

Pokémon XD: Gale Of Darkness FAQ/Walkthrough

by utomaikeru

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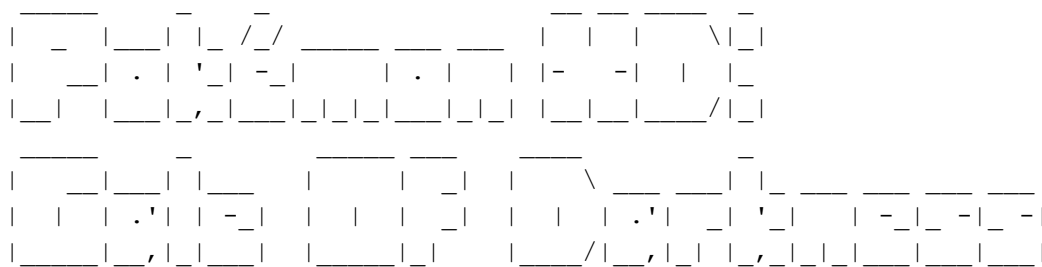


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 1-Introduction
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Thank you for using UtoMaikeru's Pokémon XD: Gale of Darkness Walkthrough. I hope you enjoy the walkthrough.

Also, please check out my new Wikia page, where you may find walkthroughs for other Pokémon games. It is found at:
pokemonlp.wikia.com.

=====
 2-Stuff
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+++++
 2.1-Copyright
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This walkthrough is © 2013 UtoMaikeru and also GameFAQs. You may use this guide as a reference or for personal use. Please do not copy and paste this guide onto another site. Also, do not sell this guide for money. Again, thank you for using this walkthrough. I hope you will find it useful as you play Pokémon XD: Gale of Darkness.

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 2.2-Contact Info
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If you have any questions or if you see an error in this

walkthrough, e-mail me at utomaikeru@gmail.com.

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2.3-Plot

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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 shows 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.

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2.4-How To Play

+++++

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 - CONTROLLING 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.

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3.1-Lovrina
+++++

.....
3.1.1-Pokémon HQ Lab
.....

SIM TRAINER LOSTEN		
Metagross	LV50	STEEL/PSYCHIC

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

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 super-effective 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
-----
    Tailow                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
-----
      Sunkern              LV6           GRASS
      Magikarp             LV6           WATER
-----

```

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	\$224	
Oddish	LV7	GRASS/POISON
Machop	LV7	FIGHTING

COOLTRAINER CIDA	\$210	
Azurill	LV7	NORMAL
Igglybuff	LV7	NORMAL
Togepi	LV7	NORMAL

RIDER HEBON	\$70	
Wurmple	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
Citrus Berry          Rare
Wiki Berry            Rare
Lum Berry             Very Rare
.....

