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Version 1.0 January 2, 2003: Beginning of Guide, added Begining and  
Fenas City to the Story Mode part of the  
Guide.  
=====  
Version 1.1 January 3, 2003: Completed a good chunk of the story mode  
basics and added the abilities section.  
Small setback, due to losing all my  
story mode data (Around 6 hours or so), so  
updates may take a bit longer,  
=====  
Version 1.1 January 3, 2003: Not much to say, new ASCII art, and I  
contributed the guide early, since, well,  
it will take me a few days to get back to  
the place I was at (Didn't save, remeber?)  
and I am going to be working on a few other  
guides. But anyways, this guide WILL be  
majorly updated over the next few months,  
mostly when the English version comes out.  
=====  
Version 1.2 February 4,2004: Not much, just added the ABC Movelist from my  
FR and LG guide to this one. Many updates to  
come with the US release...  
=====  
Version 1.3 February 4,2004: Completed the Move list. Content info comming  
later this month.  
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Version 1.4 February 5,2004: Like my Fire Red/Leaf Green guide, I added  
Natures list. Nothing new besides that,  
though.  
=====  
Version 1.5 March 26, 2004: Finally started on the guide again after  
playing though the game. Updated the layout  
and added a small basic item list. Going to  
update the guide as far as I can in the next  
few days, so look for future updates.  
=====  
Version 1.6 March 27, 2004: Due to a lack of time, I only could do up to  
the first Colosseum in Pyrite town.  
  
Fortunately, I did convert everything else in  
the guide to the english release and should  
have most of it done tomorrow.  
=====  
Version 1.7 March 29, 2004: Sorry people, not much of a update today,  
just changing my email.

/-----\  
| 030. STORY MODE BASICS |  
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Battles:

=====  
Similar to the 2 on 2 battles in the GBA version, every battle in story  
mode revolves around battleing pokemon 2 at a time (Somewhat more or  
less like a traditional RPG.) Also, like the 2 on 2 battles, certain  
moves that affected 2 pokemon at one time in the GBA version will also  
do the same in the GCN version.

On the selection menu, it has the following options (Going Left to  
right, then on the bottom to left and right)

- Fight
- Items
- Switch
- Call Out

Unlike the GBA version, you cannot run from a fight, but you can use the call out option, which changes depending on what type of pokemon you are calling out to. If you are calling out to a Dark Pokemon in Hyper mode, it will return to it's dark state and lower some of the darkness bar (About 1/2). Calling out to a sleeping pokemon will make it wake up, and calling out to a normal pokemon will do nothing.

#### "Shadow" Pokemon:

=====

The biggest game change from the GB games, Shadow pokemon are a new addition to the series, and are the main objective in the game.

For the most part, Shadow Pokemon serve as the "Catchable" pokemon in Story Mode, and effects how you battle.

You can identify Shadow Pokemon by the cutscene in the beginning of a battle. If your partner shows up and looks at the pokemon, that means it's a Shadow Pokemon.

If you miss the cutscene, then you can also tell by the color of the Pokemon's status in battle mode. If it is purple, it is a Shadow Pokemon.

Another change in battle is the Hyper Mode. If you use Shadow Rush with a Pokemon, it has a 50% chance that it will go into hyper mode. While in Hyper Mode, a Shadow Pokemon cannot attack, and it can only be calmed down by using "Call Out" (4th Option) in battle.

#### Catching Shadow Pokemon:

=====

At the very beginning of the game, you cannot catch Shadow Pokemon right away. You must wait until you get your partner and get some Pokeballs before you can catch one. Like any pokemon game, once you find a shadow pokemon, you must lower it's HP until it is catchable (Usually in the red zone or below.) Unlike the previous game, it is somewhat hard due to the 2 on 2 battling system and the increased time of each round.

#### Healing Shadow Pokemon: Move's and Ownership

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Once you "Catch" the Shadow Pokemon, you must heal it of it's shadow status before not only can it level up, evolve, or even have full ownership of it.

In battle (and on the status screen) you will see 5 purple bars representing the pokemon's darkness level. To lower it, you must do a few things so it will start to change back:

- Use it in Battle
- Have in Team
- Use "Call Out" in battle while in Hyper State
- Massage it
- Use the Time Flute (only two in the game, but some people have reported getting a third)

Now on to moves. When you first catch a Shadow pokemon, the only move it will know is Shadow Rush (A attack that can deal 100 AP, has 90% accuracy but has recoil damage at the end of each move). For it to learn it's original moves, you must clear the dark meter in battle. After you clear the 2nd, 3rd, and 4th meter, you will get one of the pokemon's original attacks.

Beginning:

=====  
041. Outskirt Stand  
=====

At the beginning of the game, you will be asked to name your character (Although you can choose the badly dubbed name, wes, you can name your dude whatever the hell you want him to be, so if you want to name him Penis, then name him Penis!)

After the cutscene, you will be at a stand shaped like a train. Go inside to activate a cutscene with the TV. After that, leave to start your first battle: (Heres some info on each of your beginning pokemon before you start.

-----  
Umbreon

Type: Dark

Level: 26

Moves:

-Bite (Dark Move, causes flinching)

-Secret Power (Normal Type, damage type and move changes based on location)

-Taunt (Dark, Causes opponent to use same attack)

-Snatch (Dark Type, must be used after opponent to damage)

-----  
Espeon

Type: Psychic

Level: 25

Moves:

-Confusion (Psychic Move, 10% Chance of Confusion)

-Return (Normal Move, Varies depending on relationship with trainer)

-Reflect (Psychic move, used to raise both of your Pokemon's defence up to six times)

-Helping Hand (Normal Move, raises other pokemon's attack for one turn)

=====  
Trainer Willie

Pokemon:

Zigzagoon (Normal): Level 24

Zigzagoon (Normal): Level 24

As you can see, for a beginning, the pokemon levels are very high, but fortunatly, you have a Espeon (Level 25) and a Umbreon (Level 26) on your side. For the most part, just use Espeon's first attack, and Umbreons First and second attack to damaged the Zigzagoon.

=====  
After that, you will be able to leave to the second city, Phenac City.

=====  
042. Phenac City  
=====

Areas of interest:

-Pokemon Center (West of first gate)

-Shop (West of first gate)

-Colosseum (Completely north of town

-Mayors office (North to second section, then to the west)

- Pokemon School (Middle of second area)
- Old Man's house (East in the second area)
- Woman's House (East of the first area)
- Gates (South of the first section, East and west of the second section)

-----  
 What to Do:

- Save your parnter from the Shady Guy at the gate
- Go to the Mayor's House, talk to him, and exit
- Talk to the mysterious Sepheroth Wanna-be after the Mayor's House
- Go to the Colosseum in the northwest of town and exit.
- Battle the Snagem Members
- Head back to the Mayor's house and battle the shady guy again.
- Battle one of the Mystery troop members and get a GSC starter

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 Trainers:

=====

Fun Old Man Drig(Found south of the lady's house on the first part of town)

Pokemon:

- Sentret (Normal): Level 25
- Hoothoot (Normal/Flying): Level 25

=====

Roller Boy Kaib (Found North of the old man's house in the second part of town)

Pokemon:

- Wurmple (Bug): Level 25
- Silcoon (Bug): Level 25

=====

As you can see, Phenac city is a waterfall city of sort, and has waterfountains all around. As you enter the city, you will be confrontedby two members of Team Shadow, thus beginning a battle:

=====

Shady Guy Folly

Pokemon:

- Whismur (Normal): Level 24
- Whismur (Normal): Level 24

Pretty much like the last battle, although your pokemon(s) HP should be somewhat low. Like before, just use Confusion (Espeons first attack) and Bite (Umbreon's first attack) and you should win pretty quick).

=====

After that, you will see a small text cutscene with a small crowd around the bag the Shady Guy was trying to load. Go to the front and press the top option to let your partner go (After that, you can name her). Once that is done, you can explore a little.

For the most part, the only thing you can really do is battle a few trainers and go to the pokemon center and heal.

Once you do everything you want to do, go to the colosseum in the north part of town and enter and exit. That will activate a battle with Team Snagem (Lord, NOA sure knows how to screw up a good name....)

=====

Team Snagem Member Wakin

Pokemon:

- Corprish (Water): Level 25
- Koffing (Poison): Level 27

Finally, some variety in types in battle. For Corprish, just use bite or

confusion on him until he is dead, and with Koffing, just use Confusion on him once to kill him.

=====  
After that, go to the shop and talk to each person so you can leave town. Go back to the stand at the beginning of the game and talk to the cook. He will give you some Pokeballs and open up his shop. Go back to Phenac.

