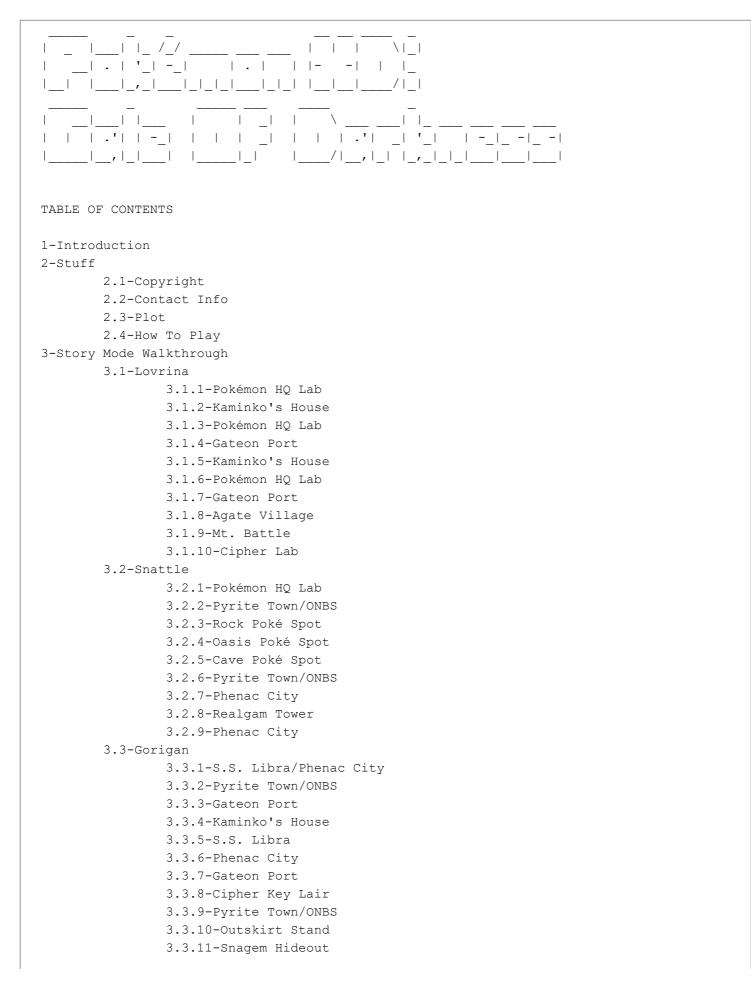
# Pokémon XD: Gale Of Darkness FAQ/Walkthrough

by utomaikeru

Updated to v3.2 on Mar 21, 2016



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### WARNING: MAY CONTAIN SPOILERS!

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

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

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

Credit for this plot description goes to Bulbapedia.

### 

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

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

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

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

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

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

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

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

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

E-mail automatically arrives from Krane.

#### E-MAIL

Subject: To: MICHAEL Sender: KRANE

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

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

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

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

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

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

SUPERTRAINER AFERD Sentret LV5 NORMAL

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

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

3.1.2-Kaminko's House

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

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

KAMINKO AIDE CHOBIN	\$150	
Sunkern	LV5	GRASS

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

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

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

3.1.3-Pokémon HQ Lab

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

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

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

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

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

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

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

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

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

3.1.4-Gateon Port

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

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

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

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

EEVEELUTION ITEMS Water Stone Vaporeon WATER ThunderStone Jolteon ELECTRIC

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

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

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

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

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

SAILOR BOST	\$96	
Marill	LV6	WATER
Whismur	LV6	NORMAL

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

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

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

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

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

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

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

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

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

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

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

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

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

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

3.1.5-Kaminko's House

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


KAMINKO AIDE	CHOBIN	\$360	
		-	

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Magikarp	LV6	WATER	
Sunkern	LV6	GRASS	

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

3.1.6-Pokémon HQ Lab

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

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

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

Now go to Agate Village.

3.1.8-Agate Village

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

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

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

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

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

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

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

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

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

BERRIES

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

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

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

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

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

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

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

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

3.1.9-Mt. Battle

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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\$650

Anorith	LV13	ROCK/BUG
Lileep	LV13	ROCK/GRASS

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

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

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

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

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

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

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



LV14

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

\_\_\_\_\_

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

3.2.2-Pyrite Town/ONBS

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

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

There are a few trainers in Pyrite you can face.

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

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

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

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

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

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

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

# 3.2.3-Rock Poké Spot

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

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

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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.

