# Pokémon XD: Gale Of Darkness Purification FAQ

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Pokemon XD: Gale of Darkness

Purifying Shadow Pokemon and the Purification Chamber Version 1.00 Copyright 2005 Dalem Arsa Artha PkmnMstr10@AOL.com

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Welcome to the Purification Guide of Pokemon XD: Gale of Darkness, written by yours truly. This guide covers Shadow Pokemon, what they are, how to purify them, and which Shadows need your help. The Purification Chamber will also be covered, as it is tricky on getting Sets to achieve Tempo and Flow.

XDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDX 2. Version History XDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXD

1.00: The complete guide of Pokemon Purification

1.10: Fixed all the Pokemon words with the accented e, and cleared up Shadow Lugia problems.

1.20: There are a few missing Shadow Pok $\mathbbm{R}$ on that have been brought to my attention, added them in.

XDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDX 3. Game Synopsis XDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXD

It was five years back in Pokemon Colosseum where the criminal syndicate Cipher threatened to take over the world with Shadow Pokemon in the Orre Region. Fortunately, a young hero betrayed Team Snagem, stole the Snag Machine, and used it to recapture the Pokemon. He saved these Pokemon, with the help of a girl who had the ability to distinguish the Shadow Pokemon from the ordinary ones, and ended the threat of Cipher. All seemed well...

...for now.

Alas, it is five years later. All had seemed peaceful and quiet, but word has it that Shadow Pokemon appeared in areas around Orre, and yet nobody has a clue to why they are here. There is only one cause. Cipher has risen up to power again, and they are continuing plans for world domination and Shadow Pokemon, including a Pokemon that you cannot purify.

Could this really be true? All will be revealed in the adventures of Pokemon XD: Gale of Darkness.

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Shadow Pokemon are Pokemon created by Cipher by artificially closing the door to a Pokemon's heart and turning them into fighting machines because of their lack of compassion and feelings. A fully closed Shadow Pokemon will not show their true characteristics, and they forget their normal moves and receive Shadow Moves in return. The human eye does not easily distinguish a Shadow Pokemon, and if they are, the Pokemon will cast a dark glow, and their data box is purple as well.

As a Shadow Pokemon, they have these characteristics:

A. Shadows do not level up. They will gain experience participating in battle; however, it is not accumulated until the Pokemon is purified.
B. Evolution with Shadows is impossible. When a Pokemon can't level up, they can't really evolve now, can they?
C. At the beginning of the game, Shadows will only know two Shadow Moves. However, as the game progresses, Shadows can have three or a full list of four moves to use in combat. When they are purified, the Pokemon will regain their normal moves.
NOTE: Some of the new moves that the Pokemon regain are moves that Pokemon do not normally learn by level up or Technical Machines and they are rare. These can make the purified Pokemon much more unique and diverse in combat and can work the battle into your favor.
D. Shadows cannot learn moves from TMs.

E. Shadows cannot have a nickname.

F. Shadows cannot trade into GBA Games. What is a Hoenn/Kanto trainer supposed to do with a Shadow Pokemon anyway?

#### Reverse Mode

Sometimes, Shadow Pokemon will enter a wild state of emotion known as Reverse Mode. In Reverse Mode, the Pokemon will cast a dark red glow and the data box will turn red. While in Reverse, Shadows will inflict damage upon themselves during battle, and the effects last even when the battle is over.

#### When a Pokemon is in Reverse Mode:

A. Use of items will be impossible on the Pokemon. They can recover their HP by healing at a Pokemon Center, but Reverse Mode stays in effect.

In Pokemon Colosseum, this was known as Hyper Mode. Back then, the Shadow Pokemon's Shadow Rush could gain critical hit ratio, or they could ignore the trainer or even attack him. Also, they would never suffer self-damage.

# XDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDX 5. Snagging and Purifying XDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDX

In order to save a Shadow Pokemon and purify it, you need to catch it. However, catching another trainer's Pokemon is forbidden. Prof. Krane at the Pokemon HQ Lab deals with this by creating the Snag Machine, the same machine that was used in Colosseum, to capture the Shadow Pokemon. Doing this is wrong in spirit, but you are left with no choice in the matter. When the Pokemon is Snagged, you can work on purifying it.

### A. Snagging

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At the start of the battle, if your opponent sicks a Shadow Pokemon on you, the Aura Reader will activate and identify it.

Snagging a Pokemon is like catching wild ones, for those of you who played Game Boy Pokemon Games before. In the beginning, catching a Pokemon will be easy, but as the game goes on, you will need to take on different tactics to catch these Pokemon.