After you arrive, head to the mayors house to start a battle.

=====  
Mirror B.Peon Folly

Pokemon:

Whismur (Normal): Level 28

Lotad (Water/Grass): Level 25

Not much to the battle, just use Confusion and Bite on each until they die. Now for the second fight.

=====  
Mirror B.Peon Trudly

Pokemon:

Duskull (Ghost): Level 25

Spinarak (Bug/Poison): Level 25

Makuhita (Fighting): Level 30 (Catchable)

Unlike the last battle, you have some what of a advantage and disadvantage. Use Confusion on Spinarak to kill him instantly. Duskull will use Ghost attacks on Espeon, so try to take it out as soon as you can. Once one of them Faints, he will send in Makuhita, your first dark pokemon (Catchable). Catch or defeat him to win the battle.

=====  
Once you exit and heal/save at the P.C, go to one of the gates and choose the first question to start a battle

=====  
Mystery Troop Bluno

Pokemon:

Grimer (Poison): Level 25

Crocanaw (Water): Level 30 (Catchable)

Spoink (Psychic): Level 24

Use Confusion on the Grimer, and Bite on the Spoink to pretty much kill them right away. Make sure you are careful about Crocanaw's HP and if you want to, catch him once his HP gets low.

=====  
Mystery Troop Verde

Pokemon:

Grimer (Poison): Level 25

Bayleef (Grass): Level 30 (Catchable)

Spoink (Psychic): Level 24

Use Confusion on the Grimer, and Bite on the Spoink to pretty much kill them right away. Make sure you are careful about Bayleef's HP and if you want to, catch him once his HP gets low.

=====  
Mystery Troop Rosso

Pokemon:

Grimer (Poison): Level 25

Quilava (Fire): Level 30 (Catchable)

Spoink (Psychic): Level 24

Use Confusion on the Grimer, and Bite on the Spink to pretty much kill them right away. Make sure you are careful about Quilava's HP and if you want to, catch him once his HP gets low.

After that, you can leave town and head to Pyrite Town. For some odd reason you will need to head to the Construction Site before continueing. Once that is done, head to Pyrite.

#### 043. Pyrite Town

##### Places of Interest:

- Fortune Teller (West of the Enterance)
- Police Station (East of the Enterance)
- Old Couples House (East, next to the Poice Stastion)
- Shop (East, in the middle part of town)
- Hotel (Left of the Shop, acts as a Pokemon Center)
- Windmill (North of Hotel)
- Colosseum (North of town)
- Hideout (East of Windmill)
- Duking's House (Under Hotel)

##### Objectives:

- Head to Duking's house to see a cutscene
- Head behind the bookcase and talk to the kids about there Pluse
- Head to the Colosseum
- Exit and find the Gear at the Construction Site
- Return it to the Construction Site
- Win the Colosseum Challenge
- Head to there hideout and beat Miror B and get Pluse back
- Recieve Pluse and continue on to the next city

##### Trainers:

Chaser Emok

##### Pokemon:

Zubat (Poison, level 27)  
Gulpin (Poison, level 27)

Roller Boy Lon

##### Pokemon:

Azurill (Normal, Level 27)  
Slugma (Fire): Level 30 (Catchable)  
Igglybuff (Normal, Level 28)  
Swablu (Normal/Flying, Level 27)

Rider Rover

Ledyba (Bug/Flying): Level 27  
Noctowl (Normal/Flying): Level 30 (Catchable)  
Wingull (Water/Flying): Level 27

St. Performer Diogo

##### Pokemon:

Flaafy (Electric): Level 30 (Catchable)  
Shroomish (Grass): Level 27

Chaser Calda

Pokeon:

Sentret (Normal, Level 35)  
Tailow (Normal/Flying, Level 25)  
Slakoth (Normal, Level 28)

=====  
Rider Vant

Pokemon:  
Zigzagoon (Normal, Level 28)  
Skitty (Normal, Level 28)  
Misdreavus (Ghost, Level 30) (Catchable)

=====  
Rider Leba

Pokemon:  
Oddish (Grass/Poison, Level 28)  
Skiploom (Flying/Grass, Level 30) (Catchable)  
Dustox (Bug/Poison, Level 28)

=====  
Bandana Guy Divel

Pokemon:  
Psyduck (Water, Level 29)  
Quagsire (Water/Ground, Level 30) (Catchable)

=====  
First thing you want to do is head to the Police station and save. After that, you may want to head to the battle circle and catch a few Pokemon (I personally recommend Misdreavus and Quagsire). Once you are at the desired level, head to Duking's house and watch the cutscene with him. Then, head to the left to find a bookcase. Press A and select to enter and talk to the kids inside to find out about Miror B and there Pluse.

Now, head to the colosseum in the very back of the town and talk to the receptionest to find out about a Trainer called "Cali". Head back to the beginning of town and talk to the guy the police were talking to earlier to start a battle.

=====  
Rouge Cail

Ralts (Psycic, Level 29)  
Seedot (Grass, Level 99)  
Machop (Fighting, Level 29)  
Furret (Normal, Level 33) (Catchable)

Info: Rouge is actually pretty easy if you too my advice earlier and got Misdrevus and Quagsire. Ralts goes down with Dark and Ghost moves, so use Shadow Ball or Umbreon's bite. Seedot is grass, so use a Ice move, or a fire move from Quilava. Machop is a fighter, so use a Ghost type for complete resistance. Finally, Furret is a normal type, so use Misdrevus and use normal type moves on it. Make sure you slowly deplete Furret's health so you don't kill it.

=====  
Once that is done, you will see a cutscene with Miror B and the mysterious guy you saw at the Mayor's house. Now thats done, head back to the windmill area to find that the gear was stolen. Head inside and talk to the old guy to find out some info, and then head to the construction site to get the gear. To find the gear, look in the upper right corner and press A.

Head back to the windmill and select the Gear out of the key item list to get the power back on. Once that is done, head to the colosseum and do a championship round.

Colosseum Matches:  
=====



Hunter Hok

Pokemon:

Barboach (Water/Ground, level 30)

Sandshrew (Ground, Level 31)

Info: Easy fight Barboach is doublely weak to grass, and Sandshrew is weak against water, so use Bayleef or Jumpfluff/Quagsire.

=====  
Chaser Tisler

Pokemon:

Natu (Flying/Psycic, level 30)

Meditite (Psycic/Fighting, level 30)

Info: Another extremely easy fight. Both of her Pokemon are weak against Ghost, so use a Misdrevus that has Shadow Ball.

=====  
Bandana Guy Vilch

Pokemon:

Electrike (Electric, level 30)

Cacnea (Grass, level 31)

Vulpix (Fire, level 30)

Info: Quagsire's surf and mut shot can easily take out Vulpix and Eletrike, while Cacnea can be taken out with a Shadow Ball or a fire move from Quilava.

=====  
Bodybuilder Mirez

Pokemon:

Bagdon (Dragon, level 32)

Goldeen (Water, level 32)

Magnemite (Elettric/Steel, level 31)

Delibird (Ice/Flying, level 31)

Info: Still very easy. Bagdon goes down with either a Ice move, or a single Shadow Ball from Misdrevus, Goldeen goes down with eletric from Flaafy or grass from Bayleef, Magnemite goes down with fire from Quilava or Slugma, and Delibird goes down with electric or fire. Not too good of a team...

=====  
Once that is done, you will be lead to the warehouse in the east part of town. One of the Ciphers recognises you, and your battle begins.

=====  
Cipher Peon Nore

Pokemon:

Pineco (Bug, Level 32)

Nincada (Bug, level 31)

Surskit (Water/Bug, level 32)

Yanma (Flying/Bug, level 33) (Catchable)

Info: A full bug team, meaning that Slugma or Quilava will do good. Pinco, Nincada, and Yanma all go down to fire attacks, while Surskit will need a little electric power to go down.

=====  
Once that is done, pick up the EIN file and continue to the right. You will have to battle a few trainers, but the climb is well worth it. Before continueing up, save and heal at the station on the first floor. In terms of how the building layout is, there is one staircase on each level that will go forward, and is usually at the end of all the trainers. On the third floor, the staircase is though a door on the right side. On the roof, you can take the elevator down, but beware, once you go down and head

though the tube, you will have to climb up again.

