Pokémon XD: Gale Of Darkness FAQ/Walkthrough

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WARNING: MAY CONTAIN SPOILERS!

It starts with the S.S. Libra cruising, when suddenly some helicopters appear with Shadow Lugia, which picks up the ship as the sailors that fell out watch in awe. Then, Michael finds himself using a Salamence to battle a Metagross. No matter what the outcome is, the player will then find himself in the Pokémon HQ Lab, where the Trainer will tell him to consider raising Pokémon other than Eevee. Michael then speaks with Professor Krane and Lily. Prof. Krane comments Michael's skills, with Lily worrying that Michael will become spoiled. Prof. Krane tells her not to worry, saying both Michael and his sister Jovi are both wonderful kids, reminding Lily that she hasn't seen Jovi since lunch.

Lily asks Michael to look for her. Michael looks around, finding a P*DA that Professor Krane left him in his room and gets an e-mail telling him to ask Adon, who was playing hide-and-seek with her. Adon tells him to look at Dr. Kaminko's House. Michael then sees a report about the missing cargo ship that was carrying loads of Pokémon, the S.S. Libra. Michael goes to Kaminko's House, where he is attacked by Chobin, who mistakes him for a burglar and sends out his Pokémon. After fending him off, Jovi shows up and asks what Michael is doing and asks if he is lost. Jovi then acts all high and mighty saying she knows that he is lost. Michael goes inside, and Chobin shoes a video of himself bragging about Kaminko's inventions that are harmful to mankind. Michael tells Jovi that It's time to go home, so Jovi calls back her Minun, Mimi, and follows Michael back to the lab. Jovi continues saying Michael was lost when Lily scolds her.

Jovi goes to find Aidan, as Michael talks to Prof. Krane and obtains the Snag Machine. Aidan adds a Shadow Monitor to the P*DA, and Professor Krane goes to ready the battle sim. However, some men come in and take Professor Krane away. Michael goes outside and finds everyone knocked out. Michael then battles the leader, Naps, who is using a Shadow Teddiursa, which Michael snags. Prof. Krane is then dragged away by the kidnappers, as Michael watches in despair. Jovi is crying, and everyone looks sad, Aidan says Prof. Krane is crucial to the Purification Chamber project, and that there is nothing they can do. Lily then says they can complete it themselves, though Aidan says it is hopeless. Lily says they are on the verge of finishing and walks off, and Michael follows, starting his journey.

Credit for this plot description goes to Bulbapedia.

STORY MODE CONTROLS Control Stick-Move character/select command +Control Pad-Move character/select command A Button-Confirm selection/talk/check B Button-Cancel command/back to previous screen X Button-Bring up menu screen Y Button-Bring up menu screen

Start-Bring up menu screen BATTLE CONTROLS - CONTROLING THE STORY MODE PLAYER Control Stick-Press any direction while holding R Button to get a description of that move +Control Pad-Press any direction while holding R Button to get a description of that move A Button-Fight B Button-PKMN Command (switch Pokémon or check a Pokémon's summary) R Button-See assigned moves C Stick-When "Fight" is selected: Up = First move, Right = Second move, Down = Third move, Left = Fourth move Start-Give in CONTROLS FOR SWITCHING POKÉMON ONCE A POKÉMON IS SELECTED X Button Switch with Sixth Pokémon Y Button Switch with Fifth Pokémon C Stick Up = Switch with First Pokémon, Right = Switch with Second Pokémon, Down = Switch with Third Pokémon, Left = Switch with Fourth Pokémon _____ 3-Story Mode Walkthrough To start things off, you'll choose a name for yourself. The default name is "Michael." Next, you'll have to watch the beginning introduction video, showing Shadow Lugia abducting the S.S. Libra cruiser ship. 3.1-Lovrina 3.1.1-Pokémon HO Lab _____ SIM TRAINER LOSTEN _____ LV50STEEL/PSYCHIC Metagross _____

The game begins with a Battle SIM already in progress. Your Salamence faces off against Sim Trainer Losten's Metagross. Because Metagross is Steel-type, a Ground-type move (Earthquake) is the best attack choice.

The outcome of the Battle Sim has no impact on later events in the game. To learn how to battle better, use different combinations and styles of fighting.

You were inside the Battle Sim. If you check your current Pokémon, you have a LV10 Eevee that only knows Tackle, Bite, Tail Whip, and Sand-Attack.

Stroll around the lab and chat with the researchers, who are always eager to discuss their work. Ride the elevator to the second floor

and head for Professor Krane's office. There you find both Lily (your mother) and the Professor. Lily tells you that Jovi, your little sister, hasn't been seen in a while and that she's counting on you to find her.

Before you search for Jovi, Professor Krane tells you to stop by your room and pick up the P*DA he left there for you. Leave Krane's office through the left door and explore the residential wing of Pokémon HQ Lab. Head down to the first floor and locate your room in the northeast corner. Open the chest and claim the P*DA from your desk.

Your P*DA is upgradeable. For now, it has two important uses: E-mail and the Strategy Memo, which is like a Pokédex. Later, functions such as the Shadow Monitor and the Spot Monitor are automatically added.

E-mail automatically arrives from Krane.

E-MAIL

Subject: To: MICHAEL Sender: KRANE

If you're reading this E-MAIL, then you must have obtained the P*DA. Try out its many features. By the way, ADON was playing hide-and-seek with JOVI. Why not have a chat with him?

Jovi is playing hide-and-seek with Adon, who hopefully knows where she went.

The chest at the foot of your bed holds 3 Potions.

Adon is upstairs in the room next to the lounge. If you read Krane's e-mail, Adon tells you that he suspects Jovi has gone down the road to Dr. Kaminko's House to visit her friend Chobin. Adon marks the location of Kaminko's House on the map so you can drive there on your scooter and pick her up.

As you leave the room, a scientist will want you to watch the ONBS news broadcast on the lounge's TV in the northwest room to find out about the missing S.S. Libra cargo ship.

Leave Pokémon HQ Lab and walk around the yard. Talk to the people out here. One of them battles you.

SUPERTRAINER AFERD Sentret LV5 NORMAL

Follow the sidewalk to the left. Take two Antidotes from the chest at the end of the sidewalk before you leave. Select Kaminko's House at the World Map.

Before you leave Pokémon HQ Lab, save your game! Save every time you travel to a different area. You never know what might lie in wait, even in places you've visited before!

3.1.2-Kaminko's House

This creepy old manor is the home of eccentric inventor Dr. Kaminko and his assistant Chobin. Their scary looking house discourages unwanted visitors, giving the inventor the privacy he needs to work on his secret projects.

When you approach the door to Kaminko's House, Chobin challenges you. He mistakes you for a burglar and is determined to battle first and ask questions later. Bring out your only Pokémon, Eevee, and use Tackle and Bite repeatedly to win.

| KAMINKO AIDE CHOBIN | \$150 | |
|---------------------|-------|-------|
| Sunkern | LV5 | GRASS |

After you defeat Chobin, he recognizes you and confirms that Jovi is here. Follow him inside.

Before you meet up with Jovi, Chobin insists on showing you some of Kaminko's latest inventions. Learn more about them by checking the big TV in the parlor. The inventions are unusual. What's more surprising is that anyone would buy these inventions, but people do. Keep an eye out for the hapless buyers during your travels.

Go through the only unlocked door to find Dr. Kaminko and Jovi. Your sister joins you and agrees to let you take her home. There's nothing else to do at Kaminko's House for now, so chat with everyone, then leave and return to Pokémon HQ Lab.

3.1.3-Pokémon HQ Lab

When you return to Pokémon HQ Lab, Lily is waiting for you outside. Jovi leaves you to finish her hide-and-seek game with Adon while Lily instructs you to find Professor Krane.

Head into the Lab to find Krane. First, go to the west wing's second floor and look for a man in a light blue shirt and a bucket hat. He tells you that he saw Krane downstairs. Return to the first floor and find the Professor in the east wing.

The scientists at the Lab have completed a new invention, the Snag Machine. This device allows you to throw a Poké Ball to capture an opponent's Pokémon during battle (normally you can throw Poké Balls only at wild Pokémon). Capturing Pokémon from another trainer is usually unethical, but the Snag Machine is designed to be used only on Shadow Pokémon. Krane believes so strongly in Purifying and caring for the Shadow Pokémon that he feels you're justified in rescuing them from their trainers. With the Snag Machine, you're equipped to capture Shadow Pokémon during battle. Aidan also gives you 5 Poké Balls.

No sooner have you equipped the Snag Machine when crisis erupts! A team of mysterious thugs have arrived at the Lab and have kidnapped Krane.

Leave the Lab and head outside to find the crooks. As they drag Krane to their waiting van, one of the thugs, Naps, challenges you to a battle.

| SPY NAPS | \$165 | SHADOW POKÉMON #01 |
|-----------|----------------|--------------------|
| Teddiursa | LV11+ (SHADOW) | NORMAL |
| | | |

This is your first battle against someone from Cipher, a group of organized criminals determined to take over the world with a Pokémon army. This is also your first chance to capture a Shadow Pokémon with your new Snag Machine. When Naps brings out Teddiursa, Snag it with one of the Poké Balls that Krane gives you.

Normally you should weaken a Pokémon with attacks or afflict it with a Status condition before trying to capture it. In this battle, however, you can't attack. Throw a Poké Ball, and the capture automatically succeeds.

The Professor is taken away. Back inside the Lab, the researchers and scientists ponder what to do next. Eventually, Lily decides to continue Krane's research and finish the Purify Chamber (see section 4-Purify Chamber). To do this, she needs a Machine Part from a store in Gateon Port. Jovi instantly volunteers to go pick it up, and Lily assigns you to go with her. Aidan tells you to keep the Snag Machine. He then gives you Krane Memo 1 and Krane Memo 2. Depart and select Gateon Port as your next destination.

3.1.4-Gateon Port

Gateon Port is on the coast. It's a thriving city that features a Healing Machine, a Poké Mart, and a few other notable locales.

When you first get there, Jovi runs smack-dab into a thug named Zook. He attacks you with a Shadow Zangoose, only to be interrupted by a small man named Mr. Verich and his two bodyguards, Ardos (blue) and Eldes (red). Ardos uses Alakazam to defeat Zook's Zangoose. Verich and the bodyguards leave after teaching Zook a lesson.

The town's buildings are accessible from the wharf, but to reach the Lighthouse and other isolated buildings, you must use a set of rotating drawbridges. To rotate the bridges, stand on a panel near the bridge pivot. Both bridges rotate at the same time.

From where you witnessed the battle between Ardos and Zook, head left. On the way to the Parts Shop. You'll meet Emili, Jovi's friend, and her mother, Acri. Enter the Shop and talk to the Sailor. He says the shopkeeper's name is Makan, but he's at Kaminko's House. He says Perr, his grandson, can help you. The Sailor sees you have an Eevee. He offers one of 5 evolutions items for it.

EEVEELUTION ITEMS Water Stone Vaporeon WATER ThunderStone Jolteon ELECTRIC

| Fire Stone | Flareon | FIRE |
|------------|---------|---------|
| Sun Shard | Espeon | PSYCHIC |
| Moon Shard | Umbreon | DARK |
| | | |

There is no best item to choose, as all of Eevee's evolved forms have balanced strengths. For instance, Psychic-type Pokémon are hard to come by during the first part of your adventure, so you might want to choose the Sun Shard. On the other hand, Psychic-type moves aren't supereffective against many of the enemies you meet until later, so you might want to choose something else. Also, keep the item you select in your inventory: it won't work if you store it at a PC Station. The same goes for Eevee; it can't evolve unless you're carrying it with you.

After claiming the Evolution item and looking around the store, leave. Perr has finished repairing the bridges, so follow him back into the Parts Shop. He opens a panel behind the counter and gives you the Machine Part.

With the Machine Part, you can now return to Pokémon HQ Lab and deliver it to Lily. Before you go, however, explore the town. There are several trainers to battle, Shadow Pokémon to capture, and item chests to open.

There are some trainers you can battle now. Sailor Bost is to the north on the dock.

| SAILOR BOST | \$96 | |
|-------------|------|--------|
| | | |
| Marill | LV6 | WATER |
| Whismur | LV6 | NORMAL |
| | | |

If you beat him, he will give you TM45 Attract.

Venture onto the rotating bridges that Perr fixed. Rotate the L-shaped bridge to reach the house on a small island, then go inside and talk to the resident. He tells you of a mysterious site offshore that's surrounded by perilous whirlpools and fog; you learn more about this place later.

Return to the L-shaped bridge and rotate it until it lines up with the straight bridge to the east. Cross over to find an old man hanging out on a ledge overlooking the ocean. His name is Casual Guy Cyle, and he's a trainer. Make sure you have a spare Poké Ball on hand before you talk to him and begin battle.

| CASUAL GUY CYLE | \$330 | SHADOW POKÉMON #02 |
|-----------------|----------------|--------------------|
| Taillow | LV6 | NORMAL/FLYING |
| Ledyba | LV10+ (SHADOW) | BUG/FLYING |

As with all Shadow Pokémon, it's easier to Snag Ledyba if you weaken it first with a few physical attacks. You can also afflict your target with Status conditions, such as Paralysis, to make capturing it easier.

After the battle, go to the straight bridge and rotate it so you can reach the Lighthouse. You find several chests if you climb the stairs and visit every floor in the tower.

On the Lighthouse roof, trigger a battle with Bodybuilder Kilen.

| BODYBUILDER KILEN | \$144 | SHADOW POKéMON #03 |
|-------------------|----------------|--------------------|
| Zubat | LV6 | POISON/FLYING |
| Poochyena | LV10+ (SHADOW) | DARK |

Because Poké Balls aren't for sale yet, attack Poochyena before you try to capture it so you don't waste your limited stock of Poké Balls. Teddiursa's Lick attack can help by possibly Paralyzing your target.

After exploring the islands, use the bridges to return to the mainland. Visit the Krabby Club in the northeast part. Navigator Berk won't let you enter until you defeat him in battle.

| NAVIGATOR BERK | \$120 | |
|----------------|-------|--------------|
| | | |
| Wingull | LV6 | WATER/FLYING |
| Lotad | LV6 | WATER/GRASS |
| | | |

He doesn't have any Shadow Pokémon, so Teddiursa's Shadow moves are potent against Berk's Wingull and Lotad.

When you're inside the club, talk to everyone to hear the latest gossip. Mr. Verich and his men are relaxing in the upstairs VIP room, but they won't talk to you. Open the chest in the basement before you go to get a Super Potion.

When you're all done battling, it might be a good idea to stop by Kaminko's House to check on Makan, Perr's grandfather, who is visiting.

3.1.5-Kaminko's House

Once again, you get stopped by Chobin, who thinks you're a burglar, again, and battles you.

| | | |
|------|------|------|
| | | |

| KAMINKO AIDE | CHOBIN | \$360 | |
|--------------|--------|-------|--|
| | | | |
| | | - | |

| Magikarp | LV6 | WATER | |
|----------|-----|-------|--|
| Sunkern | LV6 | GRASS | |

After the battle, talk to Makan inside the manor. Now exit and go back to the Pokémon HQ Lab.

3.1.6-Pokémon HQ Lab

.....

When you return to the Lab, Aidan will give you Krane Memo 3, 4, and 5. Head inside the Lab. Look for Lily on the second floor of the west

wing. After you hand over the Machine Part, Jovi leaves you and you're on your own again. Lily explains that more time is needed to finish the Purify Chamber; in the meantime, you must use a different process. She tells you about an artifact called the Relic Stone in Agate Village that can Purify Shadow Pokémon. Before going to Agate, there is now a trainer who will battle you back in Gateon Port.

3.1.7-Gateon Port CHASER LAKEN \$120 Swablu LV6 NORMAL/FLYING Feebas LV6 WATER

Now go to Agate Village.

3.1.8-Agate Village

Built on a series of picturesque terraces, Agate Village is a small community where almost everyone has at least one Pokémon. Many people (including yourself) are drawn here by the Purifying power of the Relic Stone that lies at the village's heart. Of course, those seeking this important artifact's power must first meet the approval of Myth Trainer Eagun, the strongest trainer in the village.

The first thing you find upon entering Agate Village is a chest. Open it to get a Poké Ball, then ascend the ramp beyond. Your immediate goal is to reach Eagun's house on the highest terrace. Along the way, talk to everyone you meet to learn more about the town. Some of the residents will challenge you to a friendly battle. You can always refuse if your Pokémon aren't in fighting condition.

| FUN OLD MAN CLERR | | |
|-------------------|------|--------------|
| | LV7 | GRASS/POISON |
| Machop | LV7 | FIGHTING |
| | | |
| COOLTRAINER CIDA | | |
| Azurill | LV7 | NORMAL |
| Igglybuff | LV7 | NORMAL |
| Togepi | LV7 | NORMAL |
| | | |
| RIDER HEBON | \$70 | |
| | LV6 | BUG |
| Silcoon | LV7 | BUG |
| Cascoon | LV7 | BUG |
| | | |

When battling in Agate Village, take advantage of the nearby Pokémon Center and ensure that your Pokémon are at full strength for every battle. Since many of the trainers here favor Grass-type and Bug-type Pokémon, Ledyba's Aerial Ace is fantastic to use against them.

Before heading for the high ground, follow the left path which leads to a hidden cave. Go inside to find a pair of chests and the Move Tutor. You can't use the Move Tutor's services just yet, but you can get a Poké Ball and Super Potion by opening both chests.

Usually, you're only rewarded with EXP. Points and Poké Dollars for defeating a trainer. Matron Belish is an exception. Find her by taking the ramp behind Eagun's house.

| MATRON BELISH | \$224 | |
|---------------|-------|------------|
| Poochyena | LV7 | DARK |
| Nincada | LV7 | BUG/GROUND |

If you beat her, she rewards you with TM09 (Bullet Seed). Like other trainers in Agate Village, you can make short of her Bug-type Pokémon with Ledyba's Aerial Ace or with Shadow Moves.

Follow the ramp behind the Day Care to find an old man and his Taillow haning out beyond the waterfall. He's not interested in battling, but check in with him from time to time and he gives you the berries his Taillow brings him. The following table shows what berries you can get from the old man.

BERRIES

| Aspear Berry | Common |
|--------------|-----------|
| Cheri Berry | Common |
| Chesto Berry | Common |
| Oran Berry | Common |
| Pecha Berry | Common |
| Persim Berry | Common |
| Rawst Berry | Common |
| Leppa Berry | Uncommon |
| Aguav Berry | Rare |
| Figy Berry | Rare |
| Iapapa Berry | Rare |
| Mago Berry | Rare |
| Sitrus Berry | Rare |
| Wiki Berry | Rare |
| Lum Berry | Very Rare |
| | |
| | |

Down the hill from the Pokémon Center, is a trainer.

| BODYBUI | LDER DOSK | \$192 | |
|---------|-----------|-------|---------------|
| | Tyrogue | LV7 | FIGHTING |
| | Grimer | LV8 | POISON |
| | Zubat | LV8 | POISON/FLYING |

Go inside of Eagun's house and you'll meet Beluh, Eagun's wife. She'll say that she and Eagun have been expecting you. After a conversation, Eagun comes running in. He introduces himself and tells you to meet him at the Relic Stone.

Head down, and into the cave that leads to the Relic Stone. You will see a group of trainers (four to be exact) that you have to battle in order.

| COOLTRA | INER GORPS | \$240 | |
|----------------------|------------------|-------------------------------------|---|
| | Zigzagoon | | NORMAL |
| | Numel | LV8 | FIRE/GROUND |
| | | | |
| SUPERTRA | AINER JOLS | \$800 | |
| | Snubbull | LV8 | NORMAL |
| | Corphish | LV8 | WATER |
| | Lotad | LV8 | WATER/GRASS |
| | | | |
| MATRON 1 | LADI | \$256 | |
| | Cacnea | LV8 | GRASS |
| | Slugma | | FIRE |
| Open the | e chest nearby a | nd get 2 Burn He | eals. |
| FUN OLD | MAN CRON | \$288 | |
| | Horsea | | WATER |
| | Abra | LV9 | PSYCHIC |
| | Shroomish | LV9 | GRASS |
| help Pur Exit the | rify your Pokémo | n. You can only ll be at the Rel | w you can buy Scents, which will buy Scents at Agate's PokéMart. ic Stone. Eagun is waiting for |
| MYTH TRA | AINER EAGUN | \$1,200 | |
| | Pikachu | | ELECTRIC |

He's impressed that you beat his Pikachu. He now allows you to use the Relic Stone to Purify any of your Shadow Pokémon that are ready for the Purification process. If one of your Pokémon's Heart Gauge is flashing white, you can Purify it. It will learn new moves and will probably level up from the EXP. it gained while battling with you.

Eagun brings you back to his house and tells you to go to Mt. Battle to see his friend Vander, about Cipher. He asks for your P*DA number. Now head to Mt. Battle.

3.1.9-Mt. Battle

Mt. Battle is actually an active volcano, and an impressive Colosseum has been built into the crater at the top.

After you arrive at Mt. Battle, Eldes, one of Verich's bodyguards (the one in red), welcomes you to Mt. Battle with words of caution. After listening to what Eldes has to say, you're free to explore. Talk to everyone in the courtyard. Open the chest by the reception building for a Full Heal, and then head inside.

Two important people are always in the Mt. Battle reception area: the Move Deleter and the Move Tutor. The Move Deleter allows your Pokémon to unlearn a move you don't want anymore. The Move Tutor teaches your Pokémon new moves that they might have passed up or have been unable to learn because they were at the four-move maximum.

To find Vander and learn what he might know about Krane's kidnappers, talk to the girl behind the middle counter in the reception room. She explains that Mt. Battle is temporarily closed, but she lets you in anyway so you can find Vander.

Vander is on the third platform, so you must defeat three trainers to reach him.

| BEAUTY MIRU | \$180 | |
|--------------------|--------------|--------------------------|
| Wurmple Wingull | | BUG WATER/FLYING |
| CASUAL DUDE CRIDEL | | |
| Corphish Swablu | LV9 | WATER NORMAL/FLYING |
| COOLTRAINER BARDO | \$300 | |
| Doduo Spoink | LV10 LV10 | NORMAL/FLYING PSYCHIC |

The Pokémon you encounter are low-level. Your Pokémon are probably three or four levels higher, thanks to the challenges you faced in the Relic Cave. With this advantage, you enjoy easy victories if you remember the basic rule of battle--use attacks that match your Pokémon's type. For example, if you attack with Poochyena (Dark-type), the damage from Poochyena's Bite (Dark-type) is multiplied by 1.5. This is known as STAB (Same-Type Attack Bonus).

When you reach Vander, the two of you return to the Reception Counter to discuss Cipher. Vander tells you of a secret Lab in the southern desert that might have something to do with the sudden rise of Shadow Pokémon. This lab (Cipher Lab) is your next destination. As you leave, you'll get an e-mail from Aidan. E-MATT. Subject: POKé BALLS for sale Sender: AIDAN, POKéMON HQ LAB Hi, MICHAEL, doing good? EAGUN called today to inform us that POKé BALLS are now available at the AGATE POKé MART. You won't have to worry about running out anymore. Good luck, MICHAEL! So, Poké Balls are on sale at Agate? It would be wise to go buy some. Buy at least 20 or more, if you have enough money. 3.1.10-Cipher Lab Your trip to the Cipher Lab is your first chance to infiltrate the enemy's Shadow Pokémon operations. Therefore, there are a lot of Shadow Pokémon you can capture in this area. The lab is guarded by the Hexagon Brothers, a team of six trainers that each favor a particular type of Pokémon. Apparently, they're not very smart, because they can't remember how to count to six. They will do a short "sound off" and count to six...sort of... Anyways...you must defeat at least one of them before you can enter. _____ \$680 CIPHER PEON RESIX SHADOW POKÉMON #04 _____ Slugma LV14 FIRE LV17+ (SHADOW) DARK/FIRE Houndour _____ _____ \$560 CIPHER PEON BROWSIX SHADOW POKÉMON #05 _____ LV14 Hoothoot NORMAL/FLYING Baltoy LV17+ (SHADOW) GROUND/PSYCHIC _____ _____ CIPHER PEON YELLOSIX \$680 SHADOW POKÉMON #06 _____ Electrike LV12 ELECTRIC Chinchou LV11 WATER/ELECTRIC LV17+ (SHADOW) ELECTRIC Mareep _____

| CIPHER | PEON GREESIX | \$680 | SHADOW POKÉMON #07 |
|--------|--------------|----------------|--------------------|
| | Oddish | LV9 | GRASS/POISON |
| | Cacnea | LV9 | GRASS |
| | Shroomish | LV9 | GRASS |
| | Lotad | LV8 | WATER/GRASS |
| | Pineco | LV9 | BUG |
| | Seedot | LV17+ (SHADOW) | GRASS |
| | | | |
| CIPHER | | \$680 | SHADOW POKÉMON #08 |
| | Horsea | | WATER |
| | Goldeen | LV12 | WATER |
| | Spheal | LV17+ (SHADOW) | ICE/WATER |
| | | | |
| CIPHER | PEON PURPSIX | \$680 | SHADOW POKéMON #09 |
| | Koffing | LV10 | POISON |
| | Grimer | LV11 | POISON |
| | Tentacool | LV10 | WATER/POISON |
| | Gulpin | LV17+ (SHADOW) | POISON |

Now that you've taught the Hexagon Brothers a lesson, begin exploring. Enter the garage through the east door. Open the chest to get a Super Potion and three Poké Balls.

Leave the garage and go through the facility's west door, which leads to the Lab. The Restore Machine and PC Station inside the door are a welcome sight! You cand save a lot of Poké Dollars by returning here for healing instead of using items. When you're ready, walk toward the elevator to trigger an ambush by Cipher Peon Corla.

| Duskull LV14 GHOST Skitty LV14 NORMAL | CIPHER PEON CORLA | \$560 | |
|--|-------------------|-------|--|
| | | | |

When you emerge from the elevator, head east. Cipher Peon Javion will stop you.

| CIPHER PEON JAVION | \$560 | |
|--------------------|-------|---------------|
| | | |
| Doduo | LV13 | NORMAL/FLYING |
| Taillow | LV14 | NORMAL/FLYING |
| | | |

After the battle, continue to the hall's end and board the elevator. Cipher R&D Mesak will challenge you.

\$650

| Anorith | LV13 | ROCK/BUG |
|---------|------|------------|
| Lileep | LV13 | ROCK/GRASS |
| | | |

Follow the path between banks of lab equipment to trigger a battle with Cipher Peon Nexir.

| CIPHER PEON NEXIR | \$680 | SHADOW POKÉMON #10 |
|-------------------|----------------|--------------------|
| | | |
| Swinub | LV14 | ICE/GROUND |
| Shuppet | LV13 | GHOST |
| Spinarak | LV14+ (SHADOW) | BUG/POISON |
| | | |

Take the Revive from a chest in the corner before climbing the stairs. Go south from the top of the stairs to overhear a conversation between Prof. Krane and Cipher Admin Lovrina. She tries her best to convice Krane that he should help Cipher, but he remains committed to Purifying Shadow Pokémon.

After Lovrina leaves, continue south, until confronted by Cipher Peon Solox.

| CIPHER PEON SOLOX | \$680 | SHADOW POKÉMON #11 |
|-------------------|----------------|--------------------|
| | | |
| Ralts | LV15 | PSYCHIC |
| Voltorb | LV16 | ELECTRIC |
| Bagon | LV16 | DRAGON |
| Numel | LV14+ (SHADOW) | FIRE/GROUND |
| | | |

Board the elevator. When you exit, you'll be right next to another elevator. This one will take you to a Healing Machine. Not a bad idea. You'll run into Cipher Peon Digor and Cipher Peon Crink.

| CIPHER | PEON DIGOR | \$680 | |
|---------|------------------|-----------------|-----------------------|
| | Abra | LV15 | PSYCHIC |
| | Feebas | LV16 | WATER |
| | Makuhita | LV16 | FIGHTING |
| | Machop | LV15 | FIGHTING |
| | PEON CRINK | | |
| | Snorunt | | ICE |
| | Barboach | LV14 | WATER/GROUND |
| Face C: | ipher R&D Morbit | to open a chest | with 3 Super Potions. |
| | R&D MORBIT | | |



LV14

Lotad LV14 WATER/GRASS LV14 WATER Staryu _____ If you want an Ether, battle Cipher Peon Meda. _____ CIPHER PEON MEDA \$560 _____ Natu T.V16 PSYCHIC/FLYING LV14 BUG/GROUND Nincada Wailmer LV15 WATER _____ Go right. Two Cipher R&D's will battle you. _____ CIPHER R&D ELROK \$650 ____ Swablu LV17 NORMAL/FLYING LV16 PSYCHIC Wynaut Corsola LV15 WATER/ROCK _____ _____ _____ _____ CIPHER R&D COFFY \$650 _____ Dustox LV14 BUG/POISON Wingull LV17 WATER/FLYING Pineco LV16 BUG LV15 Qwilfish WATER/POISON _____ After this, go up. You will run into Cipher Peon Cabol. _____ \$720 CIPHER PEON CABOL SHADOW POKÉMON #12 _____ Carvanha LV15+ (SHADOW) WATER/DARK LV15 Magnemite ELECTRIC/STEEL Psyduck LV15 WATER Remoraid LV16 WATER ------_____ _____ Be sure to Snag his Carvanha. Keep going up and you'll be stopped by Cipher Peon Nopia. _____ CIPHER PEON NOPIA \$680 _____ Jigglypuff LV15 NORMAL Chimecho LV17 PSYCHIC NORMAL Dunsparce LV16 _____ Continue going up more and take a right to battle Cipher R&D Klots. Klots has Shadow Shroomish. Be sure to Snag it.

| CIP | HER R&D KLOTS | \$900 | SHADOW POKÉMON #13 |
|-----|---------------|----------------|--------------------|
| | | | |
| | Snubbull | LV16 | NORMAL |
| | Kecleon | LV16 | NORMAL |
| | Shroomish | LV15+ (SHADOW) | GRASS |
| | | | |

Klots drops the ID Card in his rush. Pick it up. ID Card in hand, leave the room by the north door and take the first left to find an elevator. Before you can use it, you must fight Cipher R&D Tekot.

| CIPHER R&D TEKOT | \$750 | |
|-------------------------------|-------|---------------------------------|
| Clamperl Corphish Zubat | | WATER WATER POISON/FLYING |

Defeat him with Electric-type moves, then approach the elevator. Your ID Card automatically unlocks it.

Cross the room, go up the elevator, and up the stairs to find Prof. Krane and Cipher Peon Naps. You have to battle him.

| CIPHER PEON NAPS | \$720 | |
|------------------|-------|---------------|
| | | |
| Murkrow | LV18 | DARK/FLYING |
| Rhyhorn | LV18 | GROUND/ROCK |
| Slakoth | LV18 | NORMAL |
| Beldum | LV18 | STEEL/PSYCHIC |
| | | |

After you defeat Naps, Krane joins you. Open the chest to get a rare Leaf Stone, then leave and head for the elevator that takes you down to the main floor.

Before you can escape the Cipher Lab, one last opponent stands in your way: Cipher Admin Lovrina. Lovrina is a tough trainer who is not used to losing. With all the battles you've won getting this far, though, you are well prepared to handle her. Use Fire-type and Electric-type moves in this battle. Be sure to Snag Shadow Delcatty.

CIPHER ADMIN LOVRINA \$2,100 SHADOW POKÉMON #14 LV20 Luvdisc WATER Beautifly LV19 BUG/FLYING Roselia LV19 GRASS/POISON LV18+ (SHADOW) NORMAL Delcatty

After the battle, she flees. In her haste, she drops the Data Rom, which details Cipher's plans to create a new type of Shadow Pokémon that can't be purified. Pick up the Data Rom on your way out.

You encounter no more resistance as you leave Cipher Lab. Return to Pokémon HQ Lab, where Prof. Krane is reunited with his colleagues.

Aidan announces that the Purify Chamber is completed; this means you can now access it from any PC Station. Although the Purification Ceremony can only be done at the Pokémon HQ Lab.

Krane's team gathers for a demonstration of the Purify Chamber. After that, you're free to wander around and speak with everyone to learn their thoughts on everything that's happened so far. While they're thrilled that the Purify Chamber is finished, they still feel worried as long as Cipher is manufacturing more Shadow Pokémon.

Krane asks you to speak with Datan in his upstairs office to check on his progress investigating the Data Rom you got from Lovrina. Datan isn't in his office, however; he's outside pacing the sidewalk in front of Pokémon HQ Lab. Find him and talk to him to learn what's troubling him.

The information is encrypted, so you're asked to take the Data Rom to Nett at ONBS Headquarters in Pyrite Town. Nett is known for his computer skills; if anyone can decrypt the Data Rom, Nett can. Pyrite Town is your next destination.

3.2.2-Pyrite Town/ONBS

When you arrive at Pyrite Town, there is a pair of ONBS correspondents, rushing out to cover another breaking news story. the woman is Marcia and her cameraman is Cameran. You meet up with them again later. For now, head into town and look around.