The most basic of trying to make a Pokemon easier to catch is whittling it down to the red zone. Be careful of moves you use so you don't accidentally defeat it. Use fixed damage moves, like Seismic Toss or Night Shade, so you don't score a Critical Hit, and False Swipe, which will always leave the enemy at 1 HP.

Another method to catch the Pokemon is inflicting a Status Condition. (Paralyze, Sleep, etc.) Usually, this will render the Pokemon immobile, making it easier to catch and preventing it to break out of the Pokeball. The best Status Conditions are Sleep, Paralyze and Freeze, as they keep the Pokemon at bay without damaging effects. Poison, Burn, and Confusion on the other hand are not the best, as they can KO the Pokemon.

When these two factors are met, the Pokemon will be ready to catch. Try using the lowest effective Pokeball or a Premier Ball before using a strong one. If the Pokemon resists it a few times, then use a Great Ball. If that still does not work, use the Ultra Ball.

Or, you can use special Pokeballs.

Luxury Ball: Makes a Pokemon more friendly when caught Nest Ball: Works better when opposing Pokemon is weaker than your own Net Ball: Works better on Bug or Water type Pokemon Timer Ball: Becomes stronger as more turns are taken in battle

Do not use the Master Ball when you first get it. It is better to reserve it for Lugia.

B. Purifying

The Heart Gauge

A Shadow Pokemon's heart gauge is displayed in place of the experience bar. When you use the different methods of purifying Pokemon, the Pokemon's true nature and old moves, if any, will return to it. When the heart gauge is down to zero, that is, it is fully white, it is ready for complete and total purification.

Stages of Purification

The Full Bar (The door to its heart is tightly shut - The door to its heart is starting to open)

This is where purifying begins. When you first acquire a Shadow Pokemon, its heart gauge is fully purple. It will have at least two Shadow Moves to work with and the Pokemon's nature remains hidden.

20% Purified (The door to its heart is opening up)

When a Pokemon's heart gauge goes down below the first section, it will regain a new move, that is, if there is room for it.

40% Purified

When the heart gauge falls below the second section, the Pokemon's nature is revealed (Adamant, Bashful, etc.). Using this, you can decide which purification method is best for the Pokemon.

60% Purified

When the heart gauge is behind the third section, the Pokemon will regain a second move, if there is room.

80% Purified

As a Pokemon reaches the final stage of purification, it will enter Reverse Mode more frequently. Keep on calling it and speed its way to the end.

100% Purified (The door to its heart is about to open. Undo the final lock!)

This is it. The Pokemon is ready for purification. When the heart gauge reaches zero, a message will appear signaling the Pokemon is ready to purify. Go to the Relic Stone in Agate Village, and save it from its state of mind.

When the Pokemon is Purified

When the Relic Stone completes the purification, the Pokemon will relearn its old moves, gather up experience to learn new moves or evolve by leveling up, and receive a ribbon for clearing all difficulties. You also get the chance in nicknaming it.

C. Purification Methods

There are four ways to purify a Pokemon and lower its heart gauge.

Method 1. Using it in battle

When you call out a Shadow Pokemon to battle, the heart gauge will decrease. Participating in battle is the only way a Pokemon can enter Reverse Mode, so keep it in the fray when you can. Also, calling it back out a second time in the same battle won't loosen the Pokemon's heart. It's a once per battle thing.

Method 2. Call it from Reverse Mode

When a Shadow Pokemon enters Reverse Mode, call it during battle. This will make the Pokemon come to its senses and lower the heart gauge because of your concern for it. Calling a Pokemon also guarantees waking it up from sleep as well. Alternatively, use a Cologne Massage to cure it and lower the heart gauge, or let it faint and heal it at a Pokemon Center, which won't do anything at all.

Method 3. Keep it with you

Walking around with your Shadow Pokemon in tow will also help lower its heart gauge for every step you take. Simple and easy.

Method 4. Use Cologne Massages

When you get the Cologne Case, you can buy Cologne Massages at the Pokemart in Agate Village to use on your Shadow Pokemon. This lowers the heart gauge and brings it out of Reverse Mode.

