In many places throughout the game, you will see small 'cracks,' or indentions in rock walls. If you use Secret Power in front of them, they will split open, and you can look inside. There are also large trees on some forested routes that can be used for a base as well, if you prefer to have a treetop home. Once you've found one you like, you can take it over and begin to decorate it! There is a character in the game who will come and check out your Secret Base after it is built, and it is also possible to exchange Secret Base info when you exchange records with your friends in the Pokémon Centers.

**ODDS & ENDS**

There are a few interesting tidbits that are still present in Ruby and Sapphire. It is still possible for your Pokémon to catch the Pokérus, a strange Pokémon virus that causes your Pokémon's statistics to grow more quickly from fighting wild battles. Pokémon will very rarely acquire the Pokérus, so keep an eye on their information, and check new Pokémon you capture!

There are also still 'shiny' Pokémon, from Gold and Silver. There is a very small chance that any Pokémon you capture in the wild will have an alternate color set than normal. This will quickly be apparent when you encounter one, so try your best to catch it!

Your Trainer Card will change colors throughout the game, based on your accomplishments as a Trainer. It starts out green, and you can achieve Copper, Silver, Gold, and possibly higher . . .

If you want to check up on your Pokédex, talk to Professor Birch. He'll also show up at the end of the game anytime you complete the Pokémon League, and take a look at it, before your Pokémon are ushered off to the Hall of Fame.

Sometimes, in the wild, you will hear the cry of a Pokémon that inhabits the area you are in. This is usually just a neat touch, but if you hear something really unusual, stick around and search, you might find a Pokémon you weren't expecting.

Your Pokénav keeps track of one of each type of Trainer you have encountered as you play the game, and if you check it from time to time, you will see a flashing indicator—this means that Trainer wants a rematch! Hunt them down and they'll happily challenge you to another battle.

And most importantly, have fun playing!
Welcome to Hoenn, the new land of Pokémon Ruby and Sapphire! This is new to your character, too. Whether you’re playing as a boy or a girl, you begin your adventure in the back of a moving van that’s taking you and your family to Littleroot Town.
After hopping out of the moving van, go inside, then head up to your room and set the clock. If you want, you can also check out the map of Hoenn on the wall. This will give you an idea of the new world you’ll be exploring soon. Once the clock is set, your mom will remind you to check your desk. Do so, and you’ll find a Potion if you examine your computer and withdraw it from your item storage.

Once you’re ready, head downstairs. Your mom alerts you to something on television involving your dad at Petalburg Gym. After watching this, she recommends you meet your new neighbor—a friend of your father’s, Professor Birch. Go outside and visit his house (if you’re playing as a boy, it’ll be on the right; as a girl, it’s on the left).

2 VISIT PROF. BIRCH’S HOUSE

Prof. Birch isn’t in, but his wife welcomes you and says that their daughter (if you’re playing a boy) or son (if you’re playing a girl) is upstairs. Go up and talk to him or her, then leave the house and visit Prof. Birch’s lab, just south of the two family homes.

3 VISIT PROF. BIRCH’S LAB

His assistant tells you that Prof. Birch prefers to do research in the field, so you should probably look for him on Route 101.

4 SAVE PROF. BIRCH

As soon as you step onto Route 101, you’ll spot Prof. Birch being threatened by the local Pokémon wildlife. Quickly look in his backpack and grab one of the Pokémon Balls inside—this is your chance to choose your first Pokémon. Once you’ve picked the one you like, save the professor!

NOTE

You’ve got three choices here: Treecko (Grass), Torchic (Fire), or Mudkip (Water). The one you take is entirely up to your personal preference. All three Pokémon are stronger than the others you encounter early on, and any weaknesses you have can be made up for by the other Pokémon you will be capturing soon. Choose your favorite!
Your first Pokémon battle occurs here. Use your basic attack, and you'll knock out the Poochyena that was chasing Prof. Birch in no time.

**BACK AT THE LAB**

Once you've saved Prof. Birch, return to the lab with him and have another talk. He'll direct you to Route 103-west, where his kid is collecting information on the local Pokémon. He wants you to say hello, so off you go.

I've heard that you don't have your own Pokémon yet.

My kid, MAY, is out on ROUTE 103 studying Pokémon.

**ROUTE 101**

**ABILITIES REQUIRED:** None

**ITEMS AVAILABLE:** None

**NOTABLE POKÉMON:** Wurmple, Zigzagoon

**NORTH TO OLDALE THROUGH ROUTE 101**

You were here briefly before saving Prof. Birch, but now that you have a Pokémon of your own, you can challenge the Pokémon in the grass on Route 101 on your way north. Truck on through the grass and head toward Oldale.
OLDALE & ROUTE 103

1 NORTH TO ROUTE 103-WEST

Stop by the Pokémon Mart and the Pokémon Center if necessary, and then continue due north toward Route 103-west.

**TIP**

Buy 10 items at once to get a free prize.

**NOTE**

If you speak with the locals, one of them will give you a quick description of the local Pokémon Mart. In the future, you'll use the Pokémon Marts in each town to stock up on perishable items that you can use to help your Pokémon survive in the wild. Generally, it's wise to always carry some curative and restorative items. If you're having trouble with a certain fight (usually a gym leader), you can use items to provide that slight edge.

**NOTE**

Use the Pokémon Center here to fix up your Pokémon if they take any damage. You'll find Pokémon Centers scattered all over Hoenn, in every major city. When you're out in the wild, you'll need to use items to restore your Pokémon.

2 FIGHT MAY OR BRANDON

When you reach Route 103-west, check the northwest corner. You'll find Prof. Birch's kid waiting there, who will have the perfect counter for whichever Pokémon you selected from Prof. Birch's backpack. If you manage to beat him or her, you'll get a nice bit of experience and ¥300. After the fight, win or lose, head back to Prof. Birch's lab.

3 RECEIVE POKÉDEX

Prof. Birch will give you a shiny new Pokédex, and his kid will hand over a Poké Ball—now you can catch your own Pokémon and catalog them in the Pokédex.
GET RUNNING SHOES

When you head out again, your mom will stop you and give you a pair of Running Shoes. These shoes will allow you to run quickly around the world while you hold the B Button. Quite handy! Go north through Route 101 to Oldale again, using your new shoes to speed through the tall grass.

WEST OF OLDALE

Now you’re finally ready to venture out further into the world and begin your quest to achieve all eight Gym Badges. Head west from Oldale to enter Route 102.

NOTE

Don’t forget to visit the Pokémon Center to fix up your Pokémon if they get damaged. You may want to hunt in the grass at Routes 101 and 103 and catch a few Pokémon using your Poké Balls. You can buy some new ones at the Pokémon Mart in Oldale before you set out if you want, but you’ll reach another town in just a few minutes.

ROUTE 102

<table>
<thead>
<tr>
<th>ABILITIES REQUIRED</th>
<th>None</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITEMS AVAILABLE</td>
<td>Oran, Pecha Berries, Potion, Seedot, Riolu</td>
</tr>
</tbody>
</table>

RUBY VERSION
Route 102 is a simple grassy trail, leading from Oldale in the east to town in the west. Explore the grass if you want to grab a few more Pokémon.

You’ll encounter your first Pokémon Trainers here. Challenge them to battles to give your new Pokémon valuable experience, and also to earn some cash. You can use your money at Pokémon Marts all over Hoenn. Keep in mind that if you don’t feel like dueling other Pokémon Trainers, it is sometimes possible to avoid them—they’ll only challenge you to a battle if they spot you.

There is one item of interest in Route 102—your first pair of Berry Trees. You can feed your Pokémon the various types of Berries that are scattered around the land to improve their attributes. You can also plant new Berry Trees in soft patches of soil. It takes several hours for the new trees to grow, but it’s worth it. After you pluck the Berries from these trees, replant one of each so that you can return and get more later.

Berries can either be planted in Loamy Soil, where they will grow into new trees, or given to a Pokémon to hold. A Pokémon will use a Berry automatically in battle, and different Berries have different effects. You can also use Berries out of battle if necessary. Berries are a bit more flexible than regular items, because you must use items manually in battle, while Pokémon will make use of Berries automatically. On the other hand, stronger items tend to have more powerful effects than most Berries. Berries are free, however, as long as you’re willing to take the time to grow them. You will eventually acquire a Wattler Pail that will allow you to water your Berry Trees. Later, you’ll also acquire an item that will allow you to mix Berries into candy for your Pokémon.
**Pokémon Mart**

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poké Ball</td>
<td>¥200</td>
</tr>
<tr>
<td>Great Ball</td>
<td>¥400</td>
</tr>
<tr>
<td>Potion</td>
<td>¥500</td>
</tr>
<tr>
<td>Super Potion</td>
<td>¥700</td>
</tr>
<tr>
<td>Antidote</td>
<td>¥100</td>
</tr>
<tr>
<td>Parlyz Heal</td>
<td>¥200</td>
</tr>
<tr>
<td>Awakening</td>
<td>¥250</td>
</tr>
<tr>
<td>Escape Rope</td>
<td>¥500</td>
</tr>
<tr>
<td>Repel</td>
<td>¥550</td>
</tr>
<tr>
<td>X Speed</td>
<td>¥950</td>
</tr>
<tr>
<td>X Attack</td>
<td>¥1250</td>
</tr>
<tr>
<td>X Defend</td>
<td>¥550</td>
</tr>
<tr>
<td>Orange Mail</td>
<td>¥50</td>
</tr>
</tbody>
</table>

**NOTE**
You'll see several new goodies at this Pokémon Mart, beyond the usual curatives and restoratives. The various X enhancer items aren't very useful at this point in the game due to their cost, but they can come in handy later when you're loaded with money. These items provide a single battle boost for one of your Pokémon, which is critical during difficult encounters. The Orange Mail is one of the many types of stationery scattered around Hoenn. When you send it along with a Pokémon to a friend, you can deliver a letter written up on your favorite kind of stationery. It's usually cheap, so pick some up if you like sharing Pokémon with friends.

---

**1. YOUR FATHER'S GYM**

Spend some time looking around here, because there's a fair amount to see—most notably, your father's gym! If you visit the gym, you'll meet your dad, and Wally will walk in. He wants to catch a Pokémon before he leaves for Verdanturf Town with his family. What follows is a brief tutorial on using Poké Balls to catch Pokémon. After that's done, your father tells you to train and grow stronger—he won't let you challenge him until you've collected four other Pokémon Gym Badges.

Your dad wants you to go to Rustboro City and challenge your first Gym Leader, Roxanne.

---

**NOTE**
If you walk west of your father's gym without entering, a local kid will stop you and point out the gym. Each gym is marked by the Poké Ball sign just outside. Remember, there are eight gyms in all, and you need to collect a Badge from each one. Every Badge you earn allows you to use a new HM (Hidden Machine) ability on your Pokémon, which enables you to explore more of the world. Ultimately, once you have collected all of the Badges, you can take on the Elite Four and prove your Pokémon mastery.

---

**2. TRAINER PROFILE**

Visit the Pokémon Center here and talk to a man in the upper-right corner of the first floor. He'll let you set your Pokémon Trainer profile, which is a collection of four different words or short phrases. Just come back and talk to him again anytime you want to change it. Is there a purpose to this? Perhaps entering a certain combination...

**3. SURFING AROUND**

Come back here much later with Surf and go across the ponds to pick up a Max Revive and an Ether.
Route 104 South

Abilities Required: Surf
Items Available: Pecha, Oran Berries, Poké Ball
Notable Pokémon: Wingull
1 CHECK OUT THE BEACH

You’ll need to go up through the forest and Route 104-north to reach Rustboro City, but before you do you, why not spend some time checking out the beach? See that boat docked by the pier? You’ll be using that a little later to travel south from here.

2 HOUSE BY THE SHORE

There’s a small cottage by the pier, the residence of one Mr. Briney. He’s not in at the moment, but later he’ll be the one that takes you south of Route 104. For now, you can head north into Petalburg Woods.
PETALBURG WOODS

ABILITIES REQUIRED: None
ITEMS AVAILABLE: Parlyz Heal, Ether, Miracle Seed, Great Ball, X Attack
NOTABLE POKÉMON: Shroomish, Slakoth

TRAINER 1: Bug Catcher Lyle
Pokémon:
- Wurmpile L3
- Wurmpile L3
- Wurmpile L3
- Wurmpile L3
- Wurmpile L3

Reward: $48

TRAINER 2: Bug Catcher James
Pokémon:
- Nincada L8

Reward: $128

RUBY VERSION
1. **BACK TO ROUTE 104-SOUTH**

Before you proceed to the north, go slightly up, then east and back to the south. You'll wind up on a ledge on Route 104-south that you couldn't reach before. You'll find a Poké Ball there.

2. **THROUGH THE WOODS**

You cannot completely explore the woods just yet—you need the HM Cut to do so. You can, however, get through the western half to reach Route 104-north. Truck your way on up, battling the Trainers and searching the grass for new Pokémon.

3. **ENEMY TEAM REVEALED**

About halfway through the forest, you'll encounter a Devon Researcher looking around for a Pokémon. After mumbling to himself for a moment, a member of your enemy team (Magma for Ruby, Aqua for Sapphire) will show up and threaten the researcher. You must protect him! Saving the researcher will earn you a Great Ball. You'll also learn that your enemy team is looking for something in Rustboro.

4. **EAST SIDE**

Once you have Cut, you can return here, cut down the tree near the Route 104-north exit, and explore the east side of the forest. You'll find a girl who will give you the Miracle Seed, and some items: a Great Ball, an X Attack, and two Tiny Mushrooms.

**NOTE**

The Miracle Seed is a handy Pokémon-held item that slightly increases the strength of Grass moves.
Route 104 North

Abilities Required:
- Cut
- Surf

Items Available:
- Chest
- Crown
- Rowst Berry
- Potion
- PP Up
- Wallmor Puff
- TM09

Notable Pokémon:
- None

---

**Trainer 1: Lady Cindy**

- Pokémon: Zigzagoon L7
- Reward: ¥1400

**Trainer 2: Lass Haley**

- Pokémon: Lotad L7
- Reward: ¥1400
- Shroomish L7

**Trainer 3: Fisherman Ivan**

- Pokémon: Magikarp L8
- Reward: ¥240
- Magikarp L8
- Magikarp L8
- Magikarp L8
After you exit Petalburg Woods, you’ll find yourself on Route 104-north. Just to your left is a quaint little flower shop. Enter to acquire a few useful items and learn some tips about Berries. The girls inside will give you the Wailmer Pail, which you can use to water your Berry Trees. You’ll also receive a Rawst Berry, and learn that there’s a machine you can find that will allow you to mix Berries to create candy for your Pokémon. Right now, you can’t actually buy anything here, but come back much later and you’ll find an attendant here who will sell you goods.

**NOTE**

There’s a young boy in front of the flower shop by the Loamy Soil who will give you TM09, Bullet Seed. Use this to teach your Pokémon a multishot attack. Remember, TMs can be used only once! You may wish to save your game, test out the TM in battle a few times, and then reset. Once you’ve got a feel for how a TM performs, you can keep it until you have decided on the Pokémon you will give the move to.

---

**2 NORTH TO RUSTBORO**

When you’re done checking out the flower shop, go outside and look in the grass behind the store for a Potion. Water any Berries you planted in front of the shop, then head east and north to reach Rustboro. You’ll bump into a few Trainers, but nothing too challenging.

---

**3 DOUBLE TROUBLE**

When you attempt to cross the bridge to reach Rustboro, you’ll meet some twins, presenting the opportunity to try out your first Team Battle. Remember that the first Pokémon on your list and the top Pokémon on your list will be your initial team for the fight, so sort your Pokémon accordingly before you encounter the duo.

---

**Team Battle: Gina & Mia**

**Pokémon:**
- Lotad L8
- Seedot L8

**Reward:** 192
Speak to the elderly woman northeast of the lake to get a Chesto Berry. She's also standing near some Loamy Soil, so you may wish to use it.

There are two exits to Rustboro City in the north—the broad path, and a small fenced-off section to the east of the path. Take the fenced section to reach an X Defend.

Use Cut on the tree in the southeast corner of Route 104-north to receive an X Accuracy. When you get Surf later, surf across the water to find a PP Up.

**RUSTBORO CITY**

**ABILITIES REQUIRED:**
None

**ITEMS AVAILABLE:**
HMs01, X Defend, Great Ball

**NOTABLE POKÉMON:**
None

**Pokémon Mart**

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poké Ball</td>
<td>$200</td>
</tr>
<tr>
<td>Potion</td>
<td>$300</td>
</tr>
<tr>
<td>Super Potion</td>
<td>$500</td>
</tr>
<tr>
<td>Antidote</td>
<td>$100</td>
</tr>
<tr>
<td>Poliwhirl Meal</td>
<td>$500</td>
</tr>
<tr>
<td>Escape Rope</td>
<td>$500</td>
</tr>
<tr>
<td>Repel</td>
<td>$500</td>
</tr>
<tr>
<td>X Speed</td>
<td>$500</td>
</tr>
<tr>
<td>X Attack</td>
<td>$500</td>
</tr>
<tr>
<td>X Defend</td>
<td>$500</td>
</tr>
</tbody>
</table>

**NOTE**
Later, the Timer Ball and Repent Ball are available here for $1000 each.
**1 AROUND TOWN**

There's a lot to see and do here in Rustboro, including your first achievable Gym Badge. First, head to your left into the tall building. It's a Devon Corporation tower, and you can receive a Premier Ball on the second floor from a child. Stop by the Pokémon Mart if you need to stock up on items, and visit the Pokémon Center to heal your Pokémon. A kid to the left of the Pokémon Mart will mention that Mr. Briney likes to take walks occasionally in a nearby cave—you'll visit him soon.

---

**2 CUTTER'S HOUSE**

Visit the Cutter's house, just to the left of the Pokémon Center, and talk to him to receive HM01, Cut. After you acquire the Stone Badge at the gym here, you can then equip it on a Pokémon of your choice and reach some previously inaccessible areas (the ones you've missed so far have been the east side of Petalburg Woods, and a tree in the southeast corner of Route 104-north).

---

**3 POKÉMON TRAINER'S SCHOOL**

The Pokémon Trainer's school is just across the street and to the east of the Pokémon Center. Visit the school and talk to the teacher to receive a Quick Claw, an item that your Pokémon can hold. It will occasionally allow your Pokémon to go first in battle, even if it is slower than the opposing Pokémon.

---

**NOTE**

There are many held items in the world like the Quick Claw, with various types of effects. In some ways, they are similar to TMs, because you need to decide which Pokémon can make the best use of an item. However, they are superior to TMs in one way, since the choice isn't final. If you decide another Pokémon could use the item more effectively, or you find a better item for that Pokémon, you can simply swap the items around. Remember that it is also possible to trade Pokémon carrying items, if you want to share something with a friend, and that certain Pokémon will only evolve when traded while carrying an item...
4 POKÉMON TRADING

Check the house just east of the Pokémon gym to find a person willing to trade you a Makuhita for your Slakoth. If you’re missing a Slakoth, you can pick one up in Petalburg Woods.

5 DEVON CORPORATION

The large structure in the northwest corner of town is Devon Corporation’s main building. Once you perform a service for the Devon Researcher (just after you earn the first Badge), you’ll be able to reach the upper floors.

6 RUSTBORO GYM

Ready to earn your first Badge? Roxanne, a Trainer of Rock-type Pokémon, will grant you one if you can defeat her. Bring along some Grass- or Water-type attacks to challenge her and her Trainers. Once you defeat Roxanne, you will earn the Stone Badge, and TM39, Rock Tomb. The Stone Badge will allow you to use Cut.

NOTE

You can skip both Trainers here and go right to Roxanne if you want, but you may as well get the experience and money. Plus, if you’ve brought along the right type Pokémon, you’re not going to have any problems—and there’s always a Pokémon Center right outside if you do have trouble.

NOTE

TM39, Rock Tomb is one of several techniques that has a dual effect—it deals Rock-type damage, while simultaneously attempting to lower your target’s speed. These attacks can be useful, but remember that they tend to have lower power, accuracy, or chance of inflicting their special damage (in this case, speed reduction) than a more traditional attack. They make up for this by allowing you to pack the power of two moves into one command for your Pokémon.
After you leave the gym with your shiny new Badge, you'll spot a member of your enemy team running off. The Devon Researcher you saved in Petalburg Woods will recognize you, and ask you to recover the Devon Goods from the enemy team. To do so, you must head east to Route 116 and enter the tunnel there—this also conveniently leads to an encounter with Mr. Briney. When you're prepared, get going!