```

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

```

-----
BODYBUILDER 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.

COOLTRAINER GORPS \$240

Zigzagoon	LV8	NORMAL
Numel	LV8	FIRE/GROUND

SUPERTRAINER JOLS \$800

Snubbull	LV8	NORMAL
Corphish	LV8	WATER
Lotad	LV8	WATER/GRASS

MATRON LADI \$256

Cacnea	LV8	GRASS
Slugma	LV8	FIRE

Open the chest nearby and get 2 Burn Heals.

FUN OLD MAN CRON \$288

Horsea	LV9	WATER
Abra	LV9	PSYCHIC
Shroomish	LV9	GRASS

Cron will give you the Cologne Case. Now you can buy Scents, which will help Purify your Pokémon. You can only buy Scents at Agate's PokéMart.

Exit the cave, and you'll be at the Relic Stone. Eagun is waiting for you, but you have to battle him first.

MYTH TRAINER EAGUN \$1,200

Pikachu	LV12	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 kidnapers, 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

LV9

BUG

Wingull

LV9

WATER/FLYING

CASUAL DUDE CRIDEL

\$200

Corphish

LV9

WATER

Swablu

LV10

NORMAL/FLYING

COOLTRAINER BARDO

\$300

Doduo

LV10

NORMAL/FLYING

Spoink

LV10

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).

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 PEON BLUSIX \$680 SHADOW POKÉMON #08

Horsea	LV11	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 can 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.

CIPHER PEON CORLA \$560

Duskull	LV14	GHOST
Skitty	LV14	NORMAL

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

CIPHER PEON JAVION \$560

Doduo	LV13	NORMAL/FLYING
Tailow	LV14	NORMAL/FLYING

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

CIPHER R&D MESA \$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 convince 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

CIPHER PEON CRINK	\$560	
-------------------	-------	--

Snorunt	LV14	ICE
Barboach	LV14	WATER/GROUND

Face Cipher R&D Morbit to open a chest with 3 Super Potions.

CIPHER R&D MORBIT	\$800	
-------------------	-------	--

Spink	LV14	PSYCHIC
-------	------	---------

Lotad	LV14	WATER/GRASS
Staryu	LV14	WATER

If you want an Ether, battle Cipher Peon Meda.

CIPHER PEON MEDA \$560

Natu	LV16	PSYCHIC/FLYING
Nincada	LV14	BUG/GROUND
Wailmer	LV15	WATER

Go right. Two Cipher R&D's will battle you.

CIPHER R&D ELROK \$650

Swablu	LV17	NORMAL/FLYING
Wynaut	LV16	PSYCHIC
Corsola	LV15	WATER/ROCK

CIPHER R&D COFFY \$650

Dustox	LV14	BUG/POISON
Wingull	LV17	WATER/FLYING
Pineco	LV16	BUG
Qwilfish	LV15	WATER/POISON

After this, go up. You will run into Cipher Peon Cabol.

CIPHER PEON CABOL \$720 SHADOW POKÉMON #12

Carvanha	LV15+ (SHADOW)	WATER/DARK
Magnemite	LV15	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
Dunsparce	LV16	NORMAL

Continue going up more and take a right to battle Cipher R&D Klots. Klots has Shadow Shroomish. Be sure to Snag it.

CIPHER 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	LV13	WATER
Corphish	LV14	WATER
Zubat	LV15	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

!!

Luvdisc	LV20	WATER
Beautifly	LV19	BUG/FLYING
Roselia	LV19	GRASS/POISON
Delcatty	LV18+ (SHADOW)	NORMAL

!!

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.

+++++
3.2-Snattle
+++++

.....
3.2.1-Pokémon HQ Lab
.....

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

Ralts	LV16	PSYCHIC
Snubbull	LV16	NORMAL
Seedot	LV16	GRASS
Houndour	LV16	DARK/FIRE

WORKER DOBIT

\$320

Spoink	LV16	PSYCHIC
Magnemite	LV16	ELECTRIC/STEEL
Numel	LV16	FIRE/GROUND

CHASER FINOL \$340

Shuppet	LV16	GHOST
Ledyba	LV16	BUG/FLYING
Remoraidd	LV16	WATER
Togepi	LV17	NORMAL

RIDER 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

CHASER LABET \$340

Swinub	LV17	ICE/GROUND
Bagon	LV17	DRAGON
Murkrow	LV17	DARK/FLYING
Clamperl	LV17	WATER

BODYBUILDER DOBY \$408

Machop	LV17	FIGHTING
Tentacool	LV17	WATER/POISON

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.

WILD POKÉMON

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 MIRROR B. \$440 SHADOW POKÉMON #15
!!
Lombre LV17 WATER/GRASS
Lombre LV17 WATER/GRASS
Lombre LV17 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

CIPHER PEON ELOX \$800

Doduo	LV20	NORMAL/FLYING
Tentacool	LV18	WATER/POISON
Chimecho	LV20	PSYCHIC

Talk to Secc. Apparently, Cipher is looking for Nett because of the Data Rom. Go to the news room. You will see Rixor harassing Ancha, the Newscaster. Battle.

CIPHER PEON RIXOR \$800

Qwilfish	LV19	WATER/POISON
Rhyhorn	LV20	GROUND/ROCK
Chinchou	LV20	WATER/ELECTRIC
Koffing	LV19	POISON

Go take the elevator, but you have to battle Mesin first. Be sure to Snag Vulpix.

CIPHER PEON MESIN \$840 SHADOW POKÉMON #17

Spinarak	LV20	BUG/POISON
Beautifly	LV19	BUG/FLYING
Dustox	LV20	BUG/POISON
Vulpix	LV18+ (SHADOW)	FIRE

Cipher Peon Dilly is harassing Kandee and her mother.

CIPHER PEON DILLY \$840

Gulpin	LV19	POISON
Mareep	LV19	ELECTRIC
Luvdisc	LV20	WATER
Bellossom	LV21	GRASS

In the other room, you'll find Edlos.

CIPHER PEON EDLOS \$840

Furret	LV19	NORMAL
Zigzagoon	LV20	NORMAL
Togetic	LV19	NORMAL/FLYING
Delibird	LV21	ICE/FLYING

Now, the staircase will be guarded by Lobar. Snag Duskull and climb 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 disappearance 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.

.....
3.2.7-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.

.....
3.2.8-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 Duskuil? 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.

CIPHER PEON YELLOSIX \$800

Electrike	LV20	ELECTRIC
Chinchou	LV20	WATER/ELECTRIC
Magnemite	LV20	ELECTRIC/STEEL

CIPHER PEON BROWSIX \$800