The Nature Makes a Difference

When you learn a Pokemon's nature after purifying it 40%, you can use the best method in purifying it faster. Here is a nature chart:

	Method 1	Method 2	Method 3	Method 4
Adamant+	=	=	=	-
Bashful+	-	=	=	++
Bold	=	=	=	=
Brave	++	=	=	-
Calm-	-	=	=	=
Careful-	=	=	=	=
Docile-	=	+	-	+
Gentle+		=	++	=
Hardy+	=	=	=	=
Hasty	++	=		=
Impish	+	=	+	-
Jolly+	+	=	=	+
Lax-	=	=	=	=
Lonely-		=	=	++
Mild+	-	=	=	+
Modest-		=	+	=

Naive+	=	=	+	-
Naughty	+	=	=	-
Quiet-	=	=	=	=
Quirky	++	=	-	=
Rash	=	=	=	+
Relaxed+	=	=	=	=
Sassy	++	-	=	
Serious-	=	=	=	=
Timid-		=	=	+

#### ++ Extremely Effective

+ Very Effective

#### = Effective

- Not Very Effective
- -- Barely Effective

Natures with plus or minus signs next to it shows how frequently a Pokemon will enter Reverse Mode. Plus signs means it will go Reverse more often, minus signs means it will go Reverse very little.

# XDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDX 6. The Purification Chamber XDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDX

Professor Krane has been researching on Shadow Pokemon and how to purify them for five years, even when the threat subsided. When Cipher ultimately returned, they kidnapped him in hopes of trying to contribute to the production on XD001. He refused. While he was gone, the rest of the research team worked on completing the Purification Chamber, and the chamber was finished when you brought him back to the lab. With the Purification Chamber, you can quickly purify up to 9 Shadow Pokemon at once.

The Purification Chamber, or Purify Chamber, contains 9 different sets. Use Pokemon in your storage box in the sets you create, and use the L and R buttons to switch sets. In each set, a Shadow Pokemon goes in the middle, and up to four other Pokemon surround it. The Chamber relies on two factors, Tempo and Flow. You can modify the Sets from any PC, but when the Pokemon is ready to be purified, the purification ceremony must take place at the Pokemon HQ Lab.

#### Tempo

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The large bar on the left side of the screen measures tempo. The more Pokemon surrounding the Shadow Pokemon will increase the Tempo. To fully maximize the Tempo, you need to place the Pokemon so its type trumps the next Pokemon in line. For example:

Let's say you needed to purify a water type Pokemon. I'll work with single types to make it easier. The water Pokemon must point towards a Pokemon that it can easily take down, a fire type, for example. The fire type then has to be followed by a type it can beat, like grass. This can lead to a ground type, and then a rock type, which creates an infinite circle called a "best circle." This achieves high Tempo. Water, to Fire, to Grass, to Ground, to Rock, and back to Fire. Simple?

Flow

Flow is the total speed at which the Pokemon is purified. Flow relies on Tempo, and to boost the flow, have the Shadow Pokemon face a type it can beat, like above. However, one best circle is not enough for Flow. You need to make even more sets with best circles so Flow can reach its max. Make the circles diverse, so you have a wide range of types for your Shadow Pokemon.

# Purification Ceremony

Once the Shadow Pokemon is ready to purify, you will be notified on screen. Head over to the Pokemon HQ Lab and when you enter the holographic chamber, press the A button, and the Pokemon is instantly purified. It will regain its old moves, obtain a ribbon, and can be nicknamed, but unless it participated in battle one time or another, it will not receive experience.

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The Shadow Moves are the only moves that Shadow Pokemon know when they are first Snagged. Commonly, a Shadow Pokemon will know at least one attack that causes damage, and one that will not. Shadow moves are super effective against any type, and they are not very effective against Shadow Pokemon. Because of this, you can use Shadow Pokemon as a line of defense against opposing Shadows, and use Shadow moves to whittle down their HP without doing major damage. Also, do not confuse Shadow Ball and Shadow Punch as Shadow moves. They are Ghost type moves.

The Shadow Moves are:

Shadow Blast - A wicked blade of air formed using a shadowy aura Base Attack 80 Accuracy 100

Shadow Blitz - A Pokemon throws this tackle while casting a shadowy aura Base Attack 40 Accuracy 100

Shadow Bolt - A shadowy thunder attack that may cause Paralyze Base Attack 75 Accuracy 100

Shadow Break - A shattering ram attack with a shadowy aura Base Attack 75 Accuracy 100

Shadow Chill - A shadowy ice attack that may cause Freeze Base Attack 75 Accuracy 100