Once you've recovered the Goods, he'll take you up to the third floor of the Devon Corporation building, give you a Great Ball, and tell you to deliver the Goods to the Shipyard in Slateport. After this task is given, he will introduce you to the President, Mr. Stone. The President will give you another job—he wants you to stop off in Dewford Town and deliver a Letter to Steven. In exchange for your services, he gives you the Pokémon Navigator, or Pokénav for short. If you speak with the Devon Researcher again before you leave, he mentions that you should also speak with Captain Stern in Slateport.

The Pokémon Navigator comes equipped with a map of Hoenn, as well as the ability to track Trainers you have encountered to see if they want to battle you again, and any Ribbons you may have collected for your Pokémon.
**Route 116**

**Abilities Required:** Cut

**Items Available:** Chesto, Pineap Berries, Repel, X Special, Ether

**Notable Pokémon:** Whismur, Shifty

---

**Trainer 1: Bug Catcher Jose**

**Pokémon:**
- Wurmpile L8
- Nincada L8
- Silcoon L8

**Reward:** $128

---

**Trainer 2: Youngster Joey**

**Pokémon:**
- Zigzagoon L8
- Machop L10

**Reward:** $160

---

**Trainer 3: Lass Janice**

**Pokémon:**
- Marill L10

**Reward:** $160

---

**Trainer 4: Hiker Clark**

**Pokémon:**
- Geodude L8
- Geodude L8
- Geodude L8

**Reward:** $320

---

**Trainer 5: School Kid Jerry**

**Pokémon:**
- Ralts L10

**Reward:** $200

---

**Trainer 6: School Kid Karen**

**Pokémon:**
- Shroomish L9
- Whismur L9

**Reward:** $180
**1. TRAINER BATTLES AND RUSTURF TUNNEL**

Assuming you didn’t run right back to Route 104 and Petalburg Woods, your first chance to use Cut is along this Route before the cave you need to enter. Hunt around in the grass here for Pokémon, fight the Trainers, and proceed east. In front of the cave, you’ll meet an old man who had his Pokémon, Peeka, stolen by your enemy team. They’re waiting in the cave for you...

---

**2. TUNNELEER’S REST HOUSE**

After you clear the enemy team presence from Rusturf Tunnel, you’ll be able to enter this rest house and, well... rest!

---

**3. IN THE TREES**

Use Cut on the trees beside the rest house to uncover six Pinap Berries and four Chesto Berries, as well as an Ether.

---

**RUSTURF TUNNEL**

**ABILITIES REQUIRED:**
- Rock Smash

**ITEMS AVAILABLE:**
- Poké Ball

**NOTABLE POKÉMON:**
- None
IN THE TUNNEL

Rusturf Tunnel will link Rustboro City up with Verdanturf Town eventually, but right now it is unfinished, due in no small part to your enemy team causing trouble. Head inside to look for the Devon Goods and Peeko. Check the northwest corner for a Poké Ball, then go east to face an enemy team grunt in a Pokémon battle. You'll recover Peeko and the Devon Goods. The old man waiting outside will come in and recover Peeko after the fight—and it turns out he's Mr. Briney! You must return to meet him at his cottage on Route 104-south, but first, bring the goods back to the Devon Researcher.

ROUTE 104 THROUGH DEWFDOR

A JOURNEY SOUTH

Once you've finished your business in Rustboro and have received the Pokémon Navigator, the Letter to Steven in Dewford, and the Devon Goods for the shipyard in Slateport, you're ready to go call in a favor from Mr. Briney. Travel back south through Route 104 and Petalburg Woods until you reach Route 104-south. Once there, head to the pier and enter Mr. Briney's cabin. He will agree to take you on an ocean voyage south.

NOTE

With the exception of a single stop at Dewford, this next trek will take you through the water Routes 104, 105, 106, 107, 108, and 109, dropping you off at the beach in 109 in one continuous journey. From there you'll head north toward the next city, Slateport. Much later, when you get Surf (after the fifth Gym, from your dad in Petalburg), you can return to 104 and take the trip on your own to gain experience and capture Pokémon. For now, enjoy the ride, and don't worry about anything you miss. You can come back later—you're not ready for the encounters in this area yet anyway.
Dewford Town

 Abilities Required: Surf
 Items Available: Silk Scarf, TM08, Old Rod
 Notable Pokémon: None

1. Delivering a Package

Mr. Briney will drop you off at the pier in Dewford. You need to find Steven to deliver the letter from the President. First, take a look around town. If you enter the house right by the pier, a woman inside will give you the Silk Scarf.

1. Obtained the Silk Scarf.

Note

The Silk Scarf is a Pokémon item that slightly raises the power of Normal moves.
FISHING THE AFTERNOON AWAY

Talk to a man in the southeast part of town to receive the Old Rod, the first (and lowest quality) of the various fishing poles you can acquire. You can fish at any body of water, but don't expect to pull up much more than a Magikarp with the Old Rod!

SILLINESS

If you feel like educating one of the natives about what's cool and what's not, talk to the man just south of Dewford Hall (above the Pokémon Center). You can use the same phrase selector from your Pokémon Profile. Of course, you don't have to make a phrase that makes any sense at all.

DEWFORD GYM

The inside of the Dewford Gym, home to Fighting-type Pokémon, is pitch black. Unfortunately, you can't use HM05 Flash just yet, even if you had it. You can stumble around in the dark and beat up on some of the Trainers, though. Each one you defeat will brighten the area up a bit. For Brawly, the Gym Leader, you can use a Flying-type Pokémon to inflict some heavy damage on his Fighting Pokémon if you're having problems with whatever other Pokémon you brought along. Don't use Normal types, though, as the man at the entrance warns, or you'll take quite a bit of extra damage.

TRAINER 1: BATTLE GIRL LAURA

POKÉMON: Meditite L14
REWARD: ¥336

TRAINER 2: BLACK BELT HIDEKI

POKÉMON: Machop L14
REWARD: ¥448

TRAINER 3: BATTLE GIRL TESSA

POKÉMON: Meditite L12
REWARD: ¥288

GYM LEADER BRAWLY

POKÉEMON: Machop L17
Makuhita L18
REWARD: ¥1800, Knuckle Badge, TM08

RUBY VERSION
You don't need to fight all of the Trainers here, but you might as well, since the experience and money rewards are decent.

**NOTE**

TM08, Bulk Up, is a nice move that raises Attack and Defense at the same time. Outside the dual attack + effect techniques, this is a pretty unique ability. Remember that your attack techniques must be regular types (instead of special types) to benefit from this, and you must be defending against regular types, not special types. If you Bulk Up and use a special attack or try to defend against a special attack, you won't be a very happy Trainer. Your opponent might be, though!

**Granite Cave**

**Abilities Required:** Flash, Rock Smash, Mach Bike

**Items Available:** Escape Rope, Poké Ball, Everstone, Tm47, Repel, Rare Candy

**Notable Pokémon:** Makuhita, Zubat, Abra, Aron
**NOTE**

Cell-outs A-E on these maps refer to corresponding tunnel connections in this area.

---

**TRAINER 1: FISHERMAN NED**

**Pokémon:** Tentacool L12

**Reward:** £480

---

**TRAINER 2: FISHERMAN ELLIOT**

**Pokémon:** Magikarp L11

- Tentacool L8
- Magikarp L11

**Reward:** £440
**NOTE**

There's a bunch of Pokémon in the Granite Cave, so you may want to spend a little time here improving your collection and leveling up some of your Pokémon. You're beginning to transition to the mid-game, so you'll want to have a slightly more experienced team as you head for Slateport. In particular, look out for Aron—a dual Steel/Rock type. This is one tough Pokémon, and it has two more evolutions, guaranteeing decent stats if you give it some care and attention. You may also want to grab a Goodude, who will come in handy at the Electric Gym.

---

**1 WHERE'S STEVEN?**

Despite clearing out another gym and acquiring a shiny new Badge, you still haven't found Steven. Head north from Dewford to Route 106, and enter the Granite Cave, located west down the beach just a short ways. Inside, a man will hand you Flash, a new HM that will let you see in dark areas.

---

**2 FINDING STEVEN**

Now that you have the Knuckle Badge and **HM05**, Flash, you can teach it to a Pokémon (just pick one you weren't planning on using if you don't want to waste a spot on one of your regular team members) and explore the Granite Cave. Head west from the entrance and go down the stairs to enter the deeper, darker parts of the cave. Use Flash, and go slightly east, then south to pick up a **Poke Ball**. Next, head east again to another ladder and climb down. Go all the way west, then north up the steps, and finally east until you spot a small rock—an **Everstone**. Pick it up, then continue all the way east and go up the ladder. You'll wind up one floor above the ground, beside another ladder. Climb it, and from where you end up (back on the first floor), it's a short trip to the southwest to find Steven.

---

**NOTE**

There's a sandy waterfall slide midway through the first dark area on the north side of the passage. You can climb it just yet, but remember it for later when you have a Bike!

---

**NOTE**

The Everstone is a convenience item that prevents Pokémon from evolving when it’s equipped. This is nice when you’re dealing with a Pokémon that will learn only certain moves in a less evolved form. You can avoid the hassle of having to prevent their evolution continuously by simply equipping the Everstone until the Pokémon has learned the moves you want, then remove it to allow evolution. Consider it a useful Trainer's tool.
3 ABOUT TIME!
Now that you've finally tracked down this elusive fellow and delivered the letter, Steven rewards you for your efforts with TM47, Steel Wing. Your task is complete, so return to Dewford, talk to Mr. Briney, and he'll complete your trip to the beach at Route 109.

4 BIKE PASSAGE
Come back to this cave with the Mach Bike, and you can coast up the sandy slope that barred your passage before. Above, you'll find a few ladders that will lead you to a Repel and a Rare Candy.

ROUTE 109-BEACH

TRAINER 1: SAILOR HUEY
Pokémon: Machop L14
Reward: ¥448

TRAINER 2: SAILOR EDMOND
Pokémon: Wingull L12, Machop L12
Reward: ¥384

TRAINER 3: TUBER RICKY
Pokémon: Zigzagoon L14
Reward: ¥56

TRAINER 4: TUBER LOLA
Pokémon: Azurill L13
Reward: ¥52

ABILITIES REQUIRED: SURF
ITEMS AVAILABLE: Soft Sand, Soda Pop
NOTABLE POKÉMON: None
1. **BEACHCOMBING**

   There are a few Trainers here on the beach, and you know what to do with them. While you’re there, talk to the little girl playing with her brother to receive the **Soft Sand**. When you’re done, take a break in the Seashore House!

   *NOTE* Soft Sand is a Pokémon item that slightly increases the strength of Ground-type attacks.

2. **SEASHORE HOUSE BATTLES**

   **TRAINER 1: BEAUTY JOHANNA**
   - **Pokémon:** Goldeen L13
   - **Reward:** £1040

   **TRAINER 2: SAILOR DWAYNE**
   - **Pokémon:** Wingull L11, Machop L11, Tentacool L11
   - **Reward:** £352

   **TRAINER 3: TUBER SIMON**
   - **Pokémon:** Azurill L12, Marill L12
   - **Reward:** £48
A few Trainers are hanging out in here, spoiling for a fight. Once you defeat all three, speak to the man at the top-center of the house and he’ll reward you with a six-pack of **Soda Pop**. You can use Soda Pop like a Potion to restore 60 HP. If you want to get more, he’ll sell them to you for ¥300 each. Once you’re done here, you can leave the beach and head north to Slateport City.

**SLATEPORT CITY**

- Abilities Required: None
- Items Available: Effort Ribbon, TM46, Pokéblock Case, Sash, Bell
- Notable Pokémon: None
1 WELCOME TO SLATEPORT

Your enemy team has a strong presence here, but you've got a job to do. You must deliver the Devon Goods to Captain Stern. Talk to Dock at the shipyard, then head to the Oceanic Museum, just above his shipyard on the east side of town. There's a £50 fee to enter. If you talk to the first enemy team member you spot inside, he'll give you **TM46, Thief** (appropriate, don't you think?). After you spend a few moments chatting with the suspicious members of your enemy team, head upstairs to deliver the Devon Goods to Captain Stern. As soon as you do this, your enemy team will interfere, and you'll have a pair of fights on your hands. Once you defeat the Grunts, a bigwig from your enemy team shows up, threatens you a bit, then wanders off with goons in tow. Nothing to worry yourself about for now, though—Captain Stern will depart for his undersea expedition, so you can now go about exploring the city.

<table>
<thead>
<tr>
<th>ENEMY TEAM GRUNT</th>
<th>ENEMY TEAM GRUNT #2</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pokémon:</strong></td>
<td><strong>Pokémon:</strong></td>
</tr>
<tr>
<td>Numel L15</td>
<td>Zubat L14</td>
</tr>
<tr>
<td><strong>Reward:</strong></td>
<td><strong>Reward:</strong></td>
</tr>
<tr>
<td>£300</td>
<td>£280</td>
</tr>
</tbody>
</table>

2 SHOPPING OPPORTUNITIES

There's quite a bit of shopping to be done in town. If you check the southwest area of the city, you'll find a multitude of stores. Hope you brought some cash!

<table>
<thead>
<tr>
<th>NOTE</th>
<th>NOTE</th>
</tr>
</thead>
<tbody>
<tr>
<td>There are several shops in the market. Look around a bit in the marketplace to find the item you want. One of the vendors will only sell to you once you've found the TM containing Secret Power...</td>
<td>The woman next to the man selling vitamins for your Pokémon will reward your Pokémon with an Effort Ribbon if your Pokémon likes you enough.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poké Ball</td>
<td>£700</td>
</tr>
<tr>
<td>Great Ball</td>
<td>£700</td>
</tr>
<tr>
<td>Potion</td>
<td>£900</td>
</tr>
<tr>
<td>Super Potion</td>
<td>£900</td>
</tr>
<tr>
<td>Antidote</td>
<td>£700</td>
</tr>
<tr>
<td>Phyto Heal</td>
<td>£30</td>
</tr>
<tr>
<td>Escape Rope</td>
<td>£55</td>
</tr>
<tr>
<td>Ropel</td>
<td>£350</td>
</tr>
<tr>
<td>Harbor Mail</td>
<td>£50</td>
</tr>
</tbody>
</table>
### Marketplace

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Azurill Doll</td>
<td>¥8000</td>
</tr>
<tr>
<td>Marill Doll</td>
<td>¥8000</td>
</tr>
<tr>
<td>Skitty Doll</td>
<td>¥8000</td>
</tr>
<tr>
<td>Red Brick</td>
<td>¥500</td>
</tr>
<tr>
<td>Blue Brick</td>
<td>¥500</td>
</tr>
<tr>
<td>Yellow Brick</td>
<td>¥500</td>
</tr>
<tr>
<td>Red Balloon</td>
<td>¥500</td>
</tr>
<tr>
<td>Blue Balloon</td>
<td>¥500</td>
</tr>
<tr>
<td>Yellow Balloon</td>
<td>¥500</td>
</tr>
<tr>
<td>C Low Note Mat</td>
<td>¥500</td>
</tr>
<tr>
<td>D Note Mat</td>
<td>¥500</td>
</tr>
<tr>
<td>E Note Mat</td>
<td>¥500</td>
</tr>
<tr>
<td>F Note Mat</td>
<td>¥500</td>
</tr>
<tr>
<td>G Note Mat</td>
<td>¥500</td>
</tr>
<tr>
<td>A Note Mat</td>
<td>¥500</td>
</tr>
<tr>
<td>B Note Mat</td>
<td>¥500</td>
</tr>
<tr>
<td>C High Note Mat</td>
<td>¥500</td>
</tr>
<tr>
<td>TM10</td>
<td>¥2000</td>
</tr>
<tr>
<td>TM43</td>
<td>¥2000</td>
</tr>
<tr>
<td>Protein</td>
<td>¥9800</td>
</tr>
<tr>
<td>Iron</td>
<td>¥9800</td>
</tr>
<tr>
<td>Cortos</td>
<td>¥9800</td>
</tr>
<tr>
<td>Zinc</td>
<td>¥9800</td>
</tr>
<tr>
<td>Calcium</td>
<td>¥9800</td>
</tr>
<tr>
<td>HP UP</td>
<td>¥9800</td>
</tr>
</tbody>
</table>

### Pokémon Fan Club

Stop by the building just above the marketplace to meet some true Pokémon fanatics, including a TV reporter who will interview you about your most liked Pokémon. If one of your Pokémon really likes you, then the woman at the top of the room will give you the **Soothe Bell** when you speak with her. This is a held item that will improve your Pokémon’s disposition toward you.

### Name Rater

The house just above the fan club contains the elderly Pokémon, Name Rater. If he likes one of your Pokémon’s names, he’ll let you rename any Pokémon you have with you.

### S.S. Tidal Ferry

While it isn’t active yet, the building at the top-right will eventually harbor the S.S. Tidal, a ship that will take you far to the east of Hoenn.
HYPER POKÉMON CONTEST

If you speak with one of the people just outside the northwest building, they'll mention something about Pokéblocks that can be made from Berries and fed to your Pokémon. They are created using a Berry Blender... And why would you need to groom and feed your Pokémon? Why, for the Pokémon Contest, of course! Enter the northwest building to take a look. A girl inside will give you the Pokéblock Case, which will allow you to store Pokéblocks created at the Berry Blenders inside. Be sure to bring along plenty of Berries!

NOTE

You can't compete in Hyper Rank Pokémon Contests yet—first you've got to work your way up. The Normal Rank Pokémon Contests are held in Verdanturf Town, which you will be able to reach quite soon if you're curious.

There is one useful thing you can do here, however. Enter the Contest hall itself and talk to a man in the lower-left corner. He'll give you TM41, Torment. Torment prevents the Pokémon you hit with it from using the same move twice in a row. This is somewhat useful when you've got a damaging status ailment on it and you think you can guess which attack will be coming up.
1 CYCLING ROAD

Just past the entrance to Route 110, you’ll find a building that provides access to the Cycling Road, which will take you all the way north through Route 110. Unfortunately, you cannot use it yet—you need a bike first! Once you get a bike, you can come back and cruise across it, clearing out the Trainers. Doing this will also give you a faster path from north to south on this Route.

NOTE If you ride the Mach Bike on the Cycling Road from north to south, you’ll see a sign at the bottom that displays your best time and number of collisions.

Trainer 1: Triathlete Jacob
Pokémon: Voltorb L7
Pokémon: Voltorb L7
Pokémon: Magnemite L15
Reward: £600

Trainer 2: Triathlete Jasmine
Pokémon: Magnemite L15
Pokémon: Magnemite L15
Pokémon: Voltorb L7
Reward: £280

Trainer 3: Triathlete Benjamin
Pokémon: Magnemite L17
Pokémon: Magnemite L15
Reward: £680
2 TRICK HOUSE

There's a house just northwest of the Cyler's building that has eight floors and quite a few puzzles. Check the optional areas section for more information on this puzzling building. For now, don't worry about it. You need Strength to fully explore it, and that's something you don't have just yet.

3 DETOUR TO ROUTE 103-EAST

You can head west of the Trick House to reach Route 103-east and fight a few Trainers there, but it's not necessary. Do so only if you want some more experience and cash. There's also a pair of trees that can be Cut, allowing you access to a Guard Spec., four Cheri Berries, and two Leppa Berries, along with three plots of Loamy Soil. You'll hit some water that you can't get across yet. Later when you have Surf, you can use this as a shortcut between 103-east and 103-west, which will allow you to go quickly from Route 110 to Oldale, conveniently tying the lands together.
4 NORTH TO MAUVILLE CITY

Now that you’re done with detours, go back to the Trick House, walk east under the Cycling Road, and head north. On the way, you can pick up a Dire Hit in the grass. You’ll also bump into your rival, Prof. Birch’s kid! He has been training Pokémon, so expect a slightly tougher fight this time. Defeat him and you’ll be rewarded with an Itemfinder, which you can use to sniff out hidden items.

Rival Battle

Pokémon: Wailmer L18
Numel L18
Variable Rival Pokémon (see table to the left)

REWARD: ¥1200

5 BERRIES

You’ll find a triple patch of Loamy Soil just before Mauville City, which is also home to three trees, each holding three Nanab Berries. Take them all, plant (and water) some other Berries, then proceed toward the city.

6 SURFING

Later when you get Surf, you can come back here to pick up a Rare Candy. You’ll also be able to access the Power Plant. Take a look in the Optional Areas section of this guide for more information.
There are lots of goodies here for you, including a new HM, another Badge, and a Bike! First, enter the house in the southeast corner to receive HM06, Rock Smash. After you defeat the Gym Leader here, you’ll be able to use it to break the large rocks that block your path. Next, head to the house in the upper-right, and you’ll receive the Bike of your choice! You can take either the Mach Bike, which allows you to ride around very quickly, or the Acro Bike, which enables you to leap over small obstacles, but you won’t move quite as fast. For now, take the Mach Bike. You can return at any time and exchange it for the Acro Bike (say, much later when you have Fly), and then go and explore all the places you were unable to reach without it. Finally, check behind the fence in the southeast corner of town to get an X Speed.
2 RECORD EXCHANGE

Stop by the Pokémon Center and talk to the man in the upper-left corner. He’ll tell you tales of legendary Trainers—sort of. If you’ve achieved anything interesting, he’ll ask you about it, then record it. Not very neat by itself, but if you go upstairs, you’ll find that the Record Center is open (third booth on the right). This place allows you to exchange records with other human Trainers by using your Game Boy® Advanced Game Link® cable. If you do so, the man will know of their achievements, as well, so you can compare accomplishments!