Trainers: 1st Floor

=====  
Chaser Kai

Pokemon:

Phanpy (Ground, level 31)  
Trapinch (Ground, level 32)

=====  
Roller Boy Pike

Pokemon:

Tailow (Flying/Normal, level 33)  
Hoothoot (Flying/Normal, level 34)

=====  
Trainers: 2nd Floor

=====  
Bandana Guy Geast

Pokemon:

Larvitar (Ground/Rock, level 31)  
Caravanha (Dark/Water, level 32)  
Barboach (Ground/Water, level 32)

=====  
Hunter Geare

Pokemon:

Magnemite (Steel/Electric, level 32)  
Remoraid (Water, level 33)

=====  
Bandana Guy Loba

Pokemon:

Wingull (Water/Flying, level 32)  
Wooper (Water/Ground, level 33)

=====  
Bodybuilder Akmen

Pokemon:

Electrike (Electric, level 31)  
Voltorb (Electric, level 31)

=====  
Trainers: 3rd Floor

=====  
Rider Raleen

Pokemon:

Doduo (Flying/Normal, level 32)  
Ledyba (Flying/Bug, level 32)  
Swablu (Flying/Normal, level 31)

=====  
Hunter Tura

Pokemon:

Spheal (Water/Ice, level 31)  
Snorunt (Ice, level 32)

=====  
Hunter Tori

Pokemon:

Horsea (Water, level 31)  
Oddish (Grass/Poison, level 32)

Sandshrew (Ground, level 32)

=====  
Bodybuilder Elidi

Pokemon:

Cacnea (Grass, level 32)

Tentacool (Water/Poison, level 33)

=====  
Once you are at the top, you will have to go in the shack, since the guard won't let you in until you do. When you do, you will have to battle two women trainers.

=====  
Miror B. Peon Reath

Pokemon:

Spinarak (Bug/Poison, level 33)

Luvdisc (Water, level 32)

Remoraid (Water, level 30) (Catchable)

Info: Reath has a rather unbalanced team, and as long as your Pokemon have good health, you should do fine. Spinarak goes down with Psychic and fire, while Luvdisc and Remoraid goes down with electric and grass. Personally, though, I recommend that you be careful with Remoraid, since it will be a pain in the ass later to catch.

=====  
Miror B. Peon Ferma

Pokemon:

Aipom (Normal, level 32)

Furret (Normal, level 31)

Yanma (Bug/Flying, level 33)

Mantine (Water/Flying, level 33) (Catchable)

Info: A bit harder this time, but still easy. Aipom and Furret will go down with a psychic attack from Misdreavus and fighting moves from Makuhita, while Yanma goes down with ice/electric/and fire, while Mantine goes down with Electric. Once again, be careful with Mantine, since he will be a pain in the ass later to catch.

=====  
Once that is done, go pick up the Useless EIN file on the desk and exit the building. Go to the man guarding the cave and agree to battle him.

=====  
Hunter Doken

Pokemon:

Goldeen (Water, Level 33)

Linoone (Normal, Level 33)

Qwilfish (Water/Poison, level 33) (Catchable)

Info: Goldeen and Qwilfish both go down easily with water and grass, although you want to be careful with Qwilfish. Linoone goes down with fighting, while you can use a ghost type for defence.

=====  
Once that is done, enter the cave area. basically, the goal is for you to get to the very end section, while avoiding the stairs to go up, meaning that you will be looking for a staircase to go down. Here is a complete list of the trainers.

Trainers: Pyrite Cave

=====  
St. Performer Simes

Pokemon:

Anorith (Level 32)  
Lotad (Water/Grass, level 32)

=====

Chaser Maiz

Pokemon:  
Koffing (Poison, level 32)  
Ralts (Psychic, level 31)  
Shroomish (Grass, level 32)

=====

Chaser Rehan

Pokemon:  
Geodude (Rock/Ground, level 32)  
Lotad (Grass/Water, level 32)  
Snorunt (Ice, level 32)  
Slakoth (Normal, level 31)

=====

Bandana Guy Noxy

Pokemon:  
Lotad (Water/Grass, level 33)  
Lotad (Water/Grass, level 33)  
Lotad (Water/Grass, level 33)  
Lotad (Water/Grass, level 32)

=====

Rider Twan

Pokemon:  
Bagdon (Dragon, level 33)  
Numel (Fire/Ground, level 32)  
Meditite (Psychic/Fighting, level 33) (Catchable)

=====

Hunter Valen

Pokemon:  
Lotad (Water/Grass, level 32)  
Whismur (Normal, level 33)  
Slakoth (Normal, level 32)

=====

Rider Sosh

Pokemon:  
Mareep (Electric, level 34)  
Cacnea (Grass, level 34)  
Dunsparce (Normal, level 33 ) (Catchable)

=====

Roller Boy Evat

Pokemon:  
Lotad (Grass/Water, level 32)  
Lobre (Grass/Water, level 33)

=====

Hunter Zato

Pokemon:  
Lotad (Water/Grass, level 31)  
Beldum (Steel, level 32)  
Lombre (Water/Grass, level 32)  
Swablu (Normal/Flying, level 33) (Catchable)

=====

Rider Derid

Pokemon:  
Pinco (Big, level 30)  
Shuppet (Ghost, level 33)  
Koffing (Poison, level 30)

=====  
Hunter Meli

Pokemon:

Zigzagoon (Level 32, Normal)

Zigzagoon (Level 32, Normal)

Linoone (Normal, Level 32)  
=====

Chaser Mela

Pokemon:

Natu (Psychic/Flying, level 33)

Tentacool (Water/Poison, level 32)

Teddiursa (Normal, level 32)  
=====

Cipher Peon Sema

Pokemon:

Spheal (Water/Ice, level 34)

Lileep (Grass/Rock?, Level 32)

Dustox (Poison/Bug, level 33)  
=====

Once you are on the bottom area, you will be in a sewage area. Head to the left to find a set of stairs and a healing/saving center. Once that is done, climb up the stairs and continue going until you find stairs that goes down. You should be in a hall that leads to a door that leads to the fruitcake that is known as Miror B. Personally, I think he is gay and is the Michael Jackson to Pokemon, but enough of that subject.

=====  
Boss: Cipher Admin Miror B.

Pokemon:

Ludicolo (Water/Grass, level 31)

Ludicolo (Water/Grass, level 30)

Ludicolo (Water/Grass, level 29)

Ludicolo (Water/Grass, level 28)

Sudowoodo (Rock, level 35) (Catchable)

Info: Having a greatly inbalanced team, Miror B is extremely easy if you play your cards right. Ludicolo are wierd, since they gain somewhat resistance to electricity due to the grass type, and lose the weakness to fire with the water type, meaning that ice is your best best. Unfortunately, since there are very few ice Pokemon available at this point, you will have to go with good ol' offence. Noctowl, Misdreavus, and Espeon and Umbreon do very well here, while Quagsire is bait for Mega Drain. Finally, his last Pokemon, Sudowoodo, is nothing more then a joke, but he can be tough on flying Pokemon. Use water and grass attacks on him.

=====  
Once that is done, head to the upper right corner and press A to enter the door. Go up to Pluse and press A to enter a cutscene with Duking and his other bitches. Once that is done, conversation, yada yada, you will get the useless Pluse! Highly recommened that you keep it in the box... Now that all of the story part of Pyrite town is done, head to the Fortune Teller to find out about Agate village.

=====  
044. Agate Village  
=====

Locations:

-Eagun's House (Big Treehouse on the very top of the tallest hill)

-Pokemart (Left of Eaguns House)

-Senilor's Hosue (Southeast of the Pokemart)

-Pokemon Center (At the beginning, go up the big hill and past the right

bridge)

-Pokemon Daycare (Right of Eaguns house)

Things to do:

-Talk to Eagun

-Beat the Cipher Peons at the Celebi Shirine

-Go to Senilor's hosue and talk to the old man to the right

-Go to Eaguns hosue and get the stone tablet

-Get the P\*DA Email about Mt. Battle and head there

Trainers:

Fun Old Man Skof

Pokemon:

Machop (Fighting, level 34)

Seedot (Grass, level 35)

Furret (Normal, level 34)

050. MOVES AND OTHER INFO

Abilities:

Name:	Effect:
Air Lock	Voids Weather movies (Ex: Sandstorm, Hail, etc)
Arena Trap	Prevents Non Flying and pokemon with Levitate from fleeing
Battle Armor	More Resistance against Critical Hits
Blaze	Added 1.5 of fire type attacks when HP drops below 1/3
Chlorophyll	Doubles speed when Sunny Day or Drought is used
Clear Body	Voids Status moves (EX: Sand Attack, etc)
Cloud Nine	Voids weather effects for all pokemon
Color Change	Changes Type based on the type of move your opponent uses
Compoundeyes	Accuracy + 30%
Cute Charm	Attracts Pokemon of opposite gender 30% when attacked
Damp	Voids Pokemon using Selfdestruct and Explosion
Drizzle	Always uses Rain Dance automaticly every turn
Drought	Always uses Sunny Day automaticly every turn
Early Bird	Fast Awakening when asleep
Effect Spore	Adds poison, Paralyse, or Sleeping power 10% when attacking
Flame Body	Adds Burn condition 30% when attacking
Flash Fire	Voids fire damage from opponnent and Up's fire type attacks
Forecast	Changes type based on field weather conditions

