Regirock can beat the hell out of anything this guy has, except Metagross. Even Salamence will fall to it.

Round V

Cooltrainer Rask

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Slaking #Frustrate #ShadowBall#Earthquake#Slack Off #Leftovers #Truant #
#Alakazam #Skill Swap#Psychic #Fire Punch#Ice Punch #BrightPwdr#InnerFocus#
#Dodrio #Drill Peck#Frustrate #Hyper Beam#Haze #ChoiceBand#Early Bird#
#Espeon #Psychic #Skill Swap#Light Scrn#Protect #Lum Berry #Synchroniz#
#Raikou #Thundrbolt#Crunch #Protect #Reflect #LaxIncense#Pressure #
#Crobat #Aerial Ace#SludgeBomb#ShadowBall#ConfuseRay#Scope Lens#InnerFocus#
#####
```

It's very easy to lose a couple of Continues to this guy. Do NOT let one of his Pokémon use Skill Swap on Slaking. If you do, there will be a big price to pay because Slaking kicks major ass without Truant. But even if you can KO Slaking, that's only half the battle. The rest of the team is quite powerful as well, in particular the Raikou and Dodrio with Choice Band.

Round VI

Supertrainer Codel

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Dusclops #Imprison #Protect #Earthquake#ShadowBall#Leftovers #Pressure #
#Electrode #Explosion #Thundrbolt# # #ChoiceBand#Soundproof#
#Regirock #Explosion #Superpower#AncientPwr#Protect #White Herb#Clear Body#
#Golem #Explosion #Rock Blast#Earthquake#Protect #Quick Claw#Rock Head #
#Registeel #Explosion #Superpower#BrickBreak#Protect #BrightPwdr#Clear Body#
#Regice #Explosion #Ice Beam #Thundrbolt#Protect #LaxIncense#Clear Body#
#####
```

This guy loves to Explode, if it isn't evident from the movesets of his Pokémon. If you have a Ghost-type, like Misdreavus or Banette, now would be an excellent time to use it. He's always going to have one of the Regi trio on his team, but he might have all three. Hope for Dusclops, Regice, Golem, and Electrode. That is the easiest configuration to take down. After you win this battle, it will open up lots of new ideas for placing an Exploder in your multiplayer roster.

Semifinal

Supertrainer Buri

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Groudon #Earthquake#Frustrate #Overheat #Protect #Leftovers #Drought #
#Shiftry #Fake Out #Explosion #Solarbeam #Protect #Silk Scarf#Chlorophyl#
#Houndoom #Overheat #Solarbeam #Crunch #Protect #White Herb#Early Bird#
#Entei #Fire Blast#Solarbeam #Hyper Beam#Protect #BrightPwdr#Pressure #
#Jumpluff #Help Hand #Sleep Pwdr#Sunny Day #Encore #LaxIncense#Chlorophyl#
#Flygon #Earthquake#Fire Blast#DragonClaw#Protect #Scope Lens#Levitate #
#####
```

This is a devastating way to use Groudon's special ability, Drought. This team is full of Sunnybeamers, so you have two ways to approach this battle. First of all, because of all the Grass-types, you can try to play along with his strategy by selecting Fire Pokémon to take them out. As an alternative, you can also change the weather to rain and completely mess up his strategy. Both will work well, but I find it easier to change the weather to rain right away, because if you leave your Fire-types out, they are vulnerable to Groudon's EQ. Flygon's got it, too.

```
### Final ###
Supertrainer Grang
```

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Kyogre #WaterSpout#Thunder #Ice Beam #Protect #Mystic Wtr#Drizzle #
#Miltank #Help Hand #BrickBreak#Hyper Beam#Earthquake#Lum Berry #Thick Fat #
#Kingdra #Hydro Pump#Ice Beam #Drgn Dance#Rain Dance#BrightPwdr#Swift Swim#
#Ludicolo #Hydro Pump#Ice Beam #Giga Drain#Rain Dance#Leftovers #Swift Swim#
#Manectric #Thunder #Crunch #Rain Dance#Light Scrn#LaxIncense#Static #
#Shedinja #ShadowBall#SwordDance#ConfuseRay#SilverWind#Focus Band#WondrGuard#
#####
```

This guy REALLY knows how to use Kyogre. Save Miltank and Shedinja, every Pokémon on this team can take advantage of Kyogre's Drizzle in some way. Speed is a big issue here. If you can't get the first attack, you are in dire straits. Unfortunately, you can't simply shut down the Drizzle because half his team has Rain Dance, which starts the rain again. Let's hope you've saved up some Continues, because you may need to try a couple of times before you catch enough lucky breaks to win.

```
#####
##### Orre Colosseum ##### Type Distribution #####
##### Single Battle #####
#####
# Level Limit: 100 # # [N] 4 # [Gr] 6 # [Gd] 4 # [R] 3 # [S] #
# Poké Coupon: 5,000 # # [Fi] 3 # [I] 1 # [Fl] 8 # [Gh] 0 # #
# Difficulty: Extremely Hard # # [W] 10 # [Ft] 4 # [Ps] 8 # [Dr] 6 # 4 #
##### # [E] 4 # [Po] 2 # [B] 3 # [Dk] 4 # #
#####
```

To unlock this Colosseum, you will need to become the champion in the Single Battle and Double Battle modes for the Tower Colosseum. You will be seeing at least one Legendary Pokémon every round. This Colosseum is designed to challenge professionals and is not for the faint of heart. Do not be afraid to enter 00bers into this tournament. You will need them. The AI is set to the highest level, "Ultimate", and the movesets have been created by professionals. They have even been properly EV-trained, and even have HP types that work effectively for their role. This is truly a

tournament for the best of the best.

On a more positive note, if you want to build a strong Pokémon team and you have flat-out no idea where to start, consider the teams the Trainers here use. They are excellent starting points to make your own team from.

If you discover the HP types of any Pokémon that has Hidden Power, please let me know. Obviously, the power of HP in any of these Pokémon will be 70.

Round I

Chaser Ethior

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Miltank #Body Slam #Earthquake#Endure #Reversal #SalacBerry#Thick Fat #
#Ninjask #SwordDance#AerialAce #Hidden Pwr#Encore #Liechi B. #SpeedBoost#
#Cradily #Recover #SludgeBomb#ConfuseRay#Amnesia #Leftovers #SuctionCup#
#Hariyama #Belly Drum#Rest #Earthquake#BrickBreak#Chesto B. #Thick Fat #
#Espeon #Psychic #Bite #Calm Mind #Endure #Petaya B. #Synchroniz#
#Suicune #Ice Beam #Surf #Rest #Calm Mind #Ganlon B. #Pressure #
#####
```

If you have not battled on RSbot or Netbattle before, this is your welcome to the world of professional Pokémon battling. You will know firsthand what the true meaning of a "Sweeper" is. This team has two real threats on it: CM Espeon and CM Suicune. Either of them can sweep your team before you get much of a chance to attack. If you have a Special Sponge like Regice, that will work well against the CMers, but you also have a B Ding Hariyama that can cause more than a problem for your team. The best way to win is to sweep and sweep fast.

Round II

Athlete Naga

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Tyranitar #Rock Slide#Earthquake#Aerial Ace#Drgn Dance#Leftovers #SandStream#
#Cacturne #Secret Pwr#Giga Drain#TeetrDance#Faint Atk #BrightPwdr#Sand Veil #
#Gligar #Aerial Ace#Earthquake#Guillotine#Secret Pwr#LaxIncense#Sand Veil #
#Magnetron #Reflect #Thundrbolt#ThundrWave#Hidden Pwr#Quick Claw#Sturdy #
#Flygon #Earthquake#Hidden Pwr#Fire Blast#DrgnBreath#Scope Lens#Levitate #
#Registeel #Explosion #Superpower#AncientPwr#Earthquake#White Herb#Clear Body#
#####
```

This is a TSS team. Not only do the TSSers have a lot of Attack, they also have items that increase their Evade %. The thing you have to do right away when Tyranitar hits the field is: get rid of that damn sandstorm. Without a sandstorm to protect his team, it is very vulnerable to type-trumping because their Defense/Sp. Def stats are nothing to get excited about.

Round III

Cooltrainer Moden

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Dodrio #Return #Drill Peck#Hyper Beam#Quick Atk #ChoiceBand#Early Bird#
#Milotic #ConfuseRay#Ice Beam #Surf #Recover #Focus Band#MarvlScale#
#####
```

```
#Metagross #MeteorMash#ShadowBall#Earthquake#BrickBreak#Leftovers #Clear Body#
#Jirachi #Calm Mind #Psychic #WaterPulse#Thundrbolt#BrightPwdr#SereneGrace#
#Raikou #Thundrbolt#Crunch #Reflect #Roar #LaxIncense#Pressure #
#Crobat #ConfuseRay#SludgeBomb#ShadowBall#Aerial Ace#Scope Lens#InnerFocus#
#####
```

This is a well-thought out team. You don't see Pokémon with Roar often, but it can really mess around with your sweeper if Raikou uses it at an inopportune time. Milotic is a very solid annoyer that can be hard to take down if you can't attack right away. Don't switch Pokémon very often-- you can't afford to lose a single turn here. And it gets worse in the next couple of rounds.

```
### Round IV ###
Teacher Kaede
```

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Swampert #Curse #Earthquake#Return #Rest #Chesto B. #Torrent #
#Blaziken #Endure #Reversal #Earthquake#Fire Blast#SalacBerry#Blaze #
#Sceptile #Leaf Blade#DragonClaw#Crunch #Hidden Pwr#Scope Lens#Overgrow #
#Salamence #Return #Aerial Ace#Earthquake#BrickBreak#Leftovers #Intimidate#
#Gardevoir #Thundrbolt#DestnyBond#Psychic #Calm Mind #BrightPwdr#Synchroniz#
#Manetric #ThundrWave#Crunch #Thundrbolt#Hidden Pwr#LaxIncense#Static #
#####
```

This is a very balanced team of Special Sweepers, which makes it prone to hitting a roadblock in the form of a Special Sponge. Use one and the fight all of a sudden becomes a lot easier. Type-trumping here works best, but watch for retaliatory moves, especially Gardevoir's Destiny Bond.

```
### Round V ###
Supertrainer Gravet
```

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Ninjask #SwordDance#Protect #Baton Pass#SilverWind#BrightPwdr#SpeedBoost#
#Ursaring #Return #Earthquake#BrickBreak#Hidden Pwr#Shell Bell#Guts #
#Starmie #Thundrbolt#Surf #Ice Beam #Psychic #LaxIncense#NatureCure#
#Machamp #Rock Slide#Cross Chop#Earthquake#Hyper Beam#Leftovers #Guts #
#Gyarados #Drgn Dance#Return #Earthquake#Hidden Pwr#Scope Lens#Intimidate#
#Wobuffet #Counter #MirrorCoat#Safeguard #DestnyBond#Quick Claw#Shadow Tag#
#####
```

There are about four Pokémon in this roster that are very overused. Simply put, this team is strong. The concept is very simple, but countering it is difficult indeed. As with previous battles, try to plan ahead and avoid switching out. Wobuffet always seems to get the best of me. As it says in the Pokémon Evaluation section of my FAQ, if DD is BP'd onto Machamp, it's basically invincible. When Ninjask hits the arena, drop everything you're doing, and do everything in your power to take it out. With Swords Dance and Speed Boost, it will try to BP to Machamp. If this is successful, you are going to lose the battle. I guarantee it.

```
### Round VI ###
Supertrainer Saya
```

```
#####
```

```

#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Kyogre #Surf #Ice Beam #Thunder #Rest #Chesto B. #Drizzle #
#Ludicolo #Ice Beam #Hydro Pump#Giga Drain#Leech Seed#Leftovers #Swift Swim#
#Kingdra #Ice Beam #Hydro Pump#DrgnBreath#Rain Dance#Kings Rock#Swift Swim#
#Electrode #Thunder #Explosion #Light Scrn#Rain Dance#Silk Scarf#Static #
#Gorebyss #Ice Beam #Hydro Pump#Psychic #Hidden Pwr#LaxIncense#Swift Swim#
#Regice #Ice Beam #Explosion #Thunder #Hidden Pwr#BrightPwdr#Clear Body#
#####

```

Don't worry, this is the last time you will have to face Kyogre team in a Colosseum tournament. Unfortunately, this is the best of the Kyogre teams out there, with three Swift Swimmers and the rest Thunderdancers. Take Kyogre down before it can use Rest. This round will likely eat up some of your Continues, so hopefully you saved up some beforehand. But don't think this is Kyogre's last stand--you will see it in the final round.

Semifinal ###
Supertrainer Shoo

```

#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Groudon #Earthquake#Return #AncientPwr#Overheat #Quick Claw#Drought #
#Shiftry #Explosion #Solarbeam #ShadowBall#BrickBreak#LaxIncense#Chlorophyl#
#Vileplume #Solarbeam #Hidden Pwr#Sleep Pwdr#Sunny Day #Kings Rock#Chlorophyl#
#Houndoom #Solarbeam #Overheat #Crunch #Hidden Pwr#Scope Lens#Early Bird#
#Entei #Solarbeam #Fire Blast#Reflect #Hidden Pwr#BrightPwdr#Pressure #
#Regirock #Superpower#Explosion #AncientPwr#Earthquake#Leftovers #Clear Body#
#####

```

We have a record three Legendaries to deal with here. You will be in a great deal of trouble if all three are selected for battle. However, the Trainer has a tendency to avoid doing that, and instead uses a Chlorophyll Sunnybeamer. Every time, you will see Groudon as the opener. This sets up the entire team. Get rid of the sunlight and you might have a chance, especially if you change the weather to rain. You shouldn't use any Continues here, but don't worry if you use one here. It's fine.

Final ###
Myth Trainer Infin

```

#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Kyogre #Surf #Ice Beam #Thunder #Rest #Chesto B. #Drizzle #
#Slaking #Hyper Beam#ShadowBall#Earthquake# #ChoiceBand#Truant #
#Latias #Calm Mind #Ice Beam #DragonClaw#Psychic #BrightPwdr#Levitate #
#Latos #Surf #Thunder #DragonClaw#Psychic #Soul Dew #Levitate #
#Heracross #Megahorn #Earthquake#Endure #Reversal #SalacBerry#Swarm #
#Rayquaza #Aerial Ace#ExtremeSpd#Earthquake#Drgn Dance#Leftovers #Air Lock #
#####

```

I hate this bastard, I've tried for days and never beat him. This guy is mega-tough. In most cases, he will open with Kyogre, then Rayquaza or Latias, and finish with Latios. Notice the Soul Dew that Latios is holding? Well, that item doubles Latios' Special stats, making them have equivalent base Special stats of over 200. How the hell do you combat that? There's only one way to even the scale, and that's using your OWN Soul Dew-enhanced Latios. Not Latias. Latias' doubled Sp. Atk will not stand up to her

brother's. The team I used was a Thunderdancing Raikou, Special Sweeping Groudon, and Soul Dew-enhanced Latias. No matter what I do, they have been unable to defeat his team. If you can defeat this Trainer, you are a Single Battle professional.

```
#####
##### Orre Colosseum ##### Type Distribution #####
##### Double Battle #####
#####
# Level Limit: 100 # # [N] 6 # [Gr] 2 # [Gd] 5 # [R] 4 # [S] #
# Poké Coupon: 5,000 # # [Fi] 1 # [I] 2 # [Fl] 10 # [Gh] 3 # #
# Difficulty: VERY EXTREME Hard# # [W] 8 # [Ft] 2 # [Ps] 8 # [Dr] 10 # 5 #
##### # [E] 3 # [Po] 1 # [B] 5 # [Dk] 4 # #
#####
```

This tournament holds the most badass teams in all of Orre. Setting up speedy combos is the name of the game here. If you don't have a Cleric and fast sweepers here, simply put, you will not make it.

Round I ###
Rich Boy Venak

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Skarmory #Spikes #Toxic #Drill Peck#Roar #BrightPwdr#Keen Eye #
#Swampert #Earthquake#MuddyWater#Ice Beam #Roar #Scope Lens#Torrent #
#Sableye #ConfuseRay#Toxic #ShadowBall#Recover #Lum Berry #Keen Eye #
#Shuckle #Toxic #Attract #Safeguard #Rest #Chesto B. #Sturdy #
#Regice #Icy Wind #Ice Beam #Thundrbolt#Protect #Focus Band#Clear Body#
#Umbreon #ConfuseRay#Toxic #Faint Atk #Moonlight #Leftovers #Synchroniz#
#####
```

This team is full of Confusing, Toxicing, Spiking Pokémon. All Annoyers. You'll probably need to use your Cleric this battle if you have one. Umbreon is especially nasty in this battle.

Round II ###
Supertrainer Huron

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Suicune #Ice Beam #Hydro Pump#Calm Mind #Rest #Chesto B. #Pressure #
#Rhydon #Megahorn #Earthquake#Rock Blast#Protect #Quick Claw#ThunderRod#
#Swallow #Return #Aerial Ace#Hyper Beam#Quick Atk #ChoiceBand#Guts #
#Latios #Psychic #Thundrbolt#DragonClaw#Ice Beam #Soul Dew #Levitate #
#Metagross #MeteorMash#Earthquake#ShadowBall#Protect #Scope Lens#Clear Body#
#Walrein #Ice Beam #Waterfall #Sheer Cold#Protect #Leftovers #Thick Fat #
#####
```

This Supertrainer does the Dew. Not good. Latios will almost always be chosen for battle, as will Rhydon. This is like the Ein battle in Story Mode, only a million times harder. Take Rhydon down first, then work from there.

Round III ###
Worker Bomber

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
```



```

#-----#-----#-----#-----#-----#-----#-----#
#Miltank #Psych Up #Earthquake#ShadowBall#Return #BrightPwdr#Thick Fat #
#Linoone #Belly Drum#ShadowBall#Return #Rest #Chesto B. #Pickup #
#Latias #Help Hand #Reflect #Light Scrn#Psychic #LaxIncense#Levitate #
#Crobat #ShadowBall#Aerial Ace#SludgeBomb#ConfuseRay#Scope Lens#InnerFocus#
#Shedinja #SwordDance#SilverWind#ShadowBall#Protect #Lum Berry #WondrGuard#
#Jirachi #Psychic #Thunder #WaterPulse#Protect #Quick Claw#SerenGrace#
#####

```

Linoone is your main target here. Once it hits the arena, it will BD and Rest, which causes its Chesto Berry to activate, waking it up with maximum Attack. If you see him start this, focus all your attacks on it, or it will beat the hell out of your Pokémon. Seriously. And do NOT let Miltank use Psych Up on it.

Round IV ###
Cooltrainer Forgon

```

#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Dusclops #Imprison #Protect #Ice Beam #Earthquake#Chesto B. #Pressure #
#Flygon #Fire Blast#Earthquake#Crunch #DragonClaw#BrightPwdr#Levitate #
#Rayquaza #Thundrbolt#Ice Beam #Protect #DragonClaw#Scope Lens#Air Lock #
#Salamence #Earthquake#Aerial Ace#DoubleEdge#BrickBreak#LaxIncense#Intimidate#
#Magneton #Thundrbolt#ThundrWave#Reflect #Hidden Pwr#Quick Claw#Sturdy #
#Altaria #FlmThrower#Sky Attack#Earthquake#DragonClaw#Kings Rock#NatureCure#
#####

```

This will be a veeeerry tricky battle. From the setup, it doesn't seem like it's a very balanced team, with four Dragons on it. And you know how badly Dragons react to icy attacks? Well, he will send out Dusclops and have it use Imprison. What does Imprison do? Well, it will prevent the use of any move the user and target both know. In other words, Ice Beam. Having a Pokémon with Dragon Claw or Dragonbreath really helps a lot here.

Round V ###
Rider Marley

```

#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Hariyama #Help Hand #BrickBreak#Fake Out #Protect #Leftovers #Thick Fat #
#Kingdra #Rain Dance#Hydro Pump#Ice Beam #DrgnBreath#Kings Rock#Swift Swim#
#Raikou #Thunder #Crunch #Hidden Pwr#Protect #BrightPwdr#Pressure #
#Sceptile #DragonClaw#Leaf Blade#Crunch #Detect #Focus Band#Overgrow #
#Starmie #Thunder #Ice Beam #Protect #Hydro Pump#Scope Lens#NatureCure#
#Gyarados #Earthquake#Return #Drgn Dance#Hidden Pwr#Lum Berry #Intimidate#
#####

```

Finally, a Rider with a Raikou! I wonder if she really rides it... Anyway, back to the strategy. This is an extremely fast team that will set up Thunderdance combos. In the rain, four of Marley's Pokémon have base Speed 115 or higher. Very few effective Electric-types can get that kind of Speed. Raikou can defeat much of this team. If you don't use Raikou, change the weather to something more favorable.

Round VI ###
Supertrainer Okamoo

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Ninjask #SwordDance#Aerial Ace#Baton Pass#Protect #Lum Berry #SpeedBoost#
#Togetic #Follow Me #Light Scrn#Reflect #Encore #LaxIncense#SerenGrace#
#Feraligatr#BrickBreak#Slash #Crunch #Hydro Pump#Scope Lens#Torrent #
#Heracross #Megahorn #Earthquake#Endure #Reversal #SalacBerry#Swarm #
#Ursaring #Return #Aerial Ace#BrickBreak#Rest #Chesto B. #Guts #
#Scizor #SwordDance#Baton Pass#Aerial Ace#SilverWind#Focus Band#Swarm #
#####
```

This isn't going to be easy by a long shot. The basic idea of his team is to BP Ninjask's stat boosts onto his physical sweepers, making them invincible. Take out Ninjask and Scizor quickly. If they BP onto powerful sweepers, you're done. Battle Over. Togetic will also draw your attacks with Follow Me.

Semifinal ###
Supertrainer Shun

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Regirock #Explosion #Sunny Day #AncientPwr#Protect #Silk Scarf#Protect #
#Shiftry #Explosion #Fake Out #Solarbeam #ShadowBall#Lum Berry #Chlorophyl#
#Golem #Explosion #Protect #Rock Blast#Earthquake#Quick Claw#Rock Head #
#Electrode #Explosion #Thundrbolt# # #ChoiceBand#Soundproof#
#Houndoom #Overheat #Solarbeam #Crunch #Protect #White Herb#Flash Fire#
#Alakazam #Psychic #Fire Punch#Protect #Ice Punch #LaxIncense#InnerFocus#
#####
```

Once Regirock hits the arena, obliterate it immediately or it will set up the rest of his team. Typically, it will Sunny Day, then suicide all over your team. And with 100 base Attack, that's not a good thing. If you can burn through Shiftry with powered-up Fire attacks, do it. Otherwise, change the weather to rain, hindering Shun's strategy. It's your only chance.

Final ###
Myth Trainer Inity

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Latias #Calm Mind #Ice Beam #Mist Ball #DragonClaw#Leftovers #Levitate #
#Laios #Psychic #DragonClaw#Thunder #Solarbeam #Soul Dew #Levitate #
#Kyogre #WaterSpout#Ice Beam #Thunder #Protect #BrightPwdr#Drizzle #
#Salamence #Fire Blast#DragonClaw#Hydro Pump#Crunch #Scope Lens#Intimidate#
#Groudon #Earthquake#AncientPwr#Overheat #Protect #LaxIncense#Drought #
#Slaking #Hyper Beam#Earthquake#ShadowBall# #ChoiceBand#Truant #
#####
```

It is very irritating sitting there an hour struggling through the tournament and continually losing to this Trainer. This guy uses nothing but Stat Tier Pokémon. Certainly, this is the ultimate test for any Double Battle team, and one you would ordinarily not have to worry about facing. Kingdra is a decent choice here if rain shows up, as Swift Swim will double its Speed. Typically, you will see him wield Kyogre, Groudon, Salamence, and Latios. The former two will set up weather combos, and the latter two are able to

take advantage of either setup. Every experienced Double Battler is well aware that the majority of combos rely upon changing the weather. This team will take advantage of the weather in almost any situation. Now you're thinking TSS can pwn this team. Not really. TSS can take quite a long time to set up, and you don't have any time to set anything up. If you have brought Rayquaza to this tournament, now would be a fabulous time to use it. If Latias or Kyogre hit the field, switch it out.

b. Mt. Battle

[S07-02MTB]

If you can defeat all 100 Trainers of Mt. Battle in either Single Battle mode or Double Battle mode, Ho-oh will be added to your PC in your Story Mode file. That's no typo. However, there are a couple of conditions you have to meet first.

- 1) You must have fully purified all 48 Shadow Pokémon you can obtain in the Story Mode.
- 2) The Pokémon you use must be from Story Mode.

However, there's a workaround to the second condition. You can use any GBA Pokémon you want, if you transfer them onto Colosseum first. You can work toward your Story Mode objective and your Battle Mode objective at the same time, but if you haven't purified all 48 Shadow Pokémon before you defeat the last Trainer, you will have to start Mt. Battle all over again. The legendary bird Ho-oh is well worth the climb!!

You must use the same team all the way up the entire mountain. The Trainers here will have Pokémon of at least Lv50. If you use ones of higher level, the Pokémon you face will have a level that matches that of your highest Pokémon. You will be able to suspend your climb after any victory.

The Poké Coupon payouts also differ from Story Mode. The table depicts the maximum amount of Coupons you can win. If you use a legendary Pokémon in a battle, the amount you win at the end of the Area will decrease by 15%. This is cumulative, and decreases in the same fashion as the Colosseum Battles. If this data is wrong, let me know.

```
#####  
##### Poké Coupon Award Table #####  
#####  
## Area # Coupon ## Area # Coupon ##  
##-----#-----##-----#-----##  
## 1 # 50 ## 6 # 1,600 ##  
## 2 # 100 ## 7 # 1,800 ##  
## 3 # 200 ## 8 # 2,000 ##  
## 4 # 400 ## 9 # 3,000 ##  
## 5 # 800 ## 10 # 5,000 ##  
#####
```

```
#####  
#### Mt. Battle ####  
#### Single Battle ####  
#####
```

```
### Round I ###  
Glasses Man Rood
```

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Sunkern #Growth #Sunny Day #Absorb #BulletSeed# #Chlorophyl#
#Magikarp #Splash #Tackle #Flail # # #Swift Swim#
#Wurmple #Tackle #StringShot#Psn Sting # # #ShieldDust#
#Azurill #Attract #Bubble #Charm #Water Gun # #Huge Power#
#Ralts #Confusion #Hypnosis #Teleport #Growl # #Trace #
#Silcoon #Harden #StringShot#Tackle #Psn Sting # #Shed Skin #
#####
```

This guy is a pushover. Even if you were a complete n00b, there is no excuse not to get a perfect round and the extra Continue that comes with it.

Round II

Athlete Sano

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Wooper #Water Gun #Tail Whip #Amnesia #Rain Dance# #Wtr Absorb#
#Cascoon #Tackle #Psn Sting #StringShot#Harden # #Shed Skin #
#Feebas #Splash #Tackle #Flail #Mud Sport # #Swift Swim#
#Nincada #Harden #Leech Life#FalseSwipe#SandAttack# #Comp. Eyes#
#Lotad #Astonish #Rain Dance#Mist #Absorb # #Swift Swim#
#Igglybuff #Sing #Pound #Charm #Sweet Kiss# #Cute Charm#
#####
```

Now honestly, I was expecting more of the first Area. This guy is also a pushover. Take your extra Continue and move on to the next round.

Round III

Rider Eargle

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Pichu #Shock Wave#Secret Pwr#Charm #Sweet Kiss# #Static #
#Makuhita #Arm Thrust#Whirlwind #Knock Off #Reversal # #Guts #
#Poochyena #Tackle #Scary Face#Swagger #Thief # #Run Away #
#Duskull #Astonish #ConfuseRay#Disable #Pursuit # #Levitate #
#Seedot #Bide #Synthesis #Quick Atk #Sunny Day # #Chlorophyl#
#Zigagoon #Tackle #Flail #OdorSleuth#PinMissile# #Pickup #
#####
```

Again, take your extra Continue and move on.

Round IV

Lady Zoila

```
#####
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
#-----#-----#-----#-----#-----#-----#-----#
#Marill #Water Gun #Tail Whip #Rollout #Rain Dance# #Huge Power#
#Zubat #Astonish #ConfuseRay#Gust #Mean Look # #InnerFocus#
#Barboach #Water Gun #Snore #Rest #Fissure # #Oblivious #
#Slugma #Yawn #Amnesia #Acid Armor#Ember # #MagmaArmor#
#Ledyba #Aerial Ace#Safeguard #Light Scrn#Dig # #Early Bird#
#Skitty #Sing #Assist #Charm #Covet # #Cute Charm#
#####
```

This is the toughest team yet, but it's not saying much... The only way I could see not getting perfect here is if Barboach's Fissure gets you.

Round V

Lady In Suit Secort

```
#####  
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #  
#-----#-----#-----#-----#-----#-----#-----#  
#Togepi #Shock Wave#Wish #Metronome #Safeguard # #SerenGrace#  
#Hoppip #Mega Drain#Leech Seed#Attract #Stun Spore# #Chlorophyl#  
#Smeargle #Agility #Flail #Endure #OdorSleuth# #Own Tempo #  
#Taillow #Focus Engy#DoubleTeam#Quick Atk #Peck # #Guts #  
#Trapinch #Gust #SandAttack#Sand Tomb #Sandstorm # #Arena Trap#  
#Shedinja #Endure #MindReader#Harden #Rest # #WondrGuard#  
#####
```

Clearly she has no clue how to use Shedinja. Togepi's Metronome is a complete wildcard, so be prepared for anything.

Round VI

Fun Old Man Grund

```
#####  
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #  
#-----#-----#-----#-----#-----#-----#-----#  
#Wynaut #Charm #MirrorCoat#Counter #Safeguard # #Shadow Tag#  
#Swinub #PowderSnow#OdorSleuth#Return #Endure # #Oblivious #  
#Sentret #Scratch #Def. Curl #FurySwipes#Thief # #Keen Eye #  
#Hoothoot #Foresight #Tackle #Hypnosis #Peck # #Insomnia #  
#Kirlia #DoubleTeam#Taunt #Confusion #Growl # #Trace #  
#Wingull #Water Gun #Quick Atk #Mist #Pursuit # #Keen Eye #  
#####
```

Wynaut's retaliatory moves can prevent a perfect win, but that's about it. This team will give you little trouble.

Round VII

Roller Boy Gars

```
#####  
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #  
#-----#-----#-----#-----#-----#-----#-----#  
#Jigglypuff#Sing #Mimic #DoubleSlap#Def. Curl # #Cute Charm#  
#Meditite #Hidden Pwr#Detect #Confusion #Fake Out # #Pure Power#  
#Spheal #Encore #Hail #Ice Ball #Water Gun # #Thick Fat #  
#Mareep #ThunderShk#Tackle #Light Scrn#Attract # #Static #  
#Geodude #Rock Smash#Rollout #Tackle #Def. Curl # #Rock Head #  
#Spinarak #Psn Sting #FurySwipes#Leech Life#Spider Web# #Insomnia #  
#####
```

The most interesting set so far. This is acually a diverse team, but it is so weak that almost anything can take it down with ease.

Round VIII

Hunter Ladin

```
#####  
#Pokémon #Move1 #Move2 #Move3 #Move4 #Item #Trait #
```

```

#-----#-----#-----#-----#-----#-----#-----#
#Electrike #Quick Atk #WilloWisp #Ember      #Safeguard #          #Static   #
#Vulpix   #Hidden Pwr#Detect    #Confusion #Fake Out #          #Flash Fire#
#Slakoth  #Yawn      #Covet    #Aerial Ace#Slack Off #          #Truant   #
#Pineco   #PinMissile#Rapid Spin#Tackle   #Spikes   #          #Sturdy   #
#Shuppet  #Spite     #Astonish #WilloWisp #Snatch   #          #Insomnia #
#Horsea   #Twister   #Bubble   #Agility  #Smoke Scrn#        #Swift Swim#
#####

```

Again, a diverse team with absolutely no support whatsoever.

Round IX ###
Bodybuilder Rapoz

```

#####
#Pokémon  #Move1    #Move2    #Move3    #Move4    #Item     #Trait     #
#-----#-----#-----#-----#-----#-----#-----#
#Shroomish #Leech Seed#Stun Spore#Mega Drain#Fake Tears#        #Eff. Spore#
#Whismur   #Astonish #Pound     #Supersonic#Roar     #          #Soundproof#
#Snorunt   #PowderSnow#DoubleTeam#Bite      #Hail     #          #InnerFocus#
#Surskit   #Quick Atk #Agility   #Bubble    #Mist     #          #Swift Swim#
#Pikachu   #Tackle    #Agility   #Growl     #ThunderShk#        #Static    #
#Sandshrew #Scratch   #Sand Tomb #Rapid Spin#FurySwipes#        #Sand Veil #
#####

```

A variety of types represented here, but all their moves are weak.

Round X ###
Area Leader Vannos

```

#####
#Pokémon  #Move1    #Move2    #Move3    #Move4    #Item     #Trait     #
#-----#-----#-----#-----#-----#-----#-----#
#Baltoy   #Mud-Slap #Rock Tomb #Confusion #Sandstorm #        #Levitate  #
#Beldum   #Take Down #          #          #          #ChoiceBand#Clear Body#
#Bagon    #Rage     #Bite     #Ember    #Leer     #          #Rock Head #
#Remoraid #Lock-On  #Supersonic#Water Gun #Focus Engy#        #Hustle    #
#Slaking  #Solarbeam #          #          #          #          #Truant    #
#Larvitar #Sandstorm #Pursuit  #Bite     #Screech  #          #Guts      #
#####

```

Slaking with SOLARBEAM?! Honestly, pray this guy uses it. With only Solarbeam, Slaking CAN'T ATTACK!! Period!! The only problem you may run into is the Beldum with Choice Band.

Round XI ###
Hunter Girod

```

#####
#Pokémon  #Move1    #Move2    #Move3    #Move4    #Item     #Trait     #
#-----#-----#-----#-----#-----#-----#-----#
#Gulpin   #Acid Armor#Toxic     #Amnesia  #Pound    #          #LiquidOoze#
#Torchic  #SandAttack#Ember     #Quick Atk #MirrorMove#        #Blaze     #
#Carvanha #Rage     #Thief    #Scary Face#Swagger   #          #Rough Skin#
#Numel    #Ember    #Amnesia  #Tackle   #Protect  #          #Oblivious #
#Treecko  #Quick Atk #Detect    #Pound    #Absorb   #          #Overgrow  #
#Corphish #Harden   #Taunt    #Knock Off #Guillotine#        #Hyp.Cutter#
#####

```

The only potential problem is if Corphish starts hitting the mark with

Guillotine. Other than that, no worries.

c. Gang Battle

[S07-03GNG]

--Introduction--

This is what all the RSbot players waited so long for. This is the mode that lets you battle your Pokémon with your friends in fabulous, GameCube-enhanced 3D!

All that Gang Battle is is just a 3D replication of Ruby/Sapphire Link battles. You can play with a single friend in Single or Double Battles, or with three other players in Multi Battles. There is not a Vs. Computer option for Gang Battles. As with the Colosseum and Mt. Battle tournaments, you cannot rent Pokémon, like you could in Pokémon Stadium/2.

You can link Pokémon Colosseum's Story Mode Pokémon to one or three Game Boy Advance systems, or link two or four GBAs and have Single, Double, or Multi Battles, if you have enough equipment.

--General Pokémon Eligibility Requirements--

Here is what Pokémon Colosseum will NOT accept in Gang Battles:

- 1) Shadow Pokémon from Story Mode can't battle.
- 2) Pokémon that were enhanced with a game-enhancement device, such as Game Shark, can't battle. Once you "Shark" a Pokémon, there is no way to "un-Shark" it.

That's it. All other Pokémon are accepted in Gang Battles.

--Rules--

There are three default rule sets: Anything Goes, Max Lv. 50, and Max Lv. 100. There are also three Edit Rule sets you can fiddle with to create your own custom battles. Here is an explanation of the default rule sets and what kind of rule sets you can create.

```
XXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXX Anything Goes XXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXX
```

```
Pokémon Levels: Lv001 - Lv100
Max 6 Pokémon Total: Lv600 (Unrestricted)
Allow Same Pokémon: Yes
Allow Hold Items: Yes
Allow Same Hold Items: Yes
Two or More Can Sleep: No
Two Plus Can Freeze: No
Allow Skill Swap: Yes
All Faint from Selfdestruct
or Explosion and User Loses: Yes
Can Last Pokémon use
Perish Song or Destiny Bond: No
Allow Fixed-Damage Moves like
Dragon Rage and Sonicboom: Yes
Match Time Limit: Unlimited
Choice Time Limit: Unlimited
All six Pokémon will go into battle instead of the usual three or four.
```

XXXXXXXXXXXXXXXXXXXXXXXXX
XXXX Max Lv. 50 XXXX
XXXXXXXXXXXXXXXXXXXXXXXXX

Pokémon Levels: Lv001 - Lv050
Max 6 Pokémon Total: Lv300 (Unrestricted)
Allow Same Pokémon: No
Allow Hold Items: Yes
Allow Same Hold Items: No
Two or More Can Sleep: No
Two Plus Can Freeze: No
Allow Skill Swap: Yes
All Faint from Selfdestruct
or Explosion and User Loses: Yes
Can Last Pokémon use
Perish Song or Destiny Bond: No
Allow Fixed-Damage Moves like
Dragon Rage and Sonicboom: Yes
Match Time Limit: Unlimited
Choice Time Limit: Unlimited

XXXXXXXXXXXXXXXXXXXXXXXXX
XXXX Max Lv. 100 XXXX
XXXXXXXXXXXXXXXXXXXXXXXXX

Pokémon Levels: Lv001 - Lv100
Max 6 Pokémon Total: Lv600 (Unrestricted)
Allow Same Pokémon: No
Allow Hold Items: Yes
Allow Same Hold Items: No
Two or More Can Sleep: No
Two Plus Can Freeze: No
Allow Skill Swap: Yes
All Faint from Selfdestruct
or Explosion and User Loses: Yes
Can Last Pokémon use
Perish Song or Destiny Bond: No
Allow Fixed-Damage Moves like
Dragon Rage and Sonicboom: Yes
Match Time Limit: Unlimited
Choice Time Limit: Unlimited

Explantaion of each Rule Setting

Pokémon Levels

Set the minimum and maximum Pokémon Levels allowed, from 1 to 100.

Max 6 Pokémon Total

Set the maximum Level total for the team of six Pokémon, from 6 to 600.
Useful for limiting the number of higher-level Pokémon in tournaments
where slight variations in level are allowed.

Allow Same Pokémon

If this option is set to Yes, the players can use two of the same
Pokémon on their teams. Otherwise, they cannot.

Allow Hold Items

XX Choice Band	XX Boosts a move's power by 50%, but only that move	XX
XX	XX is allowed. The move is determined by first use.	XX
XX Light Ball	XX Doubles Sp. Atk of Pikachu.	XX
XX Stick	XX Raises Critical Hit ratio of Farfetch'd.	XX
XX Thick Club	XX Doubles Attack of Cubone or Marowak.	XX
XX Deepseatooth	XX Doubles Sp. Atk of Clamperl.	XX
XX Deepseascale	XX Doubles Sp. Def of Clamperl.	XX
XX Lucky Punch	XX Raises Critical Hit ratio of Chansey.	XX
XX Soul Dew	XX Doubles Special stats of Latios and Latias.	XX
XX		

Wow, that's a lot of Hold items!

Allow Same Hold Items

If this option is set to Yes, two or more Pokémon on the same team can hold the same item. If it is set to No, they can't.

Two or More Can Sleep

If this option is set to Yes, you can put two or more of your opponent's Pokémon to sleep. If set to No, any sleep-inducing move will fail if one of your opponent's Pokémon is already asleep. It is possible, however, to put one Pokémon to sleep and freeze another.

Two Plus Can Freeze

Basically synonymous with the previous rule. If set to Yes, you can Freeze two or more of your opponent's Pokémon. If set to No, Ice-type moves that can Freeze the targeted Pokémon will still inflict damage, but they won't Freeze the target. It is possible, however, to put one Pokémon to sleep and freeze another.

Allow Skill Swap

If this option is set to Yes, players can use the move Skill Swap. If set to No, they can't. The reason for this is a Skill Swapped Slaking is considered 00ber. (Wonder Guard cannot be Skill Swapped.)

All Faint from Selfdestruct or Explosion and User Loses

If this option is set to Yes, if every Pokémon in the arena faints as a result of Selfdestruct or Explosion, and the SDer/Exploder was the team's last Pokémon, the user's team loses. If set to No, the battle will be a draw.

Can Last Pokémon use Perish Song or Destiny Bond

If this option is set to No, if the last Pokémon on a team uses Perish Song or Destiny Bond, the move will fail. If set to Yes, the move will operate normally.

Allow Fixed-Damage Moves like Dragon Rage and Sonicboom

If this option is set to No, moves that do a set amount of damage no matter what, like Dragon Rage, will have no effect. If set to Yes, they will function normally. This is useful for a rule set I will show you in this section.

Match Time Limit

Can be set from 1 to 99 minutes, or be turned off. If the clock runs out, the team with the most Pokémon left wins. If both teams have the same number of Pokémon left, total HP remaining breaks the tie. If both HP totals are identical, the battle is a draw.

Choice Time Limit

Can be set from 1 to 99 seconds, or turned off. This limits the amount

X Venusaur	X No	X Kingler	X No	X Quagsire	X No	X Ninjask	X No	X
X Charmander	X Yes	X Voltorb	X Yes	X Espeon	X No	X Shedinja	X No	X
X Charmeleon	X No	X Electrode	X No	X Umbreon	X No	X Whismur	X Yes	X
X Charizard	X No	X Exeggcute	X Yes	X Murkrow	X No	X Loudred	X No	X
X Squirtle	X Yes	X Exeggutor	X No	X Slowking	X No	X Exploud	X No	X
X Wartortle	X No	X Cubone	X Yes	X Misdreavus	X No	X Makuhita	X Yes	X
X Blastoise	X No	X Marowak	X No	X Unown	X No	X Hariyama	X No	X
X Caterpie	X Yes	X Hitmonlee	X No	X Wobbuffet	X No	X Azurill	X Yes	X
X Metapod	X No	X Hitmonchan	X No	X Girafarig	X No	X Nosepass	X No	X
X Butterfree	X No	X Lickitung	X No	X Pineco	X Yes	X Skitty	X Yes	X
X Weedle	X Yes	X Koffing	X Yes	X Forretress	X No	X Delcatty	X No	X
X Kakuna	X No	X Weezing	X No	X Dunsparce	X No	X Sableye	X No	X
X Beedrill	X No	X Rhyhorn	X Yes	X Gligar	X No	X Mawile	X No	X
X Pidgey	X Yes	X Rhydon	X No	X Steelix	X No	X Aron	X Yes	X
X Pidgeotto	X No	X Chansey	X Yes	X Snubbull	X Yes	X Lairon	X No	X
X Pidgeot	X No	X Tangela	X No	X Granbull	X No	X Aggron	X No	X
X Rattata	X Yes	X Kangaskhan	X No	X Qwilfish	X No	X Meditite	X Yes	X
X Raticate	X No	X Horsea	X Yes	X Scizor	X No	X Medicham	X No	X
X Spearow	X Yes	X Seadra	X No	X Shuckle	X No	X Electrike	X Yes	X
X Fearow	X No	X Goldeen	X Yes	X Heracross	X No	X Manectric	X No	X
X Ekans	X Yes	X Seaking	X No	X Sneasel	X No	X Plusle	X No	X
X Arbok	X No	X Staryu	X Yes	X Teddiursa	X Yes	X Minun	X No	X
X Pikachu	X No	X Starmie	X No	X Ursaring	X No	X Volbeat	X No	X
X Raichu	X No	X Mr. Mime	X No	X Slugma	X Yes	X Illumise	X No	X
X Sandshrew	X Yes	X Scyther	X Yes	X Magcargo	X No	X Roselia	X No	X
X Sandslash	X No	X Jynx	X No	X Swinub	X Yes	X Gulpin	X Yes	X
X Nidoran (F)	X Yes	X Electabuzz	X No	X Piloswine	X No	X Swalot	X No	X
X Nidorina	X No	X Magmar	X No	X Corsola	X No	X Carvanha	X Yes	X
X Nidoqueen	X No	X Pinsir	X No	X Remoraid	X Yes	X Sharpedo	X No	X
X Nidoran (M)	X Yes	X Tauros	X No	X Octillery	X No	X Wailmer	X Yes	X
X Nidorino	X No	X Magikarp	X Yes	X Delibird	X No	X Wailord	X No	X
X Nidoking	X No	X Gyarados	X No	X Mantine	X No	X Numel	X Yes	X
X Clefairy	X No	X Lapras	X No	X Skarmory	X No	X Camerupt	X No	X
X Clefable	X No	X Ditto	X No	X Houndour	X Yes	X Torkoal	X No	X
X Vulpix	X Yes	X Eevee	X Yes	X Houndoom	X No	X Spoink	X Yes	X
X Ninetales	X No	X Vaporeon	X No	X Kingdra	X No	X Grumpig	X No	X
X Jigglypuff	X No	X Jolteon	X No	X Phanpy	X Yes	X Spinda	X No	X
X Wigglytuff	X No	X Flareon	X No	X Donphan	X No	X Trapinch	X Yes	X
X Zubat	X Yes	X Porygon	X Yes	X Porygon2	X No	X Vibrava	X No	X
X Golbat	X No	X Omanyte	X Yes	X Stantler	X No	X Flygon	X No	X
X Oddish	X Yes	X Omastar	X No	X Smeargle	X No	X Cacnea	X Yes	X
X Gloom	X No	X Kabuto	X Yes	X Tyrogue	X Yes	X Cacturne	X No	X
X Vileplume	X No	X Kabutops	X No	X Hitmontop	X No	X Swablu	X Yes	X
X Paras	X Yes	X Aerodactyl	X No	X Smoochum	X Yes	X Altaria	X No	X
X Parasect	X No	X Snorlax	X No	X Elekid	X Yes	X Zangoose	X No	X
X Venonat	X Yes	X Articuno	X No	X Magby	X Yes	X Seviper	X No	X
X Venomoth	X No	X Zapdos	X No	X Miltank	X No	X Lunatone	X No	X
X Diglett	X Yes	X Moltres	X No	X Blissey	X No	X Solrock	X No	X
X Dugtrio	X No	X Dratini	X Yes	X Raikou	X No	X Barboach	X Yes	X
X Meowth	X Yes	X Dragonair	X No	X Entei	X No	X Whiscash	X No	X
X Persian	X No	X Dragonite	X No	X Suicune	X No	X Corphish	X Yes	X
X Psyduck	X Yes	X Mewtwo	X No	X Larvitar	X Yes	X Crawdaunt	X No	X
X Golduck	X No	X Mew	X No	X Pupitar	X No	X Baltoy	X Yes	X
X Mankey	X Yes	X Chikorita	X Yes	X Tyranitar	X No	X Claydol	X No	X
X Primeape	X No	X Bayleef	X No	X Lugia	X No	X Lileep	X Yes	X
X Growlithe	X Yes	X Meganium	X No	X Ho-oh	X No	X Cradily	X No	X
X Arcanine	X No	X Cyndaquil	X Yes	X Celebi	X No	X Anorith	X Yes	X
X Poliwag	X Yes	X Quilava	X No	X Treecko	X Yes	X Armaldo	X No	X
X Poliwhirl	X No	X Typhlosion	X No	X Grovyle	X No	X Feebas	X Yes	X
X Poliwrath	X No	X Totodile	X Yes	X Sceptile	X No	X Milotic	X No	X

X Abra	X Yes	X Croconaw	X No	X Torchic	X Yes	X Castform	X No	X
X Kadabra	X No	X Feraligatr	X No	X Combusken	X No	X Kecleon	X No	X
X Alakazam	X No	X Sentret	X Yes	X Blaziken	X No	X Shuppet	X Yes	X
X Machop	X Yes	X Furret	X No	X Mudkip	X Yes	X Banette	X No	X
X Machoke	X No	X Hoothoot	X Yes	X Marshtomp	X No	X Duskull	X Yes	X
X Machop	X No	X Noctowl	X No	X Swampert	X No	X Dusclops	X No	X
X Bellsprout	X Yes	X Ledyba	X Yes	X Poochyena	X Yes	X Tropius	X No	X
X Weepinbell	X No	X Ledian	X No	X Mightyena	X No	X Absol	X No	X
X Victreebel	X No	X Spinarak	X Yes	X Zigzagoon	X Yes	X Wynaut	X Yes	X
X Tentacool	X Yes	X Ariados	X No	X Linoone	X No	X Snorunt	X Yes	X
X Tentacruel	X No	X Crobat	X No	X Wurmple	X Yes	X Glalie	X No	X
X Geodude	X Yes	X Chinchou	X Yes	X Silcoon	X No	X Spheal	X Yes	X
X Graveler	X No	X Lanturn	X No	X Beautifly	X No	X Sealeo	X No	X
X Golem	X No	X Pichu	X Yes	X Cascoon	X No	X Walrein	X No	X
X Ponyta	X Yes	X Cleffa	X Yes	X Dustox	X No	X Clamperl	X Yes	X
X Rapidash	X No	X Igglybuff	X Yes	X Lotad	X Yes	X Huntail	X No	X
X Slowpoke	X Yes	X Togepi	X Yes	X Lombre	X No	X Gorebyss	X No	X
X Slowbro	X No	X Togetic	X No	X Ludicolo	X No	X Relicanth	X No	X
X Magnemite	X Yes	X Natu	X Yes	X Seedot	X Yes	X Luvdisc	X No	X
X Magnetron	X No	X Xatu	X No	X Nuzleaf	X No	X Bagon	X Yes	X
X Farfetch'd	X No	X Mareep	X Yes	X Shiftry	X No	X Shelgon	X No	X
X Doduo	X Yes	X Flaaffy	X No	X Tailow	X Yes	X Salamence	X No	X
X Dodrio	X No	X Ampharos	X No	X Swellow	X No	X Beldum	X Yes	X
X Seel	X Yes	X Bellossom	X No	X Wingull	X Yes	X Metang	X No	X
X Dewgong	X No	X Marill	X No	X Pelipper	X No	X Metagross	X No	X
X Grimer	X Yes	X Azumarill	X No	X Ralts	X Yes	X Regirock	X No	X
X Muk	X No	X Sudowoodo	X No	X Kirlia	X No	X Regice	X No	X
X Shellder	X Yes	X Politoed	X No	X Gardevoir	X No	X Registeel	X No	X
X Cloyster	X No	X Hoppip	X Yes	X Surskit	X Yes	X Latias	X No	X
X Gastly	X Yes	X Skiploom	X No	X Masquerain	X No	X Latios	X No	X
X Haunter	X No	X Jumpluff	X No	X Shroomish	X Yes	X Kyogre	X No	X
X Gengar	X No	X Aipom	X No	X Breloom	X No	X Groudon	X No	X
X Onix	X Yes	X Sunkern	X Yes	X Slakoth	X Yes	X Rayquaza	X No	X
X Drowzee	X Yes	X Sunflora	X No	X Vigoroth	X No	X Jirachi	X No	X
XX						Deoxys	X No	X
XX						Chimecho	X No	X
XX								

Now, just because the Pokémon in this competition are only Level 5 doesn't mean it will be easy to win. Because Level 5 Pokémon don't have very impressive stats, you need a perfect strategy. There's little room for error in the Little Cup, as the saying goes. Here is a sample Little Cup team that I came up with. It does not include Fire Red/Leaf Green exclusive Pokémon in it. I wouldn't call this team "good", but it gives you ideas for your own team.

Chikorita@Lum Berry
 Ability: Overgrow
 Sunny Day --- from TM11
 Synthesis --- Both parents must know the move
 Solarbeam --- from TM22
 Light Screen --- from TM16

Standard Sunnybeamer. Synthesis recovers to full with Sunny Day, and Light Screen helps ward off Fire attacks.

Electrike@Oran Berry
 Ability: Static (Lightningrod for Double Battles)
 Thunderbolt --- from TM24
 Double Team --- from TM32

Crunch --- Egg Move
filler

Special Sweeping set. The filler can be whatever you want, but I prefer HP Special if you have it.

Barboach@Citrus Berry
Ability: Oblivious
Earthquake --- from TM26
Surf --- from HM03
Ice Beam --- from TM13
Spark --- Egg Move

Another Special Sweeping set. EQ is there for STAB.

Abra@Berry Juice
Ability: Synchronize
Calm Mind --- from TM04
Psychic --- from TM29
Fire/Ice/Thunderpunch --- Egg Move
Fire/Ice/Thunderpunch --- Egg Move

An excellent Special Sweeper. Abra is possibly the fastest Pokémon that's Little-Cup eligible, and should be on your team no matter what. The last two moves are basically special fillers, so if you can't get two of the elemental Punches on it, any other Special Attack will substitute nicely.

Makuhita@Brightpowder/Quick Claw
Ability: Guts
Cross Chop/Dynamicpunch --- Egg Move
Shadow Ball --- from TM30
Bulk Up/Belly Drum --- BD from both parents, Bulk Up from TM08
physical filler

There are better Fighters out there, like Meditite and Machop, but I like Makuhita's egg moves. Shadow Ball is there to take out any Abras that appear. I prefer BD over Bulk Up due to speed. If you like BD, Citrus Berry is also an option. The held item helps it survive attacks, because of low defense stats. The physical filler could be Reversal, which is another Egg move.

Houndour@Salac Berry
Ability: Early Bird
Rest --- from TM44
Will-O-Wisp --- Egg Move
Flamethrower --- from TM35
Crunch --- from both parents

WOW is for pesky Fighting-types. The other moves should be self-explanatory.

XXXXXXXXXXXXXXXXXXXXX
XXXX Petit Cup XXXX
XXXXXXXXXXXXXXXXXXXXX

Ah, yes. The featherweight tournament of Pokémon. This was featured in Pokémon Stadium way back when. It certainly is an interesting tournament. It is similar to the Little Cup, but allows for EV training. The Pokémon are between levels 25 and 30. The rules of this tournament are very stringent.

Pokémon Levels: Lv025-Lv030
 Max 6 Pokémon Total: Lv160
 Allow Same Pokémon: No
 Allow Hold Items: Yes (Unrestricted)
 Allow Same Hold Items: No
 Two or More Can Sleep: No
 Two Plus Can Freeze: No
 Allow Skill Swap: Yes
 All Faint from Selfdestruct or Explosion and User Loses: Yes
 Can Last Pokémon use Perish Song or Destiny Bond: No
 Allow Fixed-Damage Moves like Dragon Rage and Sonicboom: Yes
 Match Time Limit: Unlimited
 Choice Time Limit: Unlimited

Other Rules: Qualifying Pokémon must meet the following two conditions:

- 1) It is shorter than 6' 8".
- 2) It weighs less than 44 pounds. (Exactly 44 lbs. does not qualify)
- 3) It is unevolved.
- 4) The Pokémon that go into battle cannot have a combined level total of more than:
 - a) 80 for Single Battles.
 - b) 105 for Double Battles.