You'll eventually see Officer Johnson stopping two shady guys named Folly and Trudly. They're a little important later on.

There are a few trainers in Pyrite you can face.

| ROGUE CAIL | | \$480 | |
|------------|---------------------------------|--------------------------------------|--|
| Sni | lts ubbull edot undour | LV16 LV16 LV16 LV16 LV16 | PSYCHIC NORMAL GRASS DARK/FIRE |
| WORKER DOB | | \$320 | |
| Mae | oink gnemite mel | LV16 LV16 LV16 LV16 | PSYCHIC ELECTRIC/STEEL FIRE/GROUND |

| CHASER | FINOL | \$340 | |
|---------|-----------|-------|----------------|
| | Shuppet | LV16 | GHOST |
| | Ledyba | LV16 | BUG/FLYING |
| | Remoraid | LV16 | WATER |
| | Togepi | LV17 | NORMAL |
| | | | |
| RIDER D | DERT | \$272 | |
| | Slugma | LV16 | FIRE |
| | Natu | LV16 | PSYCHIC/FLYING |
| | Oddish | LV16 | GRASS/POISON |
| | | | |
| HUNTER | RALING | \$160 | |
| | Zigzagoon | LV17 | NORMAL |
| | Whismur | LV17 | NORMAL |
| | Aipom | LV17 | NORMAL |
| | Dunsparce | LV17 | NORMAL |
| | LABET | \$340 | |
| | | | |
| | Swinub | LV17 | ICE/GROUND |
| | Bagon | LV17 | DRAGON |
| | Murkrow | LV17 | DARK/FLYING |
| | Clamperl | LV17 | WATER |
| BODYBUI | LDER DOBY | \$408 | |
| | | | |
| | Machop | LV17 | FIGHTING |

When you're ready, enter ONBS, the big white building. Go up to the second floor. Enter the first room you see. Secc's office is located here. He'll direct you to Nett.

On the second floor, go to the bottom right room and watch the live TV broadcast. You can't see Nett without doing this.

Find the little girl on this floor. Her name is Kandee. If you take her up to the third floor to her mother, you'll get a Soothe Bell.

Nothing else to do on the third floor, so climb the stairs to the roof. Talk to Detro, who will guard the door. Nett tells Detro to let you in. Enter the little penthouse. Inside, talk to Nett and give him the Data ROM. He says it'll take a little time to analyze. Another ONBS employee, Bitt, says you should go to Rock Poké Spot, to see Duking.

Leave ONBS, and Folly and Trudly will talk about a transmitter and a Radar. Leave Pyrite Town and go to Rock Poké Spot.

3.2.3-Rock Poké Spot

Here you'll see a big bodybuilder, Duking, being interviewed by a news reporter, by the name of Pofty. Duking can't ever get her name right, and calls her Betty. Duking sees you and demonstrates how to catch wild Pokémon, which can only be found in the Poké Spots. He gives you 10 Poké Snacks. Go to the center of the Poké Spot and put a few Snacks on the plate. Duking gives you the Spot Monitor on your P*DA. Duking says there are three Poké Spots: Rock, Oasis, and Cave. Leave the Rock Poké Spot and head over to the Oasis Poké Spot.

| Sandshrew | LV10-23 | GROUND | 50% |
|-----------|---------|---------------|-----|
| Gligar | LV10-20 | GROUND/FLYING | 35% |
| Trapinch | LV10-20 | GROUND | 15% |

3.2.4-Oasis Poké Spot

Duking will meet you there. He is excited that you want to participate in catching wild Pokémon. He wants you to catch a Trapinch (Rock), Surskit (Oasis), and Wooper (Cave), and he will trade you for Meditite for Trapinch, Shuckle for Surskit, or Larvitar for Wooper. Sounds easy. Head over to the Cave Poké Spot. Be sure to save and heal before you do.

WILD POKéMON

| Hoppip | LV10-20 | GRASS/FLYING | 50% |
|---------|---------|--------------|-----|
| Phanpy | LV10-20 | GROUND | 35% |
| Surskit | LV10-20 | BUG/WATER | 15% |
| | | | |

3.2.5-Cave Poké Spot

When you get there, Folly and Trudly will be talking. Folly's Radar will sound off, and their boss, Miror B., will enter. Miror B. invites you to join his team. Say no, and you'll be forced to battle.

```
WANDERER MIROR B. $440
               SHADOW POKÉMON #15
Lombre
         LV17
               WATER/GRASS
        LV17
   Lombre
               WATER/GRASS
         LV17
   Lombre
               WATER/GRASS
   Voltorb
         LV19+ (SHADOW) ELECTRIC
```

After you Snag Voltorb and defeat his Lombre's, Miror B. exits. Pick up the Miror Radar that Folly and Trudly leave behind. Now, whenever Miror B. is near, the Radar will go off. Very helpful, because if you miss a

Shadow Pokémon, it will go over to Miror B. You get an e-mail from Nett. E-MATT. Subject: CIPHER's plan! Sender: NETT, PYRITE MICHAEL! I haven't completed analysis on the DATA ROM, but I did make a stunning discovery about CIPHER's plan. Please come right away--we need to discuss this in person. Head over to Pyrite and go over to ONBS. _____ WILD POKÉMON _____ LV10-21 POISON/FLYING Zubat 50% STEEL/ROCK LV10-21 35% Aron Wooper LV10-21 WATER/GROUND 15% _____ 3.2.6-Pyrite Town/ONBS The guard tells you that they've taken Megg, the secretary, hostage. Go up and right. You will battle a few Cipher Peons as you progress. _____ CIPHER PEON RETT \$720 _____ LV18 WATER/DARK Carvanha LV17 Barboach WATER/GROUND _____ _____ CIPHER PEON MOCOR \$720 Corphish LV18 WATER Electrike LV17 ELECTRIC Grimer LV18 POISON _____ _____ Go up the elevator. You will automatically be attacked. _____ \$840 CIPHER PEON TORKIN SHADOW POKÉMON #16 _____ Kecleon LV19 NORMAL Surskit LV21 BUG/WATER Makuhita LV18+ (SHADOW) FIGHTING _____ ------

Go to Secc's office. Cipher Peon Elox will attack you.

| CIPHER PEON ELOX | २००७ | |
|---|--|---|
| Doduo | LV20 | NORMAL/FLYING |
| Tentacool | LV18 | WATER/POISON |
| Chimecho | LV20 | PSYCHIC |
| | | |
| Talk to Soca Appar | rontly Ciphor is | looking for Nott because of th |
| | | s looking for Nett because of th will see Rixor harassing Ancha, |
| the Newscaster. Bat | | ······ ······························· |
| | | |
| CIPHER PEON RIXOR | | |
| Qwilfish | LV19 | WATER/POISON |
| Rhyhorn | LV20 | GROUND/ROCK |
| Chinchou | | WATER/ELECTRIC |
| | LV19 | POISON |
| | | |
| Go take the elevato | or, but you have | to battle Mesin first. Be sure |
| Snag Vulpix. | , 1 | |
| | | |
| CIPHER PEON MESIN | \$840 | SHADOW POKÉMON #17 |
| | | |
| Spinarak | LV20 | BUG/POISON |
| Spinarak Beautifly | | BUG/POISON BUG/FLYING |
| | LV19 | |
| Beautifly Dustox | | BUG/FLYING BUG/POISON |
| Beautifly Dustox | LV19 LV20 | BUG/FLYING BUG/POISON |
| Beautifly Dustox Vulpix | LV19 LV20 LV18+ (SHAI | BUG/FLYING BUG/POISON DOW) FIRE |
| Beautifly Dustox Vulpix Cipher Peon Dilly : | LV19 LV20 LV18+ (SHAI | BUG/FLYING BUG/POISON DOW) FIRE |
| Beautifly Dustox Vulpix Cipher Peon Dilly : | LV19 LV20 LV18+ (SHAI is harassing Kano \$840 | BUG/FLYING BUG/POISON DOW) FIRE dee and her mother. |
| Beautifly Dustox Vulpix Cipher Peon Dilly : | LV19 LV20 LV18+ (SHAI is harassing Kand \$840 | BUG/FLYING BUG/POISON DOW) FIRE dee and her mother. |
| Beautifly Dustox Vulpix Cipher Peon Dilly : CIPHER PEON DILLY Gulpin | LV19 LV20 LV18+ (SHAI is harassing Kand \$840 LV19 | BUG/FLYING BUG/POISON DOW) FIRE dee and her mother. |
| Beautifly Dustox Vulpix Cipher Peon Dilly : CIPHER PEON DILLY Gulpin | LV19 LV20 LV18+ (SHAI is harassing Kand \$840 | BUG/FLYING BUG/POISON DOW) FIRE dee and her mother. POISON |
| Beautifly Dustox Vulpix Cipher Peon Dilly : CIPHER PEON DILLY Gulpin Mareep | LV19 LV20 LV18+ (SHAI is harassing Kand \$840 LV19 LV19 LV19 LV20 | BUG/FLYING BUG/POISON DOW) FIRE dee and her mother. POISON ELECTRIC |
| Beautifly Dustox Vulpix Cipher Peon Dilly : CIPHER PEON DILLY Gulpin Mareep Luvdisc | LV19 LV20 LV18+ (SHAI is harassing Kand \$840 LV19 LV19 LV19 LV20 | BUG/FLYING BUG/POISON DOW) FIRE dee and her mother. POISON ELECTRIC WATER |
| Beautifly Dustox Vulpix Cipher Peon Dilly : CIPHER PEON DILLY Gulpin Mareep Luvdisc Bellossom | LV19 LV20 LV18+ (SHAI is harassing Kano \$840 LV19 LV19 LV19 LV20 LV21 | BUG/FLYING BUG/POISON DOW) FIRE dee and her mother. POISON ELECTRIC WATER GRASS |
| Beautifly Dustox Vulpix Cipher Peon Dilly : CIPHER PEON DILLY Gulpin Mareep Luvdisc Bellossom In the other room, | LV19 LV20 LV18+ (SHAI is harassing Kano \$840 LV19 LV19 LV20 LV21 you'll find Edlo | BUG/FLYING BUG/POISON DOW) FIRE dee and her mother. POISON ELECTRIC WATER GRASS |
| Beautifly Dustox Vulpix Cipher Peon Dilly : CIPHER PEON DILLY Gulpin Mareep Luvdisc Bellossom In the other room, | LV19 LV20 LV18+ (SHAI is harassing Kand \$840 LV19 LV19 LV20 LV21 you'll find Edlo \$840 | BUG/FLYING BUG/POISON DOW) FIRE dee and her mother. POISON ELECTRIC WATER GRASS |
| Beautifly Dustox Vulpix Cipher Peon Dilly : CIPHER PEON DILLY Gulpin Mareep Luvdisc Bellossom In the other room, CIPHER PEON EDLOS Furret | LV19 LV20 LV18+ (SHAI is harassing Kano \$840 LV19 LV19 LV20 LV21 you'll find Edlo \$840 LV19 | BUG/FLYING BUG/POISON DOW) FIRE dee and her mother. POISON ELECTRIC WATER GRASS DS. |
| Beautifly Dustox Vulpix Cipher Peon Dilly : CIPHER PEON DILLY Gulpin Mareep Luvdisc Bellossom In the other room, CIPHER PEON EDLOS Furret Zigzagoon | LV19 LV20 LV18+ (SHAI is harassing Kano \$840 LV19 LV19 LV20 LV21 you'll find Edlo \$840 LV19 LV21 | BUG/FLYING BUG/POISON DOW) FIRE dee and her mother. POISON ELECTRIC WATER GRASS DS. |
| Beautifly Dustox Vulpix Cipher Peon Dilly : CIPHER PEON DILLY Gulpin Mareep Luvdisc Bellossom In the other room, CIPHER PEON EDLOS Furret Zigzagoon | LV19 LV20 LV18+ (SHAI is harassing Kano \$840 LV19 LV19 LV20 LV21 you'll find Edlo \$840 LV19 | BUG/FLYING BUG/POISON DOW) FIRE dee and her mother. POISON ELECTRIC WATER GRASS DS. |

up the stairs.

| CIPHER PEON LOBAR | \$880 | SHADOW POKÉMON #18 |
|-------------------|----------------|--------------------|
| Sneasel | LV20 | DARK/ICE |
| Yanma | LV19 | BUG/FLYING |
| Misdreavus | LV20 | GHOST |
| Duskull | LV19+ (SHADOW) | GHOST |

On the roof, beat Feldas so you can see Nett.

| CIPHER PEON FELDAS | \$920 | SHADOW POKéMON #19 |
|--------------------|----------------|--------------------|
| Kadabra | LV22 | PSYCHIC |
| Flaaffy | LV22 | ELECTRIC |
| Vigoroth | LV21 | NORMAL |
| Ralts | LV20+ (SHADOW) | PSYCHIC |

Nett surrenders the Data Rom to Cipher Cmdr Exol. Exol is a lower rank than an Admin, but higher than a Peon. Nett already copied the data on it, so nothing really matters. But Cipher apparently deleted all of the data. Nuts! Exol frees Megg, but you come in to confront the big guy.

| CIPHER CMDR EXOL | \$1,840 | SHADOW POKÉMON #20 |
|------------------|----------------|--------------------|
| | | |
| Loudred | LV23 | NORMAL |
| Girafarig | LV23 | NORMAL/PSYCHIC |
| Mawile | LV22+ (SHADOW) | STEEL |
| Raichu | LV23 | ELECTRIC |
| | | |

Use Shadow attacks if you can, because Exol's Pokémon are tough. If you happen to have a trained Pokémon from Rock Poké Spot, use it here against Raichu and Mawile. Be sure to Snag Mawile; it's a little harder than the others you've faced.

Exol will leave with the Data Rom. Nett says Cipher is behind the disapperance of the S.S. Libra. He says their next major target is Phenac City. Nett tells you to visit Trest, mayor of Phenac.

If you want, which will be helpful, you can now buy Great Balls at Agate.

Make your next destination Phenac City.

3.2.8-Realgam Tower

3.2.7-Phenac City

The woman at the gate tells you that you are the one millionth visitor to Phenac City. Uh, huh...right. She gives you a Disc Case and Battle CD's 01, 07, and 20. She shows you Realgam Tower, and that you should try those Battle CD's there. You can't enter Phenac until you've visited the Realgam Tower.

.....

.....

Remember this place from Colosseum? Glorious. When you first get there, you'll see Folly and Trudly, up to no good. They talk about Battle CD's, and how pointless they think they are. Battle CD's will now be scattered throughout the Orre region.

At Realgam Tower, you can do a number of things. You can purchase rare TM's, play Battle Bingo, and play your Battle CD's. When you're done here, go back to Phenac City.

3.2.9-Phenac City

Something funny's going on...and it isn't very pretty. The PokéMart is closed, the Pokémon Center is barren, and isn't there supposed to be a Castform chasing the Athlete around the fountain, not a Duskull? It must be Cipher.

The only place, for now, that you can heal your Pokémon, and you will probably need to in order to get past this place without leaving the area, is the little house east of the Pre Gym. Go into that house and pick up the Music Disc on the table. It's apparently not his type of music. But what would we do with it?

Go to the Mayor's house. Try to go up the stairs. The Mayor's secretary will stop you. She is apparently craving some music to listen to, because it's boring doing nothing. Hand her the Music Disc that we picked up earlier. Now she's distracted. While she's listening to the music, sneak upstairs. On the floor by the bed, pick up the Mayor's Note. It's addressed to Justy from the Mayor. So Cipher has disguised themselves as the citizens. The letter ends abruptly...and the secretary catches you. She reveals herself as Cipher Peon Exinn.

| CIPHER PEON EXINN | \$920 | SHADOW POKÉMON #21 |
|-------------------|----------------|--------------------|
| Snorunt | LV20+ (SHADOW) | ICE |
| Seviper | LV20 | POISON |
| Golbat | LV21 | POISON/FLYING |
| Mightyena | LV21 | DARK |

After you beat her, head downstairs. You'll be attacked by another Cipher Peon.

| CIPHER PEON GONRAG | \$880 | SHADOW POKÉMON #22 |
|--------------------|----------------|--------------------|
| Pineco | LV20+ (SHADOW) | BUG |
| Murkrow | LV22 | DARK/FLYING |
| Ariados | LV22 | BUG/POISON |

Head outside. You'll see six people dressed up like Justy, the Pre Gym Leader. They do a little familiar sound off, except they get it right this time. It's the Hexagon Brothers. They call themselves "the Justy gang."

Go inside the Mayor's house and Yellosix and Browsix will battle you.

| | ON YELLOSIX | | |
|---|--|---|---|
| | lectrike | | ELECTRIC |
| | ninchou | | WATER/ELECTRIC |
| Ma | agnemite | LV20 | ELECTRIC/STEEL |
| CIPHER PEC | DN BROWSIX | | |
| | octowl | LV20 | NORMAL/FLYING |
| | lgoroth | | NORMAL |
| | ne Mayor's hou | D's 27 and 32. se is Greesix. W | Nhen you beat him, he'll drop |
| | ON GREESIX | \$800 | |
| 00 | | LV18 | GRASS/POISON |
| | acnea | | GRASS |
| | nroomish | | GRASS |
| | | LV19 | WATER/GRASS |
| | 2000 | LV20 | DUG |
| Go in fror you got th | ne Music Disc. | e where you can | BUG heal your Pokémon and where here to battle you. He will |
| Go in fror you got th drop Battl | nt of the hous ne Music Disc. Le CD 19. | e where you can Resix will be t | heal your Pokémon and where |
| Go in fror you got th drop Battl CIPHER PEC | nt of the hous ne Music Disc. Le CD 19. ON RESIX | e where you can Resix will be t \$800 | heal your Pokémon and where chere to battle you. He will |
| Go in fror you got th drop Battl CIPHER PEC | nt of the hous ne Music Disc. Le CD 19. DN RESIX | e where you can Resix will be t \$800 LV20 | heal your Pokémon and where |
| Go in fror you got th drop Battl CIPHER PEC SI Nu Blusix is | nt of the hous ne Music Disc. Le CD 19. ON RESIX Lugma imel | e where you can Resix will be t \$800 LV20 LV20 entrance. Beat | heal your Pokémon and where here to battle you. He will FIRE |
| Go in fror you got th drop Battl CIPHER PEC Sl Nu Blusix is CIPHER PEC | nt of the hous ne Music Disc. Le CD 19. ON RESIX lugma mel near the main | e where you can Resix will be t \$800 LV20 LV20 entrance. Beat \$800 | heal your Pokémon and where there to battle you. He will FIRE FIRE/GROUND him to get Battle CD 16. |
| Go in fror you got th drop Battl CIPHER PEC Sl Nu Blusix is CIPHER PEC CIPHER PEC | nt of the hous ne Music Disc. Le CD 19. ON RESIX Lugma mel near the main ON BLUSIX | e where you can Resix will be t \$800 LV20 LV20 entrance. Beat \$800 LV20 | heal your Pokémon and where there to battle you. He will FIRE FIRE/GROUND him to get Battle CD 16. |
| Go in fror you got th drop Battl CIPHER PEC Sl Nu | nt of the hous ne Music Disc. Le CD 19. ON RESIX Lugma imel | e where you can Resix will be t \$800 LV20 LV20 | heal your Pokémon and where here to battle you. He will FIRE FIRE/GROUND |
| Go in fror you got th drop Battl CIPHER PEC SI Nu Blusix is CIPHER PEC CIPHER PEC | nt of the hous ne Music Disc. Le CD 19. ON RESIX lugma mel near the main | e where you can Resix will be t \$800 LV20 LV20 entrance. Beat \$800 LV20 | heal your Pokémon and where there to battle you. He will FIRE FIRE/GROUND him to get Battle CD 16. |
| Go in fror you got th drop Battl CIPHER PEC SI Nu Blusix is CIPHER PEC CIPHER PEC | nt of the hous ne Music Disc. Le CD 19. ON RESIX lugma mel near the main ON BLUSIX orsea oldeen eldum | e where you can Resix will be t \$800 LV20 LV20 entrance. Beat \$800 LV20 LV20 LV20 LV20 LV20 LV20 LV20 LV | heal your Pokémon and where there to battle you. He will FIRE FIRE/GROUND him to get Battle CD 16. WATER WATER WATER STEEL/PSYCHIC |
| Go in fror you got th drop Battl CIPHER PEC SI Nu Blusix is CIPHER PEC CIPHER PEC HC GC Be | nt of the hous ne Music Disc. Le CD 19. ON RESIX Lugma mel near the main ON BLUSIX Orsea oldeen eldum | e where you can Resix will be t \$800 LV20 LV20 entrance. Beat \$800 LV20 LV20 LV20 LV20 LV20 LV20 LV20 | heal your Pokémon and where there to battle you. He will FIRE FIRE/GROUND him to get Battle CD 16. WATER WATER STEEL/PSYCHIC |
| Go in fror you got th drop Battl CIPHER PEC SI Nu Blusix is CIPHER PEC GC Be And lastly you beat h CIPHER PEC | nt of the hous ne Music Disc. Le CD 19. ON RESIX lugma mel near the main ON BLUSIX orsea oldeen eldum 7, Purpsix is nim. | e where you can Resix will be t \$800 LV20 LV20 entrance. Beat \$800 LV20 LV20 LV20 LV20 LV20 LV20 S800 \$800 | heal your Pokémon and where there to battle you. He will FIRE FIRE/GROUND him to get Battle CD 16. WATER WATER STEEL/PSYCHIC e Gym. You'll get Battle CD 03 |
| Go in fror you got th drop Battl CIPHER PEC Sl Nu Blusix is CIPHER PEC CIPHER PEC Hc Gc Be And lastly you beat h | nt of the hous ne Music Disc. Le CD 19. ON RESIX Lugma mel near the main ON BLUSIX orsea oldeen eldum | e where you can Resix will be t \$800 LV20 LV20 LV20 LV20 LV20 LV20 LV20 LV | heal your Pokémon and where there to battle you. He will FIRE FIRE/GROUND him to get Battle CD 16. WATER WATER WATER STEEL/PSYCHIC |

| Tent Zuba | acool t | | POISON/WATER POISON/FLYING |
|--|---|---|--|
| The guy outs if you talk | | se where you hea | l your Pokémon will attack you |
| CIPHER PEON | | | |
| | | | |
| | hyena emite | LV21 | DARK ELECTRIC/STEEL |
| | yu | | WATER |
| Abso | 1 | LV21 | DARK |
| Talk to the reveal himse | | | tain with the Duskull. He'll |
| CIPHER PEON | FORGS | | |
| | | | GHOST |
| | | LV20 | WATER |
| — | fish | | WATER/POISON |
| | | re you heal your | Pokémon. Talk to the person |
| there to bat | tle. | \$840 | Pokémon. Talk to the person |
| there to bat CIPHER PEON Shup | tle. EZOOR | \$840 LV21 | GHOST |
| there to bat CIPHER PEON Shup Tedd | tle. EZOOR pet iursa | \$840 LV21 | |
| there to bat CIPHER PEON Shup Tedd Cors | tle. EZOOR pet iursa ola .o gave you t | \$840 LV21 LV21 LV21 LV21 | GHOST NORMAL |
| there to bat CIPHER PEON Shup Tedd Cors The woman wh CIPHER PEON | tle. EZOOR pet iursa ola ola ogave you f | \$840 LV21 LV21 LV21 the Disc Case, a \$840 | GHOST NORMAL WATER/ROCK t the entrance, will battle you |
| there to bat CIPHER PEON Tedd Cors The woman wh CIPHER PEON Sudo | tle. EZOOR pet iursa ola .o gave you f PELLIM PELLIM woodo perl | \$840 LV21 LV21 LV21 the Disc Case, a \$840 LV20 LV21 | GHOST NORMAL WATER/ROCK t the entrance, will battle you ROCK |
| there to bat CIPHER PEON Tedd Cors The woman wh CIPHER PEON CIPHER PEON In order to the PokéMart CIPHER PEON CIPHER PEON | tle. EZOOR pet iursa ola .o gave you t PELLIM PELLIM get into the . He is a C: KAPEN | <pre>\$840 LV21 LV21 LV21 the Disc Case, a \$840 LV20 LV21 e PokéMart, you r ipher Peon as we \$880</pre> | GHOST NORMAL WATER/ROCK t the entrance, will battle you ROCK WATER must talk to the guy in front o ll. |
| there to bat CIPHER PEON Shup Tedd Cors The woman wh CIPHER PEON Sudo Clam In order to the PokéMart CIPHER PEON Volb | tle. EZOOR pet iursa ola o gave you f PELLIM PELLIM get into the . He is a C: KAPEN eat | <pre>\$840 LV21 LV21 LV21 the Disc Case, a \$840 LV20 LV21 e PokéMart, you r ipher Peon as we \$880 LV20 LV20</pre> | GHOST NORMAL WATER/ROCK t the entrance, will battle you ROCK WATER must talk to the guy in front o 11. BUG |
| there to bat CIPHER PEON Tedd Cors The woman wh CIPHER PEON CIPHER PEON Sudo Clam In order to the PokéMart CIPHER PEON Volb Spoi | tle. EZOOR pet iursa ola .o gave you f PELLIM get into the . He is a C: KAPEN eat nk | <pre>\$840 LV21 LV21 LV21 the Disc Case, a \$840 LV20 LV21 e PokéMart, you r ipher Peon as we \$880 LV20 LV21</pre> | GHOST NORMAL WATER/ROCK t the entrance, will battle you ROCK WATER must talk to the guy in front of 11. BUG PSYCHIC |
| there to bat CIPHER PEON Shup Tedd Cors The woman wh CIPHER PEON Sudo Clam In order to the PokéMart CIPHER PEON Volb Spoi Illu | tle. EZOOR pet iursa ola o gave you f PELLIM PELLIM get into the . He is a C: KAPEN eat nk mise | \$840 LV21 LV21 LV21 the Disc Case, a \$840 LV20 LV21 e PokéMart, you r ipher Peon as we \$880 LV20 LV21 LV21 | GHOST NORMAL WATER/ROCK t the entrance, will battle you ROCK WATER must talk to the guy in front o ll. BUG PSYCHIC BUG |
| there to bat | tle. EZOOR pet iursa ola o gave you f PELLIM PELLIM get into the . He is a C: KAPEN eat nk mise mer | \$840 LV21 LV21 LV21 the Disc Case, a \$840 LV20 LV21 e PokéMart, you r ipher Peon as we \$880 LV20 LV21 LV21 | GHOST NORMAL WATER/ROCK t the entrance, will battle you ROCK WATER must talk to the guy in front of 11. BUG PSYCHIC |

And last, and certainly least, the person in front of the Pokémon Center will attack you.

| Ca Ko Mi Jow we've | oldeen arvanha offing ightyena | LV21 | WATER WATER/DARK |
|-----------------------------|---|------------------|---|
| Ko Mi Now we've | offing | LV21 | |
| Mi Now we've | - | | POISON |
| Now we've | | | DARK |
| | | . There are thre | But there's more. Head into th ee Cipher Peons here, waiting |
| CIPHER PE(| DN ELOIN | \$1,000 | SHADOW POKéMON #23 |
| | irlia | LV22 | PSYCHIC |
| | inoone | | NORMAL |
| | atu | | PSYCHIC/FLYING |
| CIPHER PE | DN FASIN | \$1,000 | SHADOW POKéMON #24 |
| | emoraid | т.v22 | WATER |
| | olbat | LV22 | |
| Ro | oselia | LV22+ (SHADOW) | |
| | | | |
| CIPHER PEC | ON FOSTIN | \$880 | SHADOW POKéMON #25 |
| Ka | adabra | LV22 | PSYCHIC |
| Sr | neasel | LV22 | DARK/ICE |
| Mi | isdreavus | LV22 | GHOST |
| Μe | eowth | LV22+ (SHADOW) | NORMAL |

TorkoalLV22FIRENuzleafLV23GRASSSwinubLV22+ (SHADOW)ICE/GROUND

Enter the Stadium, and enter the big doors on either side. You will be ambushed by 2 Cipher Peons, each with a Shadow Pokémon.

| CIPHER PEON EZIN | \$1,000 | SHADOW POKÉMON #27 |
|--------------------|----------------|--------------------|
| Pelipper | LV23 | WATER/FLYING |
| Electrike | LV23 | ELECTRIC |
| Spearow | LV22+ (SHADOW) | NORMAL/FLYING |
| CIPHER PEON FALTLY | \$1,040 | SHADOW POKéMON #28 |
| Chinchou | LV23 | WATER/ELECTRIC |
| Stantler | LV23 | NORMAL |
| Grimer | LV23+ (SHADOW) | POISON |

Now would be a great time to go back and heal. Once you do, reenter the Stadium. Walk on the edge of the Stadium to pick up a few items: a PP Up, a Water Stone, and the valuable TM13 (Ice Beam). Now, go to the center and you'll meet Cipher Admin Snattle, who is harassing Marcia and her cameraman, Cameran. Snattle notices you and sicks a Cipher Peon on you. Be sure to Snag Seel.

CIPHER PEON EGROG \$1,080 SHADOW POKÉMON #29 Houndour LV25 DARK/FIRE Graveler LV26 ROCK/GROUND Gulpin LV26 POISON Seel LV23+ (SHADOW) WATER

Snattle will now be mad and attack you.

CIPHER ADMIN SNATTLE \$2,800 SHADOW POKÉMON #30 Lanturn LV26 WATER/ELECTRIC Ouagsire LV26 WATER/GROUND LV28 STEEL/PSYCHIC Metang LV27 Castform NORMAL LV25+ (SHADOW) ROCK/PSYCHIC Lunatone

Use Grass-type moves on Lanturn and Quagsire. You can get rid of Metang with Fire-type or Ground-type moves. Castform is cake. Lunatone will give you a little grief. Eventually, it should be yours.

Snattle will be upset, but he's bought Gorigan time to finish up his plans. After some talk, he leaves. Marcia tells you she and Cameran caught your battle with Snattle (hey, that rhymes) on video. She and Cameran go back to Pyrite.

Pick up the Elevator Key on the ground where Snattle was. Go back to the Pre Gym. Go to the very right side at Justy's control panel, and insert the Elevator Key. Go down the elevator to the Pre Gym's basement. The Mayor will introduce himself as Mayor Trest. You explain what's been happening.

Go back to the main floor of the Pre Gym, where Justy will get your P*DA

number. He tells you he saw some people in the desert. As you leave the Pre Gym, an old lady and her granddaughter thank you and they tell you that the Day Care is open in Agate Village.

Go back to the Pre Gym's basement to pick up Battle CD 35. Go to Mayor Trest's house and he gives you the EXP. Share. Awesome! Head to the new location on your map.

there's no way the scooter can make it through. Nett will send you an e-mail.

·····

Subject: Find a lost POKéMON

Sender: NETT, PYRITE

MICHAEL, we've been asked to help locate a missing POKéMON. It was among those missing with the S.S. LIBRA. Please visit us in PYRITE and speak with the missing POKéMON's owner.

A missing Pokémon on the S.S. Libra? Oh well. Head back to Pyrite Town.

3.3.2-Pyrite Town/ONBS

Go up to Nett's office in the penthouse. Bitt tells you that a man was looking for his granddaughter's missing Pokémon on the S.S. Libra. He says the Pokémon is Bonsly. Bonsly? That doesn't sound too familiar.

Nett will see you covered in sand. You tell him what happened with your scooter. Bitt will send you to Gateon Port to see Perr about an upgrade for your scooter. Head over to Gateon Port.

3.3.3-Gateon Port

Now, enter the Parts Shop. Perr says his grandfather, Makan, can upgrade it for you. Makan is over at Kaminko's House. Head there. As you leave, Mr. Verich greets you again. He congratulates you and leaves. Odd... but, off to Kaminko's House!

3.3.4-Kaminko's House

Chobin mistakes you for a burglar...again...

| KAMINKO AIDE CHOBIN | \$1,560 | |
|---------------------|---------|--------------|
| Sunkern | LV26 | GRASS |
| Gyarados | LV26 | WATER/FLYING |

Dr. Kaminko himself will come out and ask Chobin why he's yelling. Chobin says you (the burglar) was battling you. Kaminko tells Chobin to get "it" to deal with you. What's "it?" Chobin leaves to get "it." Kaminko gives you a chance to retreat. Say no. Chobin will emerge with "it," which is the Robo Groudon.

| ROBO GROUDON CHOBIN | \$1,820 | |
|---|--------------------------------------|---|
| Sunflora Gyarados Hoppip Tropius | LV26 LV26 LV26 LV26 LV26 | GRASS WATER/FLYING GRASS/FLYING GRASS/FLYING |

Chobin finally acknowledges that you're not a burglar. Kaminko is disappointed that the Robo Groudon lost and abandons the Robo Pokémon Project. Chobin asks if he can keep Robo Groudon. But Kaminko says he will quit the Robo Kyogre. Chobin retrieves your P*DA number. Enter Kaminko's House.