Guts	Add's 1.5 when affected with a status condition
Huge Power	Up's attack, but dropped by 1/2 when Skill Swap is used
Hustle	Up's attack power by 1.5, but drops hit ratio to 80%
Hyper Cutter	Voids attacks that lower attack power
Illuminate	Increases wild pokemon appearance when in the 1st slot
Immunity	Voids Poison effect
Inner Focus	Voids Flinching effect
Insomnia	Voids sleep effect
Intimidate	Lowers attack power
Keen Eye	Voids Accuracy down attacks
Levitate	Voids all Ground attack damage
Lightningrod	Pokemon with ability takes electric attacks in 2 on 2
Liquid Ooze	Damages opponent when HP is drained by opponents attack
Magma Armor	Voids Ice Effect
Magnet Pull	Prevents steel pokemon from fleeing
Marvel Scale	Up's defence by 1.5 with a status condition
Minus	Up's Special attack by 1.5 when Plusle is in battle
Poison Point	Add's poison effect 30% when attacking
Pressure	Reduces opponents PP by 2 when attacked
Pure Power	Same as Huge Power
Rain Dish	Recovers HP when it's raining on the field
Rock Head	Voids recoil damage
Rough Skin	Damages pokemon when attacked
Run Away	Always flee's from wild pokemon when run is selected
Sand Stream	Always uses sandstorm every turn
Sand Veil	Up's evasion during sandstorms
Shadow Tag	Dosn't allow opponent to flee or change pokemon
Shed Skin	30% Chance of curing a status effect every turn
Shell Armor	Voids Critical Hits
Shield Dust	Voids addition effects of moves
Soundproof	Voids moves that have do do with sound
Speed Boost	Up's speed every turn
Static	Add's Paralyse 30% when attacking

Stench	Decreases pokemon encounter ratio when in front slot
Sticky Hold	Voids effects of the move thief and Knock Off
Sturdy	Voids One hit-KO attacks
Suction Cups	Prevents change when opponent uses Roar or Whirlwind
Swarm	Up's Bug Type attacks by 1.5 when HP is at 1/3 of max
Swift Swim	Up's speed by 1/2 when raining
Synchronize	If attacked with Poison, Paralyse, or burn attack, opponent get's the same condition
Thick Fat	Reduces damage of Fire or Ice attacks by 1/2
Torrent	Up's water attacks by 1.5 when HP reaches 1/3 of max
Trace	Recieves same ability as the opponent has
Truant	Pokemon can only attack every other turn
Vital Spirit	Voids sleep condition
Volt Absorb	Restores HP when attacked with a electric attack
Water Veil	Voids burn condition
White Smoke	Voids lowering pokemons status by opponents attacks
Wonder Guard	Voids all damage except field and critical hit damage

Move List: (ABC)

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Move List: Letter A

Name	Type	AP	Acc	PP	Info
Absorb	Grass	20	100%	20	User recovers half damage dealt.
Acid	Poison	40	100%	30	May lower opponent's DEFENSE ability down one stage.
Acid Armor	Poison	--	---	40	Raises user's DEFENSE ability up two stages.
Aerial Ace	Flying	60	---	20	If opponent is on screen, hits without fail.
Aeroblast	Flying	100	95%	5	Has a high critical hit rate.
Agility	Psychic	---	---	30	Raises user's SPEED ability up two stages.
Air Cutter	Flying	55	95%	25	Has a high critical hit rate.
Amnesia	Psychic	---	---	20	Raises user's SPECIAL DEFENSE ability up two stages.
Ancientpower	Rock	60	100%	5	May raise all of user's abilities up one stage.



Arm Thrust	Fighting	15	100%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Aromatherapy	Grass	---	---	5	Party recovers from all status ailments.
Assist	Normal	---	100%	20	An attack chosen in random from the other Pokemon in your team.
Astonish	Ghost	30	100%	15	May cause opponent to FLINCH.
Attract	Normal	---	100%	15	Induces opponent with ATTRACT condition.
Aurora Beam	Ice	65	100%	20	May lower opponent's ATTACK ability down one stage.

B Name Moves:

Barrage	Normal	15	85%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Barrier	Psychic	---	---	30	Raises user's DEFENSE ability up two stages.
Baton Pass	Normal	---	---	40	Allows you to switch Pokemon during battle, new Pokemon retains any stat changes the previous Pokemon had.
Beat Up	Dark	10	100%	10	Your Pokemon attacks as many times as the number of Pokemon you are currently carrying, afflicted (poison, sleep, etc) Pokemon don't count.
Belly Drum	Normal	---	---	10	Raises user's ATTACK ability up very high. Will consume half of the user's maximum HP is available.
Bide	Normal	---	100%	10	Withstands attacks for 2, 3 turns, then deals back double the damage.
Bind	Normal	15	75%	20	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Bite	Dark	60	100%	25	May cause opponent to FLINCH.
Blast Burn	Fire	150	90%	5	Attacks in two turns. The second turn, user does not attack.
Blaze Kick	Fire	85	90%	10	May induce opponent with BURN status. Has a high critical hit ratio.
Blizzard	Ice	120	70%	5	May induce opponent with FREEZE status.
Block	Normal	---	100%	5	Opponent cannot escape as long as user remains in battle.
Body Slam	Normal	85	100%	15	May induce opponent with PARALYSIS status.
Bone Club	Ground	65	85%	20	May cause opponent to FLINCH.

Bone Rush	Ground	25	80%	10	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Bonemerang	Ground	50	90%	10	Attacks twice.
Bounce	Flying	85	85%	5	Attacks in two turns. The first turn, user does not take damage.
Brick Break	Fighting	75	100%	15	The effects of Reflect and Light Screen are removed.
Bubble	Water	20	100%	30	May lower opponent's SPEED ability down one stage.
Bubblebeam	Water	65	100%	20	May lower opponent's SPEED ability down one stage.
Bulk Up	Fighting	---	---	20	Raises user's ATTACK and DEFENSE abilities each up one stage.
Bullet Seed	Grass	10	100%	30	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.

C Move List:

Calm Mind	Psychic	---	---	20	Raises user's SPECIAL ATTACK and SPECIAL DEFENSE abilities each up one stage.
Camouflage	Normal	---	100%	20	Type changes based on surroundings. On land and under water, changes to Water type. In caves and on rocks, changes to Rock type. Elsewhere, changes to Normal type.
Charge	Electric	---	100%	20	Stores electricity to increase the power of the next electric attack.
Charm	Normal	---	100%	20	Lowers opponent's ATTACK ability down two stages.
Clamp	Water	35	75%	10	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Comet Punch	Normal	18	85%	15	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Confuse Ray	Ghost	---	100%	10	Induces opponent with CONFUSION condition.
Confusion	Psychic	50	100%	25	May induce opponent with CONFUSION condition.
Constrict	Normal	10	100%	35	May lower opponent's SPEED ability down one stage.
Conversion	Normal	---	---	30	User's Type becomes the same as the Type of one of its moves.
Conversion 2	Normal	---	100%	30	User becomes a Type resistant to last

					attack's Type.
Cosmic Power	Psychic	---	---	20	Raises user's DEFENSE and SPECIAL DEFENSE abilities each up one stage.
Cotton Spore	Grass	---	85%	40	Lowers opponent's SPEED ability down two stages.
Counter	Fighting	---	100%	20	If hit by a physical attack, deals back double the damage.
Covet	Normal	40	100%	40	If user is not holding an item, user takes opponent's item.
Crabhammer	Water	90	85%	10	Has a high critical hit rate.
Cross Chop	Fighting	100	80%	5	Has a high critical hit rate.
Crunch	Dark	80	100%	15	May lower opponent's SPECIAL DEFENSE ability down one stage.
Crush Claw	Normal	75	95%	10	May lower opponent's DEFENSE ability down one stage.
Curse	???	---	---	10	Raises user's ATTACK and DEFENSE abilities each up one stage. Lowers user's SPEED ability down one stage.
Cut	Normal	50	95%	30	No effect.