This means that the following Pokémon are eligible for the Petit Cup. The Pokémon are ordered by National Dex number. All Pokémon, including currently unobtainable ones, are included in the list.

XX

XXXXXXXXXXXXXXXXXXXXXXXXXXXX Petit Cup Eligibility Table XXX

XX

X Pokémon	X Y/N	X Pokémon	X Y/N	X Pokémon	X Y/N	X Pokémon	X Y/N
X Bulbasaur	X Yes	X Hypno	X No	X Yanma	X No	X Slaking	X No
X Ivysaur	X No	X Krabby	X Yes	X Wooper	X Yes	X Nincada	X Yes
X Venusaur	X No	X Kingler	X No	X Quagsire	X No	X Ninjask	X No
X Charmander	X Yes	X Voltorb	X Yes	X Espeon	X No	X Shedinja	X No
X Charmeleon	X No	X Electrode	X No	X Umbreon	X No	X Whismur	X Yes
X Charizard	X No	X Exeggcute	X Yes	X Murkrow	X Yes	X Loudred	X No
X Squirtle	X Yes	X Exeggutor	X No	X Slowking	X No	X Exploud	X No
X Wartortle	X No	X Cubone	X Yes	X Misdreavus	X Yes	X Makuhita	X No
X Blastoise	X No	X Marowak	X No	X Unown	X Yes	X Hariyama	X No
X Caterpie	X Yes	X Hitmonlee	X No	X Wobbuffet	X No	X Azurill	X Yes
X Metapod	X No	X Hitmonchan	X No	X Girafarig	X No	X Nosepass	X No
X Butterfree	X No	X Lickitung	X No	X Pinenco	X Yes	X Skitty	X Yes
X Weedle	X Yes	X Koffing	X Yes	X Forretress	X No	X Delcatty	X No
X Kakuna	X No	X Weezing	X No	X Dunsparce	X Yes	X Sableye	X Yes
X Beedrill	X No	X Rhyhorn	X No	X Gligar	X No	X Mawile	X Yes
X Pidgey	X Yes	X Rhydon	X No	X Steelix	X No	X Aron	X No
X Pidgeotto	X No	X Chansey	X No	X Snubbull	X Yes	X Lairon	X No
X Pidgeot	X No	X Tangela	X Yes	X Granbull	X No	X Aggron	X No
X Rattata	X Yes	X Kangaskhan	X No	X Qwilfish	X Yes	X Meditite	X Yes
X Raticate	X No	X Horsea	X Yes	X Scizor	X No	X Medicham	X No
X Spearow	X Yes	X Seadra	X No	X Shuckle	X No	X Electrike	X Yes
X Fearow	X No	X Goldeen	X Yes	X Heracross	X No	X Manectric	X No
X Ekans	X Yes	X Seaking	X No	X Sneasel	X No	X Plusle	X Yes
X Arbok	X No	X Staryu	X No	X Teddiursa	X Yes	X Minun	X Yes
X Pikachu	X No	X Starmie	X No	X Ursaring	X No	X Volbeat	X Yes
X Raichu	X No	X Mr. Mime	X No	X Slugma	X No	X Illumise	X Yes
X Sandshrew	X Yes	X Scyther	X No	X Magcargo	X No	X Roselia	X No

X Sandslash	X	No	X Jynx	X	No	X Swinub	X	Yes	X Gulpin	X	Yes	X
X Nidoran(F)	X	Yes	X Electabuzz	X	No	X Piloswine	X	No	X Swalot	X	No	X
X Nidorina	X	No	X Magmar	X	No	X Corsola	X	Yes	X Carvanha	X	No	X
X Nidoqueen	X	No	X Pinsir	X	No	X Remoraid	X	Yes	X Sharpedo	X	No	X
X Nidoran(M)	X	Yes	X Tauros	X	No	X Octillery	X	No	X Wailmer	X	No	X
X Nidorino	X	No	X Magikarp	X	Yes	X Delibird	X	No	X Wailord	X	No	X
X Nidoking	X	No	X Gyarados	X	No	X Mantine	X	No	X Numel	X	No	X
X Clefairy	X	No	X Lapras	X	No	X Skarmory	X	No	X Camerupt	X	No	X
X Clefable	X	No	X Ditto	X	Yes	X Houndour	X	Yes	X Torkoal	X	No	X
X Vulpix	X	Yes	X Eevee	X	Yes	X Houndoom	X	No	X Spoink	X	No	X
X Ninetales	X	No	X Vaporeon	X	No	X Kingdra	X	No	X Grumpig	X	No	X
X Jigglypuff	X	No	X Jolteon	X	No	X Phanpy	X	No	X Spinda	X	Yes	X
X Wigglytuff	X	No	X Flareon	X	No	X Donphan	X	No	X Trapinch	X	Yes	X
X Zubat	X	Yes	X Porygon	X	No	X Porygon2	X	No	X Vibrava	X	No	X
X Golbat	X	No	X Omanyte	X	Yes	X Stantler	X	No	X Flygon	X	No	X
X Oddish	X	Yes	X Omastar	X	No	X Smeargle	X	No	X Cacnea	X	No	X
X Gloom	X	No	X Kabuto	X	Yes	X Tyrogue	X	Yes	X Cacturne	X	No	X
X Vileplume	X	No	X Kabutops	X	No	X Hitmontop	X	No	X Swablu	X	Yes	X
X Paras	X	Yes	X Aerodactyl	X	No	X Smoochum	X	Yes	X Altaria	X	No	X
X Parasect	X	No	X Snorlax	X	No	X Elekid	X	No	X Zangoose	X	No	X
X Venonat	X	No	X Articuno	X	No	X Magby	X	No	X Seviper	X	No	X
X Venomoth	X	No	X Zapdos	X	No	X Miltank	X	No	X Lunatone	X	No	X
X Diglett	X	Yes	X Moltres	X	No	X Blissey	X	No	X Solrock	X	No	X
X Dugtrio	X	No	X Dratini	X	Yes	X Raikou	X	No	X Barboach	X	Yes	X
X Meowth	X	Yes	X Dragonair	X	No	X Entei	X	No	X Whiscash	X	No	X
X Persian	X	No	X Dragonite	X	No	X Suicune	X	No	X Corphish	X	Yes	X
X Psyduck	X	Yes	X Mewtwo	X	No	X Larvitar	X	No	X Crawdaunt	X	No	X
X Golduck	X	No	X Mew	X	No	X Pupitar	X	No	X Baltoy	X	No	X
X Mankey	X	Yes	X Chikorita	X	Yes	X Tyranitar	X	No	X Claydol	X	No	X
X Primeape	X	No	X Bayleef	X	No	X Lugia	X	No	X Lileep	X	No	X
X Growlithe	X	Yes	X Meganium	X	No	X Ho-oh	X	No	X Cradily	X	No	X
X Arcanine	X	No	X Cyndaquil	X	Yes	X Celebi	X	No	X Anorith	X	Yes	X
X Poliwhag	X	Yes	X Quilava	X	No	X Treecko	X	Yes	X Armaldo	X	No	X
X Poliwhirl	X	No	X Typhlosion	X	No	X Grovyle	X	No	X Feebas	X	Yes	X
X Poliwrath	X	No	X Totodile	X	Yes	X Sceptile	X	No	X Milotic	X	No	X
X Abra	X	Yes	X Croconaw	X	No	X Torchic	X	Yes	X Castform	X	Yes	X
X Kadabra	X	No	X Feraligatr	X	No	X Combusken	X	No	X Kecleon	X	No	X
X Alakazam	X	No	X Sentret	X	Yes	X Blaziken	X	No	X Shuppet	X	Yes	X
X Machop	X	Yes	X Furret	X	No	X Mudkip	X	Yes	X Banette	X	No	X
X Machoke	X	No	X Hoothoot	X	Yes	X Marshtomp	X	No	X Duskkull	X	Yes	X
X Machop	X	No	X Noctowl	X	No	X Swampert	X	No	X Dusclops	X	No	X
X Bellsprout	X	Yes	X Ledyba	X	Yes	X Poochyena	X	Yes	X Tropius	X	No	X
X Weepinbell	X	No	X Ledian	X	No	X Mightyena	X	No	X Absol	X	No	X
X Victreebel	X	No	X Spinarak	X	Yes	X Zigzagoon	X	Yes	X Wynaut	X	Yes	X
X Tentacool	X	Yes	X Ariados	X	No	X Linoone	X	No	X Snorunt	X	Yes	X
X Tentacruel	X	No	X Crobat	X	No	X Wurmple	X	Yes	X Glalie	X	No	X
X Geodude	X	No	X Chinchou	X	Yes	X Silcoon	X	No	X Spheal	X	No	X
X Graveler	X	No	X Lanturn	X	No	X Beautifly	X	No	X Sealeo	X	No	X
X Golem	X	No	X Pichu	X	Yes	X Cascoon	X	No	X Walrein	X	No	X
X Ponyta	X	No	X Cleffa	X	Yes	X Dustox	X	No	X Clamperl	X	No	X
X Rapidash	X	No	X Igglybuff	X	Yes	X Lotad	X	Yes	X Huntail	X	No	X
X Slowpoke	X	No	X Togepi	X	Yes	X Lombre	X	No	X Gorebyss	X	No	X
X Slowbro	X	No	X Togetic	X	No	X Ludicolo	X	No	X Relicanth	X	No	X
X Magnemite	X	Yes	X Natu	X	Yes	X Seedot	X	Yes	X Luvdisc	X	Yes	X
X Magnetron	X	No	X Xatu	X	No	X Nuzleaf	X	No	X Bagon	X	No	X
X Farfetch'd	X	Yes	X Mareep	X	Yes	X Shiftry	X	No	X Shelgon	X	No	X
X Doduo	X	No	X Flaaffy	X	No	X Tailow	X	Yes	X Salamence	X	No	X
X Dodrio	X	No	X Ampharos	X	No	X Swellow	X	No	X Beldum	X	No	X
X Seel	X	No	X Bellossom	X	No	X Wingull	X	Yes	X Metang	X	No	X
X Dewgong	X	No	X Marill	X	No	X Pelipper	X	No	X Metagross	X	No	X

X Grimer	X No X	Azumarill	X No X	Ralts	X Yes X	Regirock	X No X	
X Muk	X No X	Sudowoodo	X No X	Kirlia	X No X	Regice	X No X	
X Shellder	X Yes X	Politoed	X No X	Gardevoir	X No X	Registeel	X No X	
X Cloyster	X No X	Hoppip	X Yes X	Surskit	X Yes X	Latias	X No X	
X Gastly	X Yes X	Skiploom	X No X	Masquerain	X No X	Latios	X No X	
X Haunter	X No X	Jumpluff	X No X	Shroomish	X Yes X	Kyogre	X No X	
X Gengar	X No X	Aipom	X No X	Breloom	X No X	Groudon	X No X	
X Onix	X No X	Sunkern	X Yes X	Slakoth	X No X	Rayquaza	X No X	
X Drowzee	X No X	Sunflora	X No X	Vigoroth	X No X	Jirachi	X No X	
XX							Deoxys	X No X
XX							Chimecho	X Yes X
XX								

d. Competitive Battling [S07-04CMP]

Now, I'm no Pokémon 1337 or anything, but I do have more experience than the average Pokémon trainer. I will be commenting about the battle skills of every fully evolved Pokémon in existence. But first, I want to make some comments about raising Pokémon.

EVs, IVs, and Hidden Power

Reading about EVs and IVs in the vocabulary would confuse a n00b. So let me attempt to give an explanation that even n00bs will understand.

EVs, or Effort Values, are secret values that affect your Pokémon's stat growth. You get them whenever a Pokémon defeats another. For every four you get in one particular stat, that stat will increase by one more point at the Pokémon's next level-up. Every Pokémon can get a maximum of 255 EVs in any one stat. Why 255? In hexadecimal, 255 is FF. It saves on memory. But unfortunately, you can't max out EVs for every stat. A Pokémon can get a total of 510 EVs. "So what?", you ask.

255 EVs in one stat will raise the stat by 63 points. That's 63 extra HP, or 63 extra Sp. Atk, which is a lot. It really does make a difference in battle. In reality, the maximum amount of EVs you should put into any one stat is 252, because you won't be able to get any more points after that. Do this with 2 stats, and you have 6 spare EVs, which you can use to increase a stat by one. Every little bit counts!

If you're making a Special Sweeper, it would be a good idea to give it 252 Sp. Atk EVs. For a Physical Sweeper, 252 Attack EVs work well. That made sense, didn't it? As for your other EVs, it depends on your other stats. If you've got low Defense, put in a few Defense EVs. Special Defense low, add a few Sp. Def EVs. Either way, you should save a number of EVs for HP, because that helps you defend against either type of attack. EVs are especially important in Petit Cup challenges, because they carry so much more weight at that level.

So how do you know how many EVs you have at any point? You have to keep track of what Pokémon you battle and how many EVs they give you. The game will not tell you. The game will only tell you when you have all the EVs you can get. If your lead Pokémon has all its EVs, a girl in Slateport City will give your Pokémon an Effort Ribbon. At this point, it is safe to use your Rare Candies on it.

IVs, or Individual Values, help simulate Pokémon "genetics"; they are

randomly chosen when the Pokémon "comes into existence". That means when you get an Egg, or when you meet a Pokémon. IVs are randomly determined, and your Pokémon has six of them, one for each stat. They range from 0 to 31. This makes for a difference in the stats of wild Pokémon of the same species and level. To get a good set of IVs for your Pokémon is pure luck, but there are ways to tip the odds in your favor.

First of all, catch many of the Pokémon you want to raise and examine their stats. Does one have an exceptionally high HP? Sp. Atk? Speed? Which one do you take? That depends on the Pokémon's role. If your Pokémon is a physical sweeper with no Special attacks, a Sp. Atk IV of 31 means diddly-squat. There is a way to check your Pokémon's IVs using math equations, but the equations are very complicated. If you're not good with math, you'll get lost in this next section.

IVs are calculated by solving the stat equation for the IV variable. Here is the solved equation.

$$IV = [(RoundUp(Stat / PV) - 5) * 100 / Lv] - 2 * BA - RoundDown(EV / 4)$$

where Stat is the Pokémon's current stat, PV is the Personality Modifier, which is 0.9, 1, or 1.1, depending on the Pokémon's personality. Lv. is the Pokémon's Level, BA is the Pokémon's base stat, and EV is the Pokémon's EVs in the stat. RoundUp and RoundDown are functions that round their contents up and down to the nearest whole number, respectively. Please note that the results won't be very accurate at low levels. The higher the level, the more accurate the results will be.

Unfortunately, calculating HP IVs requires a different equation.

$$IV = [(HP - Lv - 10) * 100 / Lv] - 2 * BA - RoundDown(EV / 4)$$

For example, let's use two Lv. 5 Totodile that recently hatched from Eggs. Here are their stats:

	Totodile 1	Totodile 2	Base Stats
Level	5	5	
HP	21	20	50
ATTACK	11	12	65
DEFENSE	11	12	64
SPEED	10	10	43
SP. ATK	9	8	44
SP. DEF	12	9	48
NATURE	Careful	Adamant	
ENHANCED	SP. DEF	ATTACK	
DIMINISHED	SP. ATK	SP. ATK	

So, we will now calculate the IVs of our two Totodile. Since it just hatched, it can't have any EVs, so we put zero into EV, which causes the RoundDown function to fall out of the equation.

ATTACK

$$\begin{aligned} IV &= [(RoundUp(11 / 1) - 5) * 100 / 5] - 2 * 65 - RoundDown(0 / 4) \\ &= [6 * 20] - 2 * 65 \\ &= -10 \end{aligned}$$

$$\begin{aligned} IV &= [(RoundUp(12 / 1.1) - 5) * 100 / 5] - 2 * 65 - RoundDown(0 / 4) \\ &= [6 * 20] - 2 * 65 \\ &= -10 \end{aligned}$$

This shows that the equations don't always return valid results at low levels, nor are they very accurate at these levels. I guess I'll use 10 as the attack EV stat. All the other stats are calculated in a similar fashion, except for HP.

HP

$$\begin{aligned} \text{IV} &= [(21 - 5 - 10) * 100 / 5] - 2 * 50 - \text{RoundDown}(0 / 4) \\ &= [6 * 20] - 2 * 50 \\ &= 20 \end{aligned}$$

$$\begin{aligned} \text{IV} &= [(20 - 5 - 10) * 100 / 5] - 2 * 50 - \text{RoundDown}(0 / 4) \\ &= [5 * 20] - 2 * 50 \\ &= 0 \end{aligned}$$

	Totodile 1	Totodile 2
HP IV	20	0
ATTACK IV	10	10
DEFENSE IV	10	12
SPEED IV	14	14
SP. ATK IV	12	28
SP. DEF IV	24	16

Through our analysis, we have discovered (approximately) the IVs of our two Totodile, and it has shown that the second Totodile will have a very high Sp. Atk, making it a powerful Special Sweeper.

Hidden Power

As stated in the walkthrough, Hidden Power (HP for short) depends on the user's IVs for its type and power. To calculate your Pokémon's HP type, you need the following equation:

$$\text{Type} = (T1 + T2 + T3 + T4 + T5 + T6) * 15 / 63).$$

If HP IV is odd, T1 = 1. Otherwise T1 = 0.

If Attack IV is odd, T2 = 2. Otherwise T2 = 0.

If Defense IV is odd, T3 = 4. Otherwise T3 = 0.

If Speed IV is odd, T4 = 8. Otherwise T4 = 0.

If Sp. Atk IV is odd, T5 = 16. Otherwise T5 = 0.

If Sp. Def IV is odd, T6 = 32. Otherwise T6 = 0.

The equation returns a code for HP type. The codes correspond to the following types:

Type Code

Fighting	0
Flying	1
Poison	2
Ground	3
Rock	4
Bug	5
Ghost	6
Steel	7
Fire	8
Water	9
Grass	10
Electric	11
Psychic	12

Ice	13
Dragon	14
Dark	15

Finding HP powers and types would be pointless for our Totodile because the IV formulas returned all even numbers for both Pokémon, which is probably not accurate.

HP's power is calculated using a similar equation.

$$\text{Power} = (P1 + P2 + P3 + P4 + P5 + P6) * 40 / 63 + 30.$$

If HP IV / 4 has a remainder of 2 or 3, P1 = 1. Otherwise P1 = 0.

If Attack IV / 4 has a remainder of 2 or 3, P2 = 2. Otherwise P2 = 0.

If Defense IV / 4 has a remainder of 2 or 3, P3 = 4. Otherwise P3 = 0.

If Speed IV / 4 has a remainder of 2 or 3, P4 = 8. Otherwise P4 = 0.

If Sp. Atk IV / 4 has a remainder of 2 or 3, P5 = 16. Otherwise P5 = 0.

If Sp. Def IV / 4 has a remainder of 2 or 3, P6 = 32. Otherwise P6 = 0.

HP's power should range between 31 and 70. If all six EVs divided by four each return a remainder of 2 or 3, HP's power is 70. If you have C++, here is a simple program section that will calculate the Pokémon's IVs, HP type, and HP power, given the Pokémon's base stats, personality, current stats, and EVs. Feel free to use this code and modify it as you see fit for your program. If there are errors in this code, let me know and I will fix them. This code uses the String and Math classes, so make sure to set that up. If the functions Math.Ceiling() and Math.Floor() are different for your system, you will need to change those parts to match the name of the function your system uses.

```
struct SecretValues
```

```
{
    short HP_IV,
           IVs[5];
    String HP_Type;
    short HP_Power;
}
```

```
struct CurrentStats
```

```
{
    short HP,
           Level,
           Stats[5];

    BaseHP,
    BaseStats[5];

    HP_EV,
    EVs[5];

    float Personality;
}
```

```
SecretValues Calculate (CurrentStats PKMN_Stat)
```

```
{
    SecretValues PKMN_IVs;
    for (int Count = 0; Count < 5; Count++)
    {
        PKMN_IVs.IVs[Count] = (Math.Ceiling(PKMN_Stat.Stats[Count]
```

```

        / Personality) - 5) * 100 / PKMN_Stat.Level
        - 2 * PKMN_Stat.BaseStats[Count] -
        Math.Floor(PKMN_Stat.EVs[Count] / 4)
    }
    PKMN_IVs.HP_IV = ((PKMN_Stat.HP - PKMN_Stat.Level - 10) * 100 /
        PKMN_Stat.Level) - 2 * PKMN_Stat.BaseHP -
        Math.Floor(PKMN_Stat.HP_EV / 4)
    int HP_TypeCode;
    for (Count = 0; Count < 5; Count++)
    {
        if(PKMN_IVs.IVs[Count] % 2 == 1)
            HP_TypeCode += Math.Pow(2, Count + 1);
    }
    if(PKMN_IVs.HP_IV % 2 == 1)
        HP_TypeCode++;
    HP_TypeCode *= 15;
    HP_TypeCode /= 63;
    switch(HP_TypeCode)
    {
    case 0: PKMN_IVs.HP_Type = "Fighting";
            break;
    case 1: PKMN_IVs.HP_Type = "Flying";
            break;
    case 2: PKMN_IVs.HP_Type = "Poison";
            break;
    case 3: PKMN_IVs.HP_Type = "Ground";
            break;
    case 4: PKMN_IVs.HP_Type = "Rock";
            break;
    case 5: PKMN_IVs.HP_Type = "Bug";
            break;
    case 6: PKMN_IVs.HP_Type = "Ghost";
            break;
    case 7: PKMN_IVs.HP_Type = "Steel";
            break;
    case 8: PKMN_IVs.HP_Type = "Fire";
            break;
    case 9: PKMN_IVs.HP_Type = "Water";
            break;
    case 10: PKMN_IVs.HP_Type = "Grass";
            break;
    case 11: PKMN_IVs.HP_Type = "Electric";
            break;
    case 12: PKMN_IVs.HP_Type = "Psychic";
            break;
    case 13: PKMN_IVs.HP_Type = "Ice";
            break;
    case 14: PKMN_IVs.HP_Type = "Dragon";
            break;
    case 15: PKMN_IVs.HP_Type = "Dark";
            break;
    }
    for (Count = 0; Count < 5; Count++)
    {
        if(PKMN_IVs.IVs[Count] % 4 > 1)
            PKMN_IVs.HP_Power += Math.Pow(2, Count + 1);
    }
    if(PKMN_IVs.HP_IV % 4 > 1)
        (PKMN_IVs.HP_Power)++;
    PKMN_IVs.HP_Power * (40 / 63) + 30;

```

```
    return PKMN_IVs;
}
```

All you need to do is make a function that handles the output of this one.

---List of Sound-based Attacks---

Any Pokémon with the Soundproof ability cannot be hit by the following moves:

Grasswhistle	TYP/Gr	POW/---	ACC/	55	PP/15	EFFECT/Puts target to sleep
Growl	TYP/ N	POW/---	ACC/	90	PP/40	EFFECT/Cuts both foes' Attack
Heal Bell	TYP/ N	POW/---	ACC/---		PP/ 5	EFFECT/Cures party of statuses
Hyper Voice	TYP/ N	POW/	90	ACC/100	PP/10	EFFECT/
Metal Sound	TYP/ S	POW/---	ACC/100		PP/40	EFFECT/Cuts Sp. Def by 2 Levels
Perish Song	TYP/ N	POW/---	ACC/---		PP/ 5	EFFECT/All faint in 3 turns
Roar	TYP/ N	POW/---	ACC/---		PP/20	EFFECT/Forces switch
Screech	TYP/ N	POW/---	ACC/---		PP/40	EFFECT/Cuts Defense by 2 Levels
Sing	TYP/ N	POW/---	ACC/	55	PP/15	EFFECT/Puts target to sleep
Snore	TYP/ N	POW/	40	ACC/100	PP/15	EFFECT/May flinch. User must sleep
Supersonic	TYP/ N	POW/---	ACC/	55	PP/20	EFFECT/Confuses target
Uproar	TYP/ N	POW/	50	ACC/100	PP/10	EFFECT/Sleep becomes impossible

---Pokémon Evaluation---

The following are only my own battle evaluations of most of the Pokémon. If you want a more professional detailing of these Pokémon, look at the Moveset/Team Building Guide for Pokémon Ruby/Sapphire. Well, here we go...

Type Abbreviations:

[N] Normal [Gr] Grass [Fi] Fire [W] Water
[E] Electric [Gd] Ground [Po] Poison [Ps] Psychic
[Ft] Fighting [I] Ice [B] Bug [Gh] Ghost
[Dr] Dragon [Dk] Dark [S] Steel [R] Rock
[Fl] Flying

FORMAT:

=====

#NUM PKMN-Name

Type: Types

Pokédex Classification

Ht: Height or Length in feet and inches

Wt: Weight in pounds

Trait: Pokémon's special ability/ies

FYI: Interesting facts about the Pokémon that have nothing to do with battle.

Signature Move(s): Move(s) the Pokémon is known for (e.g. a move one of only a few Pokémon can learn)

Base Stats

HP:

Attack:

Defense:

Speed:

Sp. Atk:

Sp. Def:

Total:

Base Experience: (derived from the experience formula, which is
((Base * Lv) * Traded * Trainer) / 7. Traded
is a modifier that is 1.5 if the Pokémon receiving
Exp. was traded to you; otherwise it's 1. Trainer
is a modifier that is 1.5 if the target was a trained
Pokémon as opposed to a wild one, in which case the
modifier is 1.)

Suggested Role:

Moveset:

Evaluation: My comments about the effectiveness of the moveset and/or
Pokémon in general.

(Alternate movesets may follow)

=====
And here we go...

=====
3 Venusaur
Type: [Gr] [Po]
Seed Pokémon
Ht: 6' 7"
Wt: 220.5 lb
Trait: Overgrow (Raises Grass moves by 50% at low HP)

FYI: Venusaur's flower absorbs sunlight, which can be released in battle
with devastating effect.

Signature Move: Frenzy Plant

Base Stats
HP: 80
Attack: 82
Defense: 83
Speed: 80
Sp. Atk: 100
Sp. Def: 100

Total: 525

Suggested Role: Annoyer

Moveset: Toxic/Leech Seed/Sludge Bomb/Frenzy Plant

Evaluation: If you can't get a Ludicolo, Venusaur will be an excellent
alternate Grass annoyer. Sludge Bomb is there to take advantage of
double STAB. A Special Sweeping set also works well, but the Annoyer set
is best.

=====
6 Charizard
Type: [Fi] [Fl]
Flame Pokémon

Ht: 5' 7"
Wt: 199.5 lb
Trait: Blaze (Raises Fire moves by 50% at low HP)

FYI: Charizard can attain heights of up to 4,500 feet. Its fire breath attack can melt almost anything in seconds. It is very tough for a beginning trainer to raise and control.

Signature Move: Blast Burn

Base Stats
HP: 78
Attack: 84
Defense: 78
Speed: 100
Sp. Atk: 109
Sp. Def: 85

Total: 534

Suggested Role: Special Sweeper
Moveset: Sunny Day/Dragon Claw/Blast Burn/HP Special

Evaluation: Essential in Dragon-themed teams. You can substitute Blast Burn for Flamethrower or Fire Blast if you don't like the Hyper Beam-like side effect. Speed and Sp. Atk are fairly high, but it doesn't have a stat-up move like Calm Mind. You can also make a physical sweeper out of Charizard (Belly Drum helps), but I like the Special Sweeper set better due to STAB. You NEED Aerial Ace and EQ for a physical sweeper set.

=====
9 Blastoise
Type: [W]
Shellfish Pokémon
Ht: 5' 3"
Wt: 188.5 lb
Trait: Torrent (Raises Water moves by 50% at low HP)

FYI: Blastoise's hydro cannons can punch holes through very thick steel. The water pressure from the cannon is said to be over 200 atm.

Signature Move: Hydro Cannon

Base Stats
HP: 79
Attack: 83
Defense: 100
Speed: 78
Sp. Atk: 85
Sp. Def: 108

Total: 533

Suggested Role: Tank
Moveset: Rest/Mirror Coat/Toxic/Hydro Cannon

Evaluation: This is my favorite moveset, but there are a lot of options to choose from. Really, pick three tanking moves and a

Water attack filler and you have a Blastoise tank.

=====

12 Butterfree

Type: [B] [Fl]

Butterfly Pokémon

Ht: 3' 7"

Wt: 70.5 lb

Trait: Compoundeyes (Raises accuracy by 30%)

FYI: In consistency with the anime, Shiny Butterfree are pink.

Base Stats

HP: 60

Attack: 45

Defense: 50

Speed: 80

Sp. Atk: 80

Sp. Def: 70

Total: 395

Suggested Role: Physical Sweeper

Moveset: Silver Wind/Aerial Ace/Shadow Ball/HP physical

Evaluation: I hate to say it, but Butterfree sucks. Its base stat total is under 400, and its movepool is a little limited. It also has a lot of weaknesses to very common types. If I HAD to use Butterfree, I would use the above moveset, but I'd stay away from it, especially if you're a n00b.

=====

15 Beedrill

Type: [B] [Po]

Poison Bee Pokémon

Ht: 3' 3"

Wt: 65.0 lb

Trait: Swarm (Raises Bug moves by 50% at low HP)

FYI: Beedrill has three poisonous stingers, one on each of its front legs, and one on the end of its abdomen. The one on the abdomen secretes the strongest poison.

Signature Move: Twineedle

Base Stats

HP: 65

Attack: 80

Defense: 40

Speed: 75

Sp. Atk: 45

Sp. Def: 80

Total: 345

Suggested Role: I won't even bother

Moveset: Forget it

Evaluation: I take that back. Butterfree doesn't suck. Beedrill sucks.
Its movepool is extremely limited, and one strong attack OHKO's it.

=====
18 Pidgeot
Type: [N] [Fl]
Bird Pokémon
Ht: 4' 11"
Wt: 87.1 lb
Trait: Keen Eye (Prevents accuracy reduction)

FYI: Pidgeot is strong enough to fly with its trainer riding it. It is capable of flying at a speed of Mach 2, only one of two Pokémon capable of the feat. It is capable of identifying its prey from nearly a mile away.

Base Stats
HP: 83
Attack: 80
Defense: 75
Speed: 70
Sp. Atk: 70
Sp. Def: 91

Total: 459

Suggested Role: Physical Sweeper
Moveset: Double-Edge/Aerial Ace/Steel Wing/HP physical

Evaluation: Pidgeot's move pool is a little limited, but all of its stats are average or better. The last two moves are basically physical fillers, as it can't learn any stat-up moves. Dragon Dance and BP the stats onto Pidgeot and you have a powerful sweeper that'll be hard to take down.

=====
20 Raticate
Type: [N]
Rat Pokémon
Ht: 2' 4"
Wt: 40.8 lb
Trait: Run Away (100% chance of running from wild Pokémon)
Guts (Raises Attack by 50% if hit with a status ailment)

FYI: Raticate has a signature technique, Super Fang. It is like the "Demi" spell in FF6, the one that cuts the target's HP in half.

Signature Moves: Hyper Fang, Super Fang

Base Stats
HP: 55
Attack: 81
Defense: 60
Speed: 97
Sp. Atk: 50
Sp. Def: 70

Total: 413

Suggested Role: Physical Sweeper

Moveset: Swords Dance/Body Slam/Shadow Ball/Iron Tail

Evaluation: Basically, it's Swords Dance and three attacks, but with Raticate's low defense stats, it can be OHKO'd by just about anything that's strong.

=====

22 Fearow
Type: [N] [Fl]
Beak Pokémon
Ht: 3' 11"
Wt: 83.8 lb
Trait: Keen Eye (Prevents accuracy reduction)

Base Stats
HP: 65
Attack: 90
Defense: 65
Speed: 100
Sp. Atk: 61
Sp. Def: 61

Total: 442

Suggested Role: Physical Sweeper
Moveset: Sky Attack/Tri Attack/Return/Scary Face

Evaluation: Takes good advantage of high Attack and double STAB. Kind of weak defensively, so BPing Defense and Sp. Def onto it isn't a bad idea.

=====

24 Arbok
Type: [Po]
Cobra Pokémon
Ht: 11' 6"
Wt: 143.3 lb
Trait: Shed Skin (1 in 3 chance of recovering from statuses each turn)
Intimidate (Reduces the foe's Attack by one level)

FYI: "Arbok" spelled backwards is Kobra.

Base Stats
HP: 60
Attack: 85
Defense: 69
Speed: 80
Sp. Atk: 65
Sp. Def: 79

Total: 438

Suggested Role: Toxistaller/Hazer
Moveset: Poison Fang/Wrap/Protect/Haze

Evaluation: I prefer the Toxistaller moveset. It's pretty much standard. I think Arbok is underused, but it's certainly not for n00bs. Weezing is a bit better for sweeping. If you want, you can

substitute Poison Fang for Toxic, but STAB is always nice.

=====

26 Raichu

Type: [E]

Mouse Pokémon

Ht: 2' 7"

Wt: 66.0 lb

Trait: Static (1 in 3 chance of paralyzing a foe on contact)

FYI: Pikachu has a special hold item called the Light Ball, which doubles its Sp. Atk. This is why some players prefer to play Pikachu over Raichu.

Base Stats

HP: 60

Attack: 90

Defense: 55

Speed: 100

Sp. Atk: 90

Sp. Def: 80

Total: 475

Suggested Role: Mixed Sweeper

Moveset: Thunderbolt/Brick Break/Agility/filler

Evaluation: Raichu has decent stats but a very limited movepool. Now you should understand why everyone hates Pikachu :-)

=====

28 Sandslash

Type: [Gd]

Mouse Pokémon

Ht: 3' 3"

Wt: 65.0 lb

Trait: Sand Veil (Raises evasion during a sandstorm)

FYI: If Sandslash digs too fast, its claws will snap off. They will grow back in a few days.

Base Stats

HP: 75

Attack: 100

Defense: 110

Speed: 65

Sp. Atk: 45

Sp. Def: 55

Total: 475

Suggested Role: Tyrannitar Sand Stream

Moveset: Earthquake/Swords Dance/Double Team/Body Slam

Evaluation: If Sandslash had higher Sp. Def, it would be 00ber. The only way to play this set would be with Tyrannitar, so you can take advantage of the infinite sandstorm. Raise your evasion with Double Team, and you're basically untouchable. Body Slam is for paralysis. Basically, Swords Dance and sweep.

=====
31 Nidoqueen
Type: [Po] [Gd]
Drill Pokémon
Ht: 4' 3"
Wt: 132.3 lb
Trait: Poison Point (1 in 3 chance of poisoning the foe on contact)

FYI: Nidoqueen is not aggressive in nature, but if its nest is approached, it will scare off the attacker with its brute strength.

Base Stats
HP: 90
Attack: 82
Defense: 87
Speed: 75
Sp. Atk: 85
Sp. Def: 76

Total: 495

Suggested Role: Physical Sweeper
Moveset: Earthquake/Sludge Bomb/Iron Tail/Shadow Ball

Evaluation: Nidoqueen used to be very overused, but I don't see it used so much anymore. You can physically or specially sweep opponents. The moveset is basically "pick 4 and go", but they have to be either all physical or all special. Speed EVs wouldn't hurt, either.

=====
34 Nidoking
Type: [Po] [Gd]
Drill Pokémon
Ht: 4' 3"
Wt: 132.3 lb
Trait: Poison Point (1 in 3 chance of poisoning the foe on contact)

FYI: Nidoking can wrap its tail around its opponent. Once the victim is in this position, it can snap the victim's spine quite easily.

Base Stats
HP: 81
Attack: 92
Defense: 77
Speed: 85
Sp. Atk: 85
Sp. Def: 75

Total: 495

Suggested Role: Physical Sweeper
Moveset: Earthquake/Sludge Bomb/Iron Tail/Shadow Ball

Evaluation: Notice that I used the same moveset for Queen and King? Well, they are played similarly, although Nidoking has a slightly larger movepool than Nidoqueen. It is very unpredictable in battle,

and can be used as a mixed sweeper if necessary, despite the split EVs.

=====

36 Clefable

Type: [N]

Fairy Pokémon

Ht: 4' 3"

Wt: 88.2 lb

Trait: Cute Charm (1 in 3 chance of Attraction on contact)

FYI: Clefable's ears are very sensitive, so it likes quiet places. Naturally, Clefable and Loudred don't like each other.

Base Stats

HP: 95

Attack: 70

Defense: 73

Speed: 62

Sp. Atk: 85

Sp. Def: 90

Total: 475

Suggested Role: Special Sweeper

Moveset: Calm Mind and three Special Attacks

Evaluation: Calm Mind and sweep. You have a lot of attacks to choose from. Pseudopassing Reflect onto it wouldn't be a bad idea to protect against a Fighter or physical sweeper, as Clefable's Defense is only average.

=====

38 Ninetales

Type: [Fi]

Fox Pokémon

Ht: 3' 7"

Wt: 44.0 lb

Trait: Flash Fire (when hit by Fire, nullifies the attack and powers up fire moves)

FYI: Ninetales' nine tails are said to give it some psychic abilities. Whatever pulls one of the tails off is said to be cursed with bad luck for a thousand years.

Base Stats

HP: 73

Attack: 76

Defense: 75

Speed: 100

Sp. Atk: 81

Sp. Def: 100

Total: 463

Suggested Role: Annoyer

Moveset: Reflect/Attract/Confuse Ray/Toxic

Evaluation: Reflect is to ward off Ground damage. Some people try to sweep with Ninetales, but I find it ineffective.

=====

40 Wigglytuff

Type: [N]

Balloon Pokémon

Ht: 3' 3"

Wt: 26.0 lb

Trait: Cute Charm (1 in 3 chance of Attraction on contact)

FYI: Like its previous form, Wigglytuff's Sing ability can send its audience into a deep sleep.

Base Stats

HP: 140

Attack: 70

Defense: 45

Speed: 45

Sp. Atk: 75

Sp. Def: 50

Total: 475

Suggested Role: Special Sweeper

Moveset: Any four special attacks

Evaluation: You can also make an annoyer out of Wigglytuff. Except for 140 (wow!) base HP, all of its stats are average or worse. It's also not as effective as Clefable because 'Tuff can't learn Calm Mind.

=====

45 Vileplume

Type: [Gr] [Po]

Flower Pokémon

Ht: 3' 11"

Wt: 41.0 lb

Trait: Chlorophyll (Doubles Speed in sunlight)

FYI: The flower on Vileplume's head is one of the largest varieties in the world. The central part of the flower produces clouds of pollen that can trigger allergic reactions.

Base Stats

HP: 75

Attack: 80

Defense: 85

Speed: 50

Sp. Atk: 100

Sp. Def: 90

Total: 480

Suggested Role: Sunnybeamer

Moveset: Synthesis/Sunny Day/Solarbeam/Aromatherapy

Evaluation: This set is somewhat of a Cleric set as well. Pseudopass

Light Screen or BP Sp. Def onto it, because if Vileplume is hit by fire while Sunnybeaming, it's lights out.

=====

47 Parasect

Type: [B] [Gr]

Mushroom Pokémon

Ht: 3' 3"

Wt: 65.0 lb

Trait: Effect Spore (1 in 3 chance of paralyzing, poisoning,
or putting the foe to sleep on contact)

FYI: The larger Parasect's mushroom is, the more powerful it is.

Base Stats

HP: 60

Attack: 95

Defense: 80

Speed: 30

Sp. Atk: 60

Sp. Def: 80

Total: 405

Suggested Role: Physical Sweeper

Moveset: Spore/Swords Dance/Leech Life/Protect

Evaluation: The classic RBY Mewtwo destroyer. Put Mewtwo to sleep with Spore, use a few Swords Dances, then KO with the Bug-type Leech Life. Less useful these days because of Dark Pokémon.

=====

49 Venomoth

Type: [B] [Po]

Poison Moth Pokémon

Ht: 4' 11"

Wt: 27.6 lb

Trait: Shield Dust (Prevents all effects of attacks except damage)

FYI: Venomoth sprays two kinds of hazardous dust. If it is dark, it it poisonous. If it is light in color, it causes paralysis. Venomoth is one of the few Pokémon to lose weight after evolution.

Base Stats

HP: 70

Attack: 65

Defense: 60

Speed: 90

Sp. Atk: 90

Sp. Def: 75

Total: 440

Suggested Role: Special Sweeper

Moveset: Silver Wind/Psychic/Supersonic/Sludge Bomb

Evaluation: Meh. Its defenses and HP are too low to last long. Hope that Silver Wind raises all your stats. Supersonic

is there to help stay alive with confusion hax.

=====

51 Dugtrio

Type: [Gd]

Mole Pokémon

Ht: 2' 4"

Wt: 73.4 lb

Trait: Sand Veil (Raises evasion during a sandstorm)

Arena Trap (Prevents foes from escaping unless they're immune to Ground attacks)

FYI: Dugtrio is capable of causing earthquakes by digging up to sixty miles underground where the earth's crust is thick enough.

Base Stats

HP: 35

Attack: 80

Defense: 50

Speed: 120

Sp. Atk: 50

Sp. Def: 70

Total: 405

Suggested Role: Tyrannitar Sand Stream

Moveset: Double Team/Earthquake/Sludge Bomb/Body Slam

Evaluation: Another TSSer. If you encounter a Pokémon that has a higher Speed than Dugtrio, switching out would be an excellent idea, since it's very fragile.

=====

53 Persian

Type: [N]

Classy Cat Pokémon

Ht: 3' 3"

Wt: 70.5 lb

Trait: Limber (Prevents paralysis)

FYI: Although Persian's fur makes it coveted by the wealthy, it is extremely difficult to raise as a pet due to its mean nature. Despite that, Giovanni, the boss of Team Rocket, keeps one as a pet.

Signature Move: Pay Day

Base Stats

HP: 65

Attack: 70

Defense: 60

Speed: 115

Sp. Atk: 65

Sp. Def: 75

Total: 450

Suggested Role: Physical Sweeper

Moveset: Body Slam/Swagger/Psych Up/Shadow Ball

Evaluation: Wow. A base Speed that matches that of the legendary Beast of Thunder. If it had decent stats in other categories, it would be seen more often. It's OK to use for an underused team, but it's not great. High Speed and average stats elsewhere.

=====

55 Golduck
Type: [W]
Duck Pokémon
Ht: 5' 7"
Wt: 169.0 lb
Trait: Damp (Prevents use of Selfdestruct or Explosion)
Cloud Nine (Negates weather effects)

FYI: Golduck is often mistaken for the Japanese monster, Kappa. Unlike its previous form, Golduck can unleash psychic powers at will.

Base Stats
HP: 80
Attack: 82
Defense: 78
Speed: 85
Sp. Atk: 95
Sp. Def: 80

Total: 500

Suggested Role: Special Sweeper
Moveset: Hydro Pump/Psychic/Ice Beam/Calm Mind

Evaluation: All of its stats are above average, but nothing is excellent. It's also got Refresh as an Egg move, so consider that. Golduck is fairly versatile, but needs some stats BP'd to it to be really effective.

=====

57 Primeape
Type: [Ft]
Pig Monkey Pokémon
Ht: 3' 3"
Wt: 70.5 lb
Trait: Vital Spirit (Prevents sleep)

FYI: Any creature that looks an enraged wild Primeape in the eyes becomes its next attack target.

Base Stats
HP: 65
Attack: 105
Defense: 60
Speed: 95
Sp. Atk: 60
Sp. Def: 70

Total: 455

Suggested Role: Physical Sweeper

Moveset: Bulk Up/Brick Break/Double-Edge/filler

Evaluation: A faster fighter than Machop, but it comes at the expense of HP and Attack. Stick with Machop.

=====
59 Arcanine

Type: [Fi]

Legendary Pokémon

Ht: 6' 3"

Wt: 341.7 lb

Trait: Flash Fire (when hit by Fire, nullifies the attack and powers up fire moves)

Intimidate (lowers the enemy's Attack by one level)

FYI: A number of trainers that have Arcanine like to ride on its back to get to their destinations. Using its signature move, Extremespeed, it can carry its rider at a hair-raising speed of over 180 MPH, nearly fast enough to rival the legendary Beasts. Arcanine riders have appeared at least three times in the animé.

Signature Move: Extremespeed

Base Stats

HP: 90

Attack: 110

Defense: 80

Speed: 95

Sp. Atk: 100

Sp. Def: 80

Total: 555

Suggested Role: Physical Sweeper

Moveset: Howl/Extremespeed/Flamethrower/Aerial Ace

Evaluation: Arcanine is so overused. And for good reason, too. It's not quite a stat-tiered Pokémon, but all of its stats are above average. Pseudopass Light Screen onto it and you have a powerful dog that will be very hard to take down. HP Ground also works well if you have it.

=====
62 Poliwrath

Type: [W] [Ft]

Tadpole Pokémon

Ht: 4' 3"

Wt: 119.0 lb

Trait: Damp (Prevents use of Selfdestruct or Explosion)

Water Absorb (Gains HP when hit by a water attack)

FYI: Poliwrath gained the Fighting-type when it evolved. It can easily overtake even the best human swimmers. In GSC, Poliwrath was the only Pokémon that could learn Mind Reader AND Fissure, a combo that could deal an instant KO to any Pokémon that could be hit by Ground attacks.

Base Stats

HP: 90
Attack: 85
Defense: 95
Speed: 70
Sp. Atk: 90
Sp. Def: 70

Total: 500

Suggested Role: Subpuncher

Moveset: Substitute/Focus Punch/Swords Dance/filler

Evaluation: Standard Subpuncher. The filler can be a Water-type move if you want STAB.

=====

65 Alakazam

Type: [Ps]

PSI Pokémon

Ht: 4' 11"

Wt: 106.0 lb

Trait: Inner Focus (Prevents flinching)

Synchronize (If hit with a status ailment, opponent receives same ailment)

FYI: Alakazam's brain can outperform any supercomputer in existence. Its IQ is said to be around 5,000. Because its brain cells continue to multiply until it dies, it never forgets anything.

Signature Move: Kinesis

Base Stats

HP: 55
Attack: 50
Defense: 45
Speed: 120
Sp. Atk: 135
Sp. Def: 85

Total: 490

Suggested Role: Special Sweeper

Moveset: Calm Mind/Psychic/Two Elemental Punches

Evaluation: Most players pick Ice and Thunder for punches, but Fire works well, too. You can even ditch CM for the third Punch if you want. Recover isn't worth it because a strong physical will OHKO it, and its HP and Defense are both below average. If you meet one, use EQ rather than a Dark-type move. You'll do more damage.

=====

68 Machop

Type: [Ft]

Superpower Pokémon

Ht: 5' 3"

Wt: 287.0 lb

Trait: Guts (Raises Attack by 50% when hit with a status ailment)

FYI: Machamp's punches can knock a victim past the horizon. When it evolved from Machoke, it gained an extra pair of arms in the process.

Base Stats

HP: 90
Attack: 130
Defense: 80
Speed: 55
Sp. Atk: 65
Sp. Def: 85

Total: 505

Suggested Role: Physical Sweeper

Moveset: Bulk Up/Rock Slide/Earthquake/Cross Chop

Evaluation: Machamp is really hard to beat. It's got Rock Slide and EQ to take care of its two major weaknesses: Rock Slide for Flyers and EQ for Psychics, due to their low Defense. If you BP a few Dragon Dances onto Machamp, that will probably clinch the match for you unless your opponent haxes or you make a really sloppy play. Every team should have a Machamp destroyer. If you don't like Cross Chop, you can try Submission or Dynamicpunch.

=====

71 Victreebel

Type: [Gr] [Po]
Flycatcher Pokémon
Ht: 5' 7"
Wt: 34.2 lb
Trait: Chlorophyll (Doubles Speed in sunlight)

FYI: Victreebel lures prey with a sweet aroma, then slices the prey with Razor Leaf. Its digestive juices are much more acidic than those of the average organism.

Base Stats

HP: 80
Attack: 105
Defense: 65
Speed: 70
Sp. Atk: 100
Sp. Def: 60

Total: 480

Suggested Role: Annoyer

Moveset: Double Team/Attract/Sludge Bomb/Ingrain

Evaluation: The standard Grass-type annoyer. Be careful if you use Ingrain--if you do, you can't switch out.

=====

73 Tentacruel

Type: [W] [Po]

Jellyfish Pokémon

Ht: 5' 7"

Wt: 34.2 lb

Trait: Clear Body (Prevents stat reduction)

Liquid Ooze (If HP is drained, attacker loses HP instead
of gaining)

FYI: Tentacruel has a total of 80 tentacles.

Base Stats

HP: 80

Attack: 70

Defense: 65

Speed: 100

Sp. Atk: 80

Sp. Def: 120

Total: 480

Suggested Role: Special Sweeper

Moveset: Barrier/Rain Dance/Hydro Pump/Sludge Bomb

Evaluation: Kind of a Special Sponge as well. This set can also
set up Thunderdancers.

=====

76 Golem

Type: [R] [Gd]

Megaton Pokémon

Ht: 4' 7"

Wt: 662.0 lb

Trait: Rock Head (prevents recoil damage)

Sturdy (Can't be hit by OHKO attacks)

FYI: Golem's body is so hard, it is even immune to dynamite. It is
capable of blowing itself up, and uses the explosive force to
jump from mountain to mountain.

Base Stats

HP: 80

Attack: 110

Defense: 130

Speed: 45

Sp. Atk: 55

Sp. Def: 65

Total: 485

Suggested Role: Exploder

Moveset: Explosion/filler/filler/filler

Evaluation: Golem is probably one of the better Exploders, if it doesn't
get KO'd by a 4x weakness to Grass or Water first. If you even
SUSPECT your opponent has a Grass or Water move ready, SWITCH
IMMEDIATELY. Since you're probably going to use Explosion only,
a Choice Band would be a great idea, seeing how it will then
get a total of 375 Power.

=====
78 Rapidash

Type: [Fi]

Fire Horse Pokémon

Ht: 5' 5"

Wt: 209.4 lb

Trait: Flash Fire (when hit by Fire, nullifies the attack and powers up
fire moves)

Run Away (100% success rate of running from wild Pokémon)

FYI: As with Arcanine, Rapidash riders are fairly common. It is much
more agile than Arcanine but not quite as fast. It can reach its
maximum speed of 150 MPH after running just ten steps.

Base Stats

HP: 65

Attack: 100

Defense: 70

Speed: 105

Sp. Atk: 80

Sp. Def: 80

Total: 500

Suggested Role: Mixed Sweeper

Moveset: Double-Edge/Iron Tail/Flamethrower/HP Electric

Evaluation: As much as I like Rapidash, it's better off at the
Pokémon races. If it had a higher Sp. Atk it could
make a decent special sweeper, but...

=====
80 Slowbro

Type: [W] [Ps]

Hermit Crab Pokémon

Ht: 5' 3"

Wt: 173.1 lb

Trait: Oblivious (Prevents Attraction)

Own Tempo (Prevents confusion)

FYI: The shell biting Slowbro's tail is actually a Shellder. Slowbro
does not feel any pain, and the weight helps it to stand on only
two legs.

Base Stats

HP: 95

Attack: 75

Defense: 110

Speed: 30

Sp. Atk: 100

Sp. Def: 80

Total: 490

Suggested Role: Special Sweeper

Moveset: Surf/Psychic/Calm Mind/Fire Blast

Evaluation: Calm Mind and sweep.

=====

82 Magneton

Type: [E] [S]

Magnet Pokémon

Ht: 3' 3"

Wt: 132.0 lb

Trait: Magnet Pull (Opposing Steel-types can't switch)

Sturdy (Negates OHKO attacks)

FYI: Magneton is formed by the fusion of three Magnemite. Its constituent parts can attack independently, or team up for a Tri Attack.

Base Stats

HP: 50

Attack: 60

Defense: 95

Speed: 70

Sp. Atk: 120

Sp. Def: 70

Total: 465

Suggested Role: Special Sweeper

Moveset I: Metal Sound/Thunderbolt/Thunder Wave/Special filler

Moveset II: Thunderbolt/HP Fire/Toxic/Substitute

Submitted By: Doomsong123

Evaluation: With the Magnet Pull ability, this is an excellent Pokémon for taking out all those annoying Skarmories. You can use Lock-On/Zap Cannon in place of Thunderbolt and the filler if you wish.

=====

83 Farfetch'd

Type: [N] [Fl]

Wild Duck Pokémon

Ht: 2' 7"

Wt: 33.1 lb

Trait: Keen Eye (Prevents accuracy reduction)

Inner Focus (Prevents flinching)

FYI: The leek Farfetch'd carries around is a weapon that it uses much like a sword. If it eats the leek for emergency rations, it will run off to find a new one.

Base Stats

HP: 52

Attack: 65

Defense: 55

Speed: 60

Sp. Atk: 58

Sp. Def: 62

Total: 352

Suggested Role: Physical Sweeper

Moveset: Swords Dance/Double-Edge/Aerial Ace/Steel Wing

Evaluation: Farfetch'd sucks. Not one of its stats are even average. I have yet to see anyone use this Pokémon in battle, and I hope that holds true for the rest of the battles I participate in for the remainder of my life. It does have a special item called the Stick, which raises its critical hit ratio, but still, it would need Speed to Swords Dance enough to sweep. For collector's purposes only.

=====
85 Dodrio
Type: [N] [Fl]
Triple Bird Pokémon
Ht: 5' 11"
Wt: 181.0 lb
Trait: Run Away (Success rate of fleeing from wild battles is 100%)
Early Bird (Wakes a turn earlier from sleep)

FYI: Dodrio's three heads represent joy, sorrow, and anger. Though it has three heads and three brains, it has only one stomach. This means that if one head eats, they are all satisfied. When it sleeps, two of its heads sleep while one stays awake.

Base Stats
HP: 60
Attack: 110
Defense: 70
Speed: 100
Sp. Atk: 60
Sp. Def: 60

Total: 460

Suggested Role: Physical Sweeper
Moveset: Rest/Tri Attack/Drill Peck/filler

Evaluation: Rest is to take advantage of its ability, while Tri Attack can have added effects. If you're not a haxer, go for Return or Double-Edge. Drill Peck's for STAB, and the filler can be an attack, or Haze/Endeavor. Not terribly good, and having a low Sp. Def doesn't really help.

Suggested Role: Choice Band Sweeper
Moveset: Quick Attack/Return/Drill Peck/HP Ground
Submitted By: Doomsong123

Evaluation: This is just a standard Choice Bander. Nothing special about it, but you have to slap a Choice Band on it. If you don't like the move you've used Choice Band on, switch it out.

=====
87 Dewgong
Type: [W] [I]
Sea Lion Pokémon
Ht: 5' 7"
Wt: 264.6 lb
Trait: Thick Fat (Resists Fire and Ice moves)

FYI: Dewgong's sharp horn on its head can break through a layer of ice

several feet thick.

Base Stats
HP: 90
Attack: 70
Defense: 80
Speed: 70
Sp. Atk: 70
Sp. Def: 95

Total: 475

Suggested Role: Miscellaneous Special
Moveset: Ice Beam/Surf/HP Fire/Attract

Evaluation: Attract can help in a pinch, while the rest should be pretty much self-explanatory. Average to above-average stats but an extremely limited movepool. Predictable and not terribly useful, but good for an underused team.