Try to go in the door in Kaminko's office. He'll stop you, but he realizes he doesn't care anymore. Go down to the basement to find Makan. Pick up the Rare Candy in the item chest. You'll tell Makan what you know so far. Makan tells you he will upgrade your scooter. You'll be taken to Gateon Port. Makan has upgraded your scooter to a hover scooter. Now head over to the S.S. Libra.

3.3.5-S.S. Libra

The S.S. Libra's remains. The ship looks like it's been cut in half. Sort of like the Titanic.

Enter the hole in the side of the ship. Justy will send you an e-mail.

E-MAIL

Subject: PRE GYM back in operation Sender: JUSTY, PHENAC

MICHAEL, thanks for being so patient. The PRE GYM is finally set to reopen after the CIPHER takeover bid. We are all looking for the opportunity of battling you, MICHAEL.

The Pre Gym is now open. We'll head over there later. First, let's

find Bonsly.

You'll see a crate of Poké Food. Push the crate up one tile. Follow the path and climb up the stairs. Climb the next set of stairs in the next room. Once you do, you'll see Cipher Admin Gorigan and 2 Cipher Peons. Gorigan leaves, leaving you to deal with these two weirdos. They throw out a bunch of statistics, arguing over who should fight you. Cipher Peon Snidle wins the argument and leaves after Gorigan, while Smarton is left to battle you.

| CIPHER PEON SMARTON | \$1,080 | |
|---------------------|---------|--------|
| Huntail | LV27 | WATER |
| Cacnea | LV27 | GRASS |
| Teddiursa | LV27 | NORMAL |
| Koffing | LV27 | POISON |

After you beat him, he leaves. A Worker will come out and tell you he's made the ship his living quarters. You go to rest at his place.

He wants you to see about some weird noises coming from the hull of the ship. Head downstairs.

Pick up Battle CD 18 and go down the next set of stairs.

To get the next few items, push the box 1 tile right. Run to the top and jump into the gap above the box. Push the box down 1 square. Head across the path you made to get to the item box containing 2 PP Ups. Drop into the nearby hole by the PP Ups and push the box up 2 tiles. Run to the top and across the path to get the Fire Stone. Now drop down and go down the stairs at the bottom of the floor.

Run to the top and drop off the path. Push the box down so you can escape, then push it up to complete the bridge. Cross the path to get a Max Ether. Drop off. Push the box up to complete the other bridge. Cross it to get to this floor's exit.

Move the boxes so you can get to the stairs. Right by the stairs is TM35 (Flamethrower). Move the box in front of the stairs all the way to the right. Now maneuver the boxes so one is lined up with the item box and the other is lined up with the staircase. Follow the path to get 1 Yellow Flute. Head up the stairs.

You'll see Bonsly at the top. Sneak up on him slowly (gently push the Control Stick up) so that you are walking instead of running. As you are about to catch Bonsly, you will get an e-mail. Bonsly will get scared and run off.

E-MAIL

Subject: Let me interview you! Sender: ACRI, GATEON PORT

MICHAEL, I would like to write a novel featuring you as the main character. Please let me interview you! I have a good feeling about this story! I might be generous with my thanks! Thank you!

Grab the Leftovers that Bonsly left behind. At the bottom right is the Luxury Ball. Go all the way back to the Worker. You will describe Bonsly to him. He suggests looking for it at places with wild Pokémon (Poké Spots). Leave the S.S. Libra. As you do, you are confronted by Team Snagem members Wakin, Biden, and Agrev. After a lot of talk, Wakin will order Gloom to use Sleep Powder on YOU! As you black out, your Snag Machine is stolen! You are asleep in the Worker's bed. You notice your Snag Machine is gone. The Worker tells you the location of Cipher Key Lair. Remember that the Pre Gym is open? Time to go there and battle. 3.3.6-Phenac City Head up to the Pre Gym. You will have to battle four trainers before you can battle Justy. _____ COOLTRAINER QUELOR \$630 _____ Ledyba T.V21 BUG/FLYING Spoink LV21 PSYCHIC Bellossom LV21 GRASS _____ COOLTRAINER TESLOR \$660 _____ Sunflora T.V22 GRASS LV22 NORMAL Furret Linoone LV22 NORMAT, _____ _____ SUPERTRAINER NOPEL \$2,300 _____ Kecleon LV23 NORMAL LV23 Azumarill WATER Yanma LV23 BUG/FLYING _____ _____ \$768 MATRON KALUS _____ Plusle LV24 ELECTRIC Minun LV24 ELECTRIC LV24 DARK Absol ------_____ PREGYMLEADER JUSTY \$1,740 _____ LV29 Cacnea GRASS

Sandslash

LV29

GROUND

| | Gligar Nosepass | LV29 LV29 | GROUND/FLYING ROCK |
|---|--|--|---|
| | | a Lum Berry ar interview wit | nd TM32 (Double Team). Head over to ch Acri. |
| | ateon Port | | |
| | •••• | | |
| either a Amulet (So answe | an Amulet Coin Coin. You can | n, a Quick Cla get the other | g on your answers, she'll give you aw, or a White Herb. I recommend the rs at Mt. Battle PokéCoupon Exchange. questions. Now let's head to the |
| 3.3.8-C | ipher Key Lai | r | |
| here. Te doesn't Biden le | eam Snagem has let them and oses. | s arrived to t challenges Te | nadow Zangoose from Gateon Port? He's cry and get inside the building. Zook eam Snagem Biden to a battle, in which g Machine being sent to Snagem's |
| leader, | Gonzap, Zook | notices you a | and battles you. |
| | | | |
| THUG ZO | ок | \$620 | |
| THUG ZOO | | | |
| THUG ZOO | Zangoose Doduo | LV28+ (SHA LV26 | (SHADOW POKÉMON #33) ADOW) NORMAL NORMAL/FLYING |
| THUG ZOO | Zangoose Doduo Carvanha | LV28+ (SHA LV26 LV26 | (SHADOW POKÉMON #33) ADOW) NORMAL NORMAL/FLYING WATER/DARK |
| THUG ZO(| Zangoose Doduo Carvanha | LV28+ (SHA LV26 LV26 LV26 LV26 | (SHADOW POKÉMON #33) ADOW) NORMAL NORMAL/FLYING |
| You don Get rid | Zangoose Doduo Carvanha Seviper Relicanth 't have your S | LV28+ (SHA LV26 LV26 LV26 LV26 Snag Machine, | (SHADOW POKÉMON #33) ADOW) NORMAL NORMAL/FLYING WATER/DARK POISON |
| You don Get rid Zook's I Zook wi | Zangoose Doduo Carvanha Seviper Relicanth 't have your S of Zangoose : Pokémon. | LV28+ (SHA LV26 LV26 LV26 LV26 Snag Machine, first, because | (SHADOW POKÉMON #33) ADOW) NORMAL NORMAL/FLYING WATER/DARK POISON WATER/ROCK so you can't Snag Zangooseyet. |
| You don Get rid Zook's I Zook wii When you | Zangoose Doduo Carvanha Seviper Relicanth 't have your S of Zangoose : Pokémon. 11 blame you : u try and leav | LV28+ (SHA LV26 LV26 LV26 LV26 Snag Machine, first, because for losing. Be ve, you get ar | (SHADOW POKÉMON #33) ADOW) NORMAL NORMAL/FLYING WATER/DARK POISON WATER/ROCK so you can't Snag Zangooseyet. e it is the most deadly of all of |
| You don Get rid Zook's I Zook wii When you AAAAAA E-MAIL | Zangoose Doduo Carvanha Seviper Relicanth 't have your S of Zangoose : Pokémon. 11 blame you : u try and leav | LV28+ (SHA LV26 LV26 LV26 LV26 Snag Machine, first, because for losing. Be ve, you get ar | (SHADOW POKÉMON #33) ADOW) NORMAL NORMAL/FLYING WATER/DARK POISON WATER/ROCK so you can't Snag Zangooseyet. e it is the most deadly of all of ecause it's all your fault, right? |
| You don Get rid Zook's I Zook wi When you AAAAAA E-MAIL AAAAAA Subject | Zangoose Doduo Carvanha Seviper Relicanth 't have your S of Zangoose : Pokémon. 11 blame you : u try and leav | LV28+ (SHA LV26 LV26 LV26 LV26 Snag Machine, first, because for losing. Be ve, you get ar | (SHADOW POKÉMON #33) ADOW) NORMAL NORMAL/FLYING WATER/DARK POISON WATER/ROCK so you can't Snag Zangooseyet. e it is the most deadly of all of ecause it's all your fault, right? h e-mail from Secc in ONBS. |
| You don Get rid Zook's I Zook wi When you AAAAAA Subject Sender: This is help is | Zangoose Doduo Carvanha Seviper Relicanth 't have your S of Zangoose : Pokémon. 11 blame you : u try and leav | LV28+ (SHA LV26 LV26 LV26 LV26 Snag Machine, first, because for losing. Be ve, you get ar AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA | (SHADOW POKÉMON #33) ADOW) NORMAL NORMAL/FLYING WATER/DARK POISON WATER/ROCK so you can't Snag Zangooseyet. e it is the most deadly of all of ecause it's all your fault, right? h e-mail from Secc in ONBS. |
| You don Get rid Zook's I Zook wi When you AAAAAA E-MAIL AAAAAAA Subject Sender: This is help is as soon | Zangoose Doduo Carvanha Seviper Relicanth 't have your S of Zangoose : Pokémon. 11 blame you : u try and leav | LV28+ (SHA LV26 LV26 LV26 LV26 LV26 Snag Machine, first, because for losing. Be ve, you get ar CIPHER? . MICHAEL, son ded. Please co | (SHADOW POKÉMON #33) ADOW) NORMAL NORMAL/FLYING WATER/DARK POISON WATER/ROCK so you can't Snag Zangooseyet. e it is the most deadly of all of ecause it's all your fault, right? h e-mail from Secc in ONBS. |

| 3.3.9-Pyrite Town/ONBS | | |
|---|---------------|---|
| | | |
| | | |
| | | nside of Secc's office, he notices |
| | | explain to Secc what happened. He then asks you to see a man named |
| - | - | s the place on your map. Make that |
| | | |
| | | |
| 3.3.10-Outskirt Stand | | |
| • | | |
| Your Miror Radar will | go off and y | you'll find out Miror B. is at |
| Outskirt Stand. Enter | the locomoti | ve. Before you can, Folly and Trudly |
| will come out. Miror B | . follows su | iit, sees you, and battles you. |
| | | |
| WANDERER MIROR B. | \$580 | (SHADOW POKÉMON #32) |
| | 1111111111111 | |
| Lombre | LV26 | WATER/GRASS |
| Lombre | LV26 | WATER/GRASS |
| Lombre | LV26 | WATER/GRASS |
| Ludicolo | LV26 | WATER/GRASS |
| Nosepass | LV26+ (SHA | ADOW) ROCK |
| | 1111111111111 | |
| | | |

You still can't Snag Nosepass. You'll have to knock it out, like you did with Zangoose. Use the same strategy you did when you beat him before. He does have a Ludicolo now, but it still shouldn't be too hard. After the battle, he escapes.

Enter the train. You'll see the ONBS news about the whereabouts of the S.S. Libra. Then talk to the scientist near the entrance of the stand. This is Hordel. He used to work for Cipher when he heard what they were doing to Shadow Pokémon at the Cipher Key Lair. He says he managed to get away with a Shadow Togepi. Talk to him again and he'll ask you to Purify it.

| HORDEL | GIFT | SHADOW POKÉMON #31 |
|-------------------------|------------------|----------------------------|
| | | |
| Togepi | LV25+ (SHADOW) | NORMAL |
| | | |
| | | |
| Try to leave the stand, | and Secc will e | -mail you. |
| | | |
| ^^^^ | ~~~~~ | ~~~~~ |
| E-MAIL | | |
| ^^^^ | ~~~~~ | ~~~~~ |
| Subject: TEAM SNAGEM's | hiding place | |
| Sender: SECC, ONBS | | |
| | | |
| We've located TEAM SNAG | EM. They've been | operating out of their old |
| | | |

hideout north of the OUTSKIRT STAND. We don't know the size of the group or much about their leader, GONZAP. Be careful if you're going there.

Before you leave, Outskirt Stand sells Ultra Balls, Net Balls, Nest Balls, and Timer Balls. Stock up on a few, and exit the train.

Immediately you will be stopped. Rider Willie wants to battle with you. Remember him, the first trainer you beat in Colosseum? He battles you.

_____ RIDER WILLTE \$2.60 _____ LV24 NORMAL Zigzagoon LV24 Zigzagoon NORMAL LV26 Linoone NORMAL NORMAL Linoone LV26 _____ After you beat Willie, head over to the Snagem Hideout. 3.3.11-Snagem Hideout You get an e-mail from Mayor Trest. E-MATT. Subject: Invitation to the REALGAM COLOSSEUM Sender: TREST, PHENAC CITY MICHAEL, I trust you've been well. I am proud to announce the reopening of the REALGAM COLOSSEUM following extensive maintenance. We look forward to your participation against top-ranked TRAINERS! The moment you enter, you are forced into battle. _____ TEAM SNAGEM AGREV \$540 _____ Murkrow LV26 DARK/FLYING Oddish LV26 GRASS/POISON Golbat LV26 POISON/FLYING Absol LV27 DARK _____ Use the Healing Machine on your right. Go north to get the item chest containing 3 Ultra Balls. Go left to the stairs. Go down. Behind the vending machine are 2 Hyper Potions. The Snagem goon nearby will battle you. _____ TEAM SNAGEM JEDO \$520

| | | | |
|----------|------|--------------|--|
| Koffing | LV26 | POISON | |
| Oddish | LV26 | GRASS/POISON | |
| Dustox | LV26 | BUG/POISON | |
| Qwilfish | LV25 | WATER/POISON | |
| | | | |

He says Gonzap already has the Snag Machine. Nuts! Go south and go up the stairs. Nearby are 2 Revives. You can battle a Snagem member, if you'd like. _____ TEAM SNAGEM HOBBLE \$560 _____ Girafarig LV26 NORMAL/PSYCHIC Smeargle LV27 NORMAL Pelipper LV25 WATER/FLYING Machoke LV28 FIGHTING _____ _____ _____ Go back to where the Revives were. Go right and up. You'll meet another Snagem grunt in the upper right hand corner of the floor. _____ TEAM SNAGEM GOLIT \$640 _____ Remoraid LV25 WATER LV26 Octillery WATER Sandslash LV27 GROUND LV26 NORMAL Loudred Crawdaunt LV32 WATER/DARK _____ Near him is an item chest containing a Rare Candy. Go up, past the first Team Snagem member that you beat, and through the gap in the wall to your left. Go down. You'll meet yet another goon. _____ TEAM SNAGEM JINOK \$520 _____ LV25 Kecleon NORMAL Aipom LV26 NORMAL LV25 Volbeat BUG LV25 Yanma BUG/FLYING _____ Take the stairs. Go left and grab the PP Up near the Snagem goon. He'll battle you. _____ TEAM SNAGEM GAPLY \$560 _____ Ariados LV26 BUG/POISON Beautifly LV28 BUG/FLYING LV28 Sneasel DARK/ICE Delibird LV28 ICE/FLYING Xatu LV27 PSYCHIC/FLYING Go up past the stairs, all the way north. Near the next staircase is another Snagem member.

TEAM SNAGEM FUDLO \$560

| Graveler | LV25 | ROCK/GROUND |
|------------|------|--------------|
| Rhyhorn | LV26 | GROUND/ROCK |
| Stantler | LV28 | NORMAL |
| Misdreavus | LV28 | GHOST |
| Tropius | LV27 | GRASS/FLYING |
| | | |

Go down the stairs. Go down. The chest nearby is locked. Huh? Oh, well. Go all the way back to where you fought Team Snagem Hobble, and where you picked up the Revives. Take the nearby stairs.

Go through the gap in the wall and go up and swing a right. Go up to the hole in the wall and take the stairs.

From here, go down. Pick up the TM29 (Psychic). It might be a good idea to teach that to Espeon if you picked him. Go down. Near the stairs is a Snagem Grunt.

| TEAM SNAGEM E | BIDEN \$540 | | |
|----------------|-------------|------------------------------|---|
| Oddis Croba | | GRASS/POISON POISON/FLYIN | 7 |
| Torko | pal LV26 | FIRE | Ξ |
| Bello | ssom LV26 | GRASS | |

Take the stairs up and you'll be in Gonzap's office. He'll complain that the Snag Machine is too small for him. He sees you and orders Team Snagem Wakin to attack you.

| TEAM SNAGEM WAKIN | \$640 | |
|--|--|--|
| Gloom Gloom Mantine Forretress Grumpig | LV28 LV28 LV28 LV28 LV31 LV32 | GRASS/POISON GRASS/POISON WATER/FLYING BUG/STEEL PSYCHIC |

Wakin is the Snagem Grunt that used Gloom to put you to sleep and stole your Snag Machine.

After you beat him, Gonzap is impressed and invites you to join Team Snagem. Say no, and he says he'll hand over the Snag Machine...if you beat him first.

```
$3,200
SNAGEM HEAD GONZAP
Electrode LV30
                ELECTRIC
               GRASS/DARK
   Nuzleaf
         LV32
   Vileplume
         LV30
               GRASS/POISON
               WATER/GROUND
   Whiscash
         LV31
   Skarmory
         LV32
                STEEL/FLYING
```

Now you get the Snag Machine back. He sees that you and him aren't

really different, and you both want to bring Cipher down. And he tells you the Snag Machine didn't fit his massive muscled arm anyways. Then, he'll give you Gonzap's Key. Remember that Item Chest that was locked? Go back to it and use Gonzap's Key on it. It contains TM30 (Shadow Ball). Pretty useful if you ask me. When all is said and done here, remember how you missed Miror B.'s Nosepass? Let's go find him. 3.3.12-Snagging Nosepass Keep running into different towns. Eventually, your Miror Radar will go off. Depending on where you find Miror B., he'll have a different team, but the Shadow Nosepass will be there. All of his teams are a random amount of Pokémon chosen randomly from the ones below, plus Nosepass. Pyrite Colosseum _____ 3 Pokémon + Nosepass WANDERER MIROR B. SHADOW POKÉMON #32 Lombre LV20 WATER/GRASS Ludicolo LV20 WATER/GRASS ELECTRIC Voltorb LV20 LV20 GRASS/FLYING Hoppip LV20 Sudowoodo ROCK Nuzleaf LV20 GRASS/DARK Nosepass LV26+ (SHADOW) ROCK Realgam Colosseum _____ 3 Pokémon + Nosepass WANDERER MIROR B. SHADOW POKÉMON #32 Lombre LV40 WATER/GRASS LV40 Ludicolo WATER/GRASS LV40 Electrode ELECTRIC LV40 Jumpluff GRASS/FLYING LV40 ROCK Sudowoodo Shiftry LV40 GRASS/DARK LV26+ (SHADOW) ROCK Nosepass Rock/Oasis/Cave Poké Spot _____ 2 Pokémon + Nosepass WANDERER MIROR B. SHADOW POKÉMON #32

| | Tombro | | |
|----------|--|---|--|
| | LONDIE | LV30 | WATER/GRASS |
| | Ludicolo | LV30 | WATER/GRASS |
| | Норрір | LV30 | GRASS/FLYING |
| | Skiploom | LV30 | GRASS/FLYING |
| | Jumpluff | LV30 | GRASS/FLYING |
| | Nosepass | LV26+ (SHADOW) | ROCK |
| 1111111 | | | |
| After yo | ou finally cate | ch Nosepass, head | over to the Cipher Key Lair. |
| | Cipher Key Lair | | |
| | | | |
| ••••• | | •••••••••••••••• | |
| | | | |
| | | ou when you arrive chine! Snag his Sh | e there again. Only this time, nadow Zangoose. |
| you have | e your Snag Mac DK | chine! Snag his Sh \$520 | nadow Zangoose. SHADOW POKéMON #33 |
| you have | e your Snag Mac DK | chine! Snag his Sh \$520 | nadow Zangoose. SHADOW POKéMON #33 |
| you have | e your Snag Mac DK Zangoose | chine! Snag his Sh \$520 | nadow Zangoose. SHADOW POKéMON #33 NORMAL |
| you have | e your Snag Mac DK Zangoose Doduo | chine! Snag his Sh \$520 LV28+ (SHADOW) | nadow Zangoose. SHADOW POKéMON #33 NORMAL NORMAL/FLYING |
| you have | e your Snag Mac DK Zangoose Doduo | chine! Snag his Sh \$520 LV28+ (SHADOW) LV26 LV26 | nadow Zangoose. SHADOW POKéMON #33 NORMAL NORMAL/FLYING |
| you have | e your Snag Mac | chine! Snag his Sh | nadow Zangoose. |

Zook will storm off, wanting nothing to do with Cipher anymore. Head up towards the building. Two Bodybuilders charge at you and block you. Try to sneak by. They'll see the Snag Machine and recognize that you were once on TV. Say yes to his question. Just as he's about to punch your lights out, who should show up? Who other than Gonzap and Wakin from Team Snagem. Wakin orders his Gloom to put the guards to sleep. Enter the building.

Go straight up and into the room. On the left side of the room is a chest containing 3 Hyper Potions.

Go left and up to find an item chest containing 2 Revives. Go down the stairs. Right as you land down there, you are attacked.

| CIPHER PEON KOLLO | \$1,280 | |
|-------------------|---------|----------------|
| | | |
| Clamperl | LV31 | WATER |
| Octillery | LV31 | WATER |
| Lanturn | LV31 | WATER/ELECTRIC |
| Relicanth | LV32 | WATER/ROCK |
| | | |

After you beat her, go around the corner of the room to find TM24 (Thunderbolt). Uh...we could've used that on Kollo's Pokémon. Oh well.

Head back up the stairs. From there, head straight south until you reach another area with stairs. Before you can take them, a Cipher member attacks.

| Plusle | LV30 | ELECTRIC |
|---------|------|----------------|
| Dustox | LV30 | BUG/POISON |
| Xatu | LV31 | PSYCHIC/FLYING |
| Volbeat | LV30 | BUG |
| | | |

Take the stairs up. Push the box up one tile to get a Full Restore. Go down, and up again, and push the box to the right. Go up and get the Elixir. Go back to the entrance. Go right and you will be attacked yet again.

| CIPHER PEON GREZLE | \$1,240 | |
|--------------------|---------|------------|
| | | |
| Minun | LV30 | ELECTRIC |
| Beautifly | LV30 | BUG/FLYING |
| Ledian | LV28 | BUG/FLYING |
| Illumise | LV31 | BUG |
| | | |

Keep going right, and head up. You will be attacked again.

Now, from now on, most trainers (with some exceptions) will use more than 1 Shadow Pokémon. Snag both of them.

| CIPHER PEON HUMAH | \$1 , 240 | SHADOW POKéMON #34/#35 |
|-------------------|------------------|------------------------|
| Seviper | LV29 | POISON |
| Murkrow | LV29 | DARK/FLYING |
| Paras | LV28+ (SHADOW) | BUG/GRASS |
| Growlithe | LV28+ (SHADOW) | FIRE |
| | | |

Take the stairs up. You'll find a Healing Machine. Come back here and use it often. Go left and down. Push the box down 1 tile. Go left and up towards the staircase. You'll be ambushed.

| CIPHER PEON GOROG | \$1,200 | SHADOW POKÉMON #36 |
|---|--|---|
| Shellder Rhyhorn Swalot Golbat Sharpedo | LV29+ (SHADOW) LV29 LV29 LV29 LV29 LV30 | WATER GROUND/ROCK POISON POISON/FLYING WATER/DARK |

Grab the PP Up before you head up. Go up the staircase. Quickly go back down and push the box to the right. Head down the nearby stairs. You'll be attacked.

_____ CIPHER PEON JELSTIN \$1,280 _____ Roselia LV32 GRASS/POISON LV32 GRASS/FLYING Hoppip LV31 BUG/FLYING Masquerain Bellossom LV32 GRASS

Grab the items in the chests. One has 1 Rare Candy, and the other has 3 Ultra Balls. Go back up the stairs. Go back to the other staircase where you caught Shadow Shellder. Head upstairs.

Here's the fun part. First you'll see two doors, one with a Moon and another with a Sun. First, let's do the Moon door. Go around the bottom of the room, going clockwise. You'll see the Sun tile. Push the crate up and onto the Moon tile. Now, the Sun door. Go through the now-opened Moon door and grab the Max Revive. Go up and around, still going clockwise, until you see the other crate. Grab the other item chest too, containing 3 Full Heals. Go and push the crate onto the Sun tile. Go over to the stairs going up, in the now-opened Sun door. You will once again be attacked. This Cipher Peon also has 2 Shadow Pokémon that you'll want to Snag.

| CIPHER PEON LOK | \$1,320 | SHADOW POKÉMON #37/#38 |
|-----------------|----------------|------------------------|
| | | |
| Beedrill | LV30+ (SHADOW) | BUG/POISON |
| Furret | LV30 | NORMAL |
| Togetic | LV31 | NORMAL/FLYING |
| Pidgeotto | LV30+ (SHADOW) | NORMAL/FLYING |
| | | |

Once up the stairs, go right. Get the 2 Hyper Potions from the chest. Go left and it'll be another ambush.

| CIPHER PEON KLETO | \$1,240 | |
|-------------------|---------|--------------|
| Absol | LV30 | DARK |
| Smeargle | LV31 | NORMAL |
| Donphan | LV30 | GROUND |
| Ampharos | LV31 | ELECTRIC |
| Tentacruel | LV31 | WATER/POISON |
| | | |

Keep going left, and up and right, through the door. Talk to the two workers in there, if you want. Neither will battle you. Take the upper door. Grab the HP Up immediately below you. Go up and you'll be once again, forced to battle.

| DEON | Ċ 1 |
|------|-----|

| CIPHER PEON FLIPIS | \$1,240 | |
|--------------------|---------|---------------|
| Chimecho | LV31 | PSYCHIC |
| Kecleon | LV30 | NORMAL |
| Noctowl | LV30 | NORMAL/FLYING |
| Mightyena | LV29 | DARK |
| | | |
| | | |

After this, keep going right to be attacked again!

| CIPHER PEON TARG | \$1,320 | SHADOW POKÉMON #39/#40 |
|------------------|---------|------------------------|
| Ninetales | LV30 | FIRE |
| Jumpluff | LV30 | GRASS/FLYING |

| | | LV32 | |
|---|---|--|--|
| | | LV30+ (SHADOW) | |
| | Butterfree | LV30+ (SHADOW) | BUG/FLYING |
| | | | |
| lere's t | two more Shadow | Pokémon to Snag. | |
| | | | |
| | | stairs, go into | the room with the scientist. |
| le II Da | attle you. | | |
| | | | |
| | R&D HOSPEL | \$1,550 | |
| | Ariados | | BUG/POISON |
| | | LV29 | |
| | - | LV31 | |
| | | | NORMAL |
| | Granbull | LV31 | NORMAL |
| attle. | g out all the st | catistics? This i | s the other guy that you didn' |
| | | | SHADOW POKéMON #41 |
| | | | |
| | Shedinja | LV31 | BUG/GHOST |
| | Shedinja Wobbuffet | | BUG/GHOST PSYCHIC |
| | Wobbuffet | | PSYCHIC |
| | Wobbuffet Vibrava | LV30 | PSYCHIC GROUND/DRAGON |
| Grab the | Wobbuffet Vibrava Magneton | LV30 LV35 LV30+ (SHADOW) After you beat Sn big Cipher perso | PSYCHIC GROUND/DRAGON ELECTRIC/STEEL |
| rab the oof. Ba | Wobbuffet Vibrava Magneton e System Lever a attle the first PEON FUDLER | LV30 LV35 LV30+ (SHADOW) After you beat Sn big Cipher perso \$1,280 | PSYCHIC GROUND/DRAGON ELECTRIC/STEEL idle. Now head upstairs to the n you see. |
| Grab the coof. Ba | Wobbuffet Vibrava Magneton e System Lever a attle the first PEON FUDLER Machoke | LV30 LV35 LV30+ (SHADOW) after you beat Sn big Cipher perso \$1,280 LV31 | PSYCHIC GROUND/DRAGON ELECTRIC/STEEL |
| rab the coof. Ba CIPHER F | Wobbuffet Vibrava Magneton e System Lever a attle the first PEON FUDLER Machoke Golem | LV30 LV35 LV30+ (SHADOW) After you beat Sn big Cipher perso \$1,280 LV31 LV31 | PSYCHIC GROUND/DRAGON ELECTRIC/STEEL |
| grab the coof. Ba | Wobbuffet Vibrava Magneton System Lever a attle the first PEON FUDLER Machoke Golem Forretress | LV30 LV35 LV30+ (SHADOW) After you beat Sn big Cipher perso \$1,280 LV31 LV31 LV31 | PSYCHIC GROUND/DRAGON ELECTRIC/STEEL |
| rab the oof. Ba IPHER F | Wobbuffet Vibrava Magneton e System Lever a attle the first PEON FUDLER Machoke Golem Forretress Mantine | LV30 LV35 LV30+ (SHADOW) after you beat Sn big Cipher perso \$1,280 LV31 LV31 LV31 LV31 LV32 | PSYCHIC GROUND/DRAGON ELECTRIC/STEEL |
| rab the oof. Ba IPHER F | Wobbuffet Vibrava Magneton System Lever a attle the first PEON FUDLER Machoke Golem Forretress | LV30 LV35 LV30+ (SHADOW) after you beat Sn big Cipher perso \$1,280 LV31 LV31 LV31 LV31 LV32 | PSYCHIC GROUND/DRAGON ELECTRIC/STEEL |
| Grab the roof. Ba CIPHER F Now, go stairway | Wobbuffet Vibrava Magneton e System Lever a attle the first PEON FUDLER Machoke Golem Forretress Mantine Crobat battle the other y. He's got two | LV30 LV35 LV30+ (SHADOW) after you beat Sn big Cipher perso \$1,280 LV31 LV31 LV31 LV32 LV31 er big Cipher guy tough Shadow Pok | PSYCHIC GROUND/DRAGON ELECTRIC/STEEL idle. Now head upstairs to the n you see. FIGHTING ROCK/GROUND BUG/STEEL WATER/FLYING POISON/FLYING . He's blocking your way to th émon that will shortly be your |
| Grab the coof. Ba CIPHER F Now, go Stairway | Wobbuffet Vibrava Magneton e System Lever a attle the first PEON FUDLER Machoke Golem Forretress Mantine Crobat battle the othe y. He's got two | LV30 LV35 LV30+ (SHADOW) after you beat Sn big Cipher perso \$1,280 LV31 LV31 LV31 LV32 LV31 er big Cipher guy tough Shadow Pok | PSYCHIC GROUND/DRAGON ELECTRIC/STEEL |
| Grab the coof. Ba CIPHER F Jow, go stairway CIPHER F | Wobbuffet Vibrava Magneton e System Lever a attle the first PEON FUDLER Machoke Golem Forretress Mantine Crobat battle the othe y. He's got two | LV30 LV35 LV30+ (SHADOW) after you beat Sn big Cipher perso \$1,280 LV31 LV31 LV31 LV32 LV31 er big Cipher guy tough Shadow Pok | PSYCHIC GROUND/DRAGON ELECTRIC/STEEL |
| Grab the coof. Ba CIPHER F Jow, go stairway CIPHER F | Wobbuffet Vibrava Magneton e System Lever a attle the first PEON FUDLER Machoke Golem Forretress Mantine Crobat battle the othe y. He's got two PEON ANGIC Golduck Hitmontop | LV30 LV35 LV30+ (SHADOW) after you beat Sn big Cipher perso \$1,280 LV31 LV31 LV31 LV32 LV31 er big Cipher guy tough Shadow Pok \$1,400 LV33 LV33 | PSYCHIC GROUND/DRAGON ELECTRIC/STEEL idle. Now head upstairs to the n you see. FIGHTING ROCK/GROUND BUG/STEEL WATER/FLYING POISON/FLYING . He's blocking your way to th émon that will shortly be your SHADOW POKÉMON #42/#43 WATER FIGHTING |
| Grab the coof. Ba CIPHER E Now, go stairway CIPHER E | Wobbuffet Vibrava Magneton e System Lever a attle the first PEON FUDLER Machoke Golem Forretress Mantine Crobat battle the othe y. He's got two PEON ANGIC Golduck Hitmontop Hariyama | LV30 LV35 LV30+ (SHADOW) after you beat Sn big Cipher perso \$1,280 LV31 LV31 LV31 LV31 LV32 LV31 er big Cipher guy tough Shadow Pok \$1,400 LV33 LV33 LV33 LV34 | PSYCHIC GROUND/DRAGON ELECTRIC/STEEL idle. Now head upstairs to the n you see. FIGHTING ROCK/GROUND BUG/STEEL WATER/FLYING POISON/FLYING . He's blocking your way to th émon that will shortly be your SHADOW POKéMON #42/#43 WATER FIGHTING FIGHTING |
| Grab the coof. Ba CIPHER F Now, go Stairway CIPHER F | Wobbuffet Vibrava Magneton e System Lever a attle the first PEON FUDLER Machoke Golem Forretress Mantine Crobat battle the othe y. He's got two PEON ANGIC Golduck Hitmontop Hariyama Venomoth | LV30 LV35 LV30+ (SHADOW) after you beat Sn big Cipher perso \$1,280 LV31 LV31 LV31 LV32 LV31 er big Cipher guy tough Shadow Pok \$1,400 LV33 LV33 | PSYCHIC GROUND/DRAGON ELECTRIC/STEEL idle. Now head upstairs to the n you see. FIGHTING ROCK/GROUND BUG/STEEL WATER/FLYING POISON/FLYING . He's blocking your way to th émon that will shortly be your SHADOW POKÉMON #42/#43 WATER FIGHTING FIGHTING FIGHTING BUG/POISON |

After this, go up the stairs to the platform. Walk past the Cipher R&D to grab the item in the upper right corner-the very powerful TM26 (Earthquake). Talk to the Cipher R&D you passed. He'll battle you.

| CIPHER R&D ACROD | \$1,700 | |
|------------------|---------|-------------|
| Grumpig | LV34 | PSYCHIC |
| Seadra | LV34 | WATER |
| Camerupt | LV35 | FIRE/GROUND |
| Seaking | LV34 | WATER |
| Piloswine | LV34 | ICE/GROUND |

Now, you have access to the Control Panel. Use the System Lever. You just raised the voltage too high. Now the Lair is going to short circuit. The place will shake with every few steps you take. When you finally make it down stairs, Cipher Peon Smarton will be mad and battle you. He's the other Peon that you did face on the S.S. Libra.

| CIPHER PEON SMARTON | \$1,440 | SHADOW POKÉMON #44 |
|---------------------|----------------|--------------------|
| Huntail | LV36 | WATER |
| Cacturne | LV35 | GRASS/DARK |
| Weezing | LV35 | POISON |
| Ursaring | LV35 | NORMAL |
| Arbok | LV33+ (SHADOW) | POISON |

After beating him and Snagging his Shadow Arbok (and after healing and saving), head into the door that Smarton came out of.

