

Pokémon Colosseum FAQ/Walkthrough

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Pokémon Colosseum (GameCube) (English)  
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This FAQ is dedicated to Kao Megura. He inspired many people.  
Rest in Peace  
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1- Introduction	[A100]
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Well, an incredible thing happened. I didn't care a lot about Pokémon Colosseum. I never played any of the Pokémon Stadium games and Sapphire got a bit boring. However, a couple of weeks before the launch of Pokémon Colosseum I started looking out for the game. It was the child in me that was looking out for the game. I bought it a week after the release; I even got my dad to drive me to the store while I normally just use the bus. I started playing and easily leveled up my Pokémon to incredibly high levels, I got my Pokémon to level 60 before I fought against the third admin and I realized that many people had problems with the game and that there aren't many walkthroughs available that is why I started this thing.

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2- FAQ	[A200]
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[1] [Q]. What are those numbers like [A300] next to the title of every section?

[A] It is the search engine of this FAQ. Press Ctrl and F. Type in the Search code for the section you want to visit. You should be there in two steps.

[2] [Q]. Does this game contain a Nintendo VIP card?

[A] Yes, the European version contains a card with the code. The game gives you 250 stars. You'll get a couple of wallpapers and the like. The only good thing you get is access to the Premium Pokédex. You'll get a Winamp Skin if you have registered Pokémon Ruby or Sapphire.

[3] [Q]. Why can't I link with Ruby and Sapphire in the story mode?

[A] You'll have to defeat the final boss to be able to trade.

- [4] [Q]. How can I get Jirachi?
 [A] It is on a bonus disk that is delivered with Pokémon Channel in Europe. You could also get it on a bonus disk if you preorder Pokémon in North America.
- [5] [Q]. What is in the Pokémon Colosseum GameCube Pack?
 [A] That pack contains a Memory Card 251, a GameCube, Pokémon Colosseum, Pokémon Box. Pokémon Box is handy because Colosseum only has rooms for 96 Pokémon. (There are places 90 in the boxes and 6 in your party.)
- [6] [Q]. Can you get Shiny Pokémon in this game?
 [A] Yes, you can still encounter Shiny Pokémon although the chance is slim that you'll ever be able to get one. Shiny Pokémon don't have exceptional stats or special moves, they are just Shiny.
- [7] [Q]. Do you know any good places to train?
 [A] I usually train my Pokémon against Cail in Pyrite Town or at Mt Battle.
- [8] [Q]. How do you obtain the Ho-oh?
 [A] You have to catch all Shadow Pokémon and purify them. After that, you have to use the Pokémon from Story Mode to beat Mt Battle in Colosseum mode. After beating the last trainer, you'll get Ho-oh.
- [9] [Q]. Do I have to use the Pokémon you suggest?
 [A] No, it is only a suggestion. You can use other Pokémon too but I list the best combination of types to play through the game.
- [10] [Q]. Do you get experience for raising a Shadow Pokémon at the Day Care?
 [A] No, only regular Pokémon get experience at the Day Care0
- [11] [Q]. Should I replace Thunder because it misses so much?
 [A] No, just team the Pokémon that knows Thunder up with one that knows Rain Dance.

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 3- Walkthrough Story Mode [A300]
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You start the game by selecting a name for yourself. I named him Wes and I'll keep referring to him as Wes. The game starts with an opening movie showing how Wes blows up the Team Snagem hideout and runs out of there with his trusted Espeon and Umbreon. A couple of moments later, the hideout explodes.

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 3.1- Outskirt Stand [A301]
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There is not much you can do in Outskirt stand. You'll see two men coming out of the building and starting a conversation about how well they did. They sure look suspicious though. Just enter the locomotive that turns out to be a café. There is a news bulletin on the television about the explosion in the Team Snagem hideout. All members of Team Snagem have left the building before the police came there. You don't have to talk to the people in the café. They don't say anything important. They can give you some information about Team Snagem but that is it.

Leave the train and a trainer called Willie will come after you. He wants to battle against you. I'd accept his offer. It isn't a difficult battle. He sends out two Zigzagzoon that are level 24. Your Pokémon are level 25 (Espeon) and 26

When you go inside of the Pokémon Stadium again, you'll be attacked by Team Snagem members when you come out. They make it clear that you are a traitor because you blew up their hideout. They tell Rui that Wes was the best Pokémon thief of Team Snagem. They want to steal the Snag machine from you so you'll have to fight to defend yourself.

The Snagem member will send out Corphish and Koffing. Use Confusion on Koffing and he'll faint. Espeon will rise to level 27. Rui realizes that Wes can catch all Shadow Pokémon to purify them. She suggests that you go buy a couple of Pokébals but the shop in Phenac City doesn't sell any. You'll have to go back to the Outskirt Stand and talk to the owner of the bar. He still has Pokébals. You must talk to the guy at the table on the second floor in the Phenac City shop first tough. You'll first get five Pokébals for free but buy ten Pokébals after that and get a Premier Ball for free. Buy a couple of Great Balls too. It will save you the trip later on when you're in Pyrite Town.

Head back to Phenac and the lady at the entrance will tell you about a couple of scary guys, including the ones that kidnapped Rui. Save and then go to the Mayor's house and they'll be there. It is Mirror B and his henchmen, Mirror B will leave and you'll have to fight one of his henchmen. Peon Folly sends out a Whismur and a Lotad because he only has those two. Use Confusion against Whismur and Bite Lotad. Attack Lotad once more and the fight should be over.

	After that Mirror B. Peon Trudly attacks you. He owns three
Shadow Pokémon	Pokémon: Duskull, Spinarak and the Shadow Pokémon Makuhita.
Makuhita	Use Confusion against Spinarak and Bite the Duskull. You
	can't hurt him with psychic attacks but he is weak against
Level 30	Dark Attacks. In the second part of the fight, let Espeon
	use Return on Makuhita and attack Duskull with Bite. Don't
	use Confusion against Makuhita, it will kill him. Use Return

instead. Bring his health down to the red/yellow part and use Pokébals until you catch him. Go save. After that, you'll have to leave for Pyrite Town but all exits are blocked by Mirror B. Henchmen. Each one of them as a Gold/Silver Starter's second evolution. The green one has Bayleef, the red one Quilava and the blue one Croconaw.

I suggest going for Bayleef because with Entei and Mantine later in the game, you'll have good Pokémon from that kind. This walkthrough only describes the fight with the Bayleef trainer at the moment but the fight with the Croconaw and Quilava trainer are about the same. You can't steal all of them. I suggest you take Bayleef but if you want another one, go right ahead. The strategy remains the same for all the fights. The following bit is my recommendation on which one you have to catch.

Bayleef: There isn't any other good Grass Pokémon in this game. You don't have to use him a lot but he might be handy at the start against Water Pokémon. He can be found at the exit next to the mayor's home.

Quilava: There are a couple of Fire Pokémon in the game. Slugma is kind of slow and he doesn't get any faster but he is strong. Entei is the best choice for a Fire Pokémon but you only get him later. You don't need Quilava in my opinion. He is at the exit on the other side of the town.

Croconaw: This game contains a lot of strong Water Pokémon. I'd recommend getting Mantine in the next town. He should be immune to Earthquake which makes him a good benefit at some places. You can get him in Pyrite Town so you won't miss him. He is at the entrance you used to enter the town.

	The trainer has three Pokémon: Bayleef, Grimer and Spink.
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north. Go through it to reach another Treasure chest. Go back to the stairs you saw and battle the trainer. That trainer has an Anorith and a Lotad. Use Psychic moves against Anorith and electric against Lotad.

Go down using the stairs. There is a trainer there. It is a chaser with Ralts, Koffing, and Shroomish as Pokémon. Use Dark Attacks against Ralts and Psychic against Koffing. Use Fire Pokémon to kill Shroomish. Use the next pair of stairs to go up again. This area leads to nowhere but it has two trainers and a trainer chest so it is certainly worth visiting. The chest contains three Ultra Balls.

The first trainer has a Geodude, a Lotad, a Snorunt, and a Slakoth. Geodude can be killed with Psychic moves. Use Fire against Lotad and Snorunt. Slakoth is bad against Fighting Pokémon. The other fight is a bit harder. That trainer has four Pokémon, they're all Lotad. You probably don't have anything that is super effective against him so use Electric/Fire attacks.

	Go back down the stairs and head north this time. You'll
Shadow Pokémon	encounter a trainer with a Shadow Meditite. The trainer also
Meditite	has Bagon and Numel. Use Water against Numel and Ice attacks
	against the Dragon Pokémon Bagon.
Level 33	

Go a bit further and turn right. Battle the trainer. He has Lotad, Slakoth, and Whismur. Whismur and Slakoth are bad against Fighting attacks. (Makuhita) Lotad has no weakness that you can exploit at the moment. Fire/Electric attacks do normal damage. You can get a Full Heal from the Treasure Chest after the fight. Go back to the stairs and go down. Walk to the west and you'll encounter a female trainer.

	This trainer has Dunsparce, Mareep, and Cacnea. Use Fire to
Shadow Pokémon	defeat Cacnea and use Ground/Fighting attacks against Mareep
Dunsparce	so that only Dunsparce remains. Try to weaken him with Dark
	attacks.
Level 33	

Advance and you'll finally find a PC to save. You can heal your Pokémon so you won't have to go outside. Use the stairs. There is a trainer immediately after the stairs. He has Lotad and Lombre. Lotad and Lombre have no weakness that you can exploit at the moment. Fight the trainer next to the stairs.

	Hunter Zalo uses Lotad, Lombre, Beldum, and Swablu. Use
Shadow Pokémon	regular attacks against Lotad and Lombre. Don't use Water
Swablu	attacks. Beldum is weak against Fire and Dark. Swablu is bad
	against Ice Attacks but you don't have those. Don't be
Level 33	afraid of killing him with one hit.

Ignore the stairs and go to the right. The trainer you see has Pineco, Shuppet, and Koffing. Use Psychic against Koffing and Dark against Shuppet. Use Fire against Pineco. Go to the south where you should find another item. Go back to the last staircase you saw. It will lead you to many treasure chests.

Go to the left and defeat the trainer with the two Zigzagzoon and Linoone. Anything should kill them. You don't need a strategy here. After beating him, you'll reach the chests containing Zinc, Protein, Carbos, and Iron. Go back to the stairs. If you want, you can go to the north there and battle two more

trainers. You won't get anything for it though.

The first of those trainers uses Natu, Tentacool, and Teddiursa. Use Dark Attacks against Natu, Fighting against Teddiursa and Electric/Grass against Tentacool. Spheal (34), Lileep (32), and Dustox (33) are the Pokémon of the first trainer. Electric Attacks work great against Spheal. Lileep and Dustox should be defeated with Fire attacks. Use the stairs again and head back to the staircase you didn't use yet. Follow the path and you'll eventually find Cipher Admin Mirror B.

	Mirror B is the first Cipher Admin that is going to fall. He
Shadow Pokémon	has four Ludicolo and a Sudowoodo. Sudowoodo is a Shadow
Sudowoodo	Pokémon. Ludicolo is a Grass/Water type so there aren't many
	super effective attacks. Your best bet is to use Fire and
Level 35	Electric moves.

Get the Ein File that is lying on the ground. Don't forget the TM. Go to the next room. Open the chest that contains the Macho Brace and talk to Plusle. Duking will come in and give you Plusle. Go to the Police Office and take the Jail Key from the table. Release the prisoners and grab the TM at the table. It contains Thief.

Go to the Fortune Teller after beating Mirror B. She will suggest that you go and visit Agate Village. You can now go there. You can also battle against everyone again. You should try to level up against Cail and battle the trainers at the square to purify your Pokémon.

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3.5- Agate Village [A305]

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Walk around the town. There are many Treasure Chests. You can find an old man with his Taillow. He'll give you a Berry every day. There is also a Treasure chest with an Exp. Share item. You have to go behind one of the houses to reach it. If you go down the hill at the Pokémon Center and follow the path at the front of the screen, you'll find Quick Claw in a chest.

Go to the house with the tree on the top. It is Eagun and Beluh's home. If you go in, Rui will start talking to them and they're relieved to see their granddaughter is all right. She introduces you to them. A man will come barging in and saying that someone is in Relic Forest. Eagun goes there and you have to go and help him.

Go to the Pokémon Center and head down the hill there. Enter the cave and you will have to fight Cipher Peon Doven. She has two Water Pokémon so I hope that your Flaaffy has been trained so that he has an electric attack. If he has, taking down Spheal and Carvanha will be easy. Otherwise, you should use Bayleef if you chose him in Phenac City.