3 WALLY RETURNS

Wally has been busy while you’ve been off adventuring, and he’s shown up at the Gym here in town with his favored Pokémon, Ralts. He wants to prove to his uncle that he can battle, so he challenges you to a duel. After you beat him, he’ll realize he’s not ready and returns to Verdanturf. Once Wally leaves, you can enter the gym anytime you wish.

4 MAUVILLE GAME CORNER

Yup, it’s back in Ruby and Sapphire! You need the Coin Case to get in, and you can get it next door from a girl who wants some mail from Slateport City. If you bike back down to the Pokémon Mart, pick up the mail, and return, then she’ll hand over the Coin Case, and you can play games in the Game Corner. Also, talk to the woman in the northwest corner of the Game Corner, and she’ll give you a Mudkip Doll for free!
MAUVILLE CITY GYM

Time to earn your third Badge! This Gym has Electric-type Pokémon, so bring along your Ground or Rock Pokémon for an easy victory. You’ve got to flip a few switches on the ground to move around the electrical barriers, but nothing too complicated. Defeat the Trainers for practice, return to the Pokémon Center if you need to rest, then go for the Gym Leader. Once you’ve acquired the Dynamo Badge, it’s time to leave town. Head north for Route 111.

NOTE

You don’t have to go north here—while you can’t make any progress east on Route 118, you could go left to Route 117 and all the way to Verdanturf Town to visit Wally, as well as clearing out the rocks in Rattletunnel with Rock Smash. However, going north to Route 111 will eventually wrap back around the northwest of Hoenn and return to Mauville through Route 117, so it’s up to you. This guide assumes you’ll head north, but if you do go west first, don’t worry about missing anything up. Just expect to have the areas cleared out when you come through again.

TRAINER 1: GUITARIST KIRK

Pokémon: Electrike L18
Magnetite L18
Reward: ¥576

TRAINER 2: YOUNGSTER BEN

Pokémon: Zigzagoon L19
Reward: ¥304

TRAINER 3: GUITARIST SHAWN

Pokémon: Voltorb L17
Reward: ¥544

TRAINER 4: BATTLE GIRL VIVIAN

Pokémon: Meditite L19
Reward: ¥456

GYM LEADER WATTSON

Pokémon: Magnemite L22
Voltorb L20
Magnetite L23
Reward: ¥2300, Dynamo Badge, TM34

NOTE

TM34, Shock Wave is a handy electric attack that will never miss. Consider giving it to a strong Electric Pokémon, or mixing it up and giving it to a Pokémon that wouldn’t normally have access to this type of move.
Route 111 South

The Winstrate Family

Just up the path and to the left, there's a small house that holds the Winstrate Family Pokémon team. They'll happily challenge you to four consecutive Pokémon battles. Give it a shot! If you can defeat them all, you'll acquire the Macho Brace, a Pokémon item that increases Growth Rate, but also lowers Speed. After you're done with the family, return to the trail and continue northward.

Tip: After you get Surf, come back and surf across the small lake here to acquire an HP Up.

Note: Enter their house and check out their television after the battles—there might be a broadcast about you and your Pokémon from the Pokémon Fan Club! Yes, it is possible to see reports on yourself. Anytime you see a television in someone's house, take a look. It doesn't help you in any way, but it is nice to enjoy a little fame.
Winstrate Victor

Pokémon: Taillow L16
Zizzagoon L16

Reward: ¥320

Winstrate Vivi

Pokémon: Marill L15
Shroomish L15
Numel L15

Reward: ¥360

Winstrate Vicky

Pokémon: Meditite L18

Reward: ¥300

Obtained the HACHO BRACE.

2 DOUBLE TEAM

There's a set of rocks just a short distance up the trail from the Winstrate family house. Destroy them using Rock Smash and you'll trigger a two-on-two battle up ahead. The Trainers are TV reporters, and they'll interview you after the fight. Don't be surprised if the interview shows up on a television in the near future!

Team Battle: Gabby & Ty

Pokémon: Magnemite L19
Whismur L19

Reward: ¥1824

3 NORTH TO THE DESERT

A few more Trainer battles lie in your way before you eventually hit an impassable barrier—a large desert to the north. Since you can't get through here yet, turn west to reach Route 112. You can return to this location later once you're suitably equipped to explore the desert.
**Route 112 Frontside**

**Trainer 1: Camper Larry**
- **Pokémon:** Zigzagoon L18, Nuzleaf L18
- **Reward:** £288

**Trainer 2: Picniciker Carol**
- **Pokémon:** Taillow L18, Lombre L18
- **Reward:** £288

**Trainer 3: Hiker Trent**
- **Pokémon:** Geodude L16
- **Reward:** £720

**Trainer 4: Hiker Brice**
- **Pokémon:** Numel L18, Machop L18

---

### Blocked Passage

Route 112 is a small area at the base of Mount Chimney to the west. It serves as a hub for transport between several areas. Right now, the only place you can go is into a cave entrance leading to the Fiery Path. The Cable Car up to Mt. Chimney is blocked by members of your enemy team, and it's impossible to go up the steep slope to the west, so onward to the Fiery Path you go! The entrance is just to the west of the Cable Car.
Pokémon

Fiery Path

Abilities Required:

Strength

Items Available:

TM06, Fire Stone

Notable Pokémon:

Slugma, Kaﬃng
1 IN AND OUT

A quick passage through this cave from south to north will place you at the backside of Route 112. There’s a little bit more to this cave than you can explore right now—you need Strength to push aside several giant boulders to access the western part of the cave. Don’t worry about that right now, though; just go north and exit to the back of Route 112.

2 WESTERN HALF

Once you’ve acquired Strength, come back here and you can pick up TM06, Toxic, and a Fire Stone.

NOTE

Toxic is a mean Poison attack that inflicts increasing damage every round that it stays on a Pokémon. Useful for whittling down Pokémon that have a lot of HP, particularly if you can back it up with some other abilities that prevent your target from switching Pokémon or retaliating while Toxic does its work.

Route 112 Backside

1 BERRY PICKING

Just outside the Fiery Path, you’ll find four Pecha Berries in two trees and four Rawst Berries in two trees. When you’re done picking them, you’ll also discover four patches of Loamy Soil that’s ideal for planting. Unfortunately, this isn’t a very convenient location to return to and harvest, but keep it in mind if you’re in a Berry breeding frenzy. Once you’re done playing farmer, go east to Route 111-north.
Route 111 North

 Abilities Required: None

 Items Available: TM43, Razz, Oran Berries

 Notable Pokémon: None

 Trainer 1: Cooltrainer Wilton

 Pokémon: Electrike L18, Wailmer L18, Makuhita L18

 Reward: ¥864

 Trainer 2: Cooltrainer Brooke

 Pokémon: Wingull L18, Roselia L18, Numel L18

 Reward: ¥864
**SECRET BASE!**

You'll find a boy standing in front of a large tree just north of the first Trainer you face. He'll hand over **TM43**, Secret Power. You can use this TM on large trees and cracks in rock walls to create your own Secret Base, anywhere you want! This TM will also allow you to shop at the Secret Power shop all the way back in Slateport City. After you equip the TM, spend some time looking around the map before you finally decide where you want to place your new home. You can decorate it with the various Dolls and furniture that you purchase at stores. These items are usually expensive, so you'll probably want to wait until much later in the game before you go on a spending spree.

---

**BERRY BLOSSOM**

There's a big patch of Loamy Soil at the northern tip of this area, four spots to be exact. This area is loaded with six Razz Berries and four Oran Berries. If you speak with the girl standing near the Berry Trees, she'll give you another Razz Berry.

---

**UP ON A RIDGE**

If you've come here on the Mach Bike, you can reach the upper ledge in the northeast corner and face a Trainer up there. You'll also find three indents in the rock wall, any of which could be turned into your Secret Base by using Secret Power. Take a look!

---

**A REST STOP**

Pokémon all worn out? Don't worry, there's a house where you can recover in the northeast corner of this area. Once you're fresh and prepared, head west to Route 113.
<table>
<thead>
<tr>
<th>Trainer</th>
<th>Pokémon</th>
<th>Reward</th>
</tr>
</thead>
<tbody>
<tr>
<td>Youngster Neal</td>
<td>Trapinch L18, Linoone L20</td>
<td>¥320</td>
</tr>
<tr>
<td></td>
<td>Koffing L17, L19</td>
<td>¥228</td>
</tr>
<tr>
<td>Parasol Lady Madeline</td>
<td>Numel L20</td>
<td>¥800</td>
</tr>
<tr>
<td>Youngster Dillon</td>
<td>Aron L20</td>
<td>¥320</td>
</tr>
<tr>
<td>Ninja Boy Lung</td>
<td>Nincada L19, Ninjask L19</td>
<td>¥228</td>
</tr>
</tbody>
</table>
1 **WEST TO FALLARBOR TOWN**

There's not a whole lot to see along this Route, but it is curiously covered in ash—from the nearby volcanic activity. Truck your way across, battling as you go. The little piles of ash that look like red lumps conceal Ninja Trainers. Watch out for their Koffing Pokémon—they like to use Self Destruct. A little backtracking will also net you a Super Repel and a Max Ether.

2 **ANOTHER DOUBLE FIGHT**

About halfway through Route 113, you'll find a pair of twins spoiling for a team fight. Grant their wish to get some more practice!

**TEAM BATTLE: TORI & TIA**

**Pokémon:**
- Whismur L20
- Whismur L20

**Reward:** ¥480

3 **GLASS WORKSHOP**

All the ash scattered over the grass would seem like nothing more than a way of getting dirty, but if you stop by the Glass Workshop, the man inside will gift you with a Soot Sack. You can use this to gather Volcanic Ash as you walk around in the grass. The man also says he'll reward you if you return with it filled up. You might want to invest in some Repel items if you're going to do some ash collecting, though, because the encounter rate along Route 113 is pretty high.

**NOTE**

If you gather up enough ash for the man in the Glass Workshop, he'll let you choose from a variety of colored Flutes—Blue, Yellow, Red, White, or Black. You can also pick up either a Pretty Chair or a Pretty Desk—furnishings for your Secret Base! Check out our Pokémon Extras chapter for a complete list of Flute powers.
**Fallarbor Town**

**ABILITIES REQUIRED:** None

**ITEMS AVAILABLE:** None

**NOTABLE POKÉMON:** None

---

**Pokémon Mart**

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Great Ball</td>
<td>$600</td>
</tr>
<tr>
<td>Super Potion</td>
<td>$700</td>
</tr>
<tr>
<td>Antidote</td>
<td>$100</td>
</tr>
<tr>
<td>Poison Heal</td>
<td>$200</td>
</tr>
<tr>
<td>Escape Rope</td>
<td>$550</td>
</tr>
<tr>
<td>Super Repel</td>
<td>$500</td>
</tr>
<tr>
<td>X Special</td>
<td>$350</td>
</tr>
<tr>
<td>X Speed</td>
<td>$350</td>
</tr>
<tr>
<td>X Attack</td>
<td>$500</td>
</tr>
<tr>
<td>X Defense</td>
<td>$550</td>
</tr>
<tr>
<td>Dive Hit</td>
<td>$650</td>
</tr>
<tr>
<td>Guard Spec.</td>
<td>$700</td>
</tr>
</tbody>
</table>

---

1. **TAKE A BREAK**

   Finally, another town! You can rest up at the Pokémon Center, and go shopping in the Pokémon Mart. Inside the Pokémon Center, you’ll meet Lanette—creator of the Pokémon Storage System that you’ve been using at the PCs in various Pokémon Centers. She invites you to visit her home at Route 114.

   ![Lanette's Home](image)

   If you could please visit me at home. My house is on ROUTE 114.

---

2. **SUPER POKÉMON CONTEST**

   Yes, you still need to first go to Verdanturf Town to register for the Normal Rank before you can compete here. This town is pretty isolated, but once you have access to Fly, you can get up here quickly to compete whenever you want.

   ![Pokémon Contest](image)

---

**Pokémon Contests**

**Super Rank Registration**
There's a man in the northwest house who will accept a Heart Scale; and in exchange, he'll teach any one of your Pokémon any move. When you find the scale, return here and consider your choice carefully.

**ROUTE 114**

**NOTE**
Secret Bases galore! There are five indentations in the rocky walls of the mountain here. If you're in a real estate browsing mood, take a look around—you might find something you like.

---

**Trainer 1: Fisherman Nolan**

**Pokémon:** Barboach L20

**Reward:** $800

---

**Trainer 2: Fisherman Claude**

**Pokémon:**
- Goldeen L16
- Goldeen L16
- Barboach L18
- Goldeen L16

**Reward:** $800
1. **FOSSIL MANIAC**

You'll find the Fossil Maniac's house just inside Route 114. Enter and talk to the boy by the hole in the wall. He'll tell you his older brother is the maniac, and then give you TM28, Dig. The maniac is in a cave inside the hole, but he won't give you any fossils. He will, however, tell you that there might be some fossils in the desert in Route 111—there are, but you can't get at them just yet, so don't worry about it.

**NOTE**

Dig is a nifty Ground move that will hide your Pokémon for a turn, then hit the opposing Pokémon. It's also handy out of battle for quickly exiting interior areas.

2. **FREE TM**

There's an old man and his Pokémon just down the road from the Fossil Maniac's house. Talk to him, and he'll give you TM05, Roar, which can be used to scare away wild Pokémon.
**DOUBLE TROUBLE**

There are several Trainers on this road, so be on the lookout. Your next destination is Meteor Falls, a cave in the southern part of this Route. To get there, you must pass through many of the aforementioned Trainers, including a pair of twins who are waiting for you midway down, just before you reach the rocky terrain.

**Team Battle: Sr. Tyra and Jr. Ivy**

- **Pokémon:**
  - Roselia L19
  - Graveler L21

- **Reward:** ¥672

---

**LANETTE'S HOUSE**

The man in front of the house across the bridge will give you a Razz Berry for free. Lanette is inside the house. She'll give you a Seedot Doll for Ruby or a Lotad Doll for Sapphire, which you can use to decorate your Secret Base.

**SMASHING AWAY**

Destroy the rock at the top of the mountain steps and pick up a Protein as your reward.

---

**UP TO METEOR FALLS**

Head all the way south and then up the mountain. You'll work your way toward the entrance to Meteor Falls. There are plenty of Trainers along the way—some are actually pretty tough. Your team should either have one or two strong Pokémon at this point, or at least a slightly lower level but more diversified set of Pokémon.

**WET WORKS**

Return to this location later in the game with Surf and Waterfall. You'll be able to use Waterfall in the northwest corner for a Rare Candy, and then walk behind Lanette's House and over to the Berry Trees in the southeast to collect six Persim Berries.
1. ENEMY TEAM ENCOUNTER

It may not come as a complete surprise that you cannot fully explore this cave until you have both Surf and Waterfall. For now, you just have to deal with your enemy team, and then exit out to Route 115. Go up to get a Full Heal, then head west across the bridge where you will be jumped by members of your enemy team. They will then, in turn, be jumped by your friendly team (Magma in Sapphire, Aqua in Ruby), and get run off. Either Archie (in Ruby) or Maxie (in Sapphire) will then greet you. They'll set off in pursuit of your enemy team, who left for Mt. Chimney. You can actually return via Route 114 all the way to Route 112, but if you continue, you can go back via Verdanturf and Route 117.

After this occurs, go down the steps and talk to Professor Cazmo. He mentions that he studies Meteorites in Fallarbor Town (remember, your enemy team just ran off with a Meteorite), and he had guided your enemy team here to Meteor Falls to dig up Meteorites. Of course, they tricked him and ran off with the celestial rock. You must eventually catch up with them, but for now, you can go up to the northwest to pick up a Moon Stone, and then exit to the south to reach Route 115.

2. THE REST OF THE CAVE

Once you return with Surf and Waterfall, there's plenty to dig up from this area. Search around for TM23, Iron Tail, PP Up, and TM02, Dragon Claw. You'll also encounter one Trainer, and a team battle.

NOTE

Iron Tail and Dragon Claw are both rare attacks—one Steel, one Dragon. Keep them around for a favored Pokémon.

TEAM BATTLE: JOHN & JAY

Pokémon:
- Medicham L40
- Hariyama L40

Reward: $3200

TRAINER 1: DRAGON TAMER NICOLAS

Pokémon:
- Altaria L38

Reward: $1324

NOTE

Dragon Tamer Nicholas (Trainer 1) hints that this cave is used by Dragon Pokémon Trainers—and for good reason. Search the cave carefully. You might be surprised which Pokémon turns up!
Route 115

Abilities Required: Surf, Rock Smash, Mach Bike
Items Available: TM01, Great Ball, Black Berries, Keloes Berries, Iron
Notable Pokémon: None

**Trainer 1: Black Belt Nob**
- Pokémon: Machop L20
- Reward: ¥640

**Trainer 2: Collector Hector**
- Pokémon: Seviper L20
- Reward: ¥1200

**Trainer 3: Battle Girl Cyndy**
- Pokémon: Meditite L19, Makuhita L19
- Reward: ¥456
1. BACK TO RUSTURF TUNNEL

Just outside the cave exit is a small fenced-off area that you can access by using Rock Crush. Pick up the goodies here, including a Great Ball and six Bluk Berries, then hit the beach for a Super Potion before heading south and east to Rusturf Tunnel.

2. NORTHERN AREA

Once you have Surf, return here and explore the northern half of the Route. Be sure to bring along Rock Smash and your Mach Bike, as well. You’ll find a pair of Trainers, and a few items, including six Kelpsy Berries, TM01, Focus Punch, and an Iron.

**NOTE**

Focus Punch is a Fighting-type move that can occasionally make your target flinch, causing them to lose the move they were going to use for that round.

**TRAINER 1: EXPERT TIMOTHY**

**Pokémon:** Haryama L28

**Reward:** ¥1120

**TRAINER 2: BLACK BELT KOICHI**

**Pokémon:** Machop L26

**Pokémon:** Machoke L26

**Reward:** ¥832
**Rusturf Tunnel To Verdanturf Town**

**Trainer: Hiker Mike**

**Pokémon:**
- Geodude L16
- Geodude L16
- Machop L16

**Reward:** ¥640

---

1. **Clearing a Passage**

Now that you have Rock Crush, you can break through the rocks barring the path to Verdanturf. You'll also find a pair of lovers pinning for each other, one stuck on either side of the rocks. Help them out by breaking through, and they'll reward you with HM04 Strength! You can’t use it just yet, but you will be able to soon.

2. **The Rest of Route 116**

Now that you’ve broken through, check the east side of Rusturf Tunnel for a Max Ether. A little further south, you’ll find another Trainer waiting for you. Past him, you can reach two exits, the closest one to Verdanturf Town, and the more distant one to the east part of Route 116. Follow the second and explore for an HP Up, and a man who has lost his glasses. Now you can return and go through the other exit to Verdanturf.

---

**Note**

Search the ground just a few spaces left of the man who says his glasses are missing to find the Blackglasses, a Pokémon held item that slightly increases the power of Dark-type moves.
IN VERDANTURF

You’re finally in Wally’s hometown! You can visit him, check out the Normal Pokémon Contest center to get your pass for future events, go shopping, and even rest up before you go east toward Route 117.

2 NORMAL CONTEST HALL

Stop in here to get your Contest Pass, and a kid in the corner will give you TM45, Attract, which will let you stagger a Pokémon of the opposite gender. If you want to start participating in Pokémon Contests, this is the place. Use up your Berries to create Pokéblocks, then feed them to your favorite Pokémon. After taking good care of your Pokémon, enter it into a Contest area where it excels, and hope for the best!
ROUTE 117

TRAINER 1: PKMN BREEDER ISAAC

POKÉMON:
- Whismur L12
- Makuhita L12
- Aron L12
- Zigzagoon L12
- Poochyena L12
- Taillow L12

REWARD: ¥480

TRAINER 2: BUG MANIAC DEREK

POKÉMON:
- Nincada L15
- Dustox L15
- Beautifly L15

REWARD: ¥900

TRAINER 3: TRIATHLETE MARIA

POKÉMON:
- Doduo L18

REWARD: ¥720

TRAINER 4: PKMN BREEDER LYDIA

POKÉMON:
- Marill L12
- Roselia L12
- Goldeen L12
- Skitty L12
- Shroomish L12

REWARD: ¥480

TRAINER 5: TRIATHLETE DYLAN

POKÉMON:
- Doduo L18

REWARD: ¥720

SAPPHIRE VERSION
1. **ONWARD TO MOUNT CHIMNEY**
   You’ve got to get back to the Cable Car booth on Route 112 at the base of Mt. Chimney. You can get there by going all the way east through this Route, then north from Mauville, and west at the desert in Route 111.