=====

89 Muk
Type: [Po]
Sludge Pokémon
Ht: 3' 11"
Wt: 66.0 lb
Trait: Stench (Repels wild Pokémon)
Sticky Hold (Hold item is unaffected by Thief or Knock Off)

FYI: The trail of poison a Muk leaves is so toxic that plants will never grow there again. Even its footprints are toxic.

Base Stats
HP: 105
Attack: 105
Defense: 75
Speed: 50
Sp. Atk: 65
Sp. Def: 100

Total: 510

Suggested Role: Physical Sweeper
Moveset: Acid Armor/Sludge Bomb/Dig/Shadow Punch

Evaluation: With HP and Sp. Def both 100+, you can also make a Special Sponge out of Muk, but sweeping works slightly better. Muk also has a very large movepool, so you can make a Special Sweeper, or even a general Sponge out of him. Even an Annoyer/Hazer set is a possibility. Acid Armor to raise its average Defense and the rest is for STAB. Shadow Punch is a FR/LG move tutor move, so if you don't have it, use HP Ghost.

=====

91 Cloyster

Type: [W] [I]
Bivalve Pokémon
Ht: 4' 11"
Wt: 292.1 lb
Trait: Shell Armor (Can't be hit by a Critical Hit)

FYI: No one has ever seen what Cloyster's inner form looks like.

Signature Move: Icicle Spear, Spike Cannon

Base Stats
HP: 50
Attack: 95
Defense: 180
Speed: 70
Sp. Atk: 85
Sp. Def: 45

Total: 525

Suggested Role: Spiker
Moveset: Spikes/Surf/Ice Beam/Supersonic

Evaluation: The idea here is to try and force a switch. Open with 3 layers of Spikes and you can put your rival in a pickle. It's kind of obvious, but you can make a Physical Sponge out of Cloyster as well, as it's got the second highest base Defense in the game, next to Shuckle.

=====
94 Gengar
Type: [Gh] [Po]
Shadow Pokémon
Ht: 4' 11"
Wt: 89.3 lb
Trait: Levitate (Nullifies Ground attacks)

Base Stats
HP: 60
Attack: 65
Defense: 60
Speed: 110
Sp. Atk: 130
Sp. Def: 75

Total: 500

Suggested Role: Special Sweeper
Moveset: Psychic/Thunderbolt/Shadow Ball/HP Special

Alternate Role: Annoyer
Moveset: Will-O-Wisp/Attract/Confuse Ray/Curse

Sp.Sweeper: Too bad Gengar wastes both STABs on low Attack. You can try a physical sweeper, but look at that Sp. Atk! You can waste 130 base Sp. Atk, or waste STAB. I suggest you waste STAB.

Annoyer: This is one heck of an annoyer set. It's simple but effective. Attract/Confuse your opponent, then use WOW or Curse. Simple. It's a perfect choice for pwning those Machamps everyone uses. With 110 base Speed, you can't go wrong.

=====

97 Hypno
Type: [Ps]
Hypnosis Pokémon
Ht: 5' 3"
Wt: 166.7 lb
Trait: Insomnia (Prevents sleep)

FYI: Like Drowzee, Hypno puts its foes to sleep, then eats their dreams. The dreams of younger foes tend to be tastier.

Base Stats
HP: 85
Attack: 73
Defense: 70
Speed: 67
Sp. Atk: 73
Sp. Def: 115

Total: 483

Suggested Role: Special Sweeper
Moveset: Calm Mind/Psychic/Two Elemental Punches

Evaluation: Use this the same way you would Alakazam. 115 base Sp. Def can also be considered.

=====

99 Kingler
Type: [W]
Pincer Pokémon
Ht: 4' 3"
Wt: 132.3 lb
Trait: Shell Armor (Blocks Critical Hits)

FYI: Kingler's large pincers can crush victims with 10,000 hp of power. However, the pincers' size cost it tremendous amounts of agility and balance.

Signature Move: Crabhammer

Base Stats
HP: 55
Attack: 130
Defense: 115
Speed: 75
Sp. Atk: 50
Sp. Def: 50

Total: 475

Suggested Role: Physical Sweeper

Moveset: Double-Edge/Hyper Beam/Swords Dance/HP Physical

Evaluation: Too bad this moveset wastes Kingler's signature move, Crabhammer, which Criticals often, and gets STAB. 130 base Attack is certainly welcome. It's a bit fragile, though.

=====

#101 Electrode

Type: [E]

Ball Pokémon

Ht: 3' 11"

Wt: 147.0 lb

Trait: Soundproof (Avoids sound-based moves, see list for details)
Static (30% chance of paralyzing on contact)

FYI: Electrode stores its electrical energy at extremely high pressure. Thus, it is very prone to explode without warning. Shiny Electrode and Voltorb are blue instead of red; therefore, such a Voltorb is often mistaken for a Great Ball.

Signature Move: Explosion

Base Stats

HP: 60

Attack: 50

Defense: 70

Speed: 140

Sp. Atk: 80

Sp. Def: 80

Total: 480

Base Experience: 75

Suggested Role: Special Sweeper

Moveset: Thunder Wave/Thunderbolt/Charge/HP Water

Evaluation: Electrode has the second highest base Speed, but a very limited movepool. It's one of the worst Exploders in the game. The last two moves are basically fillers. A bit lacking defensively.

=====

#103 Exeggutor

Type: [Gr] [Ps]

Coconut Pokémon

Ht: 6' 7"

Wt: 264.6 lb

Trait: Chlorophyll (Doubles Speed in sunshine)

FYI: If one of Exeggutor's heads falls off, it will become an Exeggcute and search for others of its kind.

Signature Moves: Barrage, Egg Bomb

Base Stats

HP: 95

Attack: 95
Defense: 85
Speed: 55
Sp. Atk: 125
Sp. Def: 65

Total: 520

Suggested Role: Sunnybeamer
Moveset: Psychic/Synthesis/Sunny Day/Solarbeam

Evaluation: Sunny Day causes Chlorophyll to kick in, and from there, Exeggutor's stats become basically 00ber. Since the release of FR/LG, Exeggutor has become soooooo overused. This moveset pwns. The only thing that can stop it is fire, which will OHKO it.

=====

#105 Marowak
Type: [Gd]
Bone Keeper Pokémon
Ht: 3' 3"
Wt: 99.2 lb
Trait: Lightningrod (Draws electric moves toward itself)
Rock Head (Negates recoil damage)

FYI: The skull Cubone wears is that of its dead mother, which would be a Marowak.

Signature Moves: Bone Club, Bonemerang, Bone Rush

Base Stats
HP: 60
Attack: 80
Defense: 110
Speed: 45
Sp. Atk: 50
Sp. Def: 80

Total: 425

Suggested Role: Physical Sweeper
Moveset: Swords Dance/Earthquake/Double-Edge/Brick Break

Evaluation: With a Thick Club, Marowak's Attack becomes even higher than Groudon's. Add in Swords Dance or Belly Drum... just outstanding. Watch for Special weaknesses as they can OHKO it. Lightningrod is a valuable asset in Double Battles.

=====

#106 Hitmonlee
Type: [Ft]
Kicking Pokémon
Ht: 4' 11"
Wt: 109.8 lb
Trait: Limber (Prevents paralysis)

FYI: Hitmonlee can alter the length of its legs. It often does so in battle or when it's in a hurry.

Base Stats

HP: 50
Attack: 120
Defense: 53
Speed: 87
Sp. Atk: 35
Sp. Def: 110

Total: 455

Suggested Role: Endreaver

Moveset: Endure/Reversal/Rest/Physical filler

Evaluation: Standard. You can also do plain ol' sweeping, but this is also a nice set.

=====

#107 Hitmonchan

Type: [Ft]

Punching Pokémon

Ht: 4' 7"

Wt: 110.7 lb

Trait: Keen Eye (Prevents accuracy reduction)

FYI: Hitmonchan's punches are so fast, they're invisible. Even a slight graze will cause a friction burn.

Base Stats

HP: 30
Attack: 105
Defense: 79
Speed: 76
Sp. Atk: 35
Sp. Def: 110

Total: 435

Suggested Role: Physical Sweeper

Moveset: Mach Punch/Sky Uppercut/Bulk Up/HP physical

Evaluation: Mach Punch is very nice if you face a fast opponent. Bulk Up and sweep. Just watch for Ghosts if you didn't get HP physical.

=====

#108 Lickitung

Type: [N]

Licking Pokémon

Ht: 3' 11"

Wt: 144.4 lb

Trait: Oblivious (Prevents Attraction)

Own Tempo (Prevents confusion)

FYI: Lickitung's tongue is over 20 feet long and is extremely adhesive--it can stick to nearly any surface. The tongue

is also its weak point.

Base Stats
HP: 90
Attack: 55
Defense: 75
Speed: 30
Sp. Atk: 60
Sp. Def: 75

Total: 385

Suggested Role:
Moveset:

Evaluation: If anyone has a good Lickitung moveset, drop me an e-mail.
I can't think of a good set for it.

=====

#110 Weezing
Type: [Po]
Poison Gas Pokémon
Ht: 3' 11"
Wt: 21.0 lb
Trait: Levitate (Nullifies Ground attacks)

FYI: High-quality perfumes are made from Weezing's toxic gases by
diluting them to the highest levels possible. Weezing is
formed by the fusion of two Koffing.

Base Stats
HP: 65
Attack: 90
Defense: 120
Speed: 60
Sp. Atk: 85
Sp. Def: 70

Total: 490

Suggested Role: Physical Sweeper
Moveset: Sludge Bomb/Shadow Ball/Explosion/HP physical

Evaluation: Weezing works extremely well as both a physical sweeper
and a physical sponge. 120 base Defense is much disregarded,
due to the fact that it's a Poison-type, and Poison-type
moves that do good damage are rare. Weezing is one of the best
Poison-types out there, and very underused. Weezing can also
be an annoyer or a Hazer. It's even got Special Sweeping
potential, but Sludge Bomb should be on its moveset no matter
what.

=====

#112 Rhydon
Type: [R] [Gd]
Drill Pokémon
Ht:
Wt:

Trait: Rock Head (Negates recoil damage)
Lightningrod (Draws Electric moves toward itself)

FYI: Rhydon's rock armor repels even magma of over 2,000 degrees Fahrenheit. When it connects, its spinning Horn Drill attack delivers an instant KO.

Base Stats
HP: 105
Attack: 130
Defense: 120
Speed: 40
Sp. Atk: 45
Sp. Def: 45

Total: 485

Suggested Role: Physical Sweeper
Moveset: Earthquake/Rock Slide/Megahorn/Curse

Evaluation: The only drawbacks are lack of Speed and weakness to Special attacks, even if they're not super effective. Other than that, Rhydon is awesome. It's one of the few Pokémon besides Heracross that can learn Megahorn, which is an excellent Psychic and Dark crusher. Lightningrod can also protect your Rain Dancers from Electric attacks for a short time.

=====

#114 Tangela
Type: [Gr]
Vine Pokémon
Ht: 3' 3"
Wt: 7.2 lb
Trait: Chlorophyll (Doubles Speed in sunshine)

FYI: Being caught in Tangela's vines is very ticklish. Shiny Tangela's vines are green instead of blue.

Base Stats
HP: 65
Attack: 55
Defense: 115
Speed: 60
Sp. Atk: 100
Sp. Def: 40

Total: 435

Suggested Role: Special Sweeper
Moveset: Sleep Powder/Growth/Giga Drain/filler

Evaluation: The classic RBY Mewtwo counter can work in today's age as well. Sleep Powder, then Growth a few times, then Giga Drain for the KO. The filler can be anything you want. I suggest an attack, but anything works OK.

=====

#115 Kangaskhan

Type: [N]

Parent Pokémon

Ht: 7' 3"

Wt: 176.4 lb

Trait: Early Bird (Wakes up a turn earlier from sleep)

FYI: Kangaskhan carries its child in its pouch. The child does not go outside the pouch until it is three years old.

Signature Move: Dizzy Punch

Base Stats

HP: 105

Attack: 95

Defense: 80

Speed: 90

Sp. Atk: 40

Sp. Def: 80

Total: 490

Suggested Role: Physical Sweeper

Moveset: Dizzy Punch/Aerial Ace/Brick Break/Earthquake

Evaluation: Meh. Consider Focus Energy as an Egg move. It's too standard, as nearly every Pokémon in the game can learn Brick Break and/or Aerial Ace. Everything but Sp. Atk is good, and that won't be a problem... too bad it can learn a variety of Special attacks! Consider Rest as an option to take advantage of its ability.

=====

#119 Seaking

Type: [W]

Goldfish Pokémon

Ht: 4' 3"

Wt: 86.0 lb

Trait: Swift Swim (Doubles Speed in rain)

Water Veil (Prevents burns)

FYI: Seaking is capable of swimming up waterfalls in or out of its spawning season late in the year.

Base Stats

HP: 80

Attack: 92

Defense: 65

Speed: 68

Sp. Atk: 65

Sp. Def: 80

Total: 450

Suggested Role: Physical Sweeper?

Moveset: Megahorn/Mud Sport/Double-Edge/HP physical

Evaluation: I can't decide how this would fit into a team, but here's

a moveset if you have to use one. Seaking sucks. That's my last word on the matter.

=====

#121 Starmie

Type: [W] [Ps]

Mysterious Pokémon

Ht: 3' 7"

Wt: 176.0 lb

Trait: Illuminate (Raises wild encounters)

Natural Cure (Heals status conditions when switched out)

FYI: The central core glows with the seven colors of the rainbow.

Jewelers value the core as an exceedingly rare gem.

Base Stats

HP: 60

Attack: 75

Defense: 85

Speed: 115

Sp. Atk: 100

Sp. Def: 85

Total: 510

Suggested Role: Special Sweeper

Moveset: Psychic/Thunderbolt/Hydro Pump/Ice Beam

Alternate Role: Annoyer

Moveset: Double Team/Toxic/Confuse Ray/Surf

Alternate Role: Tank

Moveset: Cosmic Power/Recover/Rapid Spin/Toxic

Evaluation: Sooooooooooooo overused. Starmie is the single most overused Pokémon in the game, and there are reasons why. First, its Speed matches Raikou's. Second, it's got really high Sp. Atk. Third, it's got a large movepool. Fourth, its other stats are good. You can sweep, annoy, or tank with Starmie.

=====

#122 Mr.Mime

Type: [Ps]

Barrier Pokémon

Ht: 4' 3"

Wt: 120.1 lb

Trait: Soundproof (Unaffected by sound-based moves)

FYI: Mr. Mime can harden air around its hands, creating an actual wall.

If interrupted while miming, it will slap the disruptor repeatedly.

Base Stats

HP: 40

Attack: 45

Defense: 65

Speed: 90

Sp. Atk: 100

Sp. Def: 120

Total: 460

Suggested Role: Baton Passer
Moveset: Baton Pass/Barrier/Reflect/Calm Mind

Evaluation: Reflect, BP, and get out of there. If you don't want to BP, you can try to Special Sweep, as Mime has a decent movepool. This set has no attacks, so make sure it isn't your last Pokémon.

=====
#124 Jynx
Type: [I] [Ps]
Human Shape Pokémon
Ht: 3' 3"
Wt: 71.4 lb
Trait: Oblivious (Prevents Attraction)

FYI: Though Jynx speaks a language similar to humans, it uses dancing to communicate.

Signature Move: Lovely Kiss

Base Stats
HP: 65
Attack: 50
Defense: 35
Speed: 95
Sp. Atk: 115
Sp. Def: 95

Total: 455

Suggested Role: Special Sweeper
Moveset: Psychic/Ice Beam/Calm Mind/Water Pulse

Evaluation: Takes advantage of 115 Sp. Atk and double STAB.
Jynx is weak to physical blows, which is the main reason it's underused.

Alternate Role: Special Sweeper II
Moveset: Psychic/Ice Beam/Calm Mind/Lovely Kiss
Submitted By: Matthew Carter

Evaluation: "First you Kiss them, then Calm Mind. If they stay, free CM. If they switch, free CM." I completely agree with this, and is an excellent idea. You just have to watch out for moves like Haze and Safeguard. This is one of the reasons I don't like to use sleep-inducing moves like Lovely Kiss, though I must admit that its Hit % is 75, which is higher than the standard 55 Hit % of most sleep-inducing moves.

=====
#125 Electabuzz
Type: [E]
Electric Pokémon
Ht: 3' 7"

Wt: 66.1 lb

Trait: Static (30% chance of paralyzing on contact)

FYI: Electabuzz is constantly emitting a charge from its body.
The charge causes bystanders' hair to stand on end. Many
of them together can cause major blackouts in cities.

Base Stats

HP: 65

Attack: 83

Defense: 57

Speed: 105

Sp. Atk: 95

Sp. Def: 85

Total: 480

Suggested Role: Special Sweeper

Moveset: Thunderbolt/Fire Punch/Ice Punch/Psychic

Evaluation: An electric-type version of Alakazam. You can
substitute Psychic for HP Special if you want.

=====

#126 Magmar

Type: [Fi]

Spitfire Pokémon

Ht: 4' 3"

Wt: 98.1 lb

Trait: Flame Body (30% chance of burning the foe on contact)

FYI: Magmar's body gives off an orange glow similar to that
of stars like the sun. In the SNES Title "Secret of Evermore",
there was a strong boss enemy named Magmar. There is no
apparent relation between the two creatures.

Base Stats

HP: 65

Attack: 95

Defense: 57

Speed: 93

Sp. Atk: 100

Sp. Def: 85

Total: 495

Suggested Role: Special Sweeper

Moveset: Flamethrower/Confuse Ray/Thunderpunch/Psychic

Evaluation: Again, HP Special will fit in nicely. Thunderpunch
will be a very rude awakening to Water-types.

=====

#127 Pinsir

Type: [B]

Stag Beetle Pokémon

Ht: 4' 11"

Wt: 121.0 lb

Trait: Hyper Cutter (Prevents Attack reduction)

FYI: Pinsir's attacks become more powerful and more efficient in warmer weather.

Base Stats

HP: 65
Attack: 125
Defense: 100
Speed: 85
Sp. Atk: 55
Sp. Def: 70

Total: 500

Suggested Role: Physical Sweeper
Moveset: Swords Dance/Double-Edge/Earthquake/HP Bug

Evaluation: HP Bug isn't necessary, but it helps because it can't learn any other Bug move. Not one. Not for n00bs.

=====

#128 Tauros
Type: [N]
Wild Bull Pokémon
Ht: 4' 7"
Wt: 194.9 lb
Trait: Intimidate (Lowers the foe's Attack by 1 level)

FYI: To heighten its will to battle, it will whip itself with its three tails, then charge at full speed.

Base Stats

HP: 75
Attack: 100
Defense: 95
Speed: 110
Sp. Atk: 40
Sp. Def: 70

Total: 490

Suggested Role: Physical Sweeper
Moveset: Double-Edge/Earthquake/Swagger/Iron Tail

Evaluation: Tauros is probably the best Normal Pokémon out there. The reason they're not used often is that Normal attacks aren't strong against anything. But Normal-types are hard to type-trump because Fighting is their only weakness, and they can't be hit by Ghost attacks.

=====

#130 Gyarados
Type: [W] [Fl]
Atrocious Pokémon
Ht: 21' 4"
Wt: 518.0 lb

Trait: Intimidate (Reduces the enemy's Attack by one level)

FYI: The widely feared Gyarados evolves from Magikarp, the weakest Pokémon in existence. It can completely destroy even major cities in a Rage.

Base Stats

HP: 95
Attack: 125
Defense: 79
Speed: 81
Sp. Atk: 60
Sp. Def: 100

Total: 540

Base Experience: 214

Suggested Role: Physical Sweeper

Moveset: Dragon Dance/Double-Edge/Taunt/HP physical

Evaluation: The classic Tauntrados is the bane of non-attackers. First, Intimidate cuts its Attack. Second, Taunt so the foe can only use attack moves. Then, Dragon Dance and sweep. HP physical is necessary for this set. If Gyarados' Sp. Atk were higher, it could make a great Special Sweeper because it's got an outstanding movepool, including a Fire move! It's very overused, and very predictable, but tough to take down nonetheless. If you see an Electric-type, SWITCH OUT IMMEDIATELY.

=====

#131 Lapras

Type: [W] [I]
Transport Pokémon
Ht: 8' 2"
Wt: 485.0 lb

Trait: Water Absorb (Gains HP when hit by a Water attack)
Shell Armor (Blocks Critical Hits)

FYI: Lapras will ferry people across water. For this reason, it was overhunted nearly to extinction. Wild Lapras are now protected by law from hunters. After a Trainer captures one, he/she must register with the National Pokémon Wildlife Organization to be able to keep it. The NPWO can request the Trainer to release the Lapras if it deems necessary.

Base Stats

HP: 130
Attack: 85
Defense: 80
Speed: 60
Sp. Atk: 85
Sp. Def: 95

Total: 515

Suggested Role: Special Sweeper

Moveset: Ice Beam/Hydro Pump/Thunderbolt/Refresh

Alternate Role: Physical Sweeper

Moveset: Body Slam/Dragon Dance/Hydro Pump/HP Physical

Evaluation: You have a lot of options for the Special Sweeper set. Lapras has a very large special movepool. The only reason you would consider a physical sweeper is because of Dragon Dance. Hydro Pump gets STAB. HP Physical is a must for the latter set.

=====

#132 Ditto

Type: [N]

Transform Pokémon

Ht: 1' 0"

Wt: 8.8 lb

Trait: Limber (Prevents paralysis)

FYI: Ditto is capable of copying its foe's genetic code to transform itself into a duplicate of the enemy. Ditto can transform not only into Pokémon, but just about anything. If it begins to laugh, however, it cannot hold its transformed state and reverts back to normal.

Base Stats

HP: 48

Attack: 48

Defense: 48

Speed: 48

Sp. Atk: 48

Sp. Def: 48

Total: 288

Suggested Role: Standard

Moveset: Transform

Evaluation: Ditto sucks. Though it can transform into its opponent, its stats still stay where they are. For collectors only.

=====

#134 Vaporeon

Type: [W]

Bubble Jet Pokémon

Ht: 3' 3"

Wt: 63.9 lb

Trait: Water Absorb (Recovers HP when hit by a Water attack)

FYI: Vaporeon's body cells are extremely simliar to water. It is thus capable of becoming invisible in water.

Base Stats

HP: 130

Attack: 65

Defense: 60

Speed: 65

Sp. Atk: 110

Sp. Def: 95

Total: 525

Suggested Role: Hazer

Moveset: Acid Armor/Haze/Hydro Pump/Ice Beam

Evaluation: Kind of a sweeping set as well, but since it can't stat up, it's best to make a Hazer out of Vaporeon. It's kind of self-explanatory.

=====

#135 Jolteon

Type: [E]

Lightning Pokémon

Ht: 2' 7"

Wt: 54.0 lb

Trait: Volt Absorb (Recovers HP when hit by an Electric attack)

FYI: When Jolteon has absorbed sufficient charge, its spiky hair will stand on end. It will then blast out 10,000 volt lightning bolts after accumulating enough negative ions in the air. It can do so more effectively in drier conditions.

Base Stats

HP: 65

Attack: 65

Defense: 60

Speed: 130

Sp. Atk: 110

Sp. Def: 95

Total: 525

Suggested Role: Special Sweeper

Moveset: Thunderbolt/Thunder Wave/HP Water/filler

Evaluation: Standard. Too bad Jolteon's movepool is so tiny.

=====

#136 Flareon

Type: [Fi]

Flame Pokémon

Ht: 2' 1"

Wt: 55.1 lb

Trait: Flash Fire (when hit by Fire, nullifies the attack and powers up fire moves)

FYI: Flareon shakes its fluffy tail to cool off its body temperature when it begins to overheat. That body temperature can reach 1,600 degrees Fahrenheit.

Base Stats

HP: 65

Attack: 130

Defense: 60

Speed: 65

Sp. Atk: 95

Sp. Def: 110

Total: 525

Suggested Role: Physical Sweeper

Moveset: Shadow Ball/Body Slam/Iron Tail/Overheat

Evaluation: Overheat won't be used often. It's there for filler, really.
You should only use it once because the Sp. Atk of the user goes down by 2 levels.

=====

#139 Omastar

Type: [W] [R]

Spiral Pokémon

Ht: 3' 3"

Wt: 77.2 lb

Trait: Swift Swim (Doubles Speed in rain)

Shell Armor (Blocks Critical Hits)

FYI: Omastar was resurrected from a fossil. In ancient times, it died out because its heavy shell made it impossible to catch prey.

Base Stats

HP: 70

Attack: 60

Defense: 125

Speed: 55

Sp. Atk: 115

Sp. Def: 70

Total: 495

Suggested Role: Special Sweeper/Hazer

Moveset: Hydro Pump/Ice Beam/Haze/HP Fire

Evaluation: HP Fire is essentially a filler. If you want Ancientpower for STAB, take it. You can also make a Spiker out of Omastar, but you won't find too many support moves.

=====

#141 Kabutops

Type: [W] [R]

Shellfish Pokémon

Ht: 4' 3"

Wt: 89.3 lb

Trait: Swift Swim (Doubles Speed in rain)

Battle Armor (Blocks Critical Hits)

FYI: The body shape of Kabutops is perfect for swimming. When it finds its prey, it will stab and slash the target with its scythe-like arms, then drain the target's body fluids.

Base Stats

HP: 60

Attack: 115

Defense: 105

Speed: 80

Sp. Atk: 65
Sp. Def: 70

Total: 495

Suggested Role: Physical Sweeper
Moveset: Ancientpower/Swords Dance/Body Slam/Aerial Ace

Evaluation: This is a crafty set that can take care of most of Kabutops' weak points. If you meet a fast Grass-type or a fast Sunnybeaming Fire-type, switch. With a 4x weakness and only average Sp. Def, Tops will get pwned in a hurry.

Alternate Role: Special Sweeper
Moveset: Metal Sound/Surf/Giga Drain/Ice Beam

Evaluation: I don't like recommending this, but I must admit it can work. You're lowering the opponent's stats instead of raising your own, which I don't like to do. Second, only 65 base Sp. Atk can limit your damage. PP is also a concern with this set.

=====

#142 Aerodactyl
Type: [R] [Fl]
Fossil Pokémon
Ht: 5' 11"
Wt: 130.1 lb
Trait: Pressure (Doubles opponent's PP usage)
Rock Head (Negates recoil damage)

FYI: In ancient times, Aerodactyl was the king of the skies. After it targeted an enemy, it went for the throat with its saw-like fangs. Today, it can be revived from certain fossils.

Base Stats
HP: 80
Attack: 105
Defense: 65
Speed: 130
Sp. Atk: 60
Sp. Def: 75

Total: 515

Suggested Role: Physical Sweeper
Moveset: Rock Slide/Earthquake/Aerial Ace/HP physical

Evaluation: A very fast attacker with an interesting type combination, but no stat-up moves except for Curse. This set also takes advantage of double STAB, and sees moderate use.

=====

#143 Snorlax
Type: [N]
Sleeping Pokémon
Ht: 6' 11"
Wt: 1,041.1 lb

Trait: Immunity (Prevents poison)
Thick Fat (Resists Fire and Ice)

FYI: Snorlax can only be awakened with a special flute. Its stomach can digest even rotten food without trouble. It is resistant to most poisonous blows.

Base Stats
HP: 160
Attack: 110
Defense: 65
Speed: 30
Sp. Atk: 65
Sp. Def: 110

Total: 540

Suggested Role: Physical Sweeper
Moveset: Rest/Sleep Talk/Earthquake/Double-Edge

Evaluation: Give Snorlax a Chesto or Lum Berry and this set isn't half bad. If you don't like Rest and Sleep Talk, give it Curse and Shadow Ball.

=====

#144 Articuno
Type: [I] [Fl]
Freeze Pokémon
Ht: 5' 7"
Wt: 122.1 lb
Trait: Pressure (Doubles opponent's PP usage)

FYI: Articuno is a legendary bird of Ice. It resides on top of snowy mountains and is said to appear to people lost on such mountains. Rumor has it that a few lost mountain climbers have been saved by riding Articuno down the mountain, but none of them have been able to recall such an event. When it visits a land, it tends to bring with it an early winter.

Base Stats
HP: 90
Attack: 85
Defense: 100
Speed: 85
Sp. Atk: 95
Sp. Def: 125

Total: 580 (Stat Tier 4)

Suggested Role: Special Sweeper
Moveset: Agility/Ice Beam/HP Water/Aerial Ace

Evaluation: It's hard to decide whether Articuno or Moltres is the worst of the three RBY legendary birds. Unfortunately, none of them can learn Calm Mind. Aerial Ace is for STAB, and Agility is to raise its merely above average Speed. HP Water is for Rock and Fire-types that think it can be type-trumped.

Alternate Role: Mind Reader/Sheer Cold

Moveset: Mind Reader/Sheer Cold/Ice Beam/filler

Submitted By: Pretty Much Everyone

Evaluation: This is the new 00ber cheap GSC Poliwrath of R/S/C/FR/LG. The Mind Reader/OHKO attack combo that's as notorious as RBY Mewtwo. It's a very simple moveset. Mind Reader the first turn. If Articuno doesn't faint, the other Pokémon will on the next turn. 00ber cheap and banned in many places because of it.

=====

#145 Zapdos

Type: [E] [Fl]

Electric Pokémon

Ht: 5' 3"

Wt: 116.0 lb

Trait: Pressure (Doubles opponent's PP usage)

FYI: Zapdos is the legendary bird of Lightning. It is said to appear in vicious, severe thunderstorms, wielding vicious lightning bolts. Its beak is incredibly sharp, and can be used like a spear.

Base Stats

HP: 90

Attack: 90

Defense: 85

Speed: 100

Sp. Atk: 125

Sp. Def: 90

Total: 580 (Stat Tier 4)

Suggested Role: Special Sweeper

Moveset: Drill Peck/Thunderbolt/HP Special/Reflect

Evaluation: Zapdos is the best of the legendary birds, but is weakened by a narrow movepool. The type combination makes it only weak to Flying-type weaknesses except Electricity. HP Special is a MUST for this set.

=====

#146 Moltres

Type: [Fi] [Fl]

Flame Pokémon

Ht: 6' 7"

Wt: 132.3 lb

Trait: Pressure (Doubles opponent's PP usage)

FYI: Moltres is a legendary bird of Fire. Every flap of its wings creates a beautiful flash of flames. Its fires are used to light torches at many major Pokémon tournaments. It tends to bring an early spring to wintry lands it visits.

Signature Move: Sky Attack

Base Stats

HP: 90

Attack: 100
Defense: 90
Speed: 90
Sp. Atk: 125
Sp. Def: 85

Total: 580 (Stat Tier 4)

Suggested Role: Special Sweeper
Moveset: Flamethrower/Sunny Day/HP Special/Agility

Alternate Role: Mixed Sweeper
Moveset: Flamethrower/Sky Attack/Double-Edge/Agility

Evaluation: Moltres is probably the worst of the three birds, though Articuno comes a close second IMO. Its movepool is extremely narrow, but has the painfully strong Sky Attack, made stronger with STAB. Either set works okay, but you'd have to BP stats onto it to make it work as a great Sweeper.

=====

#149 Dragonite
Type: [Dr] [Fl]
Dragon Pokémon
Ht: 7' 3"
Wt: 463.0 lb
Trait: Inner Focus (Prevents flinching)

FYI: Dragonite's intelligence is on par with humans. It resembles the more friendly dragons mentioned in fairy tales. Though it is indeed very friendly, it is absolutely relentless in battle. Though not used in battle, one of Dragonite's signature abilities is maintaining supersonic flight for an extended period of time.

Base Stats
HP: 91
Attack: 134
Defense: 95
Speed: 80
Sp. Atk: 100
Sp. Def: 100

Total: 600 (Stat Tier 3)

Suggested Role: Physical Sweeper
Moveset: Double-Edge/Dragon Dance/Double-Edge/Brick Break

Evaluation: This set nearly makes Dragonite 00ber. After Dragon Dancing a couple of times, it's virtually invincible. The only thing you need to look out for is a stray Ice or Water Pokémon, as a single Ice attack can OHKO it. Brick Break instead of Aerial Ace? To deal with Ice-types in case you've already Dragon Danced a few times.

Alternate Role: Special Sweeper
Moveset: Outrage/Flamethrower/Thunder/Ice Beam

Evaluation: I don't like using this set because Dragonite has 34 more base Attack than Sp. Atk. It can work, however, especially if you BP Speed or Sp. Atk onto it. This set is played much like Rayquaza. If you prefer not to use a Lum Berry, pick a different Dragon move, like Dragon Claw.

=====

#150 Mewtwo
Type: [Ps]
Genetic Pokémon
Ht: 6' 0"
Wt: 269.6 lb
Trait: Pressure (Doubles foe's PP usage)

FYI: Back in the RBY days, Mewtwo was considered "broken", a game term meaning it's so powerful that nothing can stop it. It's suffered from the addition of Dark and Steel types, as well as the fact that Ghost moves can now hit it, and are super effective. It also suffered from the Special split, so Amnesia can't raise its already awesome Sp. Atk. It's not broken anymore, but it's still 00ber with its *still* godly stats. Speed outranked only by a few, Sp. Atk by none. Umbreon is an excellent Mewtwo counter, but watch for HP Fighting.

Base Stats
HP: 106
Attack: 110
Defense: 90
Speed: 130
Sp. Atk: 154
Sp. Def: 90

Total: 680 (Stat Tier 1)

Suggested Role: Special Sweeper
Moveset: Psychic/Recover/Thunderbolt/HP Fighting

Evaluation: Absolutely godly. If you can use one in your battles, then do it if you don't have a good Psychic already. It's the second toughest 00ber to take down, second to Kyogre.

=====

#151 Mew
Type: [Ps]
New Specie Pokémon
Ht: 1' 4"
Wt: 8.8 lb
Trait: Synchronize (If hit by a status ailment, opponent gets it also)

FYI: Mewtwo was cloned from Mew, but Mewtwo's battle abilities were radically heightened. Mew is said to be the ancestor to all Pokémon, for it is said to contain the DNA of every Pokémon. Mew is compatible with every move-teaching machine in existence, making it extremely unpredictable.

Base Stats
HP: 100
Attack: 100
Defense: 100
Speed: 100
Sp. Atk: 100
Sp. Def: 100

Total: 600 (Stat Tier 3)

Suggested Role: Special Sweeper
Moveset: Psychic/Calm Mind/Softboiled/Flamethrower

Evaluation: I could list over twenty effective movesets for Mew, since it can learn every TM/HM in the game, and a few more moves. This is my favorite one. Mew should always be outfitted with Psychic, but the other moves are basically fillers. You have a lot of options. HP Dark or HP Fighting works well here.

Alternate Role: Miscellaneous
Moveset: Transform/Psychic/Recover/support filler

Evaluation: This is worth pointing out. It won't work nearly as well as most sets, but if you wind up facing a Lapras with Thunderbolt, or something else with a move it's weak to, Transform. Mew can Transform much better than Ditto can.

=====

#154 Meganium
Type: [Gr]
Herb Pokémon
Ht: 5' 11"
Wt: 221.6 lb
Trait: Overgrow (Raises Grass moves 50% at low HP)

FYI: Meganium's breath can revitalize sick or dead plants and make them fully healthy again.

Base Stats
HP: 80
Attack: 82
Defense: 100
Speed: 80
Sp. Atk: 83
Sp. Def: 100

Total: 525

Suggested Role: Pseudopasser
Moveset: Body Slam/Safeguard/Light Screen/Reflect

Evaluation: You would think of an annoyer set with a Grass-type, but you can't find enough Annoyer moves in Meganium's movepool. This is the best role I can think of for Meganium. Body Slam is for paralyzing, and the rest of the moves help set up your sweepers or annoyers. Underused for good reason.

=====
#157 Typhlosion

Type: [Fi]

Volcano Pokémon

Ht: 5' 7"

Wt: 175.3 lb

Trait: Blaze (Raises Fire moves by 50% when HP is low)

FYI: Typhlosion can rub the fur on its neck against itself, creating a massive explosion. Oddly enough, it is unharmed by the explosion.

Base Stats

HP: 78

Attack: 84

Defense: 78

Speed: 100

Sp. Atk: 109

Sp. Def: 85

Total: 534

Suggested Role: Mixed Sweeper

Moveset: Flamethrower/Brick Break/Double Team/HP Grass

Evaluation: Typhlosion's usefulness has declined since GSC because it can't learn the three elemental Punches anymore. Damn. It has all of a sudden become the worst of the three GSC starters. Normally, we wouldn't argue with 109 base Sp. Atk, but the only Special moves it has are Fire-type. Brick Break is there to break the Screens. You need HP Grass or HP Electric for this set. Hopefully, this lack of elemental Punches will be only temporary, because according to Serebii.net, Typhlosion can again learn the elemental Punches via Emerald Version's Move Tutor. If this becomes a reality, we will see more of this Pokémon in the arena.

=====
#160 Feraligatr

Type: [W]

Big Jaw Pokémon

Ht: 7' 7"

Wt: 195.8 lb

Trait: Torrent (Raises Water moves by 50% when HP is low)

FYI: It is difficult for Feraligatr to stand straight up, but in that position it easily intimidates its foes. It prefers to get down on all fours when moving.

Base Stats

HP: 85

Attack: 105

Defense: 100

Speed: 79

Sp. Atk: 83

Sp. Def: 78

Total: 530

Suggested Role: Physical Sweeper

Moveset: Swords Dance/Earthquake/Hydro Pump/HP Poison

Evaluation: This is one of the few times I recommend HP Poison.

It's a physical attack that takes care of its
Grass weakness. The rest should be self-explanatory.

=====

#162 Furret

Type: [N]

Long Body Pokémon

Ht:

Wt:

Trait: Run Away (100% success of escaping from wild Pokémon)

Keen Eye (Prevents accuracy reduction)

FYI: The path into a Furret's nest is specially designed so
that few other Pokémon can fit through it.

Base Stats

HP: 85

Attack: 76

Defense: 64

Speed: 90

Sp. Atk: 45

Sp. Def: 55

Total: 415

Suggested Role: Physical Sweeper or Subpuncher

Moveset: Double-Edge/Shadow Ball/Substitute/Focus Punch

Evaluation: For Double Battles, Furret can also learn Helping Hand
and Follow Me. That's about all it's useful for.

Furret can learn a wide variety of Special moves,
which would be an option IF it weren't for its pathetic
Sp. Atk. If you're physical sweeping instead, go for
HP Physical and Rest.

=====

#164 Noctowl

Type: [N] [Fl]

Owl Pokémon

Ht: 5' 3"

Wt: 89.9 lb

Trait: Insomnia (Prevents sleep)

Keen Eye (Prevents accuracy reduction)

FYI: Noctowl can rotate its head a full 180 degrees. It can see
clearly for several miles. Noctowl's previous form, Hoothoot,
is a natural clock.

Base Stats

HP: 100

Attack: 50

Defense: 50

Speed: 70
Sp. Atk: 76
Sp. Def: 96

Total: 442

Suggested Role: Some kind of Sweeper
Moveset: Psychic/Shadow Ball/Double-Edge/HP Special

Evaluation: I don't like Noctowl. It's got high HP but that's about it. Its stats are for tanking, but with no tanking moves... You can't sweep because of stats... It just ain't good.

=====

#166 Ledian
Type: [B] [Fl]
Five Star Pokémon
Ht: 4' 3"
Wt: 78.5 lb
Trait: Early Bird (Wakes up from sleep a turn earlier)
Swarm (Raises Bug moves by 50% when HP is low)

FYI: Though its five stars would suggest it is nocturnal, Ledian is not. During the winter, they hover close to each other in large groups to keep warm, much like a colony of honeybees.

Base Stats
HP: 55
Attack: 35
Defense: 50
Speed: 85
Sp. Atk: 55
Sp. Def: 110

Total: 390

Suggested Role: Baton Passer
Moveset: Swords Dance/Baton Pass/Silver Wind/(screen)

Evaluation: BP and get out of there. The screen is Reflect, Light Screen, or Safeguard.

=====

#168 Ariados
Type: [B] [Po]
Long Leg Pokémon
Ht: 3' 7"
Wt: 73.9 lb
Trait: Insomnia (Prevents sleep)
Swarm (Raises Bug moves by 50% when HP is low)

FYI: It is nearly impossible to tell apart the two different kinds of string it spins; one kind from its mouth, and the other from its abdomen. The string on the abdomen is spun endlessly from the time of birth, so it leads back to its nest.

Signature Move: Spider Web

Base Stats

HP: 70
Attack: 90
Defense: 70
Speed: 40
Sp. Atk: 60
Sp. Def: 60

Total: 390

Suggested Role: Annoyer
Moveset: Spider Web/Sludge Bomb/Signal Beam/Attract

Evaluation: Not too bad for a Pokémon you can get early in the game.
Sludge Bomb and Signal Beam are OK moves that have side effects and get STAB. Unfortunately, it is on the fragile side and is QUITE slow.

=====

#169 Crobat
Type: [Po] [Fl]
Bat Pokémon
Ht: 5' 11"
Wt: 165.3 lb
Trait: Inner Focus (Prevents flinching)

FYI: After Golbat evolves into this, it gains an extra pair of wings.
This makes it able to fly extremely fast, but hampers its agility tremendously.

Base Stats

HP: 85
Attack: 90
Defense: 80
Speed: 130
Sp. Atk: 70
Sp. Def: 80

Total: 545

Suggested Role: Annoyer
Moveset: Poison Fang/Attract/Confuse Ray/Mean Look

Evaluation: This is not easy to set up, but works pretty well.
Poison Fang over Toxic in case it's your last Pokémon.

Alternate Role: Physical Sweeper
Moveset: Poison Fang/Aerial Ace/Confuse Ray/HP Ground

Evaluation: This set works OK as well. Confuse Ray is for all those type-trumpers out there. With 130 base Speed, you'll get the first attack nearly every time.

=====

#171 Lanturn
Type: [W] [E]
Light Pokémon
Ht: 3' 11"

Wt: 50.0 lb

Trait: Volt Absorb (Raises HP when hit by Electric attacks)

Illuminate (Raises wild encounter rate)

FYI: Lanturn will shine an intense beam at its enemy to paralyze it,
then swallow the prey whole.

Base Stats

HP: 125

Attack: 58

Defense: 58

Speed: 67

Sp. Atk: 76

Sp. Def: 76

Total: 460

Suggested Role: Special Sweeper

Moveset: Confuse Ray/Thunderbolt/Hydro Pump/HP Grass, Fire, Ice Beam

Evaluation: Lanturn is not a Pokémon you want to run into a lot,
but not too many people use it. With so much HP,
and slightly below average defenses, it can be tough
to take down. If you face one, try to hit it with
EQ, but be careful of a stray Ice Beam. The final move
is up to you. Ice Beam is more powerful but predictable.

=====

#176 Togetic

Type: [N] [Fl]

Happiness Pokémon

Ht: 2' 0"

Wt: 7.1 lb

Trait: Serene Grace (Doubles chance of attack effects)

Hustle (Raises power by 50% and lowers accuracy by 20%)

FYI: Togetic will become dispirited if it is not happy with its Trainer.

It can hover in the air without using its wings.

Signature Move: Metronome

Base Stats

HP: 55

Attack: 40

Defense: 85

Speed: 40

Sp. Atk: 80

Sp. Def: 105

Total: 525

Suggested Role: Serene Grace

Moveset: Ancientpower/Shadow Ball/Water Pulse/Fire Blast

Evaluation: Takes full advantage of Serene Grace, because all of
these moves have added effects. This is more or less
an annoyance set because Togetic's attack power blows.

=====

#178 Xatu

Type: [Ps] [Fl]

Mystic Pokémon

Ht: 4' 11"

Wt: 33.0 lb

Trait: Synchronize (When hit with a status effect, opponent gets same status)
Early Bird (Wakes from sleep a turn earlier)

FYI: In South America, it is believed that Xatu's left eye sees the past and the right eye sees the future. It is also said this is why it is often standing completely still.

Base Stats

HP: 65

Attack: 75

Defense: 70

Speed: 95

Sp. Atk: 95

Sp. Def: 70

Total: 470

Suggested Role: Special Sweeper

Moveset: Psychic/Calm Mind/Thunder Wave/HP Dark

Evaluation: A little on the fragile side, but this is what I came up with.
If you can't get HP Dark, some other HP Special will also work.

=====

#181 Ampharos

Type: [E]

Light Pokémon

Ht: 4' 7"

Wt: 135.6 lb

Trait: Static (Paralyzes on contact 30% of hits)

FYI: Ampharos has been treasured since ancient times as a beacon.
They are often used in modern lighthouses instead of electric lights.

Base Stats

HP: 90

Attack: 75

Defense: 75

Speed: 55

Sp. Atk: 115

Sp. Def: 90

Total: 500

Suggested Role: Thunderdancer

Moveset: Rain Dance/Thunder/Reflect/HP Water

Evaluation: Reflect is not a TM move for Ampharos--it can be learned only through breeding. This is pretty standard.

=====

#182 Bellossom

Type: [Gr]

Flower Pokémon

Ht: 1' 4"

Wt: 13.0 lb

Trait: Chlorophyll (Doubles Speed in sunshine)

FYI: Bellossom is Gloom's alternate evolved form. Upon evolution, it lost the ability to use poisonous pollen as a defense.

Base Stats

HP: 75

Attack: 80

Defense: 85

Speed: 50

Sp. Atk: 90

Sp. Def: 100

Total: 480

Suggested Role: Sunnybeamer

Moveset: Synthesis/Sunny Day/Solarbeam/HP Special, Ground

Evaluation: Standard. Since it can't learn Light Screen, switch when you see a faster Fire-type.

=====

#184 Azumarill

Type: [W]

Aqua Rabbit Pokémon

Ht: 2' 7"

Wt: 63.0 lb

Trait: Thick Fat (Resists Fire and Ice attacks by 50%)
Huge Power (Raises Attack by 50%)

FYI: Azumarill must plug its ears before diving underwater. The long ears are somewhat sensitive to sound.

Base Stats

HP: 100

Attack: 50

Defense: 80

Speed: 50

Sp. Atk: 50

Sp. Def: 80

Total: 410

Suggested Role: Physical Sweeper

Moveset: Defense Curl/Rollout/Brick Break/Double-Edge

Evaluation: Needs to have Attack BP'd onto it, despite Huge Power. Defense stats are lackluster. Rollout takes too much time to set up, and it can miss.

=====

#185 Sudowoodo

Type: [R]

Imitation Pokémon

Ht: 3' 11"

Wt: 83.8 lb

Trait: Rock Head (Negates recoil damage)

Sturdy (Avoids OHKO moves)

FYI: Though it pretends to be a tree, its body composition is closer to a rock than a plant. If watered, it will get angry and attack.

Base Stats

HP: 70

Attack: 100

Defense: 115

Speed: 30

Sp. Atk: 30

Sp. Def: 65

Total: 410

Suggested Role: Physical Sweeper

Moveset: Rock Slide/Double-Edge/Brick Break/Explosion

Evaluation: If you don't like Explosion, HP Physical substitutes nicely.

But I'd keep Explosion, as Sudowoodo is one of the better Exploders out there.

=====

#186 Politoed

Type: [W]

Frog Pokémon

Ht: 3' 7"

Wt: 74.7 lb

Trait: Damp (Prevents use of Selfdestruct/Explosion)

Water Absorb (Recovers HP when hit by a Water attack)

FYI: The sound of several Politoed crying in unison sounds like bellowing.

Base Stats

HP: 90

Attack: 75

Defense: 75

Speed: 70

Sp. Atk: 90

Sp. Def: 100

Total: 500

Suggested Role: Belly Drummer

Moveset: Belly Drum/Rest/Counter/Double-Edge

Evaluation: Meh. At least Poliwrath gets STAB off Counter.

=====

#189 Jumpluff

Type: [Gr] [Fl]

Cotton Weed Pokémon

Ht: 2' 7"

Wt: 6.6 lb

Trait: Chlorophyll (Doubles Speed in sunshine)

FYI: Jumpluff's light body enables it to fly wherever the wind takes it.
It spreads its seeds all over the world in the process.

Base Stats

HP: 75

Attack: 55

Defense: 70

Speed: 110

Sp. Atk: 55

Sp. Def: 85

Total: 450

Suggested Role: Annoyer

Moveset: Toxic/Leech Seed/Attract/Giga Drain

Evaluation: Chlorophyll is quite redundant. Jumpluff really doesn't need extra Speed. Its attack stats blow, so indirect damage is the way to go. Endurance is a big concern, with only average HP and defense stats. Very standard and predictable, and a 4x weakness to Ice doesn't help.

=====

#190 Aipom

Type: [N]

Long Tail Pokémon

Ht: 2' 7"

Wt: 25.4 lb

Trait: Run Away (100% escape rate from wild Pokémon)

Pickup (Randomly picks up items)

FYI: Aipom's long tail functions like a third hand.

Base Stats

HP: 55

Attack: 70

Defense: 55

Speed: 85

Sp. Atk: 40

Sp. Def: 55

Total: 350

Suggested Role: Physical Sweeper

Moveset: Double-Edge/Shadow Ball/Brick Break/filler

Evaluation: Aipom sucks. It can't stat-up, and its stats suck. It learns Baton Pass at Lv18, but has no stat-up moves to BP to other Pokémon. Pickup's about all it's good for.

=====

#192 Sunflora

Type: [Gr]

Sun Pokémon

Ht: 2' 7"

Wt: 18.7 lb
Trait: Chlorophyll (Doubles Speed in sunshine)

FYI: Sunkern's base stat total is the lowest of all Pokémon.

Base Stats
HP: 75
Attack: 75
Defense: 55
Speed: 30
Sp. Atk: 105
Sp. Def: 85

Total: 425

Suggested Role: Sunnybeamer
Moveset: Sunny Day/Solarbeam/Growth/HP Fire

Evaluation: It can't take full advantage of Sunny Day because it can't learn Synthesis. Chlorophyll doesn't help the Speed problem enough.

Alternate Role: Annoyer
Moveset: Leech Seed/Toxic/Attract/Ingrain

Evaluation: Standard Grass annoyer. Ingrain can be substituted for an attack if you want one.

=====

#193 Yanma
Type: [B] [F1]
Clear Wing Pokémon
Ht: 3' 11"
Wt: 83.8 lb
Trait: Speed Boost (Raises Speed by 1 Level every turn)
Compoundeyes (Boosts accuracy by 30%)

FYI: By flapping its wings very rapidly, Yanma can create shock waves capable of shattering glass windows.

Base Stats
HP: 65
Attack: 65
Defense: 45
Speed: 95
Sp. Atk: 75
Sp. Def: 45

Total: 390

Suggested Role: Physical Sweeper
Moveset: Silver Wind/Aerial Ace/Steel Wing/HP Ground

Evaluation: Yanma has a very small movepool, and its stats are mostly below average. It can't take real advantage of Compoundeyes if it can't learn any high-power, low-accuracy moves.

=====

#195 Quagsire

Type: [W] [Gd]

Water Fish Pokémon

Ht: 4' 7"

Wt: 165.3 lb

Trait: Damp (Prevents use of Selfdestruct/Explosion)

Water Absorb (Recovers HP when hit by a Water attack)

Base Stats

HP: 95

Attack: 85

Defense: 85

Speed: 35

Sp. Atk: 65

Sp. Def: 65

Total: 430

Suggested Role: Physical Sweeper

Moveset: Earthquake/Brick Break/Sludge Bomb/HP Physical

Evaluation: Water Absorb gives Quagsire a couple of immunities and a narrow set of weaknesses, although one is 4x to Grass. Can't stat-up, and Attack is nothing to get excited about, limiting its usefulness. Interesting movepool, though.

Alternate Role: Utility

Moveset: Haze/Mist/Earthquake/Safeguard

Evaluation: Didn't expect to see this, did you? It's not the best Utility, but it's OK to use if you have no room for a full Hazer or Pseudopasser.

=====

#196 Espeon

Type: [Ps]

Sun Pokémon

Ht: 2' 11"

Wt: 58.4 lb

Trait: Synchronize (When hit with a status ailment, opponent gets it also)

FYI: Espeon can read air currents to predict things like the weather or the enemy's next move.

Signature Move: Morning Sun

Base Stats

HP: 65

Attack: 65

Defense: 60

Speed: 110

Sp. Atk: 130

Sp. Def: 95

Total: 525

Suggested Role: Special Sweeper

Moveset: Psychic/Morning Sun/Light Screen/HP Special

Evaluation: Unfortunately, Espeon has very few Special moves it can use, and they're all Psychic. You need HP Special for this set. Morning Sun is basically a filler, and goes well with Sunnybeamers, particularly in Double Battles.

=====
#197 Umbreon

Type: [Dk]

Moonlight Pokémon

Ht: 3' 3"

Wt: 59.5 lb

Trait: Synchronize (When hit with a status ailment, opponent gets it also)

FYI: The yellow rings on Umbreon's body glow at night. They seem to glow brighter on nights when the moon is full. The glowing rings tend to scare foes away.

Base Stats

HP: 95

Attack: 65

Defense: 110

Speed: 65

Sp. Atk: 60

Sp. Def: 130

Total: 525

Suggested Role: Annoyer

Moveset I: Moonlight/Toxic/Attract/Confuse Ray

Moveset II: Mean Look/Baton Pass/Toxic/Confuse Ray

Moveset III: Mean Look/Taunt/Confuse Ray/Toxic

Evaluation: Hands down, Umbreon is one of the best Annoyers in the game. It's got loads of Defense, HP, and learns excellent Annoyer moves. It's so good at this, I listed several movesets. Despite the differences in movesets, make sure Umbreon holds Leftovers. Your best bet against Umbreon is to hit it with an HP-draining status effect like Burn or Poison.

Moveset I is standard, and if your opponent breaks through your status ailments, causing Umbreon's HP to get too low, you have Moonlight to restore HP when Leftovers isn't enough.

Moveset II is what Umbreon is famous for. It's the only Pokémon that can learn Mean Look AND Baton Pass. Furthermore, Mean Look is BPable.

It may not seem like it, but Moveset III kicks major ass. It's an Annoyer form of Tauntrados, making it even worse to contend with.

=====
#198 Murkrow

Type: [Dk] [Fl]

Darkness Pokémon

Ht: 1' 8"

Wt: 4.6 lb

Trait: Insomnia (Prevents sleep)

FYI: Meeting a Murkrow in the middle of a night is said to be a bad omen. It is quite aggressive.

Base Stats

HP: 60

Attack: 85

Defense: 42

Speed: 91

Sp. Atk: 85

Sp. Def: 42

Total: 405

Suggested Role: Physical Sweeper

Moveset: Drill Peck/Confuse Ray/Shadow Ball/HP Physical

Evaluation: If you use Murkrow, I wish you plenty of good luck. With little HP and even less defense, just about anything can OHKO it.

=====

#199 Slowking

Type: [W] [Ps]

Royal Pokémon

Ht: 6' 7"

Wt: 175.3 lb

Trait: Oblivious (Prevents Attraction)

Own Tempo (Prevents confusion)

FYI: Instead of the Shellder biting and poisoning Slowpoke's tail, it did so to the Slowpoke's head. By doing this, it unlocked an extraordinary power.

