

of them, go ahead and use this e-mail.

```
 / \
|==O==|                Section Zero: Table of Contents                |==O==|
| \_/ /
|
| CTRL+F Tag: **POKÉMON_0** |
|_____|
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Using the Table of Contents:

To skip to a particular section of the guide, first press CTRL and F at the same time. This will bring up a dialogue box. Double-click the tag that represents the desired section and then press CTRL and C (or right-click and choose "Copy"). In the box, press CTRL and V (or right-click and "Paste"), then click "Find" once or twice to arrive at the desired section.

And, yes, the tags have the accented E's to help maintain the quickness of your finding the desired section, and they also prevent just using a normal "E". So you'll probably want to just copy-paste the tags.

[Section Title]	[CTRL+F Tag]
-1. Donations	**POKÉMON_-1**
0. Table of Contents	**POKÉMON_0**
1. Introduction	**POKÉMON_1**
2. Version History	**POKÉMON_2**
3. Legalities	**POKÉMON_3**
4. Walkthrough	**POKÉMON_4**
-- First Strike at Cipher (Through Cipher Lab)	**POKÉMON_41**
-- Second Strike at Cipher (Through Phenac)	**POKÉMON_42**
-- Third Strike at Cipher (Through Cipher Key Lair)	**POKÉMON_43**
-- A Shady Legendary (The Endgame)	**POKÉMON_44**
5. Sidequests	**POKÉMON_5**
-- Wanderer Mirror B.	**POKÉMON_51**
-- The Phenac Pre-Gym	**POKÉMON_52**
-- Mt. Battle	**POKÉMON_53**
-- The Pyrite Colosseum	**POKÉMON_54**
-- The Realgam Colosseum	**POKÉMON_55**
-- The Orre Colosseum	**POKÉMON_56**
-- Battle CD Simulations	**POKÉMON_57**
6. Items Dex	**POKÉMON_6**

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 / \
|==O==|                Section One: Introduction                |==O==|
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| CTRL+F Tag: **POKÉMON_1** |
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```

Welcome to my newest Pokémon FAQ/Walkthrough. After having gone through the

mainstream games, most recently Black and White 2, we return to this game of the third generation. Pokémon XD is a sequel, a rarity of Pokémon, set five years after the events of Pokémon Colosseum.

Pokémon XD features much of the traditional features of Pokémon - combat, collection, RPG stuff, and entertainment. It also features some rather odd ideas for Pokémon, such as 3D graphics and inter-console trading. All in all, Pokémon XD wound up being a great game, and I hope this FAQ matches it.

I hope you enjoy this FAQ!

```

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v0.25 - Overall format complete; first walkthrough section also complete.
2:14 AM 11/24/2012

v0.60 - Second walkthrough section and half of the third one are complete.
12:40 AM 11/25/2012

v0.75 - Third walkthrough section completed. 12:25 AM 11/26/2012

v1.00 - Main walkthrough completed. 11:46 PM 11/26/2012

v2.00 - Sidequest section completed; Item Dex completed; FAQ overall completed.
12:58 AM 11/28/2012

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|==O==|                               |==O==|
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|  CTRL+F Tag: **POKÉMON_3**  |  |
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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

```

O-----O                               O-----O
|   Allowed sites for this FAQ   |   |   Forever-Banned Sites   |
O-----O                               O-----O

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GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
www.pokemoncrossroads.com	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)
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```

Welcome to the bulk of this FAQ/Walkthrough. Within this section, you'll find a wealth of information, guiding you from start to finish for this game. All of the info is arranged in a semi-chronological order. This section has been arranged into some smaller sub-sections so you can find what you want a bit more easily. What the sub-sections are can be found by looking in the Table of Contents section near the top of the document.

```

#####
##                               ##
#           First Strike at Cipher (Through Cipher Lab) **POKÉMON_41**#
##                               ##
#####

```

After starting a new game and inputting your name, you'll watch a familiar shadowy Pokémon lift up a large ship, the S.S. Libra. This Pokémon's identity is that of Lugia, the legendary Pokémon of wind and water, but that purple hue is unexplainable by even the idea of it being a Shiny Pokémon. Someone must have done something to it...

Some evil organization...

But who?

```

=====
Pokémon HQ Laboratory
=====

```

```

| Treasures and Rewards Checklist \
|_____ \
| Antidote (x2) ..... [ ] |
| P*DA ..... [ ] |
| Potion (x3) ..... [ ] |
|_____ |

```

```

| Trainers' Pokémon \
|_____ \
| ~ Sentret Lv. 5 |
|_____ |

```

But this is currently of no consequence to you. For now, you'll be battling!

```
| BOSS: Metagross \
|
| Pokémon: Metagross (Steel/Psychic) Lv. 50
|
| Money Earned: $0
|=====
| Like many of your first battles in Pokémon games, this is mostly just to
| get you familiar with the battle system... Except that you're using a
| Level 50 Salamence! ^_^ Anyways, Metagross is weak to Ground moves, and
| Salamence has Earthquake. Just batter the crap out of Metagross with it.
|
```

After the battle, you'll find that you were just in a battle simulator. In other words, you don't have a Level 50 Salamence - just a Level 10 Eevee. Aw...

Once you regain control, head west and into the room there to meet with Professor Crane and your mother, Lily. Speak with the latter and agree to go find Jovi, your sister. Feel free to explore in the meantime. Head to the ground floor for sure and head into the west room. There, you'll find three Potions in the Pokéball-like chest, as well as the P*DA on the desk. You'll get an e-mail as you leave the room, saying to speak to Adon about finding Jovi.

Head back upstairs and look under one of the desks in one of southwest rooms. Adon, a friend of Jovi's, should be under there, saying the two of them were playing hide-and-seek, but Jovi apparently either left or forgot. She likely went to Dr. Kaminko's southeast of here.

Head back to the ground floor and head south to exit the main lab. Nearby is a trainer you can speak with to battle. His Level 5 Sentret is like your Level 10 Eevee - Normal-type - so no problem. Tackle 'im to death - you need to remember the +50% STAB bonus.

Otherwise, circle around to the west side of the lab and you'll find a chest with two Antidotes, items which cure Poison status, then leave by going to the southeast. Head to Dr. Kaminko's crib.

```
=====
                        Dr. Kaminko's House
=====
```

```
| Trainers' Pokémon \
|
| ~ Sunkern Lv. 5
|
```

As you arrive outside, head towards the main building and you'll be met with by Chobin. Mistakenly thinking that you are here to steal some of Dr. Kaminko's "magnificent" inventions - you'll see what I mean soon enough - or something, he battles you. Like with the Sentret, there is no real type (dis)advantage here, so use the STAB-inducing Tackle.

Afterwards, Chobin will speak with you and apologize for his rashness. Jovi will appear and speak briefly. Once you regain control, go into the main building and speak with Jovi so she'll follow you around. Feel free to look at the video tapes several times for some of Dr. Kaminko's inventions. One of my favorites was the power-saving refrigerator that turned off when the door was shut.

Yeah, in case you couldn't guess. Dr. Kaminko got hit with some Abra's Confusion attack too many times or something. :P Leave the house when you've had your laughs, then head back to the Pokémon HQ Lab.

=====
Pokémon HQ Laboratory
=====

Treasures and Rewards Checklist \	
Poké Ball (x5)	[]
Shadow Monitor	[]
Snag Machine	[]

Trainers' Pokémon \	
~ Shadow Teddiursa Lv. 11+	

Once you return. Jovi runs off and your mother says to go visit Professor Krane. Go to the top floor of the lab and speak with the man in the blue shirt and white lab coat - apparently, Krane IS downstairs. Go back down and speak with him.

There, you'll find that the Snag Machine has been invented. This machine is meant to steal Shadow Pokémon. Shadow Pokémon are Pokémon that have been changed in some way to make them more stronger, yet also more ... evil, I guess is the proper term. Five years ago, Cipher used a similar machine to steal any Pokémon, but the Pokémon HQ Lab took it and modified it so that only Shadow Pokémon could be taken. And they must taken so that they will be stopped from being used in criminal activities, such as those of Cipher.

You'll be given the Snag Machine, and a Shadow Monitor. This latter lets you check on all of up to 83 Shadow Pokémon you've met with. Finally, you get five Poké Balls. These are used with your Snag Machine, though not always. They're the most basic and weakest of all Pokéballs, but you take what you can get, eh?

Afterwards, some Cipher employees come in and kidnap Professor Krane. Apparently, Cipher is up to their old misdeeds again! You'll end up battling one of them. This will be against just a Teddiursa, but you want to capture it. For now, just use a Poké Ball, though we'll have to explain capturing.

Actually capturing a Pokémon is not that hard. With the way the formulas are based, you'll want the opponent to have as low an amount of HP as possible - under 25% is usually good. You also want to put a status on it, such as Sleep or Paralysis, to further raise the catch rate. Then just toss Pokéballs at it. Each Pokéball has a differing number of effects, so choose wisely.

After the battle, the dudes from Cipher still manage to take away Krane. Go upstairs and speak with your mother - she'll send you along to run an errand in Gateon Port. Jovi also decides to come along. Oh, yay~! </sarcasm>

Go to the ground floor and head south to the world map, then to Gateon Port.

=====
Gateon Port
=====

Treasures and Rewards Checklist \	
Awakening	[]
Fire Stone/Thunderstone/Water Stone/Moon Shard/Sun Shard	[]
Machine Part	[]
Poké Ball (x3)	[]
Potion	[]
Super Potion	[]
TM45 (Attract)	[]

Gateon Port Shop Details \	
Item	Item Cost
Potion	\$300
Antidote	\$100
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$250
Parlyz Heal	\$200

Trainers' Pokémon \	
~ Marill Lv. 6, Whimsur Lv. 6	
~ Swablu Lv. 6, Feebas Lv. 6	
~ Wingull Lv. 6, Lotad Lv. 6	
~ Taillow Lv. 6, Shadow Ledyba Lv. 10+	
~ Zubat Lv. 6, Shadow Poochyena Lv. 10+	

As you arrive in the harbor, Jovi will spot the parts shop ahead and dashes to it ... or, more accurately, into some dude named Zook. He gets furious over an arbitrary thing and decides to sic a Shadow Zangoose on her. Luckily for her, Mr. Verich comes by. One of his bodyguards, Ardos, quickly settles the dispute with a battle.

After you regain control, head west to the parts shop. Inside, speak with the ex-navigator to learn that Makan, the shop's owner isn't here; his grandson should be able to help out. You are quickly given a choice of five items that can evolve Eevee. The Stones work instantly, though getting a Shard will require you to have max happiness on Eevee (you do) and level up.

Below are statistical evaluations of each Eevee-lution allowed in the third generation games, plus a random comparison of the new ones for the fourth generation games. The last six columns refer to BASE stats, and they are, respectively, Maximum HP, Attack, Defense, Speed, Special Attack, and Special Defense.

Item Used	Pokémon	Type	MHP	ATK	DEF	SPD	S.ATK	S.DEF
[none used]	Eevee	Normal	55	55	50	55	45	65
Fire Stone	Flareon	Fire	65	130	60	65	95	110
Water Stone	Vaporeon	Water	130	65	60	65	110	95
Thunderstone	Jolteon	Electric	65	65	90	130	110	95

0-----+-----+-----+-----+-----+-----+-----+-----+-----0
Moon Shard Umbreon Dark 95 65 110 65 60 130
0-----+-----+-----+-----+-----+-----+-----+-----+-----0
Sun Shard Espeon Psychic 65 65 60 110 130 95
0-----+-----+-----+-----+-----+-----+-----+-----+-----0
[Gen.IV Only] Glaceon Ice 65 60 110 65 130 95
0-----+-----+-----+-----+-----+-----+-----+-----+-----0
[Gen.IV Only] Leafeon Grass 65 110 130 60 65 95
0=====O=====O=====O=====O=====O=====O=====O=====O=====O=====0
Average Eevee-lution Base Stats: ~76 ~79 ~84 ~77 ~93 ~98
0=====O=====O=====O=====O=====O=====O=====O=====O=====O=====0

Once you've chosen an Eevee-lution item, and likely used it, exit the shop and speak with Perr. He'll tell you that the bridges at the seaside of the harbor have been repaired, so he'll return to the shop to find the Machine.

Return to the shop and he'll hand it over. Take it back now if you want, but there's other stuff that needs doing...

Go to the rotating bridges. Use them in the obvious manners to fight two trainers, each with Shadow Pokémon. The first one, on a ledge, has a Shadow Ledyba; the second, at the Lighthouse, has a Shadow Poochyena. Be sure to get both of their Pokémon. There's also a Potion, three Poké Balls, and an Awakening inside the Lighthouse. You can beat the Sailor within to get TM45. TM45 teaches Attract, which will only affect Pokémon of the opposite gender by making there be a 50% chance of them not doing anything on their turn.

Return to the mainland and go to the Krabby Club, next. The Navigator nearby will not let you pass until you beat him. Do so - shouldn't be too hard if you opted for Jolteon, like me. :P Inside, go upstairs and the man there will speak of your Pokémon's "happiness". Happiness is a fairly vague stat that mostly will affect evolution in some Pokémon (Eevee, Chansey, Golbat, Pichu, etc.). It also can affect the moves Return and Frustration.

After this, go down to the Krabby Club basement. The only noteworthy thing there would be the Super Potion. This item heals 50 HP, 2.5x more than the Potion's 20. Keep it in case of an emergency.

That's pretty much it for Gateon. Return outside and heal up at the Pokémon Center. Go west and upstairs to the world map. Head to the HQ.

(As a bit of a late note, you can head to Kaminko's house to battle Chobin again. He has a Level 6 Sunkern and Magikarp, so nothing special. Then just speak with Makan and leave.)

=====
Pokémon HQ Laboratory
=====

There's actually not a whole lot to do here. Head back upstairs here and to your mother.

Hand over the Machine Part and she'll mention that she'll need some time to finish making the Purify Chamber, a chamber used to purify Pokémon more quickly than the basic walking around. There is supposed to be, however, an Relic Stone in Agate Village that is rumored to have similar effects.

Eh, worth a shot. Exit the lab, head to the world map, then to Agate.

=====

Agate Village

Treasures and Rewards Checklist \	
Burn Heal (x2)	[]
Cologne Case	[]
Ether	[]
Poké Ball	[]
Poké Ball	[]
Potion (x3)	[]
Super Potion	[]
TM09 (Bullet Seed)	[]

Agate Village Shop Details \	
Item	Item Cost
Potion	\$300
Super Potion	\$700
Antidote	\$100
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$250
Parlyz Heal	\$200
Joy Scent	\$600
Excite Scent	\$800
Vivid Scent	\$1,200

Trainers' Pokémon \	
~ Oddish Lv. 7, Machop Lv. 7	
~ Poochyena Lv. 7, Nincada Lv. 7	
~ Azurill Lv. 7, Togepi Lv. 7, Igglybuff Lv. 7	
~ Tyrogue Lv. 7, Zubat Lv. 8, Grimer Lv. 8	
~ Zigzagoon Lv. 8, Numel Lv. 8	
~ Snubbull Lv. 8, Corphish Lv. 8, Lotad Lv. 8	
~ Cacnea Lv. 8, Slugma Lv. 8	
~ Horsea Lv. 9, Shroomish Lv. 9, Abra Lv. 9	
~ Pikachu Lv. 12	

Familiar, Colosseum players?

Around town, there are quite a few people to find. Speaking with many of them will lead to battles, and some of them are near blatantly-visible treasure chests. I won't guide you step by step, but you shouldn't need me to, either. You'll want to do this, not just for the EXP. and monies, but also so you can open your Shadow Pokémon's hearts some - you're soon going to be able to purify them!

Notably, go behind Eagun's house. There's a hidden slope there that'll lead to another Trainer to fight, who can beat to earn a TM09. TM09 teaches Bullet Seed, a two-to-five hit Grass-type move. Not too bad, I guess.

Also, behind the PokéMart, there's a cave with a few chests - a Poké Ball and a Super Potion. The woman here can teach Thunder Wave (Paralyzes target), Seismic Toss (damage dealt = user's level), and Mimic (does the last move used).

However, each move can only be taught once, and only to certain Pokémon.

Back in the main village, go up to the high treehouse. There, within, you'll find Beluh. She's Eagun's wife, and, apparently, Eagun has been expecting you. He makes a dramatic entrance and asks you to follow him to the Relic Stone. To find it, head to the town entrance, then head east to the Pokémon Center. Heal there and you should see the ramp nearby. Use it and go along the linear path.

You'll soon reach a cavern. Inside, defeat some more of the nearby Trainers - they're not too hard. Afterwards, backtrack outside and heal at the Pokémon Center if you need to. At the end of the cave, you'll want to note that the final Trainer hands you a Cologne Case. This will hold various "Scent" items, which can help prevent/cure Reverse Mode and speed purification.

On the other side of the cave, you'll find Eagun. You shouldn't have too many problems with his Pikachu if you avoid using Vaporeon and Ledyba. After the brawl, you'll be open to use the Relic Stone. Once a Shadow Pokémon's heart is fully open - it's Heart Gauge will be fully white - you'll be able to purify it.

This can remove many of the restrictions on Shadow Pokémon:

- Now it can level up! It will gain EXP. upon purification.
- It can now evolve! The EXP. gain may cause this.
- It can now learn new moves! Again, EXP. gain.
- It can now lose moves. It also has its Shadow Moves lost or replaced.
- It can now be traded.
- It can now be given a nickname!
- Many of its previously-unavailable stats are known!
- EVs and IVs seem to remain at zero. Crap. However, EVs can go up.

Additionally, the Pokémon gains a Ribbon to mark its purification (it's purely aesthetic).

You'll then head to Eagun's house and he'll tell you to speak to Vander, his friend, about finding Prof. Krane. He's supposedly seen some people out in the desert - maybe they're Cipher? You'll trade P*DA numbers with Eagun, then you are free to leave. Shop and head to Mt. Battle from the world map.