2. **DOUBLE TEAM**
   There’s another team battle here, just before you hit Mauville City.

3. **GOODIES**
   Use Cut in the northwest corner to pick up a Revive. Near the east exit, you can find nine Wepeaar Berries, along with some soil to plant more Berries in. If you check below the south flower garden, you’ll find a Great Ball behind the fence.

4. **POKÉMON DAY CARE**
   Yup, this is it. If you’ve been wondering where you could breed your Pokémon, this would be the place. Bring two compatible Pokémon here, one female and one male, leave them be for a few days, and return to pick up your new baby Pokémon, possibly bred with new moves!

**Team Battle: Sr. & Jr. Anna & Meg**

**Pokémon:** Zigzagoon L16
Makuhita L18

**Reward:** ¥576
1. **ASCENT TO MT. CHIMNEY**

Once you reach Route 112 again, you’ll find that your enemy team is no longer blocking access to the Cable Car. Hop in, and you’ll be swept up the mountainside toward the summit.

2. **ENEMY TEAM BATTLES ON THE MOUNTAINTOP**

Whichever enemy team grabbed the Meteorites is the same one that’s going to cause trouble here. You need to stop them. Head to the northwest corner, where you’ll face enemy team members before you can confront their boss (Archie or Maxie, depending on which color you’re playing). After the final battle, you’ll be thanked by the leader of the opposing team (Aqua in Ruby, Magma in Sapphire), and you can recover the Meteorite from the machine. Now it’s time to head over to the fourth Gym, just down the mountain! Return to the previously blocked southern exit near the Cable Car building and climb down the steps.

---

**Enemy Grunt**

**Pokémon:** Zubat L20

Poochyena L20

**Reward:** ¥400

---

**Enemy Admin**

**Pokémon:** Numel L20

Poochyena L20

Numel L20

**Reward:** ¥800

---

**Enemy Boss**

**Pokémon:** Nightyena L24

Golbat L24

Camerupt L25

**Reward:** ¥2000
It's a short walk down the mountainside from this pass, but you can only go two directions—left to Trainer 1, or down to Trainer 2 and the Burn Heal—unless you brought the Acro Bike with you. When you reach the bottom, you can pop out to Route 112 briefly to pick up a Nugget, then go left to reach Lavaridge.
LAVARIDGE TOWN

1. REST UP
It's probably been a long trip, so give your Pokémon a break in the Pokémon Center, then get ready for the next Gym.

2. HOT SPRINGS
Talk to an old woman out front and she'll give you a Pokémon Egg! Carry it with you and it will eventually hatch into a Wynaut! You can also soak in the warm water of the hot springs by entering the back entrance of the Pokémon Center!

POKÉMON MART

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Great Ball</td>
<td>¥600</td>
</tr>
<tr>
<td>Super Potion</td>
<td>¥700</td>
</tr>
<tr>
<td>Antidote</td>
<td>¥100</td>
</tr>
<tr>
<td>Flash Heal</td>
<td>¥200</td>
</tr>
<tr>
<td>Awakening</td>
<td>¥250</td>
</tr>
<tr>
<td>Burn Heal</td>
<td>¥250</td>
</tr>
<tr>
<td>Revive</td>
<td>¥1500</td>
</tr>
<tr>
<td>Super Repel</td>
<td>¥500</td>
</tr>
<tr>
<td>X Speed</td>
<td>¥350</td>
</tr>
</tbody>
</table>

ABILITIES REQUIRED:
None

ITEMS AVAILABLE:
- TMs
- Go-Goggles
- Charcoal
- Wynaut Egg
Visit the herb shop to purchase herbs for your Pokémon AND get a free Charcoal from the old man inside. The Charcoal will power up Fire-type moves.

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Energy Powder</td>
<td>£500</td>
</tr>
<tr>
<td>Energy Root</td>
<td>£300</td>
</tr>
<tr>
<td>Heat Powder</td>
<td>£450</td>
</tr>
<tr>
<td>Revival Herb</td>
<td>£2800</td>
</tr>
</tbody>
</table>

Remember, herbs are pretty effective, but your Pokémon won’t be happy with you if you feed them nasty bitter-tasting herbs... You’ll have to decide if the benefits in battle are worth making your Pokémon eat something you wouldn’t even consider tasting.

Ready to earn your fourth Badge? Head inside and bring some Water moves along to douse the flames within. There’s a series of holes here that you must drop through to reach the Gym Leader. The lower level has water jets that will propel you back up to the main floor. The main floor itself is a series of small rooms, each housing a Trainer, with the final one holding Flannery herself. Work your way through and defeat her to earn your fourth Badge (which will let you use HM04 Strength), TM05 Overheat, and after you leave the gym, the Go-Goggles. How? Your rival will stop by to congratulate you, and suggest that you go visit your father in Petalburg Gym to challenge him. Quite a good idea actually, and that’s exactly what you should do next.

There are a lot of goodies to acquire here, but none more important than the Go-Goggles. These will allow you to safely check out the desert in Route 111... Well, fairly safely anyhow—the raging sandstorm there WILL affect your Pokémon in battle, so bring along tough Pokémon (Rock, Steel, Ground) who can weather the storm before you go exploring.

---

**Trainer 1: Kindler Cole**

- **Pokémon:** Slugma L22
- **Pokémon:** Numel L22
- **Pokémon:** Slugma L22
- **Reward:** £704

**Trainer 2: Cooltrainer Zane**

- **Pokémon:** Kecleon L24
- **Reward:** £0

**Trainer 3: Kindler Axle**

- **Pokémon:** Numel L23
- **Pokémon:** Starmie L23
- **Reward:** £736
NOTE

Flannery’s Pokémon tend to use TM50, Overheat, a lot. This is a nasty Fire-based technique that delivers high damage, but reduces the user’s Special Attack. If you have a full roster of Pokémon with you, you can survive the attacks through simple attrition. Otherwise, bring a lot of water to solve the burns! Once you defeat her, you can use it yourself. It’s handy for short fights.

ON TO PETALBURG

You have several options at this point, including checking out the desert, but if you really want to open up the world, truck back to Petalburg Gym—you’ll be learning Surf very soon! To get there fast, go east down the hills from Lavaridge Town through Route 112 to Route 111, then south through Mauville City all the way down to the Route 109 beach. When you arrive at the sandy shore, Mr. Briney will happily ship you back to Route 104. From there, it’s just a few steps away.
Say hello to your dad again! You've gained a lot of experience since the last time he saw you, and he will agree to face you now. Work your way through the series of doors to the back and challenge him to a duel. Each door is marked with a different type of item that the Trainer you face will use.

**SPEED: CoolTrainer Randall**
- Pokémon: Delcatty L27
- Reward: ¥1296

**Zero Reduction: CoolTrainer Parker**
- Pokémon: Zigzagoon L5
- Reward: ¥1296

**Accuracy: CoolTrainer Mary**
- Pokémon: Delcatty L27
- Reward: ¥1296

**Strength: CoolTrainer Jody**
- Pokémon: Zangoose L27
- Reward: ¥1296

**Recovery: CoolTrainer George**
- Pokémon: Linoone L27
- Reward: ¥1296

**One Hit K.O.: CoolTrainer Berke**
- Pokémon: Zangoose L27
- Reward: ¥1296

**Defense: CoolTrainer Lori**
- Pokémon: Linoone L27
- Reward: ¥1296

**Gym Leader Norman**
- Pokémon: Slaking L28, Vigoroth L30, Slaking L31
- Reward: ¥3100, Balance Badge, TM42
**NOTE**

TM42 is pretty interesting. It doubles in power if your Pokémon is suffering from a status ailment. Of course, you usually don't want to be in that position, but it can help you out when you are.

---

**2 ACQUIRE SURF**

After the battle, your father mentions that you should visit Wally's parent's house next door. Do so, and his father will hand over **HM03, Surf**! Now the oceans are open for your exploration. You can return to some earlier areas you missed, or you can continue your quest at Route 118—it's entirely up to you!

---

**ROUTE 118**

**ABILITIES REQUIRED:** SURF, CUT

**ITEMS AVAILABLE:** Good Rod, Citrus Berries, Hyper Potion

**NOTABLE POKÉMON:** None
## 1 FISHING HAPPLY

Speak with a fisherman just on the other side of the water to receive the **Good Rod**, a step up from the Old Rod that you were (probably not) using. You can catch better Pokémon in the water now.

![Obtained the Good Rod.]

## 2 DOUBLE TROUBLE

Yup, another team fight for you about midway down this Route. Remember the TV reporters from Route 111? They’re back…

And yes, you’ll get interviewed after the battle.

### Team Battle: Gabby & Ty

<table>
<thead>
<tr>
<th>Pokémon:</th>
<th>Magnemite L27</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reward:</td>
<td>£2592</td>
</tr>
<tr>
<td>Pokémon:</td>
<td>Loudred L27</td>
</tr>
</tbody>
</table>

![Gabby: Oh! You’re Ruby! Hi! Do you remember us from last time?](image)
**Route 119**

**Abilities Required:** Surf, Waterfall, Aerial Ace, Devon Scope

**Items Available:** Haxorus, Super Bagel, 2 Hyper Potions, Zinc, Calcium, Elixer, Leaf Stone, Rare Candy, Sitrus, Pomeg, Hondew Berries

**Notable Pokémon:** Lineone, Oddish, Reeleon

---

**Note:** It's raining here, so keep that in mind for your Water Pokémon, or Pokémon trying to use Thunder.

---

**Trainer 1: Bug Catcher Kent**

- **Pokémon:** Ninjask L26
- **Reward:** ¥416

---

**Trainer 4: Bug Catcher Doug**

- **Pokémon:** Nincada L26
- **Reward:** ¥416

---

**Trainer 2: Bug Catcher Greg**

- **Pokémon:** Volbeat L26, Illumise L26
- **Reward:** ¥416

---

**Trainer 5: Bug Maniac Brent**

- **Pokémon:** Surskit L27
- **Reward:** ¥1620

---

**Trainer 3: Bug Maniac Taylor**

- **Pokémon:** Wurmple L25, Cascoon L25, Dustox L25
- **Reward:** ¥1500

---

**Trainer 6: Pkmn Ranger Catherine**

- **Pokémon:** Gloom L27, Roselia L27
- **Reward:** ¥1296
### Trainer 7: Fisherman Eugene
- **Pokémon:** Magikarp L30, Tentacool L21, Feebas L27, Carvanha L24
- **Reward:** $960

### Trainer 9: Bird Keeper Phil
- **Pokémon:** Taillow L25, Wingull L25, Swellow L25
- **Reward:** $800

### Trainer 11: Bird Keeper Hugh
- **Pokémon:** Swellow L27
- **Reward:** $864

### Trainer 12: Ninja Boy Yasu
- **Pokémon:** Ninjask L27
- **Reward:** $324

### Trainer 10: Ninja Boy Takashi
- **Pokémon:** Nincada L25, Ninjask L25
- **Reward:** $300

### Trainer 13: Ninja Boy Hideo
- **Pokémon:** Koffing L26, Koffing L26
- **Reward:** $312

---

**1 IN THE GRASS**

There's a huge patch of tall grass in the southern part of this Route. This area is filled with Trainers, as well as a few goodies, including a **Super Repel** and a **Hyper Potion**. You'll also discover two **Sittus Berries** and two **Leppa Berries** just to the north.

---

**2 SURFING**

Surf across the water just north of the grass to find the seventh Trainer, as well as a **Zinc**.
3 TO THE WEATHER INSTITUTE

The Weather Institute is a fair distance up this lengthy Route, on the west side of the river. Make your way there, fighting the Trainers along the way to work out your Pokémon team. You should pick up a Hyper Potion and an Elixer on the way.

4 EAST TO FORTREE CITY

Remove the meddling enemy team from the Weather Institute to clear your path across the bridge and open access to the rest of Route 119. Cross the bridge and Surf south down the river to find a Leaf Stone, then return and continue on your way. Be sure to check just northwest of the path before Fortree to find six Pomeg Berries.

5 RIVAL BATTLE

Just across the bridge and up the steps, you’ll encounter your rival, Prof. Birch’s kid. Again, the Pokémon you face will be even higher level, so hopefully your team is ready. Win the duel and you’ll receive HM02, Fly! Unfortunately, you can’t use it until you get your sixth Badge.

<table>
<thead>
<tr>
<th>ORIGINAL POKÉMON</th>
<th>RIVAL POKÉMON</th>
</tr>
</thead>
<tbody>
<tr>
<td>Treecko</td>
<td>Blaziken</td>
</tr>
<tr>
<td>Torchic</td>
<td>Swampert</td>
</tr>
<tr>
<td>Mudkip</td>
<td>Sceptile</td>
</tr>
</tbody>
</table>

RIVAL BATTLE

Pokémon: Numel L29
Wailmer L29
Variable Rival Pokémon (see table to the left)

Reward: PT860

6 BIKE HOPPING AND WATERFALLS

Come back here later with the Acro Bike, Waterfall, and the Devon Scrape. With this combination of skills and items, you can get four Hondew Berries and a Rare Candy. Cross the southern Acro Bike path and search by the indent in the stone wall (right of the flower) to get a Calcium.
Weather Institute

1. ENEMY TEAM TROUBLE

The Weather Institute has been taken over by your enemy team. Fight your way through two small floors to clear them out. You won't be able to progress along the rest of Route 119 until you do so.

**Enemy Grunt #1**
- **Pokémon:** Numel L28
- **Reward:** ¥560

**Enemy Grunt #2**
- **Pokémon:** Zubat L27, Poochyena L27
- **Reward:** ¥540

**Enemy Grunt #3**
- **Pokémon:** Poochyena L27, Numel L27
- **Reward:** ¥540

**Enemy Team Admin**
- **Pokémon:** Numel L28, Mightyena L28
- **Reward:** ¥1120

2. SAVE THE SCIENTISTS

After you evict the enemy team, you'll be rewarded by the scientist inside with a Castform Pokémon! It's also carrying the Mystic Water, which is a Pokémon held item that slightly increases the power of Water-type attacks.
Fifth Gym!

You’re probably itching to use Fly, so rest up in this nifty tree city, then hit the Gym. What’s this? You can’t get inside… First you’re going to have to go east onto Route 120. Acquire the Devon Scope there, then you can return and enter this Gym.

Coincidentally, the Pokémon here are all the Flying type. Bring along some Electric to zap them, Rock to bash them, or Ice to freeze them.

NOTE

This Gym isn’t as tricky as the fourth—you just have to go through a few rotating bars to reach the Trainers and eventually the Gym Leader.
Defeating Winona will earn you the Feather Badge, which means you can now use Fly freely! This will make travel around Hoenn much faster, and since you have Surf as well, you're only lacking two more abilities (Waterfall and Dive) to be able to travel freely anywhere you want. You'll earn those soon enough... You'll also receive TM40, Aerial Ace, which is a supremely fast and accurate Flying attack.
2 AROUND TOWN

There's a kid in the northwest building that will trade his Skitty for a Pikachu if you have one handy. An old woman in the house just to the right of his will give you a simple test—you must guess (three times) which of her hands is holding a coin. Don't worry if you miss—she keeps repeating the same pattern, so you'll eventually figure it out. Once you do, she'll reward you with TM10, Hidden Power.

NOTE
Hidden Power is interesting. The type of the move is determined by the Pokémon you teach it to—there's no way to know what type it will be until you try it out. Save your game and test it on a couple of your favorite Pokémon that have space free for a new move. You just might get a type of attack that would otherwise be impossible to learn.

3 FURNITURE SHOPPING

There's a nice furniture shop in the southeast corner of town. The stuff is expensive, but keep it in mind for when you want to decorate your Secret Base.

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small Chair</td>
<td>¥2000</td>
</tr>
<tr>
<td>Pokémon Chair</td>
<td>¥2000</td>
</tr>
<tr>
<td>Heavy Chair</td>
<td>¥2000</td>
</tr>
<tr>
<td>Ragged Chair</td>
<td>¥2000</td>
</tr>
<tr>
<td>Comfort Chair</td>
<td>¥2000</td>
</tr>
<tr>
<td>Brick Chair</td>
<td>¥2000</td>
</tr>
<tr>
<td>Camp Chair</td>
<td>¥2000</td>
</tr>
<tr>
<td>Hard Chair</td>
<td>¥2000</td>
</tr>
<tr>
<td>Small Desk</td>
<td>¥5000</td>
</tr>
<tr>
<td>Pokémon Desk</td>
<td>¥5000</td>
</tr>
<tr>
<td>Heavy Desk</td>
<td>¥6000</td>
</tr>
<tr>
<td>Ragged Desk</td>
<td>¥6000</td>
</tr>
<tr>
<td>Comfort Desk</td>
<td>¥6000</td>
</tr>
<tr>
<td>Brick Desk</td>
<td>¥6000</td>
</tr>
<tr>
<td>Camp Desk</td>
<td>¥6000</td>
</tr>
<tr>
<td>Hard Desk</td>
<td>¥6000</td>
</tr>
</tbody>
</table>
ROUTE 120

ABILITIES REQUIRED: CUT, SURF
ITEMS AVAILABLE: Devian Scope, Rare Candy, Nest Ball, Full Head, Nugget, Aspex, Pecha, Wiki, Raaz, Nanub, Pinap, Weepin Berries

NOTABLE POKÉMON: Marill, Absol

NOTE
Expect rainy weather for the entire southern part of this Route, past the bridge in the north. There are also 10 patches of Loamy Soil! Consider doing some serious Berry planting here.

---

TRAINER 1: PARASOL LADY CLARISSA
Pokémon: Goldeen L29
Pokémon: Wailmer L29
Reward: ¥1160

TRAINER 2: BIRD KEEPER ROBERT
Pokémon: Swablu L30
Reward: ¥960

TRAINER 3: BIRD KEEPER COLIN
Pokémon: Natu L29
Pokémon: Swellow L29
Reward: ¥928
<table>
<thead>
<tr>
<th>Trainer 4: Parasol Lady Angelica</th>
<th>Trainer 7: Pkmn Ranger Jenna</th>
<th>Trainer 9: Bug Maniac Brandon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pokémon: Castform L30</td>
<td>Pokémon: Lotad L29</td>
<td>Pokémon: Surskit L28</td>
</tr>
<tr>
<td>Reward: ¥1200</td>
<td>Lombre L29</td>
<td>Surskit L28</td>
</tr>
<tr>
<td></td>
<td>Nuzleaf L29</td>
<td>Surskit L28</td>
</tr>
<tr>
<td>Trainer 5: Ninja Boy Tsunao</td>
<td>Trainer 8: Pkmn Ranger Carlos</td>
<td>Trainer 10: Ninja Boy Keigo</td>
</tr>
<tr>
<td>Pokémon: Nincada L28</td>
<td>Pokémon: Seedot L29</td>
<td>Pokémon: Koffing L29</td>
</tr>
<tr>
<td>Reward: ¥336</td>
<td>Lombre L29</td>
<td>Ninjask L29</td>
</tr>
<tr>
<td></td>
<td>Nuzleaf L29</td>
<td>Reward: ¥348</td>
</tr>
<tr>
<td>Trainer 6: Cooltrainer Jennifer</td>
<td>Trainer 11: Ruin Maniac Chip</td>
<td></td>
</tr>
<tr>
<td>Pokémon: Milotic L31</td>
<td>Pokémon: Sandshrew L28</td>
<td></td>
</tr>
<tr>
<td>Reward: ¥1488</td>
<td>Sandshrew L28</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Sandshrew L28</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Sandslash L28</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Reward: ¥1680</td>
</tr>
</tbody>
</table>
1. DOUBLE TROUBLE

Walk east along the path, cut the tree to the north, and search the last open spot along the narrow path for a Rare Candy. Next, check the northeast corner of this Route to find another Team Battle with Gabby & Ty, your friendly newscasters. Defeat them and earn yourself another interview.

2. WHAT'S IN MY WAY?

If you spotted the indentation in the wall just southeast of the first Trainer, and the item setting there (a Nest Ball), then you probably tried to go down the steps to pick it up—only to be blocked by the same mysterious force that stopped you from reaching the Gym in Fortree. What's going on here? Continue along the trail and you'll find out soon enough.