Base Stats

HP: 95

Attack: 75

Defense: 80

Speed: 30

Sp. Atk: 100

Sp. Def: 110

Total: 490

Suggested Role: Special Sweeper

Moveset: Calm Mind/Surf/Psychic/Ice Beam

Evaluation: Calm Mind and sweep. Utilizies both STABs. Either Trait works, but I prefer Own Tempo.

=====

#200 Misdreavus

Type: [Gh]

Screech Pokémon

Ht: 2' 4"

Wt: 2.2 lb

Trait: Levitate (Nullifies Ground attacks)

FYI: The red balls Misdreavus carries are used to absorb the fear of its enemies, which it can use to recover its energy.

Base Stats

HP: 60
Attack: 60
Defense: 60
Speed: 85
Sp. Atk: 85
Sp. Def: 85

Total: 435

Suggested Role: Annoyer
Moveset: Mean Look/Perish Song/Protect/Shadow Ball

Evaluation: This is the most common moveset for Misdreavus, and it's damn cheap. Mean Look, then Perish Song. Then use Protect or switch out and get an instant KO. 00ber cheap.

Alternate Role: Special Sweeper
Moveset: Calm Mind/Psychic/Shadow Ball/Thunderbolt

Evaluation: The Misdreavus moveset I use, and it's somewhat effective. It won't cause your opponent to cry foul, yet still can work. HP Special substitutes well for Shadow Ball if you choose not to utilize STAB.

=====

#201 Unown
Type: [Ps]
Symbol Pokémon
Ht: 1' 8"
Wt: 11.0 lb
Trait: Levitate (Nullifies Ground attacks)

FYI: Unown are ancient hieroglyphs come to life. There are 28 different subspecies of Unown, ABCDEFGHIJKLMNOPQRSTUVWXYZ!?. Some say they are evil talismans. This is probably based on the Entei/Unown incident that occurred fairly recently.

Base Stats
HP: 48
Attack: 72
Defense: 48
Speed: 48
Sp. Atk: 72
Sp. Def: 48

Total: 336

Suggested Role: Standard
Moveset: Hidden Power

Evaluation: For collectors only.

=====

#202 Wobbuffet

Type: [Ps]

Patient Pokémon

Ht: 4' 3"

Wt: 63.0 lb

Trait: Shadow Tag (Prevents opponent from switching)

FYI: If two or more Wobbuffet meet, they will try to out-endure each other's patience. A Trainer must be wary of this, especially if they see how long they can go without food.

Base Stats

HP: 190

Attack: 33

Defense: 58

Speed: 33

Sp. Atk: 33

Sp. Def: 58

Total: 395

Suggested Role: Annoyer

Moveset: Counter/Safeguard/Mirror Coat/Destiny Bond

Evaluation: This is the only moveset Wobbuffet can have, unless you evolved from Wynaut, which has Encore. Damn, I hate Wobbuffet. Its stats are perfect for retaliation moves. It eats sweepers like there's no tomorrow. With 190 base HP and little Defense, it can take a few attacks, and dish them out at double strength. But Wobbuffet has one major weakness. Taunt. With no attack moves, Wobbuffet will be forced to use Struggle.

=====

#203 Girafarig

Type: [N] [Ps]

Long Neck Pokémon

Ht: 4' 11"

Wt: 91.0 lb

Trait: Inner Focus (Prevents flinching)

Early Bird (Wakes from sleep a turn earlier)

FYI: Girafarig's name is a palindrome. A palindrome is a word that's spelled the same backwards and forwards. The tail on its rear end has a small brain and can bite you if you get too close.

Base Stats

HP: 70

Attack: 80

Defense: 65

Speed: 85

Sp. Atk: 90

Sp. Def: 65

Total: 455

Suggested Role: Special Sweeper

Moveset: Calm Mind/Psychic/Shock Wave/HP Special

Evaluation: Not the best Special Sweeper, but the type combination of Normal and Psychic gets rid of one of its big weak points.

Alternate Role: Baton Passer

Moveset: Psych Up/Calm Mind/Baton Pass/filler

Evaluation: Not the best BPer, but has potential.

=====

#205 Forretress

Type: [B] [S]

Bagworm Pokémon

Ht: 3' 11"

Wt: 277.3 lb

Trait: Sturdy (netages OHKO attacks)

FYI: Though a shiny Forretress has a gold-colored shell, it is still harder than steel.

Base Stats

HP: 70

Attack: 90

Defense: 140

Speed: 40

Sp. Atk: 60

Sp. Def: 60

Total: 460

Suggested Role: Physical Sweeper

Moveset: Earthquake/Light Screen/Explosion/HP physical

Evaluation: Forretress is best used as a Physical Sponge. This set works OK, but bear in mind that Light Screen won't save you from a 4x weakness to Fire. A Steel-type with moderately high Attack, and it can't learn a single Steel-type move to get STAB off of. In this case, types are more of a weakness than an asset.

Alternate Role: Spiker

Moveset: Spikes/Sandstorm/attack filler/filler

Evaluation: Forretress is not used much as a Spiker because Skarmory is a million times better for the job.

=====

#206 Dunsparce

Type: [N]

Land Snake Pokémon

Ht: 4' 11"

Wt: 30.9 lb

Trait: Run Away (100% escape rate from wild Pokémon)
Serene Grace (Doubles added effect chances)

FYI: Dunsparce is capable of hovering slightly above the ground using its wings. It is a very rare Pokémon.

Base Stats

HP: 100
Attack: 70
Defense: 70
Speed: 45
Sp. Atk: 65
Sp. Def: 65

Total: 415

Suggested Role: Mixed Sweeper
Moveset: Ice Beam/Shadow Ball/Body Slam/Ancientpower

Evaluation: Takes full advantage of Serene Grace. Any move with some side effect, like Flamethrower or Rock Slide, will substitute nicely.

=====

#207 Gligar
Type: [Gd] [Fl]
Flyscorpion Pokémon
Ht: 3' 7"
Wt: 142.9 lb
Trait: Sand Veil (Raises evade % during a sandstorm)
Hyper Cutter (Prevents Attack reduction)

FYI: In Pokémon Stadium 2, you won a special Gligar with Earthquake as a prize for beating the difficult "Round 2" mode of the game. Now, Gligar can learn Earthquake by simply using a TM26.

Base Stats
HP: 65
Attack: 75
Defense: 105
Speed: 85
Sp. Atk: 35
Sp. Def: 65

Total: 430

Suggested Role: Tyrannitar Sand Stream
Moveset: Double Team/Iron Tail/Sludge Bomb/HP Ground

Evaluation: Why not EQ? EQ hits your partner as well, which can put Tyrannitar at risk. Just a physical sweeping set with DT for additional evasion.

=====

#208 Steelix
Type: [S] [Gd]
Iron Snake Pokémon
Ht: 30' 2"
Wt: 881.8 lb
Trait: Sturdy (Can't be hit by an OHKO)
Rock Head (Prevents recoil damage)

FYI: Steelix's body looks almost identical to reinforced steel, but is actually harder than a diamond. It is the second largest of Pokémon, measuring over 30 feet in length. Shining Onix have a

goldish tint to them, which is inconsistent with the Crystal Onix found in the animé.

Base Stats

HP: 75
Attack: 85
Defense: 200
Speed: 30
Sp. Atk: 55
Sp. Def: 65

Total: 510

Suggested Role: Physical Sweeper

Moveset: Iron Tail/Earthquake/Double-Edge/HP Fighting

Evaluation: 200 base Defense? Damn, that's a lot. To get the most out of Steelix, use it against Physical Sweepers. Even a STABbed Cross Chop from Machop will barely scratch Steelix.

=====

#210 Granbull

Type: [N]

Fairy Pokémon

Ht: 4' 7"

Wt: 107.4 lb

Trait: Intimidate (Lowers the enemy's Attack by 1 Level)

FYI: Granbull's lower jaw is extremely hard to hold up. It is very unwieldy, but powerful.

Base Stats

HP: 90
Attack: 120
Defense: 75
Speed: 45
Sp. Atk: 60
Sp. Def: 60

Total: 450

Base Experience: 89

Suggested Role: Physical Sweeper

Moveset: Bulk Up/Double-Edge/Brick Break/Shadow Ball

Evaluation: 120 base Attack can't be argued with. A little on the fragile side. It would make an unpredictable special sweeper, except that its base Sp. Atk is only 60. Too bad. If you want to make a Cleric out of Granbull, it can learn Heal Bell as an Egg Move.

=====

#211 Qwilfish

Type: [W] [Po]

Balloon Pokémon

Ht: 1' 8"

Wt: 8.6 lb

Trait: Swift Swim (Doubles Speed in rain)

Poison Point (30% chance of poisoning foe on contact)

FYI: Qwilfish can launch its spikes by inflating itself until they shoot off. It is a moderately rare Pokémon.

Base Stats

HP: 65

Attack: 95

Defense: 75

Speed: 85

Sp. Atk: 55

Sp. Def: 55

Total: 430

Suggested Role: Physical Sweeper

Moveset: Sludge Bomb/Shadow Ball/Swords Dance/HP Ground

Evaluation: Qwilfish makes a pretty good Spiker, but again, Skarmory is the best and most reliable one. This set isn't bad, though. Swords Dance and sweep. HP Ground is for those type-trumping Thunderdancers. Swift Swim and HP Ground will take the unsuspecting opponent completely by surprise.

=====

#212 Scizor

Type: [B] [S]

Pincer Pokémon

Ht: 5' 11"

Wt: 260.1 lb

Trait: Swarm (Raises Bug moves 50% when HP is low)

FYI: Scizor's wings are not used for flying. Instead, they are used to cool down its body temperature in hot weather.

Base Stats

HP: 70

Attack: 130

Defense: 100

Speed: 65

Sp. Atk: 55

Sp. Def: 80

Total: 500

Suggested Role: Physical Sweeper

Moveset: Silver Wind/Metal Claw/Swords Dance/HP Ground

Evaluation: Scizor is one of the best Bug-types out there. If you can keep away from the fire, you have a non-Fighting sweeper that's just as tough to take down as Machop. The procedure is very simple. Swords Dance and unleash a STABbed Silver Wind, which can raise your stats even higher.

=====

#213 Shuckle

Type: [B] [R]

Mold Pokémon

Ht: 2' 0"

Wt: 45.2 lb

Trait: Sturdy (Can't be hit by OHKO attacks)

FYI: Shuckle stores Berries in its shell and makes juices from them.
These juices restore its health.

Base Stats

HP: 20

Attack: 10

Defense: 230

Speed: 5

Sp. Atk: 10

Sp. Def: 230

Total: 505

Suggested Role: Annoyer

Moveset: Encore/Toxic/Protect/Attract

Evaluation: Laugh maniacally as Shuckle's single-digit attack score prevents it from doing more than a few points of damage to the target. But that's besides the point. Don't overestimate 230 base Defense in both stats. Shuckle doesn't really make an effective Annoyer, but it's the only role its stats and movepool would allow.

=====

#214 Heracross

Type: [B] [Ft]

Single Horn Pokémon

Ht: 4' 11"

Wt: 120.0 lb

Trait: Swarm (Raises Bug moves by 50% when HP is low)

Guts (Raises Attack by 50% when hit by a status ailment)

Signature Move: Megahorn

Base Stats

HP: 80

Attack: 125

Defense: 75

Speed: 85

Sp. Atk: 40

Sp. Def: 95

Total: 500

Suggested Role: Physical Sweeper

Moveset: Swords Dance/Megahorn/Brick Break/Earthquake

Evaluation: Probably the best Bug-type out there, and excellent for countering Steel and Dark-types. Heracross is very good. It's also overused; hell, it's VERY overused. With high Attack, decent Speed, and Swords Dance, it's little wonder it's used so much. It does have a 4x weakness to Flying, so even a Gust can OHKO it. Use caution with Heracross,

as Aerial Ace is a very common filler on sweepers and Flying-types.

Alternate Role: Subversaler
Moveset: Substitute/Reversal/HP Ghost/Megahorn
Submitted By: Doomsong123

Evaluation: Toss a Salac Berry on it. Substitute down to 2 HP, then Reversal. Salac Berry goes off, which puts your Speed over almost everything. HP Ghost is to deal with Gengar. Use Swarm instead of Guts. Megahorn gets a boost out of it.

Alternate Role: Endrevert
Moveset: HP Flying/Megahorn/Endure/Reversal
Submitted By: Doomsong123

Evaluation: Standard. Toss a Lum Berry on it.

=====
#215 Sneasel
Type: [Dk] [I]
Sharp Claw Pokémon
Ht: 2' 11"
Wt: 61.7 lb
Trait: Inner Focus (Prevents flinching)
Keen Eye (Prevents accuracy reduction)

FYI: Sneasel is an extremely agile and aggressive Pokémon. To get food for its family, it will scare off nests of Pidgey, Spearow, and Hoothoot, then bring back the eggs to feast on.

Signature Move: Beat Up

Base Stats
HP: 55
Attack: 95
Defense: 55
Speed: 115
Sp. Atk: 35
Sp. Def: 75

Total: 430

Suggested Role: Physical Sweeper
Moveset: Swords Dance/Brick Break/HP Ground/Shadow Ball

Evaluation: An interesting mix of types, but there are a lot of problems with Sneasel. First, its Sp. Atk sucks, and both of its types are Special. This means that both STABs are wasted. Its types also give it weaknesses to Fighting and Fire, two types seen very commonly on teams. It's very interesting on paper, but when put into practice, simply will not work.

=====
#217 Ursaring
Type: [N]
Hibernator Pokémon
Ht: 5' 11"
Wt: 277.3 lb

Trait: Guts (Raises Attack by 50% when hit with a status ailment)

FYI: Ursaring will violently shake and even uproot trees to get Berries to fall down. It collects and stores Berries in its cave during the spring and summer, because it must hibernate during cold weather.

Base Stats

HP: 90

Attack: 130

Defense: 75

Speed: 55

Sp. Atk: 75

Sp. Def: 75

Total: 500

Suggested Role: Physical Sweeper

Moveset: Double-Edge/Swords Dance/Brick Break/Earthquake

Evaluation: A little lacking in the Speed department, and merely average stats hamper an otherwise OK Pokémon. It is quite underused simply due to the fact that Normal-types have no type advantages in battle. What we forget is that only Fighting-type attacks are super effective against Normal-types.

=====

#219 Magcargo

Type: [Fi] [R]

Lava Pokémon

Ht: 2' 7"

Wt: 121.0 lb

Trait: Magma Armor (Prevents freezing)

Flame Body (30% chance of burning on contact)

FYI: Magcargo's shell is lava that just hardened. Flame jets periodically spew out of the shell when cracks form.

Base Stats

HP: 50

Attack: 50

Defense: 120

Speed: 30

Sp. Atk: 80

Sp. Def: 80

Total: 410

Suggested Role: Special Sweeper

Moveset: Amnesia/Flamethrower/HP special/filler

Evaluation: The stats and types just don't fall in favor of Magcargo. With 4x weaknesses to Water and Ground, both of which are extremely common, and the lack of double STAB... It just doesn't work well. Narrow movepool doesn't help, either.

=====

#221 Piloswine

Type: [I] [Gd]

Swine Pokémon

Ht: 3' 7"

Wt: 123.0 lb

Trait: Oblivious (Prevents Attraction)

Base Stats

HP: 100

Attack: 100

Defense: 80

Speed: 50

Sp. Atk: 60

Sp. Def: 60

Total: 450

Suggested Role: Physical Sweeper

Moveset: Earthquake/Double-Edge/Amnesia/Rock Slide

Evaluation: Unfortunately, Piloswine can't increase its Attack.

But don't trash it just because of that; its movepool may be limited, but it can use many of its moves well.

=====

#222 Corsola

Type: [W] [R]

Coral Pokémon

Ht: 2' 0"

Wt: 11.0 lb

Trait: Hustle (Raises power by 50%, but cuts accuracy by 20%)

Natural Cure (Curse status ailments upon switching out)

FYI: In Hoenn, Pacifidlog Town is built on top of a colony of Corsola.

Base Stats

HP: 55

Attack: 55

Defense: 85

Speed: 35

Sp. Atk: 65

Sp. Def: 85

Total: 380

Suggested Role: Tank

Moveset: Recover/Mirror Coat/Calm Mind/Ancientpower

Evaluation: Not the best Tank out there, due to low stats.

You can try to set up some other non-attack movesets with Corsola, but you will find that none of them work very well.

=====

#224 Octillery

Type: [W]

Jet Pokémon

Ht: 2' 11"

Wt: 62.8 lb

Trait: Suction Cups (Unaffected by Roar or Whirlwind)

FYI: If Octillery can't find a place to rest, it will steal the nest of one of its own kind. It can squeeze through a hole smaller than its eye.

Signature Move: Octazooka

Base Stats

HP: 75

Attack: 105

Defense: 75

Speed: 45

Sp. Atk: 105

Sp. Def: 75

Total: 480

Suggested Role: Special Sweeper/Hazer

Moveset: Haze/Octazooka/Ice Beam/HP Grass

Evaluation: If you can't get HP Grass, it can learn Bullet Seed from TM09, but that's kind of dicey. It's unable to stat-up, and it quite slow. Otherwise, it's pretty good, and works well in an underused team.

=====

#225 Delibird

Type: [I] [Fl]

Delivery Pokémon

Ht: 2' 11"

Wt: 35.3 lb

Trait: Hustle (Raises power by 50%, but cuts Accuracy by 20%)

FYI: Delibird's signature attack, Present, is an exploding gift box that is very hit-or-miss. It can hurt or heal its target by widely varying amounts.

Signature Move: Present

Base Stats

HP: 45

Attack: 55

Defense: 45

Speed: 75

Sp. Atk: 65

Sp. Def: 45

Total: 325

Suggested Role: I won't even bother

Evaluation: Do Not Open Until Christmas. Better yet, don't open it at all.

=====

#226 Mantine

Type: [W] [Fl]

Kite Pokémon

Ht: 6' 11"

Wt: 485.0 lb

Trait: Swift Swim (Doubles Speed in rain)

Water Absorb (Recovers HP when hit by a Water attack)

FYI: Mantine can jump out of the water and fly if it builds enough speed.

Base Stats

HP: 65

Attack: 40

Defense: 70

Speed: 70

Sp. Atk: 80

Sp. Def: 140

Total: 465

Suggested Role: Special Sweeper

Moveset: Hydro Pump/Rain Dance/Ice Beam/HP Dragon

Evaluation: Why the hell HP Dragon? It's a special attack that works well against everything except Steel, and if you see Kingdra, this will take it completely by surprise. HP Dark will also fit nicely.

=====

#227 Skarmory

Type: [S] [Fl]

Armor Bird Pokémon

Ht: 5' 7"

Wt: 112.0 lb

Trait: Keen Eye (Prevents accuracy reduction)

Sturdy (Can't be hit by OHKO attacks)

FYI: Skarmory's feathers can be used to make swords. In battle, it takes advantage of this by slicing targets with its wings. Though its body is metallic, it is also hollow, giving it the ability to soar through the skies at speeds of nearly 190 MPH.

Base Stats

HP: 65

Attack: 80

Defense: 140

Speed: 70

Sp. Atk: 40

Sp. Def: 70

Total: 465

Suggested Role: Spiker

Moveset: Spikes/Toxic/Roar/Sandstorm

Evaluation: Unfortunately, Skarmory isn't nearly as fast in battle as the Pokédex advertises. Nonetheless, Skarmory is one of the most overused Pokémon in the game, and there are good reasons why. It is easily the best Spiker in the game. This particular

set works even better with TSS. The idea here is to lay down triple Spikes, then try to force a switch. Skarmory fears Electric and Fire Pokémon, so switch out when you see one.

=====

#229 Houndoom

Type: [Dk] [Fi]

Dark Pokémon

Ht: 4' 7"

Wt: 77.2 lb

Trait: Flash Fire (When hit by Fire, nullifies the attack and powers up fire moves)

Early Bird (Wakes from sleep a turn earlier)

FYI: A burn inflicted by Houndoom's fire is said to never go away. Its howling inflicts terror on local Pokémon and scares them back to their nests.

Base Stats

HP: 75

Attack: 90

Defense: 50

Speed: 95

Sp. Atk: 110

Sp. Def: 80

Total: 500

Suggested Role: Sunnybeamer

Moveset: Sunny Day/Solarbeam/Flamethrower/Crunch

Evaluation: Excellent for setting up other Sunnybeamers. Defense is an issue, however. Even HP Ground can OHKO it.

=====

#230 Kingdra

Type: [W] [Dr]

Dragon Pokémon

Ht: 5' 11"

Wt: 336.0 lb

Trait: Swift Swim (Doubles Speed in rain)

FYI: In order for Seadra to evolve, it must hold a Dragon's Scale, then be traded. It often is sleeping at the bottom of the sea, and can cause whirlpools to appear just from yawning.

Base Stats

HP: 75

Attack: 95

Defense: 95

Speed: 85

Sp. Atk: 95

Sp. Def: 95

Total: 540

Suggested Role: Special Sweeper

Moveset: Dragonbreath/Hydro Pump/Rain Dance/Ice Beam

Evaluation: This is my favorite moveset for Kingdra. Rain Dance gives it a Speed even higher than Ninjask, and its other stats are all above average. It only has one weakness, and that's to Dragon attacks. Since Dragon-types are weak to their own type, it is tough to attack the weakness. Kingdra also gets Dragon Dance, so that's a consideration.

=====

#232 Donphan
Type: [Gd]
Armor Pokémon
Ht: 3' 7"
Wt: 265.0 lb
Trait: Sturdy (Can't be hit by OHKO attacks)

FYI: Donphan's tusks depict its rank in its tribe. The tusks take a long time to grow.

Signature Move: Rollout

Base Stats
HP: 90
Attack: 120
Defense: 120
Speed: 50
Sp. Atk: 60
Sp. Def: 60

Total: 500

Suggested Role: Physical Sweeper
Moveset: Earthquake/Ancientpower/Iron Tail/Rapid Spin

Evaluation: Rapid Spin is for dealing with Spikers. If you don't want it, take HP Fighting instead.

=====

#233 Porygon2
Type: [N]
Virtual Pokémon
Ht: 2' 0"
Wt: 71.6 lb
Trait: Trace (Copies opponent's Ability)

FYI: Further research caused Sliph Co. to produce an Up-Grade for Porygon, which causes it to evolve into Porygon2. Sometimes, it may make motions that were not even programmed into its brain.

Signature Moves: Sharpen, Conversion, Conversion 2

Base Stats
HP: 85
Attack: 80
Defense: 90
Speed: 60
Sp. Atk: 105
Sp. Def: 95

Total: 515

Suggested Role: Special Sweeper
Moveset I: Lock-On/Zap Cannon/Blizzard/Psychic
Moveset II: Thunderbolt/Ice Beam/Psychic/Recover

Evaluation: Moveset I takes advantage of Lock-On, while Moveset II is a standard set. The Lock-On set is a lot of fun to play, but the standard set works a little better.

=====

#234 Stantler
Type: [N]
Big Horn Pokémon
Ht: 4' 7"
Wt: 157.0 lb
Trait: Intimidate (Lowers the foe's Attack by 1 Level)

FYI: The two orbs in the center of Stantler's antlers can induce hypnosis.

Base Stats
HP: 73
Attack: 96
Defense: 62
Speed: 85
Sp. Atk: 85
Sp. Def: 65

Total: 466

Suggested Role: Physical Sweeper
Moveset: Shadow Ball/Double-Edge/Earthquake/HP Flying

Evaluation: HP Flying is for the Fighting-types who think they can attack Stantler's weakness. The rest should be pretty much self-explanatory. It can't stat-up, so BPing Dragon Dance onto it isn't a bad idea.

Alternate Role: Annoyer
Moveset: Toxic/Swagger/Return/Attract

Evaluation: Hypnosis or Thunder Wave will substitute nicely here. You wouldn't think of Stantler as an annoyer, but there you have it.

=====

#235 Smeargle
Type: [N]
Painter Pokémon
Ht: 3' 11"
Wt: 127.9 lb
Trait: Own Tempo (Prevents confusion)

FYI: It is widely believed that every Smeargle's paint color is determined genetically. That is true, but Smeargle can change the color of its paint if needed. It typically uses the paint to mark its territory.

Signature Move: Sketch

Base Stats

HP: 55

Attack: 20

Defense: 35

Speed: 75

Sp. Atk: 20

Sp. Def: 45

Total: 245

Comment: No one moveset or role will be suggested for Smeargle. Instead I will guide you on how you would use one. Smeargle is capable of learning every move in the game. Since Sketch permanently copies an opponent's move, the trick to getting the Smeargle moveset you want is, step-by-step:

- 1) Exchange records with another game that only has one Pokémon on it, and that one Pokémon's only move is the one you want to teach Smeargle.
- 2) Go to the other game's Secret Base, make sure Smeargle is in front of the party, and battle the trainer inside the Secret Base. He/she should have the same Pokémon that was on the game you traded records with, and it should have one move: the one you want to teach Smeargle.
- 3) Have Smeargle use Sketch on the Pokémon, then win the battle.
- 4) Repeat steps 1 through 3 for every move you want to teach to Smeargle.

Now, this talent is balanced by Smeargle's poor stats. Speed is only average, and the rest of them are abysmal. Here are some tips for creating a Smeargle moveset.

- 1) Never sweep with Smeargle. With only 20 in each of its Attack stats, you won't do any damage.
- 2) Never tank with Smeargle. It doesn't have enough Defense.
- 3) Never give Smeargle Recover. It won't last long enough.
- 4) Smeargle can play basically any other non-attacking role possible. The best Smeargle set is an annoyer set, but Baton Passing, Spiking, and Pseudopassing are all good ideas.

=====

#237 Hitmontop

Type: [Ft]

Handstand Pokémon

Ht: 4' 7"

Wt: 105.8 lb

Trait: Intimidate (Lowers the foe's Attack by 1 level)

FYI: Hitmontop has a tail with a sharp barb on it. In battle, it stands upside-down. When attacking, it spins like a top, whacking its target with its feet and tail.

Signature Moves: Triple Kick, Rapid Spin

Base Stats

HP: 50

Attack: 95
Defense: 95
Speed: 70
Sp. Atk: 35
Sp. Def: 110

Total: 455

Suggested Role: Physical Sweeper
Moveset: Earthquake/Return/Brick Break/Bulk Up

Evaluation: Rock Slide can replace Return if you desire. Hitmontop
can't Swords Dance, so Bulk Up will have to suffice.

=====

#241 Miltank
Type: [N]
Milk Cow Pokémon
Ht: 3' 11"
Wt: 166.4 lb
Trait: Thick Fat (Resists Fire and Ice attacks by 50%)

Signature Move: Milk Drink

Base Stats
HP: 90
Attack: 80
Defense: 105
Speed: 100
Sp. Atk: 40
Sp. Def: 70

Total: 485

Suggested Role: Cleric
Moveset: Heal Bell/Milk Drink/Endure/Reversal

Evaluation: The last two moves are basically attack fillers, but
the important Heal Bell/Milk Drink are on there. If
you want to make an annoyer out of it, you can do that too.

=====

#242 Blissey
Type: [N]
Happiness Pokémon
Ht: 4' 11"
Wt: 103.2 lb
Trait: Natural Cure (Cures status ailments upon switching out)
Serene Grace (Doubles chance of added attack effects)

FYI: About one out of every eight Pokémon Centers uses a Blissey for
an assistant nurse instead of Chansey.

Signature Move: Softboiled

Base Stats
HP: 255
Attack: 10

Defense: 10
Speed: 55
Sp. Atk: 75
Sp. Def: 135

Total: 540

Suggested Role: Annoyer
Moveset: Minimize/Softboiled/Toxic/Attract

Evaluation: The only Blissey set that has a chance of working. If only it could learn Taunt...

Alternate Role: Cleric
Moveset: Softboiled/Aromatherapy/Thunder Wave/Seismic Toss
Submitted By: Matthew Carter

Evaluation: Kind of useless in itself, but very tough to take down with supporting Pokémon like Skarmory.

=====

#243 Raikou
Type: [E]
Thunder Pokémon
Ht: 6' 3"
Wt: 392.4 lb
Trait: Pressure (Doubles opponent's PP usage)

FYI: Raikou is extremely violent, but a very useful Pokémon to have. It is said it came down to earth in a lightning bolt. It carries storm clouds on its back, so it can fire thunderbolts regardless of the weather. If a trainer treats Raikou well for over 12 months, its attitude undergoes a change. From that point on, if it senses that its trainer is in danger, it will deliver the trainer from danger by allowing him to ride Raikou away from the situation. After that, the trainer can do so freely. Being a Beast of Lightning, it is lightning fast--faster than any Pokémon on land. Normally, it can top 250 MPH with ease. In a thunderstorm or a Quick Attack, its top speed rises to 300 MPH or more.

Base Stats
HP: 90
Attack: 85
Defense: 75
Speed: 115
Sp. Atk: 115
Sp. Def: 100

Total: 580 (Stat Tier 4)

Suggested Role: Special Sweeper
Moveset: Calm Mind/Thunderbolt/Crunch/HP Grass

Evaluation: This is an awesome set that takes full advantage of Raikou's Speed and Sp. Atk. If you can't get HP Grass, use Reflect instead. That helps ward off EQ damage, which can ordinarily OHKO it. For 2 vs 2 battles, you can Thunderdance instead if you have a Water Pokémon to support it (Suicune is an EXCELLENT choice.)

If you Thunderdance, use HP Water instead of HP Grass--
it's still super-effective against Ground/Rock-types,
but gets a bonus from the rain.

=====

#244 Entei
Type: [Fi]
Volcano Pokémon
Ht: 6' 11"
Wt: 436.5 lb
Trait: Pressure (Doubles opponent's PP usage)

FYI: Entei is a powerful Beast of Fire. Its fire breath is hotter than magma and its body is tough as reinforced steel, so tough that it can run across rivers of lava totally unharmed. Similarly to Raikou, it will allow its trainer to ride on its back. Because of the way it looks, a trainer riding Entei close to its top speed (just over 240 MPH) cannot be seen, even on photograph. The metal clamps around Entei's legs are there for control and increased agility. If they are removed, Entei runs too fast to control itself.

Base Stats

HP: 115
Attack: 115
Defense: 85
Speed: 100
Sp. Atk: 90
Sp. Def: 75

Total: 580 (Stat Tier 4)

Suggested Role: Sunnybeamer
Moveset: Sunny Day/Solarbeam/Flamethrower/filler

Evaluation: Unfortunately, Entei is the worst of the three Beasts. The way this moveset is set up, it's a big waste of Entei's attack power. If you want to use that attack power, you can use Double-Edge or Body Slam for the filler. But until FR/LG are released, I have to live with Stomp...

=====

#245 Suicune
Type: [W]
Aurora Pokémon
Ht: 6' 7"
Wt: 412.3 lb
Trait: Pressure (Doubles opponent's PP usage)

FYI: Suicune is a Beast of Water, and the easiest of the three to catch and raise. It is extremely resilient but not quite as fast as its siblings. According to legend, Suicune is the north wind reborn. It has the power to instantly purify any contaminated water it finds. Suicune likes to ferry its trainer across water, and has an interesting way of doing so. It will aim an Ice Beam at the water to freeze it, signal its trainer to jump on its back, then run across the ice as fast as 220 MPH.

Base Stats
HP: 100
Attack: 75
Defense: 115
Speed: 85
Sp. Atk: 90
Sp. Def: 115

Total: 580 (Stat Tier 4)

Suggested Role: Special Sweeper
Moveset: Calm Mind/Rain Dance/Surf/Ice Beam

Evaluation: Suicune is, quite arguably, the best of the Beasts. A CMing Suicune is considered by many to be 00ber. It is incredibly resilient, strong enough to withstand a Thunder from Raikou. The procedure is very simple. Calm Mind and sweep. In 2 vs 2 battles, the combination of a CMing Suicune and a Thunderdancing Raikou will spell P-W-N for many adversaries. You can also tank with Suicune, but I don't recommend it.

=====

#248 Tyranitar
Type: [R] [Dk]
Armor Pokémon
Ht: 6' 7"
Wt: 445.3 lb
Trait: Sand Stream (Summons a sandstorm that lasts indefinitely)

FYI: Using just one of its hands, Tyranitar can completely change the landscape, raising mountains or forming valleys and canyons. It tends to have a very fickle nature, and consequently, becomes quite dangerous to raise.

Base Stats
HP: 100
Attack: 134
Defense: 110
Speed: 61
Sp. Atk: 95
Sp. Def: 100

Total: 600 (Stat Tier 3)

Suggested Role: Physical Sweeper
Moveset: Earthquake/Rock Slide/Dragon Dance/Brick Break

Evaluation: Tyranitar is nearly as overused as Machop. It would be better than Machop, if it weren't for that damn Sand Stream... If you recall from my Sandstorm moveset, it used Tyranitar's Sand Stream to set things up. Thing is, if T-Tar goes, the sandstorm only lasts for five more turns. But not to worry, Tyranitar is easy to protect. With 100 base Sp. Def, even super-effective Special attacks can't OHKO it. The only thing that can OHKO it is a stray Fighting-type attack. You need Dragon Dance for this set, so you can counteract its poor Speed. If you can DD three times, you're pretty much invincible.

=====
#249 Lugia
Type: [Ps] [Fl]
Diving Pokémon
Ht: 17' 10"
Wt: 476.2 lb
Trait: Pressure (Doubles opponent's PP usage)

FYI: According to legend, Lugia is the guardian of the legendary elemental birds. It is said to spend its time quietly deep at the bottom of the sea, because its powers are too strong. It is just as comfortable swimming underwater as it is soaring the skies.

Signature Move: Aeroblast

Base Stats
HP: 106
Attack: 90
Defense: 130
Speed: 110
Sp. Atk: 90
Sp. Def: 154

Total: 680 (Stat Tier 1)

Suggested Role: Mixed Sweeper
Moveset: Psychic/Earthquake/Aeroblast/Recover

Evaluation: Lugia is just as defensive as Mewtwo is offensive. Even a super effective hit won't take off more than a third of its HP unless the opponent used stat-up moves. Aeroblast has a high critical hit ratio and gets STAB. EQ is for Raikou, a common Lugia counter. But no matter what is put against Lugia, it'll have a damn hard time winning. If you use this moveset, it will be advantageous to use it later rather than sooner, unless the opponent is using stat-up moves; then swap Lugia in by all means.

Alternate Role: Tank
Moveset: Recover/Toxic/Aeroblast/Reflect

Evaluation: Not as effective as the sweeper, but it works well.

=====
#250 Ho-oh
Type: [Fi] [Fl]
Rainbow Pokémon
Ht: 12' 6"
Wt: 438.7 lb
Trait: Pressure (Doubles opponent's PP usage)

FYI: Ho-oh leaves behind a beautiful rainbow when flying. It is said to appear only to trainers who have a pure heart. Legend has it that Ho-oh revived the three Legendary Beasts after they died in a tragic fire centuries ago.

Signature Move: Sacred Fire

Base Stats

HP: 106
Attack: 130
Defense: 90
Speed: 90
Sp. Atk: 110
Sp. Def: 154

Total: 680 (Stat Tier 1)

Suggested Role: Special Sweeper
Moveset: Sacred Fire/Recover/Thunderbolt/Calm Mind

Evaluation: You would think of using physical moves with Ho-oh due to higher Attack, but it wastes the bird's best, and signature, move, which pwns physical sweepers. Rock attacks can OHKO it due to 4x weakness.

Alternate Role: Physical Sweeper
Moveset: Sacred Fire/Recover/Earthquake/Aerial Ace

Evaluation: Your first reaction is probably "Oh my god, why is SF still there?" Well, it's an excellent move, and gets STAB. Why waste STAB without reason? And it pwns all those physical sweepers that think they can OHKO Ho-oh with Rock Slide or Ancientpower. Burns with a coin-flip probability? Can't argue with that.

=====

#251 Celebi

Type: [Ps] [Gr]
Time Travel Pokémon
Ht: 2' 0"
Wt: 11.0 lb

Trait: Natural Cure (Dissolves status ailments upon switching)

FYI: Celebi is a Pokémon that can freely travel through time. It is capable of destroying the evil in any Pokémon and bringing out the good.

Base Stats

HP: 100
Attack: 100
Defense: 100
Speed: 100
Sp. Atk: 100
Sp. Def: 100

Total: 600 (Stat Tier 3)

Suggested Role: Special Sweeper
Moveset: Psychic/Giga Drain/Recover/Calm Mind

Evaluation: The first set you'll think of for Celebi, but it's not the only role it can play.

Alternate Role: Cleric
Moveset: Heal Bell/Recover/Leech Seed/Psychic

Evaluation: Heal Bell the status conditions away. Leech Seed will pay dividends for your whole team.

Alternate Role: Annoyer

Moveset: Toxic/Leech Seed/Confusion/Safeguard

Evaluation: Yet another Grass-type annoyer set. I see the Cleric set more than this, but this works well, too.

=====

#254 Sceptile

Type: [Gr]

Forest Pokémon

Ht: 5' 7"

Wt: 115.1 lb

Trait: Overgrow (Raises Grass moves by 50% when HP is low)

FYI: Sceptile is the most agile Grass Pokémon discovered up to now. Nothing can elude Sceptile's chase in a forest.

Signature Move: Leaf Blade

Base Stats

HP: 70

Attack: 85

Defense: 65

Speed: 120

Sp. Atk: 105

Sp. Def: 85

Total: 530

Suggested Role: Special Sweeper

Moveset: Leaf Blade/Dragonbreath/Crunch/HP Special

Evaluation: Probably the only Grass Pokémon that can make an effective sweeper. You can make a standard annoyer out of Sceptile, but it puts some inviting Speed and Sp. Atk stats to waste.

=====

#257 Blaziken

Type: [Fi] [Ft]

Blaze Pokémon

Ht: 6' 3"

Wt: 114.6 lb

Trait: Blaze (Raises Fire moves by 50% when HP is low)

FYI: Blaziken can easily jump a thirty-story building. The hotter its wrists blaze, the stronger its attacks become.

Signature Moves: Blaze Kick, Sky Uppercut

Base Stats

HP: 80

Attack: 120

Defense: 70

Speed: 80

Sp. Atk: 110

Sp. Def: 70

Total: 530

Suggested Role: Physical Sweeper

Moveset: Swords Dance/Sky Uppercut/Earthquake/Aerial Ace

Evaluation: I have never used a Blaziken well, but I use it...well, because it was my Ruby starter. If you have HP Physical, use that instead of Aerial Ace. Overheat also works well. If you use a Scope Lens on Blaziken instead of Salac Berry, Blaze Kick will also work OK because you'll Critical Hit about half the time. But it's a bit of haxing, and Netbattlers/RSboters will probably flame you for it.

=====

#260 Swampert

Type: [W] [Gd]

Mud Fish Pokémon

Ht: 4' 11"

Wt: 180.6 lb

Trait: Torrent (Raises Water moves by 50% when HP is low)

FYI: Swampert has the ability to predict when a thunderstorm will take place. If it senses an approaching storm, it will cover itself in boulders to avoid taking damage.

Signature Move: Muddy Water

Base Stats

HP: 100

Attack: 110

Defense: 90

Speed: 60

Sp. Atk: 85

Sp. Def: 90

Total: 535

Suggested Role: Physical Sweeper

Moveset: Swords Dance/Earthquake/Iron Tail/filler

Evaluation: Swampert is one of the more versatile sweepers because the filler varies widely from Trainer to Trainer, making it hard to predict. It's basically a Quagsire with a crappy ability but better stats and move selection. My recommendations for the filler are HP physical, Refresh, Counter, or even Muddy Water due to the accuracy-lowering effect. You have a lot of options here.

=====

#262 Mightyena

Type: [Dk]

Bite Pokémon

Ht: 3' 3"

Wt: 81.4 lb

Trait: Intimidate (Reduces the enemy's Attack by one level)

FYI: Mightyena is much more aggressive after its evolution from Poochyena. Though it makes a good guardian and pet, a wild one will attack passers-by without warning.

Base Stats

HP: 70
Attack: 90
Defense: 70
Speed: 70
Sp. Atk: 60
Sp. Def: 60

Total: 420

Suggested Role:
Moveset:

Evaluation:

=====

#264 Linoone
Type: [N]
Rushing Pokémon
Ht: 1' 8"
Wt: 71.6 lb
Trait: Pickup (randomly picks up items)

FYI: Linoone can easily run over 60 MPH, but only in straight lines. If it approaches an obstacle, it will make a right-angle turn to avoid the obstacle. For this reason, it is quite challenged in following gently curving roads.

Base Stats

HP: 78
Attack: 70
Defense: 61
Speed: 100
Sp. Atk: 50
Sp. Def: 61

Total: 420

Suggested Role: Physical Sweeper
Moveset: Rest/Belly Drum/Double-Edge/Shadow Ball

Evaluation: With below average Defense stats, Linoone is too fragile to be an effective BDer. 100 Speed is good, but that's it. It's just like every non-starter Pokémon early in the game: it sucks.

=====

#267 Beautifly
Type: [B] [Fl]
Butterfly Pokémon
Ht: 3' 3"
Wt: 62.6 lb
Trait: Swarm (raises Bug attacks by 50% when HP is low)

FYI: If you want to see this Pokémon, just leave flowers outside your window.
Beautifully is sure to come looking for pollen.

Base Stats
HP: 60
Attack: 70
Defense: 50
Speed: 65
Sp. Atk: 90
Sp. Def: 50

Total: 385

Suggested Role: Sunnybeamer
Moveset: Sunny Day/Solarbeam/Morning Sun/HP Fire

Evaluation: With this set, Beautifully is actually decent, if you don't run into fire attacks. And that's a BIG if. If you can't get HP Fire, I can also suggest Silver Wind so you don't waste both STABs.

=====

#269 Dustox
Type: [B] [Po]
Poison Moth Pokémon
Ht: 3' 11"
Wt: 69.7 lb
Trait: Shield Dust (Prevents all effects of attacks other than damage)

FYI: Whenever Dustox flies, it spreads a powerful poison that can make even a professional wrestler sick.

Base Stats
HP: 60
Attack: 50
Defense: 70
Speed: 65
Sp. Atk: 50
Sp. Def: 90

Total: 385

Suggested Role:
Moveset:

Evaluation: Anyone have a Dustox moveset I can use? I can't think of an effective one.

=====

#272 Ludicolo
Type: [W] [Gr]
Carefree Pokémon
Ht: 4' 11"
Wt: 121.3 lb
Trait: Rain Dish (Recovers 6.25% of HP each turn in rain)
Swift Swim (Doubles Speed in rain)

FYI: Ludicolo is an extremely energetic Pokémon, and loves to dance. It even

shows this sense in battle.

Base Stats
HP: 80
Attack: 70
Defense: 70
Speed: 70
Sp. Atk: 90
Sp. Def: 100

Total: 480

Suggested Role: Annoyer
Moveset: Rain Dance/Toxic/Leech Seed/attack filler

Evaluation: The only Pokémon that can take down Kyogre with relative ease. This Pokémon makes a hell of an annoyer. This moveset merits more of a defensive Ludicolo, and should use Rain Dish. Use Leftovers with this set and you'll recover HP faster than the opponent can take it away. If you want, you can use Mega or Giga Drain for the filler, but PP will become a concern. You can also use somewhat of a sweeper with Swift Swim, but the pure annoyer is by far the best set.

=====
#275 Shiftry
Type: [Dk] [Gr]
Wicked Pokémon
Ht: 4' 3"
Wt: 131.4 lb
Trait: Early Bird (Awakens from sleep a turn earlier)
Chlorophyll (Doubles Speed in sunshine)

FYI: Shiftry uses the fans on its hands to produce violent windstorms.

Base Stats
HP: 90
Attack: 100
Defense: 60
Speed: 80
Sp. Atk: 90
Sp. Def: 60

Total: 480

Suggested Role: Sunnybeamer
Moveset: Sunny Day/Faint Attack/Solarbeam/HP Fire

Evaluation: This is a pure Sunnybeam attacker. It gets the sunshine bonus with HP Fire, and utilizes both STABs. Chlorophyll also ensures the first attack against non-boosted Pokémon. Loads of Sp. Atk EVs would really help here.

=====
#277 Swellow
Type: [N] [Fl]
Swallow Pokémon
Ht: 2' 4"

Wt: 49.7 lb

Trait: Guts (Raises Attack 50% if under a status ailment)

FYI: Swellow dives at angles of over 60 degrees to catch its prey as soon as it is spotted.

Base Stats

HP: 60

Attack: 85

Defense: 60

Speed: 125

Sp. Atk: 50

Sp. Def: 50

Total: 430

Suggested Role: Physical Sweeper

Moveset: Return/Sky Attack/HP Ground/filler

Evaluation: Swellow is one of the fastest Pokémon you can get early in R/S. Unfortunately, all its other stats are average-ish, and it boasts an extremely narrow movepool. Use Aerial Ace instead of Sky Attack if you aren't using Follow Me with your other Pokémon.

=====

#279 Pelipper

Type: [W] [Fl]

Water Bird Pokémon

Ht: 3' 11"

Wt: 61.7 lb

Trait: Keen Eye (Prevents accuracy reduction)

FYI: Pelipper can carry eggs and small Pokémon inside its huge bill.

Signature Move: Swallow, Spit Up, Stockpile

Base Stats

HP: 60

Attack: 50

Defense: 100

Speed: 65

Sp. Atk: 85

Sp. Def: 70

Total: 430

Suggested Role: Special Sweeper

Moveset: Shock Wave/Surf/Ice Beam/filler

Evaluation: Pelipper is pretty defensive, but its movepool is essentially attack moves. It can make a decent sweeper, but that's about it. It can't stat-up anywhere, either.

=====

#381 Latios

Type: [D] [Ps]

Eon Pokémon

Ht: 6' 7"

Wt: 132.3 lb

Trait: Levitate (Nullifies Ground attacks)

FYI: Latios is extremely intelligent and capable of understanding human speech. Only an unselfish, compassionate trainer can capture him. Once captured, he forms a nearly unbreakable bond with his trainer. The trainer and Latios can communicate telepathically. In time, the trainer will be able to ride on Latios. By folding in his forelegs to minimize air resistance, Latios can carry his rider at supersonic speeds.

Base Stats

HP: 80

Attack: 90

Defense: 80

Speed: 110

Sp. Atk: 130

Sp. Def: 110

Total: 600 (Stat Tier 3)

Suggested Role: Special Sweeper

Moveset: Psychic/Dragonbreath/Recover/Ice Beam

Evaluation: Latios is a pretty good dragon in the fact that it lacks a 4x Ice weakness. Unfortunately, most people like to put Dew Dew (nickname for Soul Dew) on it. The Dew doubles Latios' Special stats, making it quite 00ber. Most people have no objection to players using Latios, but people tend to object throwing Soul Dew on it.

=====
#382 Kyogre

Type: [W]

Sea Basin Pokémon

Ht: 14' 9"

Wt: 776.0 lb

Trait: Drizzle (Summons rain upon entering the arena)

FYI: According to legend, Kyogre expanded the seas by generating torrential rainfall. It battled Groudon in the past, and ended up in a stalemate.

Base Stats

HP: 100

Attack: 100

Defense: 90

Speed: 90

Sp. Atk: 150

Sp. Def: 140

Total: 670 (Stat Tier 2)

Suggested Role: Special Sweeper

Moveset: Thunder/Water Spout/Rest/Ice Beam

Evaluation: This Pokémon has earned itself a nickname: Ky00bre. It's the most 00ber Pokémon of all, just because of its type and stat distribution. If Water had a physical weakness, it wouldn't be as 00ber as it is. You don't even need CM for this set. Three or four CMs and you can hit 999 Special in both stats. I like Rest and a Chesto Berry to guard against fast Electric Pokémon, such as

Raikou. Raikou's Thunder attack can take Kyogre down to critical HP.

=====
#383 Groudon
Type: [Gd]
Continent Pokémon
Ht: 11' 6"
Wt: 2,094.4 lb
Trait: Drought (Summons sunshine when entering the arena)

FYI: According to legend, Groudon raised the continents above the sea. It has a great rivalry with the beast of the sea, Kyogre.

Base Stats
HP: 100
Attack: 150
Defense: 140
Speed: 90
Sp. Atk: 100
Sp. Def: 90

Total: 670 (Stat Tier 2)

Suggested Role: Physical Sweeper
Moveset: Swords Dance/Earthquake/Ancientpower/Dynamicpunch

Evaluation: Groudon is the king of physical sweepers. It has a large physical movepool, and it's no slowpoke either. It's not as 00ber as its cousin, because it can't do a lot to cover its weaknesses with this set.

Alternate Role: Sunnybeamer
Moveset: Solarbeam/Eruption/Thunderbolt/Earthquake

Evaluation: As much as I hate recommending this set, it does work. Earthquake stays on there because Groudon is so physically powerful it can make use of it even if that isn't its focus. This set covers each and every one of its weaknesses.

=====
#384 Rayquaza
Type: [D] [Fl]
Sky High Pokémon
Ht: 23' 0"
Wt: 455.2 lb
Trait: Air Lock (negates weather effects)

FYI: Rayquaza is said to be the moderator between the titan of the land, Groudon, and the titan of the sea, Kyogre. It only appears in a select location to trainers whom it deems worthy.

Base Stats
HP: 105
Attack: 150
Defense: 90
Speed: 95
Sp. Atk: 150
Sp. Def: 90

Total: 680 (Stat Tier 1)

Suggested Role: Special Sweeper

Moveset: Dragon Claw/Flamethrower/Ice Beam/Thunderbolt

Evaluation: Rayquaza is basically a Deoxys that's stronger defensively at no expense to the other stats. Its ability negates all weather effects, which is great. Unfortunately, it is quite 00ber, which will likely cause your opponent to cry foul. This set, again, is "pick 4 and go".

Alternate Role: Physical Sweeper

Moveset: Dragon Dance/Extremespeed/Aerial Ace/HP Steel

Evaluation: This is the physical moveset that makes Ray 00ber. No matter what legitimate set you put on it, it is quite 00ber. I don't recommend HP Steel very often, but it is nice for dealing with those pesky Ice-types that Ray fears. If you don't want HP Steel, use Ancientpower.

=====

#385 Jirachi

Type: [Ps] [S]

Wish Pokémon

Ht: 1' 0"

Wt: 2.4 lb

Trait: Serene Grace (Doubles chance of added attack effects)

FYI: According to legend, Jirachi will grant the wishes of anyone who has written the wish on any of the notes attached to its head.

Signature Move: Doom Desire

Base Stats

HP: 100

Attack: 100

Defense: 100

Speed: 100

Sp. Atk: 100

Sp. Def: 100

Total: 600 (Stat Tier 3)

Suggested Role: Special Sweeper

Moveset: Thunderbolt/Psychic/Calm Mind/Support filler

Evaluation: The support filler can be Wish, or if you want to use Doom Desire, that's not a bad idea. It's a 120-Power Steel move like Future Sight. That's how Jirachi utilizes both STABs. There are a number of other things you can have Jirachi do, and I'm open to suggestions.

=====

#386 Deoxys

Type: [Ps]

DNA Pokémon

Ht: 5' 5"

Wt: 134.0 lb

Trait: Pressure (Doubles opponent's PP usage)

FYI: Deoxys has four different battle forms: Normal, Attack, Defense, and Speed. Deoxys derives its name from the full name of DNA: Deoxyribonucleic acid.

Signature Move: Psycho Boost

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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXX Base Stats XXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
X Stat      X Normal X Attack X Defense X Speed X
X-----X-----X-----X-----X-----X
X HP        X      50 X      50 X      50 X      50 X
X Attack    X     150 X     180 X      70 X     95 X
X Defense   X      50 X      20 X     160 X     90 X
X Speed     X     150 X     150 X      90 X    180 X
X Sp. Atk   X     150 X     180 X      70 X     95 X
X Sp. Def   X      50 X      20 X     160 X     90 X
X-----X-----X-----X-----X-----X
X Total     X     600 X     600 X     600 X     600 X (Stat Tier 3)
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

```

Normal Mode/Attack Mode/Speed Mode

Suggested Role: Special Sweeper

Moveset: Psycho Boost/Calm Mind/Special filler/Special filler

Evaluation: Basically, the way to outfit Deoxys with a powerful moveset is "pick 4 and go", but they should be all physical or all special. You can make a physical sweeper out of Deoxys, but it is unable to stat-up physically. Physical Sweeping is still a viable option, since Deoxys has one of the biggest movepools in the game. Normal and Attack are very offense-oriented and thus very fragile. Be very careful.

Defense Mode

Suggested Role: Tank

Moveset: Recover/Psychic/Toxic/filler

Evaluation: With Defense Deoxys, it's a whole different ball game. Defense Deoxys is meant for use as a non-attacker. You can use it as a tank, like I have shown here, or you can use it as an annoyer.

=====

~~~~~

## 8. Indices

### a. Index of Items

[S08-01IIT]

This is a list of every item in the game that can be obtained in the Story Mode or transferred to it via a GBA game. It is organized by type, then sorted alphabetically. If there are parentheses enclosing the item's price, it cannot be purchased, but can be sold for half the listed price. For the capture rates of various Balls, the listed percentage is based on a Poké Ball at 100%. This does not indicate your actual chance of capture of your target. That varies with the Pokémon's level, numerical HP (not as a percent), size, and weight. It is just a simple way to illustrate the various rates of capture of the various Balls out there.

Normal Items

=====  
#001 Amulet Coin

Effect: If a Pokémon holding this item participates in a battle or tournament, double the usual amount of money is acquired (hold).

Location: The Under (must have L-Disk to obtain)

Price: (P\$ 100)  
=====

#002 Antidote

Effect: Dissolves poison.

Location: A number of Pokémon Marts early in the game.

Price: P\$ 100  
=====

#003 Awakening

Effect: Awakens from sleep.

Location: A number of Pokémon Marts early in the game.

Price: P\$ 250  
=====

#004 Black Belt

Effect: Raises the power of Fighting-type moves by ten percent (hold).

Location: Held by Shadow Hitmontop

Price: (P\$ 100)  
=====

#005 Blackglasses

Effect: Raises the power of Dark-type moves by ten percent (hold).

Location: The Under Subway

Price: (P\$ 100)  
=====

#006 Black Flute

Effect: Reduces wild encounter rate (repeat).

Location: Import from GBA

Price: (P\$ 200)  
=====

#007 Blue Flute

Effect: Awakens from sleep (repeat).

Location: Import from GBA

Price: (P\$ 200)  
=====

#008 Blue Scarf

Effect: Raises Beauty by 1 Star (hold).

Location: Import from GBA

Price: (P\$ 100)  
=====

#009 Blue Shard

Effect: Trade for Water Stone.

Location: Import from GBA

Price: (P\$ 20)  
=====

#010 Brightpowder

Effect: Reduces all enemies' Accuracy by 30% (hold).