```

=====
                                Mt. Battle
=====

```

```

| Treasures and Rewards Checklist \
|_____ \
| Full Heal ..... [ ] |
|_____ |

```

```

| Mt. Battle Coupon Exchange Details \
|_____ \

```

Item	Item Cost
TM29 (Psychic)	3,500 Coupons
TM13 (Ice Beam)	4,000 Coupons
TM24 (Thunderbolt)	4,000 Coupons
TM35 (Flamethrower)	4,000 Coupons
TM30 (Shadow Ball)	4,500 Coupons
Mental Herb	6,000 Coupons
White Herb	6,000 Coupons
Quick Claw	8,000 Coupons

Focus Band	8,000 Coupons	
BrightPowder	8,000 Coupons	
King's Rock	8,000 Coupons	
Scope Lens	8,000 Coupons	
Choice Band	8,000 Coupons	
Shell Bell	8,000 Coupons	
Ganlon Berry	15,000 Coupons	
Salac Berry	15,000 Coupons	
Petaya Berry	15,000 Coupons	
Apicot Berry	15,000 Coupons	

Trainers' Pokémon \		
~ Wurmple Lv. 9, Wingull Lv. 9		
~ Corphish Lv. 9, Swablu Lv. 10		
~ Doduo Lv. 10, Spoink Lv. 10		

As you arrive, you'll speak with one of the bodyguards you met in Gateon Port, this one being Eldes. He'll speak with you, noting that he trained here at Mt. Battle. He thusly became a bodyguard, but is now wondering as to why he gained his power.

... Sounds oddly familiar.

Anywho, go inside. Around here, you can find a number of people. One of them is the Move Relearner, who will let your Pokémon relearn any forgotten move that wasn't TM/HM-based. He charges you 1,000 Coupons each time, though, so be careful. A nearby person will also delete any move a Pokémon has learned - this is only really useful in the case of the un-unlearnable HM moves.

Speak with the lady near the door to learn that Vander is further ahead, in the third zone, teaching some newbies the ropes. Go along the linear path in the next area to Vander - you'll end up fighting three Trainers on the way.

After the third one, you'll get to speak with Vander. He'll tell about the lab in the desert to the south that Cipher used five years ago in the previous Shadow Pokémon deal, back in the days of Pokémon Colosseum. The area's recently became more active and, since few enough people already travel the desert, he's suspicious that Cipher has begun their attempts with Shadow Pokémon again.

Anyways, it's time for you to head there. Leave the place and, as you approach the world map, you'll be notified that Poké Balls are being sold in Agate Village. You may want to buy some, around a dozen, seeing as there are plenty of Shadow Pokémon in the lab we're heading to - the Cipher Lab.

=====
 Cipher Lab
 =====

Treasures and Rewards Checklist \		
Full Heal	[]	
Great Ball	[]	
ID Card	[]	
Leaf Stone	[]	
Revive	[]	

Trainers' Pokémon \
~ Slugma Lv. 14, Shadow Houndour Lv. 17+
~ Horsea Lv. 11, Goldeen Lv. 12, Shadow Spheal Lv. 17+
~ Hoothoot Lv. 14, Shadow Baltoy Lv. 17+
~ Electrike Lv. 12, Chinchou Lv. 11, Mareep Lv. 17+
~ Koffing Lv. 10, Tentacool Lv. 10, Grimer Lv. 11, Gulpin Lv. 17+
~ Odding Lv. 9, Pinceo Lv. 9, Shroomish Lv. 9, Cacnea Lv. 9, Lotad Lv. 8, Shadow Seedot Lv. 17+
~ Dusknul Lv. 14, Skitty Lv. 14
~ Clamperl Lv. 13, Zubat Lv. 15, Corphish Lv. 14
~ Doduo Lv. 13, Taillow Lv. 14
~ Anorith Lv. 13, Lileep Lv. 13
~ Swinub Lv. 14, Shuppet Lv. 13, Shadow Spinarak Lv. 14+
~ Snorunt Lv. 14, Barboach Lv. 14
~ Natu Lv. 16, Wailmer Lv. 15, Nincada Lv. 14
~ Swablu Lv. 17, Wynaut Lv. 16, Corsola Lv. 15
~ Dustox Lv. 14, Qwilfish Lv. 15, Pineco Lv. 16, Wingull Lv. 17
~ Ralts Lv. 16, Bagon Lv. 16, Voltorb Lv. 16, Shadow Numel Lv. 14+
~ Shadow Carvanha Lv. 15+, Psyduck Lv. 15, Magnemite Lv. 15, Remoraidd Lv. 16
~ Jigglypuff Lv. 15, Dunsparce Lv. 16, Chimecho Lv. 17
~ Snubbull Lv. 16, Kecleon Lv. 16, Shadow Shroomish Lv. 15+
~ Murkrow Lv. 18, Beldum Lv. 18, Rhyhorn Lv. 18, Slakoth Lv. 18

Geez. Hope you brought plenty of Poké Balls and Super Potions.

<== Outside ==>

Once you make it here, you'll notice the six colorfully-named Cipher Peons nearby. You'll need to beat one of them to manage to make it inside the main building, but why not beat all six? Remember to steal each of their Shadow Pokémon, too.

<== 1F ==>

Once inside, use the nearby Healing Machine to ... well, fully heal your Pokémon. Use the nearby PC, also, if you need it. Remember where this is, because, looking at the Trainer list, you're probably gonna want to use this again.

Once you enter, go to the elevator and head down.

<== B1F ==>

Go along to the three-branched fork. Go east to the hall guarded by another peon. Defeat him and go down the elevator at the end.

<== B3F ==>

Go south and defeat another peon, then go west and north. You'll find another peon to beat; remember to take his Shadow Spinarak, and also the nearby Revive. Revives are items that heal around 50% of your HP when you use it to revive a Pokémon from a Fainted/KO status. Head upstairs.

<== B2F ==>

Here, go south. You'll end up listening in on Lovrina, an Admin of Cipher, trying to weedle (heh) some information out of Krane. She's trying to get info about purification to power up XD001, whatever that is. Continue south and

defeat the next Cipher Peon, as well as snag his Numel, then continue along to the elevator.

<== B3F ==>

Nearby is a different elevator. This will take you to a Healing Machine, in case you want it. Try opening one of the chests nearby to defeat another Trainer, then go down the elevator.

Head west and defeat the Cipher dude; go north to find another. Further along, you'll see a north/south fork in the path. Head north and you'll find a Cipher Peon to fight. Go south to find another fork. Go along one branch to fight a Trainer, and another one to find a different Trainer, and an elevator.

<== B1F ==>

Go along to the end of the hall to find two people speaking. You'll briefly eavesdrop before being discovered. You'll end up fighting the two before they flee, leaving proverbial trails of urine behind 'em. One will also drop an ID Card.

"Borrow" it and go along to the elevator. Use it. You may want to return to the Healing Machine, though.

<== B3F ==>

Go along and up the staircase. You'll meet a familiar face - Naps, and he'll have stronger Pokémon than before ... but they're barely stronger than anyone around here, so no particular worries.

Speak with Professor Krane and he'll join you on your way out. Grab the nearby Leaf Stone - it is used in evolving Gloom (to Vileplume), Weepinbell (to Victreebel), Exeggcute (to Exeggutor), and Nuzleaf (to Shiftry).

After this, you simply need to backtrack to the entrance of the Cipher Lab. Be sure to use some Healing Machine(s) on the way, for you'll fight a boss soon.

<== 1F ==>

As you approach the first elevator, you'll meet with the Cipher Admin from before, Lovrina. She'll persist in her efforts to get Krane to stay and help with XD001 ... for it is special in that it can't be purified.

Whoa.

```
| _____ |
| BOSS: Cipher Admin Lovrina \ |
| _____ \ |
| Pokémon: Luvdisc (Lv. 20) Water |
|           Roselia (Lv. 19) Grass/Poison |
|           Beautifly (Lv. 19) Bug/Flying |
|           Shadow Delcatty (Lv. 18+) Normal |
| | | |
| Money Earned: $2,100 |
|=====|
| Luvdisc is weak to Grass and Electric. It has an advantage over Fire, |
| Ground, and Rock types. |
| | | |
| Roselia is weak to Fire, Flying, Ice, Bug, and Psychic. It has an |
| advantage over Grass, Dark, and Psychic with Pin Missile, and Water, Rock, |
| Ground with Mega Drain and Leech Seed. |
```

```

|
| Beautifully is weak to Rock (4x), Fire, Ice, Electric, and Flying. It is
| immune to Ground, and has an advantage over Psychic, Dark, Grass, and
| Fighting.
|
| Delcatty is weak to Fighting and immune to Ghost. It has an advantage over
| pretty much everyone in your party due to Shadow Rush, barring Shadow
| Pokémon, so work on snagging it quickly.
|
| Recommendations: Jolteon and Flaaffy can easily take down Luvdisc and
| Beautifully without missing a beat. Roselia is only mildly worrying;
| Flareon, Espeon, or Houndour, to name a few, will work easily enough here.
| For Delcatty, you'll probably want to get some Shadow Pokémon you have
| with you to weedle its HP down some, lest Shadow Rush OHKO others, before
| attempting a capture. You may want to use the Great Ball from before here.
|

```

After the battle, take the Data ROM Lovrina left, then use the elevator.

You'll automatically return to the Pokémon HQ Lab.

```

#####
##                                     ##
#           Second Strike at Cipher (Through Phenac)  **POKÉMON_42** #
##                                     ##
#####

```

```

=====
                          Pokémon HQ Laboratory
=====

```

Back at the lab, you'll find that the Purification Chamber, after five years of arduous work, has been completed. This is used to purify Pokémon faster by completing four-Pokémon "sets" around the Shadow Pokémon.

A "set" is a grouping of four Pokémon. Ideally, you'll want them to have type advantages over each other going clockwise. For example, if you were to use Articuno, Zapdos, Moltres, and Aggron. Ice (Articuno) beats Flying (Zapdos); Electric (Zapdos) beats Flying (Moltres); Fire (Moltres) beats Steel (Aggron); and Rock (Aggron) beats Flying (Zapdos). The reinforcing synergies can help to result in a high "Tempo", or purification speed.

This reinforcing synergy is not the sole thing you get to mess with here. Additionally, you'll want your Shadow Pokémon to face another one whose type it beats. For example, let's say we're using the above Articuno/Zapdos/Moltres/Aggron set, and we're purifying a Machop, who is of the Fighting type. You'll want it to face Aggron, who is doubly weak to Fighting, ideally.

There are nine groupings of this you can mess with in all. The Purification Chamber can be accessed from any PC in the game and the Pokémon HQ; however, to fully purify the Shadow Pokémon, you'll need to go to the Pokémon HQ. At least you don't have to have Shadow Pokémon clogging up your party anymore!

After you're done with it, you'll be told that Datan is checking the Data ROM from before, and that you oughta see how it's going. Datan is upstairs, in the room next Krane's. Go up there and you'll find Jovi - apparently, Datan is not there. Go speak with Adon to find that Datan went downstairs. _ _

Go downstairs and speak with the woman next to the doorway of your room; apparently, Datan went outside. -_-; Go outside and speak with the scientist nearby, who said Datan left the lab. >_< Go downstairs, then east to find Datan.

Speak with him to learn that the Data ROM was indecipherable (heh) - for him, anyways. Krane walks up, saying net at the ONBS in Pyrite Town should know how to do it. Leave the area and head there. Now.

=====
Pyrite Village
=====

Treasures and Rewards Checklist \

Focus Band	[]
Great Ball	[]
Great Ball (x3)	[]
Hyper Potion	[]
Parlyz Heal	[]
Soothe Bell	[]

Pyrite Village Shop Details \

Item	Item Cost
Super Potion	\$700
Full Heal	\$600
Revive	\$1,500
Guard Spec.	\$700
Dire Hit	\$650
X Attack	\$500
X Defend	\$550
X Speed	\$350
X Accuracy	\$950
X Special	\$350

Fresh Water (Vending Machine)	\$200
Soda Pop (Vending Machine)	\$300
Lemonade (Vending Machine)	\$350
Moomoo Milk (Vending Machine)	\$500

Trainers' Pokémon \

- ~ Ralts Lv. 16, Houndour Lv. 16, Snubbull Lv. 16, Seedot Lv. 16
- ~ Spoink Lv. 16, Numel Lv. 16, Magnemite Lv. 16
- ~ Shuppet Lv. 16, Remoraidd Lv. 16, Ledyba Lv. 16, Togepi Lv. 17
- ~ Zigzagoon Lv. 17, Dunsparce Lv. 17, Aipom Lv. 17, Whismur Lv. 17
- ~ Slugma Lv. 16, Oddish Lv. 16, Natu Lv. 16
- ~ Swinub Lv. 17, Murkrow Lv. 17, Clamperl Lv. 17, Bagon Lv. 17
- ~ Machop Lv. 17, Tentacool Lv. 17

No Shadow Pokémon? My Snag Machine is sad.

As you enter town, you'll find a girl, Marcia, running from a person holding a video camera. Camera shy, I guess. Continue along and you'll soon see a police

officer stop two rather shifty people, named Trudly and Folly. The officer will speak to them before they run off.

You'll probably want to begin rather simply - defeat the many Trainers in the town. They're all pretty easy to find. In the town's hotel, you can heal your Pokémon fully for \$100 - albeit pointless, there being a free-healing place elsewhere in town. Still, go there to find a Parlyz Heal, Focus Band, some Great Balls, and a Hyper Potion. Nice! The Focus Band has ~10% chance of keeping you alive after an attack that would KO you, Great Balls are 50% more effective than Poké Balls, and Hyper Potions heal 200 HP. All good items!

As for that free-heal area, head into the pretty obvious Pyrite Colosseum to be healed for free. Also consider entering the Colosseum for a few battles and potential rewards.

Otherwise, go east of the bridge from the Colosseum to find the blue-gray ONBS building. Head up to the second floor. Watch the nearby TV for a news report, then go to find Secc - his office is here on the second floor. He'll tell you to immediately give the Data ROM to Nett. Also speak with the nearby girl, Kandee, and head to the third floor. Speak with her mother there to receive a Soothe Bell, which quickens the rate at which a Pokémon grows happy.

At the top floor, you can speak with the dude in front of the office door, Detro, to be permitted into Nett's office. Hand over the Data ROM; it'll apparently take some time to decipher the contents, but it'll happen. Bitt, nearby, will suggest heading to the Rock Poké Spot, where you can find wild Pokémon. That's a rarity in Orre, most people being brought in by travelers or trades.

That's pretty much it. Leave. Remember the vending machine near the ONBS building - they sell items there that are more cost-effective than Super Potions. Mathematically...

Items	Cost	Cost Versus Super Potion (\$700)	HP Healed	HP Healed Versus Super Potion (50)
Fresh Water	\$200	2/7 (~28.571%)	50	1/1 (100.000%)
Soda Pop	\$300	3/7 (~42.857%)	60	6/5 (120.000%)
Lemonade	\$350	1/2 (50.000%)	80	8/5 (160.000%)
Moomoo Milk	\$500	5/7 (~71.429%)	100	2/1 (200.000%)

As far as cost-effectiveness goes, Moomoo Milk is obviously the best choice... But you don't usually have Level 20 100+ HP Pokémon. For now, Lemonades are the best choice.

Leave town and head to the Rock Poké Spot.

Rock Poké Spot

Treasures and Rewards Checklist	
Poké Snack (x10)	[]
Spot Monitor	[]
Wild Pokémon Encounters	

Pokémon	Pokémon Types	L100 EXP.	Hold Items	EVs Won	Rarity
Gligar	Ground/Flying	1,059,860	None	1 Defense	Common
Sandshrew	Ground	1,000,000	Quick Claw	1 Defense	Common
Trapinch	Ground	1,059,860	Soft Sand	1 Attack	Rare

When you arrive, you'll see a reporter interviewing Duking about some of the most exciting news to hit Orre - that wild Pokémon do reside in the region! (My theory is that they're Pokémon released from Pokéballs. :P)

Anyhow, get between the two people to learn how the wild Pokémon hotspots, or just Poké Spots, work. You'll obtain 10 Poké Snacks.

Basically, you'll need to put a Poké Snack in the middle of the Poké Spot, which will attract wild Pokémon, akin to how PokéBlocks worked in the Safari Zone of Pokémon R/S/E. You'll receive a Spot Monitor to let you know when a Pokémon has arrived at a Poké Spot - there are three in all. The more Snacks you leave, the longer a Pokémon will remain there - yes, they will leave eventually.

In fact, you found the location of another. Go.

=====

Oasis Poké Spot

=====

Potential Trades/Gifts					
Pokémon Given	Pokémon Received	Level	Type	L100 EXP.	
Surskit	Shuckle	20	Bug/Rock	1,059,860	
Trapinch	Meditite	20	Fighting/Psychic	1,000,000	
Wooper	Larvitar	20	Rock/Ground	1,250,000	

Wild Pokémon Encounters					
Pokémon	Pokémon Types	L100 EXP.	Hold Items	EVs Won	Rarity
Hoppip	Grass/Flying	1,059,860	None	1 Sp.Def.	Uncommon
Phanpy	Ground	1,000,000	None	1 Max HP	Common
Surskit	Bug/Water	1,000,000	None	1 Speed	Rare

Here, Duking will get happy over your enthusiasm about catching wild Pokémon. Don't see why, personally - that is the goal of Pokémon, ain't it, to catch all 386 Pokémon? (Well, it's 649 at the time of writing. Thank you, Black/White.)

Anyways, he asks you a favor. Basically, look at the trading list above here to get the general idea. The only one remotely worth it is the Wooper -> Larvitar trade, as Larvitar can become a powerful Tyranitar. Trapinch evolves into a mighty Flygon, so don't give it up, and Surskit and Shuckle are just both "meh" regardless. He then leaves to his house in Pyrite Town - the one with the "G" on it - where you can make the trades.

Anyhow, one more Poké Spot to go - the Cave Poké Spot.

=====

Cave Poké Spot

```

=====
| Treasures and Rewards Checklist \
|-----|
| Miror Radar ..... [ ] |
|-----|

| Wild Pokémon Encounters \
|-----|
| Pokémon | Pokémon Types | L100 EXP. | Hold Items | EVs Won | Rarity |
|-----+-----+-----+-----+-----+-----|
| Aron     | Steel/Rock     | 1,250,000 | Hard Stone | 1 Defense | Uncommon |
| Wooper   | Water/Ground   | 1,000,000 | None       | 1 Max HP  | Rare     |
| Zubat    | Poison/Flying  | 1,000,000 | None       | 1 Speed   | Common   |
|-----+-----+-----+-----+-----+-----|

| Trainers' Pokémon \
|-----|
| ~ Lombre Lv. 17 (x3), Shadow Voltorb Lv. 19+
|-----|

```

Oh, looky there! It's Trudly and Folly again. As you approach them, Miror B., an ex-agent of Cipher, appears. He became disillusioned with Cipher some time ago and now aspires to create his own team and own the world's Pokémon.

Pfffft.

He'll ask you to join him. Say "No" and defeat his rather simple team. No way he'll be taking over the world any time soon. Remember to snag his Voltorb.

After the battle, you'll find the Miror Radar on the ground - this is used to show where Miror B. is at a given time, much like the Spot Monitor. You may want to make use of this, since he can harbor any missed Shadow Pokémon. For such a potentialless dude, we may yet have some use for him...

Anyways, as you leave, you'll be e-mailed that Nett has found something serious about Cipher's plans, and he needs you back in Pyrite ASAP. So go.

Pyrite Village / ONBS

```

=====
| Treasures and Rewards Checklist \
|-----|
| Ether ..... [ ] |
| HP Up ..... [ ] |
| Revive ..... [ ] |
|-----|

| Pyrite Village Shop Details \
|-----|
| Item ..... Item Cost |
|-----+-----|
| Super Potion ..... $700 |
| Full Heal ..... $600 |
| Revive ..... $1,500 |
| Guard Spec. .... $700 |
| Dire Hit ..... $650 |
| X Attack ..... $500 |
|-----+-----|

```

X Defend	\$550
X Speed	\$350
X Accuracy	\$950
X Special	\$350
Poké Snack	\$300

Fresh Water (Vending Machine)	\$200
Soda Pop (Vending Machine)	\$300
Lemonade (Vending Machine)	\$350
Moomoo Milk (Vending Machine)	\$500

| Trainers' Pokémon \

| PYRITE VILLAGE AREA REBATTLES:

- | ~ Ralts Lv. 16, Houndour Lv. 16, Snubbull Lv. 16, Seedot Lv. 16
- | ~ Spink Lv. 16, Numel Lv. 16, Magnemite Lv. 16
- | ~ Shuppet Lv. 16, Remoraid Lv. 16, Ledyba Lv. 16, Togepi Lv. 17
- | ~ Zigagoon Lv. 17, Dunsparce Lv. 17, Aipom Lv. 17, Whismur Lv. 17
- | ~ Slugma Lv. 16, Oddish Lv. 16, Natu Lv. 16
- | ~ Swinub Lv. 17, Murkrow Lv. 17, Clamperl Lv. 17, Bagon Lv. 17
- | ~ Machop Lv. 17, Tentacool Lv. 17

| ONBS BATTLES:

- | ~ Carvanha Lv. 18, Barboach Lv. 17
- | ~ Corphish Lv. 18, Grimer Lv. 18, Electrike Lv. 17
- | ~ Kecleon Lv. 19, Surskit Lv. 21, Shadow Mauhita Lv. 18+
- | ~ Doduo Lv. 20, Chimecho Lv. 20, Tentacool Lv. 18
- | ~ Qwilfish Lv. 19, Koffing Lv. 19, Chinchou Lv. 20, Rhyhorn Lv. 20
- | ~ Spinarak Lv. 20, Dustox Lv. 20, Beautifly Lv. 19, Shadow Vulpix Lv. 18+
- | ~ Gulpin Lv. 19, Mareep Lv. 19, Luvdisc Lv. 20, Bellossom Lv. 21
- | ~ Furret Lv. 19, Togetic Lv. 19, Zigagoon Lv. 20, Delibird Lv. 21
- | ~ Sneasel Lv. 20, Misdreavus Lv. 20, Yanma Lv. 19, Shadow Duskull Lv. 19+
- | ~ Kadabra Lv. 22, Flaaffy Lv. 22, Vigoroth Lv. 21, Shadow Ralts Lv. 20+

Shop, heal, etc., and head into the ONBS building when ready.

<== 1F ==>

Inside, speak with the guard to find that Megg, the receptionist, was taken hostage by Cipher and taken to the rooftop! Go east into the hall and defeat the Cipher Peon. Continue along to the door next to the elevator. Unlock it, defeat Mocer, and head up.

<== 2F ==>

Here, continue along and you'll quickly fight a hidden Peon. Take her Shadow Mauhita and continue along to Nett's office. You'll find another Peon to beat there. Afterwards, speak with Secc to learn that the Data ROM had, obviously, some very important, sensitive, critical, and crucial information that Cipher needs to be kept secret. Thusly, the invasion.

In the news room, defeat the Peon harrassing the newsreader, then continue along to the next elevator. Defeat the Peon in front of it, remembering to take his Shadow Vulpix. Then up you go! Wheeeee~!

<== 3F ==>

Use the nearby Healing Machine to fully heal your Pokémon party, then continue

along. Defeat the first Peon you reach to save Kandee and her mother, then go into the other room. Defeat the Cipher Peon there.

Continue along to the staircase to find, yes, another Cipher Peon. Remember to snag the Shadow Duskskull, then head upstairs.

<== 4F ==>

Continue onto the roof. Nearby, you should defeat the Cipher Peon. Take special note of his Shadow Ralts - if you didn't get Espeon or Meditite earlier, now is your chance, for Ralts is a useful Psychic Pokémon. Head back downstairs if you want to heal.

Otherwise, go into the room past Feldas to find Secc's office. There, Nett ends up handing the Data ROM to Exol, who believe it doesn't particularly matter, as Nett likely copied the data into the computer. Such is true... which is why Cipher already wiped the ONBS servers, much to everyone's shock.

Exol releases Megg and prepares to make an undramatic exit. I guess we're meant to make it more... I dunno, dramatic?