Inside is Gorigan's office. He's hopping mad that you wiped out all of the Cipher members. He decides that he has to be the one to deal with you. Ready for Admin number three? He has Shadow Primeape and Hypno. Be sure to Snag them both.

| CIPHER ADMIN GORIGAN | \$3 , 700 | SHADOW POKÉMON #45/#46 |
|----------------------|------------------|------------------------|
| | | |
| Lairon | LV36 | STEEL/ROCK |
| Sealeo | LV36 | ICE/WATER |
| Slowking | LV36 | WATER/PSYCHIC |
| Ursaring | LV36 | NORMAL |
| Primeape | LV34+ (SHADOW) | FIGHTING |
| Нурпо | LV34+ (SHADOW) | PSYCHIC |
| | | |

Gorigan will get mad again when you beat him. He threatens to destroy the Cipher Key Lair. Mr. Verich suddenly appears on the big screen and tells Gorigan to accept defeat. Verich reveals that he is in fact the Grand Master of Cipher, Greevil. He says his plan is unharmed and that their master weapon, XD001, Shadow Lugia, is complete. He dares you to come to Citadark Isle, off the coast of Gateon Port, but it's surrounded by cruel waves and thick clouds. No one can reach it... unless you have the right transportaion method.

Gorigan tells you about XD001 being the one who dropped the S.S. Libra in the middle of the desert. He says that Citadark Isle will be

crawling with the Shadow Pokémon that Gorigan himself made. Gorigan will run off. On Gorigan's desk is the Shadow Pokémon List, which will be automatically added to your P*DA. Exit the Cipher Key Lair. As you head down the stairs past the Healing Machine, someone shouts that they've been robbed! As you exit, the Worker will shout for them to give it back. Talk to him and you'll find out that a Shadow Pokémon was stolen, by two men, one with hair like a mohawk, and the other with hair like a ball. Must be Folly and Trudly. Talk to the Worker in the room and you'll find out it was a Shadow Dragonite that was stolen.

Exit Cipher Key Lair and go to Gateon Port.

How does one get to Citadark Isle? Go to the Parts Shop and talk to Perr. He says Makan has finished the Robo Kyogre. Talk to Makan and he'll tell you that you can use the Robo Kyogre. Before you go to Citadark Isle, Krane sends you an e-mail. Haven't heard from him for a while.

E-MAIL

Subject: Visit me at the LAB Sender: KRANE, POKéMON HQ LAB

Hi, MICHAEL. It sounds like the battle against CIPHER is entering a critical stage. There is something I would like you to have. Please come see me on the ground floor of the LAB when you can.

Let's go back to the Pokémon HQ Lab.

3.4.2-Pokémon HQ Lab

Go to Krane's office. He says he has something for you. He opens the secret staircase and leads you down. Go down the stairs. He gives you the Master Ball! Now we can head over to Citadark Isle. But first, you can battle Supertrainer Aferd again.

_____ SUPERTRAINER AFERD \$2,800 _____ Furret LV28 NORMAL Noctowl LV28 NORMAL/FLYING LV28 Ninjask BUG/FLYING Shedinja LV28 BUG/GHOST _____ _____

Now, go over to Gateon Port to the Robo Kyogre.

3.4.3-Gateon Port

Just board the Robo Kyogre and you'll be on your way to Citadark Isle.

3.4.4-Citadark Isle

You'll see a cool introductory scene with a lot of Cipher Peons are standing in lines with Greevil and his bodyguards, Ardos and Eldes, following him inside the main area of Citadark Isle.

Walk up the first stairs and you'll be noticed by a trainer.

| NAVIGATOR ABSON | \$720 | SHADOW POKéMON #47/#48 |
|--|--|---|
| Crawdaunt Pelipper Mantine Golduck Sableye | LV33 LV33 LV33 LV33+ (SHADOW) LV33+ (SHADOW) | WATER/DARK WATER/FLYING WATER DARK/GHOST |

He'll go off to warn everyone about you coming. Oh well. Go down the other set of stairs and meet the Navigator by the boat. He'll give you Battle CD 31.

If you go all the way left, there will be an elevator. However, the elevator door won't open. Go back a little bit and head inside the cavern.

Inside, you'll see a Healing Machine and a PC. Do what you need to, then head left through the door. Head through the corridor a little bit and you'll soon be led into a battle with a Cipher Peon.

| CIPHER PEON HABEN | \$1,320 | |
|-------------------|---------|--------------|
| | | |
| Masquerain | LV33 | BUG/FLYING |
| Dunsparce | LV33 | NORMAL |
| Roselia | LV33 | GRASS/POISON |
| Spinda | LV33 | NORMAL |

Okay, so that was an optional battle. Go back past the Healing Machine and PC and go right. You will have to fight a Chaser.

| CHASER FURGY | \$740 | SHADOW POKéMON #49/#50 |
|--------------|----------------|------------------------|
| Xatu | LV34 | PSYCHIC/FLYING |
| Dodrio | LV34+ (SHADOW) | NORMAL/FLYING |
| Whiscash | LV33 | WATER/GROUND |
| Raticate | LV34+ (SHADOW) | NORMAL |

Go through the door by Chaser Furgy. On the left and up is an item chest with 1 Max Elixir.

Go back and up through the next door to be confronted by Sailor Golos.

| SAILOR GOLOS | \$592 | |
|--------------|-------|-------------|
| | | |
| Aron | LV34 | STEEL/ROCK |
| Corsola | LV34 | WATER/ROCK |
| Pupitar | LV34 | ROCK/GROUND |
| | | |

Head through the door Golos was blocking. Go left through the hall. You will be stopped again to battle.

| HUNTER JESTAL | \$544 | |
|---------------|-------|----------------|
| Sneasel | LV34 | DARK/ICE |
| Girafarig | LV33 | NORMAL/PSYCHIC |
| Golbat | LV33 | POISON/FLYING |
| Seaking | LV34 | WATER |
| | | |

Before you even approach the elevator, go back and heal and SAVE. Go back to the elevator and Lovrina will come down and blame you for getting her in trouble with Greevil. She says that XD001 is now complete. She will then challenge you.

If at all possible, have a Pokémon that can use Safeguard. Lovrina likes to use Confusion and Poison techniques, as well as Attract. If you don't have Safeguarders, be sure to have a few Full Heals or Full Restores in your bag.

Also, try not to leave Altaria and Farfetch'd out at the same time. They will be a big pain to catch if you do. Keep Roselia out because it's weak. And then get rid of it after you catch Altaria.

| Gardevoir | LV36 | PSYCHIC |
|------------|----------------|---------------|
| Gorebyss | LV36 | WATER |
| Roselia | LV37 | GRASS/POISON |
| Farfetch'd | LV36+ (SHADOW) | NORMAL/FLYING |
| Altaria | LV36+ (SHADOW) | DRAGON/FLYING |
| | | |

Go down the elevator. You'll be in the whirlpool room. Keep going right, and you'll be attacked.

| CIPHER PEON BASTIL | \$1,400 | |
|--------------------|---------|---------------|
| | | |
| Crobat | LV35 | POISON/FLYING |
| Seviper | LV35 | POISON |
| Chimecho | LV34 | PSYCHIC |
| Masquerain | LV34 | BUG/FLYING |
| | | |

Go right a little more. In a room in the southeast is a scientist laying down on a bed. Whatever. Go up a ways and you'll see a few scientists talking about keeping others off the island by making waves. So that's why it's so hard to get here without the right mode of transportation.

Go back and go across the whirlpool platform. At your feet is an item chest containing 5 Ultra Balls. These will come in handy. Go around the giant whirlpool and go through the door. A Cipher Peon is blocking the elevator.

| CIPHER PEON LITNAR | \$1,560 | SHADOW POKÉMON #53/#54 |
|--------------------|----------------|------------------------|
| Electrode | LV34 | ELECTRIC |
| Misdreavus | LV34 | GHOST |
| Claydol | LV36 | GROUND/PSYCHIC |
| Kangaskhan | LV35+ (SHADOW) | NORMAL |
| Banette | LV37+ (SHADOW) | GHOST |

Before heading up the elevator, Before heading up the elevator, go into the left room and you'll see a Chaser. She won't battle you, but there is an item chest with 3 Hyper Potions.

Go into the next room to the right. You will be in another battle.

CIPHER PEON GRASON \$1,480 _____ T.V.3.5 Absol DARK Ninjask LV34 BUG/FLYING

| Sandslash | LV37 | GROUND | |
|-----------|------|--------|---|
| Mawile | LV35 | STEEL | |
| | | | _ |

After you beat him, go into the room and grab the item chest with 2 Full Restores. Now, go back and up the elevator.

Oooh, fiery. You're at the bottom of the volcano. The moment you get out of the elevator, you get an e-mail from Eagun.

E-MAIL

Subject: Donw with CIPHET! Sender: EAGUN, AGATE VILLAGE

And...it's a blank message. And you spelled "down" and "CIPHER" wrong, too. Thanks, Eagun. You immediately get another e-mail from him.

E-MAIL

Subject: Down with CIPHER!

Dear MICHAEL. Hello, this is my first E-MAIL. I am sorry that I sent an empty message by mistake. I also apologize for the misspellings. I am embarrassed by these mistakes and w

It's cut off. Once again...thanks, Eagun.

Go ahead and push the block down into the lava. Some of the lava will harden and cool as you cut off the lava flow by pushing blocks down. Follow the path down and grab the 3 Revives in the item chest. Go down and left. Push the block down. You'll notice the lava didn't harden and cool. Go to where you got the Revives. Go left and push the block down and the lava will cool this time. Go across the cooled area and go all the way east around clockwise until you get to the ramp going up. Push the block down, revealing an opening to the next room. The lava will again cool down. Go back and get the remaining item chest, containing 2 White Herbs. As you are about to enter the room that you revealed, a big Cipher Peon will attack you.

| CIPHER PEON GRUPEL | \$1,520 | SHADOW POKéMON #55/#56 |
|--------------------|----------------|------------------------|
| Houndoom | LV37 | DARK/FIRE |
| Ninetales | LV37 | FIRE |
| Vileplume | LV34 | GRASS/POISON |
| Magmar | LV36+ (SHADOW) | FIRE |
| Pinsir | LV35+ (SHADOW) | BUG |

Go through the room. Go behind the lavafall. Yay, another Healing Machine! Go into the next room, to the elevator, where you will battle another Cipher Peon.

| CIPHER PEON KIMLY | \$1,480 | |
|-------------------|---------|------------|
| Mightyena | LV35 | DARK |
| Stantler | LV35 | NORMAL |
| Zangoose | LV36 | NORMAL |
| Sharpedo | LV37 | WATER/DARK |
| Sunflora | LV36 | GRASS |

Once you beat her, you'll have full access to the PC. Use it if you want, then head up the elevator.

You'll get another e-mail from Eagun.

E-MAIL

Subject: To: MICHAEL Sender: EAGUN, AGATE VILLAGE

Dear MICHAEL. I hope you are well. I wrote you a haiku poem!

"If TEAM SNAGEM goons, Cause trouble in the desert, Go and sandbag 'em!" Alrighty then. Does this P*DA have a Spam folder? Once again, thanks, Eagun. Also, Team Snagem has nothing to do with this. Go left and up. You'll see a trainer blocking an item chest. You can battle her. _____ CHASER NALIX \$720 _____ Dustox LV35 BUG/POISON LV36 Beautifly BUG/FLYING Sunflora LV34 GRASS LV36 BUG Illumise Volbeat LV36 BUG _____ The box contains 2 Hyper Potions. They might be useful. Go back a little. There's another trainer to the north. _____ HUNTER IBRAN \$592 _____ Weezing LV35 POISON Forretress LV35 BUG/STEEL Wobbuffet PSYCHIC LV36 Dodrio LV37 NORMAL/FLYING LV34 STEEL/FLYING Skarmory _____ Go through the entrance after you beat the Hunter. Inside the next room, grab the PP Up. Go back into the previous room. There will be two more battles. _____ RIDER KULIG \$1,400 _____ LV34 Azumarill WATER Pelipper LV36 WATER/FLYING LV35 BUG/POISON Ariados Octillery LV36 WATER LV36 Qwilfish WATER/POISON _____ _____ CIPHER PEON JARGO \$1,480 _____ LV36 Delibird ICE/FLYING Grumpig LV36 PSYCHIC LV35 Swalot POISON Relicanth LV35 WATER/ROCK LV37 WATER Golduck

LV35

WATER/GROUND

Quagsire

Go a little past them and you'll get 1 Elixir. Go back, past the Hunter and the Chaser, across the bridge, and you'll have to fight another Cipher Peon with 2 Shadow Pokémon. _____ CIPHER PEON KOLEST \$1**,**640 SHADOW POKÉMON #57/#58 _____ Camerupt LV37 FIRE/GROUND Weezing LV37 POISON LV38 POISON Muk Rapidash LV40+ (SHADOW) FIRE LV38+ (SHADOW) FIRE/ROCK Magcargo _____ _____ Go up a little more to face one more Cipher Peon in this room. _____ CIPHER PEON KOLIN \$1,480 _____ Cacturne LV37 GRASS/DARK LV37 FIRE Ninetales Torkoal LV37 FTRE LV37 Mantine WATER/FLYING Tropius LV35 GRASS/FLYING _____ Go past him and pick up the 2 Full Restores right by the entrance to the next room. As you enter, 2 big Cipher guards will come down and introduce themselves. They will both battle you. _____ CIPHER PEON KARBON \$1,640 SHADOW POKÉMON #59 _____ Medicham LV38 FIGHTING/PSYCHIC Golem LV38 ROCK/GROUND Xatu LV38 PSYCHIC/FLYING

Hitmonchan

LV38+ (SHADOW) FIGHTING

_____ \$1**,**640 CIPHER PEON PETRO SHADOW POKÉMON #60 _____ Grumpig LV39 PSYCHIC Skarmory LV39 STEEL/FLYING Metang LV39 STEEL/PSYCHIC LV39 Hariyama FIGHTING Hitmonlee LV38+ (SHADOW) FIGHTING _____

Now, go up the elevator. You've made it out of the volcano! You'll see some moving platforms. Take the right platform and wait for the other platform to meet up with you. Take the adjacent platform down to a hidden room with 2 Max Potions. Awesome! Go back up and this time, take the left platform. Follow the path down, only to be ambushed by a Cipher Peon.

| | | \$1,600 | |
|---|---|--|---|
| | Yanma | LV39 | BUG/FLYING |
| | Roselia | | GRASS/POISON |
| | Smeargle | LV39 | NORMAL |
| | Vileplume | LV37 | GRASS/POISON |
| | Altaria | | DRAGON/FLYING |
| | - | | The nearby item chest will hold |
| 3 Rare | Candies. Go back | : just a little | and you will be ambushed. |
| CIPHER | PEON GROMLET | \$1,760 | |
| | Banette | LV40 | GHOST |
| | Sableye | LV40 | DARK/GHOST |
| | Dusclops | LV40 | GHOST |
| | Crobat | | POISON/FLYING |
| | Wailord | LV44 | WATER |
| isolate platfor to the : | d piece of land. ms to take you u next room. | The only way up and over to | e in the same room, just on an across is to wait for more moving the elevator. Take the elevator up will get yet another e-mail from |
| a room f into the isolate platfor to the f Now you Eagun. AAAAAA E-MAIL AAAAAAA Subject | d piece of land. ms to take you u next room. 'll be in the cr | The only way up and over to mane room. You | across is to wait for more moving the elevator. Take the elevator up |
| a room f into the isolate platfor to the f Now you Eagun. ^^^^^ E-MAIL ^^^^^ Subject Sender: MICHAEL a messa | d piece of land. ms to take you u next room. 'll be in the cr | The only way ap and over to Tane room. You Annon You Annon You Annon You Annon You Annon You Annon You Anno You | across is to wait for more moving the elevator. Take the elevator up will get yet another e-mail from |
| a room f into the isolate platfor to the f Now you Eagun. ^^^^^^ E-MAIL ^^^^^ Subject Sender: MICHAEL a messa hope fo | d piece of land. ms to take you u next room. 'll be in the cr | The only way up and over to Tane room. You The room. You | across is to wait for more moving the elevator. Take the elevator up will get yet another e-mail from |
| a room r into the isolate platfor to the r Now you Eagun. ^^^^^^ E-MAIL ^^^^^ Subject Sender: MICHAEL a messa hope fo ^^^^^^ Serious | d piece of land. ms to take you u next room. 'll be in the cr | The only way up and over to Tane room. You Tane room. You Tane room. You Tane room. You Tane room. You Sending me poi | across is to wait for more moving the elevator. Take the elevator up will get yet another e-mail from |
| a room r into the isolate platforn to the r Now you Eagun. ^^^^^^ Subject Sender: MICHAEL a messa hope fo ^^^^^^ Serious aren't Take the | d piece of land. ms to take you u next room. 'll be in the cr | The only way up and over to Tane room. You Tane room. You TLLAGE well. I've be well. I've be der. "Bigga big Sending me poi aging! ad then the Pin the Red hook a | across is to wait for more moving the elevator. Take the elevator up will get yet another e-mail from |
| a room r into the isolate platfor to the r Now you Eagun. ^^^^^^ Subject Sender: MICHAEL a messa hope fo ^^^^^ Serious aren't Take the the nea to be a | d piece of land. ms to take you u next room. 'll be in the cr . Hello EAGUN, AGATE VI . I hope you are ge from my partm r your success! | The only way up and over to ane room. You | across is to wait for more moving the elevator. Take the elevator up will get yet another e-mail from |
| a room r into the isolate platfor to the r Now you Eagun. ^^^^^^ Subject Sender: MICHAEL a messa hope fo ^^^^^^ Serious aren't Take the the nea to be a | d piece of land. ms to take you u next room. 'll be in the cr | The only way up and over to rane room. You AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA | across is to wait for more moving the elevator. Take the elevator up will get yet another e-mail from |
| a room f into the isolate platfor to the f Now you Eagun. ^^^^^^ Subject Sender: MICHAEL a messa hope fo ^^^^^ Serious aren't Take the the nea to be a | d piece of land. ms to take you u next room. 'll be in the cr | The only way up and over to rane room. You The only way rane room. You The only way rane room. You The room. You The room. The room. You rane room. You The room. The room. You The room | across is to wait for more moving the elevator. Take the elevator up will get yet another e-mail from |

Now you'll see glowing blue tiles, which, if you step on one, it will

bring you back down to the lower floor. Grab the nearby chest which has 3 Max Ethers. Drop down the hole at the top and center. While down here, grab the Max Revive. Take the Orange hook, the Pink hook, and the Red hook. Take the elevator up again. Go all the way up. You might have to be a wall-hugger and hug the wall to sneak past the holes to get to the other side. Go down and grab the 4 Full Heals. Drop down the glowing hole on the right. Grab the 2 Revives. Take the Turquoise hook, and go up. Then take the Pink hook and the Red hook. Go all the way back to where you picked up the 4 Full Heals. Go right and you will be attacked. Be sure to Snag both Chansey and especially Scyther.

| CIPHER PEON LEDEN | \$1,680 | SHADOW POKéMON #62/#63 |
|-------------------|----------------|------------------------|
| | | |
| Stantler | LV33 | NORMAL |
| Exploud | LV33 | NORMAL |
| Scyther | LV40+ (SHADOW) | BUG/FLYING |
| Chansey | LV39+ (SHADOW) | NORMAL |
| | | |

Take the elevator up. Go left. You will be confronted by Snattle, who is also mad at you for embarrassing him on national TV. He will battle you so that Greevil will make him the Governor of Orre. You're going to prevent that from happening!

| CIPHER ADMIN SNATTLE | \$4,400 | SHADOW POKéMON #64/#65 |
|----------------------|----------------|------------------------|
| | | |
| Metang | LV42 | STEEL/PSYCHIC |
| Quagsire | LV42 | WATER/GROUND |
| Scizor | LV42 | BUG/STEEL |
| Castform | LV42 | NORMAL |
| Solrock | LV41+ (SHADOW) | ROCK/PSYCHIC |
| Starmie | LV41+ (SHADOW) | WATER/PSYCHIC |
| | | |

After his defeat, he'll go back down the elevator. Remember that elevator at the beginning of Citadark Isle? This is where it leads to. Now it's accessible. But when you take it down, you have to go through a Cipher Peon.

| CIPHER PEON KLEEF | \$1 , 760 | |
|-------------------|------------------|----------|
| | | |
| Shuckle | LV44 | BUG/ROCK |
| Blissey | LV42 | NORMAL |
| Weezing | LV41 | POISON |
| | | |

After you defeat him, you can go inside the entrance to heal your Pokémon. After you do, head back up the elevator. In front of the big dome, you'll see Ardos, Greevil's bodyguard in blue. He's the one who taught Zook a lesson in Gateon Port at the beginning of the game. He thought at first that you were just some ordinary child. He didn't suspect you would become such a hinderance to Cipher's plans. He wants to see your abilities in full glory. Battle!

| Swellow | LV43+ (SHADOW) | NORMAL/FLYING |
|------------|----------------|---------------|
| Alakazam | LV44 | PSYCHIC |
| Kingdra | LV44 | WATER/DRAGON |
| Heracross | LV44 | BUG/FIGHTING |
| Electabuzz | LV43+ (SHADOW) | ELECTRIC |
| Snorlax | LV43+ (SHADOW) | NORMAL |
| | | |

He regrets not destroying you earlier. He decides that he should let Greevil deal with you. He exits, leaving the main base wide open. Inside, be sure to use the Healing Machine. Use the PC if you want to. Walk inside the door. Greevil will congratulate you for defeating Ardos and also all of his other followers. But he cannot let you further for his Shadow Pokémon plan is near completion. He puts up a big glass wall, preventing you from stopping him. So, I guess you should go back outside.

Go outside and down. Gorigan will come out of the elevator. Strangely, he's kind of happy to see you, which is really weird. But it means he gets a second chance to try and beat you!

| Slowking | LV42 | WATER/PSYCHIC |
|-----------|----------------|----------------|
| Ursaring | LV43 | NORMAL |
| Aggron | LV43 | STEEL/ROCK |
| Walrein | LV44 | ICE/WATER |
| Poliwrath | LV42+ (SHADOW) | WATER/FIGHTING |
| Mr. Mime | LV42+ (SHADOW) | PSYCHIC |
| | | |

Gorigan complains to you that he lost and runs away. Weird. Go back and heal. Go back outside and go down the elevator that Gorigan came up from. There's one more Cipher Peon blocking your way. He has a Shadow Dugtrio.

| CIPHER PEON KOLAX | \$1,760 | SHADOW POKÉMON #71 |
|-------------------|----------------|--------------------|
| Glalie | LV41 | ICE |
| Ampharos | LV44 | ELECTRIC |
| Breloom | LV42 | GRASS/FIGHTING |
| Donphan | LV44 | GROUND |
| Dugtrio | LV40+ (SHADOW) | GROUND |

After taking him out, go up the elevator. Go up to Greevil, who gives Eldes the responsibility of taking you out. Greevil leaves, and Eldes walks over to you. Eldes always thought that he would battle you one day, but this wasn't how he had hoped to face you. He says that if he battles you, it will only be unfulfilling and with no meaning. He tells you he's sorry, but that Greevil's orders are absolute and that he cannot refute them. Be sure to Snag all 4 of his Shadow Pokémon, especially Shadow Salamence.

| Ninjask | LV44 | BUG/FLYING |
|-----------|----------------|---------------|
| Manectric | LV44+ (SHADOW) | ELECTRIC |
| Salamence | LV50+ (SHADOW) | DRAGON/FLYING |
| Flygon | LV45 | GROUND/DRAGON |
| Marowak | LV44+ (SHADOW) | GROUND |
| Lapras | LV44+ (SHADOW) | WATER/ICE |
| | | |

After you beat him, he admits how powerful you are. He tells you that if you want to stop Cipher, you should keep going. But he warns you against Greevil's power. He doubts you can beat him. But you can. You must!

Eldes puts down the glass wall. Go up in the right hand corner of the control room and grab the Max Revive from the item chest. Before you go and face Greevil, there are 2 Scientists you can beat. One is in the chair by the elevator you take up to face Greevil.

CIPHER R&D LOKET \$2,200

| Shiftry | LV44 | GRASS/DARK | |
|----------|------|------------|--|
| Granbull | LV44 | NORMAL | |
| Miltank | LV44 | NORMAL | |
| Armaldo | LV41 | ROCK/BUG | |
| Slaking | LV43 | NORMAL | |
| | | | |

The other one is in the seat at the table at the opposite corner as the other Cipher R&D.

| CIPHER R&D KALLER | \$2,200 | |
|-------------------|---------|--------------|
| Corsola | LV44 | WATER/ROCK |
| Tentacruel | LV44 | WATER/POISON |
| Cradily | LV44 | ROCK/GRASS |
| Milotic | LV44 | WATER |
| Gyarados | LV42 | WATER/FLYING |

Before you beat Greevil, be sure to have one empty space in your party. A good strategy is to put Electabuzz in the front of your party. Also put Salamence in your party as well. And be absolutely sure that you have enough Ultra and Timer Balls, and lots of healing items.

When you're finally ready, head up the elevator to face Greevil.

He is mad that you destroyed all of his plans, from Prof. Krane, to the Data Rom's, and finally to the Cipher Key Lair. As well as the news broadcast by ONBS, which Greevil says didn't help Cipher's cause. But, Greevil says his Shadow Pokémon plan isn't finished yet, and the final act is about to unfold. He then reveals his plan, to create an army of Shadow Pokémon that will work for Greevil alone. Greevil reveals his secret weapon...Shadow Lugia, or, codename: XD001!

Lugia (XD001) LV50+ (SHADOW) PSYCHIC/FLYING

You may choose to use your Master Ball. If you don't, you'll have a real heck of a time catching this beast. However you decide to catch it, good luck!

Greevil will be extremely mad that you Snagged his Shadow Lugia. He plans to personally see to your destruction. Prepare yourself for the hardest battle you'll probably face: a team of all 6 Shadow Pokémon!

GRAND MASTER GREEVIL \$5,000 SHADOW POKÉMON #77/#78/#79 #80/#81/#82 Rhydon LV46+ (SHADOW) GROUND/ROCK Moltres LV50+ (SHADOW) FIRE/FLYING Exeqqutor LV46+ (SHADOW) GRASS/PSYCHIC LV46+ (SHADOW) NORMAL Tauros Articuno LV50+ (SHADOW) ICE/FLYING LV50+ (SHADOW) ELECTRIC/FLYING Zapdos

Having Electabuzz out, switch the other Pokémon for Shadow Lugia (you did leave an empty spot in your party for it, I presume?) Use Electabuzz's Shadow Half so it's easier to Snag them, and then use Lugia as a wall. Use lots of healing items because Shadow Half cuts your HP in half as well.

After the battle, Greevil will be in the fetal position, wondering why his plans have failed. Ardos will pop in and sees Greevil defeated. He tells Greevil to blow up Citadark Isle with you still on it. Greevil is hesitant, because all the Shadow Pokémon data and the subordinates would be lost as well. Ardos says those things can be replaced. He's prepared a helicopter, but Eldes comes in, ashamed at Ardos. Ardos, prideful as ever, disagrees with Eldes. Greevil agrees with Ardos, but Eldes says Cipher is no more. Ardos is stubborn and wants Greevil to destroy Citadark Isle. Eldes reveals that Greevil is he and Ardos's father. Eldes pleads with his father to stop. He sees you as an example of good. Ardos leaves, wanting nothing to do with it. Eldes redeems Greevil and thanks you for ending the nightmare they've been apart of. He wants to battle you in the future, but this time, not as enemies.

The storm ceases around Citadark Isle. You arrive back at the Pokémon HQ Lab, where there is a celebration for you. The end!