Location: Coupon Exchange

Coupon: 10,000

Price: (P\$ 100)  
=====

#011 Burn Heal

Effect: Dissolves burns.

Location: A number of Pokémon Marts early in the game

Price: P\$ 250  
=====

#012 Calcium

Effect: Raises Sp. Atk EV by 10.

Location: Agate Village Pokémon Mart

Price: P\$ 9,800

=====

#013 Carbos

Effect: Raises Speed EV by 10.

Location: Agate Village Pokémon Mart

Price: P\$ 9,800

=====

#014 Charcoal

Effect: Raises the power of Fire-type moves by ten percent (hold).

Location: Held by Shadow Quilava

Price: (P\$ 100)

=====

#015 Choice Band

Effect: Raises the power of one of the user's moves by fifty percent,  
but forces the user to use only that move (hold).

Location: Poké Coupon Exchange

Coupon: 10,000

Price: (P\$ 100)

=====

#016 Cleanse Tag

Effect: Reduces wild encounter rate (hold).

Location: Imported from GBA

Price: (P\$ 100)

=====

#017 Deepseascale

Effect: Doubles Sp. Def of Clamperl (hold). Causes Clamperl to  
evolve into Gorebyss if traded.

Location: Imported from GBA

Price: (P\$ 20)

=====

#018 Deepseatooth

Effect: Doubles Sp. Atk of Clamperl (hold). Causes Clamperl to  
evolve into Huntail if traded.

Location: Imported from GBA

Price: (P\$ 20)

=====

#019 Dire Hit

Effect: Raises the critical-hit ratio during the current battle.

Location: Phenac City Pokémon Mart

Price: P\$ 650

=====

#020 Dragon Fang

Effect: Raises the power of Dragon-type moves by ten percent (hold).

Location: Held by Shadow Vibrava

Price: (P\$ 100)

=====

#021 Dragon Scale

Effect: Causes Seadra to evolve into Kingdra if traded (hold).

Location: Imported from GBA

Price: (P\$ 20)

=====

#022 Elixir

Effect: Recovers all of a Pokémon's moves by 10 PP.

Location: Shadow Pokémon Lab, Snagem Hideout

Price: (P\$ 3,000)

=====

#023 Energy Root

Effect: Recovers 200 HP. Causes Friendship to drop 1 Level.

Location: The Under Herb Shop

Price: P\$ 800

=====  
#024 Energypowder

Effect: Recovers 50 HP. Causes Friendship to drop 1 Level.

Location: The Under Herb Shop

Price: P\$ 500

=====  
#025 Escape Rope

Effect: Return to last Pokémon Center used.

Location: Imported from GBA

Price: (P\$ 550)

=====  
#026 Ether

Effect: Recovers one of a Pokémon's moves by 10 PP.

Location: Pyrite Cave

Price: (P\$ 1,200)

=====  
#027 Everstone

Effect: Prevents a Pokémon from evolving (hold).

Location: Import from GBA

Price: (P\$ 100)

=====  
#028 Excite Scent

Effect: Reduces shadow gauge by a moderate amount. Can't be sold.

Location: Agate Village Pokémon Mart (Cologne Case Required)

Price: P\$ 800

=====  
#029 Exp. Share

Effect: Transfers half the acquired Exp. Points to the Pokémon holding this item, regardless of whether it battled or not. The other half of the Exp. Points are divided between the Pokémon that battled as normal, including the Pokémon that holds the Exp. Share if it battled (hold).

Location: Agate Village

Price: (P\$ 4,800)

=====  
#030 Fire Stone

Effect: Causes certain Pokémon to evolve.

Location: Imported from GBA

Price: (P\$ 2,100)

=====  
#031 Fluffy Tail

Effect: Flee from a wild encounter.

Location: Imported from GBA

Price: (P\$ 1,000)

=====  
#032 Focus Band

Effect: 10% chance of preventing Pokémon from fainting (hold).

Location: Poké Coupon Exchange

Coupon: 10,000

Price: (P\$ 100)

=====  
#033 Fresh Water

Effect: Recovers 50 HP.

Location: The Under Vending Machine

Price: P\$ 200

=====  
#034 Full Heal



Effect: Dissolves all status conditions.

Location: All Pokémon Marts

Price: P\$ 600

=====  
#035 Full Restore

Effect: Dissolves all status conditions and recovers all HP.

Location: The Under Pokémon Mart

Price: P\$ 3,000

=====  
#036 Green Scarf

Effect: Raises Smartness by 1 Star (hold).

Location: Imported from GBA

Price: (P\$ 200)

=====  
#037 Green Shard

Effect: Exchange for Leaf Stone.

Location: Imported from GBA

Price: (P\$ 100)

=====  
#038 Guard Spec.

Effect: Prevents stat reduction during the current battle.

Location: Phenac City Pokémon Mart

Price: P\$ 700

=====  
#039 Hard Stone

Effect: Raises the power of Rock-type moves by ten percent (hold).

Location: Held by Shadow Sudowoodo

Price: (P\$ 100)

=====  
#040 Heal Powder

Effect: Dissolves all status conditions. Reduces Friendship by 1 Level.

Location: The Under Herb Shop

Price: P\$ 450

=====  
#041 Heart Scale

Effect: Trade for R/S Move Tutor Service.

Location: Import from GBA

Price: (P\$ 100)

=====  
#042 HP Up

Effect: Raises HP EV by 10.

Location: Agate Village Pokémon Mart

Price: P\$ 9,800

=====  
#043 Hyper Potion

Effect: Recovers 200 HP.

Location: Pyrite Town and The Under Pokémon Marts

Price: P\$ 1,200

=====  
#044 Ice Heal

Effect: Defrosts target.

Location: Pokémon Marts early in the game

Price: P\$ 250

=====  
#045 Iron

Effect: Raises Defense EV by 10.

Location: Agate Village Pokémon Mart

Price: P\$ 9,800

=====  
#046 Joy Scent

Effect: Reduces shadow gauge by a small amount. Can't be sold.

Location: Agate Village Pokémon Mart

Price: P\$ 600

=====

#047 King's Rock

Effect: Causes attacks to have a 10% chance of causing the target to flinch (hold). Causes Slowbro to evolve into Slowking when traded.

Location: Poké Coupon Exchange

Coupon: 8,000

Price: (P\$ 100)

=====

#048 Lava Cookie

Effect: Dissolves all status ailments.

Location: Imported from GBA

Price: P\$ 200

=====

#049 Lax Incense

Effect: Reduces all enemies' Hit % by 10% (hold). Causes Wobbuffet to produce Wynaut in breeding.

Location: Imported from GBA

Price: (P\$ 100)

=====

#050 Leaf Stone

Effect: Causes certain Pokémon to evolve.

Location: Imported from GBA

Price: (P\$ 2,100)

=====

#051 Leftovers

Effect: Recovers 6.25% of maximum HP after every turn (hold).

Location: Poké Coupon Exchange

Coupon: 10,000

Price: (P\$ 100)

=====

#052 Lemonade

Effect: Recovers 80 HP.

Location: The Under Vending Machine

Price: P\$ 350

=====

#053 Light Ball

Effect: Doubles Sp. Atk of Pikachu (hold).

Location: Import from GBA

Price: (P\$ 100)

=====

#054 Macho Brace

Effect: Speed is reduced by half, but gains double EVs (hold).

Location: Pyrite Cave

Price: (P\$ 100)

=====

#055 Magnet

Effect: Raises the power of Electric-type moves by ten percent (hold).

Location: Import from GBA

Price: (P\$ 100)

=====

#056 Max Elixir

Effect: Restores all PP to all of a Pokémon's moves.

Location: Snagem Hideout

Price: (P\$ 9,800)

=====

#057 Max Ether

Effect: Restores all PP to one of a Pokémon's moves.

Location: Snagem Hideout

Price: (P\$ 3,000)

=====

#058 Max Potion

Effect: Recovers all HP.

Location: The Under Pokémon Mart

Price: P\$ 2,500

=====

#059 Max Repel

Effect: Reduces wild encounters for 250 steps.

Location: Import from GBA

Price: (P\$ 700)

=====

#060 Max Revive

Effect: Revitalizes a fainted Pokémon to max HP.

Location: Import from GBA

Price: (P\$ 4,800)

=====

#061 Mental Herb

Effect: Dissolves infatuation (hold).

Location: Poké Coupon Exchange

Coupon: 8,000

Price: (P\$ 200)

=====

#062 Metal Coat

Effect: Raises the power of Steel-type moves by ten percent (hold). Causes Scyther to evolve into Scizor or Onix to evolve into Steelix when traded while holding.

Location: Held by Shadow Metagross

Price: (P\$ 100)

=====

#063 Miracle Seed

Effect: Raises the power of Grass-type moves by ten percent (hold).

Location: Held by Shadow Bayleef

Price: (P\$ 100)

=====

#064 Moon Stone

Effect: Evolves certain kinds of Pokémon.

Location: Import from GBA

Price: (P\$ 2,100)

=====

#065 Mystic Water

Effect: Raises the power of Water-type moves by ten percent (hold).

Location: Held by Shadow Croconaw

Price: (P\$ 100)

=====

#066 Nevermeltice

Effect: Raises the power of Ice-type moves by ten percent (hold).

Location: Held by Shadow Delibird

Price: (P\$ 100)

=====

#067 Nugget

Effect: Sell for a large sum of money.

Location: Held by Shadow Tyranitar

Price: (P\$ 10,000)

=====

#068 Paralyz Heal

Effect: Dissolves paralysis.

Location: Most Pokémon Marts early in the game

Price: P\$ 200

=====  
#069 Pink Scarf

Effect: Raises Cuteness by 1 Star (hold).

Location: Import from GBA

Price: (P\$ 200)

=====  
#070 Poison Barb

Effect: Raises the power of Poison-type moves by ten percent (hold).

Location: Held by Shadow Qwilfish

Price: (P\$ 100)

=====  
#071 Potion

Effect: Recovers 20 HP.

Location: Most Pokémon Marts early in the game

Price: P\$ 300

=====  
#072 PP Max

Effect: Raises a move's maximum PP by sixty percent. Limit  
one per move.

Location: Import from GBA

Price: (P\$ 9,800)

=====  
#073 PP Up

Effect: Raises a move's maximum PP by twenty percent. Limit  
three per move.

Location: Shadow Pokémon Lab, Snagem Hideout

Price: (P\$ 9,800)

=====  
#074 Protein

Effect: Raises Attack EV by 10.

Location: Agate Village Pokémon Mart

Price: P\$ 9,800

=====  
#075 Quick Claw

Effect: 20% chance of delivering a preemptive strike every turn (hold).

Location: Agate Village, Poké Coupon Exchange

Coupon: 8,000

Price: (P\$ 100)

=====  
#076 Rare Candy

Effect: Raises Pokémon's Level by one.

Location: The Under Studio, Snagem Hideout

Price: (P\$ 4,800)

=====  
#077 Red Flute

Effect: Dissolves infatuation (repeat).

Location: The Under Studio, Snagem Hideout

Price: (P\$ 100)

=====  
#078 Red Scarf

Effect: Raises Coolness by 1 Star (hold).

Location: Import from GBA

Price: (P\$ 200)

=====  
#079 Red Shard

Effect: Exchange for Fire Stone.

Location: Import from GBA

Price: (P\$ 20)

=====

#080 Repel

Effect: Reduces wild encounters for 100 steps.

Location: Import from GBA

Price: (P\$ 350)

=====

#081 Revival Herb

Effect: Revitalizes a fainted Pokémon and recovers all HP.

Reduces Friendship by 1 Level.

Location: The Under Herb Shop

Price: P\$ 2,800

=====

#082 Revive

Effect: Revitalizes a fainted Pokémon and recovers 50% HP.

Location: The Under Pokémon Mart

Price: P\$ 1,500

=====

#083 Scope Lens

Effect: Raises critical hit rate (hold).

Location: Poké Coupon Exchange

Coupon: 10,000

Price: (P\$ 200)

=====

#084 Sea Incense

Effect: Raises the power of Water-type moves by ten percent (hold). Causes Marill/Azumarill to produce Azurill in breeding.

Location: Import from GBA

Price: (P\$ 200)

=====

#085 Sharp Beak

Effect: Raises the power of Flying-type moves by ten percent (hold).

Location: Held by Shadow Skarmory

Price: (P\$ 200)

=====

#086 Shell Bell

Effect: Recovers HP equal 6.25% of damage inflicted (hold).

Location: Import from GBA

Price: (P\$ 100)

=====

#087 Shoal Salt

Effect: Trade for Shell Bell.

Location: Import from GBA

Price: (P\$ 20)

=====

#088 Shoal Shell

Effect: Trade for Shell Bell.

Location: Import from GBA

Price: (P\$ 20)

=====

#089 Silk Scarf

Effect: Raises the power of Normal-type moves by ten percent (hold).

Location: Agate Village

Price: (P\$ 200)

=====

#090 Silverpowder

Effect: Raises the power of Bug-type moves by ten percent (hold).

Location: Held by Shadow Ariados

Price: (P\$ 200)

=====

#091 Smoke Ball

Effect: 100% success rate of escaping from wild encounters (hold).

Location: Import from GBA

Price: (P\$ 100)

=====  
#092 Soda Pop

Effect: Recovers 60 HP.

Location: The Under Vending Machine

Price: P\$ 300

=====  
#093 Soft Sand

Effect: Raises the power of Ground-type moves by ten percent (hold).

Location: Held by Shadow Piloswine

Price: (P\$ 200)

=====  
#094 Soothe Bell

Effect: Doubles rate of increase of Friendship (hold).

Location: Import from GBA

Price: (P\$ 200)

=====  
#095 Soul Dew

Effect: Doubles Sp. Atk and Sp. Def of Latios or Latias (hold).

Location: Import from GBA

Price: (P\$ 100)

=====  
#096 Spell Tag

Effect: Raises the power of Ghost-type moves by ten percent (hold).

Location: Held by Shadow Misdreavus

Price: (P\$ 200)

=====  
#097 Star Piece

Effect: Sell for a large sum of money.

Location: Import from GBA

Price: (P\$ 9,800)

=====  
#098 Stardust

Effect: Sell for a moderate amount of money.

Location: Import from GBA

Price: (P\$ 2,000)

=====  
#099 Sun Stone

Effect: Evolves certain kinds of Pokémon.

Location: Import from GBA

Price: (P\$ 2,100)

=====  
#100 Super Potion

Effect: Recovers 50 HP.

Location: Pokémon Marts early in the game

Price: P\$ 700

=====  
#101 Super Repel

Effect: Reduces wild encounters for 200 steps.

Location: Import from GBA

Price: (P\$ 500)

=====  
#102 Thunderstone

Effect: Evolves certain kinds of Pokémon.

Location: Import from GBA

Price: (P\$ 2,100)

=====  
#103 Twistedspoon

Effect: Raises the power of Psychic-type moves by ten percent (hold).

Location: Import from GBA

Price: (P\$ 200)

=====  
#104 Vivid Scent

Effect: Reduces shadow gauge by a large amount. Can't be sold.

Location: Agate Village Pokémon Mart (Cologne Case Required)

Price: P\$ 1,200

=====  
#105 Water Stone

Effect: Evolves certain kinds of Pokémon.

Location: Import from GBA

Price: (P\$ 2,100)

=====  
#106 White Flute

Effect: Increases wild encounters (repeat).

Location: Import from GBA

Price: (P\$ 100)

=====  
#107 White Herb

Effect: Dissolves stat reductions (hold).

Location: Phenac City Pre Gym, Poké Coupon Exchange

Coupon: 8,000

Price: (P\$ 100)

=====  
#108 X Accuracy

Effect: Raises Hit % by 1 Level for one battle.

Location: Phenac City Pokémon Mart

Price: P\$ 950

=====  
#109 X Attack

Effect: Raises Attack by 1 Level for one battle.

Location: Phenac City Pokémon Mart

Price: P\$ 500

=====  
#110 X Defense

Effect: Raises Defense by 1 Level for one battle.

Location: Phenac City Pokémon Mart

Price: P\$ 550

=====  
#111 X Special

Effect: Raises Sp. Atk by 1 Level for one battle.

Location: Phenac City Pokémon Mart

Price: P\$ 350

=====  
#112 X Speed

Effect: Raises Speed by 1 Level for one battle.

Location: Phenac City Pokémon Mart

Price: P\$ 350

=====  
#113 Yellow Scarf

Effect: Raises Toughness by 1 Star (hold).

Location: Import from GBA

Price: (P\$ 200)

=====  
#114 Yellow Flute

Effect: Dissolves confusion (repeat).

Location: Import from GBA

Price: (P\$ 100)

=====  
#115 Yellow Shard

Effect: Trade for Thunderstone.

Location: Import from GBA

Price: (P\$ 20)

=====

#116 Zinc

Effect: Raises Sp. Def EV by 10.

Location: Agate Village Pokémon Mart

Price: (P\$ 9,800)

=====

Balls

$$C = (((M \times 4) - (H \times 2) * R) / M) + S + 1) / 256$$

C is capture rate, M is opponent's max HP, H is their current HP, R is Rate of Capture ( for most it's 45), and S is Status. (5 for burn, poison, or paralyze, 10 for frozen or asleep) And multiply your rate of capture by your ball's power.

=====

#01 Dive Ball

Effect: Works well on Pokémon met underwater.

Location: Import from GBA

Price: (P\$ 1,000)

Capture Rate (Underwater Pokémon): 350%

Capture Rate (Other Pokémon): 100%

=====

#02 Great Ball

Effect: A Ball with a decent success rate.

Location: Outskirt Stand

Price: P\$ 600

Capture Rate: 150%

=====

#03 Luxury Ball

Effect: Raises Friendship by 2 Levels.

Location: Import from GBA

Price: (P\$ 200)

Capture Rate: 100%

=====

#04 Master Ball

Effect: Catches a Pokémon without fail.

Location: Agate Village

Price: Can't sell.

Capture Rate: Can't fail

=====

#05 Nest Ball

Effect: Works well on Pokémon of lower level than your own.

Location: Outskirt Stand

Price: P\$ 1,000

Capture Rate (Lower Level): 200%

Capture Rate (Higher Level): 100%

=====

#06 Net Ball

Effect: Works well on Bug and Water Pokémon.

Location: Outskirt Stand

Price: P\$ 1,000

Capture Rate (Water/Bug): 300%

Capture Rate (Other Pokémon): 100%

=====

#07 Poké Ball

Effect: Device used for catching Pokémon.

Location: Outskirt Stand



Price: P\$ 200  
Capture Rate: 100%

=====

#08 Premier Ball  
Effect: Awarded for buying 10 Poké Balls.  
Location: Outskirt Stand  
Price: (P\$ 200)  
Capture Rate: 100%

=====

#09 Repeat Ball  
Effect: More effective if used on a Pokémon previously caught  
Location: Import from GBA  
Price: (P\$ 1,000)  
Capture Rate (Caught previously): 300%  
Capture Rate (Not caught previously): 100%

=====

#10 Timer Ball  
Effect: Works better the longer the battle lasts.  
Location: Outskirt Stand  
Price: P\$ 1,000  
Capture Rate (Initial): 100%  
Capture Rate (After 10 turns): 150%  
Capture Rate (After 20 turns): 200%  
Capture Rate (After 30 turns): 250%  
Capture Rate (After 40 turns): 300%

=====

#11 Ultra Ball  
Effect: The best Ball money can buy.  
Location: Outskirt Stand  
Price: P\$ 1,200  
Capture Rate: 200%

=====

#### TMs

=====

#01 Focus Punch  
TYPE/Fighting POWER/150 HIT %/100 PP/20  
EFFECT/User attacks second. If hit before attack, user flinches.  
Location: Pyrite Colosseum

=====

#02 Dragon Claw  
TYPE/Dragon POWER/ 80 HIT %/100 PP/15  
EFFECT/  
Location: Deep Colosseum

=====

#03 Water Pulse  
TYPE/Water POWER/ 60 HIT %/100 PP/20  
EFFECT/20% chance of confusing target.  
Location: Import from GBA

=====

#04 Calm Mind  
TYPE/Psychic POWER/--- HIT %/--- PP/20  
EFFECT/Raises Sp. Atk and Sp. Def by 1 Level each.  
Location: Import from GBA

=====

#05 Roar  
TYPE/Normal POWER/--- HIT %/100 PP/20  
EFFECT/Forces target to switch out.  
Location: Pyrite Colosseum

=====

```
#06 Toxic
TYPE/Poison POWER/--- HIT %/ 85 PP/10
EFFECT/Badly poisons target.
Location: Pyrite Colosseum
=====
#07 Hail
TYPE/Ice POWER/--- HIT %/--- PP/10
EFFECT/Summons a hailstorm for 5 turns.
Location: Pyrite Colosseum
=====
#08 Bulk Up
TYPE/Fighting POWER/--- HIT %/--- PP/20
EFFECT/Raises Attack and Defense by 1 Level each.
Location: Import from GBA
=====
#09 Bullet Seed
TYPE/Grass POWER/ 10 HIT %/100 PP/30
EFFECT/Hits target 2 to 5 times.
Location: Import from GBA
=====
#10 Hidden Power
TYPE/Normal POWER/--- HIT %/100 PP/15
EFFECT/Power and Type depend on user's IVs.
Location: The Under Pokémon Mart
Price: P$ 3,000
=====
#11 Sunny Day
TYPE/Fire POWER/--- HIT %/--- PP/ 5
EFFECT/Summons strong sunlight for 5 turns.
Location: Phenac Stadium
=====
#12 Taunt
TYPE/Dark POWER/--- HIT %/100 PP/20
EFFECT/Opponent is forced to use attack moves.
Location: Phenac Stadium
=====
#13 Ice Beam
TYPE/Ice POWER/ 95 HIT %/100 PP/10
EFFECT/10% chance of freezing target.
Location: Poké Coupon Exchange
Coupon: 4,000
=====
#14 Blizzard
TYPE/Ice POWER/120 HIT %/ 70 PP/ 5
EFFECT/30% chance of freezing target.
Location: The Under Pokémon Mart
Price: P$ 5,500
=====
#15 Hyper Beam
TYPE/Normal POWER/150 HIT %/ 90 PP/ 5
EFFECT/User cannot act next turn.
Location: The Under Pokémon Mart
Price: P$ 7,500
=====
#16 Light Screen
TYPE/Psychic POWER/--- HIT %/--- PP/30
EFFECT/Halves damage from Special Attacks for 5 turns.
Location: The Under Pokémon Mart
Price: P$ 3,000
=====
```

#17 Protect  
TYPE/Normal POWER/--- HIT %/100 PP/10  
EFFECT/Negates all damage. Success rate is halved each time it  
is used in succession.  
Location: The Under Pokémon Mart  
Price: P\$ 3,000  
=====

#18 Rain Dance  
TYPE/Water POWER/--- HIT %/--- PP/ 5  
EFFECT/Summons a rainstorm for 5 turns.  
Location: Phenac Stadium  
=====

#19 Giga Drain  
TYPE/Grass POWER/ 60 HIT %/100 PP/ 5  
EFFECT/User recovers HP equal to half the damage inflicted.  
Location: Phenac Stadium  
=====

#20 Safeguard  
TYPE/Normal POWER/--- HIT %/--- PP/25  
EFFECT/Negates all allies' status ailments for 5 turns.  
Location: The Under Pokémon Mart  
Price: P\$ 3,000  
=====

#21 Frustration  
TYPE/Normal POWER/--- HIT %/100 PP/20  
EFFECT/Power increases as Friendship decreases. Maximum Power is 102.  
Location: Import from GBA  
=====

#22 Solarbeam  
TYPE/Grass POWER/120 HIT %/100 PP/10  
EFFECT/Charges up first turn, then attacks next turn.  
Location: Phenac Stadium  
=====

#23 Iron Tail  
TYPE/Steel POWER/100 HIT %/ 75 PP/15  
EFFECT/30% chance of reducing target's Defense by 1 Level.  
Location: The Under Colosseum  
=====

#24 Thunderbolt  
TYPE/Electric POWER/ 95 HIT %/100 PP/15  
EFFECT/10% chance of paralyzing target  
Location: Poké Coupon Exchange  
Coupon: 4,000  
=====

#25 Thunder  
TYPE/Electric POWER/120 HIT %/ 70 PP/10  
EFFECT/30% chance of paralyzing target  
Location: The Under Pokémon Mart  
Price: P\$ 5,500  
=====

#26 Earthquake  
TYPE/Ground POWER/100 HIT %/100 PP/10  
EFFECT/Attacks all but user. Doubles damage on targets in Dig standby.  
Location: Shadow Pokémon Lab  
=====

#27 Return  
TYPE/Normal POWER/--- HIT %/100 PP/20  
EFFECT/Power increases as Friendship increases. Maximum Power is 102.  
Location: Phenac City Pre Gym  
=====

#28 Dig  
TYPE/Ground POWER/ 60 HIT %/100 PP/10  
EFFECT/Hide underground first turn, then attack next turn.  
Location: Import from GBA  
=====

#29 Psychic  
TYPE/Psychic POWER/ 90 HIT %/100 PP/10  
EFFECT/10% chance of reducing target's Sp. Def by 1 Level.  
Location: Poké Coupon Exchange  
Coupon: 3,500  
=====

#30 Shadow Ball  
TYPE/Ghost POWER/ 80 HIT %/100 PP/15  
EFFECT/10% chance of reducing target's Sp. Def by 1 Level.  
Location: The Under Colosseum  
=====

#31 Brick Break  
TYPE/Fighting POWER/ 75 HIT %/100 PP/15  
EFFECT/Dissolves an enemy's Reflect or Light Screen.  
Location: Pyrite Colosseum  
=====

#32 Double Team  
TYPE/Normal POWER/--- HIT %/--- PP/15  
EFFECT/Raises user's Evade % by 1 Level.  
Location: Poké Coupon Exchange  
Coupon: 1,500  
=====

#33 Reflect  
TYPE/Psychic POWER/--- HIT %/--- PP/20  
EFFECT/Halves damage from Physical Attacks for 5 turns.  
Location: The Under Pokémon Mart  
Price: P\$ 3,000  
=====

#34 Shock Wave  
TYPE/Electric POWER/ 60 HIT %/--- PP/20  
EFFECT/Cannot miss.  
Location: Import from GBA  
=====

#35 Flamethrower  
TYPE/Fire POWER/ 95 HIT %/100 PP/15  
EFFECT/10% chance of burning target.  
Location: Poké Coupon Exchange  
Coupon: 4,000  
=====

#36 Sludge Bomb  
TYPE/Poison POWER/ 90 HIT %/100 PP/10  
EFFECT/30% chance of poisoning target.  
Location: The Under Colosseum  
=====

#37 Sandstorm  
TYPE/Rock POWER/--- HIT %/--- PP/10  
EFFECT/Summons a sandstorm for 5 turns.  
Location: The Under Colosseum  
=====

#38 Fire Blast  
TYPE/Fire POWER/120 HIT %/ 85 PP/ 5  
EFFECT/10% chance of burning target.  
Location: The Under Pokémon Mart  
Price: P\$ 5,500  
=====

#39 Rock Tomb

TYPE/Rock POWER/ 50 HIT %/ 80 PP/10

EFFECT/Reduces the target's Speed by 1 Level.

Location: Import from GBA

=====  
#40 Aerial Ace

TYPE/Flying POWER/ 60 HIT %/--- PP/20

EFFECT/Cannot miss.

Location: Import from GBA

=====  
#41 Torment

TYPE/Dark POWER/--- HIT %/100 PP/15

EFFECT/Prevents foe from using same move consecutively.

Location: Phenac City

=====  
#42 Facade

TYPE/Normal POWER/ 70 HIT %/100 PP/20

EFFECT/Power becomes 140 if affected by a status ailment.

Location: Import from GBA

=====  
#43 Secret Power

TYPE/Normal POWER/ 70 HIT %/100 PP/20

EFFECT/30% chance of inflicting status ailment, depending on location.

Location: Import from GBA

=====  
#44 Rest

TYPE/Psychic POWER/--- HIT %/--- PP/10

EFFECT/Dissolves all status ailments and recovers all HP. User then  
sleeps for 2 turns.

Location: Deep Colosseum

=====  
#45 Attract

TYPE/Normal POWER/--- HIT %/100 PP/15

EFFECT/Infatuates the opposite gender.

Location: The Under TV Studio

=====  
#46 Thief

TYPE/Dark POWER/ 40 HIT %/100 PP/10

EFFECT/If user has no hold item, user steals target's held item.

Location: Pyrite Town Police Station

=====  
#47 Steel Wing

TYPE/Steel POWER/ 70 HIT %/ 90 PP/25

EFFECT/10% chance of raising user's Defense by 1 Level.

Location: Mt. Battle Lobby

=====  
#48 Skill Swap

TYPE/Psychic POWER/--- HIT %/100 PP/10

EFFECT/Switches user's Ability with target's. Ineffective against  
Shedinja.

Location: Deep Colosseum

=====  
#49 Snatch

TYPE/Dark POWER/--- HIT %/100 PP/10

EFFECT/Waits for opponent to move. If opponent uses a stat-up or recovery  
move, user gets the effect instead.

Location: Pyrite Cave

=====  
#50 Overheat

TYPE/Fire POWER/140 HIT %/ 90 PP/ 5

EFFECT/User's Sp. Atk is lowered by 2 Levels.

Location: Import from GBA

=====  
Berries

=====  
#01 Cheri

SIZE/ 0.8" FIRM/Soft FLAVOR/Spicy  
GROWTH TIME/12 Hours MAX YIELD/3 Berries  
BLOCK LV/11-13  
EFFECT/Dissolves paralysis (hold).

=====  
#02 Chesto

SIZE/ 3.1" FIRM/Super Hard FLAVOR/Dry  
GROWTH TIME/12 Hours MAX YIELD/3 Berries  
BLOCK LV/11-13  
EFFECT/Dissolves sleep (hold).

=====  
#03 Pecha

SIZE/ 1.6" FIRM/Very Soft FLAVOR/Sweet  
GROWTH TIME/12 Hours MAX YIELD/3 Berries  
BLOCK LV/11-13  
EFFECT/Dissolves poison (hold).

=====  
#04 Rawst

SIZE/ 1.3" FIRM/Hard FLAVOR/Bitter  
GROWTH TIME/12 Hours MAX YIELD/3 Berries  
BLOCK LV/11-13  
EFFECT/Dissolves burns (hold).

=====  
#05 Aspear

SIZE/ 2.0" FIRM/Super Hard FLAVOR/Sour  
GROWTH TIME/12 Hours MAX YIELD/3 Berries  
BLOCK LV/11-13  
EFFECT/Dissolves freezing (hold).

=====  
#06 Leppa

SIZE/ 1.1" FIRM/Very Hard FLAVOR/Spicy, Sweet, Bitter, Sour  
GROWTH TIME/16 Hours MAX YIELD/3 Berries  
BLOCK LV/24-25  
EFFECT/Recovers 10 PP when a move's PP expires (hold).

=====  
#07 Oran

SIZE/ 1.4" FIRM/Super Hard FLAVOR/All  
GROWTH TIME/12 Hours MAX YIELD/3 Berries  
BLOCK LV/11-13  
EFFECT/Recovers 10 HP (hold).

=====  
#08 Persim

SIZE/ 1.9" FIRM/Hard FLAVOR/All  
GROWTH TIME/12 Hours MAX YIELD/3 Berries  
BLOCK LV/11-13  
EFFECT/Dissolves confusion (hold).

=====  
#09 Lum

SIZE/ 1.3" FIRM/Super Hard FLAVOR/All  
GROWTH TIME/48 Hours MAX YIELD/2 Berries  
BLOCK LV/11-13  
EFFECT/Dissolves all status conditions (hold).

#10 Citrus  
SIZE/ 3.7" FIRM/Super Hard FLAVOR/All  
GROWTH TIME/24 Hours MAX YIELD/3 Berries  
BLOCK LV/11-13  
EFFECT/Recovers 30 HP (hold).

=====  
#11 Figy  
SIZE/ 3.9" FIRM/Soft FLAVOR/Spicy  
GROWTH TIME/24 Hours MAX YIELD/3 Berries  
BLOCK LV/24-25  
EFFECT/Recovers 10 HP, but confuses Pokémon that dislike Spicy flavor (hold).

=====  
#12 Wiki  
SIZE/ 4.5" FIRM/Hard FLAVOR/Dry  
GROWTH TIME/24 Hours MAX YIELD/3 Berries  
BLOCK LV/24-25  
EFFECT/Recovers 10 HP, but confuses Pokémon that dislike Dry flavor (hold).

=====  
#13 Mago  
SIZE/ 5.0" FIRM/Hard FLAVOR/Sweet  
GROWTH TIME/24 Hours MAX YIELD/3 Berries  
BLOCK LV/24-25  
EFFECT/Recovers 10 HP, but confuses Pokémon that dislike Sweet flavor (hold).

=====  
#14 Aguav  
SIZE/ 2.5" FIRM/Super Hard FLAVOR/Bitter  
GROWTH TIME/24 Hours MAX YIELD/3 Berries  
BLOCK LV/24-25  
EFFECT/Recovers 10 HP, but confuses Pokémon that dislike Bitter flavor (hold).

=====  
#15 Iapapa  
SIZE/ 8.8" FIRM/Soft FLAVOR/Sour  
GROWTH TIME/24 Hours MAX YIELD/3 Berries  
BLOCK LV/24-25  
EFFECT/Recovers 10 HP, but confuses Pokémon that dislike Sour flavor (hold).

=====  
#16 Razz  
SIZE/ 4.7" FIRM/Very Hard FLAVOR/Spicy, Dry  
GROWTH TIME/4 Hours MAX YIELD/6 Berries  
BLOCK LV/11-13  
EFFECT/

=====  
#17 Bluk  
SIZE/ 4.3" FIRM/Soft FLAVOR/Dry, Sweet  
GROWTH TIME/4 Hours MAX YIELD/6 Berries  
BLOCK LV/11-13  
EFFECT/

=====  
#18 Nanab  
SIZE/ 3.0" FIRM/Very Hard FLAVOR/Sweet, Bitter  
GROWTH TIME/4 Hours MAX YIELD/6 Berries  
BLOCK LV/11-13  
EFFECT/

=====  
#19 Wepear  
SIZE/ 2.9" FIRM/Super Hard FLAVOR/Bitter, Sour  
GROWTH TIME/4 Hours MAX YIELD/6 Berries  
BLOCK LV/11-13  
EFFECT/

```

#20 Pinap
SIZE/ 3.1" FIRM/Hard FLAVOR/Spicy, Sour
GROWTH TIME/4 Hours MAX YIELD/6 Berries
BLOCK LV/11-13
EFFECT/
=====
#21 Pomeg
SIZE/ 5.3" FIRM/Very Hard FLAVOR/Spicy, Sweet, Bitter
GROWTH TIME/12 Hours MAX YIELD/6 Berries
BLOCK LV/24-25
EFFECT/
=====
#22 Kelpsy
SIZE/ 5.9" FIRM/Hard FLAVOR/Dry, Bitter, Sour
GROWTH TIME/12 Hours MAX YIELD/6 Berries
BLOCK LV/24-25
EFFECT/
=====
#23 Qualot
SIZE/ 4.3" FIRM/Hard FLAVOR/Spicy, Sweet, Sour
GROWTH TIME/12 Hours MAX YIELD/6 Berries
BLOCK LV/24-25
EFFECT/
=====
#24 Hondew
SIZE/ 6.4" FIRM/Hard FLAVOR/Spicy, Dry, Bitter
GROWTH TIME/12 Hours MAX YIELD/6 Berries
BLOCK LV/24-25
EFFECT/
=====
#25 Grepa
SIZE/ 5.9" FIRM/Soft FLAVOR/Dry, Sweet, Sour
GROWTH TIME/12 Hours MAX YIELD/6 Berries
BLOCK LV/24-25
EFFECT/
=====
#26 Tamato
SIZE/ 7.9" FIRM/Soft FLAVOR/Spicy, Dry
GROWTH TIME/24 Hours MAX YIELD/4 Berries
BLOCK LV/24-25
EFFECT/
=====
#27 Cornn
SIZE/ 3.0" FIRM/Hard FLAVOR/Dry, Sweet
GROWTH TIME/24 Hours MAX YIELD/4 Berries
BLOCK LV/24-25
EFFECT/
=====
#28 Magost
SIZE/ 5.5" FIRM/Hard FLAVOR/Sweet, Bitter
GROWTH TIME/24 Hours MAX YIELD/4 Berries
BLOCK LV/24-25
EFFECT/
=====
#29 Rabuta
SIZE/ 8.9" FIRM/Soft FLAVOR/Bitter, Sour
GROWTH TIME/24 Hours MAX YIELD/4 Berries
BLOCK LV/24-25
EFFECT/
=====

```



#30 Nomel  
SIZE/11.2" FIRM/Super Hard FLAVOR/Spicy, Sour  
GROWTH TIME/24 Hours MAX YIELD/4 Berries  
BLOCK LV/24-25  
EFFECT/  
=====

#31 Spelon  
SIZE/ 5.2" FIRM/Soft FLAVOR/Spicy, Dry  
GROWTH TIME/72 Hours MAX YIELD/2 Berries  
BLOCK LV/50-52  
EFFECT/  
=====

#32 Pamtre  
SIZE/ 9.6" FIRM/Very Soft FLAVOR/Dry, Sweet  
GROWTH TIME/72 Hours MAX YIELD/2 Berries  
BLOCK LV/50-52  
EFFECT/  
=====

#33 Watmel  
SIZE/ 9.6" FIRM/Soft FLAVOR/Sweet, Bitter  
GROWTH TIME/72 Hours MAX YIELD/2 Berries  
BLOCK LV/50-52  
EFFECT/  
=====

#34 Durin  
SIZE/11.0" FIRM/Hard FLAVOR/Bitter, Sour  
GROWTH TIME/72 Hours MAX YIELD/2 Berries  
BLOCK LV/50-52  
EFFECT/  
=====

#35 Belue  
SIZE/11.8" FIRM/Very Soft FLAVOR/Spicy, Sour  
GROWTH TIME/72 Hours MAX YIELD/2 Berries  
BLOCK LV/50-52  
EFFECT/  
=====

#36 Liechi  
SIZE/ 4.4" FIRM/Very Hard FLAVOR/Spicy, Sweet, Sour  
GROWTH TIME/96 Hours MAX YIELD/2 Berries  
BLOCK LV/60-65  
EFFECT/Raises Attack by 1 Level at low HP (hold).  
=====

#37 Ganlon  
SIZE/ 1.3" FIRM/Very Hard FLAVOR/Dry, Bitter  
GROWTH TIME/96 Hours MAX YIELD/2 Berries  
BLOCK LV/60-65  
EFFECT/Raises Defense by 1 Level at low HP (hold).  
COUPON/15,000  
=====

#38 Salac  
SIZE/ 3.7" FIRM/Very Hard FLAVOR/Sweet, Sour  
GROWTH TIME/96 Hours MAX YIELD/2 Berries  
BLOCK LV/60-65  
EFFECT/Raises Speed by 1 Level at low HP (hold).  
COUPON/15,000  
=====

#39 Petaya  
SIZE/ 9.3" FIRM/Very Hard FLAVOR/Spicy, Bitter  
GROWTH TIME/96 Hours MAX YIELD/2 Berries  
BLOCK LV/60-65

EFFECT/Raises Sp. Atk by 1 Level at low HP (hold).  
COUPON/15,000

=====  
#40 Apicot  
SIZE/ 3.0" FIRM/Hard FLAVOR/Dry, Sour  
GROWTH TIME/96 Hours MAX YIELD/2 Berries  
BLOCK LV/60-65  
EFFECT/Raises Sp. Atk by 1 Level at low HP (hold).  
COUPON/15,000

=====  
#41 Lansat  
SIZE/ 3.8" FIRM/Soft FLAVOR/All  
GROWTH TIME/96 Hours MAX YIELD/2 Berries  
BLOCK LV/60-65  
EFFECT/Raises critical hit rate at low HP (hold).

=====  
#42 Starf  
SIZE/ 6.0" FIRM/Super Hard FLAVOR/All  
GROWTH TIME/96 Hours MAX YIELD/2 Berries  
BLOCK LV/60-65  
EFFECT/Raises a random stat by 2 Levels at low HP (hold).

=====  
Key Items

=====  
#01 Blu ID Badge  
EFFECT/One of four keys needed to unlock the north door of Realgam Tower.  
LOCATION/Realgam Tower (Venus Rematch)

=====  
#02 Card Key  
EFFECT/Opens the east wing of the Shadow Pokémon Lab  
LOCATION/Shadow Pokémon Lab (West Wing)

=====  
#03 Cologne Case  
EFFECT/Holds Scents purchased at Agate Village Pokémon Mart (repeat).  
LOCATION/Agate Village

=====  
#04 D-Disk  
EFFECT/Moves the UFO down to the Deep Colosseum (repeat).  
LOCATION/Snagem Hideout

=====  
#05 Data Rom  
EFFECT/Holds data about Shadow Pokémon.  
LOCATION/Shadow Pokémon Lab

=====  
#06 DNA Sample  
EFFECT/A DNA Sample of the Shadow Bayleef (repeat).  
LOCATION/Shadow Pokémon Lab

=====  
#07 DNA Sample  
EFFECT/A DNA Sample of the Shadow Croconaw (repeat).  
LOCATION/Shadow Pokémon Lab

=====  
#08 DNA Sample  
EFFECT/A DNA Sample of the Shadow Entei (repeat).  
LOCATION/Shadow Pokémon Lab

=====  
#09 DNA Sample  
EFFECT/A DNA Sample of the Shadow Mightyena (repeat).  
LOCATION/Shadow Pokémon Lab

```
=====
#10  DNA Sample
EFFECT/A DNA Sample of the Shadow Misdreavus (repeat).
LOCATION/Shadow Pokémon Lab
=====
#11  DNA Sample
EFFECT/A DNA Sample of the Shadow Quilava (repeat).
LOCATION/Shadow Pokémon Lab
=====
#12  DNA Sample
EFFECT/A DNA Sample of the Shadow Raikou (repeat).
LOCATION/Shadow Pokémon Lab
=====
#13  DNA Sample
EFFECT/A DNA Sample of the Shadow Sudowoodo (repeat).
LOCATION/Shadow Pokémon Lab
=====
#14  DNA Sample
EFFECT/A DNA Sample of the Shadow Suicune (repeat).
LOCATION/Shadow Pokémon Lab
=====
#15  Down St. Key
EFFECT/Unlocks the door to the B2 of the Shadow Pokémon Lab.
LOCATION/Shadow Pokémon Lab
=====
#16  Ein File C
EFFECT/A report on Celebi by Ein (repeat).
LOCATION/Agate Village Relic Forest
=====
#17  Ein File F
EFFECT/The final Shadow Pokémon report by Ein (repeat).
LOCATION/The Under TV Studio
=====
#18  Ein File H
EFFECT/A report on Hyper Mode by Ein (repeat).
LOCATION/Pyrite Building 1F
=====
#19  Ein File P
EFFECT/A report on purification by Ein (repeat).
LOCATION/Pyrite Cave
=====
#20  Ein File S
EFFECT/The initial report on Shadow Pokémon by Ein (repeat).
LOCATION/Pyrite Town
=====
#21  Elevator Key
EFFECT/The key to operate the Pyrite<-->The Under elevator.
LOCATION/Pyrite Town
=====
#22  Gear
EFFECT/The gear missing from Pyrite Windmill.
LOCATION/Realgam Construction Lot
=====
#23  Grn ID Badge
EFFECT/One of four keys needed to unlock the north door of Realgam Tower.
LOCATION/Realgam Tower (Dakim Rematch)
=====
#24  Jail Key
EFFECT/Unlocks Pyrite Police Station's jail cells (repeat).
LOCATION/Pyrite Town
```

```

=====
#25  L-Disk
EFFECT/Moves the UFO to the left platform containing the Amulet Coin (repeat).
LOCATION/The Under
=====
#26  Maingate Key
EFFECT/Opens the Shadow Pokémon Lab's front gate.
LOCATION/Shadow Pokémon Lab (West Wing B2, accessed via The Under Subway)
=====
#27  Powerup Part
EFFECT/Reboots the Kid Network's computer system.
LOCATION/The Under Junk Shop
=====
#28  R-Disk
EFFECT/Moves the UFO to The Under TV Studio (repeat).
LOCATION/The Under
=====
#29  Red ID Badge
EFFECT/One of four keys needed to unlock the north door of Realgam Tower.
LOCATION/Realgam Tower (Miror B. Rematch)
=====
#30  Small Tablet
EFFECT/Activates the Relic Stone (repeat).
LOCATION/Agate Village
=====
#31  Steel Teeth
EFFECT/False teeth belonging to an old man in The Under.
LOCATION/The Under (path to Deep Colosseum)
=====
#32  Subway Key
EFFECT/Operates The Under's subway train.
LOCATION/The Under Subway
=====
#33  U-Disk
EFFECT/Moves the UFO to the Time Flute in Pyrite Town (repeat).
LOCATION/Shadow Pokémon Lab (West Wing B2, accessed via The Under Subway)
=====
#34  Ylw ID Badge
EFFECT/One of four keys needed to unlock the north door of Realgam Tower.
LOCATION/Realgam Tower (Ein Rematch)
=====

```

b. Index of Attacks

[S08-02IAT]

This index will give you information about every attack in the game, even FR/LG exclusive attacks. Battle effects, Contest effects, lots of stuff. The attack list is organized alphabetically. I will not get into great detail about Contests because it isn't an aspect of Pokémon Colosseum.

FORMAT:

```

=====
#NUM  AttackName
BATTLE EFFECT
TYPE/Type      POWER/Pow      HIT %/Pct      PP/PP      TARGET/Range
EFFECT/Special Effect
LEARNED BY LEVEL-UP/List of Pokémon

CONTEST EFFECT
TYPE/Type      APPEAL/      JAM/

```

JAM TARGET/Pokémon that are Jammed by the attack  
EFFECT/Special Effect  
COMBO/List of moves that will get double points if used after this one  
=====

And here is the list of attacks.

=====

# 1 Absorb  
BATTLE EFFECT  
TYPE/Grass POWER/ 20 HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/User recovers HP equal to 50% of inflicted damage  
LEARNED BY LEVEL-UP/Most Grass-types

CONTEST EFFECT  
TYPE/Smart APPEAL/ 2 JAM/ 3  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====

# 2 Acid  
BATTLE EFFECT  
TYPE/Poison POWER/ 40 HIT %/100 PP/30 TARGET/All Enemies  
EFFECT/10% chance of reducing foe's Defense by 1 Level  
LEARNED BY LEVEL-UP/Many Grass and Poison-types

CONTEST EFFECT  
TYPE/Smart APPEAL/ 1 JAM/ 4  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====

# 3 Acid Armor  
BATTLE EFFECT  
TYPE/Poison POWER/--- HIT %/--- PP/40 TARGET/Self  
EFFECT/Raises user's Defense by 2 Levels  
LEARNED BY LEVEL-UP/Grimer, Vaporeon

CONTEST EFFECT  
TYPE/Tough APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Raises user's condition by 1 Star  
COMBO/Does not combo with any move

=====

# 4 Aerial Ace  
BATTLE EFFECT  
TYPE/Flying POWER/ 60 HIT %/--- PP/20 TARGET/One Enemy  
EFFECT/Never misses. Even hits users of Fly and similar moves.  
LEARNED BY LEVEL-UP/Spearow, Tailow

CONTEST EFFECT  
TYPE/Cool APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if going first  
COMBO/Does not combo with any move

=====

# 5 Aeroblast  
BATTLE EFFECT  
TYPE/Flying POWER/100 HIT %/ 95 PP/ 5 TARGET/One Enemy  
EFFECT/Has a high Critical Hit rate

LEARNED BY LEVEL-UP/Lugia

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Gives more points if the previous appeal went well

COMBO/Does not combo with any move

=====

# 6 Agility

BATTLE EFFECT

TYPE/Psychic POWER/--- HIT %/--- PP/30 TARGET/Self

EFFECT/Raises user's Agility by 2 Levels

LEARNED BY LEVEL-UP/Many Flying Pokémon, the full list is quite long

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/User appeals first next turn

COMBO/Does not combo with any move

=====

# 7 Air Cutter

BATTLE EFFECT

TYPE/Flying POWER/ 55 HIT %/ 95 PP/25 TARGET/All Enemies

EFFECT/Has a high Critical Hit rate

LEARNED BY LEVEL-UP/Zubat, Skarmory

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Has a JAM rating of 5 on Pokémon that used a same-type appeal

COMBO/Does not combo with any move

=====

# 8 Amnesia

BATTLE EFFECT

TYPE/Psychic POWER/--- HIT %/--- PP/20 TARGET/Self

EFFECT/Raises user's Sp. Def by 2 Levels

LEARNED BY LEVEL-UP/A wide variety of Pokémon

CONTEST EFFECT

TYPE/Cute APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/User avoids being Jammed this turn

COMBO/Does not combo with any move

=====

# 9 Ancientpower

BATTLE EFFECT

TYPE/Rock POWER/ 60 HIT %/100 PP/ 5 TARGET/One Enemy

EFFECT/10% chance of raising all user's stats by 1 Level each

LEARNED BY LEVEL-UP/Many Rock-types, and a few legendary Pokémon

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/User avoids being Jammed this turn

COMBO/Does not combo with any move

=====

# 10 Arm Thrust

BATTLE EFFECT

TYPE/Fighting POWER/ 15 HIT %/100 PP/20 TARGET/One Enemy

EFFECT/Hits target 2 to 5 times

LEARNED BY LEVEL-UP/Makuhita

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon in Combo Standby  
COMBO/Does not combo with any move

=====

# 11 Aromatherapy

BATTLE EFFECT

TYPE/Grass POWER/--- HIT %/--- PP/ 5 TARGET/All Allies  
EFFECT/Dissolves status ailments of entire party  
LEARNED BY LEVEL-UP/Vileplume, Paras, Roselia

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if going last  
COMBO/Does not combo with any move

=====

# 12 Assist

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/20 TARGET/One Enemy  
EFFECT/Uses a random move one of your active Pokémon knows  
LEARNED BY LEVEL-UP/Skitty

CONTEST EFFECT

TYPE/Cute APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/APPEAL rating depends on Applause Level. 0 = 1 point  
1 = 2 points, 2 = 3 points, 3 = 5 points, 4 = 6 points  
COMBO/Does not combo with any move

=====

# 13 Astonish

BATTLE EFFECT

TYPE/Ghost POWER/ 30 HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/30% chance of causing target to flinch  
LEARNED BY LEVEL-UP/Many nocturnal Pokémon

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 3  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====

# 14 Attract

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/Infatuates the opposite sex  
LEARNED BY LEVEL-UP/Beautifly, Skitty, Milotic, Luvdisc

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Causes all Pokémon yet to appeal this turn to become nervous  
COMBO/Does not combo with any move

=====

# 15 Aurora Beam

BATTLE EFFECT

TYPE/Ice POWER /65 HIT %/100 PP/20 TARGET/One Enemy

EFFECT/10% chance of lowering target's Attack by 1 Level  
LEARNED BY LEVEL-UP/A few Water and Ice-types

CONTEST EFFECT

TYPE/Beauty APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Has a JAM rating of 5 on Pokémon that used a same-type appeal

COMBO/Does not combo with any move

=====

# 16 Barrage

BATTLE EFFECT

TYPE/Normal POWER/ 15 HIT %/100 PP/20 TARGET/One Enemy

EFFECT/Hits the target 2 to 5 times

LEARNED BY LEVEL-UP/Exeggcute

CONTEST EFFECT

TYPE/Beauty APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if it's the same type as the  
appeal of the Pokémon before it

COMBO/Does not combo with any move

=====

# 17 Barrier

BATTLE EFFECT

TYPE/Psychic POWER/--- HIT %/--- PP/30 TARGET/Self

EFFECT/Raises user's Defense by 2 Levels

LEARNED BY LEVEL-UP/Tentacool, Mr. Mime, Mewtwo

CONTEST EFFECT

TYPE/Cool APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/Avoids being Jammed for the rest of the turn

COMBO/Does not combo with any move

=====

# 18 Baton Pass

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/40 TARGET/Self

EFFECT/Switches Pokémon while keeping stat boosts in effect

LEARNED BY LEVEL-UP/Various Pokémon, mostly Normal-types

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Causes all Pokémon yet to appeal this turn to become nervous

COMBO/Does not combo with any move

=====

# 19 Beat Up

BATTLE EFFECT

TYPE/Dark POWER/ 10 HIT %/100 PP/40 TARGET/One Enemy

EFFECT/All of your Pokémon attack the enemy at once

LEARNED BY LEVEL-UP/Sneasel

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Pokémon Jammed lose half their appeal points earned this turn

COMBO/Does not combo with any move

=====

# 20 Belly Drum

BATTLE EFFECT



TYPE/Normal POWER/--- HIT %/--- PP/10 TARGET/Self  
EFFECT/Reduces user's HP by 50% of maximum and raises Attack  
by 10 Levels, but not above the maximum of +6  
LEARNED BY LEVEL-UP/Sneasel

CONTEST EFFECT

TYPE/Cute APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Raises user's Condition by one star  
COMBO/Rest

=====

# 21 Bide

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/Accumulates damage for 2-3 turns, then hits the target for  
double that amount of damage  
LEARNED BY LEVEL-UP/Pineco, Shuckle, Miltank, Mudkip, Seedot,  
Meditite

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Prevents user from being Jammed this turn  
COMBO/Does not combo with any move

=====

# 22 Bind

BATTLE EFFECT

TYPE/Normal POWER/ 15 HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/Traps target for 2-5 turns and inflicts 6.25% damage to  
target every turn while trapped. Target can't switch  
while trapped.  
LEARNED BY LEVEL-UP/Onix, Tangela, Pinsir, Dusclops, Kecleon

CONTEST EFFECT

TYPE/Tough APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Freezes APPLAUSE meter for the rest of the turn  
COMBO/Does not combo with any move

=====

# 23 Bite

BATTLE EFFECT

TYPE/Dark POWER/ 60 HIT %/100 PP/25 TARGET/One Enemy  
EFFECT/30% chance of making target flinch  
LEARNED BY LEVEL-UP/Any Pokémon with sharp fangs

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Does not combo with any move

=====

# 24 Blast Burn

BATTLE EFFECT

TYPE/Fire POWER/150 HIT %/ 90 PP/ 5 TARGET/One Enemy  
EFFECT/User cannot act next turn  
LEARNED BY LEVEL-UP/No Pokémon. Charizard is the only Pokémon  
that can learn this move, and only through  
the FR/LG Move Tutor.

CONTEST EFFECT

TYPE/Beauty APPEAL/ 4 JAM/ 4  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/User cannot appeal next turn  
COMBO/Does not combo with any move

=====

# 25 Blaze Kick  
BATTLE EFFECT  
TYPE/Fire POWER/ 85 HIT %/ 90 PP/10 TARGET/One Enemy  
EFFECT/Defrosts user. High Critical Hit rate. 10% chance  
of burning target.  
LEARNED BY LEVEL-UP/Blaziken

CONTEST EFFECT  
TYPE/Beauty APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Does not combo with any move

=====

# 26 Blizzard  
BATTLE EFFECT  
TYPE/Fire POWER/120 HIT %/ 70 PP/ 5 TARGET/All Enemies  
EFFECT/30% chance of freezing target  
LEARNED BY LEVEL-UP/Most Ice-types.