```
| BOSS: Cipher Commander Exol \
|                               \
|-----|
| Pokémon: Loudred (Lv. 23) Normal
|         Raichu (Lv. 23) Electric
|         Girafarig (Lv. 23) Normal/Psychic
|         Shadow Mawile (Lv. 22+) Steel
|
| Money Earned: $1,840
|=====|
| Loudred is weak to Fighting and immune to Ghost. It has no particular
| advantages, as it mostly will just use Seismic Toss to deal 23 damage.
|
| Raichu is weak to Ground, and has a definitive advantage over Water and
| Flying Pokémon. It also has Dig, a two-turn Ground move that will hurt
| Rock (which is often paired with Ground), Fire, Electric, and Steel. Also
| beware its Static ability, which may paralyze Pokémon that touch it.
|
| Girafarig is a bit of an oddball. It is weak to Bug and Dark, and immune
| to Ghost. There's nothing special about it; just advantages over Fighting
| and Poison.
|
| Shadow Mawile is weak to Fire, Fighting, and Ground, and is immune to
| Poison. Being a Shadow Pokémon, not to mention 11-type-resisting Steel,
| it'll be hard to mess with.
|
| Recommendations: Pretty much any Pokémon will work fine against Loudred -
| Shadow Duskskull works especially well due to Shadow moves and immunity to
| Normal/Fighting. Wooper or Quagsire, or a pure-Ground type, will work
| wonders over Raichu. Girafarig is probably best handled by your
| Eevee-lution Pokémon, especially if it is Umbreon. Shadow Mawile is one
| you'll REALLY want to snag. Try weedling its HP down with a few Shadow
| Pokémon, then hitting it with pretty much anything else, before using a
| Great Ball. Trust me, you'll REALLY want Mawile.
|-----|
```

After the battle, Exol will flee, taking the Data ROM with him.

Nett will then reveal what he wanted to tell you - that Cipher was behind the disappearance of the S.S. Libra, and that they're planning to strike Phenac

City next. One obvious thing, one not so obvious. Nett says to go to Phenac and tell their mayor about Cipher's intentions.

Head around town, shop, heal, what-have-you, before you leave to Phenac City.

=====
Realgam Tower
=====

Treasures and Rewards Checklist \	
Carbos	[]
Disc Case; Battle CDs 01, 07, 20	[]
Protein	[]
Ultra Ball	[]

Realgam Tower Shop Details \	
Item	Item Cost
Hyper Potion	\$1,200
Full Heal	\$600
TM10 (Hidden Power)	\$3,000
TM14 (Blizzard)	\$5,500
TM15 (Hyper Beam)	\$7,500
TM16 (Light Screen)	\$3,000
TM17 (Protect)	\$3,000
TM20 (Safeguard)	\$3,000
TM25 (Thunder)	\$5,500
TM33 (Reflect)	\$3,000
TM38 (Fire Blast)	\$5,500
Poké Snack	\$300

Battle CD 02	\$1,000
Battle CD 03	\$1,000
Battle CD 04	\$1,000
Battle CD 09	\$1,000
Battle CD 13	\$1,000
Battle CD 17	\$1,000
Battle CD 25	\$1,000
Battle CD 26	\$1,000
Battle CD 30	\$1,000

As you arrive, you'll be congratulated for being the facility's 1,000,000th visitor. Sounds like some stupid spam, don't it? Anyways, you'll be given a Disc Case to hold Battle CDs - #01, #07, and #20 are already within. You can play them at Realgam Tower or the Pokémon HQ.

You'll be forced to go to Realgam Tower now, so do so. There, you'll find Folly and Trudly. The two complain over Battle CDs not giving them real Pokémon (you would have to be an idiot to expect simulations to give Pokémon), so they'll toss them everywhere across Orre, free for passerby, such as yourself, to grab.

In the main tower, you'll soon see three other paths to take. The left one takes you to a PokéMart, where you might want to buy some of the TMs, though be wary of the high-power elementals (Fire Blast, Blizzard, Thunder), as their accuracy is poorly low unless the weather is good for it, which is rare. The proper weathers, respectively, are Sunny, Hailing, and Rainy, by the way.

The right door brings you to a Pokémon Center. Function is obvious.

The door in the middle brings you further into the tower. On the left, you can play Battle Bingo, a test of your strategizing and type knowledge. There, you can win some items and Coupons for Mt. Battle. On the right is a Battle CD Simulator to play Battle CDs on.

Explore the Tower as you will - be sure to grab the Carbos, Protein, and Ultra Ball. Carbos boosts Speed EVs by ten, and Protein boosts Attack EVs by ten. This can generally induce 1 ~ 2 point boost in those stats immediately! Plus, the Ultra Ball is doubly effective compared to the Poké Ball, and 33% more effective than a Great Ball. Well, fetch, heal, and head to Phenac proper.

=====
Phenac City
=====

Treasures and Rewards Checklist \

Battle CD 08	[]
Battle CD 16	[]
Battle CD 19	[]
Battle CD 27	[]
Battle CD 28	[]
Battle CD 32	[]
Elevator Key	[]
EXP. Share	[]
Hyper Potion (x2)	[]
Music Disc	[]
PP Up	[]
TM13 (Ice Beam)	[]
Ultra Ball (x3)	[]
Water Stone	[]

Phenac City Shop Details \

Item	Item Cost
Poké Ball	\$200
Great Ball	\$600
Ultra Ball	\$1,200
Super Potion	\$700
Hyper Potion	\$1,200
Antidote	\$100
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$250
Parlyz Heal	\$200
Full Heal	\$600
Revive	\$1,500
Poké Snack	\$300
HP Up	\$9,800
Protein	\$9,800
Iron	\$9,800
Carbos	\$9,800
Calcium	\$9,800
Zinc	\$9,800

Trainers' Pokémon \
~ Seviper Lv. 20, Mightyena Lv. 21, Golbat Lv. 22, Shadow Snorunt Lv. 20+
~ Murkrow Lv. 20, Ariados Lv. 22, Shadow Pineco Lv. 20+
~ Electrike Lv. 20, Magnemite Lv. 20, Chinchou Lv. 20
~ Noctowl Lv. 20, Vigoroth Lv. 20
~ Poochyena Lv. 22, Staryu Lv. 21, Magnemite Lv. 21, Absol Lv. 21
~ Duskkull Lv. 21, Qwilfish Lv. 21, Corphish Lv. 20
~ Shupper Lv. 21, Corsola Lv. 21, Teddiursa Lv. 21
~ Sudowoodo Lv. 20, Clamperl Lv. 21
~ Volbeat Lv. 20, Iillumise Lv. 20, Spoink Lv. 21, Seviper Lv. 21, Wailmer Lv. 22
~ Goldeen Lv. 21, Mightyena Lv. 21, Koffing Lv. 21, Carvanha Lv. 21
~ Oddish Lv. 18, Cacnea Lv. 18, Lotad Lv. 19, Shroomish Lv.19, Pineco Lv.20
~ Koffing Lv. 20, Grimer Lv. 20, Zubat Lv. 20, Tentacool Lv. 20
~ Slugma Lv. 20, Numel Lv. 20
~ Horsea Lv. 20, Goldeen Lv. 20, Beldum Lv. 19
~ Kirlia Lv. 22, Linoone Lv. 20, Shadow Natu Lv. 22+
~ Remoraid Lv. 22, Golbat Lv. 22, Shadow Roselia Lv. 22+
~ Kadabra Lv. 22, Misdreavus Lv. 22, Sneasel Lv. 22, Shadow Meowth Lv. 22+
~ Torkoal Lv. 22, Nuzleaf Lv. 23, Shadow Swinub Lv. 22+
~ Pelipper Lv. 23, Electrike Lv. 23, Shadow Spearow Lv. 22+
~ Chimecho Lv. 23, Stantler Lv. 23, Grimer Lv. 23+
~ Hoothoot Lv. 25, Gulpin Lv. 26, Graveler Lv. 26, Shadow Seel Lv. 23+

<== Main City ==>

Hm... The place feels rather empty, and the Pokémon Center and PokéMart are closed up. I don't see any bricks lying around, either, so there's no point in trying to use to violence to get at the good stuff... We'll have to solve this mystery.

If you need to heal your Pokémon, go east of the Pre-Gym in the area and into the house there. While there, take the Music Disc from the table; the owner claims it is not in his taste, and more likely to be in the taste of women. Wow, blatant sexism in a Pokémon game - never thought I'd see that in my lifetime. O_o

Anyways, head to the northwestern portion of the town, west of the Pre-Gym. Within, speak with the mayoral secretary, who claims the mayor to be out on business. She also wants some music, so hand her the Music Disc from before to thoroughly distract her whilst you waltz up the stairs.

Up here, go next to the bed to find a note. And, no, it's not a love note, unless it is written in a very convincing code. It's from the mayor, to Justy, saying that Cipher is planning to "replace" the more important members of the community. Whoa. Suddenly, the secretary from before will come upstairs, revealing herself to be, "un"-expectedly, a Cipher Peon. Defeat her, but be sure to grab her Snorunt. Ice Pokémon are rare these days.

Go downstairs and defeat the Peon down there, also remembering to snag the Pineco. Afterwards, go outside and you'll see Justy leave the Pre Gym.

And again.
And again.
And again.
And again.

| Quagsire is doubly weak to Grass, but is also immune to Electric. And, if |
| that weren't enough, it also absorbs Water moves. It'll have an advantage |
| over Electric, Rock, Fire, Steel, and Ground. |

| Castform is normally weak to Fighting and immune to Ghost, but its ability |
| "Forecast" can change its type if the weather is rainy (Water), sunny |
| (Fire), or hailing (Ice). Its type advantages also can change due to that |
| as well, because its signature move, Weather Ball, is affected similarly. |
| It also has a number of other elemental moves, so expect there to be |
| *some* way your Pokémon can be super-effectively hit here. |

| Metang is weak to Fire and Ground, and is immune to Poison. It can have an |
| advantage over Rock, Ice, Fighting, and Poison, and Thunderpunch will toss |
| in Water and Flying. |

| Shadow Lunatone is weak to Water, Grass, Ground, Steel, Dark, Bug, and |
| Ghost. Move-wise, you know what to expect from Shadow moves. |

| Recommendations: For Lanturn and Quagsire, you'll want some kind of Grass |
| type. Namely, I prefer Shiftry because of the Dark being able to help on |
| Shadow Lunatone, although you'll want to remember to catch Shadow Lunatone |
| as well. Castform is a situational thing, but there aren't any real |
| weather-affecting moves unless you use them, so your Eevee-lution should |
| be okay. As for Metang, using Flareon, Sandslash, Vibrava, Vulpix, etc., |
| should do okay. Pokémon by now should be Level 30+. |

After the brawl, Snattle will get upset, but is brightened by the fact that he probably gave Gorigan plenty of time to finish some "recovery operation". He then flees.

Marcia will speak briefly with you before leaving. Once she does, pick up the shiny thing on the floor to find the Elevator Key! Return to the Phenac Pre-Gym and examine the eastern control console to unlock the elevator. Go down to meet the citizens of Phenac. The mayor will speak with you.

Back on the main floor, you'll exchange P*DA numbers with Justy and he'll mention that he's been seeing some shady characters going somewhere in the desert. He'll unlock it for you on the world map.

That's about it. As you leave, the Daycare in Agate Village will open up - it is the same, more or less, as other Pokémon games. You can also go to the mayor's house to find two Battle CDs (#27/#32) on the floor. Speak to the mayor to get the EXP. Share. This splits the EXP. between the holder and Pokémon that took part in a battle equally, although the holder can participate for boosted EXP.

```
#####  
##                                     **POKÉMON_43** ##  
#           Third Strike at Cipher (Through Cipher Key Lair)           #  
##                                                                 ##  
#####
```

=====
Phenac City
=====

| Phenac City Shop Details \

Item	Item Cost
Poké Ball	\$200
Great Ball	\$600
Ultra Ball	\$1,200
Super Potion	\$700
Hyper Potion	\$1,200
Antidote	\$100
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$250
Parlyz Heal	\$200
Full Heal	\$600
Revive	\$1,500
Poké Snack	\$300
HP Up	\$9,800
Protein	\$9,800
Iron	\$9,800
Carbos	\$9,800
Calcium	\$9,800
Zinc	\$9,800

Try heading, now, for the new spot in the desert Justy told you of. Your scooter will get stuck in the sand and you, being too lazy to walk or use a Pokémon that can Fly, will return to Phenac.

There, Nett will e-mail you, saying that he was told to find a Pokémon lost on the S.S. Libra. You'll then need to head to Pyrite Town.

=====
Pyrite Village
=====

Pyrite Village Shop Details \	
Item	Item Cost
Super Potion	\$700
Full Heal	\$600
Revive	\$1,500
Guard Spec.	\$700
Dire Hit	\$650
X Attack	\$500
X Defend	\$550
X Speed	\$350
X Accuracy	\$950
X Special	\$350
Poké Snack	\$300
Fresh Water (Vending Machine)	\$200
Soda Pop (Vending Machine)	\$300
Lemonade (Vending Machine)	\$350
Moomoo Milk (Vending Machine)	\$500

When you go into town, heal, shop, etc. Come on, you know the deal by now!

Head to the room atop the ONBS building. There, you'll eventually be

introduced to the elderly man and his granddaughter. Apparently, her Pokémon was lost on the S.S. Libra. Opt to help and you'll be given a picture of the Pokémon.

This Pokémon is known as Bonsly, and is the pre-evolutionary form of the Pokémon Sudowoodo. Bonsly is possibly not familiar to you, though that's only if you haven't had contact with Pokémon in the past six years. Bonsly is a Pokémon that was released when Pokémon Diamond/Pearl came out for the Nintendo DS console in 2007. It is native to the Sinnoh region, so I guess the old man is wrong in it being a new species of Pokémon. :P

Nett will take note of the sand on you and you'll communicate what happened in the desert. You'll be told to go to Makan in Gateon Port about it. So head there.

=====
Gateon Port
=====

Gateon Port Shop Details \	
Item	Item Cost
Poké Ball	\$200
Great Ball	\$600
Ultra Ball	\$1,200
Potion	\$300
Super Potion	\$700
Hyper Potion	\$1,200
Antidote	\$100
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$250
Parlyz Heal	\$200
Full Heal	\$600
Revive	\$1,500
Poké Snack	\$300
EnergyPowder	\$500
Energy Root	\$800
Heal Powder	\$450
Revival Herb	\$2,800

When you arrive, think about whether you want to buy the latter set of items on the top floor of the shop. These items have a number of rather useful effects - they are the same as some items, but are also cheaper. (Remember, the Revival Herb is like a *MAX* Revive.) However, they also lower happiness, so think about it.

In the parts shop, speak with Perr. He'll say that you need a conversion kit for the scooter, but he needs Makan ... who went elsewhere. The TV will then turn on, featuring a news report of your liberation of Phenac and of the evil nature of Cipher.

You'll then learn that Makan went, more specifically, to Dr. Kaminko's place. Leave. As you do, you'll meet with Verich, the guarded dude you met last time you were here. He'll speak briefly and leave. ... Continue on to Kaminko's house.

=====
Dr. Kaminko's House
=====

Treasures and Rewards Checklist \	
Battle CD 05	[]
Battle CD 11	[]
Battle CD 23	[]
Battle CD 29	[]
Rare Candy	[]

Trainers' Pokémon \	
~ Sunkern Lv. 26, Gyarados Lv. 26	
~ Sunflora Lv. 26, Gyarados Lv. 26, Hoppip Lv. 26, Tropius Lv. 26	

When you arrive, you'll be stopped, yet again, but Chobin.

Yet again, you'll be mistaken to be a burglar.

Yet again, you'll battle him.

Yet again, the fight is worth little mention.

Afterwards, Dr. Kaminko will leave his house, wondering what all the ruckus is about. Chobin will tell him that it is due to your attempted burglary. (Well, since we're gonna take a Rare Candy, I guess it is burglary. :P) Dr. Kaminko and Chobin will go inside to find "it". Speak with Dr. Kaminko and say "No" to fight Robo Groudon.

... Not really. Groudon's way over in Hoenn, engaged in a struggle between Kyogre, Team Aqua, Team Magma, and some other person that likely has your name. :P

You'll just fight and defeat Chobin again. Afterwards, you'll be recognized and Kaminko gives up his hopes on the Robo-Pokémon project. You'll then end up giving Chobin your P*DA number.

Look around the house for a few Battle CDs (#05, #11, #23, #29), then go to Doctor Kaminko's room. Try to go through the only other door in his room and you'll be stopped, because it has an elevator leading to the R&D room. But he's given up, more or less, so he doesn't care. Go down and take the nearby Rare Candy (it raises a Pokémon's level by one!), then speak with Makan.

You'll eventually get an anti-gravity upgrade to your scooter back in Gateon Port, which should let you reach the S.S. Libra. Now, heal, shop, etc., and head there.

=====
S.S. Libra
=====

Treasures and Rewards Checklist \	
Amulet Coin/Quick Claw/Mental Herb/White Herb	[]
Battle CD 18	[]
Bonsly Card	[]

Fire Stone	[]
Iron	[]
Leftovers	[]
Luxury Ball	[]
Max Ether	[]
PP Up	[]
PP Up	[]
TM35 (Flamethrower)	[]
Yellow Flute	[]

Trainers' Pokémon \	
~ Huntail Lv. 27, Koffing Lv. 27, Cacnea Lv. 27, Teddiursa Lv. 27	

When you reach the area Justy spoke of, you'll find it to be something awesome: a ship in the middle of a desert! How did the S.S. Libra get here? My theory is that they had cruise liners ~30,000 years ago and one was here when the water levels lowered. :P

Nah, Cipher had Shadow Lugia pick it up and drop it here. You knew that. (Holy crap, I almost put "Luigi".)

Anyways, go through the big hole in the side of the ship. You'll soon get an e-mail about the Pre-Gym opening up. We'll cover it later. Inside, you should see a crate. Push it north once to open up the path. Jump down to the ledge with the chest to get an Iron, which boosts Defense EVs by 10, which is a 2 ~ 3 point boost immediately. Then head up the stairs.

Go up again to the ship's deck. There, you'll see Gorigan and some other Cipher dudes speaking of the rare Pokémon on the ship. Odds are, it's Bonsly. You'll be spotted, but Gorigan just leaves his Peons to it. After they use mathematics to see who will fight you (seriously, why not just who has stronger Pokémon?!), you shall fight, and likely win the lone battle here.

Such is proof that 99% of all statistics are made up in an instant. It's true.

After the battle ceases, the Peon will run off, leaving a trail of urine behind him. A man will walk to you, saying that this ship is now his home, there being plenty of food and all. (Well, it being Poké Food, I think this man's a little sun-dazed, don't you think?) Anyways, you'll be told to visit him if your Pokémon need to be healed, then you are told to look at the cause of the sounds from deeper within the ship.

Agree and go downstairs. Pick up the sparkly Battle CD 18 on the ground, then continue down via the northwestern staircase.

There will be another crate here. Head between higher ledge and the item chest, then push the crate out of the way so you can get the items here. Repeat as needed, in reverse sort of, for the other item. Then just head upstairs.

There, you'll find another mobile crate. Push it southward thrice, then north twice to reach the Max Ether, Continue pushing the crate northward, into the gap, so you can continue into the ship.

Here, there will be two crates. Oh noes! ... Push the eastern crate north four times so it lines up with the item-in-a-box. Push the western crate north once, then go west of the crate and push it east thrice. Push it north once and now, the Yellow Flute is yours. This magnificent item can heal Confusion in battle

and, unlike most restorative items, can be used infinitely! ^_^ Now just head up the stairs to the next area - remember to pick up TM35, which teaches Flamethrower, on the way.

Hey, it's Bonsly! Do you remember that Farfetch'd puzzle from Gold/Silver and their remakes? This is kinda like that. Approach Bonsly twice and it'll awaken from its nap to flee, then nap again. As you approach the next time, do so slowly and reach out your hands ... to only have your P*DA go off, awakening the Bonsly. GAH! *throws P*DA out porthole*

Anyways, Acri wants to interview you. It won't kill you to do it later, though. Pick up the shiny Leftovers from the ground - they, as a hold item, will heal 1/16 (6.25%) of the holder's maximum HP each turn. Nice! Also remember to grab that Luxury Ball on the way out - it helps raise Pokémon happiness.

Return to the room where you found the Battle CD, then speak with the man there. He'll be relieved that the noisemaker was just a Pokémon. (Really? I'd be quite ****ing scared if I had a Haunter lurking around, just ready to lick me and consequentially take my soul. What's up with this dude!?)

As for the Bonsly, it ran off to a Poké Spot. It is particularly random, though I'd assume the Rock Poké Spot would be fitting to go to, Bonsly being a Rock-type. If you go find it and take it to its owner, you'll get a Bonsly Card for use in the Realgam Tower's Battle Bingo.

Continue on out of the ship. Wakin from Team Snagem ambushes you and gets his Gloom to use Sleep Powder on you. It is successful and you reawaken later, without your Snag Machine. Oh, boy! </sarcasm>

You'll be told as to where those guys were heading: Eclo Canyon. Feel free to go there.

However, also go meet Acri in Gateon Port. She'll ask you three questions: say "No" zero times for an Amulet Coin, once for a Mental Herb, twice for a White Herb, or thrice for a Quick Claw. Frankly, everything else can be gotten elsewhere, but the Amulet Coin is often one-per-playthrough and can double the money earned in Trainer battles if the holder takes part. TAKE IT.

=====
Cipher Key Lair
=====