Dear MICHAEL, I heard that you returned from CITADARK ISLE. I send this message as an invitation to the ORRE COLOSSEUM. I will be arriving shortly to ask you in per--The e-mail is cut off. Not surprising from Eagun. Jovi will tell you Eagun is waiting outside the Lab. He says there are a lot of trainers who'd like to battle you. But he says he needs to battle you first. _____ MYTH TRAINER EAGUN \$5,500 _____ Pichu LV45 ELECTRIC Pichu LV45 ELECTRIC Pikachu LV50 ELECTRIC LV50 Pikachu ELECTRIC Raichu LV55 ELECTRIC Raichu LV55 ELECTRIC _____ He adds the Orre Colosseum to your map and tells you the hardest trainers are there, waiting to battle you. You can battle Supertrainer Aferd one more time, if you want. _____ SUPERTRAINER AFERD \$2,800 _____ Furret T.V.5.0 NORMAL LV50 NORMAL/FLYING Noctowl LV50 Ninjask BUG/FLYING Shedinja LV50 BUG/GHOST _____ Well, there's one more Shadow Pokémon left. Remember the Shadow Dragonite that was stolen from the Cipher Key Lair by Miror B.? Let's go get it. Head to Gateon Port. 3.5.2-Gateon Port After you have Snagged the other 82 Shadow Pokémon, and you come to Gateon Port, the Miror Radar will go off. It will say Miror B. is right there in Gateon Port! Save before you go battle him. Head to the top of the Lighthouse. He'll be mad that you messed his dance steps up, and he'll battle you. WANDERER MIROR B. \$1,140 SHADOW POKÉMON #83 Ludicolo LV57 WATER/GRASS Ludicolo LV57 WATER/GRASS Ludicolo LV57 WATER/GRASS

Sender: EAGUN, AGATE VILLAGE

| Despite othe Ludicolos. I will work p Purify it. When Miror I and he'll de Krabby Club 3.5.3-Traine Gateon Port CHASER LAKE Alt | er Miror B. f He loves the retty well, a B. is beaten, estroy the Mi dancing. er Rebattles | Fights being easy Rain Dance/Hydro as well as Lugia, and the Dragon: Fror Radar. No mo | y, this one is not. He has 5 o Pump/Giga Drain combo. Zapdos , whether you did or did not ite is Snagged, he'll take off, ore Miror B. But he'll be in the |
|---|--|--|--|
| Ludicolos. 2 will work p Purify it. When Miror 2 and he'll d Krabby Club 3.5.3-Train Gateon Port CHASER LAKE Alt | He loves the retty well, a B. is beaten, estroy the Mi dancing. er Rebattles | Rain Dance/Hydro as well as Lugia and the Dragon: fror Radar. No mo | o Pump/Giga Drain combo. Zapdos , whether you did or did not ite is Snagged, he'll take off, ore Miror B. But he'll be in the |
| and he'll de Krabby Club 3.5.3-Traine Gateon Port CHASER LAKE Alt | estroy the Mi dancing. er Rebattles N aria | iror Radar. No mo | ore Miror B. But he'll be in the |
| 3.5.3-Train Gateon Port CHASER LAKE | er Rebattles | \$500 | |
| Gateon Port | N aria | \$500 | |
| CHASER LAKE | N aria | \$500 | |
| CHASER LAKE | N | \$500 | |
| Alt | aria | | |
| Mil | otic | | DRAGON/FLYING |
| | | LV50 | WATER |
| Pel | | LV50 | WATER/FLYING |
| Agate Villa | | | |
| MATRON BELI | SH | \$1,600 | |
| | 4 | | DARK |
| | - | LV50 LV50 | BUG/FLYING BUG/GHOST |
| | - | | |
| | DOSK | | |
| | | | FIGHTING |
| Muk | = | LV50 LV50 | |
| | | LV50 | POISON/FLYING |
| | | | |
| | CLERR | \$1,600 | |
| | | LV50 | |
| Mac. | hamp | LV50 | FIGHTING |
| RIDER HEBON | | \$500 | |
| Dus | tox | | BUG/POISON |
| | utifly | | BUG/FLYING |

Cipher Lab _____ _____ CIPHER PEON RESIX \$2**,**000 _____ Magcargo LV50 FIRE/ROCK Camerupt LV50 FIRE/GROUND _____ _____ CIPHER PEON BROWSIX \$2,000 _____ LV50 Noctowl NORMAL/FLYING Slaking LV50 NORMAL _____ _____ CIPHER PEON YELLOSIX \$2,000 _____ Manectric LV50 ELECTRIC Lanturn LV50 WATER/ELECTRIC Magneton LV50 ELECTRIC/STEEL _____ _____ CIPHER PEON GREESIX \$2,000 _____ Forretress LV50 BUG/STEEL LV50 GRASS/POISON Vileplume Cacturne LV50 GRASS/DARK Breloom LV50 GRASS/FIGHTING Lombre LV50 WATER/GRASS _____ _____ CIPHER PEON BLUSIX \$2,000 _____ Kingdra LV50 WATER/DRAGON Seaking LV50 WATER LV50 Metagross STEEL/PSYCHIC _____ _____ CIPHER PEON PURPSIX \$2,000 _____ LV50 Weezing POISON Muk LV50 POISON Tentacruel LV50 WATER/POISON LV50 Golbat POISON/FLYING _____ _____ Pyrite Town _____

\$1,000

ROGUE CAIL

| | Gardevoir | LV50 | PSYCHIC |
|-------------|--------------------------------|--------------|----------------------------|
| | Granbull | LV50 | NORMAL |
| | Shiftry | LV50 | GRASS/DARK |
| | | LV50 | DARK/FIRE |
| | | | |
| | RALING | \$500 | |
| | | \$500 | |
| | Linoone | LV50 | NORMAL |
| | Exploud | | NORMAL |
| | 1 | LV50 | NORMAL |
| | Dunsparce | LV50 | NORMAL |
| CHASER | LABET | \$600 | |
| | Piloswine | т ұлб О | ICE/GROUND |
| | Salamence | | DRAGON/FLYING |
| | | LV50 LV50 | DARK/FLYING DARK/FLYING |
| | Clamperl | | WATER |
| | | | |
| CHASER | FINOL | \$580 | |
| | Banette | LV50 | GHOST |
| | Ledian | LV50 | BUG/FLYING |
| | Octillery | LV50 | WATER |
| | Togetic | LV50 | NORMAL/FLYING |
| | | | |
| RIDER D |)ER'I' | \$450 | |
| | Magcargo | LV50 | FIRE/ROCK |
| | Xatu | LV50 | PSYCHIC/FLYING |
| | Vileplume | LV50 | GRASS/PSYCHIC |
| | | | |
| BODYBUI | LDER DOBY | \$700 | |
| | Machamp | | FIGHTING |
| | Tentacruel | LV50 | WATER/POISON |
| | City | | |
| Phenac | | | |
| |) MAN EROLL | \$1,600 | |
| | | | NORMAL/FLYING |
| | MAN EROLL Noctowl Furret | LV50 | NORMAL/FLYING NORMAL |

| COOLTRAINER EQUIN | \$1 , 500 | |
|---|--------------------------------|---|
| Sneasel | LV50 | DARK/ICE |
| Grumpig | LV50 | PSYCHIC |
| Spinda | LV50 | NORMAL |
| Outskirt Stand | | |
| RIDER WILLIE | \$500 | |
| Linoone | | NORMAL |
| Linoone | LV50 | NORMAL |
| Linoone | LV50 | NORMAL |
| Linoone | LV50 | NORMAL |
| Citadark Isle | | |
| Aerodactyl Altaria Manectric Starmie | LV50 LV50 LV50 | ROCK/FLYING DRAGON/FLYING ELECTRIC WATER/PSYCHIC |
| Granbull !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! | | NORMAL |
| | | |
| 3.5.4-Orre Colosseum | | |
| Coming soon! | | |
| | | |
| 3.5.5-Lucky Egg Quest | | |
| | | |
| as easy to raise Poke make it worse, it is | émon which is attached to o | your Pokémon earn making it twice vital for all you breeders. And to ne of the rarest Pokémon ever, Chansey fari Zone in Pokémon FireRed and |
| Gale of Darkness has | a special que is guide will | even further. However Pokémon XD: st where you get the Lucky Egg right explain the process in getting this |

The first step to getting this quest on the go is to complete the game, up to the point of defeating Greevil on Citadark Isle.

The next step is to take part in the first round of the Orre Colosseum, and defeat Lovrina in it. After doing so, you'll recieve and e-mail from Eagun's wife, Beluh.

E-MAIL

Subject: AN ODD POKéMON AFFLICTION Sender: BELUH, AGATE VILLAGE

MICHAEL, hello. I'm sorry to be writing you without any notice in advance. I obtained your number from EAGUN. There is something odd happening in our VILLAGE. If you could visit us when y--

It's cut off. I guess she's really no better than him at this stuff.

Go to Agate Village and go see Beluh.

She will tell you that the overworld Pokémon in Agate Village have all gone mute, especially Senilor's Wobbuffet. After talking to Senilor, go to the Pokémon Center and talk to the old man. He has bought some old machines of Dr. Kaminko that are to translate Pokémon speech. So it turns out Senilor has put a translator onto his Wobbuffet to try and understand it, and that's why it, and the other Pokémon have gone mute. Go over to Kaminko's House.

Dr. Kaminko, while shocked that those inventions got out, will give you Voice Case 1 to go and save the Pokémon in the overworld.

Back in Agate Village, The first Pokémon to be cured from their mute ailment would be the woman's Combusken inside her house in Agate Village. Talk to the Combusken and use the Voice Case and it's voice will be restored. After that, go back to Kaminko's House and get the next Voice Case.

Talk to Kaminko and he'll give you Voice Case 2.

The next Pokémon to be cured is the Matron's Poochyena in Agate Village. Talk to the Poochyena and use the Voice Case and it's voice will be restored. After that, go back to Kaminko's House and get the next Voice Case.

Talk to Kaminko and he'll give you Voice Case 3.

The next Pokémon to be cured is the Berry Master's Taillow in Agate Village. Talk to the Taillow and use the Voice Case and it's voice will be restored. After that, go back to Kaminko's House and get the next Voice Case.

Talk to Kaminko and he'll give you Voice Case 4.

The next Voice Case is to heal the Wobbuffet in Senilor's house in Agate Village. Talk to Wobbuffet and use the Voice Case...however, Voice Case 4 will not work on Wobbuffet for some reason, so you need to head back to Kaminko's House.

Once you get there, Megg, Nett's sister, will e-mail you from ONBS.

E-MAIL

Subject: MICHAEL, PLEASE HELP! Sender: MEGG, ONBS

I got your number from my brother NETT. I'm sorry to bother you like this, but my SHROOMISH has suddenly lost its voice. MICHAEL, do you know anything about this condition? I don't know what to do. Please visit us if you have the time. Kaminko will give you Voice Case 5. Go to ONBS station in Pyrite Town. As usual go to her Shroomish, talk to it and use the Voice Case and her Shroomish will be healed. After healing her Shroomish, Megg will tell you that there are reports of Pokémon going mute in Gateon Port and Phenac City. So go back to Kaminko's House. Once at Kaminko's House, Dr. Kaminko will give you a Cry Analyzer. With this if you answer a quiz correctly about the muted Pokémon, it will restore their voices. With your decoder in hand, head to Gateon Port to un-mute the Pokémon there. Pokémon 1 _____ So once in Gateon Port, head to the Navigator's house and you will find that his Oddish has gone mute. Talk to it and the Cry Analyzer will bring up a question. Below is the question and the correct answer: Question: An Oddish evolves into a Gloom. Which item is needed to make a Gloom evolve into a Bellossom? Answer: Sun Stone Pokémon 2 Next head to the old man's house just south of the Lighthouse. His Magnemite has gone mute. Talk to it and the Cry Analyzer will bring up a question. Below is the question and the correct answer: Question: What does this Pokémon become when it evolves? Answer: Magneton Pokémon 3 _____ Next head to the second floor of the Krabby Club and you will see two Krabby who both have lost their voice. Talk to the left one and the Cry Analyzer will bring up a question. Below is the question and the correct answer: Question: What is this Pokémon's nickname? Answer: Krabilly Pokémon 4 _____ Now talk to the one to the right, and the Cry Analyzer will bring up a question. Below is the question and the correct answer: Question: What is this Pokémon's nickname? Answer: Krabetty After you have healed the two Krabby, it is time to head to Phenac City. Just like there were in Gateon Port, there are four Pokémon in Phenac City

who have lost the ability to speak.

Pokémon 1 _____ The first likely Pokémon you will see once you enter Phenac is the Castform that runs around the fountain with the Athlete. Unfortunately it too has lost it's voice. Talk to it and the Cry Analyzer will bring up a question. Below is the question and the correct answer: Question: Castform is what Pokémon? Answer: Weather Pokémon Pokémon 2 _____ The next Pokémon is the Azumarill that stands in front of the Pokémon Center. Talk to it and the Cry Analyzer will bring up a question. Below is the question and the correct answer: Question: Before its last evolution, which of the following Pokémon was this Pokémon? Answer: Marill Pokémon 3 _____ The next stop will be near the right-hand exit of the city, to the right of the Pre Gym, with the trainer and his Linoone. Talk to it and the Cry Analyzer will bring up a question. This one is an audio question. Question: The cries of two Pokémon will now be played. Which cry is the one made by this Pokémon? Answer: No. 1 Pokémon 4 _____ The last Pokémon in Phenac City is the Seedot in front of the Stadium. Talk to it and the Cry Analyzer will bring up a question. Below is the question and the correct answer: Question: What is this Pokémon's name? Answer: Seedot With the last Pokémon done, it just leaves the Wobbuffet in Agate Village. Go up to Wobbuffet and talk to it and try to use the Cry Analyzer on it... unfortunately it does not work. You need to go back to Kaminko's House to find out how to heal it, but first another Pokémon in Agate Village has been muted... That Pokémon is a Lotad in the far right of the village. Talk to it and the Cry Analyzer will eventually be able to restore Lotad's voice; however, this time there are no quizzes. Go back to Kaminko's House. Dr. Kaminko will tell you that the only other way for a Pokémon to get it's voice back is for a trainer who shares a close bond with it to mimic it's cry. So go back to Agate Village.

Go to Senilor's house and tell him this. He will attempt to mimic Wobbuffet's cry. This will finally get Wobbuffet cured of it's ailment! will congratulate you and give you the elusive Lucky Egg! 3.6-Colosseums 3.6.1-Pyrite Colosseum Coming Soon! 3.6.2-Realgam Tower Colosseum Coming Soon! 3.6.3-Orre Colosseum See Section 3.5.4. 3.6.4-Mt. Battle Coming Soon! 4-Purify Chamber

With all the Pokémon in Orre able to speak again, go back to Beluh. She

The Purify Chamber is found at Pokémon HQ Lab. It is an extremely effective way to Purify your Shadow Pokémon, and the only way to Purify the Shadow Lugia. You can Purify nine Pokémon at once and they don't have to be in your party. Super convenient.

To start, place a Shadow Pokémon in the center of the Set. There are nine "Sets" for you to place Pokémon in. There are four places to put Non-Shadow Pokémon in. To Purify the Shadow Pokémon faster, place the Non-Shadow Pokémon clockwise, facing a Pokémon it is strong against. This will raise the "Tempo." For instance, you can have Seel (Water), facing Growlithe (Fire), facing Pineco (Bug), facing Seedot (Grass), back to Seel (Water).

5-Shadow Pokémon List

| Pokémon | Location | Trainer | LV |
|-----------|------------------------|---------------------|----|
| Teddiursa | Pokémon HQ Lab | Spy Naps | 11 |
| Ledyba | Gateon Port | Casual Guy Cyle | 10 |
| Poochyena | Gateon Port Lighthouse | Bodybuilder Kilen | 10 |
| Houndour | Cipher Lab Exterior | Cipher Peon Resix | 17 |
| Baltoy | Cipher Lab Exterior | Cipher Peon Browsix | 17 |
| | | | |

| Mareep | Cipher Lab Exterior | Cipher Peon Yellosix | 17 |
|----------------|----------------------------------|--------------------------------|----------|
| Seedot | Cipher Lab Exterior | Cipher Peon Greesix | 17 |
| Spheal | Cipher Lab Exterior | Cipher Peon Blusix | 17 |
| Gulpin | Cipher Lab Exterior | Cipher Peon Purpsix | 17 |
| Spinarak | Cipher Lab | Cipher Peon Nexir | 14 |
| Numel | Cipher Lab | Cipher Peon Solax | 14 |
| Carvanha | Cipher Lab | Cipher Peon Cabol | 15 |
| Shroomish | Cipher Lab | Cipher R&D Klots | 15 |
| Delcatty | Cipher Lab | Cipher Admin Lovrina | 18 |
| Voltorb | Cave Poké Spot | Wanderer Miror B. | 19 |
| Makuhita | ONBS | Cipher Peon Torkin | 18 |
| Vulpix | ONBS | Cipher Peon Mesin | 18 |
| Duskull | ONBS | Cipher Peon Lobar | 19 |
| Ralts | ONBS | Cipher Peon Feldas | 20 |
| Mawile | ONBS | Cipher Cmdr Exol | 22 |
| Snorunt | Phenac Mayor's House | Cipher Peon Exinn | 20 |
| Pineco | Phenac Mayor's House | Cipher Peon Gonrag | 20 |
| Natu | Phenac Pre Gym | Cipher Peon Eloin | 22 |
| Roselia | Phenac Pre Gym | Cipher Peon Fasin | 22 |
| Meowth | Phenac Pre Gym | Cipher Peon Fostin | 22 |
| Swinub | Phenac Stadium | Cipher Peon Greck | 22 |
| Spearow | Phenac Stadium | Cipher Peon Ezin | 22 |
| Grimer Seel | Phenac Stadium | Cipher Peon Faltly | 23 |
| Lunatone | Phenac Stadium Phenac Stadium | Cipher Peon Egrog | 23 25 |
| Togepi | Outskirt Stand | Cipher Admin Snattle Hordel | 25 |
| | Random Colosseum/ | norder | 20 |
| Nosepass | Poké Spot | | |
| | (Retrieve Snag Machine) | Wanderer Miror B | 26 |
| Zangoose | Cipher Key Lair | Thug Zook | 28 |
| Paras | Cipher Key Lair | Cipher Peon Humah | 28 |
| Growlithe | Cipher Key Lair | Cipher Peon Humah | 28 |
| Shellder | Cipher Key Lair | Cipher Peon Gorog | 29 |
| Beedrill | Cipher Key Lair | Cipher Peon Lok | 30 |
| Pidgeotto | Cipher Key Lair | Cipher Peon Lok | 30 |
| Tangela | Cipher Key Lair | Cipher Peon Targ | 30 |
| Butterfree | Cipher Key Lair | Cipher Peon Targ | 30 |
| Magneton | Cipher Key Lair | Cipher Peon Snidle | 30 |
| Venomoth | Cipher Key Lair | Cipher Peon Angic | 32 |
| Weepinbell | Cipher Key Lair | Cipher Peon Angic | 32 |
| Arbok | Cipher Key Lair | Cipher Peon Smarton | 33 |
| Primeape | Cipher Key Lair | Cipher Admin Gorigan | 34 |
| Нурпо | Cipher Key Lair | Cipher Admin Gorigan | 34 |
| Golduck | Citadark Isle | Navigator Abson | 33 |
| Sableye | Citadark Isle | Navigator Abson | 33 |
| Dodrio | Citadark Isle | Chaser Furgy | 34 |
| Raticate | Citadark Isle | Chaser Furgy | 34 |
| Farfetch'd | Citadark Isle | Cipher Admin Lovrina | 36 |
| Altaria | Citadark Isle | Cipher Admin Lovrina | 36 |
| Kangaskhan | Citadark Isle | Cipher Peon Litnar | 35 |
| Banette | Citadark Isle | Cipher Peon Litnar | 37 |
| Magmar | Citadark Isle | Cipher Peon Grupel | 36 |
| Pinsir | Citadark Isle | Cipher Peon Grupel | 35 |
| Rapidash | Citadark Isle | Cipher Peon Kolest | 40 |
| Magcargo | Citadark Isle | Cipher Peon Kolest | 38 |
| Hitmonchan | Citadark Isle | Cipher Peon Karbon | 38 |
| Hitmonlee | Citadark Isle | Cipher Peon Petro | 38 |
| Lickitung | Citadark Isle | Cipher Peon Geftal | 38 |
| Scyther | Citadark Isle | Cipher Peon Leden | 40 |
| Chansey | Citadark Isle | Cipher Peon Leden | 39 |
| | | | |

| Solrock | Citadark Isle | Cipher Admin Snattle | 41 |
|------------|------------------------|----------------------|----|
| Starmie | Citadark Isle | Cipher Admin Snattle | 41 |
| Swellow | Citadark Isle | Cipher Admin Ardos | 43 |
| Electabuzz | Citadark Isle | Cipher Admin Ardos | 43 |
| Snorlax | Citadark Isle | Cipher Admin Ardos | 43 |
| Poliwrath | Citadark Isle | Cipher Admin Gorigan | 42 |
| Mr. Mime | Citadark Isle | Cipher Admin Gorigan | 42 |
| Dugtrio | Citadark Isle | Cipher Peon Kolax | 40 |
| Manectric | Citadark Isle | Cipher Admin Eldes | 44 |
| Salamence | Citadark Isle | Cipher Admin Eldes | 50 |
| Marowak | Citadark Isle | Cipher Admin Eldes | 44 |
| Lapras | Citadark Isle | Cipher Admin Eldes | 44 |
| Lugia | Citadark Isle | Grand Master Greevil | 50 |
| Exeggutor | Citadark Isle | Grand Master Greevil | 46 |
| Moltres | Citadark Isle | Grand Master Greevil | 50 |
| Rhydon | Citadark Isle | Grand Master Greevil | 46 |
| Tauros | Citadark Isle | Grand Master Greevil | 46 |
| Articuno | Citadark Isle | Grand Master Greevil | 50 |
| Zapdos | Citadark Isle | Grand Master Greevil | 50 |
| Dragonite | Gateon Port Lighthouse | Wanderer Miror B. | 55 |
| | | | |

6-Strategy Memo

| POKéMON | # | TYPE(S) | SPECIES |
|------------|-----|----------------|-------------|
| Abra | 63 | Psychic | Psi |
| Absol | 359 | Dark | Disaster |
| Aerodactyl | 142 | Rock/Flying | Fossil |
| Aggron | 306 | Steel/Rock | Iron Armor |
| Aipom | 190 | Normal | Long Tail |
| Alakazam | 65 | Psychic | Psi |
| Altaria | 334 | Dragon/Flying | Humming |
| Ampharos | 181 | Electric | Light |
| Anorith | 347 | Rock/Bug | Old Shrimp |
| Arbok | 24 | Poison | Cobra |
| Arcanine | 59 | Fire | Legendary |
| Ariados | 168 | Bug/Poison | Long Leg |
| Armaldo | 348 | Rock/Bug | Plate |
| Aron | 304 | Steel/Rock | Iron Armor |
| Articuno | 144 | Ice/Flying | Freeze |
| Azumarill | 184 | Water | Aqua Rabbit |
| Azurill | 298 | Normal | Polka Dot |
| Bagon | 371 | Dragon | Rock Head |
| Baltoy | 343 | Ground/Psychic | Clay Doll |
| Banette | 354 | Ghost | Marionette |
| Barboach | 339 | Water/Ground | Whiskers |
| Bayleef | 153 | Grass | Leaf |
| Beautifly | 267 | Bug/Flying | Butterfly |
| Beedrill | 15 | Bug/Poison | Poison Bee |
| Beldum | 374 | Steel/Psychic | Iron Ball |
| Bellossom | 182 | Grass | Flower |
| Bellsprout | 69 | Grass/Poison | Flower |
| Blastoise | 9 | Water | Shellfish |
| Blaziken | 257 | Fire/Fighting | Blaze |
| Blissey | 242 | Normal | Happiness |
| Breloom | 286 | Grass/Psychic | Mushroom |
| Bulbasaur | 1 | Grass/Poison | Seed |
| Butterfree | 12 | Bug/Flying | Butterfly |

| Cacnea | 331 | Grass | Cactus |
|-------------------------|------------|--------------------------|-----------------------|
| Cacturne | 332 | Grass/Dark | Scarecrow |
| Camerupt | 323 | Fire/Ground | Eruption |
| Carvanha | 318 | Water/Dark | Savage |
| Cascoon | 268 | Bug | Cocoon |
| Castform | 351 | Normal | Weather |
| Caterpie | 10 | Bug | Worm |
| Celebi | 251 | Psychic/Grass | Time Travel |
| Chansey | 113 | Normal | Egg |
| Charizard | 6 | Fire/Flying | Flame |
| Charmander | 4 | Fire | Lizard |
| Charmeleon | 5 | Fire | Flame |
| Chikorita | 152 | Grass | Leaf |
| Chimecho | 358 | Psychic | Wind Chime |
| Chinchou | 170 | Water/Electric | Angler |
| Clamperl | 366 | Water | Bivalve |
| Claydol | 344 | Ground/Psychic | Clay Doll |
| Clefable | 36 | Normal | Fairy |
| Clefairy | 35 | Normal | Fairy |
| Cleffa | 173 | Normal | Star Shape |
| Cloyster | 91 | Water/Ice | Bivalve |
| Combusken | 256 | Fire/Fighting | Young Fowl |
| Corphish | 341 | Water | Ruffian |
| Corsola | 222 | Water/Rock | Coral |
| Cradily | 346 | Rock/Grass | Barnacle |
| Crawdaunt | 342 | Water/Dark | Rogue |
| Crobat | 169 | Poison/Flying | Bat |
| Croconaw | 159 | Water | Big Jaw |
| Cubone | 104 | Ground | Lonely |
| Cyndaquil | 155 | Fire | Fire Mouse |
| Delcatty | 301 | Normal | Prim |
| Delibird | 225 | Ice/Flying | Delivery |
| Deoxys | 386 | Psychic | DNA |
| Dewgong | 87 | Water/Ice | Sea Lion |
| Diglett | 50 | Ground | Mole |
| Ditto | 132 | Normal | Transform |
| Dodrio | 85 | Normal/Flying | Triple Bird |
| Doduo | 84 | Normal/Flying | Twin Bird |
| Donphan | 232 | Ground | Armor |
| Dragonair | 148 | Dragon | Dragon |
| Dragonite | 149 | Dragon/Flying | Dragon |
| Dratini | 147 | Dragon | Dragon |
| Drowzee | 96 | Psychic | Hypnosis |
| Dugtrio | 51 | Ground | Mole |
| Dunsparce | 206 | Normal | Land Snake |
| Dusclops | 356 | Ghost | Beckon |
| Duskull | 355 | Ghost | Requiem |
| Dustox | 269 | Bug/Poison | Poison Moth |
| Eevee | 133 | Normal | Evolution |
| Ekans | 23 | Poison | Snake |
| Electabuzz Electrike | 125 | Electric Electric | Electric |
| | 309 | | Lightning |
| Electrode Elekid | 101 | Electric Electric | Ball Electric |
| | 239 | | |
| Entei | 244 | Fire | Volcano |
| Espeon | 196 102 | Psychic Crass/Psychic | Sun |
| Exeggcute | 102 | Grass/Psychic | Egg |
| Exeggutor | 103 295 | Grass/Psychic Normal | Coconut Loud Voice |
| Exploud Farfetch'd | | | |
| rarrencu.a | 83 | Normal/Flying | Wild Duck |

| Fearow | 22 | Normal/Flying | Beak |
|----------------------|------------|---------------------------|-------------------------|
| Feebas | 349 | Water | Fish |
| Feraligatr | 160 | Water | Big Jaw |
| Flaaffy | 180 | Electric | Wool |
| Flareon | 136 | Fire | Flame |
| Flygon | 330 | Ground/Dragon | Mystic |
| Forretress | 205 | Bug/Steel | Bagworm |
| Furret | 162 | Normal | Long Body |
| Gardevoir | 282 | Psychic | Embrace |
| Gastly | 92 | Ghost/Poison | Gas |
| Gengar | 94 | Ghost/Poison | Shadow |
| Geodude | 74 | Rock/Ground | Rock |
| Girafarig | 203 | Normal/Psychic | Long Neck |
| Glalie | 362 | Ice | Face |
| Gligar | 207 | Ground/Flying | Flyscorpion |
| Gloom | 44 | Grass/Poison | Weed |
| Golbat | 42 | Poison/Flying | Bat |
| Goldeen | 118 | Water | Goldfish |
| Golduck | 55 | Water | Duck |
| Golem | 76 | Rock/Ground | Megaton |
| Gorebyss | 368 | Water | South Sea |
| Granbull | 210 | Normal | Fairy |
| Graveler | 75 | Rock/Ground | Rock |
| Grimer | 88 | Poison | Sludge Continent |
| Groudon | 383 | Ground Grass | Wood Gecko |
| Grovyle Growlithe | 253 58 | Fire | |
| Grumpig | 326 | Psychic | Puppy Manipulate |
| Gulpin | 316 | Poison | Stomach |
| Gyarados | 130 | Water/Flying | Atrocious |
| Hariyama | 297 | Fighting | Arm Thrust |
| Haunter | 93 | Ghost/Poison | Gas |
| Heracross | 214 | Bug/Fighting | Single Horn |
| Hitmonchan | 107 | Fighting | Punching |
| Hitmonlee | 106 | Fighting | Kicking |
| Hitmontop | 237 | Fighting | Handstand |
| Ho-Oh | 250 | Fire/Flying | Rainbow |
| Hoothoot | 163 | Normal/Flying | Owl |
| Hoppip | 187 | Grass/Flying | Cottonweed |
| Horsea | 116 | Water | Dragon |
| Houndoom | 229 | Dark/Fire | Dark |
| Houndour | 228 | Dark/Fire | Dark |
| Huntail | 367 | Water | Deep Sea |
| Нурпо | 97 | Psychic | Hypnosis |
| Igglybuff | 174 | Normal | Balloon |
| Illumise | 314 | Bug | Firefly |
| Ivysaur | 2 | Grass/Poison | Seed |
| Jigglypuff | 39 | Normal | Balloon |
| Jirachi Jolteon | 385 | Steel/Psychic Electric | Wish |
| Jumpluff | 135 189 | Grass/Flying | Lightning Cottonweed |
| Jynx | 124 | Ice/Psychic | Human Shape |
| Kabuto | 124 | Rock/Water | Shellfish |
| Kabutops | 140 | Rock/Water | Shellfish |
| Kadabra | 64 | Psychic | Psi |
| Kakuna | 14 | Bug/Poison | Cocoon |
| Kangaskhan | 115 | Normal | Parent |
| Kecleon | 352 | Normal | Color Swap |
| Kingdra | 230 | Water/Dragon | Dragon |
| Kingler | 99 | Water | Pincer |
| | | | |

| Kirlia | 281 | Psychic | Emotion |
|---------------------|------------|--------------------|-------------------------|
| Koffing | 109 | Poison | Poison Gas |
| Krabby | 98 | Water | River Crab |
| Kyogre | 382 | Water | Sea Basin |
| Lairon | 305 | Steel/Rock | Iron Armor |
| Lanturn | 171 | Water/Electric | Light |
| Lapras | 131 | Water/Ice | Transport |
| Larvitar | 246 | Rock/Ground | Rock Skin |
| Latias | 380 | Dragon/Psychic | Eon |
| Latios | 381 | Dragon/Psychic | Eon |
| Ledian | 166 | Bug/Flying | Five Star |
| Ledyba | 165 | Bug/Flying | Five Star |
| Lickitung | 108 | Normal | Licking |
| Lileep | 345 | Rock/Grass | Sea Lily |
| Linoone | 264 | Normal | Rushing |
| Lombre | 271 | Water/Grass | Jolly |
| Lotad | 270 | Water/Grass | Water Weed |
| Loudred | 294 | Normal | Big Voice |
| Ludicolo | 272 | Water/Grass | Carefree |
| Lugia | 249 | Psychic/Flying | Diving |
| Lunatone | 337 | Rock/Psychic | Meteorite |
| Luvdisc | 370 | Water | Rendezvous |
| Machamp | 68 | Fighting | Superpower |
| Machoke | 67 66 | Fighting | Superpower |
| Machop Magby | 240 | Fighting Fire | Superpower Live Coal |
| Magby Magcargo | 240 | Fire/Rock | Live coar Lava |
| Magikarp | 129 | Water | Fish |
| Magmar | 125 | Fire | Spitfire |
| Magnemite | 81 | Electric/Steel | Magnet |
| Magneton | 82 | Electric/Steel | Magnet |
| Makuhita | 296 | Fighting | Guts |
| Manectric | 310 | Electric | Discharge |
| Mankey | 56 | Fighting | Pig Monkey |
| Mantine | 226 | Water/Flying | Kite |
| Mareep | 179 | Electric | Wool |
| Marill | 183 | Water | Aqua Mouse |
| Marowak | 105 | Ground | Bone Keeper |
| Marshtomp | 259 | Water/Ground | Mud Fish |
| Masquerain | 284 | Bug/Flying | Eyeball |
| Mawile | 303 | Steel | Deceiver |
| Medicham | 308 | Fighting/Psychic | Meditate |
| Meditite | 307 | Fighting/Psychic | Meditate |
| Meganium | 154 | Grass | Herb |
| Meowth | 52 | Normal | Scratch Cat |
| Metagross | 376 | Steel/Psychic | Iron Leg |
| Metang | 375 | Steel/Psychic | Iron Claw |
| Metapod | 11 | Bug | Cocoon |
| Mew Mewtwo | 151 150 | Psychic Psychic | New Species Genetic |
| Mewtwo Mightyena | 262 | Dark | Bite |
| Milotic | 350 | Water | Tender |
| Miltank | 241 | Normal | Milk Cow |
| Minun | 312 | Electric | Cheering |
| Misdreavus | 200 | Ghost | Screech |
| Moltres | 146 | Fire/Flying | Flame |
| Mr. Mime | 122 | Psychic | Barrier |
| Mudkip | 258 | Water | Mud Fish |
| Muk | 89 | Poison | Sludge |
| Murkrow | 198 | Dark/Flying | Darkness |
| | | | |