Noctowl	LV20	NORMAL/FLYING
Vigoroth	LV20	NORMAL

They will drop Battle CD's 27 and 32.

Outside the Mayor's house is Greesix. When you beat him, he'll drop Battle CD 28.

CIPHER PEON GREESIX \$800

Oddish	LV18	GRASS/POISON
Cacnea	LV18	GRASS
Shroomish	LV19	GRASS
Lotad	LV19	WATER/GRASS
Pineco	LV20	BUG

Go in front of the house where you can heal your Pokémon and where you got the Music Disc. Resix will be there to battle you. He will drop Battle CD 19.

CIPHER PEON RESIX \$800

Slugma	LV20	FIRE
Numel	LV20	FIRE/GROUND

Blusix is near the main entrance. Beat him to get Battle CD 16.

CIPHER PEON BLUSIX \$800

Horsea	LV20	WATER
Goldeen	LV20	WATER
Beldum	LV19	STEEL/PSYCHIC

And lastly, Purpsix is guarding the Pre Gym. You'll get Battle CD 08 if you beat him.

CIPHER PEON PURPSIX \$800

Koffing	LV20	POISON
Grimer	LV20	POISON

Tentacool	LV20	POISON/WATER
Zubat	LV20	POISON/FLYING

The guy outside the house where you heal your Pokémon will attack you if you talk to him.

CIPHER PEON ERTLIG \$880

Poochyena	LV22	DARK
Magnemite	LV21	ELECTRIC/STEEL
Staryu	LV21	WATER
Absol	LV21	DARK

Talk to the guy running around the fountain with the Duskull. He'll reveal himself and battle you.

CIPHER PEON FORGS \$840

Duskull	LV20	GHOST
Corphish	LV20	WATER
Qwilfish	LV20	WATER/POISON

Go behind the house where you heal your Pokémon. Talk to the person there to battle.

CIPHER PEON EZOOR \$840

Shuppet	LV21	GHOST
Teddiursa	LV21	NORMAL
Corsola	LV21	WATER/ROCK

The woman who gave you the Disc Case, at the entrance, will battle you.

CIPHER PEON PELLIM \$840

Sudowoodo	LV20	ROCK
Clamperl	LV21	WATER

In order to get into the PokéMart, you must talk to the guy in front of the PokéMart. He is a Cipher Peon as well.

CIPHER PEON KAPEN \$880

Volbeat	LV20	BUG
Spoink	LV21	PSYCHIC
Illumise	LV20	BUG
Wailmer	LV22	WATER
Seviper	LV21	POISON

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

CIPHER PEON FENTON \$840

Goldeen	LV21	WATER
Carvanha	LV21	WATER/DARK
Koffing	LV21	POISON
Mightyena	LV21	DARK

Now we've liberated most of the city. But there's more. Head into the Pre Gym. Save your game. There are three Cipher Peons here, waiting to battle. Each has a Shadow Pokémon.

CIPHER PEON ELOIN \$1,000 SHADOW POKÉMON #23

Kirlia	LV22	PSYCHIC
Linoone	LV20	NORMAL
Natu	LV22+ (SHADOW)	PSYCHIC/FLYING

CIPHER PEON FASIN \$1,000 SHADOW POKÉMON #24

Remoraid	LV22	WATER
Golbat	LV22	POISON/FLYING
Roselia	LV22+ (SHADOW)	GRASS/POISON

CIPHER PEON FOSTIN \$880 SHADOW POKÉMON #25

Kadabra	LV22	PSYCHIC
Sneasel	LV22	DARK/ICE
Misdreavus	LV22	GHOST
Meowth	LV22+ (SHADOW)	NORMAL

Fostin says that Justy, the Mayor, and others are locked up in the Pre Gym's basement. He tells you that you need the Elevator Key. But where would that be?

Talk to the kid in front of the Pre Gym. He tells you to go to the Stadium, at the very back of the city. You'll have to get past another Cipher Peon to get in. Be sure to Snag his Swinub.

CIPHER PEON GRECK \$920 SHADOW POKÉMON #26

Torkoal	LV22	FIRE
Nuzleaf	LV23	GRASS
Swinub	LV22+ (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 sick 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
Quagsire	LV26	WATER/GROUND
Metang	LV28	STEEL/PSYCHIC
Castform	LV27	NORMAL
Lunatone	LV25+ (SHADOW)	ROCK/PSYCHIC

!!

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.

+++++
3.3-Gorigan
+++++

.....
3.3.1-S.S. Libra/Phenac City
.....

When you try to go here, your scooter gets stuck in the large piles of sand. You'll be back at Phenac. The citizens are no longer Cipher members. The woman at the gate tells you the desert is too deep and there's no way the scooter can make it through. Nett will send you an e-mail.

^^^^^^
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
.....

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	LV21	BUG/FLYING
Spoink	LV21	PSYCHIC
Bellossom	LV21	GRASS

COOLTRAINER TESLOR \$660

Sunflora	LV22	GRASS
Furret	LV22	NORMAL
Linoone	LV22	NORMAL

SUPERTRAINER NOPEL \$2,300

Kecleon	LV23	NORMAL
Azumarill	LV23	WATER
Yanma	LV23	BUG/FLYING

MATRON KALUS \$768

Plusle	LV24	ELECTRIC
Minun	LV24	ELECTRIC
Absol	LV24	DARK

PREGYMLEADER JUSTY \$1,740

Cacnea	LV29	GRASS
Sandslash	LV29	GROUND

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
Octillery	LV26	WATER
Sandslash	LV27	GROUND
Loudred	LV26	NORMAL
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

Kecleon	LV25	NORMAL
Aipom	LV26	NORMAL
Volbeat	LV25	BUG
Yanma	LV25	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
Sneasel	LV28	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 BIDEN \$540

Oddish	LV27	GRASS/POISON
Crobat	LV26	POISON/FLYING
Torkoal	LV26	FIRE
Bellossom	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	LV28	GRASS/POISON
Gloom	LV28	GRASS/POISON
Mantine	LV28	WATER/FLYING
Forretress	LV31	BUG/STEEL
Grumpig	LV32	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.

!!
 SNAGEM HEAD GONZAP \$3,200

Electrode	LV30	ELECTRIC
Nuzleaf	LV32	GRASS/DARK
Vileplume	LV30	GRASS/POISON
Whiscash	LV31	WATER/GROUND
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
Voltorb LV20 ELECTRIC
Hoppip LV20 GRASS/FLYING
Sudowoodo LV20 ROCK
Nuzleaf LV20 GRASS/DARK
Nosepass LV26+ (SHADOW) ROCK
!!

Realgam Colosseum

3 Pokémon + Nosepass

!!
WANDERER MIROR B. SHADOW POKÉMON #32
!!
Lombre LV40 WATER/GRASS
Ludicolo LV40 WATER/GRASS
Electrode LV40 ELECTRIC
Jumpluff LV40 GRASS/FLYING
Sudowoodo LV40 ROCK
Shiftry LV40 GRASS/DARK
Nosepass LV26+ (SHADOW) ROCK
!!

Rock/Oasis/Cave Poké Spot

2 Pokémon + Nosepass

!!
WANDERER MIROR B. SHADOW POKÉMON #32