Cipher peon Silton is the next opponent. He has Cacnea and Shroomish. Fire attacks like that of Slugma are effective. You can use Espeon's Confusion to attack the other Pokémon.

Proceed a little further and another Peon will appear. This one will drop from the ceiling. This one has three level 35 Pokémon: Ralts, Kirlia, and Baltoy. Use Water attacks against Baltoy. You can also use Dark Attacks against all of them. Don't use Psychic attacks because they aren't effective.

Go save now because an important fight will follow. If you go further, you'll

Cipher Peon Kison has two Pokémon that are weak against Dark Pokémon, Duskkull, and Kirlia. Use Psychic moves against Koffing. You don't have anything effective against Houndour right now. Cipher Peon Perin is also weak against Water attacks just like the first three. You can also use Leaf attacks if you want.

Shadow Pokémon	Cipher Admin Dakim is the second Cipher Admin that is going to be defeated. This is a very troublesome fight. Dakim has four Pokémon that can use Earthquake. The Shadow Pokémon, Entei
Entei	the legendary dog Entei, is weak against Earthquake so you will want to kill the other Pokémon s quickly as possible.
Level 40	Entei is weak against fire and ground attacks so you might refrain from using those attacks. His first four Pokémon use Protect too so there will always be one Pokémon protected. Concentrate your attacks on the other one. (A Pokémon won't use Protect two times in a row.) Metang is weak against Dark Attacks. Camerupt is bad against Water attacks just like Golem. Use Leaf attacks against Swampert. Don't try to use an electrical Pokémon, he wouldn't last very long.

Pick up the F-Disk that is located there. Vander will also give you the Time Flute which can cure Pokémon in one go. You can now choose between continuing your journey and leveling up at Mt. Battle. I decided to do the latter option.

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3.7- The Under [A307]

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If you want to continue, you should go back to Agate Village and talk to Eagun. Give him your PDA number. Talk to the old man in Agate Village too. You'll unlock the Shadow Pokémon lab. Go there and you'll get a mail. Return to Pyrite Town. Go to the Police office and talk to the prisoners. Grab the key.

Go to the house where you went after winning the Colosseum battle and go in the elevator. If you want to train, you can fight all trainers again. When you walk to the left, you'll see Venus on the television. You can walk around freely after that. There aren't any trainers there at the moment.

Go to the Inn, take the stairs, and save at the PC there. Go outside and follow the road until you talk to a guy that says stuff as been disappearing. Go downstairs and the kid there asks you to deliver a piece to his friends. Go to the square in the middle of The Under and go to the left of your screen. Talk with the kids there and go inside. Do a little more talking. They'll ask for your PDA number when you want to leave. After that, you'll find out they captured the spy. Go to the elevator and you'll see they caught Silva.

Shadow Pokémon	Your first opponent is Cipher Peon Kloak. He has a Shadow Pokémon, it is a Ledian. Her two other Pokémon are Spinarak
Ledian	and Volbeat. They're both weak against Psychic and Fire attacks. Use Dark attacks against Ledian to weaken it. Bring a weak Pokémon if you decided to train at Mt. Battle like I did. Another Cipher Peon attacks you immediately. That trainer has Illumise, Ariados, and Gloom. They're all bad against Fire Pokémon but you can also use Psychic attacks against Illumise and Ariados because they're bug Pokémon.
Level 40	

Talk to Silva, he will give you the R-Disk. To talk to Silva, you need to go to the side of the prison. Head back to the Town Square where you can find a machine. Talk to the machine and enter the R-Disk. If you use the F-Disk, you can heal your Pokémon at the Colosseum. You can also save there. Go inside the dome after using the R-Disk and open the treasure chest with the three Rare

Candies, which is one of the rooms.

Shadow Pokémon	Talk to Venus. She has one level 40, Suicune. Her Vileplume is level 44. Her three other Pokémon are level 45. They are a Steelix, a Banette and a Delcatty. Use Fighting moves against Delcatty. Don't bring a fighting Pokémon out when Banette is on the field. Banette can be killed by using Dark attacks. Steelix and Vileplume are weak against fire moves. Don't use electric and plant Pokémon when you're weakening Suicune, he is very vulnerable against them. Don't forget the Ein File F and some treasure chests you couldn't grab without drawing Venus' attention.
Suicune	
Level 40	

Go heal your Pokémon and come back. Use the stairs. Use the right exit instead of the one Venus uses. Follow the stairs and you'll encounter four trainers. They each have a Shadow Pokémon. You'll find three chests while you're doing this. You get 2 Timer Balls, 4 Ultra Balls and 2 Max Potions.

Shadow Pokémon	The first trainer uses Shroomish (35), Jigglypuff (38), Teddiursa (37), and Gligar (43). Teddiursa and Jigglypuff are bad against Fighting Pokémon. Shroomish is bad against Fire Pokémon. Don't use Psychic/Fire Pokémon against Gligar. Dark Attacks don't hurt him a lot so that might be the best to lower his health.
Gligar	
Level 43	

Shadow Pokémon	The second trainer has Kirlia (37), Roselia (38), Gloom (38) and Stantler (43). Kirlia can be killed with Dark Attacks. The two other regular Pokémon are weak against Fire Pokémon. Don't do too much damage to Stantler. He has two moves that do him damage too.
Stantler	
Level 43	

Shadow Pokémon	The third trainer owns Octillery (38), Masquerain (39), Dunsparce (39), and Piloswine (43). Masquerain is weak against Fire attacks, Dunsparce against Water and Octillery against Electric attacks. Use Water attacks to weaken Piloswine.
Piloswine	
Level 43	

Shadow Pokémon	The fourth trainer sends out Seviper (40), Loudred (41), Corsola (41), and Sneasel (43). Use Plant attacks against Corsola and fire against Seviper. Loudred and Sneasel can't stand Fighting attacks.
Sneasel	
Level 43	

Look at Venus talking with a couple of henchmen. She flees into the train. You have to follow her in there. There is a chest with Blackglasses around here, make sure you get it before leaving. Keep following them and pick up the Subway Key. Talk to the guys that you find there. You'll also find the U Disk in the neighborhood, use that to pick up a Time Flute. They are guarding an entrance to the lab. It is too bad that they blew it up. Luckily, they forget their key. Take the key and go to the Shadow Pokémon Lab.

Go to the back of the Shadow Pokémon Lab at the right side to find a treasure chest with a couple of Revives. Stay as close as possible to the fence because if you walk too much on the sand, you'll leave the area. Go back to the

entrance and use the Main Gate Key. Take the entrance on the right side. Go right inside and press A when you're next to the computers. Leave the building and go to entrance on the left. Inside you'll find a PC and a treasure chest.

Use the stairs. Battle the Researcher. He has two Pokémon; both are Voltorb at level 38. Use Fighting/Ground Pokémon. Pick up the Card Key and go downstairs. You'll eventually find another Treasure Chest. Go outside again and use the second entrance of the Shadow Pokémon Lab.

Go straight ahead and use the elevator. Go the left side of your television screen. Go to the elevator and when you get there, a Cipher Peon will drop down from the ceiling.

	He has Furret (37), Remoraïd (39), Castform (41) and Aipom
Shadow Pokémon	(43). Castform is a type changer. Depending on the weather,
Aipom	he will change type. He'll usually start with Sunny Day and
	become a Fire Pokémon. Remoraïd is a Water Pokémon. Furret
Level 43	is weak against Fighting Pokémon. Aipom won't be too
	difficult to catch.

You might find a DNA Sample here. The locations are random, this is Location #1. Use the elevator. You'll arrive in a room with a Researcher and possibly a DNA Sample. This is Location #2. The trainer has an Electrode (39), Magnetron (39) and Magnemite (38). They're all weak against Ground Pokémon. Watch out for Electrode's Suicide attack.

Use the stairs and go up a floor. There is another researcher present there. This researcher has the same Pokémon as the previous but all his Pokémon are one level stronger. Just use Ground moves again. Pick up the Downstairs Key, you'll need it later. Head back to where you went left, this time you'll have to go straight ahead.

There is another researcher in there, the place is crawling with them but luckily they don't use Shadow Pokémon. He has Chinchou (38), Magnemite (39) and Electrike (39). They're weak against Ground Pokémon. Use the Downstairs Key at the door.

	Another Cipher Peon will drop down from the ceiling once
Shadow Pokémon	you go through the door. He has two Dark Pokémon (Houndour)
Murkrow	and the Shadow Murkrow. Nuzleaf is a Plant type and
	Carvanha is a water Pokémon. Use Fighting attacks against
Level 43	Houndour and use Dark moves to weaken Murkrow. All his
	Pokémon are level 38.

Go further and take the hallway to the left. You may find a DNA Sample in one of the rooms, it is Location #3 and Location #4. It is possible to find two samples there. Go back to where you turned and go towards the television screen. Turn left and walk until another Peon drops from the ceiling.

	Vana has four Pokémon. The regular Pokémon are at level 40.
Shadow Pokémon	The Pokémon are Pupitar, Swablu and Zubat. Forretress is a
Forretress	Shadow Pokémon. Pupitar is weak against Water, Swablu is
	bad against Electric and Ice Pokémon. Zubat can be killed
Level 43	by using Psychic attacks. Use the elevator and a trainer
	will attack you when you turn left or right.

	Cipher Peon Lesar uses three Pokémon. He has Rhyhorn,
Shadow Pokémon	Grovyle and Ariados. Rhyhorn is weak against Psychic/Water
Ariados	attacks. Grovyle is weak against Fire. Use Dark Attacks to
	lower Ariados' HP.

| Level 43 |
| _____ |

Go to the left. DNA Sample Location #5 and Location #6 are in that room. Go to the right. Go up at the end of the hallway. You'll find a Full Restore there. Go back to the previous crossroads. Go up until you reach a room with a trainer and possibly a DNA Sample. Location #7 and Location #8 are in this room. The Researcher in the room uses two Electrode. He is weak against Ground Pokémon. Go back until there is a road heading to the right. Another trainer will appear.

| _____ | Cipher Peon Tanie uses Linoone, Vigoroth and Granbull. They
| Shadow Pokémon | are easily defeated with Fighting moves. Don't use Fighting
| Granbull | moves against Granbull, you have to catch him. He is hard
| | to catch.
| Level 43 |
| _____ |

Location #9 of the DNA samples is next to the elevators. Head through the second elevator. Use the DNA analyzer to analyze your DNA Samples. It is different for all games so remember your combination. There are 504 possibilities. Use the elevator again and use the other one.

You'll encounter another Researcher there. He has a Magnetron that is level 40 and two level 42 Pokémon, they are Ampharos and Electrode. Use Ground moves again like those of Sudowoodo. He'll turn on the alarm but you can ignore it. You can still leave the building easily.

| _____ | Cipher Peon Remil uses Kadabra, Kecleon, Swellow and
| Shadow Pokémon | Vibrava. Kecleon is a type changer so your attack will
| Ledian | depend on your last attack. Swellow is weak against
| | electric attacks and Kadabra against Dark Attacks.
| Level 43 |
| _____ |

Use the panel on the right and enter your DNA Samples. Another Cipher Peon will attack you. It has Graveler, Clamperl, Wobbuffet, and Medicham. Medicham and Graveler are weak against Psychic attacks. Clamperl is a water Pokémon so use electric attacks. Use Dark Attacks against Wobbuffet. Go downstairs and talk to the fourth Cipher Admin. Prepare to get the third legendary Pokémon.

| _____ | Ein uses Lanturn and Huntail who both have a weakness
| Shadow Pokémon | against Grass attacks. Huntail will often use Rain Dance
| Raikou | so that Lanturn's attacks will always hit. His other
| | Pokémon are Altaria, Golbat and Raikou. Altaria is weak
| Level 40 | against Ice attacks. Use Psychic Pokémon against Golbat.
| _____ | Pick up the Data Desk, HP Up and TM26. Leave the building
using the elevator and go to the kids in The Under.

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3.9- The Under

[A309]
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You'll have to give the Data Disk you found in the Shadow Pokémon lab, the one Ein dropped, to Nett in The Under. He'll study it but he can't decipher the disk. You'll have to go to Realgam tower first while he is examining it.

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3.10- Realgam Tower

[A310]
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When you get out of The Under, the men will have finished at the Construction site and the Realgam Tower has been built. In Realgam tower, you'll have to battle against all Cipher Admins. This is the perfect chance for when you need to catch one of their Shadow Pokémon again. I hope you caught them all already because they're very useful and I try to use them. However, when I say, Use Entei, you can use any strong Fire Pokémon that you want.