```
| Trainers' Pokémon |  
| ~ Shadow Zangoose Lv. 28+, Doduo Lv. 26, Seviper Lv. 26, Carvanha Lv. 26, |  
| Relicanth Lv. 26 |
```

As you arrive, you'll find that Zook is being bullied by Team Snagem, which I guess is somewhat sensible, Zook now being a member of Cipher and all. Zook quickly defeats one of the Team Snagem dudes, and it becomes apparent that your Snag Machine was taken to Team Snagem's leader, Gonzap.

Then Zook notices you and opts to fight. You can't do anything right now about his Zangoose, as far as snagging it goes, but he's otherwise just a typical battle.

Afterwards, trying leaving the area and you'll be told to speak with Secc at the ONBS in Pyrite Town. Go there to be told to go meet Hordel at the Outskirt Stand.

=====
 Outskirt Stand
 =====

 | Outskirt Stand Shop Details | \

Item	Item Cost
Ultra Ball	\$1,200
Net Ball	\$1,000
Timer Ball	\$1,000
Super Potion	\$700
Hyper Potion	\$1,200
Full Heal	\$600
Revive	\$1,500
Poké Snack	\$300

 | Potential Trades/Gifts | \

Pokémon Given	Pokémon Received	Level	Type	L100 EXP.
[none]	Shadow Togepi	20	Normal	800,000
Pure Togepi	Elekid	20	Electric	1,000,000

 | Trainers' Pokémon | \

| ~ Lombre Lv. 26 (x3), Ludicolo Lv. 26, Shadow Nosepass Lv. 26+
 | ~ Zigzagoon Lv. 24 (x2), Linoone Lv. 24 (x2)
 |

As you arrive, your Miror Radar will wail off, saying that Miror B. is in the vicinity. Oh, yay. Approach the door of the stand and you'll meet Trudly and Folly leaving and having a rather intelligent, philosophical conversation. More or less.

Mirror B. will then walk out and battle you. His Pokémon are easy enough to defeat, so it should not be overly difficult, especially four of them having the same type and all.

After the battle, he'll flee. Enter the stand to find a television report of the S.S. Libra being found in the desert near Phenac, with the suspected cause of the incident being Cipher.

Speak with the man next to the entrance to find that he is Hordel. He used to work for Cipher until he learned of their plans to mass-produce Shadow Pokémon from their Key Lair. He fled, taking only the Shadow Pokémon he could. He'll then tell you of the boy he heard that is taking and purifying Shadow Pokémon, and he'll ask for you to take his Togepi.

If you have an empty slot in your party, feel free to do so. Once you purify it, you can trade it to him for an Elekid. I'd go for the Elekid, as it has the main elemental punches (Fire/Thunder/Ice Punch) and Cross Chop (Fighting), which means it can take down almost any type of Pokémon, except, at an immediate guess, Electric and Ghost. Note that it MUST be a Togepi, and it must be Hordel's - his Togetic or another Togepi will not work.

As you leave, Secc will e-mail you, saying that he found Team Snagem's hideout.

Thank you, Google Earth! :P Anyways, the location will soon be marked on your map. As you continue leaving, you'll be forced into a battle with Willie, who uses a bunch of Normal-types, so no biggie. Afterwards, leave to Snagem's hideout.

=====
Team Snagem Hideout
=====

Treasures and Rewards Checklist \	
Full Heal	[]
Gonzap's Key	[]
Hyper Potion (x2)	[]
PP Up	[]
Rare Candy	[]
Revive (x2)	[]
Snag Machine	[]
TM29 (Psychic)	[]
TM30 (Shadow Ball)	[]
Ultra Ball (x3)	[]

Trainers' Pokémon \	
~ Murkrow Lv. 26, Golbat Lv. 26, Oddish Lv. 26, Absol Lv. 27	
~ Koffing Lv. 26, Dustox Lv. 26, Oddish Lv. 26, Qwilfish Lv. 25	
~ Remorad Lv. 25, Loudred Lv. 26, Octillery Lv. 26, Sandslash Lv. 27, Crawdaunt Lv. 32	
~ Girafarig Lv. 26, Smeargle Lv. 27, Machoke Lv. 28, Pelipper Lv. 25	
~ Kecleon Lv. 25, Volbeat Lv. 25, Yanma Lv. 25, Aipom Lv. 26	
~ Ariados Lv. 26, Xatu Lv. 27, Beautifly Lv. 28, Delibird Lv. 28, Sneasel Lv. 28	
~ Graveler Lv. 25, Rhyhorn Lv. 26, Tropius Lv. 27, Misdreavus Lv. 28, Stantler Lv. 28	
~ Oddish Lv. 27, Crobat Lv. 26, Bellossom Lv. 26, Torkoal Lv. 26	
~ Gloom Lv. 28 (x2), Mantine Lv. 28, Forretress Lv. 31, Grumpig Lv. 32	

<== 1F ==>

As you enter the building, thanks to the alarming sound of your P*DA, your presence is likely now to be known by the FBI, CIA, MI6, and the EIB. That is, "Everyone In the Building." Thank you spammers. Anyways, the e-mail concerns the opening of the Realgam Colosseum. Awesome...

Inside, defeat the nearby Team Snagem member. Head east and to the healing machine to ... well, heal your Pokémon. Take note of this location, as you will want to return here later.

For now, go north and take the three Ultra Balls, then head west and upstairs.

<== 2F ==>

Here, go south and snatch the two Hyper Potions. Finders keepers, eh? Defeat the nearby Team Snagem member, then go south and upstairs again.

<== 3F ==>

Here, you'll want to grab the two Revives and beat another Team Snagem grunt.

Continue upstairs.

<== 4F ==>

Defeat the nearby Team Snagem member, then snatch up the Rare Candy. Return to where you came from (in this game to a certain extent), then west and south. Defeat the next Team Snagem member to cross your path.

Go downstairs.

<== 3F ==>

Grab the PP Up nearby, then defeat the next member of Team Snagem, Gaply. Heh, what an odd name - "like gaps". Still, I guess it represents his strategization skills - 80% of his team can be readily defeated with Fire-type moves.

Go north, then downstairs again.

<== 2F ==>

Continue along and beat Fudlo, then go downstairs again.

<== 1F ==>

Here, go south to find a treasure chest, which is locked. However, Gonzap has the key, so just remember to come back here soon. Go further south to exit the hideout.

<== 1F / 2F ==>

If you want, however. For now, heal up at the healing machine back within. Go north, upstairs, south, east, and north. Downstairs.

Here, grab the nearby TM, which teaches the useful Psychic move, and defeat the Team Snagem member, (Joe) Biden, further ahead. Continue upstairs to Gonzap's office.

There, you'll find Gonzap whining about how the Snag Machine is too small for him (obviously, give it to someone else - it was made for a kid). He'll notice you, then telling Wakin to strike.

Finish off that easy battle. Afterwards, Gonzap will offer you a place on Team Snagem - obviously, refuse, just because we wanna kick Gonzap's butt in a Pokémon battle.

Oh, yeah, and get the Snag Machine back.

```
| BOSS: Team Snagem Head Gonzap \
| _____ \
| Pokémon: Electrode (Lv. 30) Electric |
|           Vileplume (Lv. 30) Grass/Poison |
|           Whiscash (Lv. 31) Water/Ground |
|           Skarmory (Lv. 32) Steel/Flying |
|           Nuzleaf (Lv. 32) Grass/Dark |
| |
| Money Earned: $3,200 |
|=====|
| Electrode is weak solely to Ground and has an advantage over Flying and |
| Water Pokémon. It mostly only will use Sonicboom, though, which causes a |
| definite 20 damage each time. |
```

Vileplume is weak to Flying, Ice, Fire, Bug, and Psychic. It has an advantage over Water, Rock, Ground, and Grass. It also has a tendency to use Sleep Powder, so look out.

Whiscash is weak to Grass (4x), and is immune to Electric. It has an advantage over Rock, Ground, Fire, Electric, and Steel.

Skarmory is weak to Fire and Electric, and is immune to Ground. It has an advantage over Rock, Ice, Bug, Grass, and Fighting.

Nuzleaf is weak to Bug (4x), Fire, Ice, Flying, Poison, and Fighting. It is immune to Psychic. It has an advantage over Rock, Water, Ground, Ghost, and Psychic, and has a tendency to use Fake Out on its first turn.

Recommendations: For Electrode, bringing along pretty much anyone should suffice due to its tendency towards Sonicboom, but I'd personally bring along my Vibrava or Sandslash. Nuzleaf and Vileplume can be readily defeated with some Fire, Ice, or Flying moves - Ninetales, Glalie, or Ledian can easily work it, especially Ledian in Nuzleaf's case. Whiscash can be done in through some Grass-type moves from a Shiftry, and Skarmory can also be done in with Ninetales's/Flareon's Fire moves or Ampharos's/Electrode's/Jolteon's Electric moves. All in all, quite easy. Pokémon that participate should be Level 35+.

As a late note, if you have any powerful Shadow Pokémon, they work wonders here.

After the battle, the Snag Machine will be (re-)given to you, as will Gonzap's Key. You can use this to unlock the chest within the facility for two Full Heals, and the one outside for TM30, which teaches the powerful Shadow Ball.

That's about it. Head to the Cipher Key Lair.

=====
Cipher Key Lair
=====

Treasures and Rewards Checklist \

- | | |
|---------------------------|-----|
| Elixir | [] |
| Full Heal (x3) | [] |
| Full Restore | [] |
| Hyper Potion (x2) | [] |
| Hyper Potion (x3) | [] |
| Max Revive | [] |
| PP Up | [] |
| Rare Candy | [] |
| Revive (x2) | [] |
| Shadow Pokémon List | [] |
| System Lever | [] |
| TM24 (Thunderbolt) | [] |
| TM26 (Earthquake) | [] |
| Ultra Ball (x3) | [] |

Trainers' Pokémon \

~ Shadow Zangoose Lv. 28+, Seviper Lv. 26, Carvanha Lv. 26, Doduo Lv. 26,

| Relicanth Lv. 26 |
 | ~ Clamperl Lv. 31, Octillery Lv. 31, Lanturn Lv. 31, Relicanth Lv. 31 |
 | ~ Minun Lv. 30, Beautifly Lv. 30, Illumise Lv. 31, Ledian Lv. 28 |
 | ~ Seviper Lv. 29, Murkrow Lv. 29, Shadow Growlithe Lv. 28+, |
 | Shadow Paras Lv. 28+ |
 | ~ Plusle Lv. 30, Dustox Lv. 30, Volbeat Lv. 30, Xatu Lv. 30 |
 | ~ Shadow Shellder Lv. 29+, Rhyhorn Lv. 29, Swalot Lv. 29, Golbat Lv. 29, |
 | Sharpedo Lv. 30 |
 | ~ Shadow Beedrill Lv. 30+, Furret Lv. 30, Shadow Pidgeotto Lv. 30+, |
 | Togetic Lv. 31 |
 | ~ Absol Lv. 30, Smeargle Lv. 31, Ampharos Lv. 31, Tentacruel Lv. 31, |
 | Donphan Lv. 30 |
 | ~ Chimecho Lv. 31, Kecleon Lv. 30, Noctowl Lv. 30, Mightyena Lv. 29 |
 | ~ Ninetales Lv. 30, Jumpluff Lv. 30, Azumarill Lv. 32, |
 | Shadow Butterfree Lv. 30+, Shadow Tangela Lv. 30+ |
 | ~ Ariados Lv. 30, Girafarig Lv. 29, Granbull Lv. 31, Stantler Lv. 31, |
 | Vileplume Lv. 31 |
 | ~ Shedinja Lv. 31, Wobbuffet Lv. 30, Vibrava Lv. 35, Shadow Magnetron Lv.30+ |
 | ~ Machoke Lv. 31, Golem Lv. 31, Crobat Lv. 31, Forretress Lv. 31, |
 | Mantine Lv. 32 |
 | ~ Golduck Lv. 33, Hitmontop Lv. 33, Hariyama Lv.34, Shadow Venomoth Lv.32+, |
 | Shadow Weepinbell Lv. 32+ |
 | ~ Grumpig Lv. 34, Seadra Lv. 34, Piloswine Lv. 34, Seaking Lv. 34, |
 | Camerupt Lv. 35 |
 | ~ Huntail Lv. 36, Cacturne Lv. 35, Ursaring Lv. 35, Weezing Lv. 35, |
 | Shadow Arbok Lv. 33+ |
 | |

<== Outer Area ==>

When you arrive, you'll have to, once again, fight Zook, This time, however, he'll have his treasured Shadow Zangoose. Take it from it in the midst of the battle and, afterwards, he'll leave, quitting Cipher just like that.

Tsk tsk tsk... If only it were that easy. Anyways, go further.

As you approach the staircase nearby, two guards will halt you. Rather than do something cool by burning them to a cinder with Fire Blast or something, you will have to answer a question - whether you were on TV or not. Say "Yes" and they'll prepare to attack you, only to be stopped by, of all people, Team Snagem! They'll deal with most of the enemy, letting you deal with the rest.

Go into the big pyramid.

<== 1F ==>

As you enter, you'll battle a Cipher Peon. Afterwards, go into the room nearby with the workers to get three Hyper Potions - and, no, those workers will not attack.

Go west for some items and a few more battles. Remember to go to the basement to easily find TM24, Thunderbolt, which is found through the northwestern staircase.

Afterwards, go to the northeast corner of the Key Lair, beating the Cipher Peon on the way. He is the first to have multiple Shadow Pokémon, so get those Poké Balls ready. Go upstairs at the northeast corner.

<== 2F ==>

Use the nearby healing machine to heal your party - you'll be needing it more soon, so remember where it is. Don't worry about the crate to the west, and instead push the other one south and west. You'll battle a Cipher Peon nearby, from whom you can take a Shadow Shellder. Grab the PP Up, go upstairs...

... then back downstairs! Push the crate to the east to find some stairs leading to three Ultra Balls and a Rare Candy. Go up to 3F.

<== 3F ==>

Here, you'll need to push crates onto emblemed tiles to open their respective doorways. We'll begin with the moon door. Go through the eastern exit, then head to the southern part of the room with the stairs.

Push the crate north and onto the moon tile. Return to the stairs and exit the room to the north. Go through and east to find a Max Revive and three Full Heals as you progress. Push the crate you soon reach southward onto the sun tile. Go west and through the stair room to the crate atop the moon tile. Go south to the upbound staircase.

Defeat the Cipher Peon and snag his Kanto Shadow Pokémon, then go upstairs.

<== 4F ==>

Go east and snatch up the two Hyper Potions, then go west and along the linear path to the northwestern portions of the floor. Go east from there and defeat two Cipher Peons on the way to the staircase.

But don't use 'em. Go south and defeat the two Cipher members in the room, then take the System Lever that you'll need soon enough. Beware of Snidle, by the way. He usually will start with Shedinja. It's not a Shadow Pokémon, sorry. It has the Wonder Guard ability, which means that you'll be unable to defeat it if you cannot use Fire/Flying/Rock/Dark/Ghost moves, Poison-inducing moves, or Shadow moves (I guess?).

Anyways, return to the omitted staircase. Use the healing machine from before if you need to.

<== Rooftop/5F ==>

Up here, defeat some of the nearby cipher Peons and grab some of the nearby items. Remember, especially, to head north and east to the TM26. This teaches Earthquake, a 100-Power Ground-type move that can hit everyone but the user on the battlefield! ^_^

Otherwise, go up the southwestern staircase. Defeat the nearby Cipher R&D person - he is fighting to stop you from using the System Lever to overload the system. After the battle, look at the generator and use the System Lever to do just that - overload the system. How shocking.

Oh, and the power went out. Fantastic. A Cipher Peon, Smarton from the S.S. Libra, will soon leave his office and fight you. As usual, he's pretty weak, but you'll definitely want that Shadow Arbok. It's one of the few Pokémon you don't want to purify immediately - it has Shadow Half, which can halve the HP of all Pokémon on the field, which is IMMENSELY helpful in catching some certain Shadow Pokémon later on...

Heal up at the healing machine from before, then head into Smarton's office to find Gorigon, another Cipher Admin. Approach him and he'll wonder what happened around here, then find you to be the root cause, then he'll decide to destroy

the aforementioned root.

That means you.