D Move List:

Defense Curl	Normal	---	---	40	Raises Defense up one stage. Damage from Rollout will increase.
Destiny Bond	Ghost	---	---	5	If user is knocked out by opponent's next move, then opponent is also knocked out.
Detect	Fighting	---	---	5	Takes no damage from opponent's attack. May fail if used more than once in a row.
Dig	Ground	60	100%	10	Attacks in two turns. The first turn, user does not take damage.
Disable	Normal	---	55%	20	Disables an opponent's move for a short amount of time.
Dive	Water	60	100%	10	Attacks in two turns. The first turn, user does not take damage.
Dizzy Punch	Normal	70	100%	10	May induce opponent with CONFUSION condition.
Doom Desire	Steel	120	85%	5	No effect.
Double Kick	Fighting	30	100%	30	Attacks twice.
Double Team	Normal	---	---	15	Raises user's Evasion ability up one stage.
Double-Edge	Normal	120	100%	15	User is dealt recoil damage equal to 1/3 damage dealt to opponent.
Doubleslap	Normal	15	85%	10	Attacks 2-5 times. Has a 37.5% chance

					each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Dragon Claw	Dragon	80	100%	15	No effect.
Dragon Dance	Dragon	---	---	20	Raises user's ATTACK and SPEED abilities each up one stage.
Dragon Rage	Dragon	---	100%	10	Always deals 40 HP of damage.
Dragonbreath	Dragon	60	100%	20	May induce opponent with PARALYSIS status.
Dream Eater	Psychic	100	100%	15	Only works when opponent is SLEEP condition. User recovers HP based on damage to opponent.
Drill Peck	Flying	80	100%	20	No effect.
Dynamicpunch	Fighting	100	50%	5	May induce opponent with CONFUSION condition.

E Move List:

Earthquake	Ground	100	100%	10	Hits all opponents.
Egg Bomb	Normal	100	75%	10	No effect.
Ember	Fire	40	100%	25	May induce opponent with BURN status.
Encore	Normal	---	100%	5	Makes opponent repeat its 痴 last attack for 2 to 6 turns.
Endeavor	Normal	---	100%	5	Damage is equal to opponent's current HP minus user's current HP.
Endure	Normal	---	0%	10	Ensures that opponent's next attack will leave user with at least 1 HP.
Eruption	Fire	150	100%	5	Power decreases as user's HP lowers.
Explosion	Normal	250	100%	5	Attack deals double damage. User faints.
Extrasensory	Psychic	80	100%	30	May cause opponent to FLINCH.
Extremespeed	Normal	80	100%	5	Always attacks first.

F Move List:

Facade	Normal	70	100%	20	Attack power is double if user is inflicted with POISON, PARALYZE, or BURN.
Faint Attack	Dark	60	---	20	If opponent is on screen, hits without fail.
Fake Out	Normal	40	100%	10	Hits only on the first turn, will cause FLINCH.
Fake Tears	Dark	---	100%	20	Lowers opponent's SPECIAL DEFENSE ability down two stages.

False Swipe	Normal	40	100%	40	Always leaves opponent with at least 1 HP.
Featherdance	Flying	---	100%	15	Lowers opponent's ATTACK ability down two stages.
Fire Blast	Fire	120	85%	5	May induce opponent with BURN status.
Fire Punch	Fire	75	100%	15	May induce opponent with BURN status.
Fire Spin	Fire	15	70%	15	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Fissure	Ground	---	30%	5	Knocks out opponent in one hit. Accuracy increases by an amount equal to the difference between user and enemy's experience levels, then divided by 128.
Flail	Normal	---	100%	15	The less HP user has, the higher the attack power. When HP is very low, attack power is 200. When HP is highest, attack power is 20.
Flame Wheel	Fire	60	100%	25	May induce opponent with BURN status. Can remove FREEZE status from user.
Flamethrower	Fire	95	100%	15	May induce opponent with BURN status.
Flash	Normal	---	70%	20	Lowers opponent's Hit Ratio ability down one stage.
Flatter	Dark	---	100%	15	Raises opponent's SPECIAL ATTACK ability up two stages, then induces opponent with CONFUSION condition.
Fly	Flying	70	95%	15	Attacks in two turns. The first turn, user does not take damage.
Focus Energy	Normal	---	---	30	Increases user's critical hit rate.
Focus Punch	Fighting	150	100%	20	No effect.
Follow Me	Normal	---	100%	20	User takes all hits from opponents' attacks. Best used in 2VS2 battles.
Foresight	Normal	---	100%	40	After use, opponent's raised evasion will be ignored.
Frenzy Plant	Grass	150	90%	5	Attacks in two turns. The second turn, user does not attack.
Frustration	Normal	---	100%	20	Power is greater when Pok <sup>モ</sup> on is not happy.
Fury Attack	Normal	15	85%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Fury Cutter	Bug	10	95%	20	Move's power becomes stronger if it hits.
Fury Swipes	Normal	18	80%	15	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.

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|-----|-----|---|---|---|-----|
|Future Sight|Psychic | 80|90% |15| Attack hits 2 turns later. |
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G Move List:

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|Giga Drain  |Grass   | 60|100%| 5| User recovers half damage dealt. |
|-----|-----|---|---|---|-----|
|Glare       |Normal  | ---|75% |30| Induces opponent with PARALYSIS status |
|-----|-----|---|---|---|-----|
|Grasswhistle|Grass   | ---|55% |15| May induce opponent with SLEEP status. |
|-----|-----|---|---|---|-----|
|Growl       |Normal  | ---|100%|40| Lowers opponent's ATTACK ability down |
|           |         |   |   |   | one stage. |
|-----|-----|---|---|---|-----|
|Growth      |Normal  | ---|   |40| Raises user's SPECIAL ATTACK ability |
|           |         |   |   |   | up one stage. |
|-----|-----|---|---|---|-----|
|Grudge      |Ghost   | ---|100%| 5| If user is fainted by opponent's next |
|           |         |   |   |   | move, then that move's PP drops to 0. |
|-----|-----|---|---|---|-----|
|Guillotine  |Normal  | ---|30% | 5| Knocks out opponent in one hit. |
|           |         |   |   |   | Accuracy increases by an amount equal |
|           |         |   |   |   | to the difference between user and |
|           |         |   |   |   | enemy's experience levels, then |
|           |         |   |   |   | divided by 128. |
|-----|-----|---|---|---|-----|
|Gust        |Flying  | 40|100%|35| Forces opponent to switch. Also hits |
|           |         |   |   |   | while opponent is using Fly. |
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H Move List:

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|Hail        |Ice     | ---|--- |10| Causes hailstorm for 5 turns. |
|-----|-----|---|---|---|-----|
|Harden      |Normal  | ---|--- |30| Raises user's DEFENSE ability up one |
|           |         |   |   |   | stage. |
|-----|-----|---|---|---|-----|
|Haze        |Ice     | ---|--- |30| Resets all ability stages. |
|-----|-----|---|---|---|-----|
|Headbutt    |Normal  | 70|100%|15| May cause opponent to FLINCH. |
|-----|-----|---|---|---|-----|
|Heal Bell   |Normal  | ---|--- | 5| Party recovers from all status |
|           |         |   |   |   | ailments. |
|-----|-----|---|---|---|-----|
|Heat Wave   |Fire    |100|90% |10| May induce opponent with BURN status. |
|-----|-----|---|---|---|-----|
|Helping Hand|Normal  | ---|100%|20| During a 2VS2 battle, the partner's |
|           |         |   |   |   | attacks are 1.5x attack power. Best |
|           |         |   |   |   | used in 2VS2 battles. |
|-----|-----|---|---|---|-----|
|Hi Jump Kick|Fighting| 85|90% |20| If attack misses, user takes 1/8 HP of |
|           |         |   |   |   | damage. |
|-----|-----|---|---|---|-----|
|Hidden Power|Normal  | ---|100%|15| Power and type varies from Pok龍on to |
|           |         |   |   |   | Pok龍on. |
|-----|-----|---|---|---|-----|
|Horn Attack |Normal  | 65|100%|25| No effect. |
|-----|-----|---|---|---|-----|
|Horn Drill  |Normal  | ---|30% | 5| Knocks out opponent in one hit. |
|           |         |   |   |   | Accuracy increases by an amount equal |
|           |         |   |   |   | to the difference between user and |
|           |         |   |   |   | enemy's experience levels, then |
|           |         |   |   |   | divided by 128. |
|-----|-----|---|---|---|-----|

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Howl	Normal	---	---	40	Raises user's ATTACK ability up one stage.
Hydro Cannon	Water	150	90%	5	Attacks in two turns. The second turn, user does not attack.
Hydro Pump	Water	120	80%	5	No effect.
Hyper Beam	Normal	150	90%	5	Attacks in two turns. The second turn, user does not attack.
Hyper Fang	Normal	80	90%	15	May cause opponent to FLINCH.
Hyper Voice	Normal	90	100%	10	No effect.
Hypnosis	Psychic	---	60%	20	May induce opponent with SLEEP status.