Go through the left door. The first trainer on the list is Mirror B. He still uses two Ludicolo but they are a bit stronger now, they're around level 45. He also uses a Golduck (Level 45). If your Fire Pokémon has a strong defense, you can use it right away. If it is weak, I'd suggest taking out Golduck with other Pokémon first. He can do serious damage with Surf. His fourth Pokémon is a Loudred of Level 46. He frequently uses Earthquake but with that attack, he also hurts Ludicolo. His last Pokémon is a level 43 Armaldo. Use Water attacks to take them out. You'll get a Red ID Card. He won't have the Armaldo if you still need to catch Sudowoodo.

Now take the door to the right in the starting hall. This path will lead you to Dakim. He hasn't changed much either. He also has five Pokémon. Whiscash (46), Forretress (45), Flygon (46), Claydol (46) and Houndoom (47).

His Pokémon will keep switching between who uses protect. If the first one uses Protect, the second one will use it the next turn. Use electric attacks against the Whiscash and a fire attack against Forretress. Flygon is a Ground/Dragon Pokémon so Water/Ice attacks will take him down quickly. Take out Claydol with Fire and Houndoom with Water attacks. Don't try to use Psychic Pokémon like Espeon in this fight. Dakim is one of the few trainers that use Hyper Potions during the game. I hardly use them either. He'll give you the Green ID Badge.

Go back to the starting hall and use the door behind the fountain to go a room with a PC. But first you'll have to defeat a trainer with a Dustox (Use fire attacks), Grimer (Psychic) and a Seviper (Fire). The trainer, who was first disguised as an old man, isn't hard to beat. He is a pushover. Continue down the road and keep going until you reach a chamber where two guards each stand before a door. Challenge them both.

	The purple one uses a Jumpluff that can be easily taken down
Shadow Pokémon	with Flamethrower. Her Gloom is easy too, just use a Fire
Sunflora	attack. Use Bite once on Sunflora, he is the Shadow Pokémon.
	Handle him with care. Use Umbreon's bite (even at level 65,
Level 45	he didn't even get rid of half Sunflora's bar). Or use a
	low level Pokémon. You defeated Cipher Peon Baila.

	The other trainer, Cipher Peon Arton also has a Shadow
Shadow Pokémon	Pokémon, Delibird. He also uses a regular Piloswine and
Delibird	Glalie. Use Fire against those two and let a weak Pokémon
	of around level 40 attack Delibird. You might use one of
Level 45	your non-purified Shadow Pokémon. That Delibird was harder
	to catch than the three Legendary Beasts in my game.

You'll find Venus behind the door the purple Peon was guarding. She thinks she can defeat you. She uses a Bellossom (47), Misdreavus (47), Raichu (48), Wigglytuff (48) and Milotic (48). Attack Bellossom with a fire attack, any Fire Pokémon can take him down quickly. Dark moves are very effective against Misdreavus so you should use Bite. It is a very common attack but does a lot of damage. Just use your strongest attacks to defeat Raichu and Wigglytuff but watch out for Raichu's Static. Take your fire Pokémon out of the fight when

Milotic comes in because he knows Surf. Bring in an Electric Pokémon that is purified if you have one. Otherwise, you can use Psychic attacks. Her Pokémon will cause a lot of status ailments so you should have a couple of full heals ready for during or after the fight. She'll give you the Blue ID badge.

Take the door behind the blue person and go to the next room. There you'll see four card slots: a red, a green, a blue, and a yellow one. Enter the three ID cards you currently have and go ahead through the other door that is open. You'll have to get the Yellow ID card before you can open the big door. You'll have to defeat Ein to get that one.

He has five Pokémon too. He has Manectric (50), Starmie (49), Rhydon (50), Pelipper (49) and Crobat (48). Use Fire attacks on Manectric and use an Electric Pokémon against Starmie to take it out quickly. You can use Dark Attacks to take him out too. Don't use Psychic attacks; they aren't very effective against him. Take out Rhydon with Psychic but watch out, he might use Protect. Use the same strategy for Pelipper as you used for Starmie and take out Crobat with Psychic. You'll only need three Pokémon to win this fight. He'll give you the yellow ID card.

You'll receive a mail when leaving the chamber from Eagun, Rui's grandpa but it seems he has forgotten to end his mail. It ends in the middle of a sentence. Head back to the room with the four card slots and enter the yellow one. A trainer drops from the ceiling and attacks you.

	Dioge is one of the four trainers with a Shadow Pokémon in
Shadow Pokémon	Realgam Tower but first he sends out Masquerain (42) and
Heracross	Ariados (41). You can use Psychic or Fire attacks against
	Ariados. They're both super effective. The same goes for
Level 45	Masquerain. Bring out a weaker Pokémon to attack Heracross.
	Try to catch him with a Net Ball, it is very effective on
	Bug Pokémon.

If you go to Eagun in Agate Village and talk to him about the mail, he'll give you the Master Ball. That is a Pokeball with a 100% catch rate. Save it for a very hard Pokémon. You can even save it for another Pokémon game (Ruby/Sapphire/Fire Red/Leaf Green).

Go save and heal your Pokémon before you enter the 'Final Dome'. When you enter there, you'll get a mail from Nett telling you he has found the data for 29 Shadow Pokémon. He'll mail back when he finds more. In the Final Dome, you'll have to defeat eight trainers.

The one at the entrance sends out Nuzleaf and Graveler. Use Fire on Nuzleaf and Psychic on Graveler. They use the Protect game too. Graveler starts with protect so you should focus your first attack on Nuzleaf only. Attack Graveler the second turn. Hariyama, another fighting Pokémon, is his third choice. He is weak against Psychic Attacks too. Lombre is the last Pokémon and can be taken out with a Fire Attack.

The second trainer is sitting behind the desk. He uses Lairon, Mawile and Metang. Use Dark attacks against Mawile and a Flamethrower against Lairon. Attack Metang with a Dark Move too. Don't use a Psychic Pokémon here. The third trainer is waiting behind the door on the right. He uses Wigglytuff and Loudred. Take them out with regular attacks. They aren't very strong.

You'll find a fourth trainer in the room where the Bodybuilder came out. She uses four Pokémon. She sends out a Chimecho and a Swalot. Swalot can be taken out with a single Psychic move and use a strong attack on the other Pokémon.

He'll send out Noctowl and Cradily after that. Use Fire on Cradily and Psychic on Noctowl.

Leave that room and go to the door on the left. IF you enter, you'll see it is a casino with all kind of slots. Talk to the purple guy next to the slots. He will want to fight you. He has four Pokémon, namely Machoke, Magneton, Swellow and Ninetales. You'll want to have a Psychic Pokémon ready for Machoke. You'll need a Pokémon with Fighting or Rock moves to take down Magneton. Swellow is a flying Pokémon so you an ice Pokémon or an Electric type. If you chose the Ice Pokémon, you can use him to defeat Ninetales too. Otherwise, bring out a water Pokémon.

The second guy in the casino wants to fight too. Rider Kevel sends out Quagsire and Sandslash, his third Pokémon is Donphan. Use Water against Sandslash and regular attacks against Quagsire. If Sandslash and Donphan are at the same moment, you should use Surf.

In the casino corner of the Final Dome, you'll encounter Verde or the guy you defeated when leaving Phenac City. He'll fight you but he only has two Pokémon. Muk can be easily taken down with a Psychic Attack. You'll have to use a Dark Attack on Grumpig.

Defeat the trainer that is standing close to the left door. She is wearing some kind of fairy costume. Qwilfish, Octillery, Seadra and Feraligatr. You'll have to use many electric attacks to end this fight quickly. Let your other Pokémon use strong attacks to attack, you can choose which type as long as you don't use plant attacks. Go talk to the men in black before the stairs after you saved. It is Silva.

He'll let you enter the elevator and you'll reach Nascour. He'll leave after your little chat and you have to follow him. Go to the elevator and the Team Snagem boss will come out, he is named Gonzap. He tells you that they got the Snag machines from Cipher and Cipher is actually controlling Team Snagem. After that, Gonzap attacks you.

_____	Gonzap has five Pokémon. Crawdaunt (52), Shiftry (53),
Shadow Pokémon	Pinsir (52), Hariyama (53) and Skarmory (47).
Skarmory	You can take out Shiftry with a Fire attack and Crawdaunt
	with an electric attack. Don't use Psychic attacks on him.
Level 47	Use fire on Pinsir too. Hariyama is weak to Psychic attacks.
_____	Bring out a weak Pokémon to battle Skarmory. Skarmory is
	very hard to catch. Hitmontop's Rapid Spin is perfect to do
	tiny bits of damage to Skarmory. Keep him alive at all costs. Skarmory will use
	Steel Wing instead of Shadow Rush when he is out. (I'm using a level 56
	Hitmontop by the way, he really doesn't do much damage.) If Ultra Balls don't
	work, try a Great Ball or a Timer Ball.

Use the elevator behind Gonzap to enter the Tower Colosseum. You'll have to beat a couple of trainers with Shadow Pokémon to 'repay' your debts. I hope you brought along enough Pokeballs.

_____	Your first opponent is Bodybuilder Jomas. He has a Porygon2
Shadow Pokémon	(45), a Zangoose (45) and Miltank (48). Take out the first
Miltank	two with your strong Fighting moves. Use Bite on Miltank, it
	took my level 66 Umbreon two attacks to bring it in the red.
Level 48	Just use an Ultra ball after that and pray that it doesn't
_____	use Shadow Rush. If you use Leer, she seems to respond with
	Defence Curl.

_____	Your Pokémon aren't healed between fights so this can be
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| Shadow Pokémon | hard. Rider Delan is the second trainer and he also has
| Absol | three Pokémon. Take out Sharpedo (47) with an electric
| | attack and Fighting attacks against Mightyena (46). Use a
| Level 48 | weak Pokémon to attack Absol now or use Surf. It doesn't do
| _____ | much damage but it will do the job.

| _____ | Cipher Peon Nella is the next trainer. She uses Houndoom,
| Shadow Pokémon | Torkoal (47) and Magcargo (46). Heal your Pokémon if needed.
| Houndoom | Use a water attack against Torkoal that doesn't hurt
| | Houndoom who can't stand water. You should try to catch
| Level 48 | Houndoom as fast as possible so that you can use Surf when
| _____ | he is gone. It should kill both Torkoal and Magcargo.

| _____ | The fourth trainer is another Cipher Peon, namely Ston. He
| Shadow Pokémon | has Tropius, Cradily (48), Vileplume (48) and Cacturne.
| Tropius | Don't be afraid to use fire attacks to take down Cradily,
| | Vileplume and Cacturne. If you don't have your Fire Pokémon
| Level 49 | anymore, use Psychic attacks except against Cacturne. Use
| _____ | Water attacks against Tropius.

| _____ | The next battle is against Nascour himself. He wants to
| Shadow Pokémon | humiliate you before everyone. Luckily, everyone is healed
| Metagross | when you start this fight. He has six Pokémon. He has
| | Gardevoir (55), Walrein (56), Dusclops (55), Blaziken (54),
| Level 50 | Xatu (54) and finally Metagross, the Shadow Pokémon. He will
| _____ | become your 41st Shadow Pokémon in this game. Use Dark
attacks against Gardevoir but no psychic once. You can kill
Walrein quickly with an electric attack. Use water against Blaziken and Psychic
against Dusclops. Xatu is psychic so he can easily be hurt with Bite. You can
use Surf on Metagross. I caught him with a Pokeball.

| _____ | Despite looking like the head of Cipher, Nascour isn't the
| Shadow Pokémon | final boss. You still have to beat Evice. He might look like
| Tyranitar | someone regular but the mayor of Phenac, Es Cade is actually
| | the leader of Cipher. That is why Mirror B and Nascour were
| Level 55 | visiting him. He has the strongest Pokémon of them all for
| _____ | now. After beating him, the credits will roll and you can
trade Pokémon with the other Pokémon games. The game isn't
over though. Evice has six Pokémon namely Slaking (60), Scizor (60), Salamence
(60), Machop (60), Slowking (61) and Tyranitar (55).

Scizor can be defeated with a Flamethrower. For Slaking, you'll need to use
regular attacks like Bite, Surf or Flamethrower or fighting moves. Machop can
be taken out with Psychic. Slowking can be hurt with Dark moves like Bite.
Salamence may look like a Fire Pokémon but he isn't. Water and Fire aren't
effective against him. He took himself out with Double Edge in my game. You
should use Ice moves. Make sure Slaking and Slowking are never out at the same
moment, they could use Skill Swap at that moment. When Tyranitar enters the
battlefield, he will cause a sandstorm that will hurt your and his Pokémon.
Bite and Return don't do much damage to Tyranitar so they're perfect to attack.
I used the Master Ball to catch him.