```

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
Lombre          LV30          WATER/GRASS
Ludicolo        LV30          WATER/GRASS
Hoppip          LV30          GRASS/FLYING
Skiploom        LV30          GRASS/FLYING
Jumpluff        LV30          GRASS/FLYING
Nosepass        LV26+ (SHADOW) ROCK
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

```

After you finally catch Nosepass, head over to the Cipher Key Lair.

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.....
3.3.13-Cipher Key Lair
.....

```

Zook will challenge you when you arrive there again. Only this time, you have your Snag Machine! Snag his Shadow Zangoose.

```

-----
THUG ZOOK          $520          SHADOW POKÉMON #33
-----
Zangoose          LV28+ (SHADOW) NORMAL
Doduo             LV26          NORMAL/FLYING
Carvanha          LV26          WATER/DARK
Seviper           LV26          POISON
Relicanth         LV26          WATER/ROCK
-----

```

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.

```

-----
CIPHER PEON IB SOL  $1,240
-----

```


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	LV29+ (SHADOW)	WATER
Rhyhorn	LV29	GROUND/ROCK
Swalot	LV29	POISON
Golbat	LV29	POISON/FLYING
Sharpedo	LV30	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
Hoppip	LV32	GRASS/FLYING
Masquerain	LV31	BUG/FLYING
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.

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

Azumarill	LV32	WATER
Tangela	LV30+ (SHADOW)	GRASS
Butterfree	LV30+ (SHADOW)	BUG/FLYING

Here's two more Shadow Pokémon to Snag.

Before you head up the stairs, go into the room with the scientist. He'll battle you.

CIPHER R&D HOSPEL \$1,550

Ariados	LV30	BUG/POISON
Girafarig	LV29	NORMAL/PSYCHIC
Vileplume	LV31	GRASS/POISON
Stantler	LV31	NORMAL
Granbull	LV31	NORMAL

You'll see an item sparkling on the table. Before you take it, you are attacked again. Remember Snidle? From the S.S. Libra? The guy throwing out all the statistics? This is the other guy that you didn't battle.

CIPHER PEON SNIDLE \$1,400 SHADOW POKÉMON #41

Shedinja	LV31	BUG/GHOST
Wobbuffet	LV30	PSYCHIC
Vibrava	LV35	GROUND/DRAGON
Magnetron	LV30+ (SHADOW)	ELECTRIC/STEEL

Grab the System Lever after you beat Snidle. Now head upstairs to the roof. Battle the first big Cipher person you see.

CIPHER PEON FUDLER \$1,280

Machoke	LV31	FIGHTING
Golem	LV31	ROCK/GROUND
Forretress	LV31	BUG/STEEL
Mantine	LV32	WATER/FLYING
Crobat	LV31	POISON/FLYING

Now, go battle the other big Cipher guy. He's blocking your way to the stairway. He's got two tough Shadow Pokémon that will shortly be yours.

CIPHER PEON ANGIC \$1,400 SHADOW POKÉMON #42/#43

Golduck	LV33	WATER
Hitmontop	LV33	FIGHTING
Hariyama	LV34	FIGHTING
Venomoth	LV32+ (SHADOW)	BUG/POISON
Weepinbell	LV32+ (SHADOW)	GRASS/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
Hypno	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