3. STEVEN'S INSTRUCTIONS

Midway across the bridge, you'll encounter Steven again. The path ahead is blocked by the same force that was blocking you at the Gym and at the item just above the bridge. What is it? Steven will use a Devon Scope and reveal a Kecleon, using its chameleon powers! Defeat it in battle and Steven will give you the scope. Now you can return and earn your sixth Badge, and the ability to Fly!

4. THE LONG WALK SOUTH

There's a host of Trainers on the way to Route 121, but it's worth it to take the time to defeat them all. You're going to be busy dealing with your enemy team again soon, so the experience and cash will be helpful. On the way, you'll also find a bundle of Berries: six Aspear Berries, six Pecha Berries, three Razz Berries, three Nanab Berries, three Pinap Berries, three Wepear Berries, and a few items; a Nugget, a Hyper Potion, and a Full Heal (if you Surf across the small lake in the southwest).
**Route 121**

**Trainer 1: Hex Maniac Tammy**
- **Pokémon:**
  - Ralis L30
  - Duskull L30
- **Reward:** £720

**Trainer 2: Beauty Jessica**
- **Pokémon:**
  - Kecleon L30
  - Seviper L30
- **Reward:** £2400

**Trainer 3: Gentleman Walter**
- **Pokémon:**
  - Manectric L31
- **Reward:** £2480

**Trainer 4: Pokéfan Vanessa**
- **Pokémon:**
  - Pikachu L31
- **Reward:** £2480

Speak with the woman in the southwest corner of this Route, and agree with her about Pokéblock usage. She'll reward you with a rare Berry everyday and an Agua. Plant it and water it well!
1 GOODY GATHERING

There’s a fair number of Berries to be harvested here (two Chesto Berries, two Rawst Berries, two Aspear Berries, two Persim Berries, six Nanab Berries), as well as some items to be picked up (Carbos, and behind the cuttable bush in the northeastern corner, a Nugget hidden from view). Grab them all before you head south for Route 122.

2 SAFARI ZONE!

Yes, it’s back... an entire new Safari for you to hunt Pokémon in. Check the optional areas section for more information on this Pokémon expedition, and take a break from your mission if you’re in the mood.

3 DOUBLE TROUBLE

Get ready for another team battle at the entrance to the Safari Zone.

Team Battle: Sr. Kate & Jr. Joy

**Pokémon:**
- Spinda L30
- Slaking L32

**Reward:** ¥1024

4 ENEMY TEAM TROUBLES

Your enemy team is up to no good again. You’ll find them just in front of the dock leading south to Route 122. They’ll mention that they’re heading off to Mt. Pyre, which just happens to be smack in the middle of Route 122! Finish exploring this Route, then head south after them.
**THE PATH TO MT. PYRE**

Not a whole lot is going on in this small water Route, which is dominated by the presence of the great Mt. Pyre. Surf around to the south side to find the entrance.
MT. PYRE

**ABILITIES REQUIRED:** None
**ITEMS AVAILABLE:** TM48, Cleanse Tag, Max Potion, Zinc, Ultra Ball, Rare Candy
**NOTABLE POKÉMON:** Vulpix

1. **AFTER THEM!**
   Your enemy team is waiting for you atop Mt. Pyre, and you need to work your way there. The entire mountain is a peaceful place, a resting haven for Pokémon. You'll need to get past some Trainers on your way up the mountain, though. There are two exits from the entry area—one to the north and one to the west. The western Route leads out to the mountain itself, and the northern Route leads to the inner part of Mt. Pyre. Go west first to pursue your enemy team, but not before you talk to the old woman in the northeast corner of the room—she'll give you the Cleanse Tag, a handy Pokémon held item that reduces the wild Pokémon encounter rate.

2. **LOWER MOUNTAIN**
   Work your way north up the mountain, grabbing TM48, Skill Swap, and a Max Potion on the way.

**NOTE**
TM48, Skill Swap, is difficult to use effectively. It exchanges the moves used by both Pokémon in a battle.
3 UPPER MOUNTAIN

A bunch of enemy team goons will attempt to bar your path. Defeat them all to foil their plans again. Unfortunately, their leader will get away with the item—the **Blue Orb** in Ruby, or the **Red Orb** in Sapphire—that they were looking for before you can stop them. The old woman there will give you whichever one they don’t take. Now you need to chase your enemy team to Slateport City!

**Enemy Grunt #1**
- **Pokémon:** Zubat L30
- **Pokémon:** Zubat L30
- **Pokémon:** Zubat L30
- **Reward:** ¥600

**Enemy Grunt #2**
- **Pokémon:** Poochyena L31
- **Reward:** ¥620

**Enemy Grunt #3**
- **Pokémon:** Numel L31
- **Reward:** ¥620

4 INNER MOUNTAIN

After you’ve dealt with your enemy team, you can go inside and work your way up through five floors and a bunch of Trainers. You’ll also acquire several items: **Ultra Ball**, **Super Repel**, **Lax Incense**, **Sea Incense** and **TM30**, Shadow Ball. Lax Incense is a held item that slightly reduces your foes’ accuracy at all times. Sea Incense slightly increases the power of Water techniques when held.

**TIP**
To get the last few items, drop down the hole on the very top floor, and you can pick them up on your way down. After the first drop, take the bottom-right drop to get the last item.

**NOTE**
**TM30**, Shadow Ball, is a rare Ghost attack, and a strong one at that. It will also occasionally lower Special Defense, causing other special attacks to hit even harder.
**Trainer 1: Pokémoniac Mark**

**Pokémon:** Larion L32

**Reward:** ¥1920

---

**Trainer 3: Psychic William**

**Pokémon:** Ralts L32

**Reward:** ¥744

**Pokémon:** Kirlia L31

---

**Trainer 5: Hex Maniac Tasha**

**Pokémon:** Shuppet L31

**Reward:** ¥744

**Pokémon:** Kadabra L31

---

**Trainer 2: Psychic Kayla**

**Pokémon:** Kadabra L32

**Reward:** ¥768

---

**Trainer 4: Black Belt Atsushi**

**Pokémon:** Makuhita L30

**Reward:** ¥960

**Pokémon:** Hariyama L30

**Pokémon:** Machoke L30

---

**Trainer 6: Hex Maniac Valerie**

**Pokémon:** Sableye L32

**Reward:** ¥768

---

---

**DOUBLE TROUBLE**

You'll face another team battle as you make your way up the inside of the mountain.

---

**Team Battle: Dez & Luke**

**Pokémon:** Delcatty L32

**Reward:** ¥2048

**Pokémon:** Manectric L32
**Pokémon**

**ROUTE 123**

**ABILITIES REQUIRED:** None

**ITEMS AVAILABLE:** TM19, Rare Candy, Calcium, Ultra Ball, Rowst, Sitrus, Pecha, Leppa, Quolot, Grepa, Pomeg Berries!

**NOTABLE POKÉMON:** None

---

**Trainer 1: Psychic Cameron**

**Pokémon:**
- Kadabra L31
- Solrock L31

**Reward:** £744

---

**Trainer 3: Cooltrainer Wendy**

**Pokémon:**
- Mawile L31
- Roselia L31
- Pelipper L31

**Reward:** £744

---

**Trainer 5: Psychic Jacki**

**Pokémon:**
- Kadabra L31
- Lunatone L31

**Reward:** £744

---

**Trainer 2: Hex Maniac Kindra**

**Pokémon:**
- Duskull L31
- Shuppet L31

**Reward:** £744

---

**Trainer 4: Cooltrainer Clyde**

**Pokémon:**
- Swellow L29
- Magneton L29
- Shiftry L29
- Trapinch L29
- Wailmer L29

**Reward:** £1392

---

**Trainer 6: Aroma Lady Violet**

**Pokémon:**
- Shroomish L25
- Breloom L25
- Gloom L25

**Reward:** £1000
1 WESTWARD
After clearing the troublemakers out of Mt. Pyre, you must return to Slateport City, but you might as well clear this Route out on the way there. Hit the first Trainer behind the Cuttable bush to the east to pick up the Rare Candy, then turn west and speak with the girl just left of the first Berry Trees. She will give you TM19, Giga Drain, but only if you have a Grass-type Pokémon with you. On your way west, pick up an Elixer on the slopes, and a Calcium near the bottom. Note that the path splits at Trainer 4, offering the choice to go down to Trainer 5, or up to get the Calcium. At the far west, check below the fence on the south side of the Route for an Ultra Ball.

2 BUNCHES OF BERRIES
There are 18 patches of Loamy Soil here, allowing you to seed a veritable forest of Berry Trees if you wish. Feel free to pick up the Berries while you’re here: two Rawst, two Sitrus, two Pecha, four Leppa, eight Qualot, eight Grepa, and finally, eight Pomeg. Phew!

3 BERRY MASTER
Wondering why all those Berries are around here? Your answer is inside the Berry Master’s hut, near the western side of this Route, and accessible from the east side of Route 118, as well. Speak with him to earn a pair of rare Berries each day, such as Kelps and Tomato. Speak with his wife and give her a positive phrase, and she’ll give you a Berry in return.

4 DOUBLE TROUBLE
There’s another two-on-two fight for you here, about halfway down the westward slope.

Team Battle: Miu & Yuki
Pokémon: Beautify L27
Dustox L27
Reward: ¥648
Visit the harbor in the northeast corner of town and you'll see Captain Stern giving a TV interview about his new Submarine. Immediately following this, your enemy team shows up and promptly steals it! You must chase after them as they flee back to Lilycove City—their hideout is located just off the shore in the northeast.
1 BUSY CITY!

There is a LOT to do in this town, including some major shopping in the department store. Spend some time looking around. You can find a Max Repel in the southeast and a free Aspear Berry from the man in the northeast.

2 RIVAL BATTLE

You must face your rival one more time before you can enter the department store.

Rival Battle

**Pokémon:**
- Swellow L31
- Numel L32
- Wailmer L32

**Original Pokémon:**
- Treecko
- Torchic
- Mudkip

**Rival Pokémon:**
- Blaziken
- Swampert
- Sceptile

**Variable Rival Pokémon (see table to the left)**
**Reward:** ¥2040

3 POKÉMON MASTER CONTEST

Visit the Master Pokémon Contest building here once you've trained your Pokémon in the Normal, Super, and Hyper competitions. It's also possible to bring four friends and compete here!

4 LILYCOVE CITY HARBOR

Once the S.S. Tidal in Slateport City has been constructed, you will be able to journey between Lilycove and Slateport.

I'm sorry, the ferry service isn't available at present...
5 MOVE DELETER
Check out the Move Deleter's house next to the department store. This is the place to go when you want to delete unwanted moves you taught your Pokémon.

6 SLEEPY TIME
Speak with the man in the far eastern house to get TM44, Rest. Rest is a handy move that puts your Pokémon to sleep for two turns, but fully restores health and cures status ailments during that period. Don't use it on a weak or unsupported Pokémon, though—it's better to use after you've incapacitated your opponent's Pokémon, or once you've raised your own defenses first.

7 LILYCOVE MUSEUM
If you want to take a break from Pokémon training and battling, stop by the town's museum. If you speak with the Curator inside, he'll invite you up to the new exhibit hall, where he wants to place new pieces of art. All you have to do is go out and create them by winning Pokémon Contests, then come back and speak with him and he'll put them up on display!

8 DEPARTMENT STORE
Yes indeed... there is a lot of shopping to be done here. If you've brought money, this is the place to spend it. On the first floor, you can also participate in the Pokémon Loto—come in once a day and they'll compare a randomly drawn ID number to your Pokémon's ID numbers. If there's a match, you'll win a prize! To get lots of different ID numbers, try trading a lot of Pokémon with your friends.
### Department Store 2F

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poke Ball</td>
<td>¥200</td>
</tr>
<tr>
<td>Great Ball</td>
<td>¥600</td>
</tr>
<tr>
<td>Ultra Ball</td>
<td>¥1200</td>
</tr>
<tr>
<td>Escape Rope</td>
<td>¥550</td>
</tr>
<tr>
<td>Full Heal</td>
<td>¥620</td>
</tr>
<tr>
<td>Antidote</td>
<td>¥100</td>
</tr>
<tr>
<td>Parlyz Heal</td>
<td>¥200</td>
</tr>
<tr>
<td>Burn Heal</td>
<td>¥250</td>
</tr>
<tr>
<td>Ice Heal</td>
<td>¥250</td>
</tr>
<tr>
<td>Awakening</td>
<td>¥250</td>
</tr>
<tr>
<td>Fluffy Tail</td>
<td>¥1000</td>
</tr>
<tr>
<td>Potion</td>
<td>¥500</td>
</tr>
<tr>
<td>Super Potion</td>
<td>¥700</td>
</tr>
<tr>
<td>Hyper Potion</td>
<td>¥1200</td>
</tr>
<tr>
<td>Max Potion</td>
<td>¥2500</td>
</tr>
<tr>
<td>Renew</td>
<td>¥1500</td>
</tr>
<tr>
<td>Repel</td>
<td>¥100</td>
</tr>
<tr>
<td>Super Repel</td>
<td>¥500</td>
</tr>
<tr>
<td>Max Repel</td>
<td>¥700</td>
</tr>
<tr>
<td>Wave Mail</td>
<td>¥50</td>
</tr>
<tr>
<td>Mach Mail</td>
<td>¥50</td>
</tr>
</tbody>
</table>

### Department Store 3F

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>X Speed</td>
<td>¥950</td>
</tr>
<tr>
<td>X Special</td>
<td>¥950</td>
</tr>
<tr>
<td>X Attack</td>
<td>¥500</td>
</tr>
<tr>
<td>X Defend</td>
<td>¥500</td>
</tr>
<tr>
<td>Dive Hit</td>
<td>¥450</td>
</tr>
<tr>
<td>Guard Spec.</td>
<td>¥700</td>
</tr>
<tr>
<td>X Accuracy</td>
<td>¥950</td>
</tr>
<tr>
<td>Protein</td>
<td>¥9800</td>
</tr>
<tr>
<td>Calcium</td>
<td>¥9800</td>
</tr>
<tr>
<td>Iron</td>
<td>¥9800</td>
</tr>
<tr>
<td>Zinc</td>
<td>¥9800</td>
</tr>
<tr>
<td>Carbon</td>
<td>¥9800</td>
</tr>
<tr>
<td>HP UP</td>
<td>¥9800</td>
</tr>
</tbody>
</table>

### Department Store 4F

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>TM17</td>
<td>¥9000</td>
</tr>
<tr>
<td>TM20</td>
<td>¥9000</td>
</tr>
<tr>
<td>TM33</td>
<td>¥9000</td>
</tr>
<tr>
<td>TM16</td>
<td>¥5500</td>
</tr>
<tr>
<td>TM25</td>
<td>¥5500</td>
</tr>
<tr>
<td>TM14</td>
<td>¥5500</td>
</tr>
<tr>
<td>TM15</td>
<td>¥7500</td>
</tr>
</tbody>
</table>

### Department Store 5F

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Surf Mat</td>
<td>¥4000</td>
</tr>
<tr>
<td>Thunder Mat</td>
<td>¥4000</td>
</tr>
<tr>
<td>Fire Blast Mat</td>
<td>¥4000</td>
</tr>
<tr>
<td>Powder Snow Mat</td>
<td>¥4000</td>
</tr>
<tr>
<td>Attract Mat</td>
<td>¥4000</td>
</tr>
<tr>
<td>Fissure Mat</td>
<td>¥4000</td>
</tr>
<tr>
<td>Spikes Mat</td>
<td>¥4000</td>
</tr>
<tr>
<td>Glitter Mat</td>
<td>¥2000</td>
</tr>
<tr>
<td>Jump Mat</td>
<td>¥2000</td>
</tr>
<tr>
<td>Spin Mat</td>
<td>¥2000</td>
</tr>
<tr>
<td>Ball Poster</td>
<td>¥1000</td>
</tr>
<tr>
<td>Green Poster</td>
<td>¥1000</td>
</tr>
<tr>
<td>Red Poster</td>
<td>¥1000</td>
</tr>
<tr>
<td>Blue Poster</td>
<td>¥1000</td>
</tr>
<tr>
<td>Cute Poster</td>
<td>¥1000</td>
</tr>
<tr>
<td>Pika Poster</td>
<td>¥1500</td>
</tr>
<tr>
<td>Lurex Poster</td>
<td>¥1500</td>
</tr>
<tr>
<td>Sea Poster</td>
<td>¥1500</td>
</tr>
<tr>
<td>Sky Poster</td>
<td>¥1500</td>
</tr>
<tr>
<td>Pika Cushion</td>
<td>¥2000</td>
</tr>
<tr>
<td>Round Cushion</td>
<td>¥2000</td>
</tr>
<tr>
<td>Zigzag Cushion</td>
<td>¥2000</td>
</tr>
<tr>
<td>Spin Cushion</td>
<td>¥2000</td>
</tr>
<tr>
<td>Diamond Cushion</td>
<td>¥2000</td>
</tr>
<tr>
<td>Ball Cushion</td>
<td>¥2000</td>
</tr>
<tr>
<td>Grass Cushion</td>
<td>¥2000</td>
</tr>
<tr>
<td>Fire Cushion</td>
<td>¥2000</td>
</tr>
<tr>
<td>Water Cushion</td>
<td>¥2000</td>
</tr>
<tr>
<td>Pichu Doll</td>
<td>¥5000</td>
</tr>
<tr>
<td>Pikachu Doll</td>
<td>¥5000</td>
</tr>
<tr>
<td>Moltix Doll</td>
<td>¥5000</td>
</tr>
<tr>
<td>Jigglypuff Doll</td>
<td>¥5000</td>
</tr>
<tr>
<td>Duskull Doll</td>
<td>¥5000</td>
</tr>
<tr>
<td>Wynaut Doll</td>
<td>¥5000</td>
</tr>
<tr>
<td>Briony Doll</td>
<td>¥5000</td>
</tr>
<tr>
<td>Keelion Doll</td>
<td>¥5000</td>
</tr>
<tr>
<td>Azurill Doll</td>
<td>¥5000</td>
</tr>
<tr>
<td>Skitty Doll</td>
<td>¥5000</td>
</tr>
<tr>
<td>Swadull Doll</td>
<td>¥5000</td>
</tr>
<tr>
<td>Golpin Doll</td>
<td>¥5000</td>
</tr>
</tbody>
</table>

### Vending Machine 6F

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fresh Water</td>
<td>¥200</td>
</tr>
<tr>
<td>Soda Pop</td>
<td>¥300</td>
</tr>
<tr>
<td>Lemonade</td>
<td>¥550</td>
</tr>
</tbody>
</table>

---

**Sapphire Version**
Pokémon

ENEMY TEAM BASE

ABILITIES REQUIRED:

SURF

ITEMS AVAILABLE:

Master Ball, Nest Ball, Nugget

NOTABLE POKÉMON:

None

NOTE

Call-outs A-D on these maps refer to corresponding tunnel connections in this area.

RUBY

VERSION

100
1 RECOVERING THE SUBMARINE

You need to penetrate your enemy team’s base and recover Captain Stern’s Submarine. No problem, right? Note that this base appears slightly different in Ruby or Sapphire, but the contents are exactly the same. Work your way toward the bottom and defeat your enemy team! There are a few items on the way, including a Nest Ball and a Max Elixer.

2 TRAPPED ITEMS

Beware if you wind up in the basement and make your way through the teleport pads to a small room; two of the ‘items’ on the ground are actually Electrodes! Is it worth the time to get to the room? Absolutely! There’s a Master Ball inside! There’s also a Nugget, but that’s a bit less exciting, don’t you think? Keep that Poké Ball for later in the game when you’re facing a one of a kind Pokémon that is extremely hard to catch.

3 SUBMARINE AWAY

Unfortunately, Captain Stern’s Submarine will escape with your enemy team on board no matter how quickly you get to the bottom and defeat the Admin. You’ll have to catch up with them later when you’re both far out at sea...

ENEMY ADMIN

**Pokémon:**
- Numel L32
- Mightyena L32
- Camerupt L32
  - (Ruby version only)
- Sharpedo L32
  - (Sapphire version only)

**Reward:** ¥1280
ROUTE 124

ABILITIES REQUIRED: BOLD, DIVE
ITEMS AVAILABLE: Two Green Shards, Blue Shard, Red Shard, Yellow Shard, Two Heart Scales, Carbos, Calcium, Pearl, Big Pearl
NOTABLE POKÉMON: None

SAPPHIRE VERSION

103
1. **ONWARD TO MOSSDEEP CITY**

You cannot fully explore this area without Dive, so take on the Trainers if you like, then head east toward Mossdeep.

2. **DIVING TREASURE HUNTER'S HOUSE**

Visit the Diving Hunter on an island just before Mossdeep, and talk with him about deep-sea treasure. If you manage to find any colored Shards in your travels, bring them to him, and he’ll turn them into various Stones, which you can then use to evolve certain Pokémon.