Evice uses many items like X Attack and Full Restore so watch out. If you lose
to him and come back, he'll laugh at you. However, he'll be disappointed when
even is Ultimate Shadow Pokémon loses to you. Just watch the credits roll by at
the end and continue on your voyage. Evice gets arrested by Duking and the
police and Eagun enters the battlefield. Evice tries to escape but his
helicopter is taken down by a fireball. It appears to be Ho-Oh that stopped him
from escaping. Moltres is cooler though.

kill Electrode fast. Use Fire against Jumpluff. The second trainer has Delibird (62), Marshtomp (61) and Walrein (61). Just keep your electric Pokémon alive to make this fight super easy.

You'll encounter an Azumarill (62), Medicham (62), Linoone (63) and Natu (62). Natu is bad against Dark types. Azumarill is weak against electricity. Linoone should go down with fighting moves. Medicham is a combination of Fighting and Psychic. A Ghost Pokémon like Misdreavus is very effective against him. Fighting moves don't work against Ghost Pokémon and they're strong against Psychic.

Dakim is the second Cipher Admin you have to beat. He has five Pokémon and he has lower levels than Mirror B. He has a Claydol (63), Flygon (64), Solrock (64), Swampert (65) and Houndoom (65). Claydol is weak against Water. Solrock can be hurt with Surf too but Dark moves are certainly effective too. Swampert is weak against electric types and Houndoom against fighting ones. To defeat Flygon you'll need an ice attack. I hope your Water Pokémon knows one.

The first trainer will have Machop, Machoke and Ursaring the third time. The first two are weak against Psychic Pokémon and Ursaring is a Normal Pokémon so you should use Fighting Pokémon. The second trainer has four Pokémon namely Graveler, Wigglytuff, Wailmer, and Donphan. Graveler is weak against Psychic Pokémon. Wigglytuff can be defeated with Fighting moves. Use Electricity to defeat Wailmer. Donphan is a ground Pokémon and is weak against Plant and Water Pokémon.

Spinda (62), Delcatty (62) and Granbull (62) are the third trainers Pokémon. Spinda, Delcatty and Granbull are all weak against Fighting Pokémon. Venus is the next trainer. She uses Raichu (63), Dusclops (64), Blissey (65), Meganium (64) and Milotic (65). Milotic is a Water Pokémon and can be killed with Thunder. Raichu is weak against ground moves while Blissey is bad against Fighting Pokémon. Dusclops is weak against Dark Pokémon. Meganium can be killed with a single Flamethrower.

The first trainer here only uses Plant and Bug Pokémon. Just keep your Fire Pokémon alive to beat this one. The second trainer is a bit more entertaining. Lairon is a Steel Pokémon so he is weak against Fire. Octillery and Lanturn are bad against grass attacks. Despite the fact Lanturn is part Water, he might get healed by them. Exploud is a Normal Pokémon so he is weak against Fighting.

The third trainer has a Swellow, a Marshtomp, and a Crawdaunt. Two of them are level 62 and one is 63. They can be killed with electric attacks. Admin Ein is the last trainer here. He has five Pokémon. Manectric is bad against Fighting moves. Gyarados and Mantine are bad against electricity. Crobat and Rhydon are weak against Psychic Pokémon.

The first trainer in this bout has a Nincada (64), a Horsea (63) and a Shuppet (63). Fire and Psychic Pokémon can take down Nincada but which type you use depends on his second Pokémon because he has a Water Pokémon and a Ghost Pokémon. His Ghost Pokémon Shuppet is weak against Dark moves like Umbreon's Bite. Horsea will go down easily with an electric attack.

The second trainer has four Pokémon. He has Kecleon (65), Misdreavus (64), Kadabra (64) and Seadra (65). Seadra is weak against electricity. Kecleon

Plusle to catch him and a couple of Nest Balls. He is owned by Shady Guy Wes. You'll find him in Outskirt Stand after beating Deep Colosseum. He is the last Shadow Pokémon.

4.3- Purifying Shadow Pokémon

[A403]

To purify Shadow Pokémon you have to open the pathway to their heart. There are multiple ways to do that. If you summon a Shadow Pokémon in a fight, the path will open. It is a good idea to let them start in multiple fights against weak trainers (like the ones in Pyrite Town around the town square). If you let them attack or call them when they are in Hyper Mode, they'll also lose a part of their Shadow Bar.

You can also open the door to their heart in a passive way. You just have to leave them in the Day Care but that will cost you a lot of money or give them Scent objects from the Cologne Case. There are also the rare Time Flutes. They can heal a Pokémon in one go but these are limited. The nature of a Pokémon has an effect on the process too.

After their heart is open, you have to go to the Relic Forest in Agate Village. You have to 'talk' to the stone and then you'll be able to choose the Pokémon that has to be cured. If you have a Time Flute, you'll have to go there too. Talk to the stone, select the flute, and cure the Pokémon.

4.4- Hyper Mode

[A404]

When Shadow Pokémon have entered Hyper Mode, they'll have a higher chance of getting a critical hit when they use Shadow Rush. In some cases, they won't use the move you suggested (when it is not Shadow Rush) or they'll attack your own Pokémon. You can't use objects on them either. You can heal them in the Pokémon Center. You can cancel Hyper Mode by using Call during a fight, giving them a scent, or leaving them in a Day Care. Sometimes, they'll leave Hyper Mode from their own will.

5- Battling

[A500]

5.1- Battle Screen

[A501]

Almost all fights in this game are two Vs two fights and they require you to pay attention. At the start of each turn, you can choose which command you want to use. There are four commands: Fights, Pkmn, Items and Call. They all speak for themselves if you have played another Pokémon game or read the manual.

On the battle screen, you can see the level of your Pokémon on the left side and those of your opponent on the right side. You can also see how many health they have left. If you let your two Pokémon attack the same Pokémon and the opponent faints after the first attack, the enemy might send out a new Pokémon. Your second Pokémon will attack the new Pokémon.

There are a couple of other important factors that you should keep an eye on like the number of HP and PP. If your HP reaches 0, your Pokémon faints. If the PP of one move is reduced to 0, you can't use that attack anymore until you

visit a Pokémon Center. It also shows the gender of your Pokémon, which is important for attacks like Charm.

5.2- Snagging Pokémon

[A502]

Team Snagem developed a portable snag machine that can turn Pokeballs into Snag balls. If you use those snag balls, you can steal Shadow Pokémon from their trainers to raise them. Catching Shadow Pokémon works just like in the Pokémon RPGs on the Game Boy. You have to weaken them and let them fall asleep. This will make it easier to catch them. You'll have multiple chances to catch most of the Pokémon but if, you saved recently, it is better to reset your console so that you can catch it immediately.

5.3- Type Advantages

[A503]

Effectiveness	Defending Pokémon Type																		
	(Shortened name, same order as with Attacking type)																		
Attacking Pokémon Type	B	D	D	E	F	F	F	G	G	G	I	N	P	P	R	S	W		
	U	R	G	L	I	I	L	H	R	R	C	R	S	S	C	T	A		
	G	K	N	E	G	R	Y	O	S	O	E	M	N	Y	K	L	T		
Bug		+			-	-	-	-	+					-	+		-		
Dark		-			-			+						+			-		
Dragon			+														-		
Electric			-	-			+	-									+		
Fighting	-	+					-	x			+	+	-	-	+	+			
Fire	+		-			-			+		+				-	+	-		
Flying	+			-	+				+						-	-			
Ghost		-						+				x		+			-		
Grass	-		-			-	-		-	+				-	+	-	+		
Ground	-			+		+	x		-				+		+	+			
Ice			+			-	+		+	+	-					-	-		
Normal								x								-	-		
Poison									+	-				-			x		
Psychic		x			+								+	-			-		
Rock	+				-	+	+		-	+							-		
Steel					-		-			+					+	-	-		
Water			-			+			-	+					+		-		

5.4- Status ailments

[A504]

There are several attacks that may cause a status ailment like Confuse Ray. There are also many attacks that may cause an ailment on some occasions. There are seven real status ailments.

Poison

The Pokémon loses a small amount of HP each turn. It

also loses 1 HP everytime you take a certain amount of steps outside of battle.

Paralyze

The speed of the Pokémon drops and the Pokémon will sometimes be fully paralyzed and it won't be able to attack.

Sleep

The Pokémon is asleep and can't move. It can be withdrawn from the battlefield. The Pokémon awakens after a few turns or when you call him.

Freeze

The Pokémon is frozen solid. It is a status effect like sleep but it can't be healed by calling him.

Burn

The Pokémon loses a small amount of HP each turn just like with Poison but the Pokémon isn't hurt outside of battle.

Faint

The Pokémon's HP has reached 0 and it can't fight until it is revived. This can be done for free in a Pokémon Center.

Confuse

A confused Pokémon will sometimes attack it self. This automatically cures after the fight is over.

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5.5- Pokémon Nature and Stats

[A505]
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The nature of a Pokémon has an effect on how his attacks are raised. The nature of a Pokémon is entirely random so you won't know what you'll get until you purified it or caught it in Ruby/Sapphire. By using the effect of the nature on your stats, you can make Pokémon with high Attack rating, even better at attacking or raise their defense too. If there is a -, the stat will rise less than with a Hardy Nature, if it has a +, it will rise more than with a Hardy Nature. If there is nothing, the stats will rise on the same way as usual. All your stats remain unaffected if your Pokémon has an Hardy nature.

Nature	Attack	Defense	Speed	Special Attack	Special Defense
Hardy					
Quirky					
Docile					
Serious					
Bashful					
Lonely	+	-			
Brave	+		-		
Adamant	+			-	
Naughty	+				-
Bold	-	+			
Timid	-		+		
Modest	-			+	
Calm	-				+

could bring out all Pokémon and they would all get the full amount. If a Pokémon is wearing the Macho Brace, the amount of EV he gets is doubled. If a Pokémon suffers from Pokerus, the amount will be doubled too so make sure all your Pokémon get infected if one is 'sick'.

You can also get Effort Points by using items like Protein. They give you ten EV but you can gain 100 EV maximum. Some Pokémon give more than 1 EV when you fight them. Evolved forms usually give more EV like Charizard gives 3. Each Pokémon gives EV in his own characteristic so you can decide which stats you want to raise.

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6- Menu Screen [A600]
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6.1- Pokémon [A601]
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Here you can view all the data about your Pokémon like what there moves are, how strong they are and what their nature is. You can also switch the order what is important in certain fights. You can also give your Pokémon an item to hold. That way, it may give some extra benefits like with Exp Share.

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6.2- P*DA [A602]
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The P*DA is a multi tasking machine. P*DA is short for Personal Digital Assistant and there are devices that look like that in real life too. You can view your name and your ID number next to your picture in the P*DA. At the right side you can view how much money you have in Poke Dollars and the number of Poke Coupons you have earned, you earn them at Mt Battle. You can also view how long you have been playing.

You can also view a list of the Pokémon you have snagged. Pokémon that are purified are marked with a clear Pokeball, Shadow Pokémon will be marked with a dark Pokeball. Pokémon that you haven't snagged won't have an icon. You can also see from whom you snagged him.

The next thing is the strategy memo. You can get information about all the Pokémon you have met from the teacher in the Pre-Gym in Phenac City. The strategy memo won't be updated automatically so you'll have to go back regularly.

The last thing in the P*DA is Wes' mail. In the previous parts, people could always call our hero but Nintendo saw how popular mail got and now Wes has a connection to a mail server. You'll get multiple, important mails during the game like from Eagun, Rui's grandfather.

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6.3- PC [A603]
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The PC can be found in all of the Pokémon Centers and in all the Break Rooms at Mt Battle. There are also a couple of other locations with PCs. You need to use a PC to Save your game, store items you don't need directly on a PC or store Pokémon on your PC. You can store up to 90 Pokémon. But technically, you can only store 52 Pokémon because you can't catch more Pokémon in this game and you can't give Pokémon from Ruby to Colosseum, you need to trade them.

You can't get all of these items in Pokémon Colosseum. You can get all these items by trading with other versions of Pokémon (Ruby-Sapphire-Leaf Green-Fire Red). It might be noted that some items don't have an effect in Pokémon Colosseum like Repel.