.....
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	LV33	WATER/DARK
Pelipper	LV33	WATER/FLYING
Mantine	LV33	WATER/FLYING
Golduck	LV33+ (SHADOW)	WATER
Sableye	LV33+ (SHADOW)	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.

```
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
CIPHER ADMIN LOVRINA  $3,900          SHADOW POKÉMON #51/#52  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
    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 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
Muk	LV38	POISON
Rapidash	LV40+ (SHADOW)	FIRE
Magcargo	LV38+ (SHADOW)	FIRE/ROCK

Go up a little more to face one more Cipher Peon in this room.

CIPHER PEON KOLIN \$1,480

Cacturne	LV37	GRASS/DARK
Ninetales	LV37	FIRE
Torkoal	LV37	FIRE
Mantine	LV37	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

CIPHER PEON PETRO \$1,640 SHADOW POKÉMON #60

Grumpig	LV39	PSYCHIC
Skarmory	LV39	STEEL/FLYING
Metang	LV39	STEEL/PSYCHIC
Hariyama	LV39	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.

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
- Exeggutor LV46+ (SHADOW) GRASS/PSYCHIC
- Tauros LV46+ (SHADOW) NORMAL
- Articuno LV50+ (SHADOW) ICE/FLYING
- Zapdos LV50+ (SHADOW) ELECTRIC/FLYING

!!

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!

!!

3.5-Post Story Mode

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.....
3.5.1-Pokémon HQ Lab
.....

You get an e-mail from Eagun telling you to come to the Orre Colosseum.

^^

E-MAIL

^^

Subject: ORRE COLOSSEUM!

Ludicolo	LV57	WATER/GRASS
Ludicolo	LV57	WATER/GRASS
Dragonite	LV55+ (SHADOW)	DRAGON/FLYING

!!

Despite other Miror B. fights being easy, this one is not. He has 5 Ludicolos. He loves the Rain Dance/Hydro Pump/Giga Drain combo. Zapdos will work pretty well, as well as Lugia, whether you did or did not Purify it.

When Miror B. is beaten, and the Dragonite is Snagged, he'll take off, and he'll destroy the Miror Radar. No more Miror B. But he'll be in the Krabby Club dancing.

.....
 3.5.3-Trainer Rebattles

Gateon Port

CHASER LAKEN	\$500	
Altaria	LV50	DRAGON/FLYING
Milotic	LV50	WATER
Pelipper	LV50	WATER/FLYING

Agate Village

MATRON BELISH	\$1,600	
Mightyena	LV50	DARK
Ninjask	LV50	BUG/FLYING
Shedinja	LV50	BUG/GHOST

BODYBUILDER DOSK	\$1,200	
Hitmontop	LV50	FIGHTING
Muk	LV50	POISON
Crobat	LV50	POISON/FLYING

FUN OLD MAN CLERR	\$1,600	
Vileplume	LV50	GRASS/POISON
Machop	LV50	FIGHTING

RIDER HEBON	\$500	
Dustox	LV50	BUG/POISON
Beautifly	LV50	BUG/FLYING

Cipher Lab

CIPHER PEON RESIX \$2,000

Magcargo	LV50	FIRE/ROCK
Camerupt	LV50	FIRE/GROUND

CIPHER PEON BROWSIX \$2,000

Noctowl	LV50	NORMAL/FLYING
Slaking	LV50	NORMAL

CIPHER PEON YELLOSIX \$2,000

Manectric	LV50	ELECTRIC
Lanturn	LV50	WATER/ELECTRIC
Magneon	LV50	ELECTRIC/STEEL

CIPHER PEON GREESIX \$2,000

Forretress	LV50	BUG/STEEL
Vileplume	LV50	GRASS/POISON
Cacturne	LV50	GRASS/DARK
Breloom	LV50	GRASS/FIGHTING
Lombre	LV50	WATER/GRASS

CIPHER PEON BLUSIX \$2,000

Kingdra	LV50	WATER/DRAGON
Seaking	LV50	WATER
Metagross	LV50	STEEL/PSYCHIC

CIPHER PEON PURPSIX \$2,000

Weezing	LV50	POISON
Muk	LV50	POISON
Tentacruel	LV50	WATER/POISON
Golbat	LV50	POISON/FLYING

Pyrite Town

ROGUE CAIL \$1,000

Gardevoir	LV50	PSYCHIC
Granbull	LV50	NORMAL
Shiftry	LV50	GRASS/DARK
Houndoom	LV50	DARK/FIRE

HUNTER RALING \$500

Linoone	LV50	NORMAL
Exploud	LV50	NORMAL
Aipom	LV50	NORMAL
Dunsparce	LV50	NORMAL

CHASER LABET \$600

Piloswine	LV50	ICE/GROUND
Salamence	LV50	DRAGON/FLYING
Murkrow	LV50	DARK/FLYING
Clamperl	LV50	WATER

CHASER FINOL \$580

Banette	LV50	GHOST
Ledian	LV50	BUG/FLYING
Octillery	LV50	WATER
Togetic	LV50	NORMAL/FLYING

RIDER DERT \$450

Magcargo	LV50	FIRE/ROCK
Xatu	LV50	PSYCHIC/FLYING
Vileplume	LV50	GRASS/PSYCHIC

BODYBUILDER DOBY \$700

Machop	LV50	FIGHTING
Tentacool	LV50	WATER/POISON

Phenac City

FUN OLD MAN EROLL \$1,600

Noctowl	LV50	NORMAL/FLYING
Furret	LV50	NORMAL
Crobat	LV50	POISON/FLYING

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!

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

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).

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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	Phenac Stadium	Cipher Peon Faltly	23
Seel	Phenac Stadium	Cipher Peon Egrog	23
Lunatone	Phenac Stadium	Cipher Admin Snattle	25
Togepi	Outskirt Stand	Hordel	25
Nosepass	Random Colosseum/ 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
Hypno	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

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6-Strategy Memo