```
| BOSS: Cipher Admin Gorigan \
|-----|
| Pokémon: Lairon (Lv. 36) Rock/Steel
|         Sealeo (Lv. 36) Water/Ice
|         Ursaring (Lv. 36) Normal
|         Slowking (Lv. 36) Water/Psychic
|         Shadow Hypno (Lv. 34+) Psychic
|         Shadow Primeape (Lv. 34+) Fighting
|
| Money Earned: $3,700
|=====|
| Lairon is weak to Fighting (4x), Ground (4x), and Water. It is immune to
| the type and status of Poison. It is not particularly noteworthy, but has
| a type-based advantage over Fire, Bug, Flying, Rock, and Ice.
|
| Sealeo is weak to Fighting, Grass, Rock, and Electric. It has a type-based
| advantage over Fire, Ground, Rock, Grass, and Flying, and also does have
| Earthquake to deal with Electric, Fire, Rock, and Steel Pokémon.
|
| Ursaring is weak to Fighting and immune to Ghost. It's main move is Brick
| Break, which strongly hurts Ice, Rock, Steel, Dark, and Normal, and can
| also shatter stuff like Light Screen and Reflect.
|
| Slowking is weak to Grass, Electric, Dark, Bug, and Ghost. It has a type
| advantage over Fire, Ground, Rock, Fighting, and Poison. It knows
| Earthquake as well, so beware with Fire, Rock, Steel, and Electric types.
|
| Shadow Hypno is weak to Bug, Dark, and Ghost. Being a Shadow Pokémon, you
| know what to expect move-wise. It has a type advantage over Poison and
| Fighting types.
|
| Shadow Primeape is weak to Flying and Psychic. Like with Shadow Hypno, you
| know what to expect. Remember its type advantage over Normal, Ice, Rock,
| Steel, and Dark.
|
| Recommendations: For Lairon, you're pretty open with several things -
| Earthquake is readily taught to plenty of Pokémon, so you should be okay
| there. Same goes if you got that Elekid from the Outskirt Stand. Sealeo
| also isn't too hard to manage - you can probably get in a powerful
| Electric-type move to not need to worry over Earthquake, or a Grass move
| will also work just as well.
|
| For Ursaring, your Eevee-lution should do fine, though Brick Break may
| hurt Umbreon a little more than needed. It won't be a OHKO though.
| Slowking can be taken down similarly to Sealeo - quick, powerful Electric
| move from Jolteon/Ampharos, or some Grass (or Dark) moves from Shiftry.
|
| Finally, the Shadow Pokémon. Frankly, using Shadow Arbok's Shadow Half is
| all you need here for easy captures. That really does it. Recommended
| participant level is 38 or higher.
|-----|
```

After the fight, Gorigan will get furious over his loss ... and rather suicidal, as he plans to blow up the lair, with you in it! Boy, doesn't this sound like MegaMan Legends 2 all over again...

Suddenly, and happily for you, the TV screen in the background switches on to reveal Greevil, the overall leader of Cipher. He'll tell Gorigan to deal with his loss and not to be such a sore loser. He then asks if you remember him, and it all becomes clear -- Verich, the bodyguarded man from before, is actually Greevil!

He'll explain that Cipher's end plan is still unharmed. XD001, the ultimate, unpurifiable Shadow Pokémon still exists and has gone through the final fine-tuning processes to make it unstoppable in his hands. He will soon release XD001 (not in the good-for-you way) and there's no supposeable way you are able to inhibit that.

Thusly, with the stereotypical idiocy of evil masterminds, he challenges you to go to Citadark Isle, Cipher's home base, and defeat him.

Once you regain control, take the Shadow Pokémon list nearby, which will list the 83 Pokémon in the game that can be purified.

Well, leave the lair. As you do, you'll find that some people took off with a rare Shadow Pokémon. Further investigation reveals the thieves to likely be Folly and Trudly, and the stolen Pokémon to be Shadow Dragonite. Aww... You can't get that one, now, until you find the other 82. >_<

Anyways, leave.

```
#####  
##  
#           A Shady Legendary (The Endgame)           **POKÉMON_44** #  
##  
#####
```

```
=====  
Gateon Port  
=====
```

```
| Treasures and Rewards Checklist | \  
| _____ | \  
| Master Ball ..... [ ] |  
| _____ |
```

```
| Gateon Port Shop Details | \  
| _____ |
```

Item	Item Cost
Poké Ball	\$200
Great Ball	\$600
Ultra Ball	\$1,200
Potion	\$300
Super Potion	\$700
Hyper Potion	\$1,200
Max Potion	\$2,500
Full Restore	\$3,000
Antidote	\$100
Burn Heal	\$250
Ice Heal	\$250
Awakening	\$250
Parlyz Heal	\$200
Full Heal	\$600
Revive	\$1,500

Poké Snack	\$300
EnergyPowder	\$500
Energy Root	\$800
Heal Powder	\$450
Revival Herb	\$2,800

So, Cipher has the ultimate, unpurifiable Shadow Pokémon located on Citadark Isle, their home base off the coast of Gateon Port. That wouldn't be too much a problem if, one, we were allowed HMs; and, two, Citadark Island wasn't surrounded by rough, tumultuous seas.

Go to Perr at the part shop and he'll opt to let you go to Citadark Island by using his Robo Kyogre. Nice! You'll soon get an e-mail from Krane; go to the Pokémon HQ Lab and speak with him for the masterful Master Ball, which catches (and/or snags) Pokémon without fail.

Otherwise, back in Gateon, it's time to prepare for the ultimate showdown. You will want 30 Ultra Balls, minimum. You'll want around 15 Revives, 10 Full Heals, and spend the rest on Hyper Potions here or on Moomoo Milks in Pyrite. Make your main Pokémon party become around Level 43 or so - this last one is a must. Fight in the colosseums across Orre if you need levels, or money for that matter.

After you're ready, in Gateon Port, board the Robo Kyogre. We're heading for Citadark Isle!

~~~~~  
Citadark Island  
~~~~~

Treasures and Rewards Checklist \	
Battle CD 31	[]
Elixir	[]
Full Heal (x4)	[]
Full Restore (x2)	[]
Hyper Potion (x2)	[]
Hyper Potion (x3)	[]
Max Elixir	[]
Max Ether (x3)	[]
Max Potion (x2)	[]
Max Revive	[]
Max Revive	[]
PP Max	[]
PP Up	[]
Rare Candy (x3)	[]
Revive (x2)	[]
Revive (x2)	[]
Timer Ball (x3)	[]
Ultra Ball (x5)	[]
White Herb (x2)	[]

Trainers' Pokémon \	
~ Crawdaunt Lv. 33, Pelipper Lv. 33, Mantine Lv. 33, Shadow Sableye Lv.33+, Shadow Golduck Lv. 33+	
~ Masquerain Lv. 33, Dunsparce Lv. 33, Spinda Lv. 33, Roselia Lv. 33	

| ~ Xatu Lv. 34, Whiscash Lv. 33, Shadow Dodrio Lv. 34+,
 | Shadow Raticate Lv. 34+
 | ~ Aron Lv. 34, Corsola Lv. 34, Pupitar Lv. 34
 | ~ Sneasel Lv. 34, Girafarig Lv. 33, Seaking Lv. 34, Golbat Lv. 33
 | ~ Gardevoir Lv. 36, Gorebyss Lv. 36, Roselia Lv. 36, Shadow Altaria Lv.36+,
 | Shadow Farfetch'd Lv. 36+
 | ~ Crobat Lv. 35, Seviper Lv. 36, Masquerain Lv. 34, Chimecho Lv. 34
 | ~ Electrode Lv. 34, Misdreavus Lv. 34, Claydol Lv. 35,
 | Shadow Kangaskhan Lv. 35+, Shadow Banette Lv. 37+
 | ~ Houndoom Lv. 37, Ninetales Lv. 37, Vileplume Lv. 35,
 | Shadow Pinsir Lv. 35+, Shadow Magmar Lv. 36+
 | ~ Weezing Lv. 35, Forretress Lv. 35, Skarmory Lv. 36, Wobbuffet Lv. 36,
 | Dodrio Lv. 37
 | ~ Mightyena Lv. 35, Stantler Lv. 34, Sunflora Lv. 34, Sharpedo Lv. 35,
 | Zangoose Lv. 37
 | ~ Delibird Lv. 36, Grumpig Lv. 36, Quagsire Lv. 35, Relicanth Lv. 35,
 | Swalot Lv. 35, Golduck Lv. 37
 | ~ Azumarill Lv. 34, Pelipper Lv. 36, Octillery Lv. 36, Qwilfish Lv. 36,
 | Ariados Lv. 35
 | ~ Dustox Lv. 35, Beautifly Lv. 36, Volbeat Lv. 36, Illumise Lv. 36,
 | Sunflora Lv. 34
 | ~ Camerupt Lv. 37, Weezing Lv. 37, Muk Lv. 38, Shadow Macargo Lv. 38+,
 | Shadow Rapidash Lv. 40+
 | ~ Cacturne Lv. 37, Ninetales Lv. 37, Mantine Lv. 37, Torkoal Lv. 37,
 | Tropius Lv. 35
 | ~ Medicham Lv. 38, Golem Lv. 38, Xatu Lv. 38, Shadow Hitmonchan Lv. 38+
 | ~ Grumpig Lv. 39, Skarmory Lv. 39, Hariyama Lv. 39, Metang Lv. 39,
 | Shadow Hitmonlee Lv. 38+
 | ~ Yanma Lv. 39, Roselia Lv. 37, Altaria Lv. 40, Smeargle Lv. 39,
 | Vileplume Lv. 37
 | ~ Banette Lv. 40, Sableye Lv. 40, Dusclops Lv. 40, Wailord Lv. 44,
 | Crobat Lv. 44
 | ~ Lanturn Lv. 41, Magneton Lv. 41, Shadow Lickitung Lv. 38+
 | ~ Stantler Lv. 41, Exploud Lv. 41, Shadow Chansey Lv. 39+,
 | Shadow Scyther Lv. 40+
 | ~ Metang Lv. 42, Quagsire Lv. 42, Castform Lv. 42, Scizor Lv. 42,
 | Shadow Starmie Lv. 41+, Shadow Solrock Lv. 41+
 | ~ Shuckle Lv. 44, Blissey Lv. 42, Weezing Lv. 41
 | ~ Shadow Swellow Lv. 43+, Alakazam Lv. 44, Heracross Lv. 44, Kingdra Lv.44,
 | Shadow Electabuzz Lv. 43+, Shadow Snorlax Lv. 43+
 | ~ Slowking Lv. 42, Ursaring Lv. 43, Aggron Lv. 43, Walrein Lv. 44,
 | Shadow Mr. Mine Lv. 42+, Shadow Poliwrath Lv. 42+
 | ~ Glalie Lv. 41, Ampharos Lv. 44, Donphan Lv. 44, Breloom Lv. 42,
 | Shadow Dugtrio Lv. 40+
 | ~ Ninjask Lv. 44, Shadow Manetric Lv. 44+, Shadow Salamence Lv. 50+,
 | Flygon Lv. 45, Shadow Lapras Lv. 44+, Shadow Marowak Lv. 44+

And so, we enter the Fury of the Storm...

<== Outer Area ==>

When you enter the area, you'll quickly have to deal with a Navigator. Defeat him, then he'll flee, reporting your arrival. Alas, wouldn't it be much simpler to Thunderbolt him and sneak in? Anyways, head onto the boat nearby and speak with the sailor there. Agree to take him on the Robo Kyogre sometime to earn Battle CD #31.

Afterwards, continue across the bridge and through the front door.

... Yep, unlocked. Epic security, Cipher. Epic security. I do NOT see how a mere kid could've beat you five years ago.

<== Entrance Area ==>

Nearby, take note of the healing machine and PC. You'll really want to remember how to get to these for later on. Go west and beat up the Cipher Peon, then go east and defeat a Chaser. Remember to take Furgy's two Shadow Pokémon.

Afterwards, go north and sink the Sailor, then prey upon the Hunter further ahead. Remember to grab the Max Elixir from the chest as you continue onward. As you approach the elevator, you'll meet up with Lovrina. Obviously, she is quite angry and fights you. She is worth little mention, barely surpassing the other Trainers here in power.

After the slaughter, return to the healing machine if you need then, then use the elevator.

<== Whirlpool Area ==>

Go east and beat that Cipher Peon. Notice his name: Bastil. Kinda reminds me of the French prison, the Bastille, which was supposed to be impregnable, like this island, until Napoleon Bonaparte proved otherwise. Hm. So you're Napoleon. Gonna be nice until you're banished to Elba.

Go north some and defeat the Cipher Peon to get into the elevator.

<== Volcanic Zone ==>

Ah, don't you love the heat? *crispy* Anyways, as you move around, you'll quickly get an e-mail from Eagun: "Donw with CIPHET!", and no message. -_- He'll e-mail again and apologize soon, but it's cut-off suddenly. Hmm...

Anyways, you'll probably notice those big rocks nearby. You'll want to push these into the magma flows below, blocking them and solidifying some of the lava.

Push the block in front of you into the lava and head over to the two Revives. Go east and down the ramp to get the Revives, then head southwest. Shove the next block into the lava, which won't yet block the flow. Return to where you obtained the two Revives and go southeast. Push the block there to block the magma... lava... whatever!

Cross to the other side, physically speaking, and head east while hugging the lava river, metaphorically. You'll soon reach a staircase as you turn north. Ascend it and push the block there into the lava. Return downstairs and go to the newly-accessible chest to get two White Herbs. Go across the rock to the doorway.

Defeat the Cipher Peon (maybe find some lava to push him in? :P) and leave.

Here, go forward and behind the ... "magmafall", I guess is the term? On the other side, you'll find a healing machine. Use it to heal up, then continue to the next area.

<== PC Area ==>

Begin by defeating the nearby Cipher Peon. Afterwards, you'll be allowed to use the PC here. Feel free to swap your Pokémon as needed, then go up the elevator.

<== Volcanic Zone Again ==>

Yet another e-mail will arrive Eagun. What's his deal, anyways? Enjoy his rather pointless haiku (I don't think we're dealing with Team Snagem here...), then go along the lava to the bridge.

Go north and along the path to find a ton of Trainers. There is a fork at one point along it you can go west-ish to find two Full Restores, and continue along to the end of the main path for an Elixir and a PP Up. Otherwise, go north on that side of the lava and you'll meet the door.

Defeat the Cipher Peons and continue on to the next area.

Here, you'll see two Cipher Peons next to the elevator. Take note of their names (like "Carbon" and "Petro(leum)", right?) as you prepare to defeat them like the others around here. Then just continue along to the next area.

<== Cavern Area ==>

This area has a number of moving platforms, which are timed. When you are told to get off one, GET OFF of it or you'll go back.

Anyways, go onto the platform to the east, then cross over to the platform next to it once it appears. This will take you to a small area with two Max Potions in a chest.

Then use the platform west of the elevator to go to the lower part of the area. Go along the linear path, taking three Rare Candies on the way. ^_^ However, taking them requires you to fight a moderately-more-difficult Cipher Peon. Meh.

Continue along the path, then south and outside to the ledge. Snatch up the ever-useful PP Max, then go back into the cave through the other doorway. Cross to the moving platforms and use them to hit the elevator.

<== Crane Area ==>

Here, you'll find a similar puzzle, but with a bunch of cranes instead of platforms. Eagun will e-mail you once again, saying his partner Pikachu says "Bigga bigga!" ... I wonder what kind of psychiatric drugs he's been taking? This e-mail is neither particularly helpful, and just another headache on me.

Anyways, spammers aside, get on the yellow crane. Press A to ride, then repeat with the pink crane. When you land, take the three Timer Balls. These increase in catch rate every ten turns in a battle, maxing out at 40 turns. Ride the red crane, then go on up.

<== Above the Crane Area ==>

As you exit the elevator, you'll find a Cipher Peon whose Lickitung is raring for a lickin. After beating it, and probably taking the rare Lickitung, and continue along to the luminescent areas on the ground. These, when stepped on, will become holes, bringing you to the previous floor.

Use the southeastern and north-central holes to find some Revives and a Max Revive, which are quite useful, then return. Ignore the others, continue along to the elevator, and take the Full Heals (four) and Max Ethers (three) on the way.

Defeat the Cipher Peon at the elevator and ride.

<== Outside of Dome ==>

Here, approach the bridge and you'll meet up with Snattle. He'll rant much like Lovrina did before battling you. As before, he's worth little mention, so don't worry overly about this.

After the battle, Snattle will just leave. You can use the other elevator in this area to return to the entrance of Citadark Isle, and you may want to so you can go back to shop or heal or something. It's get hard from here on out. ... Well, harder. It's still pretty easy, in my opinion. If anything, go to the elevator's bottom to fight another Peon.

Cross the bridge to meet up with the dude who thoroughly whupped Zook back at the start of the game. He'll rant, you'll fight, etc. It's not that hard, as with Lovrina and Snattle. I will note that you really want his Electabuzz in your party NOW.

After the fight, Ardos will just leave it to Greevil before leaving. Continue into the next area.

<== The Super Dome ==>

... Got a better title?

Anyways, nearby, you can easily see that healing machine and PC. Peruse both of these machines, and, again, put Shadow Electabuzz on your team. Continue along to find Greevil and Eldes. Rather than fight you directly, Greevil will just raise a glass to you.

Make that a glass WALL to you. I mean, heck, there's no way we can shatter that thing! It's GLASS, man. That stuff is STRONG. -_- Anyways, return outside and south. You'll soon meet up with another Cipher Admin. After a rather creepy line, you'll be permitted to finish him, more or less. Again, worth little mention.

After the fight, heal and save and use the elevator Gorigan used.

<== The Long Way Around ==>

There are always two ways to do things. The short way, which would be bashing that glass wall into Greevil's face; and the long way, walking around it so we can take XD001 and use it to do worse.

Continue along the linear path. You'll beat one Peon, then you will want to go back and heal. Yet again, put that Shadow Electabuzz in your party. Then continue into the next area.

<== The Penultimate Showdown ==>

After exiting the elevator, you'll meet up with Eldes and Greevil. Eldes is commanded to strike, and Eldes just ... sits there, talking. Well, at least he has a sense of honor. Say "Yes" and battle him. He is little stronger than the other people around here - not worth of a boss box - but he does have a Shadow Salamence to be wary of. That thing is greatly worth Snagging, which can be easily done with Electabuzz's Shadow Half ... but let yourself catch it with an Ultra Ball.

After that, you'll be told to go forward if you want to stop Greevil, though you are warned of his immense power. Grab the nearby Max Revive.

Return to the PC and healing machine. Make use of both, and let there be an empty space in your party.

TRUST ME, PUT AN EMPTY SPACE IN YOUR PARTY. As for party recommendations, I would put my Eevee-lution, Shadow Electabuzz, Shadow Salamence, Lapras (Shadow or not, preferably not), and Shiftry. AND AN EMPTY SPOT FOR LUGIA.

<== The Ultimate Shadow Pokémon... ==>

Continue past where you fought Eldes to find Greevil within a immense sphere. He is furious at how you have thwarted all his plans thus far, but is now ready to play his trump card, his ace in the hole... XD001, the ultimate and unpurifiable Shadow Pokémon now has its identity revealed - it is the legendary Pokémon, Lugia, but Shadow Lugia. This shall only be the first of many for Cipher if you are unable to defeat Shadow Lugia and Greevil.

Let's rock.

```
| BOSS: XD001 (Shadow Lugia) \
| _____ \
| Pokémon: Shadow Lugia (Lv. 50+) Psychic/Flying |
| |
| Money Earned: $5,300 |
|=====|
| Shadow Lugia is weak to Electric, Ice, Rock, Dark, and Ghost. It has an |
| immunity to Ground, and resistance to Shadow moves in addition to Grass, |
| Bug, Psychic, and Fighting (1/4). Its moves notably include Shadow Blast |
| (80 Power, 160 to non-Shadows) and Shadow Storm (95/190), and presumably |
| Lugia's signature Aeroblast (base 225 Power due to STAB). |
| |
| Recommendations: Lucky you, you can possibly make this a lot easier by |
| just chucking the Master Ball at it. Believe it or not, though, I'd |
| suggest saving that for later for a soon-to-come legendary Pokémon. Do as |
| you will, however. |
| |
| If you have plenty of healing items and Shadow Electabuzz/Shadow Arbok, |
| you are in business and should not even consider TOUCHING that Master Ball |
| now. Repeated use of Shadow Half will make things quite, quite easy. It is |
| not too hard to get in three uses of it (12.5% HP), or six if you're using |
| two Shadow Half users (~1.5%). At that point, an Ultra Ball should be able |
| to do fine to a point. It'll still take a while, but it's worth it... |
|_____|
```

And, then, it's time to end it all.

It's all or nothing. You versus Greevil. You ready?