Item	Effect
Amulet Coin	Doubles money won in battle (hold)
Antidote	Heals the Poison Status effect.
Awakening	Heals the Sleep Status effect.
Bead Mail	None
Black Belt	Raises strength of Fighting Type moves.
Black Glasses	Raises strength of Dark Type moves.
Black Flute	Repels Wild Pokémon.
Blue Flute	Wakes up Pokémon.
Blue Scarf	Increases Beauty rating (hold).
Blue Shard	Needed to get the Water Stone.
Bright Powder	Lowers opponents Accuracy (hold).
Burn Heal	Heals the Burn Status Effect.
Calcium	Raises Special Attack.
Carbos	Raises Speed.
Charcoal	Raises strength of Fire Type moves.
Cleanse Tag	Encounter less wild Pokémon.
Deep Sea Scale	Trade Evolution item.
Deep Sea Tooth	Trade Evolution item.
Dire Hit	Raises Critical Hit rate in battle.
Dragon Fang	Raises strength of Dragon Type moves.
Dragon Scale	Evolution item.
Elixir	Heals 10 PP of all moves.
Energy Root	Heals 200 HP but doesn't taste good.
Energy Powder	Heals 50 HP.
Escape Rope	Escape from a cave or buildings.
Ether	Heals 10 PP of one move.
Everstone	Stops a Pokémon with this item from evolving.
Exp. Share	The Pokémon with this item will gain experience points.
Fire Stone	Evolution item.
Fluffy Tail	Escape from Wild Pokémon.
Focus Band	Can prevent fainting.
Fresh Water	Heals 50 HP.
Full Heal	Heals all Status effects.
Full Restore	Completely heals a Pokémon (status effects and HP)
Glitter Mail	None
Green Scarf	Increases smartness (hold).
Green Shard	Needed to get the Leaf Stone.
Guard Spec.	Stats won't be reduced during battle.
Harbor Mail	None
Hard Stone	Raises strength of Rock Type moves.
Heal Powder	Heals all Status effects.
Heart Scale	Needed in Ruby/Sapphire.

HP Up	Raises the Maximum HP of a Pokémon.
Hyper Potion	Heals 200 hp.
Ice Heal	Heals the Freeze Status Effect.
Iron	Raises Defense.
Kings Rock	An item that might evolve a Pokémon when trading.
Lava Cookie	Cures status effects.
Lax Incense	Lowers Accuracy of the enemy.
Leaf Stone	Evolution Item.
Leftovers	An hold item that heals 1/16 of the HP every turn.
Lemonade	Heals part of Pokémon's HP.
Light Ball	Raises strength of Electric Type moves.
Macho Brace	Raising stats is easier.
Magnet	Raises strength of Electricity Type moves.
Max Elixir	Heals PP of every move fully.
Max Ether	Heals PP of one move fully.
Max Potion	Heals a Pokémon's HP completely.
Max Repel	Repels Wild Pokémon for 250 steps.
Max Revive	Brings a fainted Pokémon back with full health.
Mech Mail	None
Metal Coat	Raises strength of Steel Type moves.
Miracle Seed	Raises strength of Grass Type moves.
Moon Stone	Evolution item.
Mystic Water	Raises strength of Water Type moves.
NeverMeltIce	Raises strength of Ice Type moves.
Nugget	A useless item that is very expensive.
Orange Mail	None
Parlyse heal	Heals the Paralyze Status effect.
Pink Scarf	Increases Cuteness (hold).
Poison Barb	Raises strength of Poison Type moves.
Potion	Heals 20 HP.
PP Max	Raises PP of one move to the maximum.
PP up	Raises PP of a move with one.
Protein	Raises Attack.
Quick Claw	Chances a Pokémon will get the first hit in battle.
Rare Candy	Raises a Pokémon's level by one.
Red Flute	Restores Attract Status.
Red Scarf	Increases Coolness (hold).
Red Shard	Needed in Ruby/Sapphire.
Repel	Repels Wild Pokémon for 100 steps.
Revival Herb	Brings a fainted Pokémon back with half of its health.
Revive	Brings a fainted Pokémon back with half of its health.
Scope Lens	Raises Critical Hit rate in battle.
Sea Incense	Raises strength of Water Type moves.
Shadow Mail	None.
Sharp Beak	Raises strength of Flying Type moves.
Shell Bell	Regain health when attacking.
Shoal Salt	Needed in Ruby/Sapphire.
Shoal Shell	Needed in Ruby/Sapphire.
Silk Scarf	Raises strength of Normal Type moves.
Silver Powder	Raises strength of Bug Type moves.
Smoke Ball	Escape from Wild Pokémon.
Soda Pop	Heals part of Pokémon's HP.
Soft Sand	Raises strength of Ground Type moves.
Sooth bell	Raises Happiness if you let a Pokémon hold it.
Spell Tag	Raises strength of Ghost Type moves.
Star Piece	None.
Stardust	None.
Sun Stone	Evolution item.
Super Potion	Heals 50 HP.
Super Repel	Repels Wild Pokémon for 200 steps.

Thunderstone	Evolution item.
Time Flute	Can Purify a Pokémon.
Tropic Mail	None.
Twisted Spoon	Raises strength of Psychic Type moves.
Water Stone	Evolution Item.
Wave Mail	None.
White Flute	Attracts Wild Pokémon.
Wood Mail	None.
X Accuracy	Raises Accuracy for the time of the battle.
X attack	Raises Attack for the time of the battle.
X Defend	Raises Defense for the time of the battle.
X Special	Raises Special Attack for the time of the battle.
X Speed	Raises Speed for the time of the battle.
Yellow Scarf	Increases Toughness (hold).
Yellow Flute	Cures Confusion.
Yellow Shard	Needed in Ruby/Sapphire.
Zinc	Raises Special Defense for the time of the battle.

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7.2- Pokeballs
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[A702]

Ball	Price	Explication
Poke Ball	\$200	Used for low level Pokémon.
Great Ball	\$600	Used for medium level Pokémon.
Ultra Ball	\$1000	Used for high level Pokémon.
Master Ball	-----	Only one available in the game, 100% catch rate.
Net Ball	\$1000	A ball for catching bug and water Pokémon.
Premier Ball	-----	Get one for free when you buy 10 Pokeballs.
Nest Ball	\$1000	Works very good on low level Pokémon.
Timer Ball	\$1000	How more turns in a fight, how more effective it gets.

=====
7.3- Key Items
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[A703]

There are a couple of Key Items in Pokémon Colosseum. These are items that you can't trade, can't sell but you need them to finish the game. I mention them during the walkthrough so if you want to find them, press Ctrl and F at the same time and enter the name of the item.

The first type of Key Items is the Ein File. You'll encounter them after beating a couple of Cipher bosses. They'll tell you something about how to purify Shadow Pokémon. It also tells you about Hyper Mode and things like that. The letter behind 'Ein File' tells something about the content of the file. There are five Ein Files: Ein File C, F, H, P and S.

There are also many keys. You'll lose most of them when you use them but that isn't a problem, you'll only need to use them once. The only Key you can keep is the Jail Key so you can talk to the criminals at any time you want. Other keys include but are not limited to the Maingate Key and the Subway Key.

There are also the ID Badges. You win them by beating the Cipher Admins in Realgam Tower and you need them to open the door that leads to Nascour and the other bosses at the top of the Tower. There are four badges, the Red, Green,

Blue and Yellow ID Badge. They'll disappear from your Key Items list after using them.

You need the five UFO Disks to control the UFO, a kind of elevator in The Under so that you can reach all kinds of new locations. You need to use the F Disk to move Forward and reach the Colosseum, the R disk to reach Venus, the U Disk to find a Time Flute, the D Disk to reach the Deep Colosseum and finally, the L Disk to get the Amulet Coin.

The DNA Samples are used to open a door in the Shadow Pokémon lab but you have to examine them first with the DNA Analyzer. They're random so you can't guess. There are also two miscellaneous items namely the Small Tablet and the Steel Teeth. You need to use the Small Tablet at the Relic Stone in Agate Town and you'll find the Steel Teeth after using the D Disk. If you give it to the man before the shop and he'll give you the L Disk.

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7.4- Shop List
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[A704]

Outskirt Stand

Item	Price
Antidote	\$100
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$250
Paralyze Heal	\$200
Full Heal	\$600
Great Ball (After Phenac)	\$600
Poke Ball (After Phenac)	\$200
Ultra Ball (After Agate)	\$1200
Net Ball (After Agate)	\$1000
Nest Ball (After Agate)	\$1000
Timer Ball (After Agate)	\$1000

Phenac City

Item	Price
Potion	\$300
Super Potion	\$700
Antidote	\$100
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$250
Paralyz Heal	\$200
Full Heal	\$600
Guard Spec	\$700
Dire Hit	\$650

X Attack	\$500
X Defend	\$550
X Speed	\$350
X Accuracy	\$950
X Special	\$350

Pyrite Town

Item	Price
Hyper Potion	\$1200
Super Potion	\$700
Full Heal	\$600
Revive	\$1500
Antidote	\$100
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$250
Paralyze Heal	\$200

Agate Village

Item	Price
Hyper Potion	\$1200
Super Potion	\$700
Full Heal	\$600
Revive	\$1500
HP UP	\$9800
Protein	\$9800
Iron	\$9800
Carbos	\$9800
Calcium	\$9800
Zinc	\$9800
Joy Scent (Cologne Case)	\$600
Excite Scent	\$800
Vivid Scent	\$1200

Mt. Battle

Item	Price (Coupons)
TM29	3500
TM13	4000
TM24	4000

TM35	4000
TM32	1500
Ganlon Berry (End of game)	15000
Salac Berry (End of game)	15000
Petaya Berry (End of game)	15000
Apicot Berry (End of game)	15000
Leftovers (End of game)	10000
Mental Herb (End of game)	8000
Focus Band (End of game)	10000
White Herb (End of game)	8000
Quick Claw (End of game)	10000
Kings Rock (End of game)	10000
Scope Lens (End of game)	10000
Choice Band (End of game)	10000

The Under

Item	Price
Full Restore	\$3000
Max Potion	\$2500
Hyper Potion	\$1200
Full Heal	\$600
Revive	\$1500
TM14	\$5500
TM15	\$7500
TM16	\$3000
TM17	\$3000
TM20	\$3000
TM25	\$5500
TM33	\$3000
TM38	\$5500
TM10	\$3000
Energy Powder	\$500
Energy Root	\$800
Heal Powder	\$450
Revival Herb	\$2800

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7.5- Berries
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[A705]

You can get berries in Ruby/Sapphire by growing trees. You can receive any of the first fifteen berries in Pokémon Colosseum. You have to go to Agate Village where you can find an old man and his Taillow. Go talk to him daily.

Berry	Description

	Effect on Pokémon

	<hr/> Restores HP when low. May Confuse the Pokémon. <hr/>
MAGO	The BERRY turns curvy as it grows. The curvier, the sweeter and tastier. <hr/> Restores HP when low. May Confuse the Pokémon. <hr/>
AGUAV	The flower is dainty. It is rare in its ability to grow without light. <hr/> Wakes up sleeping Pokémon. May Confuse the Pokémon. <hr/>
IAPAPA	The BERRY is very big and sour. It takes at least a day to grow. <hr/> Restores HP when low. May Confuse the Pokémon. <hr/>
RAZZ	The red BERRY tastes slightly spicy. It grows quickly in just four hours. <hr/> None. <hr/>
BLUK eaten.	The BERRY is blue on the outside, but it blackens the mouth when eaten. <hr/> None. <hr/>
NANAB	This BERRY was the seventh discovered in the world. It is sweet. <hr/> None. <hr/>
WEPEAR	The flower is small and white. It has a delicate balance of bitter and sour. <hr/> None. <hr/>
PINAP	Weak against wind and cold. The fruit is spicy and the skin, sour. <hr/> None. <hr/>
POMEK	However much it is watered, it only grows up to six BERRIES. <hr/> None. <hr/>
KELPSY	A rare variety shaped like a root. Grows a very large flower. <hr/> None. <hr/>
QUALOT	Loves water. Grows strong even in locations with constant rainfall. <hr/>

	None.
HONDEW	A BERRY that is very valuable and rarely seen. It is very delicious. ----- None.
GREPA	Despite its tenderness and round shape, the BERRY is unimaginably sour ----- None.
TAMATO	The BERRY is lip-bindingly spicy. It takes time to grow. ----- None.
CORNN	A BERRY from an ancient era. May not grow unless planted in quantity. ----- None.
MAGOST	A BERRY that is widely said to have a finely balanced flavor. ----- None.
RABUTA	A rare variety that is overgrown with hair. It is quite bitter. ----- None.
NOMEL	Quite sour. Just one bite makes it impossible to taste for three days. ----- None.
SPELON	The vividly red BERRY is very spicy. Its warts secrete a spicy substance. ----- None.
PAMTRE	Drifts on the sea from somewhere. It is thought to grow elsewhere. ----- None.
WATMEL	A huge BERRY, with some over 20 inches discovered. Exceedingly sweet. ----- None.
DURIN	Bitter to even look at. It is so bitter, no one has ever eaten it as is. ----- None.