**STONE TRADING**

- Red Shard
- Fire Stone
- Yellow Shard
- Thunderstone
- Blue Shard
- Water Stone
- Green Shard
- Grass Stone
3. **Double Trouble**

Test your skills on the brother and sister team just south of the entrance from Lilycove.

4. **Diving**

Once you have Dive, you can return here and explore more thoroughly to find several items: two Green Shards, two Heart Scales, Carbos, a Blue Shard, Calcium, a Red Shard, a Yellow Shard, a Pearl, and a Big Pearl. Quite a haul!

---

**Mossdeep City**

- **Pokémon:**
  - Chinchou L36
  - Carvanha L34

- **Reward:** £816

- **Abilities Required:** None
- **Items Available:** Net Ball
- **Notable Pokémon:** None

---

**Sapphire Version**
1 AROUND TOWN

Your seventh Badge is in sight. Check the house just west of the Pokémon Center to meet a boy who will investigate your Secret Base, if you’ve made one. Just outside that house, on the right, is a man who will give you a King’s Rock, if you’ve got space in your bag. Check the house to the northwest of the center to find Steven’s home! He’ll give you HM08, Dive, while you’re visiting, but you must defeat the Gym Leader here to use it. If you drop by the house north of the center, you’ll find a man who can tell what kind of Pokéblocks the front Pokémon in your party likes. Finally, check the southeast part of the island for a free Net Ball.

NOTE

After you’ve finished the game, make a return visit to Steven’s home and pick up the Pokémon, Beldum.

2 SUPER FISHING

There’s a hill in the east part of town. Check the northwestern house on the first tier up—a man inside will reward your inquisitiveness with the Super Rod!

3 MOSSDEEP SPACE CENTER

Yes, that giant building is a space research center! Go inside and take a look around. A man just inside will give you a Sun Stone just for talking to him. Sadly no, you don’t get to hop in a rocket and visit space...
MOSSDEEP GYM

Okay, it looks intimidating, but don’t worry. Take your time exploring the conveyor belts that run around this gym to battle the Trainers, and you’ll eventually wind up facing the dual Gym Leaders, Liza & Tate. Yes, you’ll be fighting a team battle for your seventh Badge!

**Trainer 1: Psychic Preston**

**Pokémon:** Kirlia L37

**Reward:** ¥888

**Trainer 2: Psychic Fritz**

**Pokémon:** Natu L35, Girafarig L35, Kadabra L35

**Reward:** ¥840

**Trainer 3: Psychic Maura**

**Pokémon:** Kadabra L36, Kirlia L36

**Reward:** ¥864

**Trainer 4: Psychic Samantha**

**Pokémon:** Xatu L37

**Reward:** ¥888

**Trainer 5: Psychic Virgil**

**Pokémon:** Ralis L36

**Reward:** ¥864

**Trainer 6: Psychic Hannah**

**Pokémon:** Ralis L36, Kirlia L36

**Reward:** ¥864

**Team Battle: Liza & Tate**

**Pokémon:** Lunatone L42, Solrock L42

**Reward:** ¥8400, Mind Badge, TM04
When you acquire the Mind Badge, your collection is almost complete. You can now utilize Dive and access the last few remaining areas before the eighth gym. TM04, Calm Mind, is also a nice prize—it raises both Special Attack and Special Defense, the special version of Bulk Up. Put it to good use on a Pokémon that uses a lot of special moves.

**AFTER THEM!**

Now that you've conquered the gym here, what do you need to do next? Track down your enemy team, of course! They're lurking at the bottom of a very deep trench in Route 128, so head south from Mossdeep!

**ROUTE 127**

- **ABILITIES REQUIRED:** Surf, Dive
- **ITEMS AVAILABLE:** Rod Shard, Heart Scale, Star Piece, Zinc, Carbos, HP Up
- **NOTABLE POKÉMON:** None
**Trainer 1: Bird Keeper Byron**

**Pokémon:**
- Swellow L34
- Pelipper L34

**Reward:** ¥1098

---

**Trainer 2: Fisherman Jonah**

**Pokémon:**
- Wailmer L34
- Tentacool L32
- Wailmer L30
- Sharpedo L32

**Reward:** ¥1280

---

**Trainer 3: Fisherman Henry**

**Pokémon:**
- Tentacool L31
- Tentacruel L35
- Carvanha L33

**Reward:** ¥1400

---

**Trainer 4: Fisherman Roger**

**Pokémon:**
- Magikarp L15
- Magikarp L25
- Gyarados L35
- Magikarp L45

**Reward:** ¥1800

---

**Trainer 5: Triathlete Connor**

**Pokémon:**
- Wingull L25
- Wingull L25
- Staryu L33
- Staryu L33

**Reward:** ¥1320

---

**Trainer 6: Black Belt Koi**

**Pokémon:**
- Machoke L34
- Machoke L34

**Reward:** ¥1088

---

**Trainer 7: Triathlete Caleb**

**Pokémon:**
- Staryu L33
- Staryu L33
- Staryu L33
- Staryu L33

**Reward:** ¥1320
An in-between water Route, Route 127 has exits north to Mossdeep City, west to Route 126, and south to Route 128. South is the way you want to go to catch up to your enemy team. You can, however, spend some time Surfing around here if you want to confront all of the Trainers. You can also pick up a Zinc in the northwest corner.

There's plenty more to be found using Dive here, including: Carbos, HP Up, a Red Shard, a Star Piece, and a Heart Scale.

---

**Route 128**

**Trainer 1: Cool Trainer Ruben**
- Pokémon: Shiftry L34
- Graveler L34
- Loudred L34
- Reward: $1,632

**Trainer 2: Cool Trainer Alexa**
- Pokémon: Gloom L35
- Azumarill L35
- Reward: $1,680

**Trainer 3: Triathlete Isaiah**
- Pokémon: Staryu L36
- Reward: $1,440

**Abilities Required:** Surf, Dive
**Items Available:** Potion, Poul
**Notable Pokémon:** None
INTO THE DEPTHS

There’s a very specific underwater area you need to visit here—look on the western edge of the Route for a large ring of light water, then move just south of it and Dive! You’ll find the entrance to the Seafloor Cavern. Note that if you Dive INSIDE the ring, you can search the empty center space underwater for a Protein, and Diving in the eastern deep water will net you a Pearl. Once you’re inside by the submarine, use Dive again to rise up into the Seafloor Cavern.
Pokémon

Seafloor Cavern

Abilities Required: Surf, Dive, Rock Smash, Strength
Items Available: TM26
Notable Pokémon: None

Return to Entrance

Ruby Version
1 WHAT LURKS IN THE DEPTHS

Your enemy team has taken Captain Stern’s Submarine far beneath the ocean’s surface in search of something that has been sleeping there for ages. You must stop them! The cavern you will be exploring is fairly extensive, but you won’t actually be involved in many battles, particularly if you brought along some Repels.
## ENEMY GRUNT #1
- **Pokémon:** Poochyena L37
- Numel L37
- **Reward:** £740

## ENEMY GRUNT #2
- **Pokémon:** Numel L38
- **Reward:** £760

## ENEMY GRUNT #3
- **Pokémon:** Poochyena L36
- Zubat L36
- Numel L36
- **Reward:** £720

---

### DOWN TO THE BOTTOM

Work your way through the cave, defeating the enemy team members who try to block your path, until finally, deep within the cavern, you will find the ancient Pokémon they were searching for. On your way, you must face the enemy team Admin one more time. You can pick up **TM26**, Earthquake, on your way down—an extremely strong Ground attack. At the very bottom, you will ultimately face your enemy team Leader.

### ENEMY ADMIN
- **Pokémon:** Camerupt L38
  
  (Ruby version only)
- Mightyena L38
- **Reward:** £1520

### ENEMY TEAM LEADER
- **Pokémon:** Mightyena L41
- Crobat L41
- Camerupt L43
  
  (Ruby version only)
- **Reward:** £3440

---

### THAT CAN’T BE GOOD...

Their actions will free the Pokémon sealed beneath the waves, and the consequences for the world are dire. You need to get to Sootopolis, quickly. Head to Route 126!
EXPLORING

To reach the fourth Trainer, Dive in the northwest side of the island, then work your way inside the barrier of rocks above the ocean and surface. Oh, and one other thing... If you check just inside the curl underwater that leads up to the fourth Trainer, you can find a Heart Scale if you look around carefully! Take it back to the move Trainer in Fallarbor. If you check beneath the water near the fourth Trainer, you can find a Yellow Shard, a Pearl, and an Iron. Finally, check underwater around the island itself, and the solitary Dive spot in the southwest of this Route to recover some more items: Ultra Ball, Stardust, a Big Pearl, and a Blue Shard.

DOWN TO SOOTOPOLIS

There's a large frozen island in the center of Route 126, on the south side. Dive down and you'll find the entrance to Sootopolis City.
SOOTOPOLIS CITY

ABILITIES REQUIRED: SURF, DIVE
ITEMS AVAILABLE: TA31, Wallflower Doll, Conan, Figy Berries
NOTABLE POKÉMON: None

SAPPHIRE VERSION
1. **FINAL BADGE?**

Yes indeed, the last gym is here, but before you can get into it, you must first deal with more pressing matters. Work your way up the left side of the city, and then down to the center. You will meet Steven and Wallace, the town's Gym Leader. They will tell you that you must go into the Cave of Origin, along with the Orb that you brought with you from Mt. Pyre.

2. **AROUND TOWN**

Once you've managed to take care of the emergency, you can relax for a moment and tour the town. Check the house in the far northwest to receive **TM31**, Brick Break! A very nice Fighting move, Brick Break will punch through defensive techniques. Talk to Kiri in the southwest to receive a **Corn Berry** and a **Figy Berry**. Speak to a woman in a house just east of the Pokémon Center to receive a **Wallmer Doll**. If you've got a Barboach or a Shroomish Pokémon handy, take it to a house on the eastern side and show them to the men inside.

3. **EIGHTH GYM**

Here it is, your final challenge before the Elite Four. This gym features a large assortment of Ice Pokémon, so be ready for them.
Trainer 1: Lass Andrea
Pokémon: Luvdisc L41
Reward: ¥656

Trainer 2: Beauty Connie
Pokémon: Goldeen L40, Wailmer L40
Reward: ¥3200

Trainer 3: Lady Brianna
Pokémon: Seaking L41
Reward: ¥8200

Trainer 4: Beauty Bridget
Pokémon: Azumarill L41
Reward: ¥3280

Trainer 5: Lass Crissy
Pokémon: Wailmer L40
Reward: ¥640

Trainer 6: Beauty Tiffany
Pokémon: Carvanha L39, Sharpedo L39
Reward: ¥3120

Trainer 7: Pokéfan
Pokémon: Azurill L36, Marill L38, Azumarill L40
Reward: ¥3200

Trainer 8: Beauty Olivia
Pokémon: Lombre L41
Reward: ¥3280

Gym Leader Wallace
Pokémon: Luvdisc L40, Whiscash L42, Sealeo L40, Seaking L42, Milotic L43
Reward: ¥4300, Rain Badge, TM03

Note: TM03, Water Pulse, is a dual purpose Water-type move that will occasionally cause confusion.
Now that you have all eight Badges, it's time to prove your skill, and journey to face the Elite Four. Return to Route 127, go south to Route 128, and then head east to Ever Grande.

**Cave of Origin**

**ABILITIES REQUIRED:** None
**ITEMS AVAILABLE:** HM07
**NOTABLE POKÉMON:** Groudon or Kyogre

**NOTE**
You can pick up HM07, Waterfall on your way down. Once you've finished this task and have the final Badge, you will be able to use this ability to reach the Pokémon League headquarters and challenge the Elite Four!

**ULTIMATE POKÉMON**
Work your way to the bottom of the cavern, and you will encounter either Groudon (in Ruby) or Kyogre (in Sapphire). This would be a very good time to use the Master Ball you recovered from your enemy team's base.
You've made it this far. Just a little bit farther and you're done! Be sure to bring along several Pokémon who can use nearly every HM you've acquired so far—all but Dive and Cut are necessary in Victory Road. There's a Pokémon Center just outside the cave entrance, so stop by to rest up, then choose your Pokémon and enter Victory Road!
NOTE
Call-outs A-F on these maps refer to corresponding tunnel connections in this area.
<table>
<thead>
<tr>
<th>Trainer</th>
<th>Pokémon</th>
<th>Reward</th>
</tr>
</thead>
<tbody>
<tr>
<td>1: Albert</td>
<td>Manectric L43, Muk L43</td>
<td>¥2064</td>
</tr>
<tr>
<td>2: Hope</td>
<td>Roselia L44</td>
<td>¥2112</td>
</tr>
<tr>
<td>3: Shannon</td>
<td>Claydol L44</td>
<td>¥2112</td>
</tr>
<tr>
<td>4: Samuel</td>
<td>Dodrio L42, Lairon L42, Kadabra L42</td>
<td>¥2064</td>
</tr>
<tr>
<td>5:</td>
<td>Sandlash L43, Ninetails L43</td>
<td>¥2064</td>
</tr>
<tr>
<td>6: Owen</td>
<td>Kedleon L42, Rhyhorn L42</td>
<td>¥2016</td>
</tr>
<tr>
<td>7: Caroline</td>
<td>Mawile L43, Sableye L43</td>
<td>¥2016</td>
</tr>
<tr>
<td>8:</td>
<td>Swellow L42, Manectric L42, Kadabra L42</td>
<td>¥2064</td>
</tr>
<tr>
<td>9: Michelle</td>
<td>Nosepass L42, Ludicolo L42, Medicham L42</td>
<td>¥2016</td>
</tr>
<tr>
<td>10: Edgar</td>
<td>Cacturne L44</td>
<td>¥2112</td>
</tr>
</tbody>
</table>
ONWARD TO THE POKÉMON LEAGUE

Despite appearances, this cave isn't as complicated as it looks. Work your way through, fighting the Trainers (and collecting some rare Pokémon if you want!). Be sure to grab the items along the way: Max Elixir, PP Up, Full Restore, Full Heal, and TM29, Psychic.

NOTE

Psychic is, of course, a Psychic attack, and a good one at that. It will also occasionally lower Special Defense, which is a nice side effect.

WALLY RETURNS

Wally has been busy while you’ve been out collecting Badges. He wants to face you one last time. Hopefully your team is ready for this!

WALLY

<table>
<thead>
<tr>
<th>Pokémon</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Altaria</td>
<td>L44</td>
</tr>
<tr>
<td>Delcatty</td>
<td>L43</td>
</tr>
<tr>
<td>Magneton</td>
<td>L41</td>
</tr>
<tr>
<td>Roselia</td>
<td>L44</td>
</tr>
<tr>
<td>Gardevoir</td>
<td>L45</td>
</tr>
</tbody>
</table>

REWARD: F2700
You're almost done. Rest up, choose your team, buy any items you may need, and get ready for a series of tough battles. You must defeat ALL of the Elite Four in a single run.

**Elite Four Sidney**
- **Pokémon:** Mightyena L46
- **Pokémon:** Caoturne L46
- **Pokémon:** Magneton L41
- **Pokémon:** Absol L49
- **Pokémon:** Shiftry L48
- **Reward:** £4900

**Elite Four Phoebe**
- **Pokémon:** Dusclops L48
- **Pokémon:** Banette L49
- **Pokémon:** Banette L49
- **Pokémon:** Dusclops L51
- **Pokémon:** Sableye L50
- **Reward:** £5100

**Elite Four Glacia**
- **Pokémon:** Glalie L50
- **Pokémon:** Sealeo L50
- **Pokémon:** Sealeo L52
- **Pokémon:** Glalie L52
- **Pokémon:** Walrein L53
- **Reward:** £5300

**Elite Four Drake**
- **Pokémon:** Shelgon L52
- **Pokémon:** Altaria L54
- **Pokémon:** Flygon L53
- **Pokémon:** Flygon L53
- **Pokémon:** Salamence L55
- **Reward:** £5500
THE POKÉMON LEAGUE CHAMPION

Guess who? Yup, Steven is the Pokémon League Champion, and as a master of Steel-type Pokémon, he can be difficult to defeat. However, once you do manage to take him down, you have beaten the game! Congratulations! Take a look at the Optional Areas section of this guide for a bit of information on what changes after you finish the game for the first time, and then go have some fun! You can travel anywhere in Hoenn, and there's always Pokémon to catch and raise, Berries to grow, Pokéblocks to create, Contests to compete in, and much more!

**Pokémon League Champion Steven**

**Pokémon:**
- Skarmory L57
- Aggron L56
- Cradily L56
- Claydol L55
- Metacross L58
- Armaldo L56

**Reward:** ¥11600
**Optional Areas**

After you've beaten the game, there's still quite a bit left to do. Several areas throughout the game are inaccessible when you reach them, and those are listed here. Note that when you acquire the means of exploring them during the game (Surf for Routes 105-109, or the Go-Goggles for the Desert), you can immediately head off and check them out if you want. A few things can be done only after you've beaten the Pokémon League, and those are noted here, as well. None of the areas listed here is necessary to finish the game.

### Trick House

<table>
<thead>
<tr>
<th>Trainer</th>
<th>Pokémon</th>
<th>Reward</th>
<th>Notable Pokémon</th>
</tr>
</thead>
<tbody>
<tr>
<td>1: Lass Sally</td>
<td>Oddish L16</td>
<td>¥256</td>
<td>None</td>
</tr>
<tr>
<td>2: Lass Robin</td>
<td>Skitty L14, Shroomish L14, Marill L14</td>
<td>¥224</td>
<td>None</td>
</tr>
<tr>
<td>3: Youngster Eddie</td>
<td>Zigzagoon L14, Zigzagoon L16</td>
<td>¥256</td>
<td>None</td>
</tr>
<tr>
<td>4: School Kid Ted</td>
<td>Ralis L17</td>
<td>¥340</td>
<td>None</td>
</tr>
<tr>
<td>5: School Kid Paul</td>
<td>Numel L15, Oddish L15, Wingull L15</td>
<td>¥300</td>
<td>None</td>
</tr>
<tr>
<td>6: School Kid Georgia</td>
<td>Shroomish L16, Beautify L16</td>
<td>¥320</td>
<td>None</td>
</tr>
<tr>
<td>7: Camper Justin</td>
<td>Kecleon L24</td>
<td>¥384</td>
<td>None</td>
</tr>
<tr>
<td>8: Picnic Ker Martha</td>
<td>Skitty L23, Swablu L23</td>
<td>¥368</td>
<td>None</td>
</tr>
<tr>
<td>9: Hiker Alan</td>
<td>Geodude L22, Nosepass L22, Graveler L22</td>
<td>¥880</td>
<td>None</td>
</tr>
</tbody>
</table>
1 WHAT IS THIS PLACE?

It's the Trick House, a multi-floor puzzle building, containing several Trainers, and a BUNCH of items, including a full set of Mail.

2 WHAT ELSE?

If you can make your way to the top, you'll earn yourself some goodies from the man who runs the building. Oh, one other thing—having problems getting in? Look under the table in the center of the room to find the man who will let you in. Make sure you bring along some Pokémon who can use Cut, Rock Smash, and Strength—you'll need them to clear the house out completely. You could go in a bit early, though, just to pick up a few items. You don't have to go all the way through in one run.

3 SCROLLS

On each floor you will find a scroll. You must find them before you move up to the next floor. Each one has the code to unlock the next door.

4 I'M DONE!

No, not quite. After you finish a floor, come back in and look again—it's different! Also, each floor you finish will earn you items from the Trick Master, the man who runs the place: Rare Candy, Timer Ball, Hard Stone, Smoke Ball, TM12 Taunt, Magnet, PP Max, Red Tent. Each floor you complete will award you one item. After you complete a floor, the Trick Master will vanish. Search the cushion where he was sitting to find a Nugget.

NOTE

Each time you finish a floor, the Trick Master will hide in a different place in the entry room. Just search carefully and you'll find him every time—the room isn't very big.
Midway through Route 111 is a large and, initially, impenetrable desert. When you acquire the Go-Goggles, you’ll be able to navigate through the blinding sandstorms and explore it. Work your way through the desert to fight off the Trainers, then pick up TM37, Sandstorm, and find a Fossil. What good is it? Not much, until you take it to a researcher on the second floor of the Devon Corporation building. He can turn it into a Pokémon for you! You get to pick only one of the two Fossils, though—either the Root Fossil or the Claw Fossil.