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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	125	Electric	Electric
Electrike	309	Electric	Lightning
Electrode	101	Electric	Ball
Elekid	239	Electric	Electric
Entei	244	Fire	Volcano
Espeon	196	Psychic	Sun
Exeggcute	102	Grass/Psychic	Egg
Exeggutor	103	Grass/Psychic	Coconut
Exploud	295	Normal	Loud Voice
Farfetch'd	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
Groudon	383	Ground	Continent
Grovyle	253	Grass	Wood Gecko
Growlithe	58	Fire	Puppy
Grumpig	326	Psychic	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
Hypno	97	Psychic	Hypnosis
Igglybuff	174	Normal	Balloon
Illumise	314	Bug	Firefly
Ivysaur	2	Grass/Poison	Seed
Jigglypuff	39	Normal	Balloon
Jirachi	385	Steel/Psychic	Wish
Jolteon	135	Electric	Lightning
Jumpluff	189	Grass/Flying	Cottonweed
Jynx	124	Ice/Psychic	Human Shape
Kabuto	140	Rock/Water	Shellfish
Kabutops	141	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
Machop	68	Fighting	Superpower
Machoke	67	Fighting	Superpower
Machop	66	Fighting	Superpower
Magby	240	Fire	Live Coal
Magcargo	219	Fire/Rock	Lava
Magikarp	129	Water	Fish
Magmar	126	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	151	Psychic	New Species
Mewtwo	150	Psychic	Genetic
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

Natu	177	Psychic/Flying	Tiny Bird
Nidoking	34	Poison/Ground	Drill
Nidoqueen	31	Poison/Ground	Drill
Nidoran?	29	Poison	Poison Pin
Nidoran?	32	Poison	Poison Pin
Nidorina	30	Poison	Poison Pin
Nidorino	33	Poison	Poison Pin
Nincada	290	Bug/Ground	Trainee
Ninetales	38	Fire	Fox
Ninjask	291	Bug/Flying	Ninja
Noctowl	164	Normal/Flying	Owl
Nosepass	299	Rock	Compass
Numel	322	Fire/Ground	Numb
Nuzleaf	274	Grass/Dark	Wily
Octillery	224	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	26	Electric	Mouse
Raikou	243	Electric	Thunder
Ralts	280	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	Grass/Flying	Cottonweed
Skitty	300	Normal	Kitten
Slaking	289	Normal	Lazy
Slakoth	287	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
Tailow	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	48	Bug/Poison	Insect
Venusaur	3	Grass/Poison	Seed
Vibrava	329	Ground/Dragon	Vibration
Victreebel	71	Grass/Poison	Flycatcher
Vigoroth	288	Normal	Wild Monkey
Vileplume	45	Grass/Poison	Flower
Volbeat	313	Bug	Firefly
Voltorb	100	Electric	Ball
Vulpix	37	Fire	Fox
Wailmer	320	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
Zigagoon	263	Normal	Tiny Raccoon
Zubat	41	Poison/Flying	Bat

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7-Item List

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NORMAL ITEMS

NAME	LOCATION
Amulet Coin	Gateon Port, from Acri, after Bonsly flees 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
Carbos	Phenac PokéMart
Charcoal	Shadow Numel
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	-
Ether	Agate Village/Cipher Key Lair/Pyrite Town
Everstone	-
Excite Scent	Agate PokéMart
Exp. Share	Phenac City, from Mayor Trest, after Snattle is defeated
Fire Stone	Gateon Port Sailor/S.S. Libra
Fluffy Tail	-
Focus Band	Pyrite Town Hotel
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
Hyper Potion	Gateon, Phenac, Realgam, Outskirt Stand 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
Leftovers	S.S. Libra after Bonsly flees/Shadow Snorlax
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
Max Elixir	Citadark Isle/Clear Battle Bingo
Max Ether	S.S. Libra/Citadark Isle/Clear Battle Bingo
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 Magnetron
Metal Powder	-
Miracle Seed	Shadow Tangela
MooMoo Milk	Pyrite Vending Machine
Moon Stone	-
Mystic Water	Shadow Seel
NeverMeltIce	Shadow Swinub
Nugget	Clear Battle CD's 33 and 34
Parlyz Heal	Gateon, Agate, Phenac PokéMarts/Gateon Port 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
Protein	Phenac PokéMart/Realgam Tower
Quick 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
X Attack	Pyrite PokéMart
X Defend	Pyrite PokéMart
X Special	Pyrite PokéMart
X Speed	Pyrite PokéMart
Yellow Flute	S.S. Libra
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
Master Ball	Pokémon HQ Lab
Nest Ball	Outskirt Stand PokéMart
Net Ball	Outskirt Stand PokéMart
Poké Ball	Gateon, Agate, Phenac PokéMarts Pokémon HQ Lab/Gateon Port/Agate Village
Premier Ball	Purchase 10 Poké Balls
Repeat Ball	-
Timer Ball	Outskirt Stand PokéMart/Clear Battle CD's 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	Type	PP	Power	Acc.
TM01	Focus Punch	Fighting	20	150	100
TM02	Dragon Claw	Dragon	15	80	100
TM03	Water Pulse	Water	20	60	100
TM04	Calm Mind	Psychic	20	-	-
TM05	Roar	Normal	20	-	100
TM06	Toxic	Poison	10	-	80
TM07	Hail	Ice	10	-	-
TM08	Bulk Up	Fighting	20	-	-