```

| BOSS: Grand Master Greevil \
|
|-----|
| Pokémon: Shadow Rhydon (Lv. 46+) Rock/Ground
|         Shadow Moltres (Lv. 50+) Fire/Flying
|         Shadow Articuno (Lv. 50+) Ice/Flying
|         Shadow Zapdos (Lv. 50+) Electric/Flying
|         Shadow Tauros (Lv. 46+) Normal
|         Shadow Exeggutor (Lv. 46+) Grass/Psychic
|
| Money Earned: $5,000
|=====|
| Shadow Rhydon is weak to Water (4x), Grass (4x), Ground, Fighting, Steel,
| and Ice. It is immune to Electric, and will stop all Electric attacks in
| its presence.
|
| Shadow Moltres is weak to Rock (4x), Water, and Electric. It is immune to
| Ground.
|
| Shadow Articuno is weak to Rock (4x), Fire, Steel, and Electric. It is
| immune to Ground.
|
| Shadow Zapdos is weak to Rock and Ice, and is immune to Ground.
|
| Shadow Tauros is weak to Fighting, and immune to Ghost.
|
| Shadow Exeggutor is weak to Bug (4x), Fire, Ice, Flying, Poison, Dark, and
| Ghost.
|
| Recommendations: It mostly depends on whether you brought Shadow Arbok or
| Shadow Electabuzz or not. I repeatedly told you to do so, and, if you did
| not, you might as well try your best and bring 'em back later. You'll want
| to open the fight using Shadow Arbok and Shadow Electabuzz. Often, you'll
| probably want Shadow Lugia over Shadow Arbok due to HP shielding.
|
| Anyways, the fight mostly goes like this. Shadow Lugia is the group's
| health support, or whoever is in his place. Shadow Electabuzz is there to
| just use Shadow Half to halve everyone's HP. Initially, if you did not use
| the Master Ball on Lugia as I recommended, let Lugia's turn consist of
| tossing it at Moltres. That's easy.
|
| For the remainder of the fight, you want Lugia, or whoever's in his place,
| to use Hyper Potions or Moomoo Milks, depending on HP deficits, to heal
| your party due to the inherent damage from Shadow Half and all. All Shadow
| Electabuzz is needed to do is Shadow Half, except in extreme emergencies.
| Once enemy Shadow Pokémon are weakened enough, toss Ultra Balls at them
| constantly.
|
| That's pretty much it. Shadow Half + Ultra Balls. =P
|-----|

```

After the battle, enjoy the ending!

```

|-----|
|                                     |
|          CONGRATULATIONS! YOU HAVE BEATEN THE MAIN STORYLINE OF          |
|          POKÉMON XD: GALE OF DARKNESS!!                                   |
|                                     |
|-----|

```

Take note that you can reload your file to try and 100% everything. You can, most notably, purify Shadow Lugia in the Purify Chamber by having a max Tempo on every set in the Purify Chamber...

```

/ \
|==O==|                               |==O==|
| \ / |                               | \ / |
|     |                               |     |
| CTRL+F Tag: **POKÉMON_5** |
|     |                               |     |

```

```

#####
##                                     ##
#           Wanderer Miror B.           **POKÉMON_51** #
##                                     ##
#####

```

Have you ever tried snagging a Shadow Pokémon and ended up accidentally KO'ing it? You probably thought that that Shadow Pokémon was gone forever.

Luckily enough, you were wrong. At some point in the game, you'll obtain the Miror Radar after your initial encounter with Wanderer Miror B. This ex-agent of Cipher has planned to create his own team of Shadow Pokémon to conquer the world ... a fact that can be used to your advantage.

There are 83 Shadow Pokémon in the game. Many of them, barring an obvious few, can be rebattled from Miror B. You'll typically find Miror B. at the Colosseums or the Poké Spots, where he'll typically have one and two Shadow Pokémon you've yet to snag successfully, respectively.

At some points, you'll get a message from the Miror Radar - "Oh! Miror B. may have appeared", after which checking the radar reveals the location of Miror B. You'll have a short time only to get there, much like with the wild Pokémon of the Pokémon Spots.

When you get there, you'll battle him. His team is rather random, except at the Poké Spots, where he'll have two Level 40 Ludicolos and two Shadow Pokémon. So I cannot help you too much there.

However, what about when you gain 82 Shadow Pokémon - this includes Shadow Lugia, by the way. Remember how a Shadow Pokémon was taken from the Cipher Key Lair? This Shadow Dragonite will now be up for grabs. Eventually, Miror B. will be detected in a similar manner as above at Gateon Port. Ascend to the top of the lighthouse for a battle.

```

| BOSS: Wanderer Miror B. \
|_____ \
| Pokémon: Ludicolo (Lv. 57) Grass/Water |
|           Ludicolo (Lv. 57) Grass/Water |
|           Ludicolo (Lv. 57) Grass/Water |
|           Ludicolo (Lv. 57) Grass/Water |
|           Ludicolo (Lv. 57) Grass/Water |
|           Shadow Dragonite (Lv. 55+) Dragon/Flying |
|
| Money Earned: $5,000 |
|=====|
| Each Ludicolo is weak to Flying, Bug, and Poison. Notable are their |
| abilities - Swift Swim and Rain Dish - to boost Speed or heal HP in the |
| rain. A number of the Ludicolo have Hydro Pump (225 Power with STAB) and |

```

Rain Dance, so be wary. Some also have Fake Out, Thunderpunch, Ice Punch, Giga Drain, and some other moves. Be careful around here.

Shadow Dragonite is simpler. It is weak to Ice (4x) and Dragon, and is immune to Ground. It can use a number of Shadow moves, which is all I saw it actually use.

Recommendations: The first and most immediate goal of this brawl is to get rid of those blasted Ludicolo. There are five of them, making them weak to similar elements. However, beware the type stuff around them - practically the only safe, strong Pokémon are Dragons (Salamence), Steels (such as Metagross), and Lugia, and Lugia only barely. Still, the Legendary Birds can also do some pretty nasty damage, especially Zapdos with Drill Peck, and many, many Pokémon can know Aerial Ace. If you really want to annoy the AI, you can always try Shedinja, though Fake Out will kill 'im.

Beyond the admittedly easy Ludicolo is our main target - Shadow Dragonite. Like most Shadow Pokémon, he'll kill non-Shadows with a relative level of ease. There are a few ways to go about this. Namely, tossing in Shadow Electabuzz and/or Shadow Arbok to abuse Shadow Half will work amazingly, or just one of them and Lugia (as a buffer/healer). Another way is by bringing a Pokémon that knows False Swipe, which never kills. (You can do GBA-GC trades, y'know.) Or you can do the usual thing you'd do - whittle down the HP with some not-very-effective attacks (i.e. Fire), put on a status, and use Ultra Balls (or wait 40 turns and use Timer Balls).

```
#####  
##                                     ##  
#           The Phenac Pre-Gym          **POKÉMON_52**  #  
##                                     ##  
#####
```

Treasures and Rewards Checklist \

Lum Berry []
TM32 (Double Team) []

Trainers' Pokémon \

~ Ledyba Lv. 21, Spoink Lv. 21, Bellossom Lv. 21
~ Sunflora Lv. 22, Furret Lv. 22, Linoone Lv. 22
~ Kecleon Lv. 23, Azumarill Lv. 23, Yanma Lv. 23
~ Plusle Lv. 24, Minun Lv. 24, Absol Lv. 24

Around the time the S.S. Libra is made available to you, you'll be sent an e-mail from Justy saying that the Pre-Gym in Phenac City has been opened. The Trainers by that point in the game are not overly complicated, but I may as well toss this in for completionism.

The Pre-Gym is just five consecutive battles - four against the basic Gym Trainers, then the fight against Justy.

BOSS: Pre-Gym Leader Justy \

Pokémon: Cacnea (Lv. 29) Grass
Sandslash (Lv. 29) Ground

Nosepass (Lv. 29) Rock
Gligar (Lv. 29) Ground/Flying

Money Earned: \$2,000

Cacnea is weak to Fire, Ice, Flying, Poison, and Bug. It, like several Pokémon here, can become more evasive during a Sandstorm.

Sandslash is weak to Ice, Grass, and Water, and is immune to Electric. It also has the Sand Veil ability and can become evasive in a Sandstorm.

Nosepass is weak to Grass, Water, Steel, Fighting, and Ground. It has the Magnet Pull ability, which prevents the switching of Steel-type Pokémon.

Gligar is weak to Ice (4x) and Water. It is immune to Ground and Electric, and still has the Sand Veil ability, raising evasion during a Sandstorm.

Recommendations: Justy mostly hopes to defeat you by wearing you down. He does this with Sandstorm (triggers Sand Veil and damages all Pokémon that aren't Rock/Steel/Ground each turn) and Double Team. In doing so, you'll hit him less, but he can still hit you.

There are two main types of Pokémon you want to bring to this fight. Ice, such as with Glalie, for an Ice Beam that can kill 3/4 of the Pokémon here easily. Then there's Water, as with Vaporeon, to do similarly. Of course, then there's Water/Ice Pokémon like Sealeo, Walrein, and Lapras that would be immensely, immensely helpful here. If you use high-accuracy moves such as Ice Beam, or always-hit moves like Aerial Ace, you'll do fine.

After the battle, you'll earn a Lum Berry and TM32, Double Team.

```
#####  
##                                     ##  
#                               Mt. Battle                               **POKÉMON_53** #  
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Mt. Battle is the Battle Tower of the Orre region, but better. Unlike the Battle Tower, you are capable of earning money and EXP. here, in addition to a wealth of Coupons and some useful items. There are 100 zones in all that you progress through linearly. They are grouped into 10 areas, between which you will find a PC. Your Pokémon party is healed between battles, so no worries. Each "zone" is a small area with a Trainer - there are 10 per the 10 "areas" into which they are divided.

Below are the rewards for clearing areas:

Area Cleared	Coupons Earned	Item Earned
Area 1	200 Coupons	Macho Belt
Area 2	300 Coupons	TM03 (Water Pulse)
Area 3	600 Coupons	TM34 (Shock Wave)
Area 4	700 Coupons	TM42 (Facade)
Area 5	1,000 Coupons	TM39 (Rock Tomb)
Area 6	1,200 Coupons	TM50 (Overheat)
Area 7	1,500 Coupons	TM04 (Calm Mind)
Area 8	1,600 Coupons	TM08 (Bulk Up)

Chaser Cidlor	Natu	12	Psychic/Flying
	Wooper	13	Water/Ground
Sailor Gratin	Shuckle	13	Bug/Rock
	Wynaut	14	Psychic
Researcher Hardig	Ledyba	13	Bug/Flying
	Seedot	14	Grass
Hunter Goling	Totodile	12	Water
	Feebas	14	Water
	Snubbull	14	Normal
Chaser Joel	Torchic	14	Fire
	Mareep	14	Electric
Rider Echart	Ralts	15	Psychic
Bodybuilder Delf	Silcoon	10	Bug
	Slugma	15	Fire
Bodybuilder Dolam	Wurmple	13	Bug
	Larvitar	11	Rock/Ground
	Togepi	11	Normal
Area Leader Eldof	Wingull	12	Water/Flying
	Mudkip	15	Water
	Lotad	15	Water/Grass

AREA THREE OF TEN			
The Trainer	Pokémon Species	Level	Pokémon Types
Sailor Grestly	Raichu	27	Electric
Navigator Folop	Togetic	28	Normal/Flying
	Goldeen	29	Water
Casual Dude Kwane	Flaaffy	27	Electric
	Phanpy	27	Ground
	Koffing	28	Poison
Casual Guy Napol	Mightyena	27	Dark
	Nosepass	28	Rock
Chaser Koiyt	Lileep	27	Rock/Grass
Rider Atil	Forretress	28	Bug/Steel
	Teddiursa	28	Normal
Curmudgeon Matson	Houndour	28	Dark/Fire
	Corsola	28	Rock/Water
	Linoone	28	Normal

Bodybuilder Jespon	Masquerain	28	Water/Bug	
	Corphish	28	Water	
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Cooltrainer Mopar	Sealeo	28	Water/Ice	
	Quagsire	28	Water/Ground	
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Area Leader Taria	Electrike	29	Electric	
	Furret	28	Normal	
	Spinda	28	Normal	
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	AREA FOUR OF TEN			
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	The Trainer	Pokémon Species	Level	Pokémon Types
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	Chaser Atles	Tentacool	29	Water/Poison
		Rhyhorn	29	Rock/Ground
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	Beauty Niven	Kirlia	29	Psychic
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	Chaser Fopaw	Loudred	29	Normal
		Luvdisc	29	Water
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	Matron Petil	Beldum	29	Steel/Psychic
		Qwilfish	29	Water/Poison
		Corsola	30	Water/Rock
-----	-----	-----	-----	-----
	Beauty Nevah	Chimecho	29	Psychic
		Cacnea	29	Grass
-----	-----	-----	-----	-----
	Bodybuilder Selor	Grimer	29	Poison
-----	-----	-----	-----	-----
	Supertrainer Pixen	Kecleon	30	Normal (can change)
		Gligar	29	Ground/Flying
-----	-----	-----	-----	-----
	Newscaster Edin	Gloom	29	Grass/Poison
		Yanma	30	Bug/Flying
		Ariados	30	Bug/Poison
-----	-----	-----	-----	-----
	Cooltrainer Roze	Graveler	29	Rock/Ground
		Nuzleaf	31	Grass/Dark
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	Area Leader Boyden	Wigglytuff	30	Normal
		Anorith	30	Rock/Bug
		Hitmontop	29	Fighting
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	AREA FIVE OF TEN			
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	The Trainer	Pokémon Species	Level	Pokémon Types
-----	-----	-----	-----	-----
	Researcher Hombol	Lombre	42	Grass/Water

		Graveler		42		Rock/Ground	
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Bodybuilder Jiler	Gloom		42		Poison/Grass	
		Ariados		42		Poison/Bug	
		Delcatty		42		Normal	
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Navigator Carlon	Wailmer		42		Water	
		Ledian		42		Bug/Flying	
		Skiploom		42		Grass/Flying	
		Hitmontop		42		Fighting	
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Chaser Kuxor	Sneasel		42		Dark/Ice	
		Shelgon		42		Dragon	
		Grovyle		42		Grass	
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Hunter Lesk	Raichu		42		Electric	
		Nuzleaf		42		Grass/Dark	
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Rider Mobid	Combusken		43		Fire/Fighting	
		Masquerain		43		Bug/Water	
		Quagsire		43		Water/Ground	
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Chaser Blist	Kirlia		43		Psychic	
		Croconaw		43		Water	
		Sudowoodo		43		Rock	
		Loudred		43		Normal	
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Sailor Knook	Sealeo		43		Water/Ice	
		Machoke		43		Fighting	
		Quilava		43		Fire	
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Casual Dude Burdon	Wailmer		43		Water	
		Bayleaf		43		Grass	
		Misdreavus		43		Ghost	
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Area Leader Calus	Grovyle		43		Grass	
		Marshtomp		43		Water/Ground	
		Combusken		43		Fire/Fighting	
		Sableye		43		Dark/Ghost	
		Mightyena		43		Dark	
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AREA SIX OF TEN

O=====O=====O=====O=====O=====O=====O=====O=====O							
	The Trainer	Pokémon Species		Level		Pokémon Types	
O=====O=====O=====O=====O=====O=====O=====O=====O							
	Fun Old Man Doost	Phanpy		43		Ground	
		Rhyhorn		43		Ground/Rock	
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Curmudgeon Jimer	Cacnea		43		Grass	
		Numel		43		Fire/Ground	
		Houndour		43		Fire/Dark	
		Lairon		44		Rock/Steel	
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Matron Crex	Kadabra		42		Psychic	
		Flaaffy		43		Electric	

		Vibrava		44		Ground/Dragon	
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Chaser Feeply		Metang		43		Steel/Psychic
			Pupitar		44		Rock/Ground
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Rider Jacen		Shedinja		43		Bug/Ghost
			Duskull		43		Ghost
			Chimecho		44		Psychic
			Koffing		44		Poison
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Newscaster Dibel		Linoone		44		Normal
			Furret		44		Normal
			Kecleon		44		Normal (can change)
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Bodybuilder Kevy		Wigglytuff		44		Normal
			Vigoroth		44		Normal
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Cooltrainer Gabsen		Dustox		44		Bug/Poison
			Anorith		44		Bug/Rock
			Forretress		45		Bug/Steel
			Lileep		45		Rock/Grass
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Cooltrainer Degin		Togetic		45		Normal/Flying
			Corsola		44		Water/Rock
			Clamperl		44		Water
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Area Leader Hampy		Castform		43		Normal (can change)
			Lunatone		44		Rock/Psychic
			Solrock		44		Rock/Psychic
			Exploud		45		Normal
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AREA SEVEN OF TEN							
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	The Trainer		Pokémon Species		Level		Pokémon Types
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Chaser Melin		Golbat		58		Flying/Poison
			Swellow		57		Flying/Normal
			Murkrow		57		Flying/Dark
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Hunter Gibson		Minun		57		Electric
			Plusle		58		Electric
			Pidgeotto		59		Normal/Flying
			Dugtrio		60		Ground
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Newscaster Idlon		Linoone		58		Normal
			Furret		59		Normal
			Vigoroth		60		Normal
			Electabuzz		60		Electric
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Chaser Hobol		Ninjask		58		Flying/Bug
			Jumpluff		59		Flying/Grass
			Medicham		60		Fighting/Psychic
			Raichu		61		Electric
O-----O-----O-----O-----O-----O-----O-----O-----O							
	Chaser Keller		Crobat		59		Poison/Flying

		Sceptile		60		Grass	
		Manectric		60		Electric	
		Electrode		61		Electric	
		Starmie		61		Water/Psychic	
0	-----0		-----0		-----0		-----0
	Fun Old Man Ebilo	Roselia		57		Grass/Poison	
		Spinda		58		Normal	
		Beautifly		59		Bug/Flying	
0	-----0		-----0		-----0		-----0
	Matron Tulon	Ampharos		58		Electric	
		Golduck		58		Water	
		Gorebyss		59		Water	
		Magneton		60		Electric/Steel	
0	-----0		-----0		-----0		-----0
	Curmudgeon Okor	Gloom		58		Grass/Poison	
		Sunflora		59		Grass	
		Vileplume		60		Grass/Poison	
0	-----0		-----0		-----0		-----0
	Casual Guy Ebzor	Kirlia		58		Psychic	
		Girafarig		59		Psychic/Normal	
		Kadabra		60		Psychic	
		Lunatone		61		Psychic/Rock	
0	-----0		-----0		-----0		-----0
	Area Leader Nocon	Gardevoir		59		Psychic	
		Espeon		60		Psychic	
		Typhlosion		60		Fire	
		Houndoom		61		Fire/Dark	
		Alakazam		61		Psychic	
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	AREA EIGHT OF TEN						
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	The Trainer	Pokémon Species		Level		Pokémon Types	
0	-----0		-----0		-----0		-----0
	Sailor Ordes	Kecleon		62		Normal (can change)	
		Dustox		62		Bug/Poison	
		Ledian		63		Bug/Flying	
0	-----0		-----0		-----0		-----0
	Navigator Ovun	Mantine		63		Water/Flying	
		Lombre		63		Water/Grass	
		Tentacool		62		Water/Poison	
0	-----0		-----0		-----0		-----0
	Bodybuilder Adeson	Bellossom		64		Grass	
		Togetic		64		Normal/Flying	
		Altaria		63		Dragon/Flying	
		Hitmontop		63		Fighting	
0	-----0		-----0		-----0		-----0
	Bodybuilder Robit	Claydol		64		Psychic/Ground	
		Grumpig		64		Psychic	
		Cradily		64		Rock/Grass	
		Tentacruel		63		Water/Poison	
0	-----0		-----0		-----0		-----0
	Cooltrainer Noxon	Umbreon		64		Dark	
		Ludicolo		64		Water/Grass	
		Milotic		64		Water	
		Articuno		64		Ice/Flying	

	Pelipper	63	Water/Flying
	Rhyhorn	63	Rock/Ground

Chaser Kippen	Shelgon	64	Dragon
	Magcargo	64	Fire/Rock
	Torkoal	64	Fire
	Koffing	64	Poison
	Metang	64	Steel/Psychic

Hunter Nasom	Sandslash	65	Ground
	Golem	65	Ground/Rock
	Miltank	65	Normal

Supertrainer Nimblis	Weezing	64	Poison
	Pineco	63	Bug
	Seedot	63	Grass
	Nosepass	63	Rock
	Sudowoodo	63	Rock
	Graveler	63	Rock/Ground

Area Leader Regan	Regirock	67	Rock
	Aggron	67	Rock/Steel
	Gligar	65	Ground/Flying
	Skarmory	65	Steel/Flying
	Metagross	67	Steel/Psychic
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* Thanks to Elias Carrillo for noting the levels of Gligar and Skarmory.