Shadow Down - A shadowy aura sharply cuts the foe's Defense Accuracy 100

Shadow End - A shadowy aura ram attack that also rebounds on the user Base Attack 120 Accuracy 60 My note: Shadow End is very devastating to a non-Shadow Pokemon, and the rebound can end up cutting your HP in half. When opponents use this attack, it can be very helpful in trying to catch it, but a Shadow Pokemon defense is a must. Shadow Fire - A shadowy fireball attack that may inflict a Burn Base Attack 75 Accuracy 100 Shadow Half - A shadowy aura's energy cuts everyone's HP in half Accuracy 100 My note: Shadow Half involves all the Pokemon in battle, including the user. This can help to catch the Shadow Pokemon, but make sure you consult your own. Shadow Hold - A shadowy aura descends to prevent fleeing Accuracy 80 My note: This move can easily be knocked useless if your Pokemon knows Baton Pass. Shadow Mist - A shadowy aura sharply cuts the foe's evasiveness Accuracy 100 Shadow Panic - A shadowy aura emanates to cause a Confuse condition Accuracy 60 Shadow Rave - A shadowy aura in the ground is used to launch spikes Base Attack 70 Accuracy 100 Shadow Rush - A Pokemon executes a tackle while casting a shadowy aura Base Attack 55 Accuracy 100 My note: Shadow Rush was the only move that could be used in Colosseum, and is a stronger version of Shadow Blitz Shadow Shed - A shadowy aura eliminates Reflect and other similar moves Accuracy 100 My note: Don't bother with this attack if your opponent does not use a barrier attack (Reflect, Light Screen, etc.). Shadow Storm - A shadowy aura is used to whip up a vicious tornado Base Attack 95 Accuracy 100 Shadow Sky - Darkness hurts all except Shadow Pokemon for 5 turns Accuracy 100 Shadow Wave - Shadowy aura waves are used to inflict damage Base Attack 50 Accuracy 100 XDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDX 8. The Shadow Pokemon XDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDXDX

Here is the full list of Shadow Pokemon:

Teddiursa Ledyba Poochyena Houndour Spheal Baltoy Mareep Gulpin Seedot Spinarak Numel Carvanha Shroomish Delcatty Voltorb Makuhita Vulpix Duskull Ralts Mawile Snorunt Pineco Natu Roselia Meowth Swinub Spearow Grimer Seel Lunatone Zangoose Nosepass Togepi Paras Growlithe Shellder Beedrill Pidgeotto Tangela Butterfree Magneton Venomoth Weepinbell Arbok Primeape Hypno Raticate Golduck Sableye Dodrio Farfetch'd Altaria Kangaskhan Banette Magmar Pinsir Magcargo Rapidash Hitmonchan

Hitmonlee Lickitung Scyther Chansey Solrock Starmie Electabuzz Swellow Snorlax Poliwrath Mr. Mime Dugtrio Manetric Salamence Marowak Lapras Lugia Zapdos Moltres Articuno Tauros Rhydon Exeggutor Dragonite

That is the list of Shadow Pokemon, all 83 of them. You are going to have a lot of work to do.

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Throughout the game, you will hear Cipher saying things about XD001. They claim that it is the Pokemon that cannot be purified. This Pokemon is a Shadow Lugia.

At the beginning of the game, the S.S. Libra is sailing across the ocean, when Cipher helicopters begin to raid the ship, and Shadow Lugia appears, lifting the ship out of the sea using its psychic powers. However, as an imperfect Shadow Pokemon, it fails its mission and drops the ship in the desert. Since then, it has been undergoing modifications and tuning to become the Ultimate Shadow Pokemon.

Unlike the other Shadow Pokemon, Shadow Lugia's changes are completely noticeable. Its body color switched, sporting dark skin, along with a very light blue to white chest, back fins, and eye blades. Its claws are sharper, the forehead is dented, and its eye blades are jagged instead of smooth. To complete the transformation, Shadow Lugia sees with piercing red eyes.

When you come up against Grand Master Greevil, he will summon up XD001 to finish you. That's what he thought. You still have your Master Ball. Snag Lugia with it, and it is yours. He will be furious, and will challenge you to the final battle of 6 Shadow Pokemon. I recommend leaving a spot open for Shadow Lugia so you can use it in battle, you will need its help. Its moves are Shadow Blast, Shadow Shed, Shadow Down, and Shadow Storm.

What Cipher seems to say may be true. Shadow Lugia will not open its heart by normal means. Walking with it, calling it to battle, and using colognes will have no effect. Its heart will stay sealed shut. This serves as a problem. How are you supposed to purify a Shadow Pokemon if it is immune to the natural methods? The Purify Chamber, that's how. You need to use the Chamber to its full extent in order to purify Lugia. If you have common sense, it means filling all 9 sets in the chamber with best circles. Once Lugia is purified, it acquires the rare moves, Psycho Boost, Featherdance, Earthquake, and Hydro Pump.

You have to give everyone their props, and these are no exception.

Credits go to:

Nintendo, for creating the game and the Official Pokemon XD: Gale of Darkness Strategy Guide

The Pokemon Company, for being the corporate owners of the franchise

Genius Sonority, the masterminds behind the game's production

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