CONTEST EFFECT  
TYPE/Beauty APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Does not combo with any move

=====

# 27 Block  
BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/100 PP/ 5 TARGET/One Enemy  
EFFECT/Target can't switch out. Effect dissolves upon switching  
user out.  
LEARNED BY LEVEL-UP/Snorlax, Sudowoodo, Nosepass

CONTEST EFFECT  
TYPE/Cute APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Causes all Pokémon yet to appeal this turn to become nervous  
COMBO/Does not combo with any move

=====

# 28 Body Slam  
BATTLE EFFECT  
TYPE/Normal POWER/ 85 HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/30% chance of paralyzing target  
LEARNED BY LEVEL-UP/A wide variety of Pokémon.

CONTEST EFFECT  
TYPE/Tough APPEAL/ 1 JAM/ 4  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====

# 29 Bone Club  
BATTLE EFFECT  
TYPE/Ground POWER/ 65 HIT %/ 85 PP/20 TARGET/One Enemy  
EFFECT/30% chance of causing target to flinch  
LEARNED BY LEVEL-UP/Cubone

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon in Combo Standby  
COMBO/Bonemerang, Bone Rush

=====  
# 30 Bone Rush

BATTLE EFFECT

TYPE/Ground POWER/ 25 HIT %/ 80 PP/10 TARGET/One Enemy  
EFFECT/Hits target 2 to 5 times  
LEARNED BY LEVEL-UP/Cubone

CONTEST EFFECT

TYPE/Tough APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Bonemerang, Bone Club

=====  
# 31 Bonemerang

BATTLE EFFECT

TYPE/Ground POWER/ 50 HIT %/ 90 PP/10 TARGET/One Enemy  
EFFECT/Hits target 2 times  
LEARNED BY LEVEL-UP/Cubone

CONTEST EFFECT

TYPE/Tough APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Bone Rush, Bone Club

=====  
# 32 Bounce

BATTLE EFFECT

TYPE/Flying POWER/ 85 HIT %/ 85 PP/ 5 TARGET/One Enemy  
EFFECT/Bounces up first turn, attacks second turn. 30% chance  
of paralyzing target.  
LEARNED BY LEVEL-UP/Ponyta, Spoink

CONTEST EFFECT

TYPE/Cute APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Avoids being Jammed for the rest of the turn.  
COMBO/Does not combo with any move

=====  
# 33 Brick Break

BATTLE EFFECT

TYPE/Fighting POWER/ 60 HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/Dissolves opponent's Reflect or Light Screen  
LEARNED BY LEVEL-UP/Hitmonlee, Pinsir, Heracross

CONTEST EFFECT

TYPE/Cool APPEAL/ 1 JAM/ 4  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====  
# 34 Brick Break

BATTLE EFFECT

TYPE/Fighting POWER/ 60 HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/Dissolves opponent's Reflect or Light Screen

LEARNED BY LEVEL-UP/Hitmonlee, Pinsir, Heracross

CONTEST EFFECT

TYPE/Cool APPEAL/ 1 JAM/ 4  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====

# 35 Bubble

BATTLE EFFECT

TYPE/Water POWER/ 20 HIT %/100 PP/30 TARGET/All Enemies  
EFFECT/10% chance of lowering target's Speed by 1 Level  
LEARNED BY LEVEL-UP/About half of Water-types

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 2  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Does not combo with any move

=====

# 36 Bubblebeam

BATTLE EFFECT

TYPE/Water POWER/ 65 HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/10% chance of lowering target's Speed by 1 Level  
LEARNED BY LEVEL-UP/About a third of Water-types

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Does not combo with any move

=====

# 37 Bulk Up

BATTLE EFFECT

TYPE/Fighting POWER/--- HIT %/--- PP/20 TARGET/Self  
EFFECT/Raises user's Attack and Defense by 1 Level each  
LEARNED BY LEVEL-UP/Combusken, Groudon

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Raises user's Condition by one star.  
COMBO/Does not combo with any move

=====

# 38 Bullet Seed

BATTLE EFFECT

TYPE/Grass POWER/ 10 HIT %/100 PP/30 TARGET/One Enemy  
EFFECT/Hits target 2 to 5 times  
LEARNED BY LEVEL-UP/Sunflora

CONTEST EFFECT

TYPE/Cool APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Does not combo with any move

=====

# 39 Calm Mind

BATTLE EFFECT

TYPE/Psychic POWER/--- HIT %/--- PP/20 TARGET/Self  
EFFECT/Raises user's Sp. Atk and Sp. Def by 1 Level each

LEARNED BY LEVEL-UP/Alakazam, Stantler, Ralts, Meditite,  
Kyogre, all three Legendary Beasts

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Avoids being Jammed once this turn

COMBO/Confusion, Dream Eater, Future Sight, Luster Purge, Meditate,  
Mist Ball, Psychic, Psybeam, Psycho Boost, Psywave, Reflect

=====  
# 40 Camouflage

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/20 TARGET/Self

EFFECT/Changes user's type to suit the battlefield

LEARNED BY LEVEL-UP/Staryu

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/If the previous Pokémon got more than 3 APPEAL points this turn,  
the user gets as many points as that Pokémon did.

COMBO/Does not combo with any move

=====  
# 41 Charge

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/20 TARGET/Self

EFFECT/Doubles power of user's Electric attacks next turn

LEARNED BY LEVEL-UP/Voltorb, Zapdos, Chinchou, Electrike, Plusle,  
Minun

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if the previous Pokémon used a  
same-type appeal this turn

COMBO/Shock Wave, Spark, Thunder, Thunderbolt, Thunderpunch,  
Thundershock, Thunder Wave, Volt Tackle, Zap Cannon

=====  
# 42 Charm

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/20 TARGET/One Enemy

EFFECT/Lowers target's Attack by 2 Levels

LEARNED BY LEVEL-UP/Baby Pokémon, among others

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Has a JAM rating of 5 on Pokémon that made a same-type appeal  
this turn

COMBO/Flatter, Growl, Rest, Sweet Kiss, Tail Whip

=====  
# 43 Clamp

BATTLE EFFECT

TYPE/Normal POWER/ 35 HIT %/ 75 PP/10 TARGET/One Enemy

EFFECT/Traps target for 2-5 turns and inflicts 6.25% damage to  
target every turn while trapped. Target can't switch  
while trapped.

LEARNED BY LEVEL-UP/Baby Pokémon, among others

CONTEST EFFECT

TYPE/Tough APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Freezes the APPLAUSE meter for the rest of the turn  
COMBO/Does not combo with any move

=====

# 44 Comet Punch  
BATTLE EFFECT  
TYPE/Normal POWER/ 18 HIT %/ 85 PP/15 TARGET/One Enemy  
EFFECT/Hits target 2 to 5 times  
LEARNED BY LEVEL-UP/Hitmonchan, Kangaskhan, Ledyba

CONTEST EFFECT  
TYPE/Tough APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if the previous Pokémon used a  
same-type appeal this turn  
COMBO/Does not combo with any move

=====

# 45 Confuse Ray  
BATTLE EFFECT  
TYPE/Ghost POWER/--- HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/Confuses target.  
LEARNED BY LEVEL-UP/Many Psychic and Ghost-types, Vulpix, Magby

CONTEST EFFECT  
TYPE/Smart APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Randomizes the appeal order for next turn  
COMBO/Does not combo with any move

=====

# 46 Confusion  
BATTLE EFFECT  
TYPE/Psychic POWER/ 50 HIT %/100 PP/25 TARGET/One Enemy  
EFFECT/10% chance of confusing target  
LEARNED BY LEVEL-UP/Many Psychic-types

CONTEST EFFECT  
TYPE/Smart APPEAL/ 2 JAM/ 3  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Future Sight, Kinesis, Psychic, Teleport

=====

# 47 Constrict  
BATTLE EFFECT  
TYPE/Normal POWER/ 10 HIT %/100 PP/35 TARGET/One Enemy  
EFFECT/10% chance of lowering target's Speed by 1 Level  
LEARNED BY LEVEL-UP/Pokémon with tentacles or similar appendages

CONTEST EFFECT  
TYPE/Smart APPEAL/ 2 JAM/ 3  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====

# 48 Conversion  
BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/--- PP/30 TARGET/Self  
EFFECT/User's type changes to the same type as its last attack  
LEARNED BY LEVEL-UP/Porygon

CONTEST EFFECT  
TYPE/Beauty APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if the previous Pokémon used a  
same-type appeal this turn  
COMBO/Does not combo with any move  
=====

# 49 Conversion 2

BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/--- PP/30 TARGET/Self  
EFFECT/User's type changes to a type resistant to the type it was  
last hit with  
LEARNED BY LEVEL-UP/Porygon

CONTEST EFFECT  
TYPE/Beauty APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if the previous Pokémon used a  
same-type appeal this turn  
COMBO/Does not combo with any move  
=====

# 50 Cosmic Power

BATTLE EFFECT  
TYPE/Psychic POWER/--- HIT %/--- PP/20 TARGET/Self  
EFFECT/Raises user's Defense and Sp. Def by 1 Level each  
LEARNED BY LEVEL-UP/Clefairy, Staryu, Lunatone, Solrock, Baltoy,  
Jirachi, Deoxys

CONTEST EFFECT  
TYPE/Cool APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Raises user's Condition by 1 Level.  
COMBO/Does not combo with any move  
=====

# 51 Cotton Spore

BATTLE EFFECT  
TYPE/Grass POWER/--- HIT %/ 85 PP/40 TARGET/One Enemy  
EFFECT/Lowers target's Speed by 2 Levels  
LEARNED BY LEVEL-UP/Mareep, Hoppip, Cacnea

CONTEST EFFECT  
TYPE/Beauty APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon that are in Combo Standby  
COMBO/Does not combo with any move  
=====

# 52 Counter

BATTLE EFFECT  
TYPE/Fighting POWER/--- HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/Returns physical attacks for double damage  
LEARNED BY LEVEL-UP/Wobbuffet, Hitmochan, and Heracross, among others

CONTEST EFFECT  
TYPE/Tough APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Prevents user from being Jammed once this turn.  
COMBO/Does not combo with any move  
=====

# 53 Covet

BATTLE EFFECT

TYPE/Normal POWER/ 40 HIT %/100 PP/40 TARGET/One Enemy  
EFFECT/Steals target's held item. Will not steal if user is already holding an item.

LEARNED BY LEVEL-UP/Snorlax, Zigzagoon, Slakoth, Skitty, Illumise

CONTEST EFFECT

TYPE/Cute APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating is identical to the previous Pokémon's points earned this round (combo points included.)

COMBO/Does not combo with any move

=====

# 54 Crabhammer

BATTLE EFFECT

TYPE/Water POWER/ 90 HIT %/ 85 PP/10 TARGET/One Enemy

EFFECT/High Critical Hit rate.

LEARNED BY LEVEL-UP/Krabby, Corphish

CONTEST EFFECT

TYPE/Tough APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/If the previous Pokémon got more that 3 APPEAL points this turn, the user gets as many points as that Pokémon did.

COMBO/Does not combo with any move

=====

# 55 Cross Chop

BATTLE EFFECT

TYPE/Fighting POWER/100 HIT %/ 80 PP/ 5 TARGET/One Enemy

EFFECT/High Critical Hit rate.

LEARNED BY LEVEL-UP/Mankey, Machop

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/If the previous Pokémon got more that 3 APPEAL points this turn, the user gets as many points as that Pokémon did.

COMBO/Does not combo with any move

=====

# 56 Crunch

BATTLE EFFECT

TYPE/Dark POWER/ 80 HIT %/100 PP/15 TARGET/One Enemy

EFFECT/20% chance of lowering target's Sp. Def by 1 Level

LEARNED BY LEVEL-UP/Most Pokémon with sharp fangs

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 4

JAM TARGET/Pokémon that appealed before user

EFFECT/

COMBO/Does not combo with any move

=====

# 57 Crush Claw

BATTLE EFFECT

TYPE/Normal POWER/ 75 HIT %/100 PP/15 TARGET/One Enemy

EFFECT/50% chance of lowering target's Defense by 1 Level

LEARNED BY LEVEL-UP/Most Pokémon with sharp fangs

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 4

JAM TARGET/Pokémon that appealed before user

EFFECT/



COMBO/Does not combo with any move

=====

# 58 Curse

BATTLE EFFECT

TYPE/??? POWER/--- HIT %/--- PP/10 TARGET/Self

EFFECT/Raises Attack and Defense, and reduces Speed by 1 Level each

If the user's type is Ghost, cuts user's HP in half and  
puts a Curse on the target, causing the target to lose  
25% of its maximum HP every turn.

LEARNED BY LEVEL-UP/Most Ghost Pokémon, along with Slowpoke,  
Torkoal, and the Regi trio

CONTEST EFFECT

TYPE/Tough APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Causes user to appeal last next turn

COMBO/Destiny Bond, Grudge, Mean Look, Spite

=====

# 59 Cut

BATTLE EFFECT

TYPE/Normal POWER/ 50 HIT %/ 95 PP/30 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/None. Most Pokémon with claws can learn this move  
with HM01.

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Pokémon Jammed by this attack lose half the appeal points  
earned this turn

COMBO/Does not combo with any move

=====

# 60 Defense Curl

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/40 TARGET/Self

EFFECT/Raises user's Defense by 1 Level.

LEARNED BY LEVEL-UP/A lot of Pokémon

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Avoids being Jammed once during this turn

COMBO/Rollout, Tackle

=====

# 61 Destiny Bond

BATTLE EFFECT

TYPE/Ghost POWER/--- HIT %/--- PP/ 5 TARGET/One Enemy

EFFECT/If user faints, target that caused user to faint will  
faint as well. Lasts for 2 turns.

LEARNED BY LEVEL-UP/Gastly, Koffing, Wobbuffet, Qwilfish, Cacnea

CONTEST EFFECT

TYPE/Smart APPEAL/ 8 JAM/ 0

JAM TARGET/

EFFECT/User cannot make another appeal for the rest of the Contest

COMBO/Does not combo with any move

=====

# 62 Detect

BATTLE EFFECT

TYPE/Fighting POWER/--- HIT %/100 PP/ 5 TARGET/Self

EFFECT/Negates all damage. Success rate is halved every time  
it's used in succession.

LEARNED BY LEVEL-UP/Hitmonchan, Zapdos, Yanma, Hitmontop, Treecko,  
Sableye, Meditite, Zangoose

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Avoids being Jammed once during this turn

COMBO/Does not combo with any move

=====

# 63 Dig

BATTLE EFFECT

TYPE/Ground POWER/ 60 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Digs underground first turn, then attacks next turn.

LEARNED BY LEVEL-UP/Diglett, Nincada, Trapinch

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/Avoids being Jammed during this turn

COMBO/Does not combo with any move

=====

# 64 Disable

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/ 55 PP/20 TARGET/One Enemy

EFFECT/Disables move that target last used

LEARNED BY LEVEL-UP/Some Psychic and Normal-types

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Causes all Pokémon yet to appeal this turn to become nervous

COMBO/Does not combo with any move

=====

# 65 Dive

BATTLE EFFECT

TYPE/Water POWER/ 60 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Hides underwater first turn, then attacks next turn

LEARNED BY LEVEL-UP/None. Most Water-types can learn with HM08.

CONTEST EFFECT

TYPE/Beauty APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Avoids being Jammed once this turn

COMBO/Surf

=====

# 66 Dizzy Punch

BATTLE EFFECT

TYPE/Normal POWER/ 70 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/20% chance of confusing target

LEARNED BY LEVEL-UP/Kangaskhan, Spinda

CONTEST EFFECT

TYPE/Cool APPEAL/ 1 JAM/ 4

JAM TARGET/Pokémon that appealed before user

EFFECT/

COMBO/Does not combo with any move

=====

# 67 Doom Desire

BATTLE EFFECT

TYPE/Steel POWER/120 HIT %/ 85 PP/ 5 TARGET/One Enemy  
EFFECT/Strikes 2 turns after used. Unaffected by type match-ups.  
Attacks even if user faints before attack. Cannot be layered.  
LEARNED BY LEVEL-UP/Jirachi

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Freezes APPLAUSE meter for the rest of the turn  
COMBO/Does not combo with any move

=====

# 68 Double Kick

BATTLE EFFECT

TYPE/Fighting POWER/ 30 HIT %/100 PP/30 TARGET/One Enemy  
EFFECT/Hits target 2 times  
LEARNED BY LEVEL-UP/Nidoran (Both genders), Hitmonlee, Jolteon,  
Combusken

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if the previous Pokémon used a  
same-type appeal this turn  
COMBO/Does not combo with any move

=====

# 69 Double Team

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/15 TARGET/Self  
EFFECT/Raises user's Evade % by 1 Level  
LEARNED BY LEVEL-UP/Quite a few Pokémon. Nearly every Pokémon can  
learn this move with TM32.

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Avoids being Jammed once this turn  
COMBO/Agility, Teleport, Quick Attack

=====

# 70 Double-Edge

BATTLE EFFECT

TYPE/Normal POWER/120 HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/User takes 25% of damage inflicted to target  
LEARNED BY LEVEL-UP/A variety of Pokémon. The list is very long.

CONTEST EFFECT

TYPE/Tough APPEAL/ 6 JAM/ 0  
JAM TARGET/  
EFFECT/When user is Jammed this turn, double the usual number of  
appeal points are deducted.  
COMBO/Does not combo with any move

=====

# 71 Doubleslap

BATTLE EFFECT

TYPE/Normal POWER/ 15 HIT %/ 85 PP/10 TARGET/One Enemy  
EFFECT/Hits target 2 to 5 times  
LEARNED BY LEVEL-UP/Clefairy, Jigglypuff, Poliwhag, Chansey, Mr. Mime,  
Jynx, Skitty

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon that are in Combo Standby  
COMBO/Does not combo with any move

=====

# 72 Dragon Claw  
BATTLE EFFECT  
TYPE/Dragon POWER/ 80 HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/  
LEARNED BY LEVEL-UP/Bagon, Rayquaza

CONTEST EFFECT  
TYPE/Cool APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon that made a same-type  
appeal this turn  
COMBO/Does not combo with any move

=====

# 73 Dragon Dance  
BATTLE EFFECT  
TYPE/Dragon POWER/--- HIT %/--- PP/20 TARGET/Self  
EFFECT/Raises user's Attack and Speed by 1 Level each  
LEARNED BY LEVEL-UP/Horsea, Gyarados, Altaria, Latios, Rayquaza

CONTEST EFFECT  
TYPE/Cool APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Raises user's Condition by 1 star  
COMBO/Dragon Claw, Dragon Rage, Dragonbreath

=====

# 74 Dragon Rage  
BATTLE EFFECT  
TYPE/Dragon POWER/ 40 HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/Inflicts 40 HP of damage to the opponent.  
LEARNED BY LEVEL-UP/Charmander, Gyarados, Dragonite

CONTEST EFFECT  
TYPE/Cool APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/APPEAL rating depends on where you are in the turn order.  
1st = 1 point, 2nd = 2 points, 3rd = 4 points, 4th = 8 points  
COMBO/Dragon Claw, Dragon Dance, Dragonbreath

=====

# 75 Dragonbreath  
BATTLE EFFECT  
TYPE/Dragon POWER/ 60 HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/30% chance of paralyzing target  
LEARNED BY LEVEL-UP/Onix, Vibrava, Altaria, Bagon, Latios, Latias

CONTEST EFFECT  
TYPE/Cool APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Dragon Claw, Dragon Dance, Dragon Rage

=====

# 76 Dream Eater  
BATTLE EFFECT  
TYPE/Psychic POWER/100 HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/Only hits sleeping Pokémon. User recovers HP equal to  
hal the damage inflicted

LEARNED BY LEVEL-UP/Gastly, Hoothoot, Ralts

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 2

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Does not combo with any move

=====

# 77 Drill Peck

BATTLE EFFECT

TYPE/Flying POWER/ 80 HIT %/100 PP/20 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/Spearow, Doduo, Zapdos

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

# 78 Dynamicpunch

BATTLE EFFECT

TYPE/Fighting POWER/100 HIT %/ 50 PP/ 5 TARGET/One Enemy

EFFECT/Confuses target

LEARNED BY LEVEL-UP/Machop, Breloom

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Has a JAM rating of 5 on Pokémon in Combo Standby

COMBO/Does not combo with any move

=====

# 79 Earthquake

BATTLE EFFECT

TYPE/Fighting POWER/100 HIT %/100 PP/10 TARGET/All but User

EFFECT/Does double damage to Pokémon in Dig standby

LEARNED BY LEVEL-UP/Many Rock and Ground-types

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 3

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Eruption, Fissure

=====

# 80 Egg Bomb

BATTLE EFFECT

TYPE/Normal POWER/100 HIT %/ 75 PP/10 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/Exeggcute, Chansey

CONTEST EFFECT

TYPE/Tough APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

# 81 Ember

BATTLE EFFECT

TYPE/Fire POWER/ 40 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Defrosts user. Has a 10% chance of burning target

LEARNED BY LEVEL-UP/Nearly every Fire-type

CONTEST EFFECT

TYPE/Beauty APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

# 82 Encore

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/ 5 TARGET/One Enemy

EFFECT/Forces target to use the last attack used for the next 3 to 6 turns

LEARNED BY LEVEL-UP/A wide variety of Pokémon

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Causes all Pokémon yet to appeal this turn to become nervous

COMBO/Does not combo with any move

=====

# 83 Endeavor

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/ 5 TARGET/One Enemy

EFFECT/Reduces target's HP to user's current HP

LEARNED BY LEVEL-UP/Beedrill, Raticate, Sunkern, Dunsparce, Hitmontop,  
Mudkip, Taillow

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if performed fourth in a turn

COMBO/Does not combo with any move

=====

# 84 Endure

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/ 5 TARGET/One Enemy

EFFECT/Survives any fatal attack with 1 HP left. Success rate is

halved each time it is used in succession

LEARNED BY LEVEL-UP/Mainly Rock, Ground, and Fighting-types

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Avoids being Jammed once this turn

COMBO/Destiny Bond, Endeavor, Flail, Pain Split, Reversal

=====

# 85 Eruption

BATTLE EFFECT

TYPE/Fire POWER/150 HIT %/100 PP/ 5 TARGET/All Enemies

EFFECT/Power = (Current HP / Max HP) \* 150

LEARNED BY LEVEL-UP/Numel, Groudon

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating depends on where you are in the turn order.

1st = 1 point, 2nd = 2 points, 3rd = 4 points, 4th = 8 points

COMBO/Does not combo with any move

=====

# 86 Explosion

BATTLE EFFECT

TYPE/Normal POWER/250 HIT %/100 PP/ 5 TARGET/All but User  
EFFECT/Causes user to faint.  
LEARNED BY LEVEL-UP/Quite a few Pokémon.

CONTEST EFFECT

TYPE/Beauty APPEAL/ 8 JAM/ 0  
JAM TARGET/  
EFFECT/User cannot make another appeal for the rest of the Contest  
COMBO/Does not combo with any move

=====

# 87 Extrasensory

BATTLE EFFECT

TYPE/Psychic POWER/ 80 HIT %/100 PP/30 TARGET/One Enemy  
EFFECT/10% chance of causing target to flinch  
LEARNED BY LEVEL-UP/Nuzleaf

CONTEST EFFECT

TYPE/Cool APPEAL/ 1 JAM/ 4  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====

# 88 Extremespeed

BATTLE EFFECT

TYPE/Normal POWER/ 90 HIT %/100 PP/ 5 TARGET/One Enemy  
EFFECT/Preemptive attack. If multiple Pokémon use this move, the  
one with the highest Speed attacks first.  
LEARNED BY LEVEL-UP/Arcanine, Rayquaza

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/User appeals first next turn  
COMBO/Does not combo with any move

=====

# 89 Facade

BATTLE EFFECT

TYPE/Normal POWER/ 70 HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/Inflicts double damage if user has a status ailment  
LEARNED BY LEVEL-UP/None. Most Pokémon can learn from TM42.

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if user appeals last this turn  
COMBO/Does not combo with any move

=====

# 90 Faint Attack

BATTLE EFFECT

TYPE/Dark POWER/ 60 HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/Never misses.  
LEARNED BY LEVEL-UP/Mostly beastlike Pokémon.

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if user appeals first this turn  
COMBO/Does not combo with any move

=====

# 91 Fake Out

BATTLE EFFECT

TYPE/Normal POWER/ 40 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Preemptive attack. Causes opponent to flinch. Can only be used once as long as the Pokémon is in battle.

LEARNED BY LEVEL-UP/Meowth, Nuzleaf, Lombre, Makuhita, Sableye

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Has a JAM rating of 5 on Pokémon that made a same-type appeal this turn

COMBO/Arm Thrust, Faint Attack, Knock Off, Seismic Toss, Vital Throw

=====

# 92 Fake Tears

BATTLE EFFECT

TYPE/Normal POWER/ 40 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Preemptive attack. Causes opponent to flinch. Can only be used once as long as the Pokémon is in battle.

LEARNED BY LEVEL-UP/Smoochum, Teddiursa, Mawile, Plusle

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if user appeals last this turn

COMBO/Does not combo with any move

=====

# 93 False Swipe

BATTLE EFFECT

TYPE/Normal POWER/ 40 HIT %/100 PP/40 TARGET/One Enemy

EFFECT/Cannot KO target. If damage would cause target to faint, the target is left with 1 HP instead.

LEARNED BY LEVEL-UP/Farfetch'd, Cubone, Scyther, Treecko, Nincada, Zangoose

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 3

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Does not combo with any move

=====

# 94 Featherdance

BATTLE EFFECT

TYPE/Flying POWER/--- HIT %/100 PP/15 TARGET/One Enemy

EFFECT/Reduces target's Attack by 2 Levels

LEARNED BY LEVEL-UP/Pidgey

CONTEST EFFECT

TYPE/Beauty APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if user appeals last this turn

COMBO/Does not combo with any move

=====

# 95 Fire Blast

BATTLE EFFECT

TYPE/Fire POWER/120 HIT %/ 85 PP/ 5 TARGET/One Enemy

EFFECT/30% chance of burning target

LEARNED BY LEVEL-UP/Ponyta, Magmar, Entei, Ho-oh, Groudon

CONTEST EFFECT



TYPE/Beauty APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Does not combo with any move

=====

# 96 Fire Punch  
BATTLE EFFECT  
TYPE/Fire POWER/ 75 HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/10% chance of burning target  
LEARNED BY LEVEL-UP/Hitmonchan, Magmar, Blaziken, Medicham

CONTEST EFFECT  
TYPE/Beauty APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Ice Punch, Thunderpunch

=====

# 97 Fire Spin  
BATTLE EFFECT  
TYPE/Fire POWER/ 15 HIT %/ 75 PP/15 TARGET/One Enemy  
EFFECT/Traps target for 2-5 turns and inflicts 6.25% damage to  
target every turn while trapped. Target can't switch  
while trapped.  
LEARNED BY LEVEL-UP/Solrock and a few Fire-types

CONTEST EFFECT  
TYPE/Beauty APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Freezes APPLAUSE meter for the rest of the turn  
COMBO/Does not combo with any move

=====

# 98 Fissure  
BATTLE EFFECT  
TYPE/Ground POWER/--- HIT %/ 30 PP/ 5 TARGET/One Enemy  
EFFECT/Causes an instant KO on Pokémon whose level is less than  
or equal to the user's level.  
LEARNED BY LEVEL-UP/Diglett, Camerupt, Barboach, Groudon

CONTEST EFFECT  
TYPE/Tough APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Pokémon Jammed by this attack lose half the appeal points  
earned this turn  
COMBO/Does not combo with any move

=====

# 98 Flail  
BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/Power increases as HP decreases.  
LEARNED BY LEVEL-UP/A variety of Pokémon.

CONTEST EFFECT  
TYPE/Cute APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/APPEAL rating depends on where you are in the turn order.  
1st = 1 point, 2nd = 2 points, 3rd = 4 points, 4th = 8 points  
COMBO/Does not combo with any move

=====

# 99 Flame Wheel  
BATTLE EFFECT

TYPE/Fire           POWER/ 60       HIT %/100       PP/25       TARGET/One Enemy  
EFFECT/Defrosts user. 10% chance of burning target.  
LEARNED BY LEVEL-UP/Growlithe, Cyndaquil

CONTEST EFFECT

TYPE/Beauty       APPEAL/ 4       JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Does not combo with any move

=====

#100 Flamethrower

BATTLE EFFECT

TYPE/Fire           POWER/ 95       HIT %/100       PP/15       TARGET/One Enemy  
EFFECT/10% chance of burning target.  
LEARNED BY LEVEL-UP/Most Fire Pokémon.

CONTEST EFFECT

TYPE/Beauty       APPEAL/ 4       JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Does not combo with any move

=====

#101 Flash

BATTLE EFFECT

TYPE/Normal       POWER/---       HIT %/ 70       PP/20       TARGET/One Enemy  
EFFECT/Reduces target's Hit % by 1 Level.  
LEARNED BY LEVEL-UP/None. Some can learn from HM05.

CONTEST EFFECT

TYPE/Beauty       APPEAL/ 3       JAM/ 0  
JAM TARGET/  
EFFECT/Dissolves Combo Standby for all Pokémon  
COMBO/Does not combo with any move

=====

#102 Flatter

BATTLE EFFECT

TYPE/Dark           POWER/---       HIT %/100       PP/15       TARGET/One Enemy  
EFFECT/Raises target's Sp. Atk by 2 Levels, then confuses target.  
LEARNED BY LEVEL-UP/Nidoran (both genders), Illumise

CONTEST EFFECT

TYPE/Smart       APPEAL/ 2       JAM/ 0  
JAM TARGET/  
EFFECT/Causes all Pokémon yet to appeal this turn to become nervous  
COMBO/Does not combo with any move

=====

#103 Fly

BATTLE EFFECT

TYPE/Flying       POWER/ 70       HIT %/ 95       PP/20       TARGET/One Enemy  
EFFECT/Flies up first turn, then attacks second turn.  
LEARNED BY LEVEL-UP/Salamence, Rayquaza

CONTEST EFFECT

TYPE/Smart       APPEAL/ 1       JAM/ 0  
JAM TARGET/  
EFFECT/Avoids being Jammed this turn  
COMBO/Does not combo with any move

=====

#104 Focus Energy

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/30 TARGET/Self  
EFFECT/Raises user's Critical Hit rate.  
LEARNED BY LEVEL-UP/Quite a few Pokémon.

CONTEST EFFECT

TYPE/Cool APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/

COMBO/Arm Thrust, Bone Ruch, Brick Break, Cross Chop, Double-Edge,  
Dynamicpunch, Focus Punch, Headbutt, Karate Chop, Mega Kick,  
Mega Punch, Sky Uppercut, Take Down, Triple Kick

=====

#105 Focus Punch

BATTLE EFFECT

TYPE/Fighting POWER/150 HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/Attacks second. If attacked this turn, user flinches  
LEARNED BY LEVEL-UP/Vigoroth

CONTEST EFFECT

TYPE/Tough APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/User appeals last next turn

COMBO/Does not combo with any move

=====

#106 Follow Me

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/20 TARGET/---  
EFFECT/All enemy attacks are redirected toward user  
LEARNED BY LEVEL-UP/Clefairy, Sentret, Togetic

CONTEST EFFECT

TYPE/Cute APPEAL/ 3 JAM/ 0  
JAM TARGET/

EFFECT/Freezes APPLAUSE meter for the rest of the turn  
COMBO/Does not combo with any move

=====

#107 Foresight

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/40 TARGET/One Enemy  
EFFECT/Returns user's and target's Hit % to normal levels. Ghosts  
become vulnerable to Normal and Fighting moves  
LEARNED BY LEVEL-UP/Venonat, Machop, Hitmonlee, Hoothoot, Yanma,  
Mudkip, Sableye, Duskull

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0  
JAM TARGET/

EFFECT/Causes all Pokémon yet to appeal this turn to become nervous  
COMBO/Does not combo with any move

=====

#108 Frenzy Plant

BATTLE EFFECT

TYPE/Grass POWER/150 HIT %/ 90 PP/ 5 TARGET/One Enemy  
EFFECT/User cannot act next turn  
LEARNED BY LEVEL-UP/No Pokémon. Venusaur is the only Pokémon  
that can learn this move, and only through  
the FR/LG Move Tutor.

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 4

JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/User cannot appeal next turn  
COMBO/Does not combo with any move

=====

#109 Frustration

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/The more the user dislikes its Trainer, the stronger the attack.  
Maximum base Power is 102.  
LEARNED BY LEVEL-UP/No Pokémon. Nearly all Pokémon can learn with TM21.

CONTEST EFFECT

TYPE/Cute APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Raises the APPLAUSE meter in any Contest  
COMBO/Does not combo with any move

=====

#110 Fury Attack

BATTLE EFFECT

TYPE/Normal POWER/ 15 HIT %/ 85 PP/15 TARGET/One Enemy  
EFFECT/Hits target 2 to 5 times  
LEARNED BY LEVEL-UP/Many Pokémon with a horn

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon in Combo Standby  
COMBO/Does not combo with any move

=====

#111 Fury Cutter

BATTLE EFFECT

TYPE/Bug POWER/ 10 HIT %/ 95 PP/20 TARGET/One Enemy  
EFFECT/User must use this attack until it misses. Power doubles  
for every consecutive hit up to 5. Then, Power will  
remain at 160.  
LEARNED BY LEVEL-UP/Many Pokémon with a horn

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Judge will not deduct appeal points for using in succession  
COMBO/Does not combo with any move

=====

#112 Fury Swipes

BATTLE EFFECT

TYPE/Normal POWER/ 18 HIT %/ 80 PP/15 TARGET/One Enemy  
EFFECT/Hits target 2 to 5 times  
LEARNED BY LEVEL-UP/Many Pokémon with sharp claws

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon in Combo Standby  
COMBO/Does not combo with any move

=====

#113 Future Sight

BATTLE EFFECT

TYPE/Psychic POWER/ 80 HIT %/ 90 PP/15 TARGET/One Enemy  
EFFECT/Strikes 2 turns after used. Unaffected by type match-ups.  
Attacks even if user faints before attack. Cannot be layered.

LEARNED BY LEVEL-UP/Many Psychic-types

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Freezes APPLAUSE meter for the rest of the turn

COMBO/Does not combo with any move

=====

#114 Giga Drain

BATTLE EFFECT

TYPE/Grass POWER/ 60 HIT %/100 PP/ 5 TARGET/One Enemy

EFFECT/User recovers HP equal to 50% of damage inflicted

LEARNED BY LEVEL-UP/Paras, Sunkern, Treecko, Beautifly, SHroomish,  
Roselia

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Has a JAM rating of 5 on Pokémon in Combo Standby

COMBO/Does not combo with any move

=====

#115 Glare

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/ 75 PP/30 TARGET/One Enemy

EFFECT/Paralyzes target

LEARNED BY LEVEL-UP/Ekans, Dunsparce, Seviper

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 3

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Does not combo with any move

=====

#116 Grasswhistle

BATTLE EFFECT

TYPE/Grass POWER/--- HIT %/ 55 PP/15 TARGET/One Enemy

EFFECT/Puts target to sleep

LEARNED BY LEVEL-UP/Roselia

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 3

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Does not combo with any move

=====

#117 Growl

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/40 TARGET/All Enemies

EFFECT/Reduces target's Attack by 1 Level

LEARNED BY LEVEL-UP/A LOT of Pokémon.

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 2

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Does not combo with any move

=====

#118 Growth

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/40 TARGET/Self

EFFECT/Raises user's Sp. Atk by 1 Level  
LEARNED BY LEVEL-UP/Most Grass Pokémon.

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/Raises user's Condition by 1 star.

COMBO/Absorb, Bullet Seed, Frenzy Plant, Giga Drain, Magical Leaf,  
Mega Drain, Petal Dance, Razor Leaf, Solarbeam, Vine Whip

=====

#120 Guillotine

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/ 30 PP/ 5 TARGET/One Enemy

EFFECT/Causes an instant KO on Pokémon whose level is less than  
or equal to the user's level.

LEARNED BY LEVEL-UP/Krabby, Pinsir, Gligar, Corphish

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Pokémon Jammed by this attack lose half the appeal points  
earned this turn

COMBO/Does not combo with any move

=====

#121 Gust

BATTLE EFFECT

TYPE/Flying POWER/ 40 HIT %/100 PP/35 TARGET/One Enemy

EFFECT/Inflicts double damage on Pokémon in Fly Standby

LEARNED BY LEVEL-UP/Butterfree, Pidgey, Venomoth, Articuno, Suicune,  
Lugia, Ho-oh, Beautifly, Dustox, Masquerain,  
Tropius

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Randomizes the turn order for next turn

COMBO/Does not combo with any move

=====

#122 Hail

BATTLE EFFECT

TYPE/Ice POWER/--- HIT %/--- PP/10 TARGET/---

EFFECT/Summons a hailstorm that lasts 5 turns. Non-Ice Pokémon  
lose 6.25% of their HP every turn

LEARNED BY LEVEL-UP/Castform, Snorunt, Spheal

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 3

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Aurora Beam, Blizzard, Haze, Ice Ball, Ice Beam, Icicle Spear,  
Icy Wind, Powder Snow, Sheer Cold, Weather Ball

=====

#123 Harden

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/30 TARGET/Self

EFFECT/Raises user's Defense by 1 Level

LEARNED BY LEVEL-UP/Lots of Pokémon.

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 0



CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Causes all Pokémon yet to appeal this turn to become nervous

COMBO/Does not combo with any move

=====  
#130 Hi Jump Kick

BATTLE EFFECT

TYPE/Fighting POWER/ 85 HIT %/ 90 PP/20 TARGET/One Enemy

EFFECT/If it misses, user receives 12.5% of damage attack would have done

LEARNED BY LEVEL-UP/Hitmonlee, Meditite

CONTEST EFFECT

TYPE/Cool APPEAL/ 6 JAM/ 0

JAM TARGET/

EFFECT/When user is Jammed this turn, double the usual amount of  
appeal points are deducted

COMBO/Does not combo with any move

=====  
#131 Hidden Power

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/15 TARGET/One Enemy

EFFECT/Power and Type depend on user's IVs

LEARNED BY LEVEL-UP/Unown, Meditite

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Can be used consecutively without penalty

COMBO/Does not combo with any move

=====  
#132 Horn Attack

BATTLE EFFECT

TYPE/Normal POWER/ 65 HIT %/100 PP/25 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/Nidoran (Male only), Rhyhorn, Goldeen, Tauros,  
Piloswine, Donphan

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Horn Drill, Fury Attack

=====  
#133 Horn Drill

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/ 30 PP/ 5 TARGET/One Enemy

EFFECT/Causes an instant KO on Pokémon whose level is less than  
or equal to the user's level.

LEARNED BY LEVEL-UP/Nidoran (Male only), Rhyhorn, Goldeen

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Pokémon Jammed by this attack lose half the appeal points  
earned this turn

COMBO/Does not combo with any move

=====  
#134 Howl

BATTLE EFFECT



TYPE/Normal POWER/--- HIT %/--- PP/40 TARGET/Self  
EFFECT/Raises user's Attack by 1 Level  
LEARNED BY LEVEL-UP/Houndour, Poochyena, Whismur, Electrike

CONTEST EFFECT

TYPE/Cool APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Raises user's Condition by 1 star  
COMBO/Does not combo with any move

=====

#135 Hydro Cannon

BATTLE EFFECT

TYPE/Water POWER/150 HIT %/ 90 PP/ 5 TARGET/One Enemy  
EFFECT/User cannot act next turn  
LEARNED BY LEVEL-UP/No Pokémon. Blastoise is the only Pokémon  
that can learn this move, and only through  
the FR/LG Move Tutor.

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 4  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/User cannot appeal next turn  
COMBO/Does not combo with any move

=====

#136 Hydro Pump

BATTLE EFFECT

TYPE/Water POWER/120 HIT %/ 80 PP/ 5 TARGET/One Enemy  
EFFECT/  
LEARNED BY LEVEL-UP/Nearly every Water Pokémon

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Does not combo with any move

=====

#137 Hyper Beam

BATTLE EFFECT

TYPE/Normal POWER/150 HIT %/ 90 PP/ 5 TARGET/One Enemy  
EFFECT/User cannot act next turn  
LEARNED BY LEVEL-UP/Most Dragonlike Pokémon, as well as a few others.  
All fully-evolved Pokémon can learn this with TM15.

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 4  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/User cannot appeal next turn  
COMBO/Does not combo with any move

=====

#138 Hyper Fang

BATTLE EFFECT

TYPE/Normal POWER/ 80 HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/10% chance of making target flinch  
LEARNED BY LEVEL-UP/Rattata

CONTEST EFFECT

TYPE/Cool APPEAL/ 1 JAM/ 4  
JAM TARGET/Pokémon that appealed before you  
EFFECT/  
COMBO/Does not combo with any move

=====  
#139 Hyper Voice  
BATTLE EFFECT  
TYPE/Normal POWER/ 90 HIT %/100 PP/10 TARGET/All Enemies  
EFFECT/  
LEARNED BY LEVEL-UP/Jigglypuff, Whismur

CONTEST EFFECT  
TYPE/Cool APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Does not combo with any move  
=====

#140 Hypnosis  
BATTLE EFFECT  
TYPE/Psychic POWER/--- HIT %/ 60 PP/20 TARGET/One Enemy  
EFFECT/Puts target to sleep  
LEARNED BY LEVEL-UP/A variety of Pokémon, mainly Ghost and Psychic-types

CONTEST EFFECT  
TYPE/Smart APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Dream Eater, Nightmare  
=====

#141 Hypnosis  
BATTLE EFFECT  
TYPE/Psychic POWER/--- HIT %/ 60 PP/20 TARGET/One Enemy  
EFFECT/Puts target to sleep  
LEARNED BY LEVEL-UP/A variety of Pokémon, mainly Ghost and Psychic-types

CONTEST EFFECT  
TYPE/Smart APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Dream Eater, Nightmare  
=====

#142 Ice Ball  
BATTLE EFFECT  
TYPE/Ice POWER/ 30 HIT %/ 90 PP/20 TARGET/One Enemy  
EFFECT/User must use this attack until it misses. Power doubles  
for every consecutive hit up to 5. Then, Power will  
remain at 480.  
LEARNED BY LEVEL-UP/Spheal

CONTEST EFFECT  
TYPE/Beauty APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Freezes APPLAUSE meter for the rest of the turn  
COMBO/Does not combo with any move  
=====

#143 Ice Beam  
BATTLE EFFECT  
TYPE/Ice POWER/ 95 HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/10% chance of freezing target  
LEARNED BY LEVEL-UP/Seel, Shellder, Lapras, Articuno, Remoraidd,  
Snorunt, Kyogre

CONTEST EFFECT  
TYPE/Beauty APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon that made a same-type appeal  
this turn

COMBO/Does not combo with any move

=====

#144 Ice Punch

BATTLE EFFECT

TYPE/Ice POWER/ 75 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/10% chance of freezing target

LEARNED BY LEVEL-UP/Hitmonchan, Jynx, Medicham

CONTEST EFFECT

TYPE/Beauty APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Fire Punch, Thunderpunch

=====

#145 Icicle Spear

BATTLE EFFECT

TYPE/Ice POWER/ 10 HIT %/100 PP/30 TARGET/One Enemy

EFFECT/Hits target 2 to 5 times

LEARNED BY LEVEL-UP/Shelllder

CONTEST EFFECT

TYPE/Beauty APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Has a JAM rating of 5 on Pokémon that made a same-type appeal  
this turn

COMBO/Does not combo with any move

=====

#146 Icy Wind

BATTLE EFFECT

TYPE/Ice POWER/ 55 HIT %/ 95 PP/15 TARGET/All Enemies

EFFECT/Reduces target's Speed by 1 Level

LEARNED BY LEVEL-UP/Seel, Sneasel, Snorunt, Regice

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 3

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Does not combo with any move

=====

#147 Imprison

BATTLE EFFECT

TYPE/Psychic POWER/--- HIT %/--- PP/15 TARGET/One Enemy

EFFECT/Target can't use any moves that both user and target know

LEARNED BY LEVEL-UP/Seel, Sneasel, Snorunt, Regice

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Reduces the Condition of Pokémon that have already appealed this  
turn by 1 star

COMBO/Does not combo with any move

=====

#148 Ingrain

BATTLE EFFECT

TYPE/Grass POWER/--- HIT %/--- PP/20 TARGET/Self

EFFECT/User recovers 6.25% of max HP every turn. User can't switch out.

LEARNED BY LEVEL-UP/Tangela, Sunkern, Roselia, Cacnea, Lileep

CONTEST EFFECT  
TYPE/Smart APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Avoids being Jammed this turn  
COMBO/Does not combo with any move

=====  
#149 Iron Defense

BATTLE EFFECT  
TYPE/Steel POWER/--- HIT %/--- PP/15 TARGET/Self  
EFFECT/Raises user's Defense by 2 Levels  
LEARNED BY LEVEL-UP/Scizor, Mawile, Aron, Clamperl, Metagross,  
Regirock, Registeel, Deoxys

CONTEST EFFECT  
TYPE/Tough APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Avoids being Jammed this turn  
COMBO/Does not combo with any move

=====  
#150 Iron Tail

BATTLE EFFECT  
TYPE/Steel POWER/100 HIT %/75 PP/15 TARGET/One Enemy  
EFFECT/30% chance of lowering target's Defense by 1 Level  
LEARNED BY LEVEL-UP/Onix, Aron

CONTEST EFFECT  
TYPE/Cool APPEAL/ 1 JAM/ 4  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====  
#151 Jump Kick

BATTLE EFFECT  
TYPE/Fighting POWER/ 70 HIT %/ 95 PP/25 TARGET/One Enemy  
EFFECT/If it misses, user receives 12.5% of damage attack would have done  
LEARNED BY LEVEL-UP/Hitmonlee

CONTEST EFFECT  
TYPE/Cool APPEAL/ 6 JAM/ 0  
JAM TARGET/  
EFFECT/When user is Jammed this turn, double the usual amount of  
appeal points are deducted  
COMBO/Does not combo with any move

=====  
#152 Karate Chop

BATTLE EFFECT  
TYPE/Fighting POWER/ 50 HIT %/100 PP/25 TARGET/One Enemy  
EFFECT/High Critical Hit rate  
LEARNED BY LEVEL-UP/Mankey, Machop

CONTEST EFFECT  
TYPE/Tough APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/If previous Pokémon's appeal earned more appeal points, this  
appeal earns that many points instead of 3.  
COMBO/Does not combo with any move

=====  
#153 Kinesis

BATTLE EFFECT

TYPE/Psychic      POWER/---      HIT %/ 80      PP/15      TARGET/One Enemy  
EFFECT/Reduces foe's Hit % by 1 Level  
LEARNED BY LEVEL-UP/Kadabra

CONTEST EFFECT

TYPE/Smart      APPEAL/ 3      JAM/ 0  
JAM TARGET/

EFFECT/Freezes APPLAUSE meter for the rest of the turn  
COMBO/Confusion, Future Sight, Psychic, Teleport

=====  
#154 Knock Off

BATTLE EFFECT

TYPE/Dark      POWER/ 20      HIT %/100      PP/20      TARGET/One Enemy

EFFECT/Removes target's held item

LEARNED BY LEVEL-UP/Farfetch'd, Lickitung, Makuhita, Sableye, Corphish,  
Shuppet

CONTEST EFFECT

TYPE/Smart      APPEAL/ 1      JAM/ 4  
JAM TARGET/Pokémon that appealed before user

EFFECT/

COMBO/Confusion, Future Sight, Psychic, Teleport

=====  
#155 Leaf Blade

BATTLE EFFECT

TYPE/Grass      POWER/ 70      HIT %/100      PP/15      TARGET/One Enemy

EFFECT/High Critical Hit rate

LEARNED BY LEVEL-UP/Grovyle

CONTEST EFFECT

TYPE/Cool      APPEAL/ 3      JAM/ 0  
JAM TARGET/

EFFECT/If previous Pokémon's appeal earned more appeal points, this  
appeal earns that many points instead of 3.

COMBO/Does not combo with any move

=====  
#156 Leech Life

BATTLE EFFECT

TYPE/Bug      POWER/ 20      HIT %/100      PP/15      TARGET/One Enemy

EFFECT/User recovers HP equal to 50% of damage inflicted

LEARNED BY LEVEL-UP/Zubat, Venonat, Spinarak, Nincada

CONTEST EFFECT

TYPE/Smart      APPEAL/ 2      JAM/ 3  
JAM TARGET/Pokémon that appealed before user

EFFECT/

COMBO/Does not combo with any move

=====  
#157 Leech Seed

BATTLE EFFECT

TYPE/Grass      POWER/---      HIT %/ 90      PP/10      TARGET/One Enemy

EFFECT/Absorbs target's HP every turn. Continues for entire battle.

LEARNED BY LEVEL-UP/Bulbasaur, Exeggcute, Hoppip, Celebi, Shroomish,  
Roselia, Cacnea

CONTEST EFFECT

TYPE/Smart      APPEAL/ 2      JAM/ 2  
JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Does not combo with any move

=====  
#158 Leer  
BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/100 PP/40 TARGET/All Enemies  
EFFECT/Reduces target's Defense by 1 Level  
LEARNED BY LEVEL-UP/The list is very long.

CONTEST EFFECT  
TYPE/Cool APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Freezes APPLAUSE meter for the rest of the turn  
COMBO/Bite, Faint Attack, Glare, Horn Attack, Scary Face, Scratch,  
Stomp, Tackle

=====  
#159 Leer  
BATTLE EFFECT  
TYPE/Ghost POWER/ 20 HIT %/100 PP/20 TARGET/All Enemies  
EFFECT/30% chance of paralyzing target  
LEARNED BY LEVEL-UP/Gastly, Lickitung, Jynx, Snubbull, Teddiursa,  
Seviper, Kecleon

CONTEST EFFECT  
TYPE/Tough APPEAL/ 1 JAM/ 4  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====  
#160 Light Screen  
BATTLE EFFECT  
TYPE/Psychic POWER/--- HIT %/--- PP/30 TARGET/All Allies  
EFFECT/Reduces damage from Special attacks by 50% for 5 turns.  
Effect lasts even if user switches out.  
LEARNED BY LEVEL-UP/Most Electric Pokémon.

CONTEST EFFECT  
TYPE/Beauty APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Avoids being Jammed this turn  
COMBO/Does not combo with any move

=====  
#161 Lock-On  
BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/100 PP/ 5 TARGET/Self  
EFFECT/User's next attack will always hit, regardless of Hit %  
or Evade %.  
LEARNED BY LEVEL-UP/Magnemite, Porygon, Remoraid, Nosepass,  
Regirock, Regice, Registeel

CONTEST EFFECT  
TYPE/Smart APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Freezes APPLAUSE meter for the rest of the turn  
COMBO/Octazooka, Superpower, Thunder, Tri Attack, Zap Cannon

=====  
#162 Lovely Kiss  
BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/ 75 PP/10 TARGET/One Enemy  
EFFECT/User's next attack will always hit, regardless of Hit %  
or Evade %.  
LEARNED BY LEVEL-UP/Jynx

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Does not combo with any move

=====  
#163 Low Kick

BATTLE EFFECT  
TYPE/Fighting POWER/--- HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/Power increases with target's weight.  
LEARNED BY LEVEL-UP/Mankey, Machop, Sudowoodo

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 4  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====  
#164 Luster Purge

BATTLE EFFECT  
TYPE/Psychic POWER/ 70 HIT %/100 PP/ 5 TARGET/One Enemy  
EFFECT/50% chance of lowering target's Sp. Def  
LEARNED BY LEVEL-UP/Latios

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 3  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====  
#165 Mach Punch

BATTLE EFFECT  
TYPE/Fighting POWER/ 40 HIT %/100 PP/ 5 TARGET/One Enemy  
EFFECT/Preemptive attack. If multiple Pokémon use this move, the  
one with the highest Speed attacks first.  
LEARNED BY LEVEL-UP/Hitmonchan, Breloom

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/User appeals first next turn  
COMBO/Does not combo with any move

=====  
#166 Magic Coat

BATTLE EFFECT  
TYPE/Psychic POWER/--- HIT %/--- PP/15 TARGET/Self  
EFFECT/Redirects attacks that cause status ailments  
LEARNED BY LEVEL-UP/Spoink

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Avoids being Jammed this turn  
COMBO/Does not combo with any move

=====  
#167 Magical Leaf

BATTLE EFFECT  
TYPE/Grass POWER/ 60 HIT %/--- PP/20 TARGET/All Enemies  
EFFECT/Always hits target, regardless of Hit % or Evade %.

LEARNED BY LEVEL-UP/Mr. Mime, Cleffa, Togetic, Bellossom, Kirlia,  
Roselia, Tropius

CONTEST EFFECT

TYPE/Beauty APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if going first this turn

COMBO/Does not combo with any move

=====  
#168 Magnitude

BATTLE EFFECT

TYPE/Ground POWER/--- HIT %/100 PP/30 TARGET/All but User

EFFECT/Has a Power between 10 and 150, depending on the Magnitude

of the attack, which is randomly chosen. Inflicts double  
damage on Pokémon in Dig Standby.

#####

##### Magnitude #####

#####

# Magnitude ### Power #

#-----###-----#

# 4 ### 10 #

# 5 ### 30 #

# 6 ### 50 #

# 7 ### 70 #

# 8 ### 90 #

# 9 ### 110 #

# 10 ### 150 #

#####

LEARNED BY LEVEL-UP/Diglett, Geodude, Numel, Barboach

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating is randomly chosen among 1, 2, 3, 5, or 6.

COMBO/Does not combo with any move

=====  
#169 Mean Look

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/ 5 TARGET/One Enemy

EFFECT/Target can't switch out. Effect dissolves upon switching  
user out.