AREA TEN OF TEN			
The Trainer	Pokémon Species	Level	Pokémon Types

Researcher Newin	Gorebyss	66	Water
	Lanturn	66	Water/Electric
	Ludicolo	66	Water/Grass
	Kingdra	66	Water/Dragon
	Huntail	66	Water
	Milotic	66	Water

Fun Old Man Robin	Cacturne	66	Dark/Grass
	Tyranitar	66	Dark/Rock
	Aggron	66	Steel/Rock
	Gligar	66	Ground/Flying
	Sandslash	66	Ground

Chaser Rillian	Raikou	67	Electric
	Suicune	67	Water
	Entei	67	Fire
	Espeon	67	Psychic
	Umbreon	67	Dark

Bodybuilder Solog	Typhlosion	67	Fire
	Blaziken	67	Fire/Fighting
	Meganium	67	Grass
	Sceptile	67	Grass

		Feraligatr	67	Water	
		Swampert	67	Water/Ground	
o-----o-----o-----o-----o					
	Worker Saken	Rhydon	68	Rock/Ground	
		Starmie	68	Water/Psychic	
		Mantine	68	Water/Flying	
		Gyarados	68	Water/Flying	
		Manectric	68	Electric	
o-----o-----o-----o-----o					
	Newscaster Sivil	Ninjask	68	Bug/Flying	
		Togetic	68	Normal/Flying	
		Miltank	68	Normal	
		Ursaring	68	Normal	
		Armaldo	68	Bug/Rock	
		Breloom	68	Grass/Fighting	
o-----o-----o-----o-----o					
	Cooltrainer Flostin	Swellow	69	Normal/Flying	
		Crobat	69	Poison/Flying	
		Hariyama	69	Fighting	
		Machamp	69	Fighting	
		Heracross	69	Fighting/Bug	
o-----o-----o-----o-----o					
	Cooltrainer Tetil	Shiftry	69	Grass/Dark	
		Jumpluff	69	Grass/Flying	
		Castform	69	Normal (can change)	
		Flygon	69	Dragon/Ground	
		Houndoom	69	Fire/Dark	
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	Supertrainer Libal	Regice	70	Ice	
		Regirock	70	Rock	
		Registeel	70	Steel	
		Shedinja	70	Bug/Ghost	
		Electrode	70	Electric	
o-----o-----o-----o-----o					
	Master Battlus	Latias	70	Psychic/Dragon	
		Latios	70	Psychic/Dragon	
		Slaking	70	Normal	
		Metagross	70	Steel/Psychic	
		Dusclops	70	Ghost	
		Salamence	70	Dragon/Flying	
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##                                     ##
#           The Pyrite Colosseum      **POKÉMON_54**   #
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This is the first Colosseum made available to you. Here, you keep going until you lose. You can use any Pokémon (as far as I know) that you want. You will fight four consecutive battles in several rounds. At the end of them, you will get TMs - TM31 (Brick Break), TM12 (Taunt), TM41 (Torment), and TM05 (Roar), in that order.

The battles, consecutively, are below.

o=====o
| ROUND ONE OF FOUR |

The Trainer	Pokémon Species	Level	Pokémon Types
Chaser Resila	Pichu	20	Electric
	Pichu	20	Electric
	Smoochum	20	Ice/Psychic
	Teddiursa	20	Normal
Sailor Monar	Chikorita	20	Grass
	Cyndaquil	20	Fire
	Totodile	20	Water
Chaser Rafert	Poochyena	20	Dark
	Duskull	20	Ghost
	Ralts	20	Psychic
	Tailow	20	Normal/Flying
Chaser Jupex	Plusle	20	Electric
	Minun	20	Electric
	Snubbull	20	Normal

ROUND TWO OF FOUR

The Trainer	Pokémon Species	Level	Pokémon Types
Hunter Haxer	Ledyba	20	Bug/Flying
	Mareep	20	Electric
	Wooper	20	Water/Ground
Chaser Mestil	Cleffa	20	Normal
	Pichu	20	Electric
	Smoochum	20	Ice/Psychic
	Togepi	20	Normal
Chaser Novil	Lotad	20	Grass/Water
	Seedot	20	Grass
	Castform	20	Normal (can change)
Researcher Orill	Makuhita	20	Fighting
	Meditite	20	Fighting/Psychic
	Magnemite	20	Electric/Steel

ROUND THREE OF FOUR

The Trainer	Pokémon Species	Level	Pokémon Types
Hunter Nostal	Wingull	20	Water/Flying
	Rhyhorn	20	Rock/Ground
	Roselia	20	Grass/Poison
Chaser Ostix	Sentret	20	Normal
	Skitty	20	Normal
	Smeargle	20	Normal

Chaser Tarbil	Spoink	20	Psychic
	Trapinch	20	Ground
	Spinda	20	Normal

Sailor Tebu	Stantler	20	Normal
	Snubbull	20	Normal
	Hitmontop	20	Fighting
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ROUND FOUR OF FOUR			

The Trainer	Pokémon Species	Level	Pokémon Types

Chaser Sellis	Taillow	20	Flying/Normal
	Swablu	20	Flying/Normal
	Xatu	20	Flying/Psychic
	Torchic	20	Fire

Sailor Mifis	Jigglypuff	20	Normal
	Spheal	20	Ice/Water
	Marill	20	Water

Hunter Tiruk	Gulpin	20	Poison
	Doduo	20	Normal/Flying
	Aipom	20	Normal
	Corsola	20	Rock/Water

Researcher Foss	Bagon	20	Dragon
	Carvanha	20	Dark/Water
	Larvitar	20	Rock/Ground
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#####
##                                     ##
#           The Realgam Colosseum      **POKÉMON_55**  #
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When visiting the Team Snagem hideout, you will get an e-mail stating that the Realgam Colosseum, found in the Realgam Tower near Phenac City, has been reopened. This colosseum functions much like the Pyrite Colosseum - you'll fight four rounds of four consecutive battles, and get prizes at the end of each round. You'll get, in order TM49 (Snatch), TM19 (Giga Drain), TM23 (Iron Tail), and TM22 (SolarBeam) plus some money.

ROUND ONE OF FOUR			

The Trainer	Pokémon Species	Level	Pokémon Types

Bodybuilder Aftin	Donphan	40	Ground
	Solrock	40	Rock/Psychic
	Sealeo	40	Water/Ice
	Swalot	40	Poison

Casual Guy Feper	Mawile	40	Steel
	Vigoroth	40	Normal

	Rhyhorn	40	Ground/Rock
	Relicanth	40	Water/Rock

Cooltrainer Halston	Castform	40	Normal (can change)
	Gligar	40	Ground/Flying
	Dugtrio	40	Ground
	Cacturne	40	Grass/Dark

Cooltrainer Malex	Noctowl	40	Normal/Flying
	Swellow	40	Normal/Flying
	Murkrow	40	Dark/Flying
	Skarmory	40	Steel/Flying
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ROUND TWO OF FOUR			
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The Trainer	Pokémon Species	Level	Pokémon Types

Matron Relza	Hariyama	40	Fighting
	Misdreavus	40	Ghost
	Hitmontop	40	Fighting
	Breloom	40	Fighting/Grass

Fun Old Man Hebson	Wobbuffet	40	Psychic
	Medicham	40	Psychic/Fighting
	Marshtomp	40	Water/Ground
	Shedinja	40	Bug/Ghost

Bodybuilder Toko	Mantine	40	Water/Flying
	Surskit	40	Water/Bug
	Lombre	40	Water/Grass
	Luvdisc	40	Water

Newcaster Arule	Nuzleaf	40	Grass/Dark
	Tropius	40	Grass/Flying
	Skiploom	40	Grass/Flying
	Torkoal	40	Fire
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ROUND THREE OF FOUR			
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The Trainer	Pokémon Species	Level	Pokémon Types

Supertrainer Agoll	Stantler	40	Normal
	Wigglytuff	40	Normal
	Miltank	40	Normal
	Shuckle	40	Bug/Rock
	Quagsire	40	Water/Ground

Casual Guy Axon	Heracross	40	Bug/Fighting
	Pinsir	40	Bug
	Ledian	40	Bug/Flying
	Ninjask	40	Bug/Flying
	Mawile	40	Steel

Rider Polot	Wailord	40	Water

		Azumarill		40		Water		
		Linoone		40		Normal		
		Tropius		40		Grass/Flying		
O-----O-----O-----O-----O								
	Navigator Bestol		Kirlia		40		Psychic	
			Crawdaunt		40		Water/Dark	
			Sharpedo		40		Water/Dark	
			Gorebyss		40		Water	
			Yanma		40		Bug/Flying	
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| ROUND FOUR OF FOUR |

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	The Trainer		Pokémon Species		Level		Pokémon Types	
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	Bodybuilder Piliot		Houndoom		40		Fire/Dark	
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			Sneasel		40		Ice/Dark	
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			Mightyena		40		Dark	
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			Delcatty		40		Normal	
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	Curmudgeon Nistil		Misdreavus		40		Ghost	
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			Exploud		40		Normal	
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			Wobbuffet		40		Psychic	
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			Umbreon		40		Dark	
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	Cooltrainer Hileon		Chimecho		40		Psychic	
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			Dusclops		40		Ghost	
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			Volbeat		40		Bug/Flying	
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			Tentacruel		40		Water/Poison	
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O-----O-----O-----O-----O

	Cooltrainer Carben		Miltank		40		Normal	
--	--------------------	--	---------	--	----	--	--------	--

			Qwilfish		40		Water/Poison	
--	--	--	----------	--	----	--	--------------	--

			Grumpig		40		Psychic	
--	--	--	---------	--	----	--	---------	--

			Breloom		40		Grass/Fighting	
--	--	--	---------	--	----	--	----------------	--

			Combusken		40		Fire/Fighting	
--	--	--	-----------	--	----	--	---------------	--

O=====O=====O=====O=====O

```
#####
##                                     ##
#           The Orre Colosseum          **POKÉMON_56**  #
##                                     ##
#####
```

After having beaten the game, back at the Pokémon HQ Lab, head outside and beat Eagon and battle. This will open up the Orre Colosseum.

Here, you will use six Pokémon and fight in Double Battles. You cannot have the mainstream legendaries (Kyogre, Groudon, for example, are not allowed but Zapdos, Moltres, Raikou, etc., are), Eggs, or Shadow Pokémon. You cannot have certain items (such as Soul Dew), nor can two Pokémon be holding the same item.

Your own level determines the opponents'. If all of your Pokémon are under Level 60, you'll fight Level 60 opponents. Higher than Level 60, and you'll fight Pokémon equal to the level of your highest-level Pokémon.

There are seven rounds of four battles. After each, you'll get some Coupons and a TM. You'll get, in order:

- TM06 (Toxic) & 500 Coupons
- TM27 (Return) & 1,000 Coupons
- TM48 (Skill Swap) & 1,500 Coupons
- TM36 (Sludge Bomb) & 2,000 Coupons
- TM44 (Rest) & 2,500 Coupons
- TM47 (Steel Wing) & 3,000 Coupons
- TM02 (Dragon Claw) & 3,500 Coupons

=====O
 | ROUND ONE OF SEVEN |

=====O-----O-----O-----O-----O
 | The Trainer | Pokémon Species | Level | Pokémon Types |

=====O-----O-----O-----O-----O
Hunter Greel	Parasect	60+	Bug/Grass
	Breloom	60+	Grass/Fighting
	Gardevoir	60+	Psychic
	Jynx	60+	Ice/Psychic
	Slowbro	60+	Water/Psychic
	Houndoom	60+	Dark/Fire

-----O-----O-----O-----O-----O
Rider Herlam	Slowking	60+	Water/Psychic
	Spinda	60+	Normal
	Smeargle	60+	Normal
	Lickitung	60+	Normal
	Grumpig	60+	Psychic
	Cacturne	60+	Grass/Dark

-----O-----O-----O-----O-----O
Sailor Lester	Stantler	60+	Normal
	Raichu	60+	Electric
	Butterfree	60+	Bug/Flying
	Grumpig	60+	Psychic
	Xatu	60+	Psychic/Flying
	Togetic	60+	Normal/Flying

-----O-----O-----O-----O-----O
Cipher Admin Lovrina	Shuckle	60+	Bug/Rock
	Meganium	60+	Grass
	Blissey	60+	Normal
	Wobbuffet	60+	Psychic
	Milotic	60+	Water
	Misdreavus	60+	Ghost

=====O

=====O
 | ROUND TWO OF SEVEN |

=====O-----O-----O-----O-----O
 | The Trainer | Pokémon Species | Level | Pokémon Types |

=====O-----O-----O-----O-----O
Worker Lobel	Dugtrio	60+	Ground
	Claydol	60+	Ground/Psychic
	Tyranitar	60+	Fire
	Quagsire	60+	Ground/Water
	Cacturne	60+	Grass/Dark
	Sandslash	60+	Ground

-----O-----O-----O-----O-----O
Casual Guy Makel	Dewgong	60+	Water/Ice
	Lapras	60+	Water/Ice
	Pinsir	60+	Bug
	Nidoking	60+	Poison/Ground

	Kingler	60+	Water
	Dugtrio	60+	Ground

Researcher Limar	Shedinja	60+	Bug/Ghost
	Rapidash	60+	Fire
	Altaria	60+	Dragon/Flying
	Ditto	60+	Normal
	Hypno	60+	Psychic
	Kabutops	60+	Rock/Water

Cipher Admin Snattle	Electrode	60+	Electric
	Regice	60+	Ice
	Regirock	60+	Rock
	Muk	60+	Poison
	Glalie	60+	Ice
	Gengar	60+	Ghost/Poison
=====			

| ROUND THREE OF SEVEN |
=====

The Trainer	Pokémon Species	Level	Pokémon Types
Chaser Navu	Zangoose	60+	Normal
	Golem	60+	Rock/Ground
	Sharpedo	60+	Dark/Water
	Victreebel	60+	Grass/Poison
	Nidoqueen	60+	Poison/Ground
	Hitmonlee	60+	Fighting

Chaser Pixen	Nidoking	60+	Poison/Ground
	Armaldo	60+	Bug/Rock
	Fearow	60+	Normal/Flying
	Politoed	60+	Water
	Jynx	60+	Ice/Psychic
	Magmar	60+	Fire

Chaser Daks	Primeape	60+	Fighting
	Walrein	60+	Ice/Water
	Arcanine	60+	Fire
	Scizor	60+	Bug/Steel
	Quagsire	60+	Water/Ground
	Electabuzz	60+	Electric

Cipher Admin Gorigan	Salamence	60+	Dragon/Flying
	Gyarados	60+	Normal/Flying
	Tauros	60+	Normal
	Arcanine	60+	Fire
	Hitmontop	60+	Fighting
	Granbull	60+	Normal
=====			

| ROUND FOUR OF SEVEN |
=====

The Trainer	Pokémon Species	Level	Pokémon Types
Fun Old Man Rekix	Eevee	60+	Normal

		Flareon		60+		Fire	
		Jolteon		60+		Electric	
		Vaporeon		60+		Water	
		Espeon		60+		Psychic	
		Umbreon		60+		Dark	
O-----O-----O-----O-----O							
	Fun Old Man Dargs	Slaking		60+		Normal	
		Claydol		60+		Ground/Psychic	
		Metagross		60+		Steel/Psychic	
		Milotic		60+		Water	
		Gengar		60+		Ghost/Poison	
		Alakazam		60+		Psychic	
O-----O-----O-----O-----O							
	Matron Naono	Heracross		60+		Bug/Fighting	
		Persian		60+		Normal	
		Crobat		60+		Poison/Flying	
		Dodrio		60+		Normal/Flying	
		Swellow		60+		Normal/Flying	
		Machamp		60+		Fighting	
O-----O-----O-----O-----O							
	Robo Groudou Chobin	Scizor		60+		Bug/Steel	
		Kangaskhan		60+		Normal	
		Marowak		60+		Ground	
		Mr. Mime		60+		Psychic	
		Ninjask		60+		Bug/Flying	
		Dragonite		60+		Dragon/Flying	
O=====O=====O=====O=====O							

O=====O=====O=====O=====O

ROUND FIVE OF SEVEN

O=====O=====O=====O=====O

	The Trainer	Pokémon Species		Level		Pokémon Types	
O=====O=====O=====O=====O							
	Team Snagem Biden	Jolteon		60+		Electric	
		Houndoom		60+		Dark/Fire	
		Steelix		60+		Steel/Ground	
		Ninjask		60+		Bug/Flying	
		Hitmonlee		60+		Fighting	
		Weezing		60+		Poison	
O-----O-----O-----O-----O							
	Team Snagem Jedo	Raikou		60+		Electric	
		Crobat		60+		Poison/Flying	
		Slowking		60+		Water/Psychic	
		Feraligatr		60+		Water	
		Meganium		60+		Grass	
		Typhlosion		60+		Fire	
O-----O-----O-----O-----O							
	Team Snagem Wakin	Sceptile		60+		Grass	
		Swampert		60+		Water/Ground	
		Blaziken		60+		Fire/Fighting	
		Swellow		60+		Normal/Flying	
		Gardevoir		60+		Psychic	
		Vileplume		60+		Grass/Poison	
O-----O-----O-----O-----O							
	Snagem Head Gonzap	Blastoise		60+		Water	
		Charizard		60+		Fire/Flying	
		Venusaur		60+		Grass/Poison	
		Skarmory		60+		Steel/Flying	
		Slaking		60+		Normal	

| Salamence | 60+ | Dragon/Flying |

ROUND SIX OF SEVEN

The Trainer | Pokémon Species | Level | Pokémon Types |

Sailor Jebol | Dusclops | 60+ | Ghost |
Zapdos	60+	Electric/Flying
Flygon	60+	Ground/Dragon
Dragonite	60+	Dragon/Flying
Aerodactyl	60+	Rock/Flying
Salamence	60+	Dragon/Flying

Bodybuilder Loar | Shiftry | 60+ | Dark/Grass |
Blaziken	60+	Fire/Fighting
Entei	60+	Fire
Clefable	60+	Normal
Jumpluff	60+	Grass/Flying
Exeggutor	60+	Grass/Psychic

Bodybuilder Felps | Qwilfish | 60+ | Water/Poison |
Kingdra	60+	Dragon/Water
Omastar	60+	Rock/Water
Manectric	60+	Electric
Ludicolo	60+	Grass/Water
Gorebyss	60+	Water

Cipher Admin Adros | Sceptile | 60+ | Grass |
Charizard	60+	Fire/Flying
Starmie	60+	Water/Psychic
Tauros	60+	Normal
Gengar	60+	Poison/Ghost
Aerodactyl	60+	Rock/Flying

ROUND SEVEN OF SEVEN

The Trainer | Pokémon Species | Level | Pokémon Types |

Supertrainer Lest | Charizard | 60+ | Fire/Flying |
Togetic	60+	Normal/Flying
Clefable	60+	Normal
Heracross	60+	Bug/Fighting
Snorlax	60+	Normal
Shedinja	60+	Bug/Ghost

Cooltrainer Ebson | Zapdos | 60+ | Electric/Flying |
Raikou	60+	Electric
Moltres	60+	Fire/Flying
Entei	60+	Fire
Articuno	60+	Ice/Flying
Suicune	60+	Water

Cooltrainer Klept | Lapras | 60+ | Water/Ice |
| Dodrio | 60+ | Normal/Flying |

- Battle CD #25: Seems to be pretty random.
- Battle CD #26: Seems to be pretty random.
- Battle CD #27: You need to survive Self-destruct with Defense boosts.
- Battle CD #28: You need to induce a rainy weather condition before the opponent explodes. Seems to be pretty random.
- Battle CD #29: Seems to be pretty random.
- Battle CD #30: Seems to be pretty random.
- Battle CD #31: Seems to be pretty random.
- Battle CD #32: Seems to be pretty random.
- Battle CD #33: Seems to be pretty random.
- Battle CD #34: Seems to be pretty random.
- Battle CD #35: Dual-Metronome repeatedly. You'll need to get lucky.
- Battle CD #36: Seems to be pretty random.
- Battle CD #37: Seems to be pretty random.
- Battle CD #38: Seems to be pretty random.
- Battle CD #39: Seems to be pretty random.
- Battle CD #40: Sludge Bomb twice, switch to Blastoise, Hydro Cannon, Flail until you faint, then switch to Venusaur and use Frenzy Plant.
- Battle CD #41: Switch to Swampert, use Muddy Water twice, switch to Blaziken, use Blaze Kick twice, switch to Sceptile, use Leaf Blade twice.
- Battle CD #42: Seems to be pretty random.
- Battle CD #43: Seems to be pretty random.
- Battle CD #44: Seems to be pretty random.
- Battle CD #45: Seems to be pretty random.
- Battle CD #46: Bite and Helping Hand, then swap to Jolteon. Use Bite with Eevee and Thunder Wave with Jolteon. Swap Jolteon for Umbreon and use Bite with both of them. Swap Umbreon for Espeon and use Bite and Helping Hand. Swap Eevee for Flareon, then use Bite (Espeon) and Shadow Ball (Flareon) repeatedly.
- Battle CD #47: Icy Wing and Protect, first. Then Aeroblast and Sacred Fire on Latios, then Latias, then repeat once more on Latias.
- Battle CD #48: Seems to be pretty random.
- Battle CD #49: Dual-Protect, then SolarBeam Groudon and Silver Wind Shiftry. SolarBeam Groudon again to win.
- Battle CD #50: Earthquake with Quagsire and Protect with Lantern, first. Then use Protect (Quagsire) and Thunder (Lanturn) on Kyogre. Keep Lanturn Thundering after that, and Quagsire with Amnesia until you win.

```

/ \ / \
|==O==| Section Six: Items Dex |==O==|
| \___/ | \___/ |
| |
| CTRL+F Tag: **POKÉMON_6** |
| |

```

Within this section, you'll find documentation on the effects on every item in the game of Pokémon XD: Gale of Darkness. There are a vast number and variety of items in the game, so I've subdivided this into several sections based upon game sorting.