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WILD POKéMON

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

3.2.5-Cave Poké Spot

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

```
WANDERER MIROR B. $440
               SHADOW POKÉMON #15
Lombre
         LV17
               WATER/GRASS
        LV17
   Lombre
               WATER/GRASS
         LV17
   Lombre
               WATER/GRASS
   Voltorb
         LV19+ (SHADOW) ELECTRIC
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After you Snag Voltorb and defeat his Lombre's, Miror B. exits. Pick up the Miror Radar that Folly and Trudly leave behind. Now, whenever Miror B. is near, the Radar will go off. Very helpful, because if you miss a

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

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

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

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up the stairs.

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

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

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

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

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

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

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

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

Make your next destination Phenac City.

3.2.8-Realgam Tower

3.2.7-Phenac City

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

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

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

3.2.9-Phenac City

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

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

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

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

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

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

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

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

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

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

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

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

TorkoalLV22FIRENuzleafLV23GRASSSwinubLV22+ (SHADOW)ICE/GROUND

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

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

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

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

\_\_\_\_\_

Snattle will now be mad and attack you.

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

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

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

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

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

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

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

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

·····

Subject: Find a lost POKéMON

Sender: NETT, PYRITE

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

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

3.3.2-Pyrite Town/ONBS

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

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

3.3.3-Gateon Port

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

3.3.4-Kaminko's House

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

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

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

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

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

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

3.3.5-S.S. Libra

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

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

E-MAIL

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

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

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

find Bonsly.

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

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

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

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

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

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

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

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

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

E-MAIL

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

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

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

Sandslash

LV29

GROUND

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

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

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

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

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

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

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

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

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

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

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

TEAM SNAGEM FUDLO \$560

\_\_\_\_\_

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

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

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

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

\_\_\_\_\_

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

DEON	Ċ 1

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

\_\_\_\_\_

After this, keep going right to be attacked again!

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

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

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

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

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

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

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

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

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

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

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

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

Exit Cipher Key Lair and go to Gateon Port.

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

E-MAIL

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

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