Note: Remember, unless your Pokémon is Steel, Ground, or Rock, you’ll be taking damage from the Sandstorm in the desert. TM37 will let you do this exact same thing in your battles. Put up a Sandstorm, use a defensive Pokémon, and watch your foe vanish in the sandy winds.
NEW MAUVILLE

1. SHOCKING

Speak with Mauville City's Gym Leader again to get the key to this area. You can find him just out in front of the Pokémon Center. Use Surf to access this area in the northeast of Route 110. Inside, you can find several items: Escape Rope, Ultra Ball, Parlyz Heal, Full Heal, and a Thunderstone. Watch out for the Voltorbis, though—they look just like items! This is also a good place to catch Electric Pokémon.

2. DEACTIVATE THE GENERATOR

There's a malfunctioning generator at the back of New Mauville—step on the switch in front to shut it off, then return to Mauville and speak with Watson again. He'll give you TM24, Thunderbolt, a very nice Electric attack.

WATER ROUTE 105

1. Trainer 1: Swimmer Dawn
   - Pokémon: Marill L27
   - Reward: ¥216

2. Trainer 2: Swimmer Beverly
   - Pokémon: Wailmer L26
   - Reward: ¥208

3. Trainer 3: Swimmer Luis
   - Pokémon: Carvanha L27
   - Reward: ¥216

4. Trainer 4: Ruin Maniac Foster
   - Pokémon: Sandshrew L26
   - Reward: ¥1560
Trainer 5: Swimmer Austin

**Pokémon:**
- Magikarp L25
- Wingull L25
- Tentacool L25

**Reward:** $200

**Optional Areas**

1. Southward

   Anytime you have Surf, you can come back and cruise through all of these Routes. However, this is never actually necessary, thanks to Mr. Briney's convenient transport. If you want to hunt some more Pokémon and face a few more Trainers, you can do it yourself. Check the southwestern island for an Iron.

Water Route 106

1. Eastward

   There's only a pair of Trainers here, and you've already seen the other interesting feature of this Route earlier—the Granite Cave. You can find a Protein on the shore behind the cave, though.

Trainer 1: Swimmer Nicole

**Pokémon:**
- Wailmer L27

**Reward:** $216

Trainer 2: Swimmer Douglas

**Pokémon:**
- Tentacool L26
- Tentacool L26

**Reward:** $208

**Abilities Required:** None

**Items Available:** Protein

**Notable Pokémon:** None

Sapphire Version
There are just a few Trainers on this wet Route, but you'll also encounter a couple for you to test your team skills against.
**Water Route 108**

**Trainer 1: Swimmer Tara**
- Pokémon: Horsea L26, Marill L26
- Reward: ¥208

**Trainer 2: Swimmer Jerome**
- Pokémon: Tentacool L26, Wingull L26
- Reward: ¥208

**Trainer 3: Swimmer Missy**
- Pokémon: Goldeen L24, Wailmer L24, Wingull L24, Marill L24

**Trainer 4: Swimmer Matthew**
- Pokémon: Carvanha L27
- Reward: ¥216

**Abandoned Ship**
Except for a few Trainers, this Route is pretty much deserted... And so is the ship midway along the Route. Come back and explore it when you're in the mood.
**Trainer 1: Fisherman Carter**

- **Pokémon:**
  - Tentacool L23
  - Wailmer L24
  - Tentacool L24
  - Tentacool L25

- **Reward:** £1,000

**Trainer 2: Swimmer Alice**

- **Pokémon:**
  - Goldeen L25
  - Wingull L25
  - Goldeen L25

- **Reward:** £200

**Trainer 3: Swimmer David**

- **Pokémon:**
  - Wingull L26
  - Carvanha L26

- **Reward:** £208

**Trainer 4: Tuber Gwen**

- **Pokémon:**
  - Marill L27

- **Reward:** £108

**Trainer 5: Tuber Carmen**

- **Pokémon:**
  - Marill L27

- **Reward:** £108

**Team Battle: Mel & Paul**

- **Pokémon:**
  - Dustox L27
  - Beautifly L27

- **Reward:** £1,728

---

**WARNINGS**

ABILITIES REQUIRED:
- **Normal**
- **PP Up**

ITEMS AVAILABLE:
- **None**

NOTABLE POKÉMON:
- **None**

---

**1 DOUBLE TROUBLE**

You'll find a few more trainers beyond the beach, along with another team match and a PP Up.
**Abandoned Ship**

**Trainer 1: Sailor Duncan**
- **Pokémon:** Wailmer L26, Machoke L26
- **Reward:** $832

**Trainer 2: Tuber Charlie**
- **Pokémon:** Marill L27
- **Reward:** $108

**1. Shipwreck**
There are plenty of goodies to be found on this ship, but you'll need Dive to explore it completely. Look around and you can find: Harbor Mail, Dive Ball, Escape Rope, Revive. Use Dive to also get Water Stone, TM18, Rain Dance, Luxury Ball, and Scanner.

**Tip**
If you go down to the Cabins that are only accessible with Dive, you'll initially find them locked. Look carefully when you enter each room. When you spot a sparkle on the ground, search there to find the keys you need to fully explore. The key to Room 2 is harder to find because you won't see the sparkle—after you enter Room 6, go left into Room 5 and search carefully. You'll find it about midway through the room.

**Note**
Rain Dance is a very nice Water technique that has several useful effects, including increasing the strength of Water attacks, raising the accuracy of Thunder to 100, and lowering the power of Fire moves.

**2. Treasure Hunter Duo**
You'll find a young couple in one of the cabins searching the ship for treasure—and they're up for a team Pokémon battle.

**Team Battle: Lois & Hal**
- **Pokémon:** Volbeat L27, Illumise L27
- **Reward:** $1728

**3. Storage Room**
There's a room one floor down from the first area where you enter that cannot be opened without a key. Higher up on the ship you'll find someone investigating for Captain Stern—the Storage Key is in the room with him. Pick it up, and then return to get TM13, Ice Beam.

**Note**
Ice Pokémon and Ice attacks are quite rare, so TM13 is a valuable find. It's also one of the few effective attacks against Dragon Pokémon.
**THE SCANNER**

Once you recover the Scanner from the depths of the ship, take it back to Captain Stern in Slateport City. You can trade it to him for either a Deepseatooth or a Deepseascale.

---

**SAFARI ZONE**

**1 SAFARI!**

The Safari Zone is a fun place to catch a lot of Pokémon that you can’t find anywhere else in the game. You must also do it a bit differently. You are given 500 steps and 30 Safari Balls when you enter the area. You must then throw them to catch Pokémon. You can throw a Pokéblock to help keep a Pokémon in battle with you. To explore the area fully, you need the Mach Bike to go to the northwest corner, the Acro Bike to explore the northeast, Surf to grab a few items, and a Fishing Pole to catch some of the Pokémon. Check everywhere! And don’t worry about running out of time, because you can always come back and try again.

**2 POKEBLOCK FEEDERS**

There are some curious boxes near several large patches of grass—they’re feeders for Pokémon! Put a Pokéblock inside to help attract Pokémon.

**3 GOODIES**

Just a few items here—a **Max Revive** and **Calcium**—but you’ll also find **TM22, Solarbeam**.

---

**NOTE**

An extremely potent Grass technique, TM22, Solarbeam is so strong that it must charge for one turn before it unleashes its full power. Make sure your Pokémon can either survive a turn, or have your target asleep, frozen, or otherwise incapacitated before you use this move. Of course, if you hit with it, you probably won’t have to worry about any counterattacks!
Since it's located north of Mossdeep City, it is entirely possible to skip this Route altogether. If you do decide to visit, Surf around to battle the Trainers, including a team battle, before you enter the Shoal Cave.

**Trainer 1: Swimmer Stan**
- **Pokémon:** Horsea L35
- **Reward:** £280

**Trainer 2: Sailor Ernest**
- **Pokémon:** Wingull L33, Tentacool L33, Machoke L33
- **Reward:** £1056

**Trainer 3: Swimmer Tanya**
- **Pokémon:** Luvdisc L35
- **Reward:** £280

**Trainer 4: Swimmer Sharon**
- **Pokémon:** Goldeen L34, Seaking L34
- **Reward:** £272

**Trainer 5: Swimmer Cody**
- **Pokémon:** Staryu L34, Wingull L34
- **Reward:** £272

**Team Battle: Sr. Kim & Jr. Iris**
- **Pokémon:** Swablu L34, Numel L36
- **Reward:** £1152
What's going on here? It's the tide! If the tide is high, you'll be able to explore only the upper reaches of this large cavern complex. Come back in a few hours (real time)! When the tide is low, you can go all the way to the bottom to explore. You need to come during both tides to fully explore, though, as there are some items that you can only acquire during each cycle.

1 HIGH TIDE

You won't be able to explore much of the cave while the tide is high, but you can meet a strange old man who wants some Shoal Salts and Shoal Shells. If you bring them back, he'll give you the Shell Bell, a held item that will slowly restore a Pokémon's HP in battle! Search the northern cave to find four Shoal Shells, Rare Candy, and a Big Pearl.

2 LOW TIDE

You can now fully explore this seaside cavern, and find plenty of items: four Shoal Salt, Ice Heal, Nevermeltice, and at the very bottom TM07, Hail. Nevermeltice will slightly increase the power of your Pokémon's Ice techniques. The bottom icy area is also an excellent place to search for rare Ice-type Pokémon. Finally, a man just before the bottom will give you the Focus Band, an item that can sometimes save your Pokémon from fainting when held.

NOTE

TM07, Hail, is an Ice technique that creates an icy storm in the battle, damaging combatants with Ice-type damage. Think of it as the ice version of Sandstorm. Note that 'weather' techniques will overwrite each other—only the most recent will take effect.
**Water Route 129**

**Trainer 1: Triathlete Allison**
- Pokémon: Wingull L25, Wingull L25, Wingull L25, Staryu L33
- Reward: $1000

**Trainer 2: Swimmer Reed**
- Pokémon: Carvanha L32, Spheal L32, Carvanha L32, Sharpedo L32
- Reward: $256

**Trainer 3: Swimmer Tisha**
- Pokémon: Chinchou L33, Pelipper L33, Luvdisc L33
- Reward: $264

**Trainer 4: Triathlete Chase**
- Pokémon: Wingull L27, Staryu L35
- Reward: $1400

---

**West to Pacifidlog Town**

This stretch of water routes from the east to Slateport in the west is an entirely optional portion of your journey. You can either explore it as soon as you encounter it, or skip it, finish the game, and then come back and go through. There's not much here except for a lot of Trainers, but there is a certain tower on Route 131 that shows up only after you've finished the game.
**Water Route 130**

**Trainer 1: Swimmer Katie**
- Pokémon: Goldeen L33
- Pokémon: Spheal L33
- Pokémon: Chinchou L33
- Reward: £264

**Trainer 2: Swimmer Rodney**
- Pokémon: Horsea L34
- Pokémon: Gyarados L34
- Reward: £272

There seems to be even less along this route, but perhaps there is more than meets the eye about this area...

**Water Route 131**

**Trainer 1: Swimmer Kara**
- Pokémon: Seaking L35
- Reward: £280

**Trainer 2: Swimmer Herman**
- Pokémon: Wailmer L34
- Pokémon: Tentacruel L34
- Reward: £272

**Trainer 3: Swimmer Susie**
- Pokémon: Horsea L33
- Pokémon: Wailmer L33
- Reward: £264

**Trainer 4: Swimmer Richard**
- Pokémon: Pelipper L35
- Reward: £280

---

**Abilities Required:** Surf

**Items Available:** None

**Notable Pokémon:** None
ON TO TOWN

You're almost to Pacifidlog, but there are four more Trainers and a team battle ahead!

REL.: We'll work together as siblings to take you on!

TEAM BATTLE: RELI & IAN

POKÉMON: Azumarill L36
                      Wingull L34

REWARD: $816

ABLEILITIES REQUIRED: SURF
ITEMS AVAILABLE: TM21, TM27
NOTABLE POKÉMON: None

PACIFIDLOG TOWN

Check out this small floating sea town and you'll hear mention of Mirage Island, a mysterious island east of town that periodically appears and disappears. A set of three ancient Pokémon—Steel, Ice, and Rock—and an enormous Pokémon are soaring in the skies above. There is truth to these rumors!

I can't see MIRAGE ISLAND today...

TRADING

Talk to a woman in the south-central house, and she'll offer to trade you a Corsola for a Bellossom.

BELLOSSOM? Do you have one?
I'll trade you my CORSOLA for it.

Yes No

POKÉMON FAN CLUB

Well, not quite, but the Chairman's brother lives in the southwest house, and he'll give you TM27, Return. This technique deals more damage the more your Pokémon likes you! You might want to check back with this man in a week or so. Depending on how you treat your Pokémon, you may also get TM21, Frustration, a technique that deals more damage the more your Pokémon dislikes you!

Obtained the TM27.
CURRENTS!

Don't be surprised if you zip through all three of these routes very quickly. The tide will carry you along at a brisk pace, so you’ll have to make multiple runs through if you want to face all the Trainers and grab every item. You can find a Rare Candy on this Route.

TRAINER 1: SWIMMER DANA

Pokémon:
- Marill L33
- Luvdisc L33
- Azumarill L33

Reward: £264

TRAINER 2: BLACK BELT KIYO

Pokémon:
- Makuhita L33
- Makuhita L33
- Machoke L33

Reward: £1056

TRAINER 3: SWIMMER GILBERT

Pokémon:
- Sharpedo L35

Reward: £280

TRAINER 4: FISHERMAN RONALD

Pokémon:
- Gyarados L34
- Gyarados L29
- Gyarados L25
- Gyarados L22
- Gyarados L20
- Magikarp L19

Reward: £760
## Water Route 133

**Trainer Battles**

There are a lot of Trainers on this route, and you can also pick up a **Star Piece**.

<table>
<thead>
<tr>
<th>Trainer</th>
<th>Pokémon</th>
<th>Reward</th>
</tr>
</thead>
<tbody>
<tr>
<td>1: Swimmer Debra</td>
<td>Goldeen L34</td>
<td>272</td>
</tr>
<tr>
<td></td>
<td>Seaking L34</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Total:</strong> 272</td>
</tr>
<tr>
<td>2: Swimmer Linda</td>
<td>Horsea L34</td>
<td>272</td>
</tr>
<tr>
<td></td>
<td>Seadra L34</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Total:</strong> 272</td>
</tr>
<tr>
<td>3: Bird Keeper Beck</td>
<td>Pelipper L34</td>
<td>1088</td>
</tr>
<tr>
<td></td>
<td>Pelipper L34</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Total:</strong> 1088</td>
</tr>
<tr>
<td>4: Swimmer Franklin</td>
<td>Tentacruel L34</td>
<td>272</td>
</tr>
<tr>
<td></td>
<td>Sealeo L34</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Total:</strong> 272</td>
</tr>
<tr>
<td>5: Cooltrainer Warren</td>
<td>Graveler L34</td>
<td>1632</td>
</tr>
<tr>
<td></td>
<td>Ludicolo L34</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Magcargo L34</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Total:</strong> 1632</td>
</tr>
</tbody>
</table>
### Water Route 134

**In the Deep**

There are more Trainers here, so it will take you a while to battle them all. More importantly, there is also a secret waiting for you in this area. There is a place where you can Dive in the southeast part of this Route. Make it there, then flip over to the Regi section on the following page.

<table>
<thead>
<tr>
<th>Trainer</th>
<th>Pokémon</th>
<th>Reward</th>
</tr>
</thead>
<tbody>
<tr>
<td>1: Bird Keeper Alex</td>
<td>Natu L32, Wingull L32, Pelipper L32, Swellow L32</td>
<td>¥1024</td>
</tr>
<tr>
<td>2: Swimmer Jack</td>
<td>Staryu L34, Gyarados L34</td>
<td>¥272</td>
</tr>
<tr>
<td>3: Swimmer Laurel</td>
<td>Luvdisc L33, Luvdisc L33, Luvdisc L33</td>
<td>¥264</td>
</tr>
<tr>
<td>4: Black Belt Hitoshi</td>
<td>Machoke L34, Machoke L34</td>
<td>¥1088</td>
</tr>
<tr>
<td>5: Dragon Tamer Aaron</td>
<td>Bagon L35</td>
<td>¥1680</td>
</tr>
</tbody>
</table>
Optional Areas

Post-Pokémon League Areas

The Sky Pillar

1 TO THE TOWER

After you have defeated the Pokémon League, head east from Pacifidlog Town onto Route 131, and check the northern edge as you go along. You'll eventually find a gap that will lead you to an island. Land on the island, then enter the small cave and run through to get onto the top of the island. You will find an immense tower here, the Sky Pillar!

2 INSIDE THE PILLAR

To reach the top, you'll need your Mach Bike, some patience, and a bit of skill. All you have to do is ride all the way to the top—easier said than done, since a mistake will send you down a floor. Keep at it, and eventually you'll reach the precipice.

3 ATOP THE PILLAR

And why go to all this effort? Because there is something waiting for you on the top of the Sky Pillar—the immense flying Pokémon, Rayquaza! Good luck. If you decided to save your Master Ball, this would be another good time to use it; otherwise, you'll need to throw a lot of Ultra Balls and hope you get lucky. Remember to save your game just before you get in the battle—you don't want to miss your chance to catch this one-of-a-kind Pokémon!

The Regi

1 REGI?

Yup... ancient creatures, long and hidden, but you can find them. To do so, head to the southeast part of Route 134, and dive into the water. Within, you will find a cave. Walk to the top-center of the room and use Dig to break through. In the next room, you must do something strange: Put a Relicanth in front of your party, and a Wailord in the last spot. Walk to the top of the room and read the center script on the stone. You'll trigger an earthquake. You can Fish up a Wailmer to evolve in Route 122, and find a Relicanth outside Sootopolis in the underwater grass (rarely, but it is there). Now you've unlocked the three Regi!
**NOTE**

What is that script? It's Braille, a set of characters designed for the blind. Assuming you want to figure out this little puzzle yourself, you'll need to do some translation.

---

### 2. Registeel

You can access a Volcano in the southwest region of Route 120. Enter it, then head toward the center of the room, use Fly, and say hello to Registeel.

---

### 3. Regirock

Fly to Lavaridge, bop down the mountain, and enter the desert. In the southern part of the desert, you'll find another mountain. Enter, walk up to the center tile at the top of the room, go three steps down and two steps right, and then use Strength to open the passage to Regirock.

---

### 4. Regice

In Route 105, there's an island on the west side that has a mountain on it—go there, enter, and stand in front of the center tile on the north wall. Press the A Button and wait! Really, don't move at all. Be patient, and the entrance to Regice's room will open.

---

**SS. Tidal**

<table>
<thead>
<tr>
<th>Trainer 1: Pokéfan Colton</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pokémon:</strong></td>
</tr>
<tr>
<td>Skitty L22</td>
</tr>
<tr>
<td>Skitty L36</td>
</tr>
<tr>
<td>Skitty L40</td>
</tr>
<tr>
<td>Skitty L12</td>
</tr>
<tr>
<td>Skitty L30</td>
</tr>
<tr>
<td>Delcatty L42</td>
</tr>
<tr>
<td><strong>Reward:</strong> F3360</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Trainer 2: Lady Anette</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pokémon:</strong> Roselia L45</td>
</tr>
<tr>
<td><strong>Reward:</strong> F9000</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Trainer 3: Gentleman Thomas</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pokémon:</strong> Zangoose L45</td>
</tr>
<tr>
<td><strong>Reward:</strong> F3600</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Trainer 4: Gentleman Tucker</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pokémon:</strong> Manectric L44</td>
</tr>
<tr>
<td><strong>Reward:</strong> F3520</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Trainer 5: Rich Boy Garret</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pokémon:</strong> Azumarill L45</td>
</tr>
<tr>
<td><strong>Reward:</strong> F9000</td>
</tr>
</tbody>
</table>
1. **IT'S COMPLETE!**

Finally, you can travel on the S.S. Tidal! This vessel can take you back and forth from Slateport City and Lilycove City, which is convenient. More interestingly, however, it can also drop you off at an entirely new destination, the Battle Tower!

2. **ON THE SHIP**

You can actually explore the ship a bit while you travel, take a look around to fight a few Trainers, and even find a few items, including *Leftovers* in the northwest pot down in the storage area! *TM49, Snatch,* is given to you by a man in one of the cabins.

---

**TRAINER 6: SAILOR PHILLIP**

- **Pokémon:** Tentacruel L44
- **Pokémon:** Machoke L44

**Reward:** $1408

---

**TRAINER 7: SAILOR LEONARD**

- **Pokémon:** Machop L43
- **Pokémon:** Pelipper L43
- **Pokémon:** Machoke L43

**Reward:** $1376

---

**NOTE**

*Leftovers* is a very nice Pokémon held item that will heal your Pokémon each round of battle!

---

**NOTE**

*Snatch* is a fun move, stealing your opponent's technique for the round and using it against him!

---

**3. DOUBLE TROUBLE**

Yes, there's another team battle for you in the southwestern cabin.