We'll cover the following types of items in this order:

- Pokéballs
- Pokémon Hold Items

- Dungeon Items
- Battle Items
- Fossils
- Pokémon Evolutionary Items
- Random Items For Selling
- Colored Shards
- Pokémon Mail
- Medicinal Items - HP/PP Healers
- Medicinal Items - Status Healers
- Medicinal Items - Stat Boosters
- Berries
- Technical Machines and Hidden Machines (TMs and HMs)

Note this is meant to be a constant for all Generation III games, hopefully, and not just Pokémon XD. You will find the other games' items in here from Generation III.

```

O=====O
|                               Pokéballs                               |
O=====O

```

[item name]

~~ Description: [My personal description of this item.]

=====

Dive Ball

~~ Description: A Pokéball whose catch rate is 4x better than that of a normal Poké Ball, but only when used on Pokémon living underwater. Fairly useless in Pokémon XD.

=====

Great Ball

~~ Description: A Pokéball whose catch rate is 1.5x better than a normal Poké Ball.

=====

Luxury Ball

~~ Description: A Pokéball that will make Pokémon grow happier faster.

=====

Master Ball

~~ Description: A Pokéball who is almost guaranteed to capture a Pokémon. In absolute theory, you can sometimes not catch a Pokémon, but that is extremely rare, and maybe even impossible, as the catch rate of this is around 255x that of a normal Poké Ball. For all intents and purposes, you can just say it will always catch a Pokémon in the wild.

=====

Nest Ball

~~ Description: A Pokéball that works especially well on weak wild Pokémon.

=====

Net Ball

~~ Description: A Pokéball whose catch rate is higher when being used against Water- and Bug-type Pokémon.

=====

Poké Ball

~~ Description: The most basic of Poké Balls, it has no special features.

=====

Premier Ball

~~ Description: Basically a Poké Ball, but with a different design, used to commemorate buying 10 Poké Balls simultaneously at a PokéMart.

=====

Repeat Ball

~~ Description: A Pokéball whose catch rate is high if you use it on species you've previously caught.

=====

Timer Ball

~~ Description: A Pokéball who has a base catch rate equal to that of a normal Poké Ball, but increases slightly every 10 turns, maxing out at 40 turns.

=====

Ultra Ball

~~ Description: A Pokéball whose catch rate is 2x better than a normal Poké Ball.

=====

O=====O
| Pokémon Hold Items |
O=====O

[item name]

~~ Description: [My personal description of this item.]

=====

Amulet Coin

~~ Description: If the holder participates in a Trainer battle, you'll earn double the money you'd otherwise earn if you win.

=====

Black Belt

~~ Description: Raises the power of Fighting-type moves by ~20% when held.

=====

BlackGlasses

~~ Description: Raises the power of Dark-type moves by ~20% when held.

=====

Blue Scarf

~~ Description: It used to raise the Beauty of the Pokémon during a Contest in the GBA games. No real use now in Pokémon XD.

=====

BrightPowder

~~ Description: Lowers the opponent's accuracy when held.

=====

Charcoal

~~ Description: Raises the power of Fire-type moves by ~20%.

=====

Choice Band

~~ Description: Increases Attack, but only lets the holder use one move.

=====

Choice Scarf

~~ Description: Increases Speed, but only lets the holder use one move.

=====

Choice Specs

~~ Description: Increases Special Attack, but only lets the holder use one of its moves.

=====

Cleanse Tag

~~ Description: To some extent, keeps away wild Pokémon if the holder is the first Pokémon in the party. Useless in Pokémon XD.

=====
Dragon Fang

~~ Description: Raises the power of Dragon-type moves by ~20%.

=====
Everstone

~~ Description: Prevents the evolution of a Pokémon, which is useless since you can manually cancel it. So it's more of a convenience item.

=====
EXP. Share

~~ Description: The holder will gain a share of EXP. without needing to battle. I assume that this share is 50% what they would obtain had they participated. You can also have the holder participate to gain extra EXP.

=====
Focus Band

~~ Description: May let the holder hang on with 1 HP after an attack that would otherwise KO them. Works ~10% of the time.

=====
Focus Sash

~~ Description: May let the holder, if at full HP, survive a one-hit KO attack. Works ~10% of the time. Useless on Pokémon with Sturdy, as that always works.

=====
Full Incense

~~ Description: Reduces the Speed of the holder.

=====
Green Scarf

~~ Description: An item once used to raise the Smart stat in Contests of the GBA games, it has no particular use in Pokémon XD.

=====
Grip Claw

~~ Description: Makes multiple-turn attacks last longer.

=====
Hard Rock

~~ Description: Boosts the power of Rock-type moves by ~20%.

=====

Lax Incense

~~ Description: Makes the holder more evasive, or, to put it another way, makes the opponent less accurate.

=====

Leftovers

~~ Description: Heals the holder each turn by up to 6.25% (1/16) of its max HP.

=====

Light Ball

~~ Description: When held by Pikachu, it raises Attack and Special Attack. It is also used during breeding to give it or Pichu Volt Tackle.

=====

Light Clay

~~ Description: Makes barrier moves (e.g. Reflect, Light Screen) last longer.

=====

Luck Incense

~~ Description: Doubles the prize money earned in a Trainer battle if the holder takes part.

=====

Lucky Egg

~~ Description: Boosts the EXP. earned by the holder by ~50%.

=====

Lucky Punch

~~ Description: Makes it more likely for Chansey to get critical hits.

=====

Macho Brace

~~ Description: Doubles the EVs the holder earns while lowering Speed.

=====

Magnet

~~ Description: Boosts the power of Electric-type moves by ~20%.

=====

Mental Herb

~~ Description: When held, it will cure the user of infatuation once. Also will lower the user's Happiness.

=====

Miracle Seed

~~ Description: Boosts the power of Grass-type moves by ~20%.

=====

Muscle Band

~~ Description: Makes physical moves slightly more powerful.

=====

Mystic Water

~~ Description: Boosts the power of Water-type moves by ~20%.

=====

NeverMeltIce

~~ Description: Boosts the power of Ice-type moves by ~20%.

=====

Odd Incense

~~ Description: Boosts the power of Psychic-type moves by ~10%.

=====

Pink Scarf

~~ Description: It used to raise the Cuteness of a Pokémon in the Contests of previous generations. It has no real use in Pokémon XD.

=====

Poison Barb

~~ Description: Boosts the power of Poison-type moves by ~20%.

=====

Pure Incense

~~ Description: To some extent, if held by the first Pokémon in the party, it will keep wild Pokémon away. Useless in Pokémon XD.

=====

Quick Claw

~~ Description: Will let the holder move first ~10% of the time if it normally does not.

=====

Red Scarf

~~ Description: It was once used to boost the Coolness in Pokémon Contests. In Pokémon XD, it has no real use.

=====

Rock Incense

~~ Description: Boosts the power of Rock-type moves by ~10%.

=====

Rose Incense

~~ Description: Boosts the power of Grass-type moves by ~10%.

=====

Scope Lens

~~ Description: Increases the likelihood of landing a critical hit.

=====

Sea Incense

~~ Description: Boosts the power of Water-type moves. Also is used when breeding Marill to get Azurill.

=====

Sharp Beak

~~ Description: Boosts the power of Flying-type moves by ~20%.

=====

Shell Bell

~~ Description: Whenever the holder attacks a Pokémon, the holder will gain some HP proportionate to the damage dealt.

=====

Silk Scarf

~~ Description: Boosts the power of Normal-type moves by ~20%.

=====

SilverPowder

~~ Description: Boosts the power of Bug-type moves by ~20%.

Soft Sand

~~ Description: Boosts the power of Ground-type moves by ~20%.

Soothe Bell

~~ Description: Makes the holder grow happier faster.

Soul Dew

~~ Description: Only meant to be held by Latias or Latios. It will raise their Special Attack and Special Defense stats.

Spell Tag

~~ Description: Boosts the power of Ghost-type moves by ~20%.

Stick

~~ Description: Boosts the critical-hit ratio of Farfetch'd when held.

Thick Club

~~ Description: Boosts the Attack of Cubone and Marowak when held.

TwistedSpoon

~~ Description: Boosts the power of Psychic-type moves by ~20%.

Wave Incense

~~ Description: Boosts the power of Water-type moves by ~10%.

White Herb

~~ Description: When held, if the user's stats are lowered, the stats are immediately restored. Only usable once, and makes the Pokémon less happy.

Wide Lens

will not be battled for 200 steps. Useless in Pokémon XD.

=====

O=====O
| Battle Items |
O=====O

[item name]

~~ Description: [My personal description of this item.]

=====

Dire Hit

~~ Description: Raises the critical-hit ratio as long as the Pokémon remains in battle.

=====

Fluffy Tail

~~ Description: Allows instant escape from any wild Pokémon battle.

=====

Guard Spec.

~~ Description: Prevents the lowering of your stats for five turns.

=====

Poké Doll

~~ Description: Allows instant escape from any wild Pokémon battle.

=====

X Accuracy

~~ Description: Boosts accuracy as long as the Pokémon remains in battle.

=====

X Attack

~~ Description: Boosts Attack as long as the Pokémon remains in battle.

=====

X Defend

~~ Description: Boosts Defense as long as the Pokémon remains in battle.

=====

X Sp. Def.

Water Stone	Poliwhirl	Poliwrath	Direct use.
	Shellder	Cloyster	Direct use.
	Staryu	Starmie	Direct use.
	Eevee	Vaporeon	Direct use.
	Lombre	Ludicolo	Direct use.

=====O

| Medicinal Items - HP/PP Healers |

=====O

[item name]

~~ Description: [My personal description of this item.]

=====

Berry Juice

~~ Description: Heals up to 20 HP.

=====

EnergyPowder

~~ Description: Heals up to 50 HP; makes Pokémon less happy.

=====

Energy Root

~~ Description: Heals up to 200 HP; makes Pokémon much less happy.

=====

Elixir

~~ Description: Restores 10 PP to each move.

=====

Ether

~~ Description: Heals up to 10 PP on one move.

=====

Fresh Water

~~ Description: Heals up to 50 HP.

=====

Full Restore

~~ Description: Fully heals HP and cures all statuses except KO and Pokérus.

=====

Hyper Potion

~~ Description: Heals up to 200 HP.

=====

Lemonade

~~ Description: Heals up to 80 HP.

=====

Max Elixir

~~ Description: Fully heals all the PP of all moves.

=====

Max Ether

~~ Description: Fully heals the PP of one move.

=====

Max Potion

~~ Description: Fully heals HP, regardless of how much it is.

=====

Max Revive

~~ Description: Revives a Pokémon from KO with full HP.

=====

Moomoo Milk

~~ Description: Heals up to 100 HP.

=====

Potion

~~ Description: Heals up to 20 HP.

=====

Revival Herb

~~ Description: Revives a Pokémon from KO with full HP; makes the Pokémon much less happy.

=====

Revive

~~ Description: Revives a Pokémon from KO with ~50% of its HP.

=====
Sacred Ash

~~ Description: Revives all Pokémon in the party from KO, and fully restores the HP of the revived Pokémon.

=====
Soda Pop

~~ Description: Heals up to 60 HP.

=====
Super Potion

~~ Description: Heals up to 50 HP.

=====
O=====O
| Medicinal Items - Status Healers |
O=====O

[item name]

~~ Description: [My personal description of this item.]

=====
Antidote

~~ Description: Cures Poison.

=====
Awakening

~~ Description: Cures Sleep.

=====
Burn Heal

~~ Description: Cures Burn.

=====
Full Heal

~~ Description: Cures all statuses except for KO and Pokérus.

=====
Full Restore

~~ Description: Cures all statuses except for KO and Pokérus, and fully heals HP.

=====

Heal Powder

~~ Description: Cures all statuses except for KO and Pokérus. Makes Pokémon less happy.

=====

Ice Heal

~~ Description: Cures Frozen.

=====

Lava Cookie

~~ Description: Cures all statuses except for KO and Pokérus.

=====

Max Revive

~~ Description: Revives a Pokémon from KO with full HP.

=====

Parlyz Heal

~~ Description: Cures Paralysis.

=====

Revival Herb

~~ Description: Revives a Pokémon from KO with full HP; makes the Pokémon much less happy.

=====

Revive

~~ Description: Revives a Pokémon from KO with ~50% of its HP.

=====

Sacred Ash

~~ Description: Revives all Pokémon in the party from KO, and fully restores the HP of the revived Pokémon.

=====

O=====O
| Medicinal Items - Stat Boosters |
O=====O

[item name]

~~ Description: [My personal description of this item.]

=====

Calcium

~~ Description: Boosts Special Attack EVs by 10.

=====

Carbos

~~ Description: Boosts Speed EVs by 10.

=====

HP Up

~~ Description: Boosts max HP EVs by 10.

=====

Iron

~~ Description: Boosts Defense EVs by 10.

=====

PP Max

~~ Description: Boosts the max PP of a move by 60%.

=====

PP Up

~~ Description: Boosts the max PP of a move by 20%.

=====

Protein

~~ Description: Boosts Attack EVs by 10.

=====

Rare Candy

~~ Description: Causes a level-up.

=====

Zinc

~~ Description: Boosts Special Defense EVs by 10.

=====

O=====O
| Berries |
O=====O

[item name]

~~ Description: [A description of this item. Note that this section will not include any Berry without a function, because many such Berries exist for PokéBlock making in Generation III, and it would be fairly pointless to put them here.]

=====

Aguav Berry

~~ Description: If held by a Pokémon, it restores the user's HP in a pinch, but will cause confusion if it hates the taste.

=====

Apicot Berry

~~ Description: If held by a Pokémon, it raises its Sp. Def stat in a pinch.

=====

Aspear Berry

~~ Description: If held by a Pokémon, it defrosts it.

=====

Cheri Berry

~~ Description: If held by a Pokémon, it recovers from paralysis.

=====

Chesto Berry

~~ Description: If held by a Pokémon, it recovers from sleep.

=====

Custap Berry

~~ Description: If held by a Pokémon, it gets to move first just once in a pinch.

=====

Enigma Berry

~~ Description: A complete enigma in Generation III, actually, so no use.

=====

Figy Berry

~~ Description: If held by a Pokémon, it restores the user's HP in a pinch, but

will cause confusion if it hates the taste.

=====

Ganlon Berry

~~ Description: If held by a Pokémon, it raises its Defense stat in a pinch.

=====

Grepa Berry

~~ Description: Using it on a Pokémon makes it more friendly, but it also lowers its base Sp. Def stat.

=====

Hondew Berry

~~ Description: Using it on a Pokémon makes it more friendly, but it also lowers its base Sp. Atk stat.

=====

Iapapa Berry

~~ Description: If held by a Pokémon, it restores the user's HP in a pinch, but will cause confusion if it hates the taste.

=====

Kelpsy Berry

~~ Description: Using it on a Pokémon makes it more friendly, but it also lowers its base Attack stat.

=====

Lansat Berry

~~ Description: If held by a Pokémon, it raises its critical-hit ratio in a pinch.

=====

Leppa Berry

~~ Description: If held by a Pokémon, it restores a move's PP by 10.

=====

Liechi Berry

~~ Description: If held by a Pokémon, it raises its Attack stat in a pinch.

=====

Lum Berry

~~ Description: If held by a Pokémon, it recovers from any status problem.

=====
Mago Berry

~~ Description: If held by a Pokémon, it restores the user's HP in a pinch,
but will cause confusion if it hates the taste.

=====
Micle Berry

~~ Description: If held by a Pokémon, it raises the accuracy of a move just
once in a pinch.

=====
Oran Berry

~~ Description: If held by a Pokémon, it heals the user by just 10 HP.

=====
Pecha Berry

~~ Description: If held by a Pokémon, it recovers from poison.

=====
Persim Berry

~~ Description: If held by a Pokémon, it recovers from confusion.

=====
Petaya Berry

~~ Description: If held by a Pokémon, it raises its Sp. Atk stat in a pinch.

=====
Pomeg Berry

~~ Description: Using it on a Pokémon makes it more friendly, but it also
lowers its base HP.

=====
Qualot Berry

~~ Description: Using it on a Pokémon makes it more friendly, but it also
lowers its base Defense stat.

=====
Rawst Berry

~~ Description: If held by a Pokémon, it recovers from a burn.

=====

Salac Berry

~~ Description: If held by a Pokémon, it raises its Speed stat in a pinch.

Sitrus Berry

~~ Description: If held by a Pokémon, it heals the user's HP by 30.

Starf Berry

~~ Description: If held by a Pokémon, it sharply raises one of its stats in a pinch.

Tamato Berry

~~ Description: Using it on a Pokémon makes it more friendly, but it also lowers its base Speed stat.

Wiki Berry

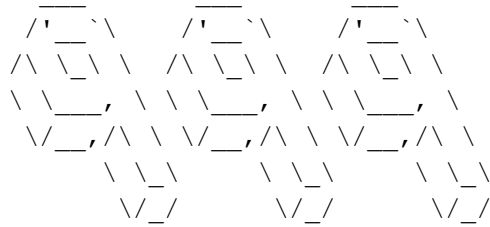
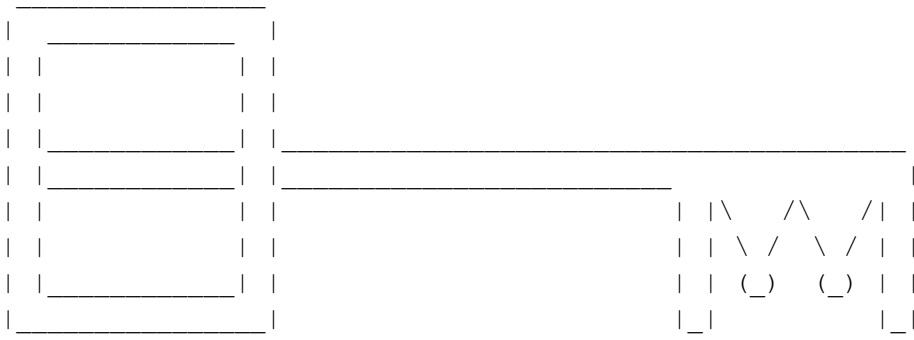
~~ Description: If held by a Pokémon, it restores the user's HP in a pinch, but will cause confusion if it hates the taste.

Yache Berry

~~ Description: Weakens a supereffective Ice-type attack against the holding Pokémon.

Technical Machines and Hidden Machines (TMs and HMs)

[TM/HM]	[Move Name]	[Type]	[Power]	[Accuracy]	[Max PP]	[Class]	[Targets]
~~ TM01	Focus Punch	Fighting	150	100	20	Phys.	One
~~ TM02	Dragon Claw	Dragon	80	100	15	Phys.	One
~~ TM03	Water Pulse	Water	60	100	20	Spec.	One
~~ TM04	Calm Mind	Psychic	---	---	20	Stat.	User
~~ TM05	Roar	Normal	---	100	20	Stat.	One
~~ TM06	Toxic	Poison	---	90	10	Stat.	One
~~ TM07	Hail	Ice	---	---	10	Stat.	Field
~~ TM08	Bulk Up	Fighting	---	---	20	Stat.	User
~~ TM09	Bullet Seed	Grass	25x	100	30	Phys.	One
~~ TM10	Hidden Power	Normal	---	100	15	Spec.	One
~~ TM11	Sunny Day	Fire	---	---	5	Stat.	Field
~~ TM12	Taunt	Dark	---	100	20	Stat.	One



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