I Move List:

Ice Ball	Ice	30	90%	20	Attacks for 5 turns.
Ice Beam	Ice	95	100%	10	May induce opponent with FREEZE status
Ice Punch	Ice	75	100%	15	May induce opponent with FREEZE status
Icicle Spear	Ice	10	100%	30	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Icy Wind	Ice	55	95%	15	May lower opponent's SPEED ability down one stage.
Imprison	Psychic	---	100%	10	Opponent cannot use any move that user knows.
Ingrain	Grass	---	100%	20	HP is recovered every turn. However, the user cannot switch.
Iron Defense	Steel	---	---	15	Raises user's DEFENSE ability up two stages.
Iron Tail	Steel	100	75%	15	May lower opponent's DEFENSE ability down one stage.

J Move List:

Jump Kick	Fighting	70	95%	25	If attack misses, user takes 1/8 HP of damage.
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K Move List:

Karate Chop	Fighting	50	100%	25	Has a high critical hit rate.
Kinesis	Psychic	---	80%	15	Lowers opponent's Hit Ratio ability down one stage.
Knock Off	Dark	20	100%	20	No effect.

L Move List:

Leaf Blade	Grass	70	100%	15	Has a high critical hit rate.
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Leech Life	Bug	20	100%	15	User recovers half damage dealt.
Leech Seed	Grass		90%	10	Absorbs a small amount of HP from the opponent every turn.
Leer	Normal		100%	30	Lowers opponent's DEFENSE ability down one stage.
Lick	Ghost	20	100%	30	May induce opponent with PARALYSIS status.
Light Screen	Psychic			30	Special type moves deal half damage to user for five turns.
Lock-On	Normal		100%	5	Ensures that user's next attack will hit without fail.
Lovely Kiss	Normal		75%	10	May induce opponent with SLEEP status.
Low Kick	Fighting		100%	20	Power depends on the user's weight.
Luster Purge	Psychic	70	100%	5	May lower opponent's SPECIAL DEFENSE ability down one stage.

M Move List:

Mach Punch	Fighting	40	100%	30	Always attacks first.
Magic Coat	Psychic		100%	15	The effect of any SPECIAL move will rebound and return to opponent.
Magical Leaf	Grass	60		20	If opponent is on screen, hits without fail.
Magnitude	Ground		100%	30	Attack power is randomly 10, 30, 50, 70, 90, 110, or 150, based on the magnitude of the attack (4 through 20 respectively).
Mean Look	Normal		100%	5	Opponent cannot escape as long as user remains in battle.
Meditate	Psychic			40	Raises user's ATTACK ability up one stage.
Mega Drain	Grass	40	100%	10	User recovers half damage dealt.
Mega Kick	Normal	120	75%	5	No effect.
Mega Punch	Normal	80	85%	20	No effect.
Megahorn	Bug	120	85%	10	No effect.
Memento	Dark		100%	10	User faints and opponent's abilities lower.
Metal Claw	Steel	50	95%	35	May raise user's ATTACK ability up one stage.
Metal Sound	Steel		85%	40	Lowers opponent's SPECIAL DEFENSE ability down two stages.
Meteor Mash	Steel	100	85%	10	May raise user's ATTACK ability up one stage.



Metronome	Normal	---	---	10	Randomly uses almost any attack.
Milk Drink	Normal	---	---	10	User recovers half maximum HP.
Mimic	Normal	---	100%	10	Copies move used by opponent.
Mind Reader	Normal	---	100%	5	Ensures that user's next attack will hit without fail.
Minimize	Normal	---	---	20	Raises user's Evasion ability up one stage. STOMP deals double damage to user as long as user remains in battle.
Mirror Coat	Psychic	---	100%	20	If hit by a special attack, deals back double the damage.
Mirror Move	Flying	---	---	20	Move is replaced by the last move used by opponent.
Mist	Ice	---	---	30	Prevents user's abilities from being lowered.
Mist Ball	Psychic	70	100%	5	May lower opponent's SPECIAL ATTACK ability down one stage.
Moonlight	Normal	---	---	5	Restores HP, amount restored is based on time, most effective during the night.
Morning Sun	Normal	---	---	5	Restores HP, amount restored is based on time, most effective during the day time.
Mud Shot	Ground	55	95%	15	May lower opponent's SPEED ability down one stage.
Mud Sport	Ground	---	100%	15	As long as user remains in battle, Electric type moves deal less damage to user and opponent.
Muddy Water	Water	95	85%	10	May lower opponent's Hit Ratio ability down one stage.
Mud-Slap	Ground	20	100%	10	May lower opponent's Hit Ratio ability down one stage.

N Move List:

Nature Power	Normal	---	95%	20	Move used depends on battle location.
Needle Arm	Grass	60	100%	15	May cause opponent to FLINCH.
Night Shade	Ghost	---	100%	15	Deals HP of damage equal to user's level.
Nightmare	Ghost	---	100%	15	Inflicts 1/4 damage every turn. Only works if opponent is induced with SLEEP condition.

O Move List:

Octazooka	Water	65	85%	10	May lower opponent's Hit Ratio ability
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					down one stage.
Odor Sleuth	Normal	---	100%	40	After use, opponent's raised evasion will be ignored.
Outrage	Dragon	90	100%	15	Attacks 2, 3 turns, then induces user with CONFUSION condition.
Overheat	Fire	140	90%	5	Lowers user's SPECIAL ATTACK ability down two stages.

P Move List:

Pain Split	Normal	---	100%	20	Evenly divides HP so that both user and opponent have half of their combined remaining HP.
Pay Day	Normal	40	100%	20	User gains money after battle.
Peck	Flying	35	100%	35	No effect.
Perish Song	Normal	---	---	5	All Pokemon will faint after three turns. Switching a Pokemon out of battle prevents its fainting.
Petal Dance	Grass	70	100%	20	Attacks 2, 3 turns, then induces user with CONFUSION condition.
Pin Missile	Bug	14	85%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Poison Fang	Poison	50	100%	15	May induce opponent with TOXIC status.
Poison Gas	Poison	---	55%	40	Induces opponent with POISON status.
Poison Sting	Poison	15	100%	35	May induce opponent with POISON status
Poison Tail	Poison	50	100%	25	May induce opponent with POISON status Has a high critical hit ratio.
Poisonpowder	Poison	---	75%	35	Induces opponent with POISON status.
Pound	Normal	40	100%	35	No effect.
Powder Snow	Ice	40	100%	25	May induce opponent with FREEZE status
Present	Normal	---	90%	15	Random effect, either does 40, 80, or 120 damage or restores your opponent's HP by 80.
Protect	Normal	---	---	10	Takes no damage from opponent's attack May fail if used more than once in a row.
Psybeam	Psychic	65	100%	20	May induce opponent with CONFUSION condition.
Psych Up	Normal	---	---	10	Your Pokemon receives the same temporary special effects that your opponent received from one of its moves (such as from Amnesia).
Psychic	Psychic	90	100%	10	May lower opponent's SPECIAL DEFENSE

					ability down one stage.
Psycho Boost	Psychic	140	90%	5	Lowers user's SPECIAL ATTACK ability down two stages.
Psywave	Psychic	---	80%	15	Deals HP of damage equal to 1 to 1.5 x user's level.
Pursuit	Dark	40	100%	20	Opponent 痴 Pokemon receives double damage if the trainer tries to switch Pokemon the turn this attack is used.