TM09	Bullet Seed	Grass	30	10	100
TM10	Hidden Power	Normal	15	-	100
TM11	Sunny Day	Fire	5	-	100
TM12	Taunt	Dark	20	-	100
TM13	Ice Beam	Ice	10	95	100
TM14	Blizzard	Ice	5	120	85
TM15	Hyper Beam	Normal	5	150	90
TM16	Light Screen	Psychic	30	-	-
TM17	Protect	Normal	10	-	-
TM18	Rain Dance	Water	5	-	-
TM19	Giga Drain	Grass	5	60	100
TM20	Safeguard	Normal	25	-	-
TM21	Frustration	Normal	20	-	100
TM22	SolarBeam	Grass	10	120	100
TM23	Iron Tail	Steel	15	100	75
TM24	Thunderbolt	Electric	15	95	100
TM25	Thunder	Electric	10	120	70
TM26	Earthquake	Ground	10	100	100
TM27	Return	Normal	20	-	100
TM28	Dig	Ground	10	60	100
TM29	Psychic	Psychic	10	90	100
TM30	Shadow Ball	Ghost	15	80	100
TM31	Brick Break	Fighting	15	75	100
TM32	Double Team	Normal	15	-	-
TM33	Reflect	Psychic	20	-	-
TM34	Shock Wave	Electric	20	60	-
TM35	Flamethrower	Fire	15	95	100
TM36	Sludge Bomb	Poison	10	90	100
TM37	Sandstorm	Ground	10	-	-
TM38	Fire Blast	Fire	5	120	85
TM39	Rock Tomb	Rock	10	50	80
TM40	Aerial Ace	Flying	20	60	-
TM41	Torment	Dark	15	-	100
TM42	Facade	Normal	20	70	100
TM43	Secret Power	Normal	20	70	100
TM44	Rest	Psychic	10	-	-
TM45	Attract	Normal	15	-	100
TM46	Thief	Dark	10	40	100
TM47	Steel Wing	Steel	25	70	90
TM48	Skill Swap	Psychic	10	-	100
TM49	Snatch	Dark	10	-	100
TM50	Overheat	Fire	5	140	90

*You cannot get HM's in the game, so I did not include them.

BERRIES

NAME 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
Lum Berry	Cures any status
Sitrus Berry	Restores 30 HP
Figy Berry	Restores 12.5% HP
Wiki Berry	Restores 12.5% HP
Mago Berry	Restores 12.5% HP
Aguav Berry	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	-
Liechi Berry	Raises ATK when when weak
Ganlon Berry	Raises DEF when when weak
Salac Berry	Raises SPD when when weak
Petaya Berry	Raises SP.ATK when weak
Apicot Berry	Raises SP.DEF when weak
Lansat Berry	Raises critical-hit ratio when weak
Starf Berry	Raises a random stat when weak
Enigma Berry	Placeholder

KEY ITEMS

NAME	LOCATION
Bonsly Card	ONBS, catch Bonsly at a Poké Spot
Bonsly Photo	Realgam Tower
Cologne Case	Agate Village
Cry Analyzer	Kaminko's House
Data Rom	Cipher Lab
Disc Case	Phenac City
Elevator Key	Phenac Stadium, after defeating Snattle
Gonzap's Key	Snagem Hideout, after defeating Gonzap
ID Card	Cipher 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
 Mirror Radar Cave Poké Spot, after defeating Mirror 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

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 8-Attacks
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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	Steel	5	140	100%
Double Kick	Fighting	30	30	100%
Double Team	Normal	15	—	—
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	85%
Fire Punch	Fire	15	75	100%
Fire Spin	Fire	15	35	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%
Hypnosis	Psychic	20	—	60%
Ice Ball	Ice	20	30	90%
Ice Beam	Ice	10	95	100%
Ice Punch	Ice	15	75	100%
Iceicle 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	5	—	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	—
Magnitude	Ground	30	—	100%
Mean Look	Normal	5	—	100%
Meditate	Psychic	40	—	—
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	35	50	95%
Metal Sound	Steel	40	—	85%
Meteor Mash	Steel	10	100	85%
Metronome	Normal	10	—	—
Milk Drink	Normal	10	—	—
Mimic	Normal	10	—	100%
Mind Reader	Normal	5	—	100%
Minimize	Normal	20	—	—
Mirror Coat	Psychic	20	—	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	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%
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 Sting	Poison	35	15	100%
Poison Tail	Poison	25	50	100%
PoisonPowder	Poison	35	—	75%
Pound	Normal	35	40	100%
Powder Snow	Ice	25	40	100%
Present	Normal	15	—	90%
Protect	Normal	10	—	—
Psybeam	Psychic	20	65	100%
Psych Up	Normal	10	—	—

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	90%
Rock Slide	Rock	10	75	90%
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%
Slack Off	Normal	10	—	100%
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%
Stockpile	Normal	20	—	—
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%
Teleport	Psychic	20	—	—
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%

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*	—	—	100%
Shadow End*	Shadow*	—	120	60%
Shadow Fire*	Shadow*	—	75	100%
Shadow Half*	Shadow*	—	—	100%
Shadow Hold*	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%

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9-Abilities
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NAME	EFFECT
Air Lock	Eliminates the effects of weather.
Arena Trap	Prevents the foe from fleeing.