BELUE	It is glossy and looks delicious, but it is awfully sour. Takes time to grow. ----- None.
LIECHI	A mysterious BERRY. It is rumored to contain the power of the sea. ----- Raises Att. when HP is low.
GANLON	A mysterious BERRY. It is rumored to contain the power of the land. ----- Raises Def. when HP is low.
SALAC	A mysterious BERRY. It is rumored to contain the power of the sky. ----- Raises speed when HP is low.
PETAYA	A mysterious BERRY. It is rumored to contain the power of all living things. ----- Raises Sp. Att. when HP is low.
APICOT	A very mystifying BERRY. No telling what may happen or how it can be used. ----- Raises Sp. Def. when HP is low.
LANSAT	Said to be a legendary BERRY. Holding it supposedly brings joy. ----- More Critical Hits when HP is low.
STARF	So strong, it was abandoned at the world's edge. Considered a mirage. ----- Raise a random stat when HP is low.
ENIGMA	A completely enigmatic BERRY. Appears to have the power of stars. ----- None

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8- Attacks [A800]
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8.1- Regular Attacks [A801]
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This section only lists attacks that are available in Ruby/Sapphire, Colosseum, and Fire Red/Leaf Green. This doesn't contain the attacks that may be introduced later.

Type: Bug - Power: 10 - Accuracy: 95% - PP: 20
 Special: The move will have a higher power if it hits.

Fury Swipes -----
 Type: Normal - Power: 18 - Accuracy: 80% - PP: 15
 Special: The attacks hits multiple times.

Future Sight -----
 Type: Psychic - Power: 80 - Accuracy: 90% - PP: 15
 Special: The attack only hits after two turns have passed.

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Giga Drain -----
 Type: Grass - Power: 60 - Accuracy: 100% - PP: 5
 Special: The user gets healed by absorbing the opponent's health.

Glare -----
 Type: Normal - Power: / - Accuracy: 75% - PP: 30
 Special: The opponent might get paralyzed.

Grass Whistle -----
 Type: Grass - Power: / - Accuracy: 55% - PP: 15
 Special: The opponent might fall asleep.

Growl -----
 Type: Normal - Power: / - Accuracy: 100% - PP: 40
 Special: Lowers opponent's Attack.

Growth -----
 Type: Normal - Power: / - Accuracy: / % - PP: 40
 Special: Raises Special Attack.

Grudge -----
 Type: Ghost - Power: / - Accuracy: 100% - PP: 5
 Special: If the user is killed by the next move, the PP of that move is reduced to 0.

Guillotine -----
 Type: Normal - Power: / - Accuracy: 30% - PP: 5
 Special: Kills opponent in one hit.

Gust -----
 Type: Flying - Power: 40 - Accuracy: 100% - PP: 35
 Special: The opponent must switch Pokémon if possible.

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Hail -----
 Type: Ice - Power: / - Accuracy: / % - PP: 10
 Special: A hail storm will rage. It ends after five turns.

Harden -----
 Type: Normal - Power: / - Accuracy: / % - PP: 30
 Special: The user's defense gets higher.

Hypnosis -----
Type: Psychic - Power: / - Accuracy: 60% - PP:
Special: The opponent might fall asleep.

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Ice Ball -----
Type: Ice - Power: 30 - Accuracy: 90% - PP: 20
Special: The attack hits multiple times.

Ice Beam -----
Type: Ice - Power: 55 - Accuracy: 100% - PP: 10
Special: The opponent might be frozen.

Ice Punch -----
Type: Ice - Power: 75 - Accuracy: 100% - PP: 15
Special: The opponent might be frozen.

Icicle Spear -----
Type: Ice - Power: 10 - Accuracy: 100% - PP: 30
Special: The attack hits multiple times.

Icy Wind -----
Type: Ice - Power: 55 - Accuracy: 95% - PP: 15
Special: The opponent's Speed might be lowered.

Imprison -----
Type: Psychic - Power: / - Accuracy: 100% - PP: 10
Special: The opponent can't use attacks both Pokémon know.

Ingrain-----
Type: Grass - Power: / - Accuracy: 100% - PP: 20
Special: The user gets healed every turn but he has to change in battle.

Iron Defense -----
Type: Steel - Power: / - Accuracy: / % - PP: 15
Special: The user's Defense is raised.

Iron Tail -----
Type: Steel - Power: 100 - Accuracy: 75% - PP: 15
Special: The opponent's Defense might be lowered.

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Jump Kick -----
Type: Fighting - Power: 70 - Accuracy: 95% - PP: 25
Special: The attacking Pokemon will lose health if Jump Kick missies.

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Karate Chop -----
Type: Fighting - Power: 50 - Accuracy: 100% - PP: 25
Special: Higher chance of getting a Critical Hit.

Kinesis -----
Type: Psychic - Power: / - Accuracy: 80% - PP: 15
Special: Lower opponent's accuracy.

Knock Off -----
Type: Dark - Power: 20 - Accuracy: 100% - PP: 20
Special: The opponent will drop his item if he is holding one.

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Leaf Blade -----
Type: Grass - Power: 70 - Accuracy: 100% - PP: 15
Special: High chance of a critical hit.

Leech Life -----
Type: Bug - Power: 20 - Accuracy: 100% - PP: 15
Special: The user absorbs a bit of HP from the enemy.

Leech Seed -----
Type: Grass - Power: / - Accuracy: 90% - PP: 10
Special: The user absorbs a bit of HP from the enemy.

Leer -----
Type: Normal - Power: / - Accuracy: 100% - PP: 30
Special: The opponent's Defense is lowered.

Lick -----
Type: Ghost - Power: 20 - Accuracy: 100% - PP: 30
Special: The opponent might get paralyzed.

Light Screen -----
Type: Psychic - Power: / - Accuracy: / % - PP: 30
Special: The damage is halved during five turns if Special Type attacks are used.

Lock-On -----
Type: Normal - Power: / - Accuracy: 100% - PP: 5
Special: The next attack will hit.

Lovely Kiss -----
Type: Normal - Power: / - Accuracy: 75% - PP: 10
Special: The opponent might fall asleep.

Low Kick -----
Type: Fighting - Power: / - Accuracy: 100% - PP: 20
Special: The power depends on the weight of the user.

Luster Purge -----
Type: Psychic - Power: 70 - Accuracy: 100% - PP: 5
Special: The opponent's Special Defense might be lowered.

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Mach Punch -----
Type: Fighting - Power: 40 - Accuracy: 100% - PP: 30

Special: Attacks first.

Magic Coat -----

Type: Psychic - Power: / - Accuracy: 100% - PP: 15

Special: Special moves will hit the user of that attack.

Magical Leaf -----

Type: Grass - Power: 60 - Accuracy: / % - PP: 20

Special: The attack won't miss if the opponent is visible. (Not using Fly, Dive and similar attacks.)

Magnitude -----

Type: Ground - Power: / - Accuracy: 100% - PP: 30

Special: Random attack power.

Mean Look -----

Type: Normal - Power: / - Accuracy: 100% - PP: 5

Special: As long as the user doesn't leave the battle,

Meditate -----

Type: Psychic - Power: / - Accuracy: / % - PP: 40

Special: The user's attack is raised.

Mega Drain -----

Type: Grass - Power: 40 - Accuracy: 100% - PP: 10

Special: User absorbs HP from opponent.

Mega Kick -----

Type: Normal - Power: 120 - Accuracy: 75% - PP: 5

Special: None.

Mega Punch -----

Type: Normal - Power: 80 - Accuracy: 85% - PP: 20

Special: None.

Megahorn -----

Type: Bug - Power: 120 - Accuracy: 85% - PP: 10

Special: None.

Memento -----

Type: Dark - Power: / - Accuracy: 100% - PP: 10

Special: The opponent's stats are lowered but the user is killed.

Metal Claw -----

Type: Steel - Power: 50 - Accuracy: 95% - PP: 35

Special: The user's attack might be raised.

Metal Sound -----

Type: Steel - Power: / - Accuracy: 85% - PP: 40

Special: The opponent's Special Defense is lowered.

Meteor Smash -----

Type: Steel - Power: 100 - Accuracy: 85% - PP: 10

Special: User's Attack might be raised.

Metronome -----

Type: Normal - Power: / - Accuracy: / % - PP: 10

Special: Uses a random attack.

Milk Drink -----

Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: Half of the maximum HP is healed.

Mimic -----
Type: Normal - Power: / - Accuracy: 100% - PP: 10
Special: Mimic is replaced by a move from the opponent during the battle.

Mind Reader -----
Type: Normal - Power: / - Accuracy: 100% - PP: 5
Special: The next attack will hit.

Minimize -----
Type: Normal - Power: / - Accuracy: / % - PP: 20
Special: Evasion is raised and Stomp's power is raised.

Mirror Coat -----
Type: Psychic - Power: / - Accuracy: 100% - PP: 20
Special: Doubles damage done by special attacks to the opponent.

Mirror Move -----
Type: Flying - Power: / - Accuracy: / % - PP: 20
Special: Mirror Move is replaced by the opponent's last move.

Mist -----
Type: Ice - Power: / - Accuracy: / % - PP: 30
Special: The user's stats can't be lowered.

Mist Ball -----
Type: Psychic - Power: 70 - Accuracy: 100% - PP: 5
Special: The opponent's Special Attack might be lowered.

Moonlight -----
Type: Normal - Power: / - Accuracy: / % - PP: 5
Special: The user gets healed. It is most effective when the moon is out.

Morning Sun -----
Type: Normal - Power: / - Accuracy: / % - PP: 5
Special: The user gets healed. It is most effective when the sun is out.

Mud Shot -----
Type: Ground - Power: 55 - Accuracy: 95% - PP: 15
Special: The opponent's speed might be lowered.

Mud Sport -----
Type: Ground - Power: / - Accuracy: 100% - PP: 15
Special: Electric moves remain less effective when this Pokémon is out.

Muddy Water -----
Type: Water - Power: 95 - Accuracy: 85% - PP: 10
Special: The opponent's accuracy might go down.

Mud-Slap -----
Type: Ground - Power: 20 - Accuracy: 100% - PP: 10
Special: The opponent's accuracy might go down.

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Nature Power -----

Type: Normal - Power: / - Accuracy: 95% - PP: 20
Special: Depends on location.

Needle Arm -----
Type: Grass - Power: 60 - Accuracy: 100% - PP: 15
Special: The opponent might flinch.

Night Shade -----
Type: Ghost - Power: / - Accuracy: 100% - PP: 15
Special: Damage is related to your level.

Nightmare -----
Type: Ghost - Power: / - Accuracy: 100% - PP: 15
Special: Only works when the defending Pokémon is asleep.

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Octazooka -----
Type: Water - Power: 65 - Accuracy: 85% - PP: 10
Special: Might lower opponent's accuracy.

Odour Sleuth -----
Type: Normal - Power: / - Accuracy: 100% - PP: 40
Special: Normal and Fighting moves will hurt Ghost Pokémon.

Outrage -----
Type: Dragon - Power: 90 - Accuracy: 100% - PP: 15
Special: Attack for a couple of turns, become confused after that.

Overheat -----
Type: Fire - Power: 140 - Accuracy: 90% - PP: 5
Special: Your Special Attack will drop.

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Pain Split -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: Both user and opponent get half of the total HP of them both.

Pay Day -----
Type: Normal - Power: 40 - Accuracy: 100% - PP: 20
Special: The user gets a couple of extra PokéDollars.

Peck -----
Type: Flying - Power: 35 - Accuracy: 100% - PP: 35
Special: None.

Perish Song -----
Type: Normal - Power: / - Accuracy: / % - PP: 5
Special: All Pokémon get killed in three turns unless you switch a Pokémon out.

Petal Dance -----
Type: Grass - Power: 70 - Accuracy: 100% - PP: 20
Special: Attacks for a couple turns after which the user becomes confused.

Pin Missile -----

Type: Bug - Power: 15 - Accuracy: 85% - PP: 20

Special: The attack hits multiple times.

Poison Fang -----

Type: Poison - Power: 50 - Accuracy: 100% - PP: 15

Special: The opponent might be heavily poisoned.

Poison Gas -----

Type: Poison - Power: / - Accuracy: 55% - PP: 40

Special: The opponent is poisoned.

Poison Sting -----

Type: Poison - Power: 15 - Accuracy: 100% - PP: 35

Special: The opponent might be poisoned.

Poison Tail -----

Type: Poison - Power: 50 - Accuracy: 100% - PP: 25

Special: The opponent might be poisoned.