Q Move List:

Quick Attack	Normal	40	100%	30	Always attacks first.
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R Move List:

Rage	Normal	20	100%	20	User's Attack raises when damaged by opponent.
Rain Dance	Water	---	---	5	Causes "Big Rain" weather for five turns.
Rapid Spin	Normal	20	100%	40	Deals damage and frees Pokemon from multi-round attacks like Wrap and Leech Seed.
Razor Leaf	Grass	55	95%	25	Has a high critical hit rate.
Razor Wind	Normal	80	100%	10	Attacks in two turns. Has a high critical hit ratio.
Recover	Normal	---	---	20	Restores half of user's maximum HP.
Recycle	Normal	---	100%	10	User's disposable held item returns.
Reflect	Psychic	---	---	20	Physical type moves deal half damage to user for five turns.
Refresh	Normal	---	100%	20	User recovers from BURN, FREEZE, or PARALYSIS status.
Rest	Psychic	---	---	10	User restores all HP and is induced with SLEEP condition for two turns.
Return	Normal	---	100%	20	Power is greater when Pok 驚 on is happy
Revenge	Fighting	60	100%	10	If the user is damaged before it attacks, the attack power is double.
Reversal	Fighting	---	100%	15	The less HP user has, the higher the attack power. When HP is very low, attack power is 200. When HP is highest, attack power is 20.
Roar	Normal	---	100%	20	Escape from a wild battle. Switch opponent's Pok 驚 on in a link battle.
Rock Blast	Rock	25	80%	10	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.

Rock Slide	Rock	75	90%	10	May cause opponent to FLINCH.
Rock Smash	Fighting	20	100%	15	May lower opponent's DEFENSE ability down one stage.
Rock Throw	Rock	50	90%	15	No effect.
Rock Tomb	Rock	50	80%	10	May lower opponent's SPEED ability down one stage.
Role Play	Psychic	---	100%	10	User's characteristic changes to opponent's characteristic.
Rolling Kick	Fighting	60	85%	15	May cause opponent to FLINCH.
Rollout	Rock	30	90%	20	Attacks for 5 turns.

S Move List:

Sacred Fire	Fire	100	95%	5	May induce opponent with BURN status. Can remove FREEZE status from user.
Safeguard	Normal	---	---	25	Protects your Pokemon from special effects like PARALYSIS and SLEEP, this effect lasts temporary.
Sand Tomb	Ground	15	70%	15	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Sand-Attack	Ground	---	100%	15	Lowers opponent's Hit Ratio ability down one stage.
Sandstorm	Rock	---	---	10	Causes sandstorm weather for five turns.
Scary Face	Normal	---	90%	10	Lowers opponent's SPEED ability down two stages.
Scratch	Normal	40	100%	35	No effect.
Screech	Normal	---	85%	40	Lowers opponent's DEFENSE ability down two stages.
Secret Power	Normal	70	100%	20	Effect depends on surroundings. In grass, effect is POISON. In tall grass, effect is SLEEP. On the ocean, ATTACK lowers one stage. Underwater, DEFENSE lowers one stage. In a pond, SPEED lowers one stage. In sand, accuracy lowers one stage. In a cave, effect is FLINCH. On rocks, effect is CONFUSION. Elsewhere, effect is PARALYZE.
Seismic Toss	Fighting	---	100%	20	Deals HP of damage equal to user's level.
Selfdestruct	Normal	200	100%	5	Attack deals double damage. User faints.
Shadow Ball	Ghost	80	100%	15	May lower opponent's SPECIAL DEFENSE ability down one stage.
Shadow Punch	Ghost	60	---	20	If opponent is on screen, hits without fail.

Sharpen	Normal	---	---	30		Raises user's ATTACK ability up one stage.
Sheer Cold	Ice	---	30%	5		Knocks out opponent in one hit. Accuracy increases by an amount equal to the difference between user and enemy's experience levels, then divided by 128.
Shock Wave	Electric	60	10%	20		If opponent is on screen, hits without fail.
Signal Beam	Bug	75	100%	15		May induce opponent with CONFUSION condition.
Silver Wind	Bug	60	100%	5		May raise all of user's abilities up one stage.
Sing	Normal	---	55%	15		May induce opponent with SLEEP status.
Sketch	Normal	---	---	1		Permanently copies opponent's last move.
Skill Swap	Psychic	---	100%	10		Swap characteristics with opponent.
Skull Bash	Normal	100	100%	15		Raises Defense up one stage first turn, then attacks second turn.
Sky Attack	Flying	140	90%	5		Attacks in two turns. May cause opponent to FLINCH.
Sky Uppercut	Fighting	85	90%	15		Can hit opponent during FLY.
Slack Off	Normal	---	100%	10		Restores half of user's maximum HP.
Slam	Normal	80	75%	20		No effect.
Slash	Normal	70	100%	20		Has a high critical hit rate.
Sleep Powder	Grass	---	75%	15		May induce opponent with SLEEP status.
Sleep Talk	Normal	---	---	10		Pokemon attacks with one of the opponent's 知 attacks, only used when asleep.
Sludge	Poison	65	100%	20		May induce opponent with POISON status
Sludge Bomb	Poison	90	100%	10		May induce opponent with POISON status
SmellingSalt	Normal	60	100%	10		If the opponent is induced with PARALYZE status, attack power is double. Opponent recovers from PARALYZE status.
Smog	Poison	20	70%	20		May induce opponent with POISON status
Smokescreen	Normal	---	100%	20		Lowers opponent's Hit Ratio ability down one stage.
Snatch	Dark	---	100%	10		Unknown?
Snore	Normal	40	100%	15		Can only be used when user is induced with SLEEP.
Softboiled	Normal	---	100%	10		User recovers half maximum HP.

Solarbeam	Grass	120	100%	10	Attacks in two turns. The first turn, user does not attack. Attacks in one turn during Clear Skies weather.
Sonicboom	Normal	---	90%	20	Always deals 20 HP of damage.
Spark	Electric	65	100%	20	May induce opponent with PARALYSIS status.
Spider Web	Bug	---	100%	10	Opponent cannot escape as long as user remains in battle.
Spike Cannon	Normal	20	100%	15	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Spikes	Ground	---	---	20	Sets spikes down. Opponent takes damage upon switch.
Spit Up	Normal	100	100%	10	Deals damage depending on how much energy is stored.
Spite	Ghost	---	100%	10	Opponent's last move used loses 2 to 5 PP.
Splash	Normal	---	---	40	Does nothing.
Spore	Grass	---	100%	15	May induce opponent with SLEEP status.
Steel Wing	Steel	70	90%	25	Deals damage and may raise your defense by 1 level temporarily.
Stockpile	Normal	---	---	10	Stores energy. May be used up to three times.
Stomp	Normal	65	100%	20	May cause opponent to FLINCH.
Strength	Normal	80	100%	15	No effect.
String Shot	Bug	---	95%	40	Lowers opponent's SPEED ability down one stage.
Struggle	Normal	50	100%	--	Used when user runs out of PP. User is dealt recoil damage equal to 1/4 damage dealt to opponent.
Stun Spore	Grass	---	75%	30	Induces opponent with PARALYSIS status
Submission	Fighting	80	80%	25	Used when user runs out of PP. User is dealt recoil damage equal to 1/4 damage dealt to opponent.
Substitute	Normal	---	---	10	Uses 1/4 of the user's HP to make a decoy. Decoy takes damage from opponent's attacks until it breaks.
Sunny Day	Fire	---	---	5	Causes "Clear Skies" weather for five turns.
Super Fang	Normal	---	90%	10	Deals damage equal to half opponent's current HP.
Superpower	Fighting	120	100%	5	Lowers user's ATTACK and DEFENSE abilities each down one stage.
Supersonic	Normal	---	55%	20	Induces opponent with CONFUSION

					condition.
Surf	Water	95	100%	15	No effect.
Swagger	Normal	---	90%	15	Raises opponent's ATTACK ability up two stages, then induces opponent with CONFUSION condition.
Swallow	Normal	---	---	10	Recovers HP depending on how much energy is stored.
Sweet Kiss	Normal	---	75%	10	Induces opponent with CONFUSION condition.
Sweet Scent	Normal	---	100%	20	Lowers opponent's Evasion ability down one stage.
Swift	Normal	60	---	20	If opponent is on screen, hits without fail.
Swords Dance	Normal	---	---	30	Raises user's ATTACK ability up two stages.
Synthesis	Grass	---	---	5	Restores HP, amount of HP restored depends on time of day.

T Move List:

Tackle	Normal	35	95%	35	No effect.
Tail Glow	Bug	---	100%	20	Raises user's SPECIAL ATTACK ability up two stages.
Tail Whip	Normal	---	100%	30	Lowers opponent's DEFENSE ability down one stage.
Take Down	Normal	90	85%	20	Used when user runs out of PP. User is dealt recoil damage equal to 1/4 damage dealt to opponent.
Taunt	Dark	---	100%	20	Unknown?
Teeter Dance	Normal	---	100%	20	All Pok <small>モ</small> on except user become induced with CONFUSION.
Teleport	Psychic	---	---	20	Flees from battle. Does not work in Trainer Battles.
Thief	Dark	40	100%	10	If user is not holding an item, user takes opponent's item.
Thrash	Normal	90	100%	20	Attacks 2, 3 turns, then induces user with CONFUSION condition.
Thunder	Electric	120	70%	10	May induce opponent with PARALYSIS. Has 100% accuracy during Big Rain weather.
Thunder Wave	Electric	---	100%	20	Induces opponent with PARALYSIS status
Thunderbolt	Electric	95	100%	15	May induce opponent with PARALYSIS status.
Thunderpunch	Electric	75	100%	15	May induce opponent with PARALYSIS status.