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|-----------------------|-----------|---------------------------------|--------------------------|
| Natu | 177 | Psychic/Flying Poison/Ground | Tiny Bird Drill |
| Nidoking | 34 31 | Poison/Ground Poison/Ground | Drill Drill |
| Nidoqueen Nidoran? | 31 29 | Poison/Ground Poison | Driii Poison Pin |
| Nidoran? | 32 | Poison | Poison Pin |
| Nidorina | 32 30 | Poison | Poison Pin Poison Pin |
| Nidorino | 33 | Poison | Poison Pin Poison Pin |
| Nincada | 290 | | Trainee |
| Ninetales | 290 38 | Bug/Ground Fire | Fox |
| Ninjask | 30 291 | | FOX Ninja |
| Noctowl | 164 | Bug/Flying Normal/Flying | Owl |
| | 299 | Rock | - |
| Nosepass Numel | 322 | Fire/Ground | Compass Numb |
| Nuzleaf | 274 | Grass/Dark | Wily |
| Octillery | 274 | Water | Jet |
| Oddish | 43 | Grass/Poison | Weed |
| Omanyte | 138 | Rock/Water | Spiral |
| Omastar | 139 | Rock/Water | Spiral |
| Onix | 95 | Rock/Ground | Rock Snake |
| Paras | 46 | Bug/Grass | Mushroom |
| Parasect | 47 | Bug/Grass | Mushroom |
| Pelipper | 279 | Water/Flying | Water Bird |
| Persian | 53 | Normal | Classy Cat |
| Phanpy | 231 | Ground | Long Nose |
| Pichu | 172 | Electric | Tiny Mouse |
| Pidgeot | 18 | Normal/Flying | Bird |
| Pidgeotto | 17 | Normal/Flying | Bird |
| Pidgey | 16 | Normal/Flying | Tiny Bird |
| Pikachu | 25 | Electric | Mouse |
| Piloswine | 221 | Ice/Ground | Swine |
| Pineco | 204 | Bug | Bagworm |
| Pinsir | 127 | Bug | Stagbeetle |
| Plusle | 311 | Electric | Cheering |
| Politoed | 186 | Water | Frog |
| Poliwag | 60 | Water | Tadpole |
| Poliwhirl | 61 | Water | Tadpole |
| Poliwrath | 62 | Water/Fighting | Tadpole |
| Ponyta | 77 | Fire | Fire Horse |
| Poochyena | 261 | Dark | Bite |
| Porygon | 137 | Normal | Virtual |
| Porygon2 | 233 | Normal | Virtual |
| Primeape | 57 | Fighting | Pig Monkey |
| Psyduck | 54 | Water | Duck |
| Pupitar | 247 | Rock/Ground | Hard Shell |
| Quagsire | 195 | Water/Ground | Water Fish |
| Quilava | 156 | Fire | Volcano |
| Qwilfish | 211 | Water/Poison | Balloon |
| Raichu Raikou | 26 243 | Electric Electric | Mouse Thunder |
| Ralts | 243 | Psychic | Feeling |
| Rapidash | 78 | Fire | Fire Horse |
| Raticate | 20 | Normal | Mouse |
| Rattata | 19 | Normal | Mouse |
| Rayquaza | 384 | Dragon/Flying | Sky High |
| Regice | 378 | Ice | Iceberg |
| Regirock | 377 | Rock | Rock Peak |
| Registeel | 379 | Steel | Iron |
| Relicanth | 369 | Water/Rock | Longevity |
| Remoraid | 223 | Water | Jet |
| Rhydon | 112 | Ground/Rock | Drill |
| | | | |

| Rhyhorn | 111 | Ground/Rock | Spikes |
|-------------------|------------|------------------|----------------|
| Roselia | 315 | Grass/Poison | Thorn |
| Sableye | 302 | Dark/Ghost | Darkness |
| Salamence | 373 | Dragon/Flying | Dragon |
| Sandshrew | 27 | Ground | Mouse |
| Sandslash | 28 | Ground | Mouse |
| Sceptile | 254 | Grass | Forest |
| Scizor | 212 | Bug/Steel | Pincer |
| Scyther | 123 | Bug/Flying | Mantis |
| Seadra | 117 | Water | Dragon |
| Seaking | 119 | Water | Goldfish |
| Sealeo | 364 | Ice/Water | Ball Roll |
| Seedot | 273 | Grass | Acorn |
| Seel | 86 | Water | Sea Lion |
| Sentret | 161 | Normal | Scout |
| Seviper | 336 | Poison | Fang Snake |
| Sharpedo | 319 | Water/Dark | Brutal |
| Shedinja | 292 | Bug/Ghost | Shed |
| Shelgon | 372 | Dragon | Endurance |
| Shellder | 90 | Water | Bivalve |
| Shiftry | 275 | Grass/Dark | Wicked |
| Shroomish | 285 | Grass | Mushroom |
| Shuckle | 213 | Bug/Rock | Mold |
| Shuppet | 353 | Ghost | Puppet |
| Silcoon | 266 | Bug | Cocoon |
| Skarmory | 227 | Steel/Flying | Armor Bird |
| Skiploom | 188 300 | Grass/Flying | Cottonweed |
| Skitty Slaking | 289 | Normal Normal | Kitten Lazy |
| Slakoth | 289 | Normal | Slacker |
| Slowbro | 80 | Water/Psychic | Hermit Crab |
| Slowking | 199 | Water/Psychic | Royal |
| Slowpoke | 79 | Water/Psychic | Dopey |
| Slugma | 218 | Fire | Lava |
| Smeargle | 235 | Normal | Painter |
| Smoochum | 238 | Ice/Psychic | Kiss |
| Sneasel | 215 | Dark/Ice | Sharp Claw |
| Snorlax | 143 | Normal | Sleeping |
| Snorunt | 361 | Ice | Snow Hat |
| Snubbull | 209 | Normal | Fairy |
| Solrock | 338 | Rock/Psychic | Meteorite |
| Spearow | 21 | Normal/Flying | Tiny Bird |
| Spheal | 363 | Ice/Water | Clap |
| Spinarak | 167 | Bug/Poison | String Spit |
| Spinda | 327 | Normal | Spot Panda |
| Spoink | 325 | Psychic | Bounce |
| Squirtle | 7 | Water | Tiny Turtle |
| Stantler | 234 | Normal | Big Horn |
| Starmie | 121 | Water/Psychic | Mysterious |
| Staryu | 120 | Water | Star Shape |
| Steelix | 208 | Steel/Ground | Iron Snake |
| Sudowoodo | 185 | Rock | Imitation |
| Suicune | 245 | Water | Aurora |
| Sunflora | 192 | Grass | Sun |
| Sunkern | 191 | Grass | Seed |
| Surskit | 283 | Bug/Water | Pond Skater |
| Swablu | 333 | Normal/Flying | Cotton Bird |
| Swalot | 317 | Poison | Poison Bag |
| Swampert | 260 | Water/Ground | Mud Fish |
| Swellow | 277 | Normal/Flying | Swallow |
| | | | |

| Swinub | 220 | Ice/Ground | Pig |
|-----------------------|-----------|-----------------|---------------------------|
| Taillow | 276 | Normal/Flying | Tiny Swallow |
| Tangela | 114 | Grass | Vine |
| Tauros | 128 | Normal | Wild Bull |
| Teddiursa | 216 | Normal | Little Bear |
| Tentacool | 72 | Water/Poison | Jellyfish |
| Tentacruel | 73 | Water/Poison | Jellyfish |
| Togepi | 175 | Normal | Spike Ball |
| Togetic | 176 | Normal/Flying | Happiness |
| Torchic | 255 | Fire | Chick |
| Torkoal | 324 | Fire | Coal |
| Totodile | 158 | Water | Big Jaw |
| Trapinch | 328 | Ground | Ant Pit |
| Treecko | 252 | Grass | Wood Gecko |
| Tropius | 357 | Grass/Flying | Fruit |
| Typhlosion | 157 | Fire | Volcano |
| Tyranitar | 248 | Rock/Dark | Armor |
| Tyrogue | 236 | Fighting | Scuffle |
| Umbreon | 197 | Dark | Moonlight |
| Unown | 201 | Psychic | Symbol |
| Ursaring | 217 | Normal | Hibernator |
| Vaporeon | 134 | Water | Bubble Jet |
| Venomoth | 49 | Bug/Poison | Poison Moth |
| Venonat | 49 | Bug/Poison | Insect |
| Venusaur | 3 | Grass/Poison | Seed |
| Vibrava | 329 | Ground/Dragon | Vibration |
| Victreebel | 329 71 | Grass/Poison | |
| | 288 | Normal | Flycatcher Wild Monkey |
| Vigoroth Vileplume | 200 45 | Grass/Poison | Flower |
| Vilepiume Volbeat | 45 313 | , | Firefly |
| Voltorb | | Bug Electric | Ball |
| | 100 37 | Fire | Fox |
| Vulpix | 320 | | - |
| Wailmer | | Water | Ball Whale |
| Wailord | 321 | Water | Float Whale |
| Walrein | 365 | Ice/Water | Ice Break |
| Wartortle | 8 | Water | Turtle |
| Weedle | 13 | Bug/Poison | Hairy Bug |
| Weepinbell | 70 | Grass/Poison | Flycatcher |
| Weezing | 110 | Poison | Poison Gas |
| Whiscash | 340 | Water/Ground | Whiskers |
| Whismur | 293 | Normal | Whisper |
| Wigglytuff | 40 | Normal | Balloon |
| Wingull | 278 | Water/Flying | Seagull |
| Wobbuffet | 202 | Psychic | Patient |
| Wooper | 194 | Water/Ground | Water Fish |
| Wurmple | 265 | Bug | Worm |
| Wynaut | 360 | Psychic | Bright |
| Xatu | 178 | Psychic/Flying | Mystic |
| Yanma | 193 | Bug/Flying | Clear Wing |
| Zangoose | 335 | Normal | Cat Ferret |
| Zapdos | 145 | Electric/Flying | Electric |
| Zigzagoon | 263 | Normal | Tiny Racoon |
| Zubat | 41 | Poison/Flying | Bat |

7-Item List

NORMAL ITEMS

NAME LOCATION Gateon Port, from Acri, after Bonsly flees Amulet Coin the S.S. Libra (say "Yes" to all of Acri's questions) Antidote Gateon, Agate, Phenac PokéMarts/Pokémon HQ Lab/Clear Battle CD 04 Awakening Gateon, Agate, Phenac PokéMarts/Gateon Port Lighthouse/Clear Battle CD 30 Big Mushroom Big Pearl _ Black Belt Shadow Hitmonlee Black Flute BlackGlasses Shadow Carvanha Blue Flute Blue Scarf _ Blue Shard BrightPowder Realgam Tower PokéMart Burn Heal Gateon, Agate, Phenac PokéMarts/Relic Shrine/ Clear Battle CD 19 Calcium Phenac PokéMart Phenac PokéMart Carbos Shadow Numel Charcoal Choice Band Realgam Tower PokéMart Cleanse Tag DeepSeaScale DeepSeaTooth Dire Hit Pyrite PokéMart Dragon Fang Shadow Altaria Dragon Scale Elixir Cipher Key Lair/Citadark Isle/ Clear Battle CD 29 Energy Root Gateon Port Herb Shop EnergyPowder Escape Rope Agate Village/Cipher Key Lair/Pyrite Town Ether Everstone Excite Scent Agate PokéMart Phenac City, from Mayor Trest, after Exp. Share Snattle is defeated Fire Stone Gateon Port Sailor/S.S. Libra Fluffy Tail Pyrite Town Hotel Focus Band Fresh Water Pyrite Vending Machine Full Heal All PokéMarts/Mt. Battle/Cipher Key Lair/ Snagem Hideout/Citadark Isle Full Restore Gateon PokéMart/Cipher Key Lair/Citadark Isle Green Scarf Green Shard Guard Spec. Pyrite PokéMart/Clear Battle CD 18 Hard Stone Shadow Lunatone Heal Powder Gateon Port Herb Shop Heart Scale _ HP Up Phenac PokéMart/Pyrite Town/Cipher Key Lair Gateon, Phenac, Realgam, Outskirt Stand Hyper Potion PokéMarts/Pyrite Town/Phenac City/Snagem Hideout/Cipher Key Lair/Citadark Isle Ice Heal Gateon/Agate/Phenac PokéMarts

Iron Phenac PokéMart/S.S. Libra Joy Scent Agate PokéMart King's Rock Realgam Tower PokéMart Lava Cookie Lax Incense Leaf Stone Cipher Lab S.S. Libra after Bonsly flees/Shadow Snorlax Leftovers Lemonade Pyrite Vending Machine Light Ball Lucky Egg Agate Village, from Beluh, after defeating Round 1 of Orre Colosseum and removing all translators from overworld Pokémon Lucky Punch Shadow Chansey Macho Brace Clear Mt. Battle Area 1 Magnet Shadow Voltorb Citadark Isle/Clear Battle Bingo S.S. Libra/Citadark Isle/Clear Battle Bingo Max Elixir Max Ether Max Potion Gateon PokéMart/Citadark Isle Max Repel Max Revive Cipher Key Lair/Citadark Isle/ Clear Battle CD's 47 and 48 Mental Herb Clear Battle CD 23/Realgam Tower PokéMart Metal Coat Shadow Magneton Metal Powder Miracle Seed Shadow Tangela MooMoo Milk Pyrite Vending Machine Moon Stone Shadow Seel Mystic Water NeverMeltIce Shadow Swinub Clear Battle CD's 33 and 34 Nugget Gateon, Agate, Phenac PokéMarts/Gateon Port Parlyz Heal Lighthouse/Pyrite Hotel Pearl _ Pink Scarf Poison Barb Shadow Beedrill Poké Doll Poké Snack All PokéMarts/Receive from Duking Potion Gateon and Agate PokéMarts PP Max Citadark Isle PP Up Phenac Stadium/S.S. Libra/Snagem Hideout/ Cipher Key Lair/Citadark Isle Phenac PokéMart/Realgam Tower Protein Ouick Claw Realgam Tower PokéMart Rare Candy Kaminko's House/Snagem Hideout/Cipher Key Lair/ Citadark Isle Red Flute Red Scarf Red Shard Repel Revival Herb Gateon Port Herb Shop Revive All PokéMarts (except Agate)/Cipher Lab/ Pyrite Town/ONBS/Snagem Hideout/Cipher Key Lair/Citadark Isle Sacred Ash Scope Lens Realgam Tower PokéMart Sea Incense Sharp Beak Shadow Spearow Shell Bell Realgam Tower PokéMart Shoal Salt Shoal Shell

Silk Scarf Shadow Zangoose SilverPowder Shadow Venomoth Smoke Ball Soda Pop Pyrite Vending Machine Soft Sand Shadow Dugtrio Soothe Bell ONBS, after taking Kandee to her mother Soul Dew Spell Tag Shadow Banette Star Piece Stardust Stick Shadow Farfetch'd Sun Stone Super Potion All PokéMarts (except Realgam Tower)/Gateon Port/Agate Village/Cipher Lab/Cipher Key Lair Super Repel Thick Club Shadow Marowak ThunderStone Gateon Port Sailor TinyMushroom _ TwistedSpoon Shadow Ralts Up-Grade _ Vivid Scent Agate PokéMart Water Stone Gateon Port Sailor/Phenac Stadium White Flute _ White Herb Citadark Isle/Clear Battle CD 25 X Accuracy Pyrite PokéMart Pyrite PokéMart X Attack Pyrite PokéMart Pyrite PokéMart X Defend X Special X Speed Pyrite PokéMart S.S. Libra Yellow Flute Yellow Scarf Yellow Shard Zinc Phenac PokéMart _____ POKÉBALLS -----NAME LOCATION Dive Ball Great Ball Gateon, Agate, Phenac PokéMarts/Pyrite Town/ Clear Battle CD's 03 and 07 Luxury Ball S.S. Libra Pokémon HQ Lab Outskirt Stand PokéMart Outskirt Stand PokéMart Gateon, Agate, Phenac PokéMarts Master Ball Nest Ball Net Ball Poké Ball Pokémon HQ Lab/Gateon Port/Agate Village Premier Ball Purchase 10 Poké Balls Repeat Ball Outskirt Stand PokéMart/Clear Battle CD's Timer Ball 27 and 28 Ultra Ball Gateon, Phenac, Outskirt Stand PokéMarts/ Realgam Tower/Phenac City/Snagem Hideout/ Citadark Isle/Clear Battle CD's 13, 26, and 30 _____ TM'S _____

| TM# | Name | Туре | PP | Power | Acc. |
|-------|--------------------|-----------|--------------|---------|-------|
| TM01 | Focus Punch | Fighting | 20 | 150 | 100 |
| TM02 | Dragon Claw | Draqon | 15 | 80 | 100 |
| | Water Pulse | Water | 20 | 60 | 100 |
| | Calm Mind | Psychic | 20 | _ | _ |
| | Roar | Normal | 20 | _ | 100 |
| | | | | _ | |
| | Toxic | Poison | 10 | - | 80 |
| | Hail | Ice | 10 | - | - |
| | Bulk Up | Fighting | 20 | - | - |
| гм09 | Bullet Seed | Grass | 30 | 10 | 100 |
| CM10 | Hidden Power | Normal | 15 | - | 100 |
| CM11 | Sunny Day | Fire | 5 | - | 100 |
| ГМ12 | Taunt | Dark | 20 | - | 100 |
| гм13 | Ice Beam | Ice | 10 | 95 | 100 |
| гм14 | Blizzard | Ice | 5 | 120 | 85 |
| | Hyper Beam | Normal | 5 | 150 | 90 |
| | Light Screen | Psychic | 30 | - | - |
| | 2 | - | | _ | _ |
| | Protect | Normal | 10 | - | - |
| | Rain Dance | Water | 5 | - | - |
| | Giga Drain | Grass | 5 | 60 | 100 |
| гм20 | Safeguard | Normal | 25 | - | - |
| гм21 | Frustration | Normal | 20 | - | 100 |
| гм22 | SolarBeam | Grass | 10 | 120 | 100 |
| гм2 3 | Iron Tail | Steel | 15 | 100 | 75 |
| гм24 | Thunderbolt | Electric | 15 | 95 | 100 |
| | Thunder | Electric | 10 | 120 | 70 |
| - | Earthquake | Ground | 10 | 100 | 100 |
| | | | | | |
| | Return | Normal | 20 | - | 100 |
| ГМ28 | - | Ground | 10 | 60 | 100 |
| | Psychic | Psychic | 10 | 90 | 100 |
| гм30 | Shadow Ball | Ghost | 15 | 80 | 100 |
| гм31 | Brick Break | Fighting | 15 | 75 | 100 |
| гм32 | Double Team | Normal | 15 | - | - |
| гмзз | Reflect | Psychic | 20 | - | - |
| гм34 | Shock Wave | Electric | 20 | 60 | _ |
| гм35 | Flamethrower | Fire | 15 | 95 | 100 |
| | Sludge Bomb | | | 90 | 100 |
| | Sandstorm | | | | _ |
| | | | | | |
| | Fire Blast | | 5 | | |
| | | Rock | 10 | | 80 |
| CM40 | Aerial Ace | Flying | 20 | 60 | - |
| M41 | Torment | Dark | 15 | - | 100 |
| M42 | Façade | Normal | 20 | 70 | 100 |
| гм43 | Secret Power | Normal | 20 | 70 | 100 |
| | | Psychic | | _ | _ |
| | | Normal | | _ | |
| | | | 10 | | |
| | Steel Wing | | 25 | | |
| | | | | | |
| | Skill Swap | | | - | 100 |
| | | | 10 | | |
| M50 | Overheat | Fire | 5 | 140 | 90 |
| You | cannot get HM's in | the game, | so I did not | include | them. |
| BERRI | IES | | | | |
| | | | | | |
| AME | EFFECT | | | | |
| | | | | | |

| Cheri Berry | Cures PRZ |
|----------------------------|-------------------------------------|
| Chesto Berry | Cures SLP |
| Pecha Berry | Cures PSN |
| Rawst Berry | Cures BRN |
| Aspear Berry | Cures FRZ |
| Leppa Berry | Restores 10 PP |
| Oran Berry | Restores 10 HP |
| Persim Berry | Cures Confusion |
| - | Cures any status |
| Sitrus Berry | Restores 30 HP |
| Figy Berry | Restores 12.5% HP |
| Wiki Berry | |
| | Restores 12.5% HP |
| | Restores 12.5% HP |
| Iapapa Berry | Restores 12.5% HP |
| Razz Berry | - |
| Bluk Berry | - |
| Nanab Berry | - |
| Wepear Berry | - |
| Pinap Berry | - |
| Pomeg Berry | - |
| Kelpsy Berry | |
| Qualot Berry | - |
| Hondew Berry | - |
| Grepa Berry | - |
| Tamato Berry | - |
| Cornn Berry | - |
| Magost Berry | - |
| Rabuta Berry | - |
| Nomel Berry | - |
| Spelon Berry | |
| Pamtre Berry | |
| Watmel Berry | |
| Durin Berry Belue Berry | |
| _ | - Raises ATK when when weak |
| | Raises DEF when when weak |
| - | Raises SPD when when weak |
| - | Raises SP.ATK when weak |
| | Raises SP.DEF when weak |
| | Raises critical-hit ratio when weak |
| = | Raises a random stat when weak |
| Enigma Berry | |
| Enigma Delly | |
| | |
| KEY ITEMS | |
| | |
| NAME | LOCATION |
| TALT.IT. | |
| Bonsly Card | ONBS, catch Bonsly at a Poké Spot |

Bonsly CardONBS, catch Bonsly at a Poké SpotBonsly PhotoRealgam TowerCologne CaseAgate VillageCry AnalyzerKaminko's HouseData RomCipher LabDisc CasePhenac CityElevator KeyPhenac Stadium, after defeating SnattleGonzap's KeySnagem Hideout, after defeating GonzapID CardCipher Lab

| Krane Memo 1 | Pokémon HQ Lab |
|--------------|--|
| Krane Memo 2 | Pokémon HQ Lab |
| Krane Memo 3 | Pokémon HQ Lab |
| Krane Memo 4 | Pokémon HQ Lab |
| Krane Memo 5 | Pokémon HQ Lab |
| Machine Part | Gateon Port |
| Mayor's Note | Phenac City Mayor's House |
| Moon Shard | Gateon Port Sailor |
| Miror Radar | Cave Poké Spot, after defeating Miror B. |
| Music Disc | Phenac City |
| Sun Shard | Gateon Port Sailor |
| System Lever | Cipher Key Lair |
| Voice Case 1 | Kaminko's House |
| Voice Case 2 | Kaminko's House |
| Voice Case 3 | Kaminko's House |
| Voice Case 4 | Kaminko's House |
| Voice Case 5 | Kaminko's House |

8-Attacks

| ATTACK | TYPE | PP | POWER | ACCURACY |
|--------------|----------|----|-------|----------|
| Absorb | Grass | 25 | 20 | 100% |
| Acid | Poison | 30 | 40 | 100% |
| Acid Armor | Poison | 40 | _ | _ |
| Aerial Ace | Flying | 20 | 60 | _ |
| Aeroblast | Flying | 5 | 100 | 95% |
| Agility | Psychic | 30 | _ | _ |
| Air Cutter | Flying | 25 | 55 | 95% |
| Amnesia | Psychic | 20 | _ | _ |
| AncientPower | Rock | 5 | 60 | 100% |
| Arm Thrust | Fighting | 20 | 15 | 100% |
| Aromatherapy | Grass | 5 | — | _ |
| Assist | Normal | 20 | _ | 100% |
| Astonish | Ghost | 15 | 30 | 100% |
| Attract | Normal | 15 | — | 100% |
| Aurora Beam | Ice | 20 | 65 | 100% |
| Barrage | Normal | 20 | 15 | 85% |
| Barrier | Psychic | 30 | — | _ |
| Baton Pass | Normal | 40 | - | _ |
| Beat Up | Dark | 10 | - | 100% |
| Belly Drum | Normal | 10 | - | _ |
| Bide | Normal | 10 | - | 100% |
| Bind | Normal | 20 | 15 | 85% |
| Bite | Dark | 25 | 60 | 100% |
| Blast Burn | Fire | 5 | 150 | 90% |
| Blaze Kick | Fire | 10 | 85 | 90% |
| Blizzard | Ice | 5 | 120 | 70% |
| Block | Normal | 5 | _ | 100% |
| Body Slam | Normal | 15 | 85 | 100% |
| Bone Club | Ground | 20 | 65 | 85% |
| Bone Rush | Ground | 10 | 25 | 90% |
| Bonemerang | Ground | 10 | 50 | 90% |
| Bounce | Flying | 5 | 85 | 85% |
| Brick Break | Fighting | 15 | 75 | 100% |
| Bubble | Water | 30 | 20 | 100% |
| BubbleBeam | Water | 20 | 65 | 100% |
| Bulk Up | Fighting | 20 | _ | _ |
| | | | | |

| Bullet Seed | Grass | 30 | 25 | 100% |
|----------------------------|--------------------|----------|-----------|--------------|
| Calm Mind | Psychic | 20 | _ | _ |
| Camouflage | Normal | 20 | - | 100% |
| Charge | Electric | 20 | — | 100% |
| Charm | Normal | 20 | _ | 100% |
| Clamp | Water | 10 | 35 | 85% |
| Comet Punch | Normal | 15 | 18 | 85% |
| Confuse Ray | Ghost | 10 | _ | 100% |
| Confusion | Psychic | 25 | 50 | 100% |
| Constrict | Normal | 35 | 10 | 100% |
| Conversion | Normal | 30 | — | - |
| Conversion 2 | Normal | 30 | — | 100% |
| Cosmic Power | Psychic | 20 | _ | _ |
| Cotton Spore | Grass | 40 | _ | 100% |
| Counter | Fighting | 20 | _ | 100% |
| Covet | Normal | 40 | 60 | 100% |
| Crabhammer | Water | 10 | 90 | 90% |
| Cross Chop | Fighting | 5 | 100 | 80% |
| Crunch | Dark | 15 | 80 | 100% |
| Crush Claw | Normal | 10 | 75 | 95% |
| Curse | · · · · | 10 | — | - |
| Cut | Normal | 30 | 50 | 95% |
| Defense Curl | Normal | 40 | _ | _ |
| Destiny Bond | Ghost | 5 | _ | _ |
| Detect | Fighting | 5 | _ | _ |
| Dig | Ground | 10 | 80 | 100% |
| Disable | Normal | 20 | _ | 100% |
| Dive | Water | 10 | 80 | 100% |
| Dizzy Punch | Normal | 10 | 70 | 100% |
| Doom Desire Double Kick | Steel | 5 | 140 30 | 100응 100응 |
| Double Team | Fighting Normal | 30 15 | 30 | 1003 |
| Double-Edge | Normal | 15 | 120 | 100% |
| DoubleSlap | Normal | 10 | 15 | 85% |
| Dragon Claw | Dragon | 15 | 80 | 100% |
| Dragon Dance | Dragon | 20 | _ | _ |
| Dragon Rage | Dragon | 10 | * | 100% |
| DragonBreath | Dragon | 20 | 60 | 100% |
| Dream Eater | Psychic | 15 | 100 | 100% |
| Drill Peck | Flying | 20 | 80 | 100% |
| DynamicPunch | Fighting | 5 | 100 | 50% |
| Earthquake | Ground | 10 | 100 | 100% |
| Egg Bomb | Normal | 10 | 100 | 75% |
| Ember | Fire | 25 | 40 | 100% |
| Encore | Normal | 5 | _ | 100% |
| Endeavor | Normal | 5 | _ | 100% |
| Endure | Normal | 10 | _ | _ |
| Eruption | Fire | 5 | _ | 100% |
| Explosion | Normal | 5 | 250 | 100% |
| Extrasensory | Psychic | 30 | 80 | 100% |
| ExtremeSpeed | Normal | 5 | 80 | 100% |
| Façade | Normal | 20 | 70 | 100% |
| Faint Attack | Dark | 20 | 60 | _ |
| Fake Out | Normal | 10 | 40 | 100% |
| Fake Tears | Dark | 20 | - | 100% |
| False Swipe | Normal | 40 | 40 | 100% |
| FeatherDance | Flying | 15 | _ | 100% |
| Fire Blast | Fire | 5 | 120 75 | 85% |
| Fire Punch Fire Spin | Fire Fire | 15 15 | 75 35 | 100응 85위 |
| | L T T C | тЭ | JJ | 85% |

| Fissure | Ground | 5 | _ | _ |
|-----------------------|----------------|----------|----------|-------------|
| Flail | Normal | 15 | _ | 100% |
| Flame Wheel | Fire | 25 | 60 | 100% |
| Flamethrower | Fire | 15 | 95 | 100% |
| Flash | Normal | 20 | _ | 100% |
| Flatter | Dark | 15 | _ | 100% |
| Fly | Flying | 15 | 90 | 95% |
| Focus Energy | Normal | 30 | _ | _ |
| Focus Punch | Fighting | 20 | 150 | 100% |
| Follow Me | Normal | 20 | | 100% |
| Foresight | Normal | 40 | _ | 100% |
| Frenzy Plant | Grass | 5 | 150 | 90% |
| Frustration | Normal | 20 | _ | 100% |
| Fury Attack | Normal | 20 | 15 | 85% |
| Fury Cutter | Bug | 20 | 20 | 95% |
| Fury Swipes | Normal | 15 | 18 | 80% |
| Future Sight | Psychic | 10 | 100 | 100% |
| Giga Drain | Grass | 10 | 75 | 100% |
| Glare | Normal | 30 | _ | 90% |
| GrassWhistle | Grass | 15 | _ | 55% |
| Growl | Normal | 40 | _ | 100% |
| Growth | Normal | 40 | _ | _ |
| Grudge | Ghost | 5 | _ | 100% |
| Guillotine | Normal | 5 | _ | _ |
| Gust | Flying | 35 | 40 | 100% |
| Hail | Ice | 10 | _ | _ |
| Harden | Normal | 30 | - | — |
| Haze | Ice | 30 | _ | _ |
| Headbutt | Normal | 15 | 70 | 100% |
| Heal Bell | Normal | 5 | — | — |
| Heat Wave | Fire | 10 | 100 | 90% |
| Helping Hand | Normal | 20 | _ | 100% |
| Hi Jump Kick | Fighting | 10 | 130 | 90% |
| Hidden Power | Normal | 15 | — | 100% |
| Horn Attack | Normal | 25 | 65 | 100% |
| Horn Drill | Normal | 5 | _ | _ |
| Howl | Normal | 40 | _ | _ |
| Hydro Cannon | Water | 5 | 150 | 90% |
| Hydro Pump | Water | 5 | 120 | 80% |
| Hyper Beam | Normal | 5 | 150 | 90% |
| Hyper Fang | Normal | 15 | 80 | 90% |
| Hyper Voice | Normal | 10 | 90 | 100% 60% |
| Hypnosis Ice Ball | Psychic Ice | 20 20 | | 90% |
| Ice Beam | Ice | 10 | 95 | 90% 100% |
| Ice Beam Ice Punch | Ice | 10 15 | 95 75 | 100% |
| Icicle Spear | Ice | 30 | 25 | 100% |
| Icy Wind | Ice | 15 | 55 | 95% |
| Imprison | Psychic | 10 | _ | 100% |
| Ingrain | Grass | 20 | _ | 100% |
| Iron Defense | Steel | 15 | _ | _ |
| Iron Tail | Steel | 15 | 100 | 75% |
| Jump Kick | Fighting | 10 | 100 | 95% |
| Karate Chop | Fighting | 25 | 50 | 100% |
| Kinesis | Psychic | 15 | _ | 80% |
| Knock Off | Dark | 20 | 20 | 100% |
| Leaf Blade | Grass | 15 | 90 | 100% |
| Leech Life | Bug | 15 | 20 | 100% |
| Leech Seed | Grass | 10 | _ | 90% |
| Leer | Normal | 30 | — | 100% |
| | | | | |