Poisonpowder -----

Type: Poison - Power: / - Accuracy: 75% - PP: 35

Special: The opponent is poisoned.

Pound -----

Type: Normal - Power: 40 - Accuracy: 100% - PP: 35

Special: None.

Powder Snow -----

Type: Ice - Power: 40 - Accuracy: 100% - PP: 25

Special: The opponent might be frozen.

Present -----

Type: Normal - Power: / - Accuracy: 90% - PP: 15

Special: Random attack power.

Protect -----

Type: Normal - Power: / - Accuracy: / % - PP: 10

Special: Stops the attack from opponent. Gets less effective if used more than once in a row.

Psybeam -----

Type: Psychic - Power: 65 - Accuracy: 100% - PP: 20

Special: The opponent might be confused.

Psych Up-----

Type: Normal - Power: / - Accuracy: / % - PP: 10

Special: Your Pokémon gets the same stats raises as your opponent.

Psychic -----

Type: Psychic - Power: 90 - Accuracy: 100% - PP: 10

Special: The opponent's Special Defense might be lowered.

Psycho Boost -----

Type: Psychic - Power: 140 - Accuracy: 90% - PP: 5

Special: The opponent's Special Attack is lowered.

Psywave -----

Type: Psychic - Power: / - Accuracy: 80% - PP: 15

Special: The damage is the user's level multiplied with a factor between 1 and 1,5. The maximum damage is 150.

Pursuit -----
Type: Dark - Power: 40 - Accuracy: 100% - PP: 20
Special: The attack power is doubled if the opponent switches Pokémon this turn.

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Quick Attack -----
Type: Normal - Power: 40 - Accuracy: 100% - PP: 30
Special: Attack first.

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Rage -----
Type: Normal - Power: 20 - Accuracy: 100% - PP: 20
Special: The attack gets more powerful when the opponent attacks.

Rain Dance -----
Type: Water - Power: / - Accuracy: / % - PP: 5
Special: A rain storm starts that lasts five turns.

Rapid Spin -----
Type: Normal - Power: 20 - Accuracy: 100% - PP: 40
Special: Rapid Spin frees Pokémon from attacks that trap him like Wrap.

Razor Leaf -----
Type: Grass - Power: 55 - Accuracy: 95% - PP: 25
Special: High Critical Hit ratio.

Razor Wind -----
Type: Normal - Power: 80 - Accuracy: 100% - PP: 10
Special: High Critical Hit ratio. It is a two-turn attack.

Recover -----
Type: Normal - Power: / - Accuracy: / % - PP: 20
Special: The user heals half of his maximum HP.

Recycle -----
Type: Normal - Power: / - Accuracy: 100% - PP: 10
Special: User get hits item back if he used it.

Reflect -----
Type: Psychic - Power: / - Accuracy: / % - PP: 20
Special: Physical attacks deal half damage for five turns.

Refresh -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: If the user is burned, frozen or paralyzed, he gets rid of that status condition.

Rest -----
Type: Psychic - Power: / - Accuracy: / % - PP: 10
Special: User is completely healed but falls asleep for two turns.

Return -----

Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: The attack becomes stronger if the Pokémon is happy.

Revenge -----
Type: Fighting - Power: 60 - Accuracy: 100% - PP: 10
Special: This attacks deals double damage if the opponent went first.

Reversal -----
Type: Fighting - Power: / - Accuracy: 100% - PP: 15
Special: The attack is stronger if the HP is low.

Roar -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: Make opponent switch Pokémon.

Rock Blast -----
Type: Rock - Power: 25 - Accuracy: 80% - PP: 10
Special: The attacks hits multiple times.

Rock Slide -----
Type: Rock - Power: 75 - Accuracy: 90% - PP: 10
Special: The opponent might flinch.

Rock Smash -----
Type: Fighting - Power: 20 - Accuracy: 100% - PP: 15
Special: The opponent's Defense is lowered.

Rock Throw -----
Type: Rock - Power: 50 - Accuracy: 90% - PP: 15
Special: None.

Rock Tomb -----
Type: Rock - Power: 50 - Accuracy: 80% - PP: 10
Special: The opponent's Speed might be lowered.

Role Play -----
Type: Psychic - Power: / - Accuracy: 100% - PP: 10
Special: The user takes over the opponent's moves.

Rolling Kick -----
Type: Fighting - Power: 60 - Accuracy: 85% - PP: 15
Special: The opponent might flinch.

Rollout -----
Type: Rock - Power: 30 - Accuracy: 90% - PP: 20
Special: The attack lasts five turns.

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Sacred Fire -----
Type: Fire - Power: 100 - Accuracy: 95% - PP: 5
Special: The opponent might be burned. Heals Freeze.

Safeguard -----
Type: Normal - Power: / - Accuracy: / % - PP: 25
Special: The user can't get sick by status ailments.

Sand Tomb -----

Type: Ground - Power: 15 - Accuracy: 70% - PP: 15
Special: The opponents gets trapped for a couple of turns.

Sand-Attack -----

Type: Ground - Power: / - Accuracy: 100% - PP: 15
Special: The opponent's accuracy is lowered.

Sandstorm -----

Type: Rock - Power: / - Accuracy: / % - PP: 10
Special: A Sandstorm rages for five turns.

Scary Face -----

Type: Normal - Power: / - Accuracy: 90% - PP: 10
Special: The opponent's Speed is lowered.

Scratch -----

Type: Normal - Power: 40 - Accuracy: 100% - PP: 35
Special: None.

Screech -----

Type: Normal - Power: / - Accuracy: 85% - PP: 40
Special: The opponent's defense is lowered.

Secret Power-----

Type: Normal - Power: 70 - Accuracy: 100% - PP: 20
Special: The attack type depends on the environment.

Seismic Toss -----

Type: Fighting - Power: / - Accuracy: 100% - PP: 20
Special: The damage is equal to the user's level.

Selfdestruct -----

Type: Normal - Power: 200 - Accuracy: 100% - PP: 5
Special: The user is killed.

Shadow Ball -----

Type: Ghost - Power: 80 - Accuracy: 100% - PP: 15
Special: The opponent's Special Defense is lowered.

Shadow Punch -----

Type: Ghost - Power: 60 - Accuracy: / % - PP: 20
Special: Doesn't miss if the opponent is visible.

Sharpen -----

Type: Normal - Power: / - Accuracy: / % - PP: 30
Special: The user's attack is raised.

Sheer Cold -----

Type: Ice - Power: / - Accuracy: 30% - PP: 5
Special: Kills opponent in one hit. The accuracy is higher when the user's level is way higher than the opponent's.

Shock Wave -----

Type: Electric - Power: 60 - Accuracy: / % - PP: 20
Special: Doesn't miss if the opponent is visible.

Signal Beam -----

Type: Bug - Power: 75 - Accuracy: 100% - PP: 15
Special: The opponent might become confused.

Silver Wind -----
Type: Bug - Power: 60 - Accuracy: 100% - PP: 5
Special: All the user's stats might rise.

Sing -----
Type: Normal - Power: / - Accuracy: 55% - PP: 15
Special: The opponent will fall asleep if it hits.

Sketch -----
Type: Normal - Power: / - Accuracy: / % - PP: 1
Special: Replaces the last attack used by the opponent. The change is permanent.

Skill Swap -----
Type: Psychic - Power: / - Accuracy: 100% - PP: 10
Special: The Pokémon switch abilities.

Skull Bash -----
Type: Normal - Power: 100 - Accuracy: 100% - PP: 15
Special: The defense is raised. In a second turn, the actual attack will follow.

Sky Attack -----
Type: Flying - Power: 140 - Accuracy: 90% - PP: 5
Special: The opponent might flinch. It is a two turn attack.

Sky Uppercut -----
Type: Fighting - Power: 85 - Accuracy: 80% - PP: 15
Special: Can hit flying Pokémon.

Slack Off -----
Type: Normal - Power: / - Accuracy: 100% - PP: 10
Special: The user will regain half of his maximum HP.

Slam -----
Type: Normal - Power: 80 - Accuracy: 75% - PP: 20
Special: None.

Slash -----
Type: Normal - Power: 70 - Accuracy: 100% - PP: 20
Special: High Critical Hit ratio.

Sleep Powder -----
Type: Grass - Power: / - Accuracy: 75% - PP: 15
Special: The opponent will fall asleep if it hits.

Sleep Talk -----
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special:

Sludge -----
Type: Poison - Power: 65 - Accuracy: 100% - PP: 20
Special: The opponent might be poisoned.

Sludge Bomb -----
Type: Poison - Power: 90 - Accuracy: 100% - PP: 10
Special: The opponent might be poisoned.

Smelling Salt -----
Type: Normal - Power: 60 - Accuracy: 100% - PP: 10

Special: If this is used against a paralyzed opponent, the attack power will double but the opponent is healed from paralyze.

Smog -----
Type: Poison - Power: 20 - Accuracy: 70% - PP: 20
Special: The opponent might be poisoned.

Smokescreen -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: The opponent's accuracy is lowered.

Snatch -----
Type: Dark - Power: / - Accuracy: 100% - PP: 10
Special: If the opponent's stats are raised by the next move, the user's stats will be raised too.

Snore -----
Type: Normal - Power: 40 - Accuracy: 100% - PP: 15
Special: Only works if the user is sleeping.

Softboiled -----
Type: Normal - Power: / - Accuracy: 100% - PP: 10
Special: The user regains half of his max HP.

Solar Beam -----
Type: Grass - Power: 120 - Accuracy: 90% - PP: 10
Special: Two turn attack. The first turn is used to charge up the attack but it can be skipped if the sun is out.

Sonicboom -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: Does 20 HP of damage.

Spark -----
Type: Electric - Power: 65 - Accuracy: 100% - PP: 20
Special: The opponent might be paralyzed.

Spider Web -----
Type: Bug - Power: / - Accuracy: 100% - PP: 10
Special: The opponent can't leave the battle as long as the user is in battle.

Spike Cannon -----
Type: Normal - Power: 20 - Accuracy: 100% - PP: 15
Special: Attacks multiple times.

Spikes -----
Type: Ground - Power: / - Accuracy: / % - PP: 20
Special: The opponent gets damaged when he switches out.

Spit Up -----
Type: Normal - Power: 100 - Accuracy: 100% - PP: 10
Special: The power increases by using Stockpile.

Spite -----
Type: Ghost - Power: / - Accuracy: 100% - PP: 10
Special: The opponent's last move loses PP.

Splash -----
Type: Normal - Power: / - Accuracy: 100% - PP: 40
Special: No effect, no nothing. It is space filler.

Spore -----
Type: Grass - Power: / - Accuracy: 100% - PP: 15
Special: The opponent falls asleep.

Steel Wing -----
Type: Steel - Power: 70 - Accuracy: 90% - PP: 25
Special: The user's defense might rise.

Stockpile -----
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: Gathers energy. Doesn't work more than three times before letting the energy go.

Stomp -----
Type: Normal - Power: 65 - Accuracy: 100% - PP: 20
Special: The opponent might flinch.

Strength -----
Type: Normal - Power: 80 - Accuracy: 100% - PP: 15
Special: None.

String Shot -----
Type: Bug - Power: / - Accuracy: 95% - PP: 40
Special: The opponent's speed is lowered.

Struggle -----
Type: Normal - Power: 50 - Accuracy: 100% - PP: Infinite
Special: Only available when there is no PP left. Receives recoil damage.

Stun Spore -----
Type: Grass - Power: / - Accuracy: 75% - PP: 30
Special: The opponent is paralyzed.

Submission -----
Type: Fighting - Power: 80 - Accuracy: 80% - PP: 25
Special: The user receives recoil damage.

Substitute -----
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: The user loses a quarter of his health to form a clone. That clone replaces the user until he goes down.

Sunny Day -----
Type: Fire - Power: /- Accuracy: / % - PP: 5
Special: The sun will shine.

Super Fang -----
Type: Normal - Power: / - Accuracy: 90% - PP: 10
Special: Cuts the opponent's current HP in half.

Superpower -----
Type: Fighting - Power: 120 - Accuracy: 100% - PP: 5
Special: The opponent's attack and defense are lowered.

Supersonic -----
Type: Normal - Power: / - Accuracy: 55% - PP: 10
Special: The opponent becomes confused.

Surf -----

Type: Water - Power: 95 - Accuracy: 100% - PP: 15
Special: None.

Swagger -----
Type: Normal - Power: / - Accuracy: 90% - PP: 15
Special: The opponent's attack is raised but he becomes confused.

Swallow -----
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: Regains HP depending on how much energy Stockpile stored.

Sweet Kiss -----
Type: Normal - Power: / - Accuracy: 75% - PP: 10
Special: The opponent becomes confused.