Thundershock	Electric	40	100%	30	May induce opponent with PARALYSIS status.
Tickle	Normal	---	100%	20	Lowers opponent's ATTACK and DEFENSE abilities each down one stage.
Torment	Dark	---	100%	15	The same move cannot be used twice in a row.
Toxic	Poison	---	85%	10	Induces opponent with TOXIC status.
Transform	Normal	---	---	10	User's abilities (except for HP) become that of opponent. User's ability changes and status inducement also become that of opponent. Users moves become those of opponent, but only have 5 PP each.
Tri Attack	Normal	80	100%	10	May induce opponent with either BURN, FREEZE, or PARALYSIS.
Trick	Psychic	---	100%	10	User and opponent exchange held items.
Triple Kick	Fighting	10	90%	10	Attacks 1 to 3 times.
Twineedle	Bug	25	100%	20	Attacks 2 times. May induce opponent with POISON condition.
Twister	Dragon	40	100%	20	No effect.

#### U Move List:

Uproar	Normal	50	100%	10	Cannot sleep for 2 to 5 turns.
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#### V Move List:

Vicegrip	Normal	55	100%	30	No effect.
Vine Whip	Grass	35	100%	10	No effect.
Vital Throw	Fighting	70	100%	10	Hits opponent without fail. Always goes last.
Volt Tackle	Electric	120	100%	15	User is dealt recoil damage equal to 1/3 damage dealt to opponent.

#### W Move List:

Water Gun	Water	40	100%	25	No effect.
Water Pulse	Water	60	100%	20	May induce opponent with CONFUSION condition.
Water Sport	Water	---	100%	15	As long as user remains in battle, Fire type moves deal less damage to user and opponent.
Water Spout	Water	150	100%	5	Power decreases as user's HP lowers.
Waterfall	Water	80	100%	15	No effect.
Weather Ball	Normal	50	100%	10	Attack power doubles during weather. Type changes based on weather. Becomes



					Fire type in "Clear Skies". Becomes Water type in "Big Rain". Becomes Ice type in hailstorm. Becomes Rock type in sandstorm.
Whirlpool	Water	15	70%	15	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Whirlwind	Normal	---	100%	20	Escape from a wild battle. Switch opponent's Pokéon in a link battle.
Will-O-Wisp	Fire	---	75%	15	Induces opponent with BURN status.
Wing Attack	Flying	60	100%	35	No effect.
Wish	Normal	---	100%	10	Half maximum HP is recovered at the end of the next turn. Still recovers, even if user switches.
Withdraw	Water	---	---	40	Raises user's DEFENSE ability up one stage.
Wrap	Normal	15	85%	20	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.

Y Move List:

Yawn	Normal	---	100%	10	If the opponent remains in battle, it will be induced with SLEEP on the following turn.
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Z Move List:

Zap Cannon	Electric	100	50%	5	May induce opponent with PARALYSIS status.
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Nature's List:

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Name	Status	Ata	Def	S. Ata	S. Def	Spe
Adamant	Up			Down		
Bashful						
Bold	Down	Up				
Brave	Up					Down
Calm	Down				Up	
Careful				Down	Up	
Gentle			Down		Up	
Hardy						Up
Hasty			Down			Up

Impish		Up	Down		Up
Jolly			Down		Up
Lax		Up		Down	
Lonely	Up	Down			
Mild		Down	Up		
Modest	Down		Up		
Naive				Down	Up
Naughty	Up			Down	
Quiet			Up		Down
Quirky					
Rash			Up		Up
Relaxed		Up			Down
Sassy				Up	Down
Serious					
Timid	Down				Up

Key:

Ata = Attack

Def = Defence

Spe = Speed

S. Ata = Special Attack

S. Def = Special Defence

Up = Status goes up more when leveling up

Down = Status doesn't go up as much when leveling up

Item List

Item List:

Antidote	100	50	Cures Poison Condition
Awakening	250	125	Awakens Sleeping Pokemon
Burn Heal	250	125	Heals Burned Pokemon
Calcium	9800	4900	Up's Special
Carbos	9800	4900	Up's Speed
Card Key	-	-	Unlocks Lab's doors
Dire Hit	650	375	Up's chance of a Critical Hit
Elixir	-	-	Restores 10 PP to all moves
EXP. All	-	-	Split's EXP in battle among party
Fire Stone	-	1050	Evolves certain Fire Pokemon (See

			(List)
Fresh Water	200	100	Recovers 50 HP
Full Heal	600	300	Cures All status ailments besides Faint.
Full Restore	3000	1500	Recovers all HP on non-fainted Pokemon and cures all status effects
Great Ball	600	300	Catches Pokemon at 1.5 Accuracy
Guard Spec.	700	350	Up's chance at blocking special attacks
HP Up	9800	4900	Up's HP
Hyper Potion	1500	750	Restores 200 HP
Ice Heal	250	125	Cures Freezing Status Effect
Iron	9800	4900	Up's Defence
Leaf Stone	-	1050	Used to Evolve certain Grass pokemon (See List)
Lemonade	350	175	Recovers 80 HP
Master Ball	-	-	100% Accuracy when catching Pokemon
Max Elixir	-	-	Restores all PP
Max Ether	-	-	Restores all PP to one Technique
Max Potion	2500	1250	Restores all HP
Max Repel	700	350	Lower level Wild Pokemon then your front Pokemon will not attack for 250 steps
Max Revive	-	2000	Revives a Pokemon at Full HP
Moon Stone	-	-	Evolves a certain list of Pokemon (See List)
Nugget	-	5000	Used to sell for money
Paralyse Heal	200	100	Cures Paralyse Condition
Poke Ball	200	100	Catches Pokemon at 1.0 accuracy
Poke Doll	-	500	Used to escape battle
Potion	300	150	Cures 20 HP
PP Up	-	-	Boost one Move's PP by 20%
Protein	9800	4900	Up's attack
Rare Candy	-	2400	Up's a Pokemon's current level
Repel	350	175	Lower level Wild Pokemon then your front Pokemon will not attack for 100 steps
Revive	1500	750	Revives Pokemon at 1/2 their current Max HP

Soda Pop	300	150	Recovers 60 HP
Super Potion	700	350	Recovers 70 HP
Super Repel	500	250	Lower level Wild Pokemon then your front Pokemon will not attack for 200 steps
Thunder Stone	-	1050	Evolves certain Pokemon (See List)
Ultra Ball	200	600	Captures Pokemon at 2.0 Accuracy
Water Stone	-	1050	Evolves certain Pokemon (See List)
X Accuracy	950	475	Up's Accuracy in Battle
X Attack	500	250	Up's Attack in battle
X Defend	550	275	Up's Defence in Battle
X Special	350	175	Up's Special in Battle
X Speed	350	175	Up's Speed in Battle

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060. CATCHABLE POKEMON LIST  
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Here is a list of all the catchable pokemon that are exclusive to the RPG Mode in ABC order:

Aipom	Piloswine
Ariados	Quagsire
Bayleaf	Quilava
Celebi **	Qwilfish
Croconaw	Raikou
Delibird	Remoraidd
Dunsparce	Skiploom
Entei	Skuckle
Espeon	Slugma
Flaafy	Smeargle
Forretress	Snesel
Furret	Stantler
Gligar	Sudowoodo
Granbull	Suicune
Hitmontop	Sunflora
Ho-Oh	Togetic
Houndoom	Tyranitar
Jirachi *	Umbreon
Ledian	Yanma
Mantine	
Miltank	
Misdreavus	
Noctowl	

\*-Available only with the U.S. Bonus Disk

\*\*-Available only with the Japanese Bonus Disk

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007. LEGAL INFO  
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[www.gamespot.com](http://www.gamespot.com)

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Banned Sites:

[www.cheatcc.com](http://www.cheatcc.com)

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Credits:

-<http://www.serebii.net>: For the walkthrough that helped me with the game and gave me the names

-Coronis: For writting his FAQ on serebii.net

-tgfcoder: For the ASCII art

-[www.pokemonelite2000.com](http://www.pokemonelite2000.com): Move List info

Contact Email:

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