Let's go back to the Pokémon HQ Lab.

3.4.2-Pokémon HQ Lab

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

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

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

3.4.3-Gateon Port

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

3.4.4-Citadark Isle

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Sandslash	LV37	GROUND	
Mawile	LV35	STEEL	
			_

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

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

E-MAIL

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

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

## E-MAIL

Subject: Down with CIPHER!

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

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

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

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

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

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

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

You'll get another e-mail from Eagun.

E-MAIL

Subject: To: MICHAEL Sender: EAGUN, AGATE VILLAGE

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

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

LV35

\_\_\_\_\_

WATER/GROUND

Quagsire

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

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Hitmonchan

LV38+ (SHADOW) FIGHTING

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

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

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

\_\_\_\_\_

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

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

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

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

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

CIPHER PEON KLEEF	\$1 <b>,</b> 760	
Shuckle	LV44	BUG/ROCK
Blissey	LV42	NORMAL
Weezing	LV41	POISON

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

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

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

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

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

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

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

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

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

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

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

CIPHER R&D LOKET \$2,200

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Sender: EAGUN, AGATE VILLAGE

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

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

\_\_\_\_\_

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\$1,000

ROGUE CAIL

\_\_\_\_\_

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

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

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

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

E-MAIL

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

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

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

Go to Agate Village and go see Beluh.

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

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

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

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

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

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

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

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

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

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

E-MAIL

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

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

who have lost the ability to speak.

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

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

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

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

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

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## 5-Shadow Pokémon List

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

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

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

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6-Strategy Memo

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

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

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

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

	1		
Natu	177	Psychic/Flying Poison/Ground	Tiny Bird Drill
Nidoking	34 31	Poison/Ground Poison/Ground	Drill Drill
Nidoqueen Nidoran?	31 29	Poison/Ground Poison	Driii Poison Pin
Nidoran?	32	Poison	Poison Pin
Nidorina	32 30	Poison	Poison Pin Poison Pin
Nidorino	33	Poison	Poison Pin Poison Pin
Nincada	290		Trainee
Ninetales	290 38	Bug/Ground Fire	Fox
Ninjask	30 291		FOX Ninja
Noctowl	164	Bug/Flying Normal/Flying	Owl
	299	Rock	-
Nosepass Numel	322	Fire/Ground	Compass Numb
Nuzleaf	274	Grass/Dark	Wily
Octillery	274	Water	Jet
Oddish	43	Grass/Poison	Weed
Omanyte	138	Rock/Water	Spiral
Omastar	139	Rock/Water	Spiral
Onix	95	Rock/Ground	Rock Snake
Paras	46	Bug/Grass	Mushroom
Parasect	47	Bug/Grass	Mushroom
Pelipper	279	Water/Flying	Water Bird
Persian	53	Normal	Classy Cat
Phanpy	231	Ground	Long Nose
Pichu	172	Electric	Tiny Mouse
Pidgeot	18	Normal/Flying	Bird
Pidgeotto	17	Normal/Flying	Bird
Pidgey	16	Normal/Flying	Tiny Bird
Pikachu	25	Electric	Mouse
Piloswine	221	Ice/Ground	Swine
Pineco	204	Bug	Bagworm
Pinsir	127	Bug	Stagbeetle
Plusle	311	Electric	Cheering
Politoed	186	Water	Frog
Poliwag	60	Water	Tadpole
Poliwhirl	61	Water	Tadpole
Poliwrath	62	Water/Fighting	Tadpole
Ponyta	77	Fire	Fire Horse
Poochyena	261	Dark	Bite
Porygon	137	Normal	Virtual
Porygon2	233	Normal	Virtual
Primeape	57	Fighting	Pig Monkey
Psyduck	54	Water	Duck
Pupitar	247	Rock/Ground	Hard Shell
Quagsire	195	Water/Ground	Water Fish
Quilava	156	Fire	Volcano
Qwilfish	211	Water/Poison	Balloon
Raichu Raikou	26 243	Electric Electric	Mouse Thunder
Ralts	243	Psychic	Feeling
Rapidash	78	Fire	Fire Horse
Raticate	20	Normal	Mouse
Rattata	19	Normal	Mouse
Rayquaza	384	Dragon/Flying	Sky High
Regice	378	Ice	Iceberg
Regirock	377	Rock	Rock Peak
Registeel	379	Steel	Iron
Relicanth	369	Water/Rock	Longevity
Remoraid	223	Water	Jet
Rhydon	112	Ground/Rock	Drill

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