Battle Armor	The Pokémon is protected against critical hits.
Blaze	Powers up Fire-type moves in a pinch.
Chlorophyll	Boosts the Pokémon's Speed in sunshine.
Clear Body	Prevents the Pokémon's stats from being lowered.
Cloud Nine	Eliminates the effects of weather.
Color Change	Changes the Pokémon's type to the foe's move.
Compoundeyes	The Pokémon's accuracy is boosted.
Cute Charm	Contact with the Pokémon may cause infatuation.
Damp	Prevents combatants from self destructing.
Drizzle	The Pokémon makes it rain if it appears in battle.
Drought	The Pokémon makes it sunny if it is in battle.
Early Bird	The Pokémon awakens quickly from sleep.

Effect Spore	Contact may paralyze, poison, or cause sleep.
Flame Body	Contact with the Pokémon may burn the foe.
Flash Fire	Powers up Fire-type moves if hit by a fire move.
Forecast	Transforms with the weather.
Guts	Boosts Attack if there is a status problem.
Huge Power	Raises the Pokémon's Attack stat.
Hustle	Boosts the Attack stat, but lowers accuracy.
Hyper Cutter	Prevents the Attack stat from being lowered.
Illuminate	Raises the likelihood of meeting wild Pokémon.
Immunity	Prevents the Pokémon from getting poisoned.
Inner Focus	The Pokémon is protected from flinching.
Insomnia	Prevents the Pokémon from falling asleep.
Intimidate	Lowers the foe's Attack stat.
Keen Eye	Prevents the Pokémon from losing accuracy.
Levitate	Gives full immunity to all Ground-type moves.
Lightningrod	The Pokémon draws in all Electric-type moves.
Limber	The Pokémon is protected from paralysis.
Liquid Ooze	Inflicts damage on foes using any draining move.
Magma Armor	Prevents the Pokémon from becoming frozen.
Magnet Pull	Prevents Steel-type Pokémon from escaping.
Marvel Scale	Boosts Defense if there is a status problem.
Minus	Boosts Sp. Atk if another Pokémon has Plus.
Natural Cure	All status problems are healed upon switching out.
Oblivious	Prevents the Pokémon from becoming infatuated.
Overgrow	Powers up Grass-type moves in a pinch.
Own Tempo	Prevents the Pokémon from becoming confused.
Pickup	The Pokémon may pick up items.
Plus	Boosts Sp. Atk if another Pokémon has Minus.
Poison Point	Contact with the Pokémon may poison the foe.
Pressure	The Pokémon raises the foe's PP usage.
Pure Power	Boosts the power of physical attacks.
Rain Dish	The Pokémon gradually recovers HP in rain.
Rock Head	Protects the Pokémon from recoil damage.
Rough Skin	Inflicts damage to the foe on contact.
Run Away	Enables sure getaway from wild Pokémon.
Sand Stream	The Pokémon summons a sandstorm in battle.
Sand Veil	Boosts the Pokémon's evasion in a sandstorm.
Serene Grace	Boosts the likelihood of added effects appearing.
Shadow Tag	Prevents the foe from escaping.
Shed Skin	The Pokémon may heal its own status problems.
Shell Armor	The Pokémon is protected against critical hits.
Shield Dust	Blocks the added effects of attacks taken.
Soundproof	Gives full immunity to all sound-based moves.
Speed Boost	The Pokémon's Speed stat is gradually boosted.
Static	Contact with the Pokémon may cause paralysis.
Stench	The stench helps keep wild Pokémon away.
Sticky Hold	Protects the Pokémon from item theft.
Sturdy	The Pokémon is protected against 1-hit KO attacks.
Suction Cups	Negates moves that force switching out.
Swarm	Powers up Bug-type moves in a pinch.
Swift Swim	Boosts the Pokémon's Speed in rain.
Synchronize	Passes on a burn, poison, or paralysis to the foe.
Thick Fat	Raises resistance to Fire- and Ice-type moves.
Torrent	Powers up Water-type moves in a pinch.
Trace	The Pokémon copies a foe's Ability.
Truant	The 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.
Water Veil	Prevents the Pokémon from getting a burn.

White Smoke Prevents the Pokémon's stats from being lowered.
Wonder Guard Only super effective moves will hit.

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10-Natures
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Nature	+STAT	-STAT	+FLAVOR	-FLAVOR
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
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This mini-guide will guide you step by step on where to find the Battle CDs; how to clear the CDs; and the 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 03

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 Wobuffet

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

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
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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

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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