| Lick Ghost 30 20 100% Light Screen Psychic 30 - - Lock-On Normal 10 - 75% Low Kick Fighting 20 - 100% Masch Punch Fighting 30 40 100% Magical Leaf Grass 20 60 - Magnitude Ground 30 - 100% Meditate Psychic 15 - 100% Mean Look Normal 5 120 75% Mega Pruch Normal 5 120 75% Mega Pruch Normal 10 - 100% Metal Sound Steel 40 - 85% Metal Sound Steel 10 100 85% Metron Mash Steel 10 - 100% Mininize Normal 10 - - Mimik Drink Normal 20 <th></th> <th></th> <th></th> <th></th> <th></th> | | | | | |
|--|--------------|----------|----|-----|------|
| Lock-On Normal 5 - 100% Lovekly Kiss Normal 10 - 75% Low Kick Fighting 30 40 100% Mach Punch Fighting 30 40 100% Magical Leaf Grass 20 60 - Magnitude Ground 30 - 100% Mean Look Normal 5 - 100% Meditate Psychic 10 - - Mega Prain Grass 15 40 100% Mega Kick Normal 20 80 85% Mega Punch Normal 10 - 100% Metal Claw Steel 10 100 85% Metronome Normal 10 - - Minic Normal 10 - 100% Mininize Normal 20 - - Mikt Drink Normal 5 | Lick | Ghost | 30 | 20 | 100% |
| Lovely Kiss Normal 10 - 75% Low Kick Fighting 20 - 100% Luster Purge Psychic 5 70 100% Mach Punch Fighting 30 40 100% Magic Coat Psychic 15 - 100% Magical Leaf Grass 20 60 - Magaital Grass 15 40 - - Mega Drain Grass 15 40 100% Mega Funch Normal 20 80 85% Mega Punch Normal 20 80 85% Mega Punch Normal 10 - 100% Metal Claw Steel 35 50 95% Metal Sound Steel 10 - 100% Mirtor Normal 10 - - 100% Mirtor Normal 20 - - Mirtor More Flying 20 - - <t< td=""><td>Light Screen</td><td>Psychic</td><td>30</td><td>_</td><td>_</td></t<> | Light Screen | Psychic | 30 | _ | _ |
| Low Kick Fighting 20 - 100% Luster Purge Psychic 5 70 100% Mach Punch Fighting 30 40 100% Magic Cal Psychic 15 - 100% Magic Cal Grass 20 60 - Magnitude Ground 30 - 100% Mean Look Normal 5 - 100% Mega Drain Grass 15 40 100% Mega Punch Normal 20 80 85% Mega Punch Dark 10 - 100% Metal Claw Steel 35 50 95% Metal Sound Steel 10 - - Mink Drink Normal 10 - - Mind Reader Normal 10 - - Mininize Normal 5 - - Mind Reader Normal 5 | Lock-On | Normal | 5 | _ | 100% |
| Luster Purge Psychic 5 70 100% Magic Punch Fighting 30 40 100% Magical Leaf Grass 20 60 - Magnitude Ground 30 - 100% Mean Look Normal 5 - 100% Meditate Psychic 40 - - Mega Drain Grass 15 40 100% Mega Kick Normal 20 80 85% Mega Punch Normal 20 80 85% Mega Punch Normal 10 - 85% Metaor Mash Steel 10 100 85% Metronome Normal 10 - - Mininize Normal 5< | Lovely Kiss | Normal | 10 | _ | 75% |
| Mach Punch Fighting 30 40 100% Magic Coat Psychic 15 - 100% Magnitude Grass 20 60 - Magnitude Ground 30 - 100% Mean Look Normal 5 - 100% Medattate Psychic 40 - - Mega Kick Normal 20 80 85% Mega Punch Normal 20 80 85% Mega Aick Normal 10 - 100% Metal Sound Steel 40 - 85% Meteor Mash Steel 10 100 85% Meteor Mash Steel 10 - 100% Mintare Normal 10 - - Mind Reader Normal 20 - - Mirror Coat Psychic 5 70 100% Morning Sun Normal 5 <td>Low Kick</td> <td>Fighting</td> <td>20</td> <td>_</td> <td>100%</td> | Low Kick | Fighting | 20 | _ | 100% |
| Magical Leaf Psychic 15 - 100% Magnitude Grass 20 60 - Mean Look Normal 5 - 100% Meditate Psychic 40 - - Mega Drain Grass 15 40 100% Mega Mick Normal 5 120 75% Mega Mick Normal 20 80 85% Megahorn Bug 10 120 85% Metal Sound Steel 35 50 95% Metal Sound Steel 10 - - Mith Drink Normal 10 - - Mimic Normal 10 - - Mind Reader Normal 20 - - Miror Move Flying 20 - - Miror Move Flying 20 - - Mist Ball Psychic 5 70 | Luster Purge | Psychic | 5 | 70 | 100% |
| Magical Leaf Grass 20 60 Magnitude Ground 30 - 100% Meaditate Psychic 40 - - Mega Look Normal 5 - 100% Meditate Psychic 40 100% Mega Kick Normal 20 80 85% Mega Punch Normal 20 80 85% Megaborn Bug 10 120 85% Memento Dark 10 - 100% Meteronome Normal 10 - - Mitorink Normal 10 - - Mind Reader Normal 10 - - Mirror Coat Psychic 20 - - Mist Ball Psychic 5 70 100% Moonlight Normal 5 - - Mist Ball Psychic 5 55 95%< | Mach Punch | Fighting | 30 | 40 | 100% |
| Magnitude Ground 30 - 100% Mean Look Normal 5 - 100% Medan Look Normal 5 - 100% Mega Lain Grass 15 40 - - Mega Kick Normal 20 80 85% Mega Punch Normal 20 80 85% Memento Dark 100 - 100% Metal Claw Steel 40 - 85% Metal Sound Steel 10 100 85% Metronome Normal 10 - - Minic Normal 10 - 100% Minnize Normal 20 - - Miror Coat Psychic 20 - - Miror Move Flying 20 - - Moonlight Normal 5 - - Moonlight Normal 5 | Magic Coat | Psychic | 15 | _ | 100% |
| Mean LookNormal5-100%MeditatePsychic40Mega DrainGrass1540100%Mega KickNormal208085%Mega HunchNormal208085%Mega PunchDark10-100%Metal ClawSteel355095%Metal ClawSteel1010085%Metal SoundSteel1010085%Meteor MashSteel10Milk DrinkNormal10MinicNormal10MinicNormal5-100%MinimizeNormal20Mirror CoatPsychic570100%Morning SunNormal5Morning SunNormal5Mud SportGround155595%Mud SportGround15-100%Night ShadeGhost15-100%NightmareGhost15-100%NightmareGhost15-100%Odor SleuthNormal20-10%OutrageDragon15100%90%Pain SplitNormal20-10%OutrageDragon155010%Pay DayNormal20-100%Poi | Magical Leaf | Grass | 20 | 60 | _ |
| MeditatePsychic40Mega DrainGrass15401008Mega KickNormal2080858Mega PunchNormal2080858MegahornBug10120858MementoDark10-1008Metal ClawSteel3550958Metal SoundSteel40-858Metor MashSteel10100858MetronomeNormal10Milk DrinkNormal10-1008MinnizeNormal20Mirror CoatPsychic20Mirror MoveFlying20MistIce30Mist BallPsychic5701008MoonlightNormal5Mod ShotGround1555958Mud ShotGround15-1008Nature PowerNormal20-1008Night ShadeGhost15-1008Night ShadeGhost15-1008NightmareGhost15-1008Night ShadeGhost15-1008Night ShadeGhost15-1008Night ShadeGhost15-1008Night ShadeGhost15-1008N | Magnitude | Ground | 30 | _ | 100% |
| Mega Drain Grass 15 40 100% Mega Kick Normal 5 120 75% Mega Punch Normal 20 80 85% Megahorn Bug 10 120 85% Memento Dark 10 - 100% Metal Claw Steel 40 - 85% Meteor Mash Steel 10 10 85% Meteor Mash Steel 10 - - Mind Reader Normal 10 - - Minic Normal 20 - - Mirror Coat Psychic 20 - - Mist Ice 30 - - Morning Sun Normal 5 - - Morning Sun Normal 5 - - Mod Sport Ground 15 - 100% Muddy Water Water 10 20 | Mean Look | Normal | 5 | _ | 100% |
| Mega Kick Normal 5 120 75% Mega Punch Normal 20 80 85% Megahorn Bug 10 120 85% Memento Dark 10 - 100% Metal Claw Steel 40 - 85% Meteor Mash Steel 10 100 85% Metronome Normal 10 - - Milk Drink Normal 10 - 100% Minnize Normal 20 - - Mirror Coat Psychic 20 - - Mirror Move Flying 20 - - Mist Ball Psychic 5 70 100% Moonlight Normal 5 - - Mud Shot Ground 15 - 100% Mudy Water Water 10 20 100% Nudy Shade Ghost 15 - </td <td>Meditate</td> <td>Psychic</td> <td>40</td> <td>_</td> <td>_</td> | Meditate | Psychic | 40 | _ | _ |
| Mega Punch Normal 20 80 85% Megahorn Bug 10 120 85% Memento Dark 10 - 100% Metal Claw Steel 35 50 95% Metal Sound Steel 40 - 85% Meteor Mash Steel 10 100 85% Metronome Normal 10 - - Mink Normal 10 - 100% Minnimize Normal 20 - - Mirror Coat Psychic 20 - - Mirror Move Flying 20 - - Mist Ball Psychic 5 70 100% Moonlight Normal 5 - - Mud Shot Ground 15 5 95% Mud Shot Ground 15 - 100% Night Shade Ghost 15 - | Mega Drain | Grass | 15 | 40 | 100% |
| Megahorn Bug 10 120 85% Memento Dark 10 - 100% Metal Claw Steel 35 50 95% Metal Sound Steel 40 - 85% Meteor Mash Steel 10 100 85% Metronome Normal 10 - - Mind Reader Normal 10 - 100% Minnize Normal 20 - 100% Mirror Coat Psychic 20 - - Mist Ice 30 - - Mist Ice 30 - - Moonlight Normal 5 - - Mod Sport Ground 15 55 95% Mud Sport Ground 15 - 100% Nightmare Ghost 15 - 100% Nightmare Ghost 15 100% 1 | Mega Kick | Normal | 5 | 120 | 75% |
| Memento Dark 10 - 100% Metal Claw Steel 35 50 95% Metal Sound Steel 40 - 85% Meteor Mash Steel 10 100 85% Metronome Normal 10 - - Milk Drink Normal 10 - - Mind Reader Normal 20 - - Mirror Coat Psychic 20 - - Mist Ice 30 - - Mist Ball Psychic 5 70 100% Moonlight Normal 5 - - Mod Sport Ground 15 55 95% Mud Sport Ground 10 20 100% Nature Power Normal 20 - 95% Needle Arm Grass 15 60 100% Night Shade Ghost 15 120< | Mega Punch | Normal | 20 | 80 | 85% |
| Metal Claw Steel 35 50 95% Metal Sound Steel 40 - 85% Meteor Mash Steel 10 100 85% Metronome Normal 10 - - Minik Normal 10 - - Minimize Normal 10 - 100% Minnimize Normal 20 - - Mirror Coat Psychic 20 - - Mist Ice 30 - - Mist Ice 30 - - Mist Normal 5 - - Moonlight Normal 5 - - Mod Shot Ground 15 - 100% Mud Sport Ground 10 20 100% Nudy Water Water 10 95 85% Mud-Slap Ground 15 - 100% </td <td>Megahorn</td> <td>Bug</td> <td>10</td> <td>120</td> <td>85%</td> | Megahorn | Bug | 10 | 120 | 85% |
| Metal Sound Steel 40 - 85% Meteor Mash Steel 10 100 85% Metronome Normal 10 - - Milk Drink Normal 10 - - Mimic Normal 10 - 100% Minimize Normal 20 - - Mirror Coat Psychic 20 - - Mist Ice 30 - - Mist Normal 5 - - Most Ground 15 55 95% Mud Shot Ground 15 - 100% Mudy Water Water 10 95 85% Mud-Slap Ground 10 20 100% Night Shade Ghost 15 - 100% Night Shade Ghost 15 - 100% Outrage Dragon 15 120 100 | Memento | Dark | 10 | _ | 100% |
| Meteor Mash Steel 10 100 85% Metronome Normal 10 - - Milk Drink Normal 10 - 100% Mind Reader Normal 20 - - Minror Normal 20 - - Mirror Coat Psychic 20 - - Mist Ice 30 - - Mist Ball Psychic 5 70 100% Monlight Normal 5 - - Most Ball Psychic 5 70 100% Monlight Normal 5 - - Most Ground 15 55 95% Mud Shot Ground 15 - Mud Shot Ground 10 20 100% Nature Power Normal 20 - 95% Mud Shade Ghost 15 - 100% Outaso Nightshade Gh | Metal Claw | Steel | 35 | 50 | 95% |
| Metronome Normal 10 - Milk Drink Normal 10 - - Mimic Normal 10 - 100% Mind Reader Normal 20 - - Mirror Coat Psychic 20 - - Mirror Move Flying 20 - - Mist Ice 30 - - Mist Ball Psychic 5 70 100% Moonlight Normal 5 - - Mot Shot Ground 15 55 95% Mud Sport Ground 15 - 100% Mud-Slap Grost 15 - 100% Nightmare Ghost 15 - 100% Nightmare Ghost 15 - 100% Outrage Dragon 15 120 100% Outrage Dragon 15 10 10% | Metal Sound | Steel | 40 | _ | 85% |
| Milk Drink Normal 10 Mimic Normal 10 100% Mind Reader Normal 20 100% Minimize Normal 20 Mirror Coat Psychic 20 Mirror Move Flying 20 Mist Ice 30 Mist Normal 5 Moonlight Normal 5 Mod Shot Ground 15 55 95% Mud Sport Ground 10 20 100% Mudy Water Water 10 20 100% Nature Power Normal 20 - 95% Needle Arm Groas 15 - 100% Odtazocka Water 10 65 85% Odor Sleuth Normal 20 | Meteor Mash | Steel | 10 | 100 | 85% |
| MimicNormal10-100%Mind ReaderNormal5-100%MinimizeNormal20Mirror CoatPsychic20Mistor CoatPsychic30MistIce30MistNormal5MonnightNormal5Monnig SunNormal5Mud ShotGround155595%Mud SportGround15-100%Mudy WaterWater1020100%Nudy WaterMater1020100%Night ShadeGhost15-100%Night ShadeGhost15-100%NightmareGhost15-100%OutrageDragon15120100%Pain SplitNormal20Petal DanceGrass10120100%Perish SongNormal5Petal DanceGrass10120100%Poison FangPoison3515100%Poison StingPoison3515100%Poison StingPoison35-75%PoundNormal3540100%Poison TailPoison35-75%PoundNormal3540100%Prese | Metronome | Normal | 10 | _ | _ |
| Mind ReaderNormal5-100%MinimizeNormal20Mirror CoatPsychic20Mistor MoveFlying20MistIce30MistBallPsychic570100%MoonlightNormal5Morning SunNormal5Mud ShotGround155595%Mud SportGround15-100%Mudy WaterWater1020100%Nature PowerNormal20-95%Needle ArmGrass1560100%Night ShadeGhost15-100%OutrageDragon15120100%OutrageDragon15120100%Pain SplitNormal20-100%PeckFlying3535100%Perish SongNormal20Petal DanceGrass10120100%Poison FangPoison3515100%Poison FangPoison3515100%Poison StingPoison3515100%Poison TailPoison35-75%PoundNormal3540100%Poison TailPoison35-75%PoundNormal3540100 | Milk Drink | Normal | 10 | _ | _ |
| MinimizeNormal20Mirror CoatPsychic20-100%Mirror MoveFlying20MistIce30MistBallPsychic570100%MoonlightNormal5Morning SunNormal5Mud ShotGround155595%Mud SportGround15-100%Mudy WaterWater109585%Mud-SlapGround1020100%Nature PowerNormal20-95%Needle ArmGrass1560100%Night ShadeGhost15-100%OctazookaWater106585%Odor SleuthNormal40-100%OutrageDragon15120100%Pain SplitNormal2040100%PeckFlying3535100%Perish SongNormal204485%Poison FangPoison3515100%Poison StingPoison3515100%Poison StingPoison3550100%Poison TailPoison35-75%PoundNormal3540100%Poison TailPoison35-75%PoundNormal3540 <td< td=""><td>Mimic</td><td>Normal</td><td>10</td><td>_</td><td>100%</td></td<> | Mimic | Normal | 10 | _ | 100% |
| Mirror CoatPsychic20-100%Mirror MoveFlying20MistIce30Mist BallPsychic570100%MoonlightNormal5Morning SunNormal5Mud ShotGround155595%Mud SportGround15-100%Muddy WaterWater109585%Mud-SlapGround1020100%Nature PowerNormal20-95%Needle ArmGrass1560100%Night ShadeGhost15-100%OctazookaWater106585%Odor SleuthNormal40-100%OutrageDragon15120100%Pain SplitNormal20Petal DanceGrass10120100%Perish SongNormal5Petal DanceGrass10120100%Poison FangPoison3515100%Poison StingPoison3515100%Poison StingPoison3550100%Poison TailPoison3550100%Poison TailPoison3550100%Poison TailPoison3550100% <trr<tr>Poison TailPoison35</trr<tr> | Mind Reader | Normal | 5 | _ | 100% |
| Mirror Move Flying 20 - - Mist Ice 30 - - Mist Ball Psychic 5 70 100% Moonlight Normal 5 - - Morning Sun Normal 5 - - Mud Shot Ground 15 55 95% Mud Sport Ground 10 95 85% Mud-Slap Ground 10 20 100% Nature Power Normal 20 - 95% Needle Arm Grass 15 60 100% Nightmare Ghost 15 - 100% Octazooka Water 10 65 85% Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Pain Split Normal 20 - - Petal Dance Grass 10 120 | Minimize | Normal | 20 | _ | _ |
| Mist Ice 30 - - Mist Ball Psychic 5 70 100% Moonlight Normal 5 - - Morning Sun Normal 5 - - Mud Shot Ground 15 55 95% Mud Sport Ground 15 - 100% Muddy Water Water 10 95 85% Mud-Slap Ground 10 20 100% Nature Power Normal 20 - 95% Needle Arm Grass 15 60 100% Nightmare Ghost 15 - 100% Octazooka Water 10 65 85% Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Pay Day Normal 20 40 100% Petsh Song Normal 5 - | Mirror Coat | Psychic | 20 | _ | 100% |
| Mist BallPsychic570100%MoonlightNormal5Morning SunNormal5Mud ShotGround155595%Mud SportGround15-100%Muddy WaterWater109585%Mud-SlapGround1020100%Nature PowerNormal20-95%Needle ArmGrass1560100%Night ShadeGhost15-100%OctazookaWater106585%Odor SleuthNormal40-100%OutrageDragon15120100%Pain SplitNormal20-100%Pay DayNormal20-100%PeckFlying3535100%Perish SongNormal5Petal DanceGrass10120100%Poison FangPoison3515100%Poison GasPoison3515100%Poison TailPoison3550100%Poison TailPoison3540100%Powder SnowIce2540100%PresentNormal3540100%PotectNormal15-90%ProtectNormal15-90%PotectNormal354010% | Mirror Move | Flying | 20 | _ | _ |
| Moonlight Normal 5 - - Morning Sun Normal 5 - - Mud Shot Ground 15 55 95% Mud Sport Ground 15 - 100% Muddy Water Water 10 95 85% Mud-Slap Ground 10 20 100% Nature Power Normal 20 - 95% Needle Arm Grass 15 60 100% Night Shade Ghost 15 - 100% Octazooka Water 10 65 85% Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Pain Split Normal 20 - - Peck Flying 35 35 100% Perish Song Normal 5 - - Petal Dance Grass 10 | Mist | Ice | 30 | _ | _ |
| Morning Sun Normal 5 - - Mud Shot Ground 15 55 95% Mud Sport Ground 15 - 100% Muddy Water Water 10 95 85% Mud-Slap Ground 10 20 100% Nature Power Normal 20 - 95% Needle Arm Grass 15 60 100% Night Shade Ghost 15 - 100% Nightmare Ghost 15 - 100% Octazooka Water 10 65 85% Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Pain Split Normal 20 - 100% Pay Day Normal 20 40 100% Peck Flying 35 35 100% Poison Fang Poison 15 | Mist Ball | Psychic | 5 | 70 | 100% |
| Mud Shot Ground 15 55 95% Mud Sport Ground 15 - 100% Muddy Water Water 10 95 85% Mud-Slap Ground 10 20 100% Nature Power Normal 20 - 95% Needle Arm Grass 15 60 100% Night Shade Ghost 15 - 100% Nightmare Ghost 15 - 100% Octazooka Water 10 65 85% Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Outrage Dragon 15 120 100% Pain Split Normal 20 - 100% Peck Flying 35 35 100% Poison Fang Poison 15 50 100% Poison Sting Poison | Moonlight | Normal | 5 | _ | _ |
| Mud Sport Ground 15 - 100% Muddy Water Water 10 95 85% Mud-Slap Ground 10 20 100% Nature Power Normal 20 - 95% Needle Arm Grass 15 60 100% Night Shade Ghost 15 - 100% Nightmare Ghost 15 - 100% Octazooka Water 10 65 85% Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Overheat Fire 5 140 90% Pain Split Normal 20 - 100% Peck Flying 35 35 100% Perish Song Normal 5 - - Petal Dance Grass 10 120 100% Poison Fang Poison 35 <td>Morning Sun</td> <td>Normal</td> <td>5</td> <td>_</td> <td>_</td> | Morning Sun | Normal | 5 | _ | _ |
| Muddy Water Water 10 95 85% Mud-Slap Ground 10 20 100% Nature Power Normal 20 - 95% Needle Arm Grass 15 60 100% Night Shade Ghost 15 - 100% Nightmare Ghost 15 - 100% Octazooka Water 10 65 85% Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Outrage Dragon 15 140 90% Pain Split Normal 20 - 100% Pay Day Normal 20 40 100% Peck Flying 35 35 100% Poison Fang Poison 15 50 100% Poison Fang Poison 35 15 100% Poison Tail Poison 35 | Mud Shot | Ground | 15 | 55 | 95% |
| Mud-Slap Ground 10 20 100% Nature Power Normal 20 - 95% Needle Arm Grass 15 60 100% Night Shade Ghost 15 - 100% Nightmare Ghost 15 - 100% Octazooka Water 10 65 85% Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Outrage Dragon 15 120 100% Overheat Fire 5 140 90% Pain Split Normal 20 - 100% Peck Flying 35 35 100% Perish Song Normal 5 - - Petal Dance Grass 10 120 100% Poison Fang Poison 35 15 100% Poison Sting Poison 35 | Mud Sport | Ground | 15 | - | 100% |
| Nature Power Normal 20 - 95% Needle Arm Grass 15 60 100% Night Shade Ghost 15 - 100% Nightmare Ghost 15 - 100% Octazooka Water 10 65 85% Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Outrage Dragon 15 140 90% Pain Split Normal 20 - 100% Pay Day Normal 20 40 100% Peck Flying 35 35 100% Perish Song Normal 5 - - Petal Dance Grass 10 120 100% Poison Fang Poison 15 50 100% Poison Gas Poison 35 15 100% Poison Tail Poison 35 | Muddy Water | Water | 10 | 95 | 85% |
| Needle Arm Grass 15 60 100% Night Shade Ghost 15 - 100% Nightmare Ghost 15 - 100% Octazooka Water 10 65 85% Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Overheat Fire 5 140 90% Pain Split Normal 20 - 100% Pex Day Normal 20 40 100% Peck Flying 35 35 100% Perish Song Normal 5 - - Petal Dance Grass 10 120 100% Poison Fang Poison 15 50 100% Poison Gas Poison 35 15 100% Poison Tail Poison 35 40 100% Poisonn Tail Poison | Mud-Slap | Ground | 10 | 20 | 100% |
| Night Shade Ghost 15 - 100% Nightmare Ghost 15 - 100% Octazooka Water 10 65 85% Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Overheat Fire 5 140 90% Pain Split Normal 20 - 100% Pex Flying 35 35 100% Peck Flying 35 35 100% Perish Song Normal 5 - - Petal Dance Grass 10 120 100% Poison Fang Poison 15 50 100% Poison Gas Poison 35 15 100% Poison Tail Poison 25 50 100% Poison Tail Poison 35 - 75% Pound Normal 35 | Nature Power | Normal | 20 | _ | 95% |
| Nightmare Ghost 15 - 100% Octazooka Water 10 65 85% Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Overheat Fire 5 140 90% Pain Split Normal 20 - 100% Pay Day Normal 20 40 100% Peck Flying 35 35 100% Perish Song Normal 5 - - Petal Dance Grass 10 120 100% Poison Fang Poison 15 50 100% Poison Gas Poison 40 - 80% Poison Sting Poison 35 15 100% Poison Tail Poison 35 - 75% Pound Normal 35 40 100% Powder Snow Ice 25 | Needle Arm | Grass | 15 | 60 | 100% |
| Octazooka Water 10 65 85% Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Overheat Fire 5 140 90% Pain Split Normal 20 - 100% Pay Day Normal 20 40 100% Peck Flying 35 35 100% Perish Song Normal 5 - - Petal Dance Grass 10 120 100% Pin Missile Bug 20 14 85% Poison Fang Poison 15 50 100% Poison Gas Poison 35 15 100% Poison Tail Poison 35 50 100% PoisonPowder Poison 35 40 10% Powder Snow Ice 25 40 100% Present Normal 15 </td <td>Night Shade</td> <td>Ghost</td> <td>15</td> <td>—</td> <td>100%</td> | Night Shade | Ghost | 15 | — | 100% |
| Odor Sleuth Normal 40 - 100% Outrage Dragon 15 120 100% Overheat Fire 5 140 90% Pain Split Normal 20 - 100% Pay Day Normal 20 40 100% Peck Flying 35 35 100% Perish Song Normal 5 - - Petal Dance Grass 10 120 100% Pin Missile Bug 20 14 85% Poison Fang Poison 15 50 100% Poison Gas Poison 40 - 80% Poison Tail Poison 35 15 100% Poison Tail Poison 35 - 75% Pound Normal 35 40 100% Present Normal 15 - 90% Protect Normal 15 | Nightmare | Ghost | 15 | - | 100% |
| Outrage Dragon 15 120 100% Overheat Fire 5 140 90% Pain Split Normal 20 - 100% Pay Day Normal 20 40 100% Pex Flying 35 35 100% Peck Flying 35 35 100% Perish Song Normal 5 - - Petal Dance Grass 10 120 100% Pin Missile Bug 20 14 85% Poison Fang Poison 15 50 100% Poison Gas Poison 40 - 80% Poison Sting Poison 35 15 100% Poison Tail Poison 25 50 100% Pound Normal 35 40 100% Powder Snow Ice 25 40 10% Protect Normal 15 | Octazooka | Water | 10 | 65 | 85% |
| Overheat Fire 5 140 90% Pain Split Normal 20 - 100% Pay Day Normal 20 40 100% Pex Flying 35 35 100% Peck Flying 35 35 100% Perish Song Normal 5 - - Petal Dance Grass 10 120 100% Pin Missile Bug 20 14 85% Poison Fang Poison 15 50 100% Poison Gas Poison 40 - 80% Poison Sting Poison 35 15 100% Poison Tail Poison 35 - 75% Pound Normal 35 40 100% Present Normal 15 - 90% Protect Normal 10 - - Psybeam Psychic 20 65< | Odor Sleuth | Normal | 40 | - | 100% |
| Pain Split Normal 20 - 100% Pay Day Normal 20 40 100% Peck Flying 35 35 100% Perish Song Normal 5 - - Petal Dance Grass 10 120 100% Pin Missile Bug 20 14 85% Poison Fang Poison 15 50 100% Poison Gas Poison 40 - 80% Poison Tail Poison 35 15 100% PoisonPowder Poison 35 - 75% Pound Normal 35 40 100% Present Normal 15 90% Protect Normal 15 - 90% | Outrage | Dragon | | 120 | 100% |
| Pay DayNormal2040100%PeckFlying3535100%Perish SongNormal5Petal DanceGrass10120100%Pin MissileBug201485%Poison FangPoison1550100%Poison GasPoison40-80%Poison StingPoison3515100%Poison TailPoison2550100%PoisonPowderPoison35-75%PoundNormal3540100%PresentNormal15-90%ProtectNormal10PsybeamPsychic2065100% | | Fire | 5 | 140 | |
| PeckFlying3535100%Perish SongNormal5Petal DanceGrass10120100%Pin MissileBug201485%Poison FangPoison1550100%Poison GasPoison40-80%Poison StingPoison3515100%Poison TailPoison2550100%PoisonPowderPoison35-75%PoundNormal3540100%PresentNormal15-90%ProtectNormal10PsybeamPsychic2065100% | | Normal | 20 | _ | 100% |
| Perish SongNormal5Petal DanceGrass10120100%Pin MissileBug201485%Poison FangPoison1550100%Poison GasPoison40-80%Poison StingPoison3515100%Poison TailPoison2550100%PoisonPowderPoison35-75%PoundNormal3540100%PresentNormal15-90%ProtectNormal10PsybeamPsychic2065100% | Pay Day | | 20 | 40 | 100% |
| Petal DanceGrass10120100%Pin MissileBug201485%Poison FangPoison1550100%Poison GasPoison40-80%Poison StingPoison3515100%Poison TailPoison2550100%PoisonPowderPoison35-75%PoundNormal3540100%PresentNormal15-90%ProtectNormal10PsybeamPsychic2065100% | Peck | Flying | 35 | 35 | 100% |
| Pin MissileBug201485%Poison FangPoison1550100%Poison GasPoison40-80%Poison StingPoison3515100%Poison TailPoison2550100%PoisonPowderPoison35-75%PoundNormal3540100%PresentNormal15-90%ProtectNormal10PsybeamPsychic2065100% | Perish Song | | 5 | _ | _ |
| Poison FangPoison1550100%Poison GasPoison40-80%Poison StingPoison3515100%Poison TailPoison2550100%PoisonPowderPoison35-75%PoundNormal3540100%PresentNormal15-90%ProtectNormal10PsybeamPsychic2065100% | | Grass | | | 100% |
| Poison GasPoison40-80%Poison StingPoison3515100%Poison TailPoison2550100%PoisonPowderPoison35-75%PoundNormal3540100%Powder SnowIce2540100%PresentNormal15-90%ProtectNormal10PsybeamPsychic2065100% | Pin Missile | Bug | | | 85% |
| Poison StingPoison3515100%Poison TailPoison2550100%PoisonPowderPoison35-75%PoundNormal3540100%Powder SnowIce2540100%PresentNormal15-90%ProtectNormal10PsybeamPsychic2065100% | - | | | 50 | |
| Poison TailPoison2550100%PoisonPowderPoison35-75%PoundNormal3540100%Powder SnowIce2540100%PresentNormal15-90%ProtectNormal10PsybeamPsychic2065100% | | | | | |
| PoisonPowderPoison35-75%PoundNormal3540100%Powder SnowIce2540100%PresentNormal15-90%ProtectNormal10PsybeamPsychic2065100% | - | | | | |
| Pound Normal 35 40 100% Powder Snow Ice 25 40 100% Present Normal 15 - 90% Protect Normal 10 - - Psybeam Psychic 20 65 100% | | | | 50 | |
| Powder SnowIce2540100%PresentNormal15-90%ProtectNormal10PsybeamPsychic2065100% | | | | _ | |
| Present Normal 15 - 90% Protect Normal 10 - - Psybeam Psychic 20 65 100% | | | | | |
| ProtectNormal10PsybeamPsychic2065100% | | | | 40 | |
| Psybeam Psychic 20 65 100% | | | | _ | 90% |
| | | | | _ | _ |
| Psych Up Normal 10 | - | | | 65 | T008 |
| | Psych Up | Normal | ΤU | — | — |

| Psychic | Psychic | 10 | 90 | 100% |
|--------------|----------|----|-----|-------------|
| Psycho Boost | Psychic | 5 | 140 | 90% |
| Psywave | Psychic | 15 | _ | 80% |
| Pursuit | Dark | 20 | 40 | 100% |
| Quick Attack | Normal | 30 | 40 | 100% |
| Rage | Normal | 20 | 20 | 100% |
| Rain Dance | Water | 5 | _ | _ |
| Rapid Spin | Normal | 40 | 20 | 100% |
| Razor Leaf | Grass | 25 | 55 | 95% |
| Razor Wind | Normal | 10 | 80 | 100% |
| Recover | Normal | 10 | _ | _ |
| Recycle | Normal | 10 | _ | 100% |
| Reflect | Psychic | 20 | _ | _ |
| Refresh | Normal | 20 | _ | 100% |
| Rest | Psychic | 10 | _ | _ |
| Return | Normal | 20 | _ | 100% |
| Revenge | Fighting | 10 | 60 | 100% |
| Reversal | Fighting | 15 | _ | 100% |
| Roar | Normal | 20 | _ | 100% |
| Rock Blast | Rock | 10 | 25 | 100% 90% |
| Rock Slide | | | | |
| | Rock | 10 | 75 | 90% 100% |
| Rock Smash | Fighting | 15 | 40 | 100% |
| Rock Throw | Rock | 15 | 50 | 90% |
| Rock Tomb | Rock | 10 | 50 | 80% |
| Role Play | Psychic | 10 | _ | 100% |
| Rolling Kick | Fighting | 15 | 60 | 85% |
| Rollout | Rock | 20 | 30 | 90% |
| Sacred Fire | Fire | 5 | 100 | 95% |
| Safeguard | Normal | 25 | _ | _ |
| Sand Tomb | Ground | 15 | 35 | 85% |
| Sand-Attack | Ground | 15 | — | 100% |
| Sandstorm | Rock | 10 | — | - |
| Scary Face | Normal | 10 | _ | 100% |
| Scratch | Normal | 35 | 40 | 100% |
| Screech | Normal | 40 | - | 85% |
| Secret Power | Normal | 20 | 70 | 100% |
| Seismic Toss | Fighting | 20 | _ | 100% |
| Selfdestruct | Normal | 5 | 200 | 100% |
| Shadow Ball | Ghost | 15 | 80 | 100% |
| Shadow Punch | Ghost | 20 | 60 | _ |
| Sharpen | Normal | 30 | _ | _ |
| Sheer Cold | Ice | 5 | _ | _ |
| Shock Wave | Electric | 20 | 60 | _ |
| Signal Beam | Bug | 15 | 75 | 100% |
| Silver Wind | Bug | 5 | 60 | 100% |
| Sing | Normal | 15 | _ | 55% |
| Sketch | Normal | 1 | _ | _ |
| Skill Swap | Psychic | 10 | _ | 100% |
| Skull Bash | Normal | 15 | 100 | 100% |
| Sky Attack | Flying | 5 | 140 | 90% |
| - | | | | |
| Sky Uppercut | Fighting | 15 | 85 | 90% 100% |
| Slack Off | Normal | 10 | _ | 100% 75% |
| Slam | Normal | 20 | 80 | 75% |
| Slash | Normal | 20 | 70 | 100% |
| Sleep Powder | Grass | 15 | — | 75% |
| Sleep Talk | Normal | 10 | _ | _ |
| Sludge | Poison | 20 | 65 | 100% |
| Sludge Bomb | Poison | 10 | 90 | 100% |
| SmellingSalt | Normal | 10 | 60 | 100% |
| Smog | Poison | 20 | 20 | 70% |
| | | | | |