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

## 7-Item List

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NORMAL ITEMS

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

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

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

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

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

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

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

## 8-Attacks

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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 Double Kick	Steel	5	140 30	100응 100응
Double Team	Fighting Normal	30 15	30	1003
Double-Edge	Normal	15	120	100%
DoubleSlap	Normal	10	15	85%
Dragon Claw	Dragon	15	80	100%
Dragon Dance	Dragon	20	_	_
Dragon Rage	Dragon	10	*	100%
DragonBreath	Dragon	20	60	100%
Dream Eater	Psychic	15	100	100%
Drill Peck	Flying	20	80	100%
DynamicPunch	Fighting	5	100	50%
Earthquake	Ground	10	100	100%
Egg Bomb	Normal	10	100	75%
Ember	Fire	25	40	100%
Encore	Normal	5	_	100%
Endeavor	Normal	5	_	100%
Endure	Normal	10	_	_
Eruption	Fire	5	_	100%
Explosion	Normal	5	250	100%
Extrasensory	Psychic	30	80	100%
ExtremeSpeed	Normal	5	80	100%
Façade	Normal	20	70	100%
Faint Attack	Dark	20	60	_
Fake Out	Normal	10	40	100%
Fake Tears	Dark	20	-	100%
False Swipe	Normal	40	40	100%
FeatherDance	Flying	15	_	100%
Fire Blast	Fire	5	120 75	85%
Fire Punch Fire Spin	Fire Fire	15 15	75 35	100응 85위
	L T T C	тЭ	JJ	85%

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

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

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

SmokeScreen	Normal	20	-	100%
Snatch	Dark	10	-	100%
Snore	Normal	15	40	100%
Softboiled	Normal	10	_	_
SolarBeam	Grass	10	120	100%
SonicBoom	Normal	20	*	90%
Spark	Electric	20	65	100%
Spider Web	Bug	10	_	100%
Spike Cannon	Normal	15	20	100%
Spikes	Ground	20	_	_
Spit Up	Normal	10	_	100%
Spite	Ghost	10	_	100%
Splash	Normal	40	_	
Spore	Grass	15	_	100%
Steel Wing	Steel	25	70	90%
2	Normal	20	-	90%
Stockpile				1000
Stomp	Normal	20	65	100%
Strength	Normal	15	80	100%
String Shot	Bug	40	_	95%
Struggle	Normal	1	50	100%
Stun Spore	Grass	30	_	75%
Submission	Fighting	25	80	80%
Substitute	Normal	10	_	_
Sunny Day	Fire	5	_	_
Super Fang	Normal	10	—	90%
Superpower	Fighting	5	120	100%
Supersonic	Normal	20	_	55%
Surf	Water	15	95	100%
Swagger	Normal	15	_	90%
Swallow	Normal	10	_	_
Sweet Kiss	Normal	10	_	75%
Sweet Scent	Normal	20	_	100%
Swift	Normal	20	60	_
Swords Dance	Normal	30	_	_
Synthesis	Grass	5	_	_
Tackle	Normal	30	50	100%
Tail Glow	Bug	20	_	100%
Tail Whip	Normal	30	_	100%
Take Down	Normal	20	90	85%
Taunt	Dark	20	_	100%
Teeter Dance	Normal	20		100%
	Psychic		_	100%
Teleport	-	20	_	1000
Thief	Dark	10	40	100%
Thrash	Normal	10	120	100%
Thunder	Electric	10	120	70%
Thunder Wave	Electric	20	_	100%
Thunderbolt	Electric	15	95	100%
ThunderPunch	Electric	15	75	100%
ThunderShock	Electric	30	40	100%
Tickle	Normal	20	_	100%
Torment	Dark	15	_	100%
Toxic	Poison	10	_	90%
Transform	Normal	10	—	-
Tri Attack	Normal	10	80	100%
Trick	Psychic	10	_	100%
Triple Kick	Fighting	10	10	90%
Twineedle	Bug	20	25	100%
Twister	Dragon	20	40	100%
Uproar	Normal	10	90	100%
ViceGrip	Normal	30	55	100%
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Vine Whip	Grass	15	35	100%		
Vital Throw	Fighting	10	70	100%		
Volt Tackle	Electric	15	120	100%		
Water Gun	Water	25	40	100%		
Water Pulse	Water	20	60	100%		
Water Sport	Water	15	_	100%		
Water Spout	Water	5	_	100%		
Waterfall	Water	15	80	100%		
Weather Ball	Normal	10	50	100%		
Whirlpool	Water	15	35	85%		
Whirlwind	Normal	20	—	100%		
Will-O-Wisp	Fire	15	_	75%		
Wing Attack	Flying	35	60	100%		
Wish	Normal	10	—	100%		
Withdraw	Water	40	—	—		
Wrap	Normal	20	15	90%		
Yawn	Normal	10	—	100%		
Zap Cannon	Electric	5	120	50%		
Shadow Blast*	Shadow*	_	80	100%		
Shadow Blitz*	Shadow*	_	40	100%		
Shadow Bolt*	Shadow*	—	75	100%		
Shadow Break*	Shadow*	_	75	100%		
Shadow Chill*	Shadow*	_	75	100%		
Shadow Down* Shadow End*	Shadow* Shadow*	—	_ 120	100%		
Shadow Eire*	Shadow*	_	75	60% 100%		
Shadow Half*	Shadow*	_	-	100%		
Shadow Hall*	Shadow*	_	_	80%		
Shadow Mist*	Shadow*	_	_	100%		
Shadow Panic*	Shadow*	_	_	60%		
Shadow Rave*	Shadow*	_	70	100%		
Shadow Rush*	Shadow*	_	55	100%		
Shadow Shed*	Shadow*	_	_	100%		
Shadow Sky*	Shadow*	_	95	100%		
Shadow Storm*	Shadow*	_	_	100%		
Shadow Wave*	Shadow*	_	50	100%		
		=======	=======			
9-Abilities						
		=======	=======			
NAME	EFFECT					
Air Lock	Eliminates the	offooto	of woot	hor		
Arena Trap Battle Armor	Prevents the fo		-			
Blaze	The Pokémon is protected against critical hits. Powers up Fire-type moves in a pinch.					
Chlorophyll	Boosts the Poke			-		
Clear Body			-	rom being lowered.		
Cloud Nine	Eliminates the			-		
Color Change				the foe's move.		
Compoundeyes	The Pokémon's a					
Cute Charm		_		ause infatuation.		
Damp	Prevents comba		_			
Drizzle				t appears in battle.		
Drought						
2	ht The Pokémon makes it sunny if it is in battle.					

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

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

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

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

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10-Natures

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

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BATTLE CD 02

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

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

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

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

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

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BATTLE CD 23
Location: Kaminko's House
Name: Aerodactyl Vs. Kyogre
Difficulty: ***
Your Pokémon: Aerodactyl
Opponent Pokémon: Kyogre
Solution: Use Substitute; Protect; AncientPower; Rest; Substitute;
       Protect; AncientPower
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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
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_____
BATTLE CD 27
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Location: Phenac City
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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

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## 12-Trainer Classes

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

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13-Credits

Bulbapedia, for item information and many other things

Serebii, for some useful information

The Pokémon Company, for licencing the game

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