Sweet Scent -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: The opponent's evasion is lowered.

Swift -----
Type: Normal - Power: 60 - Accuracy: / % - PP: 20
Special: The attack doesn't miss if he is visible.

Swords Dance -----
Type: Normal - Power: / - Accuracy: / % - PP: 30
Special: The user's attack is raised.

Synthesis -----
Type: Grass - Power: / - Accuracy: / % - PP: 5
Special: Regains HP depending on the time of day.

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Tackle -----
Type: Normal - Power: 35 - Accuracy: 95% - PP: 35
Special: None.

Tail Glow -----
Type: Bug - Power: / - Accuracy: 100% - PP: 20
Special: The user's Special Attack is raised.

Tail Whip -----
Type: Normal - Power: / - Accuracy: 100% - PP: 30
Special: The opponent's Defense is lowered.

Take Down -----
Type: Normal - Power: 90 - Accuracy: 85% - PP: 20
Special: The user receives recoil damage.

Taunt -----
Type: Dark - Power: / - Accuracy: 100% - PP: 20
Special: Lasts two turns.

Teeter Dance -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: All Pokémon become confused. The user isn't affected. Best used when you only have one Pokémon left.

Teleport -----
Type: Psychic - Power: / - Accuracy: / % - PP: 20
Special: Doesn't work in Pokémon Colosseum.

Thief -----
Type: Dark - Power: 40 - Accuracy: 100% - PP: 10
Special: User steals item from opponent. Doesn't work if he has an item.

Thrash -----
Type: Normal - Power: 90 - Accuracy: 100% - PP: 20
Special: Attacks for a couple of turns but the user becomes confused after that.

Thunder -----
Type: Electric - Power: 120 - Accuracy: 70% - PP: 10
Special: The opponent might be paralyzed and hits perfectly when it is raining in game.

Thunder Wave -----
Type: Electric - Power: / - Accuracy: 100% - PP: 20
Special: The opponent becomes paralyzed.

Thunderbolt -----
Type: Electric - Power: 95 - Accuracy: 100% - PP: 15
Special: The opponent might be paralyzed.

Thunderpunch -----
Type: Electric - Power: 75 - Accuracy: 100% - PP: 15
Special: The opponent might be paralyzed.

Thundershock -----
Type: Electric - Power: 40 - Accuracy: 100% - PP: 30
Special: The opponent might be paralyzed.

Tickle -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: The opponent's Attack and Defense are lowered.

Torment -----
Type: Dark - Power: / - Accuracy: 100% - PP: 15
Special: The opponent can't use the same move twice in a row.

Toxic -----
Type: Poison - Power: / - Accuracy: 85% - PP: 10
Special: The opponent becomes heavily poisoned.

Transform -----
Type: Normal - Power: / - Accuracy: / % - PP: 10
Special: The user takes over the stats, status and attack from the opponent. HP isn't transferred.

Tri Attack -----
Type: Normal - Power: 80 - Accuracy: 100% - PP: 10
Special: The opponent might be burned, frozen or paralyzed.

Trick -----
Type: Psychic - Power: / - Accuracy: 100% - PP: 10
Special: The Pokémon exchange items.

Triple Kick -----

Type: Fighting - Power: 10 - Accuracy: 90% - PP: 10
Special: Attacks up to the three times.

Twineedle -----
Type: Bug - Power: 25 - Accuracy: 100% - PP: 20
Special: Two attacks. The opponent might become poisoned.

Twister -----
Type: Dragon - Power: 40 - Accuracy: 100% - PP: 20
Special: None.

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Uproar -----
Type: Normal - Power: 50 - Accuracy: 100% - PP: 10
Special: Attacks a couple of turns and can't fall asleep.

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Vice Grip -----
Type: Normal - Power: 55 - Accuracy: 100% - PP: 30
Special: None

Vine Whip -----
Type: Grass - Power: 35 - Accuracy: 100% - PP: 10
Special: None

Vital Throw -----
Type: Fighting - Power: 70 - Accuracy: 100% - PP: 10
Special: Next attack will hit.

Volt Tackle -----
Type: Electric - Power: 120 - Accuracy: 100% - PP: 15
Special: User receives heavy recoil damage.

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Water Gun -----
Type: Water - Power: 40 - Accuracy: 100% - PP: 25
Special: None.

Water Pulse -----
Type: Water - Power: 60 - Accuracy: 100% - PP: 20
Special: The opponent might be confused.

Water Sport -----
Type: Water - Power: / - Accuracy: 100% - PP: 15
Special: Until the user is taken out of battle, Fire moves will be less effective against all Pokémon.

Water Spout -----
Type: Water - Power: 150 - Accuracy: 100% - PP: 5
Special: Power gets lower when the user gets weaker.

Waterfall -----
Type: Water - Power: 80 - Accuracy: 100% - PP: 15
Special: None.

Weather Ball -----
Type: Normal - Power: 50 - Accuracy: 100% - PP: 10
Special: Attack is more powerful when the weather isn't normal. The attack type changes depending on the weather too.

Whirlpool -----
Type: Water - Power: 15 - Accuracy: 70% - PP: 15
Special: Hits the opponent multiple turns.

Whirlwind -----
Type: Normal - Power: / - Accuracy: 100% - PP: 20
Special: Make opponent switch Pokémon.

Will-O-Wisp-----
Type: Fire - Power: / - Accuracy: 75% - PP: 15
Special: The opponent gets burned.

Wing Attack -----
Type: Flying - Power: 60 - Accuracy: 100% - PP: 35
Special: None.

Wish -----
Type: Normal - Power: / - Accuracy: 100% - PP: 10
Special: Half of the maximum HP is healed after the following turn.

Withdraw -----
Type: Water - Power: / - Accuracy: / % - PP: 40
Special: The user's defense is raised.

Wrap -----
Type: Normal - Power: 15 - Accuracy: 85% - PP: 20
Special: The attack lasts multiple turns while the opponent can't do anything.

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Yawn -----
Type: Normal - Power: / - Accuracy: 100% - PP: 10
Special: Opponent will fall asleep in two turns.

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Zap Cannon -----
Type: Electric - Power: 100 - Accuracy: 50% - PP: 5
Special: May Paralyze opponent.

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8.2- Technical Machines [A802]
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Number	Name	Where
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01	Focus Punch	Pyrite Colosseum (Prize)
02	Dragon Claw	Deep Colosseum (Prize)
03	Water Pulse	Can't be found in Pokémon Colosseum.
04	Calm Mind	Can't be found in Pokémon Colosseum.
05	Roar	Pyrite Colosseum (Prize)
06	Toxic	Phenac Colosseum (Prize)
07	Hail	Pyrite Colosseum (Prize)
08	Bulk Up	Can't be found in Pokémon Colosseum.
09	Bullet Seed	Can't be found in Pokémon Colosseum.
10	Hidden Power	The Under (Shop)
11	Sunny Day	Phenac Colosseum (Prize)
12	Taunt	Deep Colosseum (Prize)
13	Ice Beam	Mt. Battle (Coupon Exchange)
14	Blizzard	The Under (Shop)
15	Hyper Beam	The Under (Shop)
16	Light Screen	The Under (Shop)
17	Protect	The Under (Shop)
18	Rain Dance	Phenac Colosseum (Prize)
19	Giga Drain	Phenac Colosseum (Prize)
20	Safeguard	The Under (Shop)
21	Frustration	Can't be found in Pokémon Colosseum.
22	Solar Beam	Phenac Colosseum (Prize)
23	Iron Tail	Under Colosseum (Prize)
24	Thunderbolt	Mt. Battle (Coupon Exchange)
25	Thunder	The Under (Shop)
26	Earthquake	Shadow Pokémon Lab (Treasure chest)
27	Return	Phenac City (Beat Justy)
28	Dig	Can't be found in Pokémon Colosseum.
29	Psychic	Mt. Battle (Coupon Exchange)
30	Shadow Ball	Under Colosseum (Prize)
31	Brick Break	Pyrite Colosseum (Prize)
32	Double Team	Mt. Battle (Coupon Exchange)
33	Reflect	The Under (Shop)
34	Shock Wave	Can't be found in Pokémon Colosseum.
35	Flamethrower	Mt. Battle (Coupon Exchange)
36	Sludge Bomb	Under Colosseum (Prize)
37	Sandstorm	Under Colosseum (Prize)
38	Fire Blast	The Under (Shop)
39	Rock Tomb	Can't be found in Pokémon Colosseum.
40	Aerial Ace	Can't be found in Pokémon Colosseum.
41	Torrent	Defeat the boy in Phenac City.
42	Façade	Can't be found in Pokémon Colosseum.
43	Secret Power	Can't be found in Pokémon Colosseum.
44	Rest	Deep Colosseum (Prize)
45	Attract	The Under (The Venus Broadcast room)
46	Thief	Pyrite City (Release the thief in jail)
47	Steel Wing	Mt. Battle (Treasure chest)
48	Skill Swap	Deep Colosseum (Prize)
49	Snatch	Pyrite Town (Mirror B's Cave)
50	Overheat	Can't be found in Pokémon Colosseum.

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8.3- Abilities
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[A803]
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Ability		Effect

Air Lock	The Pokémon isn't affected by moves like Rain Dance.
Arena Trap	Stops Pokémon from leaving the battle. Doesn't work on Flying.
Battle Armor	Your Pokémon will get hit with less Critical Hits.
Blaze	Raises the power of Fire Type moves when health is low.
Chlorophyll	The speed is raised when Sunny Day is used.
Clear body	Moves that change the stats of a Pokémon, don't work.
Cloud Nine	Moves that change the weather have no effect on Pokémon.
Color Change	The type changes to the type of the last attack against you.
Compound Eyes	Raises the accuracy of the Pokémon.
Cute Charm	Lessens the power of Pokémon of the opposite gender.
Damp	Pokémon can't self Destruct.
Drizzle	It will rain during the fight.
Drought	The sun will shine during the fight.
Early Bird	Wake up faster than normal when you fall asleep.
Effect Spore	Might paralyze, poison or let the opponent sleep.
Flame Body	Might burn the opponent.
Flash Fire	Stops Fire damage and raises Fire Attack's power.
Forecast	Changes the type of the Pokémon when the weather changes.
Guts	Attack Power raises when effected by a Status Condition.
Huge Power	Attack Power raises but is halved when you use Skill Swap.
Hustle	Attack Power raises but your accuracy will drop.
Hyper Cutter	Your attack power can't be lowered by enemy attacks.
Illuminate	More Wild Pokémon will appear. (GBA versions only)
Immunity	You can't be infected with Poison.
Inner Focus	You can't flinch.
Insomnia	You won't fall asleep.
Intimidate	Makes the Attack of the opponent drop.
Keen Eye	Your accuracy can't be lowered by enemy attacks.
Levitate	You won't be damaged by Ground Type moves.
Light Ball	Raises Pikachu's Special Attack.
Lightning Rod	Electrical attacks hit the Pokémon with this ability.
Limber	The Pokémon can't be paralyzed.
Liquid Ooze	Opponent is hurt if he drains your Pokémon's HP.
Magma Armor	You won't be damaged by Ice Type moves.
Magnet Pull	Steel Pokémon can't leave the battle.
Marvel Scale	Defense Power rises when effected by a Status Condition.
Minus	Special Attack is multiplied with 1,5 when Plusle is out too.
Natural Cure	All status effects are removed if you withdraw the Pokémon.
Oblivious	Attract won't work on this Pokémon.
Overgrow	Grass Attack Power is raised when HP is low.
Own Tempo	The Pokémon can't be confused.
Pickup	The Pokémon can find items randomly.
Poison Point	Might Poison the opponent when he attacks you.
Pressure	Opponent loses 2 PP when he attacks.
Pure Power	Attack Power raises but is halved when you use Skill Swap.
Rain Dish	Heals a bit of your health every turn when it is raining.
Rock Head	You won't get hit with Recoil when using attacks like Take Down
Rough Skin	Might hurt the attacking Pokémon.
Run Away	Flee automatically from every wild Pokémon. (GBA versions only)
Sand Stream	A Sandstorm will automatically rise.
Sand Veil	Evasion rises when there is a Sand Storm.
Serene Grace	Extra effects will occur two times as often.
Shadow Tag	Your opponent can't change Pokémon.
Shed Skin	A small chance that your status effect will be cured.
Shell Armor	The Pokémon with this won't get hit by Critical Hits.
Shield Dust	You won't get hit by side-effects from attacks like Poison.
Soundproof	Moves that involve Sound don't hit.
Speed Boost	Raises Speed at the start of every turn.
Static	Might paralyze the opponent.