| SmokeScreen | Normal | 20 | - | 100% |
|--------------|----------|----|-----|------|
| Snatch | Dark | 10 | - | 100% |
| Snore | Normal | 15 | 40 | 100% |
| Softboiled | Normal | 10 | _ | _ |
| SolarBeam | Grass | 10 | 120 | 100% |
| SonicBoom | Normal | 20 | * | 90% |
| Spark | Electric | 20 | 65 | 100% |
| Spider Web | Bug | 10 | _ | 100% |
| Spike Cannon | Normal | 15 | 20 | 100% |
| Spikes | Ground | 20 | _ | _ |
| Spit Up | Normal | 10 | _ | 100% |
| Spite | Ghost | 10 | _ | 100% |
| Splash | Normal | 40 | _ | |
| Spore | Grass | 15 | _ | 100% |
| Steel Wing | Steel | 25 | 70 | 90% |
| 2 | Normal | 20 | - | 90% |
| Stockpile | | | | 1000 |
| Stomp | Normal | 20 | 65 | 100% |
| Strength | Normal | 15 | 80 | 100% |
| String Shot | Bug | 40 | _ | 95% |
| Struggle | Normal | 1 | 50 | 100% |
| Stun Spore | Grass | 30 | _ | 75% |
| Submission | Fighting | 25 | 80 | 80% |
| Substitute | Normal | 10 | _ | _ |
| Sunny Day | Fire | 5 | _ | _ |
| Super Fang | Normal | 10 | — | 90% |
| Superpower | Fighting | 5 | 120 | 100% |
| Supersonic | Normal | 20 | _ | 55% |
| Surf | Water | 15 | 95 | 100% |
| Swagger | Normal | 15 | _ | 90% |
| Swallow | Normal | 10 | _ | _ |
| Sweet Kiss | Normal | 10 | _ | 75% |
| Sweet Scent | Normal | 20 | _ | 100% |
| Swift | Normal | 20 | 60 | _ |
| Swords Dance | Normal | 30 | _ | _ |
| Synthesis | Grass | 5 | _ | _ |
| Tackle | Normal | 30 | 50 | 100% |
| Tail Glow | Bug | 20 | _ | 100% |
| Tail Whip | Normal | 30 | _ | 100% |
| Take Down | Normal | 20 | 90 | 85% |
| Taunt | Dark | 20 | _ | 100% |
| Teeter Dance | Normal | 20 | | 100% |
| | Psychic | | _ | 100% |
| Teleport | - | 20 | _ | 1000 |
| Thief | Dark | 10 | 40 | 100% |
| Thrash | Normal | 10 | 120 | 100% |
| Thunder | Electric | 10 | 120 | 70% |
| Thunder Wave | Electric | 20 | _ | 100% |
| Thunderbolt | Electric | 15 | 95 | 100% |
| ThunderPunch | Electric | 15 | 75 | 100% |
| ThunderShock | Electric | 30 | 40 | 100% |
| Tickle | Normal | 20 | _ | 100% |
| Torment | Dark | 15 | _ | 100% |
| Toxic | Poison | 10 | _ | 90% |
| Transform | Normal | 10 | — | - |
| Tri Attack | Normal | 10 | 80 | 100% |
| Trick | Psychic | 10 | _ | 100% |
| Triple Kick | Fighting | 10 | 10 | 90% |
| Twineedle | Bug | 20 | 25 | 100% |
| Twister | Dragon | 20 | 40 | 100% |
| Uproar | Normal | 10 | 90 | 100% |
| ViceGrip | Normal | 30 | 55 | 100% |
| · L | - | | | |

| Vine Whip | Grass | 15 | 35 | 100% | | |
|-----------------------------|--|---------|----------|----------------------|--|--|
| Vital Throw | Fighting | 10 | 70 | 100% | | |
| Volt Tackle | Electric | 15 | 120 | 100% | | |
| Water Gun | Water | 25 | 40 | 100% | | |
| Water Pulse | Water | 20 | 60 | 100% | | |
| Water Sport | Water | 15 | _ | 100% | | |
| Water Spout | Water | 5 | _ | 100% | | |
| Waterfall | Water | 15 | 80 | 100% | | |
| Weather Ball | Normal | 10 | 50 | 100% | | |
| Whirlpool | Water | 15 | 35 | 85% | | |
| Whirlwind | Normal | 20 | — | 100% | | |
| Will-O-Wisp | Fire | 15 | _ | 75% | | |
| Wing Attack | Flying | 35 | 60 | 100% | | |
| Wish | Normal | 10 | — | 100% | | |
| Withdraw | Water | 40 | — | — | | |
| Wrap | Normal | 20 | 15 | 90% | | |
| Yawn | Normal | 10 | — | 100% | | |
| Zap Cannon | Electric | 5 | 120 | 50% | | |
| | | | | | | |
| Shadow Blast* | Shadow* | _ | 80 | 100% | | |
| Shadow Blitz* | Shadow* | _ | 40 | 100% | | |
| Shadow Bolt* | Shadow* | — | 75 | 100% | | |
| Shadow Break* | Shadow* | _ | 75 | 100% | | |
| Shadow Chill* | Shadow* | _ | 75 | 100% | | |
| Shadow Down* Shadow End* | Shadow* Shadow* | — | _ 120 | 100% | | |
| Shadow Eire* | Shadow* | _ | 75 | 60% 100% | | |
| Shadow Half* | Shadow* | _ | - | 100% | | |
| Shadow Hall* | Shadow* | _ | _ | 80% | | |
| Shadow Mist* | Shadow* | _ | _ | 100% | | |
| Shadow Panic* | Shadow* | _ | _ | 60% | | |
| Shadow Rave* | Shadow* | _ | 70 | 100% | | |
| Shadow Rush* | Shadow* | _ | 55 | 100% | | |
| Shadow Shed* | Shadow* | _ | _ | 100% | | |
| Shadow Sky* | Shadow* | _ | 95 | 100% | | |
| Shadow Storm* | Shadow* | _ | _ | 100% | | |
| Shadow Wave* | Shadow* | _ | 50 | 100% | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | ======= | ======= | | | |
| 9-Abilities | | | | | | |
| | | ======= | ======= | | | |
| | | | | | | |
| NAME | EFFECT | | | | | |
| Air Lock | Eliminates the | offooto | of woot | hor | | |
| | | | | | | |
| Arena Trap Battle Armor | Prevents the fo | | - | | | |
| Blaze | The Pokémon is protected against critical hits. Powers up Fire-type moves in a pinch. | | | | | |
| Chlorophyll | Boosts the Poke | | | - | | |
| Clear Body | | | - | rom being lowered. | | |
| Cloud Nine | Eliminates the | | | - | | |
| Color Change | | | | the foe's move. | | |
| Compoundeyes | The Pokémon's a | | | | | |
| Cute Charm | | _ | | ause infatuation. | | |
| Damp | Prevents comba | | _ | | | |
| Drizzle | | | | t appears in battle. | | |
| Drought | | | | | | |
| 2 | ht The Pokémon makes it sunny if it is in battle. | | | | | |

DroughtThe Pokemon makes it sunny if it is in BEarly BirdThe Pokémon awakens quickly from sleep.

Guts Huge Power Hustle Oblivious Overgrow Own Tempo Pickup Plus Run Away Water Veil

Effect Spore Contact may paralyze, poison, or cause sleep. Flame BodyContact with the Pokémon may burn the foe.Flash FirePowers up Fire-type moves if hit by a fire move.ForecastTransforms with the weather. Boosts Attack if there is a status problem. Raises the Pokémon's Attack stat. Boosts the Attack stat, but lowers accuracy. Hyper Cutter Prevents the Attack stat from being lowered. Hyper CutterPrevents the Attack stat from being lowered.IlluminateRaises the likelihood of meeting wild Pokémon.ImmunityPrevents the Pokémon from getting poisoned.Inner FocusThe Pokémon is protected from flinching.InsomniaPrevents the Pokémon from falling asleep.IntimidateLowers the foe's Attack stat.Keen EyePrevents the Pokémon from losing accuracy.LevitateGives full immunity to all Ground-type moves. LightningrodThe Pokémon draws in all Electric-type moves.LimberThe Pokémon is protected from paralysis.Liquid OozeInflicts damage on foes using any draining move.Magma ArmorPrevents the Pokémon from becoming frozen.Magnet PullPrevents Steel-type Pokémon from escaping. Marvel ScaleBoosts Defense if there is a status problem.MinusBoosts Sp. Atk if another Pokémon has Plus. Natural Cure All status problems are healed upon switching out. Prevents the Pokémon from becoming infatuated. Powers up Grass-type moves in a pinch. Prevents the Pokémon from becoming confused. The Pokémon may pick up items. Boosts Sp. Atk if another Pokémon has Minus. PriusBoosts Sp. Atk II another Pokemon has Minus.Poison PointContact with the Pokémon may poison the foe.PressureThe Pokémon raises the foe's PP usage.Pure PowerBoosts the power of physical attacks.Rain DishThe Pokémon gradually recovers HP in rain.Rock HeadProtects the Pokémon from recoil damage.Rough SkinInflicts damage to the foe on contact.Bun AuauEnables auro gotauau from wild Pokémon Enables sure getaway from wild Pokémon. Sand StreamThe Pokémon summons a sandstorm in battle.Sand VeilBoosts the Pokémon's evasion in a sandstorm. Serene Grace Boosts the likelihood of added effects appearing. Serene GraceBoosts the likelihood of added effects appearing.Shadow TagPrevents the foe from escaping.Shed SkinThe Pokémon may heal its own status problems.Shell ArmorThe Pokémon is protected against critical hits.Shield DustBlocks the added effects of attacks taken.SoundproofGives full immunity to all sound-based moves.Speed BoostThe Pokémon's Speed stat is gradually boosted.StaticContact with the Pokémon may cause paralysis.StenchThe stench helps keep wild Pokémon away.Sticky HoldProtects the Pokémon from item theft.SturdyThe Pokémon is protected against 1-hit KO attacks. Suction Cups Negates moves that force switching out. SwarmPowers up Bug-type moves in a pinch.Swift SwimBoosts the Pokémon's Speed in rain.SynchronizePasses on a burn, poison, or paralysis to the foe.Thick FatRaises resistance to Fire- and Ice-type moves.TorrentPowers up Water-type moves in a pinch.TraceThe Pokémon copies a foe's Ability.TruantThe Pokémon can't attack on consecutive turns. Vital Spirit Prevents the Pokémon from falling asleep. Volt Absorb Restores HP if hit by an Electric-type move. Water Absorb Restores HP if hit by a Water-type move. Prevents the Pokémon from getting a burn.

White SmokePrevents the Pokémon's stats from being lowered.Wonder GuardOnly super effective moves will hit.

10-Natures

| Nature | +STAT | -STAT | +FI.AVOR | -FLAVOR |
|-----------------|---------|---------|-----------|---------------------------------|
| Watart | 101111 | 01111 | | |
| Adamant | ATK | SP.ATK | SPICY | DRY |
| Bashful | NEUTRAL | | | |
| Brave | DEF | ATK | SOUR | SPICY |
| Calm | SP.DEF | ATK | BITTER | SPICY |
| Careful | SP.DEF | SP.ATK | BITTER | DRY |
| Docile | NEUTRAL | | | |
| Gentle | SP.DEF | DEF | BITTER | SOUR |
| Hardy | NEUTRAL | | | |
| Hasty | SPEED | DEF | SWEET | SOUR |
| Impish | DEF | SP.ATK | SOUR | DRY |
| Jolly | SPEED | DEF | SWEET | SOUR |
| Lax | DEF | SP.DEF | SOUR | BITTER |
| Lonely | ATK | DEF | SPICY | SOUR |
| Mild | SP.ATK | DEF | DRY | SOUR |
| Modest | SP.ATK | ATK | DRY | SPICY |
| Naïve | SPD | SP.DEF | SWEET | BITTER |
| Naughty | ATK | SP.DEF | SPICY | BITTER |
| Quiet | SP.ATK | SPD | DRY | SWEET |
| Quirky | NEUTRAL | | | |
| Rash | SP.ATK | SP.DEF | DRY | BITTER |
| Relaxed | DEF | SPD | SOUR | SWEET |
| Sassy | SP.DEF | SPD | BITTER | SWEET |
| Serious | NEUTRAL | | | |
| Timid | SPD | ATK | SWEET | SPICY |
| | | | | |
| | ======= | ======= | ======== | |
| 11-Battle CD's | | | | |
| | | | ======== | |
| This mini-guide | will au | ide vou | step bv : | step on where to find the |
| - | - | - | | he difficulty in clearing them. |
| | | | | - , |

BATTLE CD 01

Location: Phenac City Name: Flying vs. Flying Difficulty: * Your Pokémon: Pidgeot LV50 Opponent Pokémon: Tropius LV50 Solution: Use Double-Edge and then Gust when Tropius uses Fly

BATTLE CD 02

Location: Realgam Tower (\$1,000) Name: Skill Over Power Difficulty: * Your Pokémon: Wartortle

Opponent Pokémon: Drowzee Solution: Use Counter & Mirror Coat twice _____ _____ BATTLE CD 0.3 _____ Location: Realgam Tower (\$1,000) Name: Exploit Seams! Difficulty: * Your Pokémon: Quagsire/Ludicolo Opponent Pokémon: Vileplume/Skarmory Solution: Use Dig thrice on Vileplume; Switch Quagsire for Ludicolo; Use Dive twice _____ BATTLE CD 04 _____ Location: Realgam Tower (\$1,000) Name: Plusle and Minun Difficulty: * Your Pokémon: Plusle/Minun Opponent Pokémon: Miltank/Tropius Solution: Use Helping Hand/Thunderbolt on Miltank; Use them again on Tropius _____ _____ BATTLE CD 05 _____ Location: Kaminko's House Name: Offense is the Greatest Defense Difficulty: * Your Pokémon: Blissey Opponent Pokémon: Medicham Solution: Use Protect when Medicham uses Hi Jump Kick _____ _____ BATTLE CD 06 _____ Location: Gateon Port (Krabby Club) Name: Dreams Come True Difficulty: * Your Pokémon: Sneasel/Pikachu/Snorlax Opponent Pokémon: Primeape Solution: Use Icy Wind and Wish; Switch Pikachu for Snorlax; Use Shadow Ball with both Sneasel and Snorlax _____ _____ BATTLE CD 07 _____ Location: Phenac City Name: Machamp's Macho Romp Difficulty: ** Your Pokémon: Machamp Opponent Pokémon: Aggron Solution: Use Swords Dance twice; Use Earthquake

_____ BATTLE CD 08 _____ Location: Phenac City Name: Zangoose Vs. Cradily Difficulty: ** Your Pokémon: Zangoose Opponent Pokémon: Cradily Solution: Use Swords Dance thrice; Use Slash _____ _____ BATTLE CD 09 _____ Location: Realgam Tower (\$1,000) Name: Color Change Carnival Difficulty: ** Your Pokémon: Aerodactyl/Girafarig/Hitmonchan/Hariyama Opponent Pokémon: Kecleon Solution: Use Mach Puch; Switch for Aerodactyl; Use Wing Attack; Use AncientPower; Switch for Hariyama; Use Earthquake; Switch for Girafarig; Use Psychic and Crunch _____ BATTLE CD 10 _____ Location: Phenac City Name: Friends from the Moon Difficulty: ** Your Pokémon: Clefairy/Clefable Opponent Pokémon: Aggron Solution: Use Clefable's Sunny Day and Clefairy's Protect; Alternate with Clefable using Follow Me, Moonlight, Follow Me, Moonlight, Follow Me, Moonlight, Follow Me; Alternate with Clefairy using SolarBeam, Protect, SolarBeam, Protect, SolarBeam _____ _____ BATTLE CD 11 _____ Location: Kaminko's House Name: One-Hit Wonders Difficulty: ** Your Pokémon: Cacturne/Magcargo Opponent Pokémon: Shedinja (x6) Solution: Use Spikes and Sandstorm _____ _____ BATTLE CD 12 _____ Location: Phenac City Name: Heracross Bide-A-Thon Difficulty: ** Your Pokémon: Heracross Opponent Pokémon: Swellow

Solution: Use Endure twice and Reversal _____ BATTLE CD 13 _____ Location: Realgam Tower (\$1,000) Name: What is Porygon Anyway? Difficulty: ** Your Pokémon: Porygon Opponent Pokémon: Spinda Solution: Use Conversion and Aerial Ace (x4) _____ _____ BATTLE CD 14 _____ Location: Agate Village Name: Whomp That Wobbuffet Difficulty: ** Your Pokémon: Skitty Opponent Pokémon: Roselia Solution: No real solution; just try using Bullet Seed/DoubleSlap and try not to get hit by Mirror Coat/Counter _____ BATTLE CD 15 _____ Location: Phenac City Name: A Salute to Meteorologists Difficulty: ** Your Pokémon: Castform Opponent Pokémon: Torkoal/Shedinja/Gyarados Solution: Use Future Sight/Rain Dance; Use Weather Ball/Thunder _____ _____ BATTLE CD 16 _____ Location: Phenac City Name: Slowpoke Family Feud Difficulty: ** Your Pokémon: Sharpedo/Misdreavus Opponent Pokémon: Slowpoke/Slowbro/Slowking Solution: Use Sharpedo's Skill Swap on Slowpoke; Use Pain Split _____ _____ BATTLE CD 17 _____ Location: Realgam Tower (\$1,000) Name: The Rattata That Roared Difficulty: ** Your Pokémon: Rattata Opponent Pokémon: Shuckle Solution: Use Toxic/Hyper Fang; Use Substitute/Hyper Fang _____

BATTLE CD 18 _____ Location: S.S. Libra Name: Farfetch'd Substitute Difficulty: ** Your Pokémon: Nincada Opponent Pokémon: Farfetch'd Solution: Use Fury Swipes thrice _____ ______ BATTLE CD 19 _____ Location: Phenac City Name: Volcanic Reaction Difficulty: *** Your Pokémon: Rhydon/Golem/Swellow/Flareon Opponent Pokémon: Muk/Manectric/Gengar Solution: Use Golem's Explosion; Use Rhydon's Flamethrower on your own Flareon; Use Flareon's Overheat on Gengar _____ _____ BATTLE CD 20 _____ Location: Phenac City Name: Let Slip the Houndoom! Difficulty: *** Your Pokémon: Salamence/Dusclops/Houndoom Opponent Pokémon: Wobbuffet/Banette/Wynaut Solution: Use Ice Beam on your own Salamence; Send out Houndoom; Use Houndoom's Crunch and Dusclops's Shadow Ball on Banette _____ _____ BATTLE CD 21 _____ Location: Pyrite Town Name: Focus Punch Face-Off! Difficulty: *** Your Pokémon: Breloom/Clefable Opponent Pokémon: Swellow/Meowth/Mankey Solution: Use Focus Punch on Swellow/Follow Me; Use Focus Punch on Mankey/Follow Me; Use Attract on Meowth; Use Focus Punch until Meowth misses _____ _____ BATTLE CD 22 _____ Location: Pyrite Town (Duking's House) Name: Banette and Plusle Difficulty: *** Your Pokémon: Banette/Plusle Opponent Pokémon: Gyarados/Zangoose Solution: Use Snatch (x2); Shadow Ball (x2); Grudge (x2); Agility; Encore; Charge; ThunderShock; Charge; ThunderShock _____

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BATTLE CD 23
Location: Kaminko's House
Name: Aerodactyl Vs. Kyogre
Difficulty: ***
Your Pokémon: Aerodactyl
Opponent Pokémon: Kyogre
Solution: Use Substitute; Protect; AncientPower; Rest; Substitute;
       Protect; AncientPower
_____
BATTLE CD 24
_____
Location: Pyrite Town
Name: Batter Down Protection!
Difficulty: ***
Your Pokémon: Manectric/Plusle/Ninetales
Opponent Pokémon: Scizor/Hitmonlee/Muk
Solution: Use Charge; Baton Pass on Ninetales; Flamethrower on Scizor;
       Spark on Hitmonlee; Imprison; Charge; Spark on Muk;
       Flamethrower on Hitmonlee; Flamethrower on Muk; Spark on Muk
  _____
_____
BATTLE CD 25
_____
Location: Realgam Tower ($1,000)
Name: Vigoroth Awesome!
Difficulty: ***
Your Pokémon: Vigoroth (x2)
Opponent Pokémon: Ninjask/Ursaring/Clefable
Solution: Use Taunt on Clefable; Taunt on Clefable; Encore on Ninjask;
       Façade on Ninjask; Encore on Clefable; Façade on Ninjask;
       Façade on Ninjask; Façade on Ninjask; Façade on Ursaring;
       Façade on Ursaring; Façade on Ursaring; Façade on Ursaring
             _____
_____
BATTLE CD 26
_____
Location: Realgam Tower ($1,000)
Name: A Slaking Pair
Difficulty: ***
Your Pokémon: Slaking (x2)/Exploud
Opponent Pokémon: Kecleon/Blissey/Dusclops
Solution: Slaking? use Double-Edge on Blissey; Switch Slaking? for
       Exploud; Exploud use Roar on Kecleon; Slaking? slacks off;
       Switch Slaking? for Slaking?; Exploud use Roar on Slaking?
       (it will miss); Slaking? use Shadow Ball on Dusclops; Exploud
       use Roar (once again, it will miss); Switch Slaking? for
       Slaking?; Exploud use Roar again; Double-Edge on Kecleon;
       Slaking? will slack off; Exploud use Roar; Double-Edge on
       Blissey
 _____
_____
BATTLE CD 27
_____
Location: Phenac City
```

Name: Big Bang, Sorry Difficulty: *** Your Pokémon: Porygon2/Hitmonlee Opponent Pokémon: Graveler/Dusclops Solution: Hitmonlee use Tackle on Porygon2; Porygon2 use Conversion2; Porygon2 change to Steel-type; Psybeam on Dusclops; Hitmonlee use Foresight on Dusclops _____ BATTLE CD 28 _____ Location: Phenac City Name: Bomb Squad Difficulty: *** Your Pokémon: Feraligatr/Furret Opponent Pokémon: Ariados/Xatu/Electrode/Psyduck Solution: Aerial Ace on Ariados; Swift; Bite on Xatu; Swift; Bite on Xatu; Swift; Slash on Electrode; Helping Hand; Slash on Electrode; Helping Hand; Bite on Psyduck; Helping Hand; Bite on Psyduck; Helping Hand _____ BATTLE CD 29 _____ Location: Kaminko's House Name: Madcap Magikarp! Difficulty: *** Your Pokémon: Smeargle/Spheal/Poliwhirl Opponent Pokémon: Magikarp (x3) Solution: Smeargle use Mind Reader; Switch Spheal for Poliwhirl; Smeargle use Fissure on Magikarp LV48; Poliwhirl use Mimic on Smeargle; Smeargle and Poliwhirl use Mind Reader; Smeargle use Baton Pass on Spheal; Poliwhirl use Fissure on Magikarp LV50; Spheal use Sheer Cold on Magikarp LV49 _____ BATTLE CD 30 _____ Location: Realgam Tower (\$1,000) Name: Shedinja and Raticate Difficulty: *** Your Pokémon: Shedinja/Raticate Opponent Pokémon: Meditite/Medicham Solution: Raticate use Endeavor; Shedinja use Mimic on Raticate; Shedinja use Endeavor on Meditite; Raticate use Toxic on Medicham; Medicham will use Berry to heal; Shedinja use Endeavor on Medicham; Raticate use Toxic on Meditite; Shedinja use Sandstorm _____ _____ BATTLE CD 31 _____ Location: Citadark Isle Name: Donphan Doldrums Difficulty: *** Your Pokémon: Donphan/Starmie/Blaziken/Electrode/Ninetales/Metagross

Opponent Pokémon: Magneton/Rhydon/Manectric/Magcargo/Aggron/Victreebel Solution: Starmie use Waterfall on Magneton; Donphan use Earthquake; Metagross and Donphan both use Earthquake _____ BATTLE CD 32 _____ Location: Phenac City Name: Survive Big Booms! Difficulty: *** Your Pokémon: Linoone/Alakazam/Dusclops/Aggron Opponent Pokémon: Gengar/Electrode/Shedinja/Shuckle Solution: Alakazam use Protect; Switch Linoone for Dusclops; Electrode will use Explosion; Let Shedinja make Alakazam faint; Send out Aggron; Dusclops use Imprison; Gengar will use Explosion; Aggron use Counter on Shuckle; Dusclops use Protect (x2); Aggron use Mimic on Shedinja's Shadow Ball; Aggron use Shadow Ball on Shedinja _____ BATTLE CD 33 _____ _____ Location: Pyrite Town Name: Cute Pokémon Concerto Side A Difficulty: **** Your Pokémon: Chikorita/Cyndaquil/Totodile Opponent Pokémon: Smoochum/Elekid/Magby Solution: Chikorita use Light Screen; AncientPower on Smoochum; Cyndaquil use Dig on both Elekid and Magby _____ BATTLE CD 34 _____ Location: Realgam Tower (\$1,000) (Clear Battle CD 30) Name: Cute Pokémon Concerto Side B Difficulty: **** Your Pokémon: Smoochum/Elekid/Magby Opponent Pokémon: Chikorita/Cyndaquil/Totodile Solution: Use Fake Out; Smoochum use Confusion on Chikorita; Elekid use Protect; Elekid use Shock Wave _____ _____ BATTLE CD 35 _____ Location: Phenac City Name: Metronome Cup Difficulty: **** Your Pokémon: Cleffa/Togepi Opponent Pokémon: Geodude/Machop Solution: Use Metronome and hope for the best _____ _____ BATTLE CD 36 _____

Location: Pyrite Town

Name: The King of Fighting Types Side A Difficulty: **** Your Pokémon: Blaziken/Breloom/Machamp Opponent Pokémon: Poliwrath/Hitmonchan/Hariyama Solution: Use Blaziken's Focus Punch _____ _____ BATTLE CD 37 _____ Location: Realgam Tower (\$1,000) (Clear Battle CD 36) Name: The King of Fighting Types Side B Difficulty: **** Your Pokémon: Poliwrath/Hitmonchan/Hariyama Opponent Pokémon: Blaziken/Breloom/Machamp Solution: Poliwrath use Surf on Blaziken; Hitmonchan use Focus Punch; Hitmonchan use Mach Punch; Hariyama use Counter _____ _____ BATTLE CD 38 _____ Location: Pyrite Town (ONBS) Name: Fossil Fandango Side A Difficulty: **** Your Pokémon: Omanyte/Kabuto/Omastar/Kabutops Opponent Pokémon: Lileep/Anorith/Cradily/Armaldo Solution: Omanyte use AncientPower; Kabutops use Aerial Ace _____ _____ BATTLE CD 39 _____ Location: Realgam Tower (\$1,000) (Clear Battle CD 38) Name: Fossil Fandango Side B Difficulty: **** Your Pokémon: Lileep/Anorith/Cradily/Armaldo Opponent Pokémon: Omanyte/Kabuto/Omastar/Kabutops Solution: Lileep and Cradily use Bullet Seed _____ _____ BATTLE CD 40 _____ Location: Pyrite Town Name: Kanto Vs. Hoenn Side A Difficulty: **** Your Pokémon: Venusaur/Charizard/Blastoise Opponent Pokémon: Sceptile/Blaziken/Swampert Solution: Charizard use Aerial Ace; Venusaur use Sludge Bomb; Venusaur use Frenzy Plant; Charizard use Blast Burn; Blastoise use Hydro Cannon _____ _____ BATTLE CD 41 _____ Location: Realgam Tower (\$1,000) (Clear Battle CD 40) Name: Kanto Vs. Hoenn Side B Difficulty: ****

Your Pokémon: Sceptile/Blaziken/Swampert Opponent Pokémon: Venusaur/Charizard/Blastoise Solution: Venusaur use Frenzy Plant; Charizard use Blast Burn; Blastoise use Hydro Cannon _____ BATTLE CD 42 _____ Location: Cipher Lab Name: Articuno, Zapdos, & Moltres Side A Difficulty: **** Your Pokémon: Raikou/Entei/Suicune Opponent Pokémon: Articuno/Zapdos/Moltres Solution: Entei use Fire Blast on Articuno; Raikou use Thunder on Zapdos (x2); Suicune use Mirror Coat; Raikou use Thunder on Moltres; Suicune use Hydro Pump on Moltres _____ _____ BATTLE CD 43 _____ Location: Realgam Tower (\$1,000) (Clear Battle CD 42) Name: Articuno, Zapdos, & Moltres Side B Difficulty: **** Your Pokémon: Articuno/Zapdos/Moltres Opponent Pokémon: Raikou/Entei/Suicune Solution: Articuno use Counter on Raikou; Moltres use Protect; Articuno use Ice Beam on Raikou; Zapdos use Drill Peck on Entei; Zapdos use Thunderbolt on Entei; Zapdos use Drill Peck on Suicune; Zapdos use Thunderbolt on Suicune; Moltres use Wing Attack on Suicune _____ _____ BATTLE CD 44 _____ Location: Phenac City Name: Regirock, Regice, & Registeel Side A Difficulty: **** Your Pokémon: Raikou/Entei/Suicune Opponent Pokémon: Regirock/Regice/Registeel Solution: Use Protect; Regirock will use Explosion; Raikou use Thunder on Regice; Entei use Stomp on Regice; Entei use Fire Blast on Registeel _____ _____ BATTLE CD 45 _____ Location: Realgam Tower (\$1,000) (Clear Battle CD 44) Name: Regirock, Regice, & Registeel Side B Difficulty: **** Your Pokémon: Regirock/Regice/Registeel Opponent Pokémon: Raikou/Entei/Suicune Solution: Regirock use Amnesia on Raikou; Regice use Ice Beam on Raikou; Registeel use Earthquake on Entei; Regirock use Toxic on Suicune; Use Amnesia _____

_____ BATTLE CD 46 _____ Location: Citadark Isle Name: Operation Zero Difficulty: **** Your Pokémon: Eevee/Vaporeon/Jolteon/Flareon/Espeon/Umbreon Opponent Pokémon: Mew Solution: Vaporeon use Helping Hand on Eevee; Eevee use Bite; Jolteon use Thunder Wave; Flareon use Shadow Ball; Umbreon use Confuse Ray; Espeon use Substitute; Umbreon use Substitute _____ BATTLE CD 47 _____ Location: Cipher Key Lair Name: The Ultimate! Latias and Latios Side A Difficulty: **** Your Pokémon: Lugia/Ho-Oh Opponent Pokémon: Latias/Latios Solution: Ho-Oh use Protect; Lugia use Icy Wind; Lugia use Ice Beam and Aeroblast on Latios; Ho-Oh use Aerial Ace on Latias _____ BATTLE CD 48 _____ Location: Realgam Tower (\$1,000) (Clear Battle CD 47) Name: The Ultimate! Latias and Latios Side B Difficulty: **** Your Pokémon: Latias/Latios Opponent Pokémon: Lugia/Ho-Oh Solution: Latios use Protect; Latias use Ice Beam; Faint Ho-Oh first _____ BATTLE CD 49 _____ Location: Kaminko's House Name: Legendary Pokémon Challenge 1 Difficulty: **** Your Pokémon: Jumpluff/Ninjask Opponent Pokémon: Groudon/Shiftry Solution: Jumpluff use Sleep Powder on Groudon; Ninjask use Protect; Jumpluff use SolarBeam on Groudon; Ninjask use Silver Wind on Shiftry _____ _____ BATTLE CD 50 _____ Location: Kaminko's House Name: Legendary Pokémon Challenge 2 Difficulty: **** Your Pokémon: Quagsire/Lanturn Opponent Pokémon: Kyogre/Kindra Solution: Quagsire use Protect; Lanturn use Thunder on Kyogre; Lanturn use Protect; Quagsire use Earthquake; Quagsire use Earthquake; Lanturn use Thunder

12-Trainer Classes

AREA LEADER ATHLETE BANDANA GUY BEAUTY BODYBUILDER CASUAL DUDE CASUAL GUY CHASER CIPHER ADMIN CIPHER CMDR CIPHER PEON CIPHER R&D COOLTRAINER CURMUDGEON FUN OLD MAN GLASSES MAN GRAND MASTER GUY HUNTER KAMINKO AIDE LADY MATRON MT.BTLMASTER MYSTERY MAN MYTH TRAINER NAVIGATOR NEWSCASTER PREGYMLEADER RICH BOY RIDER ROBO GROUDON ROGUE ROLLER BOY SIM TRAINER SNAGEM HEAD SPY ST.PERFORMER SUPERTRAINER TEACHER TEAM SNAGEM THUG WANDERER WORKER

13-Credits

Bulbapedia, for item information and many other things

Serebii, for some useful information

The Pokémon Company, for licencing the game

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Genius Sonority, for developing the game
Nintendo/Game Freak, for making the game
Whoever reads this walkthrough, for just being awesome enough to
read it.
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