LEARNED BY LEVEL-UP/Zubat, Gastly, Jynx, Umbreon, Murkrow, Misdreavus,  
Duskull

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Causes all Pokémon yet to appeal this turn to become nervous

COMBO/Does not combo with any move

=====  
#170 Meditate

BATTLE EFFECT

TYPE/Psychic POWER/--- HIT %/--- PP/40 TARGET/Self

EFFECT/Raises user's Attack by 1 Level

LEARNED BY LEVEL-UP/Drowzee, Hitmonles, Mr. Mime, Meditite

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/Raises user's Condition by 1 star



COMBO/Does not combo with any move

=====

#171 Mega Drain

BATTLE EFFECT

TYPE/Grass POWER/ 40 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/User recovers HP equal to 50% of damage inflicted

LEARNED BY LEVEL-UP/Vileplume, Kabuto, Hoppip, Sunkern, Treecko,  
Beautifully, Lotad, Shroomish, Roselia

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 4

JAM TARGET/Pokémon that appealed before user

EFFECT/

COMBO/Does not combo with any move

=====

#172 Mega Kick

BATTLE EFFECT

TYPE/Normal POWER/120 HIT %/ 75 PP/ 5 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/Hitmonlee

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

#173 Mega Punch

BATTLE EFFECT

TYPE/Normal POWER/ 80 HIT %/ 85 PP/20 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/Hitmonchan, Kangaskhan, Mew

CONTEST EFFECT

TYPE/Tough APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

#174 Megahorn

BATTLE EFFECT

TYPE/Bug POWER/120 HIT %/ 85 PP/10 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/Nidoking, Rhyhorn, Goldeen, Heracross

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 when previous Pokémon made a  
same-type appeal

COMBO/Does not combo with any move

=====

#175 Memento

BATTLE EFFECT

TYPE/Dark POWER/--- HIT %/ 85 PP/10 TARGET/One Enemy

EFFECT/Reduces target's Attack and Sp. Atk by 2 Levels each.

Causes user to faint.

LEARNED BY LEVEL-UP/Grimer, Koffing, Latios

CONTEST EFFECT

TYPE/Tough APPEAL/ 8 JAM/ 0  
JAM TARGET/  
EFFECT/User cannot make another appeal for the rest of the Contest  
COMBO/Does not combo with any move

=====

#176 Metal Claw

BATTLE EFFECT  
TYPE/Steel POWER/ 50 HIT %/ 95 PP/35 TARGET/One Enemy  
EFFECT/10% chance of raising user's Defense by 1 Level  
LEARNED BY LEVEL-UP/Charmander, Kingler, Scizor, Sneasel, Nincada,  
Aron, Anorith, Metang, Registeel

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Does not combo with any move

=====

#177 Metal Sound

BATTLE EFFECT  
TYPE/Steel POWER/--- HIT %/ 85 PP/40 TARGET/One Enemy  
EFFECT/Lowers target's Sp. Def by 2 Levels  
LEARNED BY LEVEL-UP/Charmander, Kingler, Scizor, Sneasel, Nincada,  
Aron, Anorith, Metang, Registeel

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Metal Claw

=====

#178 Meteor Mash

BATTLE EFFECT  
TYPE/Steel POWER/100 HIT %/ 75 PP/10 TARGET/One Enemy  
EFFECT/20% chance of raising user's Attack by 1 Level  
LEARNED BY LEVEL-UP/Clefairy, Metang

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 when previous Pokémon made a  
same-type appeal  
COMBO/Does not combo with any move

=====

#179 Metronome

BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/--- PP/10 TARGET/---  
EFFECT/Uses a completely random move--ANY of the other 354 moves  
LEARNED BY LEVEL-UP/Clefairy, Mew, Togepi

CONTEST EFFECT

TYPE/Cute APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Can be repeatedly used without penalty  
COMBO/Does not combo with any move

=====

#180 Milk Drink

BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/--- PP/10 TARGET/Self  
EFFECT/User recovers 50% of maximum HP

LEARNED BY LEVEL-UP/Clefairy, Mew, Togepi

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 when previous Pokémon made a same-type appeal

COMBO/Does not combo with any move

=====

#181 Mimic

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Copies a move the opponent knows. The move is randomly selected, and is available only for the duration of the battle.

LEARNED BY LEVEL-UP/Clefairy, Mew, Togepi

CONTEST EFFECT

TYPE/Cute APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating is identical to the previous Pokémon's points earned this round (combo points included.)

COMBO/Does not combo with any move

=====

#182 Mind Reader

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/10 TARGET/One Enemy

EFFECT/User's next attack will always hit, regardless of Hit % or Evade %.

LEARNED BY LEVEL-UP/Poliwrath, Hitmonlee, Articuno, Breloom, Nincada, Meditite

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Freezes the APPLAUSE meter for the rest of the turn

COMBO/Does not combo with any move

=====

#183 Minimize

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/20 TARGET/Self

EFFECT/User's next attack will always hit, regardless of Hit % or Evade %.

LEARNED BY LEVEL-UP/Poliwrath, Hitmonlee, Articuno, Breloom, Nincada, Meditite

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Freezes the APPLAUSE meter for the rest of the turn

COMBO/Does not combo with any move

=====

#184 Mirror Coat

BATTLE EFFECT

TYPE/Psychic POWER/--- HIT %/100 PP/20 TARGET/---

EFFECT/Counters Special attacks at double strength for one turn.

LEARNED BY LEVEL-UP/Voltorb, Wobbuffet, Corsola, Suicune, Deoxys

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Avoids being Jammed once this turn

COMBO/Does not combo with any move

=====  
#185 Mirror Coat

BATTLE EFFECT

TYPE/Psychic POWER/--- HIT %/100 PP/20 TARGET/---

EFFECT/Counters Special attacks at double strength for one turn.

LEARNED BY LEVEL-UP/Voltorb, Wobbuffet, Corsola, Suicune, Deoxys

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Avoids being Jammed once this turn

COMBO/Does not combo with any move

=====  
#186 Mirror Move

BATTLE EFFECT

TYPE/Flying POWER/--- HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Uses the same move opponent last used

LEARNED BY LEVEL-UP/Pidgey, Spearow, Torchic, Swablu

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating is identical to the previous Pokémon's points  
earned this round (combo points included.)

COMBO/Does not combo with any move

=====  
#187 Mist

BATTLE EFFECT

TYPE/Ice POWER/--- HIT %/--- PP/30 TARGET/All Allies

EFFECT/Prevents stat reduction for 5 turns. Effect continues even  
if user switches out.

LEARNED BY LEVEL-UP/Lapras, Articuno, Mewtwo, Wooper, Swinub, Suicune,  
Lotad, Wingull, Surskit, Wailmer, Swablu

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/Avoids being Jammed this turn

COMBO/Does not combo with any move

=====  
#188 Mist Ball

BATTLE EFFECT

TYPE/Psychic POWER/ 70 HIT %/100 PP/ 5 TARGET/One Enemy

EFFECT/50% chance of lowering target's Sp. Atk by 1 Level

LEARNED BY LEVEL-UP/Latias

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 4

JAM TARGET/Pokémon that appealed before user

EFFECT/

COMBO/Does not combo with any move

=====  
#189 Moonlight

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/ 5 TARGET/User

EFFECT/Recovers HP. Nighttime and Sunny Day enhance it, while  
daytime and other weather conditions reduce it.

LEARNED BY LEVEL-UP/Clefairy, Oddish, Umbreon, Dustox, Volbeat,

Illumise

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating is randomly chosen among 1, 2, 3, 5, or 6.

COMBO/Does not combo with any move

=====

#190 Morning Sun

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/ 5 TARGET/User

EFFECT/Recovers HP. Daytime and Sunny Day enhance it, while  
nighttime and other weather conditions reduce it.

LEARNED BY LEVEL-UP/Espeon, Beautifly

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating is randomly chosen among 1, 2, 3, 5, or 6.

COMBO/Does not combo with any move

=====

#191 Mud Shot

BATTLE EFFECT

TYPE/Ground POWER/ 55 HIT %/ 95 PP/15 TARGET/One Enemy

EFFECT/Recovers HP. Daytime and Sunny Day enhance it, while  
nighttime and other weather conditions reduce it.

LEARNED BY LEVEL-UP/Espeon, Beautifly

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 3

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Does not combo with any move

=====

#192 Mud Sport

BATTLE EFFECT

TYPE/Ground POWER/--- HIT %/--- PP/15 TARGET/All

EFFECT/Reduces the strength of Electric-type attacks by 50%

LEARNED BY LEVEL-UP/Geodude, Mudkip, Zigzagoon, Barboach, Anorith,  
Relicanth

CONTEST EFFECT

TYPE/Cute APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Mud-Slap, Water Gun, Water Sport

=====

#193 Muddy Water

BATTLE EFFECT

TYPE/Water POWER/ 95 HIT %/ 85 PP/10 TARGET/All Enemies

EFFECT/30% chance of reducing target's Hit % by 1 Level

LEARNED BY LEVEL-UP/Marshtomp

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Has a JAM rating of 5 on Pokémon in Combo Standby

COMBO/Does not combo with any move

=====

#194 Nature Power

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/20 TARGET/One Enemy  
EFFECT/Changes into another attack depending on the environment  
LEARNED BY LEVEL-UP/Diglett, Mudkip, Nincada, Aron, Barboach,  
Baltoy

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/APPEAL rating depends on the APPLAUSE meter. 0 = 1 point,  
1 = 2 points, 2 = 3 points, 3 = 5 points, 4 = 6 points.  
COMBO/Does not combo with any move

=====

#195 Needle Arm

BATTLE EFFECT

TYPE/Grass POWER/ 60 HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/30% chance of causing target to flinch  
LEARNED BY LEVEL-UP/Cacnea

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/APPEAL rating depends on the APPLAUSE meter. 0 = 1 point,  
1 = 2 points, 2 = 3 points, 3 = 5 points, 4 = 6 points.  
COMBO/Does not combo with any move

=====

#196 Night Shade

BATTLE EFFECT

TYPE/Ghost POWER/--- HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/Inflicts damage equal to user's level  
LEARNED BY LEVEL-UP/Gastly, Spinarak, Natu, Murkrow, Sableye, Shuppet,  
Duskull, Deoxys

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon that made a same-type appeal  
this turn.  
COMBO/Does not combo with any move

=====

#197 Nightmare

BATTLE EFFECT

TYPE/Ghost POWER/--- HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/Inflicts 25% damage on sleeping Pokémon every turn  
LEARNED BY LEVEL-UP/Gastly, Hypno

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Does not combo with any move

=====

#198 Octazooka

BATTLE EFFECT

TYPE/Water POWER/ 65 HIT %/ 85 PP/10 TARGET/One Enemy  
EFFECT/Lowers target's Hit % by 1 Level  
LEARNED BY LEVEL-UP/Octillery

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon in Combo Standby  
COMBO/Does not combo with any move

=====

#199 Odor Sleuth

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/ 85 PP/40 TARGET/One Enemy

EFFECT>Returns user's and target's Hit % to normal levels. Ghosts  
become vulnerable to Normal and Fighting moves

LEARNED BY LEVEL-UP/Growlith, Swinub, Houndour, Phanpy, Poochyena,  
Zigzagoon, Electrike, Spink

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Reduces the Condition of all Pokémon that have already appealed  
this turn by 1 star

COMBO/Does not combo with any move

=====

#200 Outrage

BATTLE EFFECT

TYPE/Dragon POWER/ 90 HIT %/100 PP/15 TARGET/Random Enemy

EFFECT/Attacks random enemy 2 to 3 turns. Confuses user when finished.

LEARNED BY LEVEL-UP/Dratini, Rayquaza

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 4

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/User can't appeal next turn

COMBO/Does not combo with any move

=====

#201 Overheat

BATTLE EFFECT

TYPE/Fire POWER/140 HIT %/ 90 PP/ 5 TARGET/One Enemy

EFFECT/Reduces user's Sp. Atk by 2 Levels

LEARNED BY LEVEL-UP/None. Most Fire-types can learn with TM50

CONTEST EFFECT

TYPE/Beauty APPEAL/ 6 JAM/ 0

JAM TARGET/

EFFECT/When user is Jammed this turn, twice the usual number of  
appeal points are deducted.

COMBO/Does not combo with any move

=====

#202 Pain Split

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/20 TARGET/One Enemy

EFFECT/User's and target's HP each become the average of the two HP's

LEARNED BY LEVEL-UP/Misdreavus

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 4

JAM TARGET/Pokémon that appealed before user

EFFECT/

COMBO/Does not combo with any move

=====

#203 Pay Day

BATTLE EFFECT

TYPE/Normal POWER/ 40 HIT %/100 PP/20 TARGET/One Enemy

EFFECT/Receive extra money after the battle. Amount of money is:

(User's Level \* Number of Uses \* P\$ 2)

LEARNED BY LEVEL-UP/Meowth

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating depends on the APPLAUSE meter. 0 = 1 point,  
1 = 2 points, 2 = 3 points, 3 = 5 points, 4 = 6 points.

COMBO/Does not combo with any move

=====

#204 Peck

BATTLE EFFECT

TYPE/Flying POWER/ 35 HIT %/100 PP/35 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/Spearow, Nidoran (Male only), Farfetch'd, Doduo,  
Goldeen, Zapdos, Hoothoot, Natu, Murkrow, Skarmory,  
Torchic, Taillow, Swablu

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Drill Peck, Fury Attack

=====

#205 Perish Song

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/ 5 TARGET/All

EFFECT/All active Pokémon will faint in 3 turns. Effect dissolves  
if Pokémon switches out or Haze is used.

LEARNED BY LEVEL-UP/Lapras, Politoed, Misdreavus, Smoochum, Celebi, Swablu,  
Absol

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Pokémon Jammed by this attack lose half their appeal points  
earned this turn

COMBO/Does not combo with any move

=====

#206 Petal Dance

BATTLE EFFECT

TYPE/Grass POWER/ 70 HIT %/100 PP/20 TARGET/Random Enemy

EFFECT/Attacks random enemy 2 to 3 turns. Confuses user when finished.

LEARNED BY LEVEL-UP/Oddish, Sunflora, Roselia

CONTEST EFFECT

TYPE/Beauty APPEAL/ 4 JAM/ 4

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/User can't appeal next turn

COMBO/Does not combo with any move

=====

#207 Pin Missile

BATTLE EFFECT

TYPE/Bug POWER/ 14 HIT %/ 85 PP/20 TARGET/One Enemy

EFFECT/Hits target 2 to 5 times

LEARNED BY LEVEL-UP/Beedrill, Jolteon, Qwilfish, Zigzagoon, Cacnea

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn



EFFECT/Has a JAM rating of 5 on Pokémon in Combo Standby  
COMBO/Does not combo with any move

=====

#208 Poison Fang

BATTLE EFFECT

TYPE/Poison POWER/ 50 HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/30% chance of badly poisoning target  
LEARNED BY LEVEL-UP/Zubat, Seviper

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0  
JAM TARGET/

EFFECT/Lowers the Condition of Pokémon that have already appealed this  
turn by 1 star

COMBO/Does not combo with any move

=====

#209 Poison Gas

BATTLE EFFECT

TYPE/Poison POWER/--- HIT %/ 55 PP/40 TARGET/One Enemy  
EFFECT/Poisons target.  
LEARNED BY LEVEL-UP/Grimer, Drowzee, Koffing, Gulpin

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0  
JAM TARGET/

EFFECT/Lowers the Condition of Pokémon that have already appealed this  
turn by 1 star

COMBO/Does not combo with any move

=====

#210 Poison Sting

BATTLE EFFECT

TYPE/Poison POWER/ 15 HIT %/100 PP/35 TARGET/One Enemy  
EFFECT/10% chance of poisoning target.  
LEARNED BY LEVEL-UP/Weedle, Ekans, Sandshrew, Nidoran (both genders),  
Tentacruel, Spinarak, Gligar, Qwilfish, Roselia,  
Cacnea

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 3  
JAM TARGET/Pokémon that appealed before user

EFFECT/

COMBO/Does not combo with any move

=====

#211 Poison Tail

BATTLE EFFECT

TYPE/Poison POWER/ 50 HIT %/100 PP/25 TARGET/One Enemy  
EFFECT/10% chance of poisoning target. High Critical Hit rate.  
LEARNED BY LEVEL-UP/Seviper

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0  
JAM TARGET/

EFFECT/Lowers the Condition of Pokémon that have already appealed this  
turn by 1 star

COMBO/Does not combo with any move

=====

#212 Poisonpowder

BATTLE EFFECT

TYPE/Poison POWER/--- HIT %/ 75 PP/35 TARGET/One Enemy  
EFFECT/Poisons target.

LEARNED BY LEVEL-UP/Bulbasaur, Oddish, Paras, Venonat, Bellsprout,  
Exeggcute, Chikorita, Hoppip, Shroomish

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Lowers the Condition of Pokémon that have already appealed this  
turn by 1 star

COMBO/Does not combo with any move

=====  
#213 Pound

BATTLE EFFECT

TYPE/Normal POWER/ 40 HIT %/100 PP/35 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/Grimer, Drowzee, Chansey, Mew, Cleffa, Igglybuff,  
Sunflora, Smoochum, Treecko, Nuzleaf, Whismur, Gulpin

CONTEST EFFECT

TYPE/Tough APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Doubleslap, Faint Attack, Slam

=====  
#214 Powder Snow

BATTLE EFFECT

TYPE/Ice POWER/ 40 HIT %/100 PP/25 TARGET/All Enemies

EFFECT/10% chance of freezing target

LEARNED BY LEVEL-UP/Articuno, Swinub, SMoochum, Castform, Snorunt, Spheal

CONTEST EFFECT

TYPE/Beauty APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Blizzard

=====  
#215 Present

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/15 TARGET/One Enemy

EFFECT/Randomly has a Power of 40, 80, or 120, or recovers target's  
HP by 80

LEARNED BY LEVEL-UP/Delibird

CONTEST EFFECT

TYPE/Cute APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Can be used repeatedly without penalty

COMBO/Does not combo with any move

=====  
#216 Protect

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/10 TARGET/Self

EFFECT/Negates all damage. Success rate is halved each time it is  
used in succession.

LEARNED BY LEVEL-UP/Delibird

CONTEST EFFECT

TYPE/Cute APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/Avoids being Jammed this turn

COMBO/Does not combo with any move

=====  
#217 Psybeam  
BATTLE EFFECT  
TYPE/Psychic POWER/ 65 HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/10% chance of confusing target  
LEARNED BY LEVEL-UP/Butterfree, Venonat, Kadabra, Mr. Mime, Porygon,  
Espeon, Misdreavus, Girafarig, Remoraid, Dustox,  
Spoink, Spinda, Baltoy, Kecleon

CONTEST EFFECT  
TYPE/Beauty APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Randomizes the turn order next turn  
COMBO/Does not combo with any move  
=====

#218 Psych Up  
BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/Copies target's stat increases  
LEARNED BY LEVEL-UP/Psyduck, Slowpoke, Drowzee, Mewtwo, Espeon,  
Meditite, Spoink, Spinda

CONTEST EFFECT  
TYPE/Smart APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if previous Pokémon used a  
same-type appeal  
COMBO/Does not combo with any move  
=====

#219 Psychic  
BATTLE EFFECT  
TYPE/Psychic POWER/ 90 HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/10% chance of lowering target's Sp. Def  
LEARNED BY LEVEL-UP/Nearly every Psychic-type in the game

CONTEST EFFECT  
TYPE/Smart APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Confusion, Future Sight, Kinesis, Teleport  
=====

#220 Psycho Boost  
BATTLE EFFECT  
TYPE/Psychic POWER/140 HIT %/ 90 PP/ 5 TARGET/One Enemy  
EFFECT/Lowers user's Sp. Atk by 2 Levels  
LEARNED BY LEVEL-UP/Deoxys

CONTEST EFFECT  
TYPE/Smart APPEAL/ 6 JAM/ 0  
JAM TARGET/  
EFFECT/When user is Jammed this turn, double the usual number of  
appeal points are deducted  
COMBO/Does not combo with any move  
=====

#221 Psywave  
BATTLE EFFECT  
TYPE/Psychic POWER/--- HIT %/ 80 PP/15 TARGET/One Enemy  
EFFECT/Damage inflicted is 0.1, 0.5, 1, or 1.5 times the user's  
level. The multiplier is chosen at random.  
LEARNED BY LEVEL-UP/Misdreavus, Spoink, Lunatone, Solrock, Chimecho,

Latias, Latios

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 1

JAM TARGET/

EFFECT/Pokémon Jammed by this attack lose half their appeal points earned this turn

COMBO/Does not combo with any move

=====

#222 Pursuit

BATTLE EFFECT

TYPE/Dark POWER/ 40 HIT %/100 PP/20 TARGET/One Enemy

EFFECT/Does double damage to a target switching out. Will attack before the target switches out.

LEARNED BY LEVEL-UP/Beedrill, Rattate, Spearow, Doduo, Hitmonchan, Scyther, Tauros, Umbreon, Murkrow, Dunsparce, Hitmontop, Treecko, Wingull, Zangoose, Duskull, Metang, Deoxys

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 1

JAM TARGET/

EFFECT/Pokémon Jammed by this attack lose half their appeal points earned this turn

COMBO/Does not combo with any move

=====

#223 Quick Attack

BATTLE EFFECT

TYPE/Normal POWER/ 40 HIT %/100 PP/20 TARGET/One Enemy

EFFECT/Preemptive attack. If multiple Pokémon use this move, the one with the highest Speed attacks first.

LEARNED BY LEVEL-UP/Very speedy Pokémon.

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/User appeals first next turn

COMBO/Does not combo with any move

=====

#225 Rage

BATTLE EFFECT

TYPE/Normal POWER/ 20 HIT %/100 PP/20 TARGET/One Enemy

EFFECT/User must attack target until it faints. If hit in the process, user's Attack rises by 1 Level.

LEARNED BY LEVEL-UP/Charmander, Beedrill, Primeape, Doduo, Onix, Cubone, Kangaskhan, Tauros, Totodile, Dunsparce, Snubbull, Carvanha, Bagon

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Can be used repeatedly without penalty

COMBO/Leer, Scary Face, Thrash

=====

#226 Rain Dance

BATTLE EFFECT

TYPE/Water POWER/--- HIT %/--- PP/ 5 TARGET/All

EFFECT/Generates rain for 5 turns. Water attacks +50%, Fire attacks -50%. Solarbeam's Power reduces to 60. Thunder's Hit % rises to 100.

LEARNED BY LEVEL-UP/Charmander, Beedrill, Primeape, Doduo, Onix,  
Cubone, Kangaskhan, Tauros, Totodile, Dunsparce,  
Snubbull, Carvanha, Bagon

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating varies with APPLAUSE meter. 0 = 1 point,  
1 = 2 points, 2 = 3 points, 3 = 5 points, 4 = 6 points.

COMBO/Bubble, Bubblebeam, Clamp, Crabhammer, Dive, Hydro Cannon,  
Hydro Pump, Muddy Water, Octazooka, Surf, Thunder, Water Gun,  
Water Pulse, Water Sport, Water Spout, Weather Ball,  
Whirlpool, Withdraw

=====

#227 Rapid Spin

BATTLE EFFECT

TYPE/Normal POWER/ 20 HIT %/100 PP/40 TARGET/One Enemy

EFFECT/Releases user from trapping moves like Fire Spin. Dissolves  
Spikes on user's side of the arena.

LEARNED BY LEVEL-UP/Squirtle, Staryu, Pineco, Donphan, Hitmontop,  
Baltoy

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Avoids being Jammed once this turn

COMBO/Does not combo with any move

=====

#228 Razor Leaf

BATTLE EFFECT

TYPE/Grass POWER/ 55 HIT %/ 95 PP/25 TARGET/All Enemies

EFFECT/High Critical Hit rate

LEARNED BY LEVEL-UP/Bulbasaur, Bellsprout, Chikorita, Sunflora,  
Tropius

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/If previous Pokémon got over 3 appeal points this turn,  
user gets that many points.

COMBO/Does not combo with any move

=====

#229 Razor Wind

BATTLE EFFECT

TYPE/Normal POWER/ 80 HIT %/100 PP/10 TARGET/All Enemies

EFFECT/Charges attack first turn, then attacks the next.

High Critical Hit rate.

LEARNED BY LEVEL-UP/Bulbasaur, Bellsprout, Chikorita, Sunflora,  
Tropius

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/If previous Pokémon got over 3 appeal points this turn,  
user gets that many points.

COMBO/Does not combo with any move

=====

#230 Recover

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/20 TARGET/Self

EFFECT/Recovers 50% of maximum HP.  
LEARNED BY LEVEL-UP/Kadabra, Staryu, Porygon, Mewtwo, Corsola,  
Lugia, Ho-oh, Celebi, Meditite, Milotic,  
Latias, Latios

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon that made a same-type  
appeal this turn  
COMBO/Does not combo with any move

=====

#231 Recycle

BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/--- PP/10 TARGET/Self  
EFFECT/Re-uses a consumable hold item once.  
LEARNED BY LEVEL-UP/Mr. Mime, Porygon

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Can be used repeatedly without penalty  
COMBO/Does not combo with any move

=====

#232 Reflect

BATTLE EFFECT  
TYPE/Psychic POWER/--- HIT %/--- PP/20 TARGET/All Allies  
EFFECT/Resists physical attacks by 50% for 5 turns. Effect  
continues even if user is switched out.  
LEARNED BY LEVEL-UP/Kadabra, Exeggcute, Mr. Mime, Articuno,  
Chikorita, Hoothoot, Ledyba, Raikou

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Avoids being Jammed this turn  
COMBO/Does not combo with any move

=====

#233 Refresh

BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/--- PP/20 TARGET/Self  
EFFECT/Dissolves paralysis, poison, or a burn.  
LEARNED BY LEVEL-UP/Lickitung, Chansey, Corsola, Swablu, Milotic,  
Latias, Latios, Jirachi

CONTEST EFFECT

TYPE/Cute APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Raises user's Condition by 1 star.  
COMBO/Does not combo with any move

=====

#234 Rest

BATTLE EFFECT  
TYPE/Psychic POWER/--- HIT %/--- PP/10 TARGET/Self  
EFFECT/Recovers 100% of HP and dissolves poison, paralysis,  
confusion, or a burn. User then falls asleep for 2 turns  
LEARNED BY LEVEL-UP/A lot of Pokémon.

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 0

JAM TARGET/  
EFFECT/Avoids being Jammed once this turn  
COMBO/Sleep Talk, Snore

=====

#235 Return

BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/The more the user likes its Trainer, the stronger the move.  
Power maxes out at 102.  
LEARNED BY LEVEL-UP/None. Most Pokémon can learn through TM27.

CONTEST EFFECT  
TYPE/Cute APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Raises the APPLAUSE meter in any Contest  
COMBO/Does not combo with any move

=====

#236 Revenge

BATTLE EFFECT  
TYPE/Fighting POWER/ 60 HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/Power becomes 120 if user has taken damage this turn.  
LEARNED BY LEVEL-UP/Machop, Hitmonlee, Hitmonchan, Pinsir,  
Hitmontop

CONTEST EFFECT  
TYPE/Tough APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/User appeals last next turn  
COMBO/Does not combo with any move

=====

#236 Reversal

BATTLE EFFECT  
TYPE/Fighting POWER/--- HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/Power increases as HP decreases.  
LEARNED BY LEVEL-UP/Hitmonlee, Kangaskhan, Vigoroth, Makuhita,  
Meditite

CONTEST EFFECT  
TYPE/Cool APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if user appeals fourth this turn  
COMBO/Does not combo with any move

=====

#237 Roar

BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/Attacks last. Forces opponent to switch to a random Pokémon.  
LEARNED BY LEVEL-UP/Vulpix, Growlithe, Snubbull, Houndour, Raikou,  
Entei, Poochyena, Whismur, Aron, Electrike

CONTEST EFFECT  
TYPE/Cool APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Randomizes the turn order for next turn  
COMBO/Does not combo with any move

=====

#238 Rock Blast

BATTLE EFFECT  
TYPE/Rock POWER/ 25 HIT %/ 80 PP/10 TARGET/One Enemy  
EFFECT/Hits target 2 to 5 times.

LEARNED BY LEVEL-UP/Geodude, Rhyhorn, Corsola, Anorith

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if the previous Pokémon used a same-type appeal this turn

COMBO/Does not combo with any move

=====  
#239 Rock Slide

BATTLE EFFECT

TYPE/Rock POWER/ 75 HIT %/ 90 PP/10 TARGET/All Enemies

EFFECT/30% chance of causing target to flinch.

LEARNED BY LEVEL-UP/Geodude, Rhyhorn, Corsola, Anorith

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 3

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Does not combo with any move

=====  
#240 Rock Slide

BATTLE EFFECT

TYPE/Fighting POWER/ 20 HIT %/100 PP/15 TARGET/One Enemy

EFFECT/50% chance of lowering target's Defense by 1 Level

LEARNED BY LEVEL-UP/None. Many Pokémon can learn with HM06.

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating varies with APPLAUSE meter. 0 = 1 point, 1 = 2 points, 2 = 3 points, 3 = 5 points, 4 = 6 points.

COMBO/Does not combo with any move

=====  
#241 Rock Throw

BATTLE EFFECT

TYPE/Rock POWER/ 50 HIT %/ 90 PP/15 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/Geodude, Onix, Sudowoodo, Slugma, Nosepass, Lunatone, Solrock, Regirock

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 when the previous Pokémon used a same-type appeal this turn

COMBO/Rock Slide, Rock Tomb

=====  
#242 Rock Tomb

BATTLE EFFECT

TYPE/Rock POWER/ 50 HIT %/ 80 PP/10 TARGET/One Enemy

EFFECT/Lowers target's Speed by 1 Level

LEARNED BY LEVEL-UP/Baltoy, Relicanth

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Freezes APPLAUSE meter for the rest of the turn

COMBO/Does not combo with any move

=====



#243 Role Play

BATTLE EFFECT

TYPE/Psychic POWER/--- HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Changes user's Ability to match target's. Shedinja is an invalid target.

LEARNED BY LEVEL-UP/Baltoy, Relicanth

CONTEST EFFECT

TYPE/Cute APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating is identical to the previous Pokémon's points earned this round (combo points included.)

COMBO/Does not combo with any move

=====

#244 Rolling Kick

BATTLE EFFECT

TYPE/Fighting POWER/ 60 HIT %/ 85 PP/15 TARGET/One Enemy

EFFECT/30% chance of causing target to flinch

LEARNED BY LEVEL-UP/Hitmonlee, Hitmontop

CONTEST EFFECT

TYPE/Cool APPEAL/ 1 JAM/ 3

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Does not combo with any move

=====

#245 Rollout

BATTLE EFFECT

TYPE/Rock POWER/ 30 HIT %/ 90 PP/20 TARGET/One Enemy

EFFECT/User must use this attack until it misses. Power doubles for every consecutive hit up to 5. Then, Power will remain at 480. Power is doubled if Defense Curl was used last turn.

LEARNED BY LEVEL-UP/Jigglypuff, Geodude, Voltorb, Snorlax, Marill, Dunsparce, Phanpy, Wailmer

CONTEST EFFECT

TYPE/Tough APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Freezes APPLAUSE meter for the rest of the turn

COMBO/Does not combo with any move

=====

#246 Sacred Fire

BATTLE EFFECT

TYPE/Fire POWER/100 HIT %/ 95 PP/ 5 TARGET/One Enemy

EFFECT/50% chance of burning target

LEARNED BY LEVEL-UP/Ho-oh

CONTEST EFFECT

TYPE/Beauty APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

#247 Safeguard

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/25 TARGET/All Allies

EFFECT/Protects all allied Pokémon from status ailments for 5 turns.

Effect continues even if user switches out.

LEARNED BY LEVEL-UP/A long, widely varying list of Pokémon.

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/Avoids being Jammed this turn

COMBO/Does not combo with any move

=====  
#248 Sand Tomb

BATTLE EFFECT

TYPE/Ground POWER/ 15 HIT %/ 70 PP/15 TARGET/One Enemy

EFFECT/Traps target for 2-5 turns and inflicts 6.25% damage to target every turn while trapped. Target can't switch while trapped.

LEARNED BY LEVEL-UP/Sandshrew, Dugtrio, Onix, Trapinch

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Freezes APPLAUSE meter for the rest of the turn

COMBO/Does not combo with any move

=====  
#249 Sand-Attack

BATTLE EFFECT

TYPE/Ground POWER/--- HIT %/100 PP/15 TARGET/One Enemy

EFFECT/Reduces target's Hit % by 1 Level

LEARNED BY LEVEL-UP/Pidgey, Sandshrew, Diglett, Eevee, Kabuto, Aipom, Gligar, Skarmory, Stantler, Torchic, Poochyena, Zigzagoon, Nincada, Makuhita, Trapinch, Cacnea

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Has a JAM rating of 5 on Pokémon in Combo Standby

COMBO/Does not combo with any move

=====  
#250 Sandstorm

BATTLE EFFECT

TYPE/Rock POWER/--- HIT %/--- PP/10 TARGET/All

EFFECT/Summons a sandstorm that lasts for 5 turns. All Pokémon lose 6.25% of their maximum HP after every turn unless they are of the Ground, Rock, or Steel-type, or have the Sand Veil ability.

LEARNED BY LEVEL-UP/Sandshrew, Onix, Larvitar, Nosepass, Trapinch, Cacnea, Baltoy

CONTEST EFFECT

TYPE/Tough APPEAL/ 3 JAM/ 1

JAM TARGET/

EFFECT/Randomizes turn order for next turn

COMBO/Mud Shot, Mud-Slap, Mud Sport, Sand Tomb, Sand-Attack, Weather Ball

=====  
#251 Scary Face

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/ 90 PP/10 TARGET/One Enemy

EFFECT/Lowers target's Speed by 2 Levels

LEARNED BY LEVEL-UP/Charmander, Raticate, Machop, Rhyhorn, Tauros, Aerodactyl, Totodile, Spinarak, Snubbull, Larvitar, Poochyena, Masquerain, Carvanha, Huntail, Bagon,

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon in Combo Standby  
COMBO/Bite, Crunch, Leer, Super Fang

=====

#252 Scratch

BATTLE EFFECT  
TYPE/Normal POWER/ 40 HIT %/100 PP/35 TARGET/One Enemy  
EFFECT/  
LEARNED BY LEVEL-UP/Charmander, Sandshrew, Nidoran (Female only),  
Paras, Diglett, Meowth, Psyduck, Mankey, Kabuto,  
Totodile, Sentret, Aipom, Sneasel, Teddiursa,  
Torchic, Slakoth, Nincada, Sableye, Zangoose,  
Anorith, Kecleon, Absol

CONTEST EFFECT

TYPE/Tough APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Fury Swipes, Slash

=====

#253 Screech

BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/ 85 PP/40 TARGET/One Enemy  
EFFECT/Lowers target's Defense by 2 Levels  
LEARNED BY LEVEL-UP/Ekans, Zubat, Meowth, Psyduck, Mankey, Tentacool,  
Magnemite, Grimer, Onix, Voltorb, Lickitung,  
Electabuzz, Totodile, Aipom, Yanma, Umbreon,  
Dunsparce, Gligar, Sneasel, Larvitar, Treecko,  
Ninjask, Whismur, Carvanha, Vibrava, Kecleon,  
Shuppet, Huntail

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Does not combo with any move

=====

#254 Secret Power

BATTLE EFFECT  
TYPE/Normal POWER/ 70 HIT %/ 85 PP/20 TARGET/One Enemy  
EFFECT/Causes added effects depending on terrain. In Colosseum  
Battles, the effect will always be paralyzing the target.  
All added effects have a 30% chance of activating.  
LEARNED BY LEVEL-UP/None. Nearly every Pokémon can learn with TM43.

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/APPEAL rating increases with Pokémon's Condition.  
COMBO/Does not combo with any move

=====

#255 Seismic Toss

BATTLE EFFECT  
TYPE/Fighting POWER/--- HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/Inflicts damage equal to user's level  
LEARNED BY LEVEL-UP/Mankey, Machop, Pinsir, Makuhita

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon that made a same-type  
appeal last turn  
COMBO/Does not combo with any move

=====

#256 Selfdestruct

BATTLE EFFECT  
TYPE/Normal POWER/200 HIT %/100 PP/ 5 TARGET/All but User  
EFFECT/Causes user to faint.  
LEARNED BY LEVEL-UP/Geodude, Voltorb, Koffing, Pineco, Baltoy

CONTEST EFFECT

TYPE/Beauty APPEAL/ 8 JAM/ 0  
JAM TARGET/  
EFFECT/User cannot make another appeal for the rest of the Contest  
COMBO/Does not combo with any move

=====

#257 Shadow Ball

BATTLE EFFECT  
TYPE/Ghost POWER/ 80 HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/20% chance of lowering target's Sp. Def by 1 Level  
LEARNED BY LEVEL-UP/Gastly, Shedinja, Sableye, Shuppet

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Dissolves Combo Standby for all Pokémon  
COMBO/Does not combo with any move

=====

#258 Shadow Punch

BATTLE EFFECT  
TYPE/Ghost POWER/ 60 HIT %/--- PP/20 TARGET/One Enemy  
EFFECT/Cannot miss target, regardless of Hit % or Evade %.  
LEARNED BY LEVEL-UP/Haunter, Dusclops

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if user appeals first this turn  
COMBO/Does not combo with any move

=====

#259 Shadow Rush

BATTLE EFFECT  
TYPE/ POWER/ 90 HIT %/100 PP/ TARGET/One Enemy  
EFFECT/User takes damage equal to 12.5% of damage inflicted. May  
cause user to enter Hyper Mode.  
LEARNED BY LEVEL-UP/None. Shadow Pokémon in Story Mode know this.

CONTEST EFFECT

TYPE/ APPEAL/ JAM/  
JAM TARGET/  
EFFECT/Cannot be used in Contests  
COMBO/

=====

#260 Sharpen

BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/--- PP/30 TARGET/Self

EFFECT/Raises user's Attack by 1 Level  
LEARNED BY LEVEL-UP/Porygon

CONTEST EFFECT

TYPE/Cute APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/Raises user's Condition by 1 star.

COMBO/Does not combo with any move

=====  
#261 Sheer Cold

BATTLE EFFECT

TYPE/Ice POWER/--- HIT %/ 30 PP/ 5 TARGET/One Enemy

EFFECT/Causes an instant KO on Pokémon whose level is less than  
or equal to the user's level.

LEARNED BY LEVEL-UP/Dewgong, Lapras, Articuno, Glalie, Spheal, Kyogre

CONTEST EFFECT

TYPE/Beauty APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Pokémon Jammed by this attack lose half the appeal points  
earned this turn

COMBO/Does not combo with any move

=====  
#262 Shock Wave

BATTLE EFFECT

TYPE/Electric POWER/ 60 HIT %/--- PP/20 TARGET/One Enemy

EFFECT/Cannot miss target, regardless of Hit % or Evade %.

LEARNED BY LEVEL-UP/None. Can be learned with TM34.

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if user appeals first this turn

COMBO/Does not combo with any move

=====  
#263 Signal Beam

BATTLE EFFECT

TYPE/Bug POWER/ 75 HIT %/100 PP/15 TARGET/One Enemy

EFFECT/10% chance of confusing target

LEARNED BY LEVEL-UP/Dewgong, Volbeat

CONTEST EFFECT

TYPE/Beauty APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Randomizes the turn order next turn

COMBO/Does not combo with any move

=====  
#264 Silver Wind

BATTLE EFFECT

TYPE/Bug POWER/ 60 HIT %/100 PP/ 5 TARGET/One Enemy

EFFECT/10% chance of raising all of user's stats by 1 Level each

LEARNED BY LEVEL-UP/Butterfree, Venomoth, Beautifly, Dustox,  
Masquerain

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/Raises user's Condition by 1 star

COMBO/Does not combo with any move

=====

#265 Sing

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/ 55 PP/15 TARGET/One Enemy

EFFECT/Puts target to sleep

LEARNED BY LEVEL-UP/Chansey, Lapras, Cleffa, Igglybuff, Smoochum,  
Skitty, Swablu

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Causes all Pokémon yet to appeal this turn to become nervous

COMBO/Perish Song, Refresh

=====  
#266 Sketch

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/ 1 TARGET/One Enemy

EFFECT/Permanently copies target's last move

LEARNED BY LEVEL-UP/Smeargle

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating is identical to the previous Pokémon's points  
earned this round (combo points included.)

COMBO/Does not combo with any move

=====  
#267 Skill Swap

BATTLE EFFECT

TYPE/Psychic POWER/--- HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Switch Abilities with target

LEARNED BY LEVEL-UP/None. Learned through TM48.

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating is identical to the previous Pokémon's points  
earned this round (combo points included.)

COMBO/Does not combo with any move

=====  
#268 Skull Bash

BATTLE EFFECT

TYPE/Normal POWER/100 HIT %/100 PP/15 TARGET/One Enemy

EFFECT/Raises user's Defense 1 Level first turn, then attacks next turn.

LEARNED BY LEVEL-UP/Squirtle, Sharpedo

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 4

JAM TARGET/Pokémon that appealed before user

EFFECT/

COMBO/Does not combo with any move

=====  
#269 Sky Attack

BATTLE EFFECT

TYPE/Flying POWER/140 HIT %/ 90 PP/ 5 TARGET/One Enemy

EFFECT/User charges attack first turn, then attacks next turn.

30% chance of causing target to flinch

LEARNED BY LEVEL-UP/Moltres, Altaria

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0

JAM TARGET/  
EFFECT/If previous Pokémon got over 3 appeal points this turn, user gets that many points.

COMBO/Does not combo with any move

=====  
#270 Sky Uppercut

BATTLE EFFECT

TYPE/Fighting POWER/ 85 HIT %/ 90 PP/15 TARGET/One Enemy

EFFECT/Hits Pokémon in Fly Standby

LEARNED BY LEVEL-UP/Hitmonchan, Combusken, Breloom

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Has a JAM rating of 5 on Pokémon that made a same-type appeal this turn

COMBO/Does not combo with any move

=====  
#271 Slack Off

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/10 TARGET/Self

EFFECT/User recovers 50% of maximum HP

LEARNED BY LEVEL-UP/Slakoth

CONTEST EFFECT

TYPE/Cute APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating depends on where user is in turn order.

1st = 1 point, 2nd = 2 points, 3rd = 4 points, 4th = 8 points

COMBO/Does not combo with any move

=====  
#272 Slam

BATTLE EFFECT

TYPE/Normal POWER/ 80 HIT %/ 75 PP/20 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/Pikachu, Bellsprout, Onix, Lickitung, Dratini, Sentret, Sudowoodo, Wooper, Treecko, Azurill

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Has a JAM rating of 5 on Pokémon that made a same-type appeal this turn

COMBO/Does not combo with any move

=====  
#273 Slash

BATTLE EFFECT

TYPE/Normal POWER/ 70 HIT %/100 PP/20 TARGET/One Enemy

EFFECT/High Critical Hit rate

LEARNED BY LEVEL-UP/Charmander, Sandshrew, Paras, Diglett, Meowth, Farfetch'd, Scyther, Kabutops, Totodile, Gligar, Sneasel, Teddiursa, Torchic, Linoone, Slakoth, Ninjask, Sharpedo, Zangoose, Anorith, Kecleon, Absol, Groudon

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/If previous Pokémon got over 3 appeal points this turn, user gets that many points.

COMBO/Does not combo with any move

=====

#274 Sleep Powder

BATTLE EFFECT

TYPE/Grass POWER/--- HIT %/ 75 PP/15 TARGET/One Enemy

EFFECT/Puts target to sleep.

LEARNED BY LEVEL-UP/Bulbasaur, Oddish, Venonat, Bellsprout, Exeggcute,  
Tangela, Hoppip

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 3

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Does not combo with any move

=====

#275 Sleep Talk

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/10 TARGET/One Enemy

EFFECT/Only effective if user is asleep. Uses one of user's other  
three moves at random.

LEARNED BY LEVEL-UP/Snorlax, Whismur

CONTEST EFFECT

TYPE/Cute APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Can be used repeatedly without penalty

COMBO/Does not combo with any move

=====

#276 Sludge

BATTLE EFFECT

TYPE/Poison POWER/ 65 HIT %/100 PP/20 TARGET/One Enemy

EFFECT/30% chance of poisoning target

LEARNED BY LEVEL-UP/Grimer, Koffing, Gulpin

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 4

JAM TARGET/Pokémon that appealed before user

EFFECT/

COMBO/Sludge Bomb

=====

#277 Sludge Bomb

BATTLE EFFECT

TYPE/Poison POWER/ 90 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/30% chance of poisoning target

LEARNED BY LEVEL-UP/Grimer, Gulpin

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Has a JAM rating of 5 on Pokémon in Combo Standby

COMBO/Sludge

=====

#278 Smellingsalt

BATTLE EFFECT

TYPE/Normal POWER/ 60 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Inflicts double damage on paralyzed Pokémon, but dissolves  
the paralysis

LEARNED BY LEVEL-UP/Makuhita

CONTEST EFFECT



TYPE/Smart APPEAL/ 2 JAM/ 3  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====

#279 Smog

BATTLE EFFECT

TYPE/Poison POWER/ 20 HIT %/ 70 PP/20 TARGET/One Enemy

EFFECT/40% chance of poisoning target

LEARNED BY LEVEL-UP/Koffing, Magmar, Flareon, Slugma, Houndour, Torkoal

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 3

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Smokescreen

=====

#280 Smokescreen

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/20 TARGET/One Enemy

EFFECT/Reduces target's Hit % by 1 Level

LEARNED BY LEVEL-UP/Charmander, Koffing, Horsea, Cyndaquil, Magby,  
Torkoal

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Dissolves Combo Standby for all Pokémon

COMBO/Does not combo with any move

=====

#281 Snatch

BATTLE EFFECT

TYPE/Dark POWER/--- HIT %/100 PP/10 TARGET/One Enemy

EFFECT/If target uses a recovery or stat-up move this turn, user  
steals the effect

LEARNED BY LEVEL-UP/Umbreon, Shuppet, Deoxys

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Pokémon Jammed by this attack lose half the appeal points  
earned this turn

COMBO/Does not combo with any move

=====

#282 Snore

BATTLE EFFECT

TYPE/Normal POWER/ 40 HIT %/100 PP/15 TARGET/One Enemy

EFFECT/Only effective if user is asleep. 30% chance of causing  
target to flinch.

LEARNED BY LEVEL-UP/Snorlax, Teddiursa, Spink, Barboach, Spheal

CONTEST EFFECT

TYPE/Cute APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

#283 Softboiled

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/10 TARGET/Self

EFFECT/User recovers 50% of maximum HP  
LEARNED BY LEVEL-UP/Chansey

CONTEST EFFECT

TYPE/Beauty APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Egg Bomb

=====  
#284 Solarbeam

BATTLE EFFECT

TYPE/Grass POWER/120 HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/Charges attack first turn, then attacks the next turn.

Doesn't need to charge in strong sunlight.

LEARNED BY LEVEL-UP/Bulbasaur, Exeggcute, Chikorita, Bellossom, Sunflora,  
Solrock, Tropius, Groudon

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Does not combo with any move

=====  
#285 Sonicboom

BATTLE EFFECT

TYPE/Normal POWER/ 20 HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/Target takes 20 damage, regardless of stats

LEARNED BY LEVEL-UP/Magnemite, Voltorb, Yanma

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 0  
JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if previous Pokémon made a same-type  
appeal this turn

COMBO/Does not combo with any move

=====  
#286 Spark

BATTLE EFFECT

TYPE/Electric POWER/ 65 HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/30% chance of paralyzing target

LEARNED BY LEVEL-UP/Magnemite, Voltorb, Chinchou, Raikou, Electrike,  
Plusle, Minun

CONTEST EFFECT

TYPE/Cool APPEAL/ 1 JAM/ 4  
JAM TARGET/Pokémon that appealed before user

EFFECT/

COMBO/Does not combo with any move

=====  
#287 Spider Web

BATTLE EFFECT

TYPE/Bug POWER/--- HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/Prevents target from switching out. Effect dissolves when  
user switches out.

LEARNED BY LEVEL-UP/Spinarak

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0  
JAM TARGET/

EFFECT/Causes all Pokémon yet to appeal this turn to become nervous

COMBO/Does not combo with any move

=====

#288 Spike Cannon

BATTLE EFFECT

TYPE/Normal POWER/ 20 HIT %/100 PP/15 TARGET/One Enemy

EFFECT/Hits target 2 to 5 times

LEARNED BY LEVEL-UP/Cloyster, Omastar, Corsola

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Has a JAM rating of 5 on Pokémon in Combo Standby

COMBO/Does not combo with any move

=====

#289 Spikes

BATTLE EFFECT

TYPE/Ground POWER/--- HIT %/--- PP/20 TARGET/All Enemies

EFFECT/Causes enemy to take damage equal to 6.25% of maximum HP when brought into the arena. Can be used up to three times. Does not affect Pokémon that nullify Ground attacks.

LEARNED BY LEVEL-UP/Cloyster, Pineco, Qwilfish, Skarmory, Cacnea, Deoxys

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Causes all Pokémon yet to appeal this turn to become nervous

COMBO/Does not combo with any move

=====

#290 Spit Up

BATTLE EFFECT

TYPE/Normal POWER/100 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Power increases the more user used Stockpile before this move

LEARNED BY LEVEL-UP/Ekans, Victreebel, Pelipper, Mawile, Gulpin, Lileep

CONTEST EFFECT

TYPE/Tough APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

#291 Spite

BATTLE EFFECT

TYPE/Ghost POWER/--- HIT %/100 PP/10 TARGET/One Enemy

EFFECT/PP of move target last used is reduced by 2 to 5

LEARNED BY LEVEL-UP/Gastly, Misdreavus, Shedinja, Shuppet, Duskull

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if user goes first this turn

COMBO/Does not combo with any move

=====

#292 Splash

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/40 TARGET/

EFFECT/Does absolutely nothing

LEARNED BY LEVEL-UP/Magikarp, Hoppip, Azurill, Wailmer, Spink, Feebas, Wynaut

CONTEST EFFECT  
TYPE/Cute APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if user goes first this turn  
COMBO/Does not combo with any move  
=====

#293 Spore  
BATTLE EFFECT  
TYPE/Grass POWER/--- HIT %/100 PP/15 TARGET/One Enemy  
EFFECT/Puts target to sleep  
LEARNED BY LEVEL-UP/Paras, Shroomish

CONTEST EFFECT  
TYPE/Beauty APPEAL/ 1 JAM/ 3  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/  
COMBO/Does not combo with any move  
=====

#294 Steel Wing  
BATTLE EFFECT  
TYPE/Steel POWER/ 70 HIT %/ 90 PP/25 TARGET/One Enemy  
EFFECT/10% chance of raising user's Defense by 1 Level  
LEARNED BY LEVEL-UP/Skarmory

CONTEST EFFECT  
TYPE/Cool APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if previous Pokémon made a same-type  
appeal this turn  
COMBO/Does not combo with any move  
=====

#295 Stockpile  
BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/--- PP/25 TARGET/Self  
EFFECT/Raises Power of Spit Up and Swallow. Can be used up to 3 times.  
LEARNED BY LEVEL-UP/Ekans, Victreebel, Pelipper, Mawile, Gulpin, Lileep

CONTEST EFFECT  
TYPE/Tough APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Avoids being Jammed once this turn  
COMBO/Spit Up, Swallow  
=====

#296 Stomp  
BATTLE EFFECT  
TYPE/Normal POWER/ 65 HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/30% chance of causing target to flinch. Inflicts double damage  
on targets that used Minimize.  
LEARNED BY LEVEL-UP/Ponyta, Krabby, Exeggutor, Lickitung, Rhyhorn,  
Girafarig, Stantler, Entei, Whismur, Tropius

CONTEST EFFECT  
TYPE/Tough APPEAL/ 1 JAM/ 4  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move  
=====

#297 Strength  
BATTLE EFFECT  
TYPE/Normal POWER/ 80 HIT %/100 PP/15 TARGET/One Enemy

EFFECT/  
LEARNED BY LEVEL-UP/None. Learned through HM04.

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Has a JAM rating of 5 on Pokémon that made a same-type appeal  
this turn  
COMBO/Does not combo with any move

=====

#298 String Shot

BATTLE EFFECT  
TYPE/Bug POWER/--- HIT %/100 PP/40 TARGET/All Enemies  
EFFECT/Reduces target's Speed by 1 Level.  
LEARNED BY LEVEL-UP/Caterpie, Weedle, Spinarak, Wurmple

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 3  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====

#299 Struggle

BATTLE EFFECT  
TYPE/Normal POWER/ 50 HIT %/100 PP/-- TARGET/One Enemy  
EFFECT/Invoked when PP of all user's attacks is completely exhausted.  
User receives damage equal to 25% of damage inflicted.  
LEARNED BY LEVEL-UP/None.

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Does not combo with any move

=====

#300 Stun Spore

BATTLE EFFECT  
TYPE/Grass POWER/--- HIT %/ 75 PP/30 TARGET/One Enemy  
EFFECT/Paralyzes target  
LEARNED BY LEVEL-UP/Butterfree, Oddish, Paras, Venonat, Bellsprout, Exeggcute,  
Tangela, Hoppip, Beautifly, Surskit, Shroomish, Roselia

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 1  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/Pokémon Jammed by this attack lose half the appeal points  
earned this turn  
COMBO/Does not combo with any move

=====

#301 Submission

BATTLE EFFECT  
TYPE/Fighting POWER/ 80 HIT %/ 80 PP/25 TARGET/One Enemy  
EFFECT/User receives damage equal to 25% of damage inflicted  
LEARNED BY LEVEL-UP/Poliwrath, Machop, Pinsir

CONTEST EFFECT

TYPE/Cool APPEAL/ 6 JAM/ 0  
JAM TARGET/  
EFFECT/When user is Jammed this turn, twice the usual number of  
appeal points are deducted.

COMBO/Does not combo with any move

=====

#302 Substitute

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/10 TARGET/Self

EFFECT/25% of user's maximum HP is used to create a Substitute that takes damage for the user.

LEARNED BY LEVEL-UP/Mr. Mime, Kecleon

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Avoid being Jammed once this turn

COMBO/Does not combo with any move

=====

#303 Sunny Day

BATTLE EFFECT

TYPE/Fire POWER/--- HIT %/--- PP/ 5 TARGET/All

EFFECT/Sunlight intensifies for 5 turns. Fire attacks +50%, Water attacks -50%. Solarbeam doesn't need to charge up. Thunder's Hit % drops to 35.

LEARNED BY LEVEL-UP/Sunkern, Magby, Ho-oh, Seedot, Castform

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating varies with APPLAUSE meter. 0 = 1 point, 1 = 2 points, 2 = 3 points, 3 = 5 points, 4 = 6 points.

COMBO/Blast Burn, Blaze Kick, Ember, Eruption, Fire Blast, Fire Punch, Fire Spin, Flame Wheel, Flamethrower, Heat Wave, Moonlight, Morning Sun, Overheat, Sacred Fire, Solarbeam, Synthesis, Weather Ball, Will-o-Wisp

=====

#304 Super Fang

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/ 90 PP/10 TARGET/One Enemy

EFFECT/Cuts target's HP in half.

LEARNED BY LEVEL-UP/Rattata

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Pokémon Jammed by this move lose half the appeal points earned this turn

COMBO/Does not combo with any move

=====

#305 Superpower

BATTLE EFFECT

TYPE/Fighting POWER/120 HIT %/100 PP/ 5 TARGET/One Enemy

EFFECT/Reduces user's Attack and Defense by 1 Level each

LEARNED BY LEVEL-UP/Nidoqueen, Regirock, Regice, Registeel, Deoxys

CONTEST EFFECT

TYPE/Tough APPEAL/ 6 JAM/ 0

JAM TARGET/

EFFECT/When user is Jammed this turn, twice the usual number of appeal points are deducted.

COMBO/Does not combo with any move

=====

#306 Supersonic

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/ 55 PP/20 TARGET/One Enemy

EFFECT/Confuses target

LEARNED BY LEVEL-UP/Butterfree, Zubat, Venonat, Tentacool, Magnemite,  
Shellder, Goldeen, Aerodactyl, Ledyba, Chinchou,  
Yanma, Mantine, Wingull, Whismur

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Randomizes the turn order for next turn

COMBO/Does not combo with any move

=====

#307 Surf

BATTLE EFFECT

TYPE/Water POWER/ 95 HIT %/100 PP/15 TARGET/All Enemies

EFFECT/

LEARNED BY LEVEL-UP/None. Learned through HM03.

CONTEST EFFECT

TYPE/Beauty APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/If previous Pokémon got more than 3 appeal points this turn,  
user gets that many points.

COMBO/Dive

=====

#308 Swagger

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/15 TARGET/One Enemy

EFFECT/Raises target's Attack by 2 Levels, then confuses target

LEARNED BY LEVEL-UP/Meowth, Mankey, Drowzee, Tauros, Politoed,  
Slowking, Entei, Poochyena, Nuzleaf, Slaking,  
Meditite, Carvanha, Seviper

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if user appeals first this turn

COMBO/Does not combo with any move

=====

#309 Swallow

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/10 TARGET/Self

EFFECT/Recovers user's HP. Recovers more HP if user used Stockpile  
beforehand.

LEARNED BY LEVEL-UP/Ekans, Victreebel, Pelipper, Mawile, Gulpin, Lileep

CONTEST EFFECT

TYPE/Tough APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/Raises user's Condition by 1 Star

COMBO/Does not combo with any move

=====

#310 Sweet Kiss

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/ 75 PP/10 TARGET/One Enemy

EFFECT/Confuses target

LEARNED BY LEVEL-UP/Pichu, Cleffa, Igglybuff, Togepi, Smoochum, Luvdisc

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Causes all Pokémon yet to appeal this turn to become nervous

COMBO/Does not combo with any move

=====

#311 Sweet Scent

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/20 TARGET/All Enemies

EFFECT/Reduces target's Evade % by 1 Level

LEARNED BY LEVEL-UP/Pichu, Cleffa, Igglybuff, Togepi, Smoochum, Luvdisc

CONTEST EFFECT

TYPE/Cute APPEAL/ 1 JAM/ 3

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Poisonpowder, Sleep Powder, Stun Spore

=====

#312 Swift

BATTLE EFFECT

TYPE/Normal POWER/ 60 HIT %/--- PP/20 TARGET/All Enemies

EFFECT/Always hits, regardless of Hit %/Evade %.

LEARNED BY LEVEL-UP/Sandshrew, Magnemite, Voltorb, Staryu, Mewtwo,

Cyndaquil, Ledyba, Aipom, Espeon, Skarmory,

Elekid, Lugia, Ho-oh, Jirachi

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if the previous Pokémon used a same-type  
appeal this turn

COMBO/Does not combo with any move

=====

#313 Swords Dance

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/30 TARGET/Self

EFFECT/Raises user's Attack by 2 Levels

LEARNED BY LEVEL-UP/Farfetch'd, Scyther, Pinsir, Ninjask, Zangoose,

Corphish, Absol

CONTEST EFFECT

TYPE/Cool APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/Raises user's Condition by 1 Star.

COMBO/Crabhammer, Crush Claw, Cut, False Swipe, Fury Cutter, Slash

=====

#314 Synthesis

BATTLE EFFECT

TYPE/Grass POWER/--- HIT %/--- PP/ 5 TARGET/Self

EFFECT/Recovers user's HP. Effect enhanced in sunlight; effect  
diminished in other weather.

LEARNED BY LEVEL-UP/Bulbasaur, Chikorita, Hoppip, Sunkern, Seedot,

Roselia, Tropius

CONTEST EFFECT

TYPE/Smart APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating varies with APPLAUSE meter. 0 = 1 point,  
1 = 2 points, 2 = 3 points, 3 = 5 points, 4 = 6 points.

COMBO/Does not combo with any move

=====



#315 Tackle

BATTLE EFFECT

TYPE/Normal POWER/ 35 HIT %/ 95 PP/35 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/Bulbasaur, Squirtle, Pidgey, Rattata, Venonat, Geodude, Slowpoke, Magnemite, Shellder, Onix, Voltorb, Koffing, Staryu, Tauros, Magikarp, Eevee, Porygon, Snorlax, Chikorita, Cyndaquil, Hoothoot, Ledyba, Mareep, Marill, Hoppip, Yanma, Girafarig, Pineco, Snubbull, Qwilfish, Heracross, Swinub, Corsola, Mantine, Phanpy, Stantler, Tyrogue, Miltank, Mudkip, Poochyena, Zigzagoon, Wurmple, Shroomish, Makuhita, Nosepass, Skitty, Aron, Electrike, Volbeat, Illumise, Numel, Spinda, Lunatone, Solrock, Feebas, Castform, Relicanth, Luvdisc

CONTEST EFFECT

TYPE/Tough APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

#316 Tail Glow

BATTLE EFFECT

TYPE/Bug POWER/--- HIT %/--- PP/20 TARGET/Self

EFFECT/Raises user's Sp. Atk by 2 Levels

LEARNED BY LEVEL-UP/Volbeat

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/Raises user's Condition by 1 Star.

COMBO/Does not combo with any move

=====

#317 Tail Whip

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/30 TARGET/All Enemies

EFFECT/Lowers target's Defense by 1 Level

LEARNED BY LEVEL-UP/Squirtle, Rattata, Nidoran(F), Vulpix, Psyduck, Ponyta, Cubone, Rhyhorn, Chansey, Kangaskhan, Goldeen, Tauros, Eevee, Pichu, Hoppip, Aipom, Wooper, Snubbull, Zigzagoon, Azurill, Skitty, Kecleon

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if going last this turn.

COMBO/Does not combo with any move

=====

#318 Take Down

BATTLE EFFECT

TYPE/Normal POWER/ 90 HIT %/ 85 PP/20 TARGET/One Enemy

EFFECT/User receives damage equal to 25% of damage inflicted

LEARNED BY LEVEL-UP/Growlith, Ponyta, Seel, Rhyhorn, Tauros, Eevee, Aerodactyl, Hoothoot, Chinchou, Pineco, Dunsparce, Snubbull, Qwilfish, Swinub, Mantine, Phanpy, Stantler, Mudkip, Poochyena, Aron, Carvanha, Numel, Swablu, Relicanth, Luvdisc, Beldum, Chimecho

CONTEST EFFECT  
TYPE/Tough APPEAL/ 6 JAM/ 0  
JAM TARGET/  
EFFECT/When user is Jammed this turn, twice the usual number of appeal  
points are deducted  
COMBO/Does not combo with any move  
=====

#319 Taunt  
BATTLE EFFECT  
TYPE/Dark POWER/--- HIT %/--- PP/20 TARGET/One Enemy  
EFFECT/Prevents target from using non-attack moves. Effect dissolves  
when user switches out.  
LEARNED BY LEVEL-UP/Murkrow, Sneasel, Poochyena, Sharpedo, Zangoose,  
Corphish, Absol, Deoxys

CONTEST EFFECT  
TYPE/Smart APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Causes all Pokémon yet to appeal this turn to become nervous  
COMBO/Counter, Detect, Mirror Coat  
=====

#320 Teeter Dance  
BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/100 PP/20 TARGET/All but User  
EFFECT/Confuses all Pokémon but user  
LEARNED BY LEVEL-UP/Spinda

CONTEST EFFECT  
TYPE/Cute APPEAL/ 4 JAM/ 4  
JAM TARGET/Pokémon that have already appealed this turn  
EFFECT/User cannot appeal next turn  
COMBO/Does not combo with any move  
=====

#321 Teleport  
BATTLE EFFECT  
TYPE/Psychic POWER/--- HIT %/--- PP/20 TARGET/Self  
EFFECT/Flee from wild encounter.  
LEARNED BY LEVEL-UP/Abra, Natu, Ralts, Claydol, Deoxys

CONTEST EFFECT  
TYPE/Cool APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Prevents user from being Jammed this turn  
COMBO/Does not combo with any move  
=====

#322 Thief  
BATTLE EFFECT  
TYPE/Dark POWER/ 40 HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/Steals target's held item. Will not steal if user is already  
holding an item.  
LEARNED BY LEVEL-UP/Poochyena, Lombre, Kecleon

CONTEST EFFECT  
TYPE/Tough APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/APPEAL rating is identical to the previous Pokémon's points  
earned this round (combo points included.)  
COMBO/Does not combo with any move  
=====

#323 Thrash

BATTLE EFFECT

TYPE/Normal POWER/ 90 HIT %/100 PP/20 TARGET/Random

EFFECT/Attacks 2 to 3 turns. Confuses user afterward.

LEARNED BY LEVEL-UP/Nidoking, Mankey, Cubone, Tauros, Gyarados, Teddiursa,  
Larvitar, Spinda

CONTEST EFFECT

TYPE/Tough APPEAL/ 4 JAM/ 4

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/User cannot appeal next turn

COMBO/Does not combo with any move

=====

#324 Thunder

BATTLE EFFECT

TYPE/Electric POWER/120 HIT %/ 70 PP/10 TARGET/One Enemy

EFFECT/30% chance of Paralyzing target. Cannot miss in rain.

Inflicts double damage on Pokémon in Fly standby.

LEARNED BY LEVEL-UP/Pikachu, Jolteon, Zapdos, Mareep, Elekid, Raikou,  
Electrike, Plusle, Minun

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 2

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Does not combo with any move

=====

#325 Thunder Wave

BATTLE EFFECT

TYPE/Electric POWER/--- HIT %/--- PP/10 TARGET/One Enemy

EFFECT/Paralyzes target. Can't hit Ground Pokémon.

LEARNED BY LEVEL-UP/Magnemite, Jolteon, Zapdos, Dratini, Chinchou,  
Pichu, Mareep, Nosepass, Electrike, Plusle, Minun

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 1

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/Pokémon Jammed by this attack lose half the appeal points  
earned this turn

COMBO/Does not combo with any move

=====

#326 Thunderbolt

BATTLE EFFECT

TYPE/Electric POWER/ 95 HIT %/100 PP/15 TARGET/One Enemy

EFFECT/10% chance of Paralyzing target

LEARNED BY LEVEL-UP/Pikachu, Elekid

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

#327 Thunderpunch

BATTLE EFFECT

TYPE/Electric POWER/ 75 HIT %/100 PP/15 TARGET/One Enemy

EFFECT/10% chance of Paralyzing target

LEARNED BY LEVEL-UP/Hitmonchan, Ampharos, Elekid, Medicham

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0

JAM TARGET/  
EFFECT/  
COMBO/Fire Punch, Ice Punch

=====

#328 Thundershock

BATTLE EFFECT

TYPE/Electric POWER/ 40 HIT %/100 PP/30 TARGET/One Enemy

EFFECT/10% chance of Paralyzing target

LEARNED BY LEVEL-UP/Magnemite, Jolteon, Zapdos, Pichu, Mareep, Raikou

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

#329 Tickle

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/20 TARGET/One Enemy

EFFECT/Reduces target's Attack and Defense by 1 Level each

LEARNED BY LEVEL-UP/Tangela, Omanyte, Aipom, Whiscash

CONTEST EFFECT

TYPE/Cute APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Reduces the Condition of all Pokémon who have already appealed  
this turn by 1 Star

COMBO/Does not combo with any move

=====

#330 Torment

BATTLE EFFECT

TYPE/Dark POWER/--- HIT %/100 PP/20 TARGET/One Enemy

EFFECT/Target cannot use the same move consecutively. Effect dissolves  
when user switches out.

LEARNED BY LEVEL-UP/Nuzleaf

CONTEST EFFECT

TYPE/Tough APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Causes all Pokémon yet to appeal this turn to become nervous

COMBO/Does not combo with any move

=====

#331 Toxic

BATTLE EFFECT

TYPE/Poison POWER/--- HIT %/ 85 PP/10 TARGET/One Enemy

EFFECT/Badly poisons target.

LEARNED BY LEVEL-UP/Dustox, Roselia, Gulpin

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Reduces the Condition of all Pokémon who have already appealed  
this turn by 1 Star

COMBO/Does not combo with any move

=====

#332 Transform

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/--- PP/10 TARGET/Self

EFFECT/Transforms into a copy of the target. User's stats remain  
as they are, and each move only has 5 PP.

LEARNED BY LEVEL-UP/Ditto, Mew

CONTEST EFFECT

TYPE/Smart APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Can be used consecutively without penalty

COMBO/Does not combo with any move

=====

#333 Tri Attack

BATTLE EFFECT

TYPE/Normal POWER/ 80 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/10% chance of Burning, Freezing, or Paralyzing target

LEARNED BY LEVEL-UP/Dugtrio, Magnetron, Doduo, Porygon

CONTEST EFFECT

TYPE/Beauty APPEAL/ 2 JAM/ 2

JAM TARGET/Pokémon that have already appealed this turn

EFFECT/

COMBO/Does not combo with any move

=====

#334 Trick

BATTLE EFFECT

TYPE/Psychic POWER/--- HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Switches held items with target. Works even if user or target has no held item.

LEARNED BY LEVEL-UP/Dugtrio, Magnetron, Doduo, Porygon

CONTEST EFFECT

TYPE/Smart APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if previous Pokémon made a same-type appeal this turn

COMBO/Does not combo with any move

=====

#335 Triple Kick

BATTLE EFFECT

TYPE/Fighting POWER/ 10 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Attacks 1 to 3 times. 1st attack has a Power of 10; the second, Power 30; the last, Power 60.

LEARNED BY LEVEL-UP/Hitmontop

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

#336 Twineedle

BATTLE EFFECT

TYPE/Bug POWER/ 25 HIT %/100 PP/20 TARGET/One Enemy

EFFECT/Attacks 2 times. 20% chance of Poisoning target.

LEARNED BY LEVEL-UP/Beedrill

CONTEST EFFECT

TYPE/Cool APPEAL/ 2 JAM/ 3

JAM TARGET/Pokémon that appealed before user

EFFECT/

COMBO/Does not combo with any move

=====

#337 Twister

BATTLE EFFECT

TYPE/Dragon POWER/ 40 HIT %/100 PP/20 TARGET/One Enemy  
EFFECT/20% chance of causing target to flinch. Inflicts double  
damage on Pokémon in Fly standby.  
LEARNED BY LEVEL-UP/Horsea, Dratini, Milotic, Rayquaza

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Randomizes turn order for next turn  
COMBO/Does not combo with any move

=====

#338 Uproar

BATTLE EFFECT

TYPE/Normal POWER/ 50 HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/Pokémon can't be put to sleep for 2 to 5 turns. Effect dissolves  
early if user switches out.  
LEARNED BY LEVEL-UP/Doduo, Exeggcute, Yanma, Lombre, Vigoroth, Whismur,  
Spinda, Chimecho

CONTEST EFFECT

TYPE/Cute APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Randomizes turn order for next turn  
COMBO/Does not combo with any move

=====

#339 Vicegrip

BATTLE EFFECT

TYPE/Normal POWER/ 55 HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/  
LEARNED BY LEVEL-UP/Krabby, Pinsir, Mawile, Corphish

CONTEST EFFECT

TYPE/Tough APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Bind, Guillotine

=====

#340 Vine Whip

BATTLE EFFECT

TYPE/Grass POWER/ 35 HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/  
LEARNED BY LEVEL-UP/Venusaur, Bellsprout, Tangela

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0  
JAM TARGET/  
EFFECT/  
COMBO/Does not combo with any move

=====

#341 Vital Throw

BATTLE EFFECT

TYPE/Fighting POWER/ 70 HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/Attacks last. Cannot miss, regardless of Hit %/Evade %.  
LEARNED BY LEVEL-UP/Machop, Makuhita

CONTEST EFFECT

TYPE/Cool APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/User appeals last next turn

COMBO/Does not combo with any move

=====

#342 Volt Tackle

BATTLE EFFECT

TYPE/Electric POWER/120 HIT %/100 PP/15 TARGET/One Enemy

EFFECT/User receives damage equal to 1/3 of damage inflicted

LEARNED BY LEVEL-UP/None. According to Serebii.net, the only way  
to learn this move is to, in Emerald, breed  
a female Pikachu holding a Light Ball. The Pichu  
should have the move.

CONTEST EFFECT

TYPE/Cool APPEAL/ 6 JAM/ 0

JAM TARGET/

EFFECT/When user is Jammed this turn, twice the usual number of appeal  
points are deducted

COMBO/Does not combo with any move

=====

#343 Water Gun

BATTLE EFFECT

TYPE/Water POWER/ 40 HIT %/100 PP/25 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/Squirtle, Poliwhg, Slowpoke, Horsea, Staryu,  
Lapras, Vaporeon, Omanyte, Totodile, Chinchou,  
Wooper, Qwilfish, Remoraidd, Mudkip, Wingull,  
Azurill, Wailmer, Barboach, Anorith, Milotic,  
Castform, Spheal, Clamperl, Relicanth, Luvdisc

CONTEST EFFECT

TYPE/Cute APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

#344 Water Pulse

BATTLE EFFECT

TYPE/Water POWER/ 60 HIT %/100 PP/20 TARGET/One Enemy

EFFECT/20% chance of Confusing target

LEARNED BY LEVEL-UP/Mantine, Wailord, Barboach, Milotic, Huntail, Gorebyss,  
Kyogre

CONTEST EFFECT

TYPE/Beauty APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Randomizes turn order next turn

COMBO/Does not combo with any move

=====

#345 Water Sport

BATTLE EFFECT

TYPE/Water POWER/--- HIT %/100 PP/15 TARGET/All

EFFECT/Reduces power of Fire attacks by 50%

LEARNED BY LEVEL-UP/Psyduck, Goldeen, Lombre, Pelipper, Surskit, Whiscash,  
Milotic, Latias

CONTEST EFFECT

TYPE/Cute APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Mud Sport, Refresh, Water Gun

=====

#346 Water Spout

BATTLE EFFECT

TYPE/Water POWER/150 HIT %/100 PP/ 5 TARGET/All Enemies

EFFECT/Power = (Current HP / Max HP) \* 150

LEARNED BY LEVEL-UP/Wailmer, Kyogre

CONTEST EFFECT

TYPE/Beauty APPEAL/ 1 JAM/ 0

JAM TARGET/

EFFECT/APPEAL rating depends on where you are in the turn order.

1st = 1 point, 2nd = 2 points, 3rd = 4 points, 4th = 8 points

COMBO/Does not combo with any move

=====  
#347 Waterfall

BATTLE EFFECT

TYPE/Water POWER/ 80 HIT %/100 PP/15 TARGET/One Enemy

EFFECT/

LEARNED BY LEVEL-UP/Goldeen

CONTEST EFFECT

TYPE/Beauty APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Has an APPEAL rating of 6 if user appeals fourth this turn

COMBO/Does not combo with any move

=====  
#348 Weather Ball

BATTLE EFFECT

TYPE/Normal POWER/ 50 HIT %/100 PP/10 TARGET/One Enemy

EFFECT/Power doubles in a weather condition. Type also varies with

the weather. Sunny Day -> Fire, Rain Dance -> Water,

Hail -> Ice, Sandstorm -> Rock.

LEARNED BY LEVEL-UP/Castform

CONTEST EFFECT

TYPE/Smart APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====  
#349 Whirlpool

BATTLE EFFECT

TYPE/Water POWER/ 15 HIT %/170 PP/15 TARGET/One Enemy

EFFECT/Traps target for 2-5 turns and inflicts 6.25% damage to

target every turn while trapped. Target can't switch

while trapped.

LEARNED BY LEVEL-UP/Mudkip, Wailmer, Clamperl

CONTEST EFFECT

TYPE/Beauty APPEAL/ 3 JAM/ 0

JAM TARGET/

EFFECT/Freezes APPLAUSE meter for the rest of the turn

COMBO/Does not combo with any move

=====  
#350 Whirlwind

BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/20 TARGET/One Enemy

EFFECT/Attacks last. Forces opponent to switch to a random Pokémon.

LEARNED BY LEVEL-UP/Butterfree, Pidgey, Lugia, Ho-oh, Beautifly,

Dustox, Masquerain, Makuhita, Tropius



CONTEST EFFECT  
TYPE/Smart APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Randomizes turn order next turn  
COMBO/Does not combo with any move

=====  
#351 Will-O-Wisp  
BATTLE EFFECT  
TYPE/Fire POWER/--- HIT %/ 75 PP/15 TARGET/One Enemy  
EFFECT/Burns target.  
LEARNED BY LEVEL-UP/Vulpix, Shuppet, Duskull

CONTEST EFFECT  
TYPE/Beauty APPEAL/ 1 JAM/ 4  
JAM TARGET/Pokémon that appealed before user  
EFFECT/  
COMBO/Does not combo with any move

=====  
#352 Wing Attack  
BATTLE EFFECT  
TYPE/Flying POWER/ 60 HIT %/100 PP/35 TARGET/One Enemy  
EFFECT/  
LEARNED BY LEVEL-UP/Charizard, Pidgey, Zubat, Scyther, Aerodactyl,  
Moltres, Dragonite, Yanma, Mantine, Tailow,  
Wingull

CONTEST EFFECT  
TYPE/Cool APPEAL/ 2 JAM/ 0  
JAM TARGET/  
EFFECT/Has an APPEAL rating of 6 if previous Pokémon made a same-type  
appeal this turn  
COMBO/Does not combo with any move

=====  
#353 Wish  
BATTLE EFFECT  
TYPE/Normal POWER/--- HIT %/--- PP/10 TARGET/Self  
EFFECT/User recovers 50% of maximum HP at the end of the next turn.  
Effect lasts even if user switches out.  
LEARNED BY LEVEL-UP/Togepi, Natu, Illumise, Latias, Jirachi

CONTEST EFFECT  
TYPE/Cute APPEAL/ 3 JAM/ 0  
JAM TARGET/  
EFFECT/Freezes APPLAUSE meter for the rest of the turn  
COMBO/Does not combo with any move

=====  
#354 Withdraw  
BATTLE EFFECT  
TYPE/Water POWER/--- HIT %/--- PP/40 TARGET/Self  
EFFECT/Raises user's Defense by 1 Level.  
LEARNED BY LEVEL-UP/Squirtle, Slowbro, Shellder, Omanyte, Shuckle

CONTEST EFFECT  
TYPE/Cute APPEAL/ 1 JAM/ 0  
JAM TARGET/  
EFFECT/Prevents user from being Jammed for the rest of the turn  
COMBO/Does not combo with any move

=====  
#355 Yawn  
BATTLE EFFECT

TYPE/Normal POWER/--- HIT %/100 PP/10 TARGET/One Enemy  
EFFECT/Causes target to fall asleep at the end of the next turn  
LEARNED BY LEVEL-UP/Slowpoke, Snorlax, Togepi, Wooper, Dunsparce,  
Slugma, Slakoth, Gulpin, Chimecho, Relicanth

CONTEST EFFECT

TYPE/Cute APPEAL/ 2 JAM/ 0

JAM TARGET/

EFFECT/Causes all Pokémon yet to appeal this turn to become nervous

COMBO/Rest, Slack Off

=====

#356 Zap Cannon

BATTLE EFFECT

TYPE/Electric POWER/100 HIT %/ 50 PP/ 5 TARGET/One Enemy

EFFECT/Paralyzes target.

LEARNED BY LEVEL-UP/Magnemite, Porygon, Forretress, Nosepass,

Regirock, Regice, Registeel, Deoxys

CONTEST EFFECT

TYPE/Cool APPEAL/ 4 JAM/ 0

JAM TARGET/

EFFECT/

COMBO/Does not combo with any move

=====

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[S08-03IAB]

=====

#01 Arena Trap

Effect: Prevents opposing Pokémon from switching out, if it can be hit by Ground-type attacks.

Pokémon with this Ability: Diglett, Dugtrio, Trapinch

Comment: Somewhat helpful for capturing wild Pokémon that have a tendency to run away. Usefulness in battle is limited, since most teams have a Flying-type or two, and/or Pokémon with Levitate.

=====

#02 Air Lock

Effect: Negates all weather effects. Weather is still active, but none of its effects happen.

Pokémon with this Ability: Rayquaza

Comment: This Ability pwns in Double Battle, since most combos you see rely on the weather. Unfortunately, the only Pokémon with this Ability is an 00ber.

=====

#03 Battle Armor

Effect: Blocks critical hits.

Pokémon with this Ability: Kabuto, Kabutops, Anorith, Armaldo

Comment: Not the most useful Ability to have, but it can come in handy against those Blazikens, Machamps, or Crawdaunts that like using moves like Blaze Kick, Cross Chop, Crabhammer, and other moves with a high critical hit rate.

=====  
#04 Blaze

Effect: Raises Fire-type moves by 50% when HP is critically low.

Pokémon with this Ability: Charmander, Charmeleon, Charizard, Cyndaquil,  
Quilava, Typhlosion, Torchic, Combusken,  
Blaziken

Comment: Blaziken can use this Ability very well. Endure + Salac Berry  
+ CH from Blaze Kick + Blaze = pwn.

=====  
#05 Chlorophyll

Effect: Doubles Speed in strong sunlight.

Pokémon with this Ability: Oddish, Gloom, Vileplume, Bellsprout,  
Weepinbell, Victreebel, Exeggcute, Exeggutor,  
Tangela, Bellossom, Hoppip, Skiploom, Jumpluff,  
Sunkern, Sunflora, Seedot, Nuzleaf, Shiftry,  
Tropius

Comment: This is one of the more useful Abilities out there, as Speed is  
not one of the Grass-type's strong points. Many teams center  
around using this Ability with Sunny Day from a Fire-type. If  
you meet a Grass Pokémon with Sunny Day, you better believe it's  
got Solarbeam. When you see this, it would be a splendid idea  
to switch to a more defensive Pokémon like Charizard, which has  
a 4x resistance to Solarbeam.

=====  
#06 Clear Body

Effect: Prevents stat reduction. Self-induced stat reduction is  
excluded.

Pokémon with this Ability: Tentacool, Tentacruel, Beldum, Metang,  
Metagross, Regirock, Regice, Registeel

Comment: An AWESOME Ability. Intimidators fear it. But what do I  
mean by "self-induced" stat reduction? Powerful moves  
like Overheat and Superpower reduce their user's stats.  
Clear Body will not prevent the reduction of the user's  
stats due to a side effect of such a move.

=====  
#07 Cloud Nine

Effect: Negates all weather effects. Weather is still active,  
but none of its effects happen.

Pokémon with this Ability: Psyduck, Golduck

Comment: Just like Air Lock, but the only Pokémon that can get it sucks.  
If you like the idea, you can always Skill Swap it onto a  
Tyranitar to get rid of Sand Stream.

=====  
#08 Color Change

Effect: User changes type to the type of the move it was last hit with.

Pokémon with this Ability: Kecleon

Comment: Damn you Kecleon!! If Kecleon had better stats, it would actually  
be usable in battle, making it a very interesting opponent to  
face.

=====

#09 Compoundeyes

Effect: Raises Hit % by 1 Level.

Pokémon with this Ability: Butterfree, Venonat, Venomoth, Yanma, Nincada

Comment: This is an excellent Ability to have. There is no move in the game that raises Hit %. Unfortunately, all the Pokémon that have this Ability suck.

=====  
#10 Cute Charm

Effect: 30% chance of infatuating opposite gender on contact.

Pokémon with this Ability: Clefairy, Clefable, Jigglypuff, Wigglytuff, Cleffa, Igglybuff, Skitty, Delcatty

Comment: It's only a somewhat useful Ability for two reasons. First, it's only got a 30% chance of working, and second, it requires the Pokémon attacking it to be of the opposite gender. Thankfully, all of the Pokémon that have this Ability are mostly female, which is a rarity among most other Pokémon species.

=====  
#11 Damp

Effect: Prevents the use of Selfdestruct or Explosion.

Pokémon with this Ability: Psyduck, Golduck, Poliwhirl, Poliwrath, Politoed, Wooper, Quagsire

Comment: Meh. Even in Double Battle where Explosion is actually USEFUL, it isn't worth wasting an Ability slot over.

=====  
#12 Drought

Effect: Summons strong sunlight when sent into battle.

Pokémon with this Ability: Groudon

Comment: This Pokémon is the centerpiece of Sunnybeaming teams. Unfortunately, it's quite 00ber and often banned in competitive play.

=====  
#13 Drizzle

Effect: Summons rain when sent into battle.

Pokémon with this Ability: Kyogre

Comment: This Pokémon can set up Thunderdancing teams quite easily. It's even more 00ber than Groudon, so you will rarely see it in competition, unless you battle only with n00bs.

=====  
#14 Early Bird

Effect: Awakens from sleep one turn earlier than normal.

Pokémon with this Ability: Doduo, Dodrio, Kangaskhan, Ledyba, Ledian, Natu, Xatu, Houndour, Houndoom, Seedot, Nuzleaf, Shiftry

Comment: Belly Drum + Rest + this = pwn. Even saves your item slot because you only sleep for one turn with Rest.

=====  
#15 Effect Spore

Effect: 30% chance of poisoning, paralyzing, or putting enemy to sleep

on contact.

Pokémon with this Ability: Paras, Parasect, Shroomish, Breloom

Comment: It's too random to use reliably, and few attacks that can type-trump Breloom are contact attacks, which is a disappointment because Breloom is the only usable Pokémon with this Ability.

=====  
#16 Flame Body

Effect: 30% chance of burning the enemy on contact.

Pokémon with this Ability: Magmar, Slugma, Magcargo, Magby

Comment: The Pokémon with this Ability aren't very good, but the Ability in and of itself is quite useful. If you can Skill Swap it onto a strong Pokémon, all those Scizors and Machamps should get a Burn condition that will pwn the crap out of them.

=====  
#17 Flash Fire

Effect: When hit by a Fire attack, Attack and Sp. Atk rise by 1 Level each. The attack is also negated.

Pokémon with this Ability: Vulpix, Ninetales, Growlithe, Arcanine, Ponyta, Rapidash, Flareon, Houndour, Houndoom

Comment: Fire immunity plus?! Sounds great to me!

=====  
#18 Forecast

Effect: User's type changes with the weather. Sun = Fire, Rain = Water. Sandstorm = Rock, Hail = Ice.

Pokémon with this Ability: Castform

Comment: Teams built around the weather will welcome Castform. It certainly is a peculiar Pokémon.

=====  
#19 Guts

Effect: Raises Attack by 50% if hit with a status ailment.

Pokémon with this Ability: Rattata, Raticate, Machop, Machoke, Machamp, Heracross, Ursaring, Tyrogue, Larvitar, Tailow, Swellow, Makuhita, Hariyama

Comment: How much I am ANNOYED by thee... In Double Battle, put Toxic on Ursaring with Facade and watch as your opponent's Pokémon fall to the arena floor, one right after another.

=====  
#20 Huge Power

Effect: Raises Attack by 50%.

Pokémon with this Ability: Marill, Azumarill, Azurill

Comment: A 50% Attack boost with no strings attached. Unfortunately, you'll have to Skill Swap it to make any use of it, because Marill's Attack stat sucks.

=====  
#21 Hustle

Effect: Raises Attack by 50%, but lowers Hit % by 20%.

Pokémon with this Ability: Togepi, Togetic, Corsola, Remoraid, Mantine

Comment: Why would anyone with a brain want to trade accuracy for power? What do you profit from having a zillion attack points if all you do is hear your opponent taunt you, "Missed!", "Too slow!", "Over here!", etc. because your Pokémon can't connect a single attack? Not one penny.

=====  
#22 Hyper Cutter

Effect: Prevents Attack reduction. Self-induced Attack reduction is excluded.

Pokémon with this Ability: Krabby, Kingler, Pinsir, Gligar, Corphish, Crawdaunt, Trapinch, Mawile

Comment: A downgraded version of Clear Body, but all the Pokémon that learn it are physical bullies that can actually USE it.

=====  
#23 Inner Focus

Effect: Prevents flinching.

Pokémon with this Ability: Zubat, Golbat, Abra, Kadabra, Alakazam, Farfetch'd, Dragonite, Crobat, Girafarig, Sneasel, Snorunt, Glalie

Comment: Nearly useless because Fake Out is the only Flinching move used these days. Save Dragonite, every good Pokémon on this list has another Ability that is better than this.

=====  
#24 Insomnia

Effect: Prevents sleep.

Pokémon with this Ability: Drowzee, Hypno, Hoothoot, Noctowl, Spinarak, Ariados, Murkrow, Shuppet, Banette

Comment: Shadow Pokémon with this Ability can be quite a pain in the ass for a long time for obvious reasons, especially if you have read my walkthrough like you should have! This Ability is kinda meh, as the Pokémon that have it aren't too good, and Sleep Clause kind of hampers the effectiveness of putting Pokémon to sleep.

=====  
#25 Intimidate

Effect: Reduces the Attack of all enemies by 1 Level when sent into battle.

Pokémon with this Ability: Ekans, Arbok, Growlithe, Arcanine, Tauros, Gyarados, Snubbull, Granbull, Stantler, Hitmontop, Mightyena, Masquerain, Mawile, Salamence

Comment: Every Double Battle team should have a Pokémon with this Ability. Basically, it's double stat reduction that doesn't take up a turn. Can't argue with that!

=====  
#26 Keen Eye

Effect: Prevents reduction of Hit %.

Pokémon with this Ability: Pidgey, Pidgeotto, Pidgeot, Spearow, Fearow, Farfetch'd, Hitmonchan, Sentret, Furret, Hoothoot, Noctowl, Sneasel, Skarmory, Wingull, Pelipper, Sableye

Comment: Not nearly as useful as Compoundeyes, but still a welcome Ability.

=====  
#27 Levitate

Effect: Nullifies Ground attacks.

Pokémon with this Ability: Cubone, Marowak, Rhyhorn, Rhydon, Electrike,  
Manectric

Comment: A very welcome Ability, especially since Earthquake is seen  
very frequently in Double Battle. This also solves the logic  
error of non-Flying dual-type Pokémon that can fly, yet  
still be hit by Ground attacks.

=====  
#28 Lightningrod

Effect: Draws opponent's Electric-type attacks toward this Pokémon.

Pokémon with this Ability: Gastly, Haunter, Gengar, Koffing, Weezing,  
Misdreavus, Unown, Vibrava, Flygon,  
Lunatone, Solrock, Baltoy, Claydol, Duskull,  
Latias, Latios, Chimecho

Comment: Useful only in Double Battles, but how useful it is! Using a  
Lightningroder is a perfect way to protect your Tauntrados or  
other Water Pokémon from Electric attacks.

=====  
#29 Limber

Effect: Prevents paralyzation.

Pokémon with this Ability: Persian, Hitmonlee, Ditto

Comment: Skill Swap this Ability if you don't mind wasting a  
Pokémon slot on Persian. If better Pokémon had this...

=====  
#30 Liquid Ooze

Effect: Causes Pokémon to lose HP when absorbing.

Pokémon with this Ability: Grimer, Muk, Gulpin, Swalot

Comment: Useless. No one uses HP-absorbing moves anyway.

=====  
#31 Magma Armor

Effect: Prevents freezing.

Pokémon with this Ability: Camerupt, Slugma, Magcargo

Comment: Meh. Why would anyone use Ice moves against Fire Pokémon?

=====  
#32 Magnet Pull

Effect: Prevents Steel Pokémon from switching out.

Pokémon with this Ability: Magnemite, Magnetron, Nosepass

Comment: Pwns the hell out of all those annoying Skarmories.

=====  
#33 Marvel Scale

Effect: Doubles Defense if hit with a status ailment.

Pokémon with this Ability: Milotic

Comment: This Ability is what makes Milotic the tank-like annoyer

it is. You can Skill Swap this onto other team members,  
but its usefulness is limited.

=====  
#34 Minus

Effect: Doubles Sp. Atk if partner has the Plus Ability.

Pokémon with this Ability: Minun

Comment: Plusle and Minun suck, and you'd have to Skill Swap both  
Abilities to make anything out of it.

=====  
#35 Natural Cure

Effect: Dissolves status ailments upon switching out.

Pokémon with this Ability: Chansey, Staryu, Starmie, Corsola, Blissey,  
Celebi, Roselia, Swablu, Altaria

Comment: Super. This Ability just makes Starmie even more overused.

=====  
#36 Oblivious

Effect: Prevents infatuation.

Pokémon with this Ability: Slowpoke, Slowbro, Lickitung, Jynx,  
Slowking, Swinub, Piloswine, Illumise,  
Wailmer, Wailord, Numel, Barboach, Whiscash

Comment: Not bad but not good either. If you use Slowking, you have to  
choose between this and Own Tempo...I'd take the latter.  
Attract is not seen often enough to merit Skill Swapping.

=====  
#37 Overgrow

Effect: Raises Grass moves by 50% when HP is critically low.

Pokémon with this Ability: Bulbasaur, Ivysaur, Venusaur, Chikorita,  
Bayleef, Meganium, Treecko, Grovyle, Sceptile

Comment: Grass-types are most effective as annoyers, so Sceptile is the  
only Pokémon that can take significant advantage of this,  
particularly if you pair it with a Salac Berry or Petaya Berry.

=====  
#38 Own Tempo

Effect: Prevents confusion.

Pokémon with this Ability: Slowpoke, Slowbro, Lickitung, Slowking,  
Smeargle, Spink, Grumpig, Spinda

Comment: This Ability can be worth Skill Swapping if you run into one  
of those pure annoyers like Umbreon, or if you use Slowking  
in the first place and you need to dump Intimidate or something.

=====  
#39 Pickup

Effect: Randomly finds items after battle.

Pokémon with this Ability: Meowth, Aipom, Teddiursa, Phanpy, Zigzagoon,  
Linoone

Comment: Very useful in-game for getting rare items. Here is when you can get  
and the odds of getting it:

|              |     |
|--------------|-----|
| Super Potion | 30% |
| Ultra Ball   | 15% |



|              |     |
|--------------|-----|
| Full Restore | 15% |
| Full Heal    | 15% |
| Nugget       | 10% |
| Revive       | 5%  |
| Rare Candy   | 4%  |
| PP Up        | 3%  |
| Protein      | 2%  |
| King's Rock  | 1%  |

=====  
#40 Plus

Effect: Doubles Sp. Atk if partner has the Minus Ability.

Pokémon with this Ability: Plusle

Comment: Plusle and Minun suck, and you'd have to Skill Swap both Abilities to make anything out of it.

=====  
#41 Poison Point

Effect: 30% chance of poisoning for on contact.

Pokémon with this Ability: Nidoran(F), Nidorina, Nidoqueen, Nidoran(M),  
Nidorino, Nidoking, Seadra, Qwilfish, Roselia

Comment: A nice side effect if you're trying to use Qwilfish as a Spiker,  
or if you're sweeping with Nidoqueen(king).

=====  
#42 Pressure

Effect: Doubles foe's PP usage. Effect multiplies if you field two  
Pokémon with this Ability.

Pokémon with this Ability: Aerodactyl, Articuno, Zapdos, Moltres, Mewtwo,  
Raikou, Entei, Suicune, Lugia, Ho-oh, Dusclops,  
Absol, Deoxys

Comment: Did they have to give this Ability to EVERY Legendary Pokémon  
outside of R/S?! It would have been nice for every Legendary  
to have a unique Ability. This one is OK, especially if you  
double it up. But it would probably be better to Skill Swap  
this onto something else so your Legendary can actually get  
an Ability it can work with a bit better. For instance, Skill  
Swap Marvel Scale onto Raikou when Milotic's about to go down.

=====  
#43 Pure Power

Effect: Raises Attack by 50%.

Pokémon with this Ability: Meditite, Medicham

Comment: Just like Marill's Huge Power, except slightly more usable.  
Skill Swap it onto Machop and...

=====  
#44 Rain Dish

Effect: If raining, HP is restored by 6.25% each turn.

Pokémon with this Ability: Lotad, Lombre, Ludicolo

Comment: The better of Ludicolo's two Abilities. Combine it with Leftovers.

=====  
#45 Rock Head

Effect: Prevents recoil damage.

Pokémon with this Ability: Geodude, Graveler, Golem, Onix, Cubone, Marowak,  
Aerodactyl, Sudowoodo, Steelix, Aron, Lairon,  
Aggron, Relicanth, Bagon, Shelgon

Comment: Gets rid of the side effect of Double-Edge, a move commonly seen on  
physical sweepers. Use this only if you frequently use such moves.

=====  
#46 Rough Skin

Effect: Damages foe on contact.

Pokémon with this Ability: Carvanha, Sharpedo

Comment: Not worth the time or effort.

=====  
#47 Sand Stream

Effect: Summons a sandstorm upon entering the arena.

Pokémon with this Ability: Tyranitar

Comment: Unless you have a TSS team, this Ability is a price to pay for using  
Tyranitar, but it can be worthwhile if you get Dragon Dance on it.

=====  
#48 Sand Veil

Effect: Raises evade % by 1 Level in a sandstorm. Also negates damage due to  
Sandstorm.

Pokémon with this Ability: Sandshrew, Sandslash, Diglett, Dugtrio, Gligar,  
Cacnea, Cacturne

Comment: Every TSSer MUST have this Ability. It's the only way to make  
productive use of it.

=====  
#49 Serene Grace

Effect: Doubles chance of inflicting added attack effects.

Pokémon with this Ability: Chansey, Togepi, Togetic, Dunsparce, Blissey,  
Jirachi

Comment: This is one of the best Abilities in the game. Most Pokémon that learn  
it can make good use of it. If you Skill Swap this onto Ho-oh, its  
Sacred Fire attack will inflict a Burn every time!

=====  
#49 Shadow Tag

Effect: Prevents foe from switching out or running away.

Pokémon with this Ability: Wynaut, Wobbuffet

Comment: Makes Wobbuffet even better. It's the reliable way to catch Pokémon  
such as Latias, Latios, and Suicune. Unfortunately, you can't do this  
with Raikou or Entei, since they have Roar.

=====  
#50 Shell Armor

Effect: Blocks critical hits.

Pokémon with this Ability: Shellder, Cloyster, Lapras, Omanyte, Omastar,  
Corphish, Crawdaunt, Clamperl

Comment: A carbon copy of the Battle Armor Ability.

=====  
#51 Shed Skin

Effect: 30% chance of dissolving status ailments each turn.

Pokémon with this Ability: Metapod, Kakuna, Ekans, Arbok, Dratini, Dragonair, Pupitar, Silcoon, Cascoon, Seviper

Comment: Dragonair is the only good Pokémon on this list. And it's a decent Ability, too... :-)

=====  
#52 Shield Dust

Effect: Prevents added effects of moves.

Pokémon with this Ability: Caterpie, Weedle, Venomoth, Wurmple, Dustox

Comment: Very interesting. After each stage of Wurmple's evolution, its Ability changes. It's worth Skill Swapping if you have a Venomoth on your team.

=====  
#53 Soundproof

Effect: Unaffected by sound-based moves.

Pokémon with this Ability: Voltorb, Electrode, Mr. Mime, Whismur, Loudred, Exploud

Comment: I have a list of Sound-based moves at the beginning of this section. It can save you from certain ploys, but it is quite select.

=====  
#54 Speed Boost

Effect: Raises Speed by 1 Level at the end of each turn.

Pokémon with this Ability: Yanma, Ninjask

Comment: Raikou should have this Ability! :-) Anyway, Yanma is weak, and more Speed on Ninjask is redundant. BP it with Swords Dance onto a physical sweeper.

=====  
#55 Static

Effect: 30% chance of paralyzing target on contact.

Pokémon with this Ability: Pikachu, Raichu, Voltorb, Electrode, Electabuzz, Pichu, Mareep, Flaaffy, Ampharos, Elekid, Electrike, Manetric

Comment: This comes in handy quite often. This is a backdoor way to paralyze your opponent's team without using up a move slot on Thunder Wave.

=====  
#56 Stench

Effect: Reduces wild encounter rate.

Pokémon with this Ability: Grimer, Muk

Comment: Last I remember, you want to face as many enemy Pokémon as you can. That way, at least your Pokémon will level up. So... 0\_o

=====  
#57 Sticky Hold

Effect: Prevents loss of held item by Covet, Thief, and Knock Off.

Pokémon with this Ability: Gulpin, Swalot, Grimer, Muk

Comment: Meh. Who uses those moves in today's metagame?

#58 Sturdy

Effect: Immune to one-hit KO attacks.

Pokémon with this Ability: Geodude, Graveler, Golem, Magnemite, Magnetron, Onix, Sudowoodo, Pineco, Forretress, Steelix, Shuckle, Skarmory, Nosepass, Aron, Lairon, Aggron

Comment: This only protects you against Fissure, Horn Drill, Guillotine, and Sheer Cold. Meh.

=====  
#59 Suction Cups

Effect: Can't be forced to switch by the moves Whirlwind, Roar, etc.

Pokémon with this Ability: Octillery, Lileep, Cradily

Comment: If any of these Pokémon could learn Mean Look, Spider Web, or Block, catching the wild Raikou or Entei in FR/LG would be easy.

=====  
#60 Swarm

Effect: Raises Bug moves 50% when HP is critically low.

Pokémon with this Ability: Beedrill, Scyther, Ledyba, Ledian, Spinarak, Ariados, Scizor, Heracross, Beautifly, Volbeat

Comment: An Endreving Heracross can make the most out of this Ability. You will have a Megahorn with Power 225 after Enduring!

=====  
#61 Swift Swim

Effect: Doubles Speed in rain.

Pokémon with this Ability: Horsea, Seadra, Goldeen, Seaking, Magikarp, Omanyte, Omastar, Kabuto, Kabutops, Qwilfish, Mantine, Kingdra, Lotad, Lombre, Ludicolo, Surskit, Feebas, Huntail, Gorebyss, Relicanth, Luvdisc

Comment: OMG! Magikarp has one of the most useful Abilities in the game!! Put Rain Dance on Pokémon that have this Ability.

=====  
#62 Thick Fat

Effect: Halves damage from Fire and Ice attacks.

Pokémon with this Ability: Seel, Dewgong, Snorlax, Marill, Azumarill, Mauhita, Hariyama, Azurill, Spoink, Grumpig, Spheal, Sealeo, Walrein

Comment: This gives Dewgong and Walrein an 8x resistance to ice attacks. And you thought 4x resistance was good! It can also be Skill Swapped onto Dragons to curb their Ice weakness.

=====  
#63 Torrent

Effect: Raises Water moves by 50% when HP is critically low.

Pokémon with this Ability: Squirtle, Wartortle, Blastoise, Totodile, Croconaw, Feraligatr, Mudkip, Marshtomp, Swampert

Comment: If only these Pokémon were faster...

=====  
#64 Trace

Effect: Copies opponent's Ability.

Pokémon with this Ability: Porygon, Porygon2, Ralts, Kirlia, Gardevoir

Comment: A way to learn what Ability your foe has. Unfortunately, it will also tip your opponent off if your Gardevoir does not have Trace.

=====  
#65 Truant

Effect: Acts every other turn.

Pokémon with this Ability: Slakoth, Slaking

Comment: The shackles preventing Slaking from becoming 00ber. Skill Swap it away.

=====  
#66 Vital Spirit

Effect: Prevents sleep.

Pokémon with this Ability: Mankey, Primeape, Delibird, Vigoroth

Comment: A carbon copy of Insomnia.

=====  
#67 Volt Absorb

Effect: Recovers HP when hit by electricity.

Pokémon with this Ability: Jolteon, Chinchou, Lanturn

Comment: Very useful and a staple on Tetra-Absorb teams.

=====  
#68 Water Absorb

Effect: Recovers HP when hit by water.

Pokémon with this Ability: Poliwhirl, Poliwhirl, Poliwrath, Lapras, Vaporeon, Politoed, Wooper, Quagsire, Mantine

Comment: A lot of good Water Pokémon are on this list, with Lapras unarguably being the best, due to versatility and a huge movepool.

=====  
#69 Water Veil

Effect: Prevents burns.

Pokémon with this Ability: Goldeen, Seaking, Wailmer, Waliorid

Comment: Pointless, because they are all strong against fire attacks and aren't used as physical sweepers. 0\_o

=====  
#70 White Smoke

Effect: Prevents stat reduction. Self-induced stat reduction is excluded.

Pokémon with this Ability: Torkoal

Comment: A carbon copy of Clear Body, and an excellent Ability to have.

=====  
#71 Wonder Guard

Effect: Only hit by Super-Effective attacks. Cannot be Skill Swapped or Role Played.

Pokémon with this Ability: Shedinja

Comment: There are a lot of holes in here. First, any residual-damage move such as Sandstorm, Hail, Burn, Poison, etc. will hit. Furthermore, Shedinja has five weaknesses. Spikes will also take it out as soon as it hits

the arena.

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9. FAQ

[S09-01FAQ]

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I get quite a few e-mails about this game. If you want to contact me, check this section first, as these are the kinds of questions I get asked the most. This list may grow in the future.

1. How do I purify a Pokémon after its shadow gauge has become empty?

Take it to the Relic Stone in Agate Village and select it for purification.

2. If I miss a Shadow Pokémon, can I Snag it again without resetting my game?

Absolutely. There is a section called "Did you miss any Pokémon?" for this reason.

3. Can I trade from FR/LG to Colosseum (and vice versa)?

Absolutely.

4. How do I trade from R/S/FR/LG?

First, you have to beat the game. Then go to the basement of Phenac City's Pokémon Center and talk to the girl there. You will then be able to trade with your GBA Pokémon, provided you have a GBA/GCN cable. If you don't have one, you can get one from your local game store for around \$10 to \$15.

5. Help, I can't beat <insert boss here>!!!

Check the walkthrough.

6. Help, I can't Snag <insert Shadow Pokémon here>!!!

Check the walkthrough.

7. Please rate/fix my team.

Sorry, I can't do that. The people on the Serebii.net forums can rate your teams.

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10. Credits

[S10-01CRD]

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These are the people I must thank for helping me make this the most comprehensive Pokémon Colosseum guide on the web!

Serebii.net - For a lot of things, including the National Dex order and EV/IV/Hidden Power information, as well as FR/LG info.  
This is an excellent website--check it out!!!

Nintendo/Creatures/Game Freak - For creating the Pokémon games.

Nintendo - For their Pokémon Colosseum guide. That is the source of much of the Battle Mode Trainer information.

The Pokémon Company - Licensing.

Genius Sonority - For developing this incredible game.

Myself - For writing this FAQ.

God - Wouldn't be here without Him.

Mecha Mew2 - For pointing out Shadow Pokémon's EXP gains.

Tedmaster - For some of the Shadow Pokémon locations.

Phoebe Thomas - For submitting me info about Shadow Pokémon replacements.

Doomsong123 - For reminding me that Corphish is not part Dark, and Confusion's Power is 50, not 60, as well as many other corrections.

Animefan200081@cs.com - For correcting an error in my Shadow Pokémon recap.

Everyone who has submitted me movesets, including:

Matthew Carter - 2 movesets

Doomsong123 - 4 movesets

All sites legally hosting this document.

You - For reading this.

~~~~~

11. Version History

[S11-01END]

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v2.97 - Added Pokémon through Pelipper, as well as most of the Hoenn Legendary Pokémon. Sorry for the lack of updates. (12/01/2004, 741 KB, 328 pages)

v2.96 - Minor errors corrected. (10/23/2004, 727 KB, 321 pages)

v2.95 - All indices complete. (10/22/2004, 727 KB, 321 pages)

v2.93 - Mt. Battle complete through Round XI. (10/04/2004, 716 KB, 317 pages)

v2.92 - Ability Index complete through Pure Power.  
(10/03/2004, 713 KB, 316 pages)

v2.90 - Attack Index 100% complete. (10/01/2004, 707 KB, 314 pages)

v2.85 - FAQ section started. (09/24/2004, 688 KB, 305 pages)

v2.81 - Ability Index complete through Keen Eye. All sections started.  
FAQ over 300 pages long! (09/20/2004, 681 KB, 301 pages)

v2.80 - Item Index 100% complete. (09/16/2004, 669 KB, 297 pages)

v2.78 - Item Index complete through TM18. (09/15/2004, 648 KB, 288 pages)

v2.77 - Attack Index complete through Swift. Item Index complete through Magnet. (09/14/2004, 634 KB, 281 pages)

v2.75 - Battle Mode Mt. Battle section started. (09/13/2004, 614 KB, 272 pages)

v2.70 - Colosseum Battle section 33% complete. (08/24/2004, 593 KB, 267 pages)

v2.65 - Attack Index complete through Stun Spore. Reader-Submitted info added. (08/23/2004, 551 KB, 255 pages)

v2.64 - Attack Index complete through Softboiled. (08/14/2004, 543 KB, 251 pages)

v2.63 - Attack Index complete through Secret Power. (08/13/2004, 530 KB, 245 pages)

v2.62 - Attack Index complete through Pound. (08/13/2004, 509 KB, 236 pages)

v2.60 - Attack Index complete through Leech Seed. RS starters entered in. (08/13/2004, 483 KB, 224 pages)

v2.55 - All GSC Pokémon entered in. Attack Index complete through Giga Drain. Search feature added. (08/11/2004, 461 KB, 213 pages)

v2.53 - Attack Index complete through Eruption. (08/09/2004, 446 KB, 207 pages)

v2.50 - Side-Quest section completely finished. Attack Index complete through Brick Break. PKMN Evaluation done through #235. (08/09/2004, 422 KB, 196 pages)

v2.42 - Indices of Attacks, Items, and Abilities added and started. (08/09/2004, 401 KB, 188 pages)

v2.40 - PKMN Evaluation done through #217. (08/08/2004, 396 KB, 186 pages)

v2.35 - "Did You Miss Any Shadow Pokémon" section finished. Errors corrected. (08/07/2004, 379 KB, 183 pages)

v2.30 - PKMN Evaluation done through #185. GSC Base Stats completed. Pyrite Colosseum data finished. (08/07/2004, 367 KB, 175 pages)

v2.15 - All RBY Pokémon entered in. (07/26/2004, 336 KB, 155 pages)

v2.10 - Mt. Battle Story Mode finished. (07/24/2004, 321 KB, 145 pages)

v2.00 - PKMN Evaluation done through #127. (07/18/2004, 301 KB, 136 pages)

v1.90 - Gang Battle section finished. (07/17/2004, 232 KB, 91 pages)

v1.72 - Mt. Battle Side Quest halfway completed. (07/15/2004, 200 KB, 81 pages)

v1.58 - Side Quests section over halfway done. (07/15/2004, 192 KB, 77 pages)

v1.01 - Side Quests section started. (07/09/2004, 140 KB, 56 pages)

v1.00 - Story Walkthrough complete. (07/09/2004, 138 KB, 56 pages)

v0.60 - Complete through Subway. (07/07/2004, 103 KB)

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