---

**TEAM BATTLE: LEA & JED**

- **Pokémon:** Luvdisc L45
- **Pokémon:** Luvdisc L45

**Reward:** $2880

---

**4. REST UP**

Check the bed in the room, right next to Lea & Jed, and you can rest your Pokémon.

*It's a bed. Let's take a rest.*
TO BATTLE

Short of playing Pokémon with your friends, this is the toughest challenge you will face in the entire game. You can choose either a Level 50 or a Level 100 challenge. Pick three Pokémon, and then face seven Trainers in a row. Your winning streak will be recorded, and you will earn items for long streaks. Win 50 consecutive battles and you'll get a Silver Shield, and it will be noted on your Trainer Card! Pokémon Ribbons are awarded after 56 wins and you earn a Gold Shield for 100 wins. Good luck—you're going to need it. Oh, one other thing—no super Pokémon (Kyogre, Groudon, and Rayquaza) allowed here! You can use only Hold items and you must use a different Hold item on each Pokémon, so this is going to be a test of your Pokémon raising and fighting skills, not the strength of a few individual Pokémon.

LATIOS AND LATIAS

THAT NEWS REPORT...

Just after you finish the game, there's an interesting piece of news playing on the TV downstairs in your home. What is it about exactly? A certain, one-of-a-kind Pokémon is now loose in Hoenn, and it is very difficult to catch. It will show up randomly all over the land in patches of grass, and you've got just once chance to catch it. Don't plan on finding it right away, just spend some time playing as you normally would, and you'll eventually run across it now and again. What Pokémon is it? That depends on which game you're playing. For Ruby players, Latios is the one to catch; for Sapphire, Latias patrols the skies.
# THE POKÉMON LIBRARY

This table provides a full listing of essential Pokémon information for your reference in combat. Anytime you're uncertain on a Pokémon's type, check here, then use our Combat Chart to select your best possible Pokémon and attacks.

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Ht.</th>
<th>Wt.</th>
<th>Type</th>
<th>Category</th>
<th>#</th>
<th>Name</th>
<th>Ht.</th>
<th>Wt.</th>
<th>Type</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Treecko</td>
<td>1'8&quot;</td>
<td>11</td>
<td>Grass</td>
<td>Wood Geck</td>
<td>29</td>
<td>Ralts</td>
<td>1'4&quot;</td>
<td>15</td>
<td>Psychic</td>
<td>Feeling</td>
</tr>
<tr>
<td>2</td>
<td>Grovyle</td>
<td>2'11&quot;</td>
<td>48</td>
<td>Grass</td>
<td>Wood Geck</td>
<td>30</td>
<td>Kirlia</td>
<td>2'7&quot;</td>
<td>45</td>
<td>Psychic</td>
<td>Emotion</td>
</tr>
<tr>
<td>3</td>
<td>Sceptile</td>
<td>5'7&quot;</td>
<td>115</td>
<td>Grass</td>
<td>Forest</td>
<td>31</td>
<td>Gardevoir</td>
<td>5'3&quot;</td>
<td>107</td>
<td>Psychic</td>
<td>Embrace</td>
</tr>
<tr>
<td>4</td>
<td>Torchic</td>
<td>1'4&quot;</td>
<td>6</td>
<td>Fire</td>
<td>Chick</td>
<td>32</td>
<td>Parasect</td>
<td>1'8&quot;</td>
<td>4</td>
<td>Bug/Water</td>
<td>Pond Skater</td>
</tr>
<tr>
<td>5</td>
<td>Combusken</td>
<td>2'11&quot;</td>
<td>47</td>
<td>Fire/Fighting</td>
<td>Young Fowl</td>
<td>33</td>
<td>Masquerain</td>
<td>2'7&quot;</td>
<td>8</td>
<td>Bug/Flying</td>
<td>Eye Ball</td>
</tr>
<tr>
<td>6</td>
<td>Blaziken</td>
<td>6'3&quot;</td>
<td>115</td>
<td>Fire/Fighting</td>
<td>Blaze</td>
<td>34</td>
<td>Shroomish</td>
<td>1'4&quot;</td>
<td>10</td>
<td>Grass</td>
<td>Mushroom</td>
</tr>
<tr>
<td>7</td>
<td>Mudkip</td>
<td>1'4&quot;</td>
<td>17</td>
<td>Water</td>
<td>Mud Fish</td>
<td>35</td>
<td>Breloom</td>
<td>3'11&quot;</td>
<td>86</td>
<td>Grass/Fighting</td>
<td>Mushroom</td>
</tr>
<tr>
<td>8</td>
<td>Marshtomp</td>
<td>2'4&quot;</td>
<td>62</td>
<td>Water/Ground</td>
<td>Mud Fish</td>
<td>36</td>
<td>Slakoth</td>
<td>2'7&quot;</td>
<td>53</td>
<td>Normal</td>
<td>Slacker</td>
</tr>
<tr>
<td>9</td>
<td>Swampert</td>
<td>4'11&quot;</td>
<td>181</td>
<td>Water/Ground</td>
<td>Mud Fish</td>
<td>37</td>
<td>Vigoroth</td>
<td>4'7&quot;</td>
<td>103</td>
<td>Normal</td>
<td>Wild Monkey</td>
</tr>
<tr>
<td>10</td>
<td>Poliwhirl</td>
<td>1'8&quot;</td>
<td>30</td>
<td>Dark</td>
<td>Bite</td>
<td>38</td>
<td>Slaking</td>
<td>6'7&quot;</td>
<td>288</td>
<td>Normal</td>
<td>Lazy</td>
</tr>
<tr>
<td>11</td>
<td>Poliwrath</td>
<td>3'3&quot;</td>
<td>82</td>
<td>Dark</td>
<td>Bite</td>
<td>39</td>
<td>Abra</td>
<td>2'11&quot;</td>
<td>43</td>
<td>Psychic</td>
<td>Psi</td>
</tr>
<tr>
<td>12</td>
<td>Zigzagoon</td>
<td>1'4&quot;</td>
<td>36</td>
<td>Normal</td>
<td>Tinyracon</td>
<td>40</td>
<td>Kadabra</td>
<td>4'3&quot;</td>
<td>125</td>
<td>Psychic</td>
<td>Psi</td>
</tr>
<tr>
<td>13</td>
<td>Lindon</td>
<td>1'8&quot;</td>
<td>72</td>
<td>Normal</td>
<td>Rushing</td>
<td>41</td>
<td>Alakazam</td>
<td>4'11&quot;</td>
<td>106</td>
<td>Psychic</td>
<td>Psi</td>
</tr>
<tr>
<td>14</td>
<td>Wurmple</td>
<td>1'0&quot;</td>
<td>8</td>
<td>Bug</td>
<td>Worin</td>
<td>42</td>
<td>Ninjask</td>
<td>2'7&quot;</td>
<td>36</td>
<td>Bug/Flying</td>
<td>Ninja</td>
</tr>
<tr>
<td>15</td>
<td>Silcoon</td>
<td>2'0&quot;</td>
<td>22</td>
<td>Bug</td>
<td>Cocoon</td>
<td>43</td>
<td>Ninjask</td>
<td>2'7&quot;</td>
<td>26</td>
<td>Bug/Flying</td>
<td>Ninja</td>
</tr>
<tr>
<td>16</td>
<td>Beautifly</td>
<td>3'3&quot;</td>
<td>63</td>
<td>Bug/Flying</td>
<td>Butterfly</td>
<td>44</td>
<td>Shedinja</td>
<td>2'7&quot;</td>
<td>3</td>
<td>Bug/Ghost</td>
<td>Shed</td>
</tr>
<tr>
<td>17</td>
<td>Cascoon</td>
<td>2'4&quot;</td>
<td>25</td>
<td>Bug</td>
<td>Cocoon</td>
<td>45</td>
<td>Whismur</td>
<td>2'0&quot;</td>
<td>36</td>
<td>Normal</td>
<td>Whisper</td>
</tr>
<tr>
<td>18</td>
<td>Dustox</td>
<td>5'11&quot;</td>
<td>70</td>
<td>Bug/Poison</td>
<td>Poison Moth</td>
<td>46</td>
<td>Loudred</td>
<td>4'3&quot;</td>
<td>89</td>
<td>Normal</td>
<td>Big Voice</td>
</tr>
<tr>
<td>19</td>
<td>Lotad</td>
<td>1'8&quot;</td>
<td>6</td>
<td>Water/Glass</td>
<td>Water Weed</td>
<td>47</td>
<td>Exploud</td>
<td>4'11&quot;</td>
<td>165</td>
<td>Normal</td>
<td>Loud Noise</td>
</tr>
<tr>
<td>20</td>
<td>Lombard</td>
<td>3'11&quot;</td>
<td>72</td>
<td>Water/Glass</td>
<td>Jolly</td>
<td>48</td>
<td>Makuhita</td>
<td>3'3&quot;</td>
<td>191</td>
<td>Fighting</td>
<td>Guts</td>
</tr>
<tr>
<td>21</td>
<td>Ludicolo</td>
<td>4'11&quot;</td>
<td>121</td>
<td>Water/Glass</td>
<td>Carefree</td>
<td>49</td>
<td>Haryama</td>
<td>7'7&quot;</td>
<td>560</td>
<td>Fighting</td>
<td>Arm Thrust</td>
</tr>
<tr>
<td>22</td>
<td>Seedot</td>
<td>1'8&quot;</td>
<td>9</td>
<td>Grass</td>
<td>Acorn</td>
<td>50</td>
<td>Goldeen</td>
<td>2'0&quot;</td>
<td>33</td>
<td>Water</td>
<td>Goldfish</td>
</tr>
<tr>
<td>23</td>
<td>Nuzleaf</td>
<td>3'3&quot;</td>
<td>67</td>
<td>Grass/Dark</td>
<td>Wily</td>
<td>51</td>
<td>Seaking</td>
<td>4'3&quot;</td>
<td>86</td>
<td>Water</td>
<td>Goldfish</td>
</tr>
<tr>
<td>24</td>
<td>Shiftry</td>
<td>4'3&quot;</td>
<td>131</td>
<td>Grass/Dark</td>
<td>Wicked</td>
<td>52</td>
<td>Magikarp</td>
<td>2'11&quot;</td>
<td>22</td>
<td>Water</td>
<td>Fish</td>
</tr>
<tr>
<td>25</td>
<td>Tailow</td>
<td>1'0&quot;</td>
<td>5</td>
<td>Normal/Flying</td>
<td>TinySwallow</td>
<td>53</td>
<td>Gyarados</td>
<td>2'11&quot;</td>
<td>518</td>
<td>Water/Flying</td>
<td>Atrocious</td>
</tr>
<tr>
<td>26</td>
<td>Swalot</td>
<td>2'4&quot;</td>
<td>44</td>
<td>Normal/Flying</td>
<td>Swallow</td>
<td>54</td>
<td>Azurill</td>
<td>0'8&quot;</td>
<td>4</td>
<td>Normal</td>
<td>Poliwhirl</td>
</tr>
<tr>
<td>27</td>
<td>Wingull</td>
<td>2'0&quot;</td>
<td>21</td>
<td>Water/Flying</td>
<td>Seagull</td>
<td>55</td>
<td>Marill</td>
<td>1'4&quot;</td>
<td>19</td>
<td>Water</td>
<td>Aqua Mouse</td>
</tr>
<tr>
<td>28</td>
<td>Pelipper</td>
<td>3'11&quot;</td>
<td>62</td>
<td>Water/Flying</td>
<td>Water Bird</td>
<td>56</td>
<td>Azumarill</td>
<td>2'7&quot;</td>
<td>63</td>
<td>Water</td>
<td>Aqua Rabbit</td>
</tr>
<tr>
<td>#</td>
<td>NAME</td>
<td>HT.</td>
<td>WT.</td>
<td>TYPE</td>
<td>CATEGORY</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>----</td>
<td>----------</td>
<td>---------</td>
<td>------</td>
<td>------------------</td>
<td>----------</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>57</td>
<td>GEODUDE</td>
<td>1'4&quot;</td>
<td>44</td>
<td>ROCK/GROUND</td>
<td>ROCK</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>58</td>
<td>GRAYELER</td>
<td>3'3&quot;</td>
<td>232</td>
<td>ROCK/GROUND</td>
<td>ROCK</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>59</td>
<td>GOLEM</td>
<td>4'7&quot;</td>
<td>662</td>
<td>ROCK/GROUND</td>
<td>MEGATON</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>60</td>
<td>NOSEPASS</td>
<td>3'3&quot;</td>
<td>214</td>
<td>ROCK</td>
<td>COMPASS</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>61</td>
<td>SKITTY</td>
<td>2'0&quot;</td>
<td>24</td>
<td>NORMAL</td>
<td>KITTEN</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>62</td>
<td>DELCATTY</td>
<td>3'7&quot;</td>
<td>72</td>
<td>NORMAL</td>
<td>PRIM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>63</td>
<td>ZUBAT</td>
<td>2'7&quot;</td>
<td>17</td>
<td>POISON/FLYING</td>
<td>BAT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>64</td>
<td>GOLBAT</td>
<td>5'3&quot;</td>
<td>121</td>
<td>POISON/FLYING</td>
<td>BAT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>65</td>
<td>CRIBAT</td>
<td>5'11&quot;</td>
<td>165</td>
<td>POISON/FLYING</td>
<td>BAT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>66</td>
<td>TENTACOUL</td>
<td>2'11&quot;</td>
<td>100</td>
<td>WATER/POISON</td>
<td>JELLYFISH</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>67</td>
<td>TENTACRUEL</td>
<td>5'3&quot;</td>
<td>121</td>
<td>WATER/POISON</td>
<td>JELLYFISH</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>68</td>
<td>SABLEYE</td>
<td>1'8&quot;</td>
<td>24</td>
<td>DARK/GHOST</td>
<td>DARKNESS</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>69</td>
<td>MAMILE</td>
<td>2'0&quot;</td>
<td>25</td>
<td>STEEL</td>
<td>DECEIVER</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>70</td>
<td>ARON</td>
<td>1'4&quot;</td>
<td>132</td>
<td>STEEL/ROCK</td>
<td>IRON ARMOR</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>71</td>
<td>LAIRON</td>
<td>2'11&quot;</td>
<td>265</td>
<td>STEEL/ROCK</td>
<td>IRON ARMOR</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>72</td>
<td>AGGRON</td>
<td>6'11&quot;</td>
<td>794</td>
<td>STEEL/ROCK</td>
<td>IRON ARMOR</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>73</td>
<td>MACHOP</td>
<td>2'7&quot;</td>
<td>43</td>
<td>FIGHTING</td>
<td>SUPERPOWER</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>74</td>
<td>MACHOKE</td>
<td>4'11&quot;</td>
<td>155</td>
<td>FIGHTING</td>
<td>SUPERPOWER</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>75</td>
<td>MACHAMP</td>
<td>5'3&quot;</td>
<td>287</td>
<td>FIGHTING</td>
<td>SUPERPOWER</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>76</td>
<td>MEDITITE</td>
<td>2'0&quot;</td>
<td>25</td>
<td>FIGHTING/Psychic</td>
<td>MEDITATE</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>77</td>
<td>MEDICAM</td>
<td>4'3&quot;</td>
<td>69</td>
<td>FIGHTING/Psychic</td>
<td>MEDITATE</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>78</td>
<td>ELECTRIKE</td>
<td>2'0&quot;</td>
<td>34</td>
<td>ELECTRIC</td>
<td>LIGHTNING</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>79</td>
<td>MANECTRIC</td>
<td>4'11&quot;</td>
<td>89</td>
<td>ELECTRIC</td>
<td>DISCHARGE</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>80</td>
<td>PLUSLE</td>
<td>1'4&quot;</td>
<td>9</td>
<td>ELECTRIC</td>
<td>CHEERING</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>81</td>
<td>MINUN</td>
<td>1'4&quot;</td>
<td>9</td>
<td>ELECTRIC</td>
<td>CHEERING</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>82</td>
<td>MAGNEMITE</td>
<td>1'0&quot;</td>
<td>13</td>
<td>ELECTRIC/STEEL</td>
<td>MAGNET</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>83</td>
<td>MAGNETON</td>
<td>3'3&quot;</td>
<td>132</td>
<td>ELECTRIC/STEEL</td>
<td>MAGNET</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>84</td>
<td>VOLTORB</td>
<td>1'8&quot;</td>
<td>23</td>
<td>ELECTRIC</td>
<td>BALL</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>85</td>
<td>ELECTRODE</td>
<td>3'11&quot;</td>
<td>147</td>
<td>ELECTRIC</td>
<td>BALL</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>86</td>
<td>VOLBEAT</td>
<td>2'4&quot;</td>
<td>39</td>
<td>BUG</td>
<td>FIREFLY</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>87</td>
<td>ILLUMISE</td>
<td>2'0&quot;</td>
<td>39</td>
<td>BUG</td>
<td>FIREFLY</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>88</td>
<td>ODISH</td>
<td>1'8&quot;</td>
<td>12</td>
<td>GRASS/POISON</td>
<td>WEED</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>89</td>
<td>GLOOM</td>
<td>2'7&quot;</td>
<td>19</td>
<td>GRASS/POISON</td>
<td>WEED</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>90</td>
<td>VILEPLUME</td>
<td>3'11&quot;</td>
<td>41</td>
<td>GRASS/POISON</td>
<td>FLOWER</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>91</td>
<td>BELLOSSOM</td>
<td>1'4&quot;</td>
<td>13</td>
<td>GRASS</td>
<td>FLOWER</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>92</td>
<td>DODDIO</td>
<td>4'7&quot;</td>
<td>86</td>
<td>NORMAL/Flying</td>
<td>TWIN BIRD</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>93</td>
<td>DODRIO</td>
<td>5'11&quot;</td>
<td>188</td>
<td>NORMAL/Flying</td>
<td>TRIPLE BIRD</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>94</td>
<td>ROSELLA</td>
<td>1'0&quot;</td>
<td>4</td>
<td>GRASS/Poison</td>
<td>THORN</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>95</td>
<td>GULPIN</td>
<td>1'4&quot;</td>
<td>23</td>
<td>Poison</td>
<td>STOMACH</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>96</td>
<td>SWALOT</td>
<td>5'7&quot;</td>
<td>176</td>
<td>Poison</td>
<td>Poison Bag</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>97</td>
<td>CARVANHA</td>
<td>2'7&quot;</td>
<td>46</td>
<td>Water/Dark</td>
<td>Savage</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>98</td>
<td>SHARPEDO</td>
<td>5'11&quot;</td>
<td>196</td>
<td>Water/Dark</td>
<td>Brutal</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>99</td>
<td>WAILMER</td>
<td>6'7&quot;</td>
<td>267</td>
<td>Water</td>
<td>Ball Whale</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>100</td>
<td>WAILORD</td>
<td>4'77&quot;</td>
<td>878</td>
<td>Water</td>
<td>Float Whale</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>101</td>
<td>NUDEL</td>
<td>2'4&quot;</td>
<td>53</td>
<td>Fire/Ground</td>
<td>Numb</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>102</td>
<td>CATERUPT</td>
<td>6'3&quot;</td>
<td>485</td>
<td>Fire/Ground</td>
<td>Eruption</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>103</td>
<td>SLUGMA</td>
<td>2'4&quot;</td>
<td>77</td>
<td>Fire</td>
<td>Lava</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>104</td>
<td>MAGICARO</td>
<td>2'7&quot;</td>
<td>121</td>
<td>Fire/Rock</td>
<td>Lava</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>105</td>
<td>TORKOAL</td>
<td>1'8&quot;</td>
<td>177</td>
<td>Fire</td>
<td>Coal</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>106</td>
<td>GRIMER</td>
<td>2'11&quot;</td>
<td>66</td>
<td>Poison</td>
<td>Sludge</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>107</td>
<td>MJIK</td>
<td>3'11&quot;</td>
<td>66</td>
<td>Poison</td>
<td>Sludge</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>108</td>
<td>KOFFING</td>
<td>2'0&quot;</td>
<td>2</td>
<td>Poison</td>
<td>Poison Gas</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>109</td>
<td>WEEZING</td>
<td>3'11&quot;</td>
<td>21</td>
<td>Poison</td>
<td>Poison Gas</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>110</td>
<td>SPOINK</td>
<td>2'4&quot;</td>
<td>67</td>
<td>Psychic</td>
<td>Bounce</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>111</td>
<td>GRUMPIG</td>
<td>2'11&quot;</td>
<td>158</td>
<td>Psychic</td>
<td>Manipulate</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>112</td>
<td>SABOSHREW</td>
<td>2'0&quot;</td>
<td>26</td>
<td>Ground</td>
<td>Mouse</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>113</td>
<td>SANDSLASH</td>
<td>3'3&quot;</td>
<td>65</td>
<td>Ground</td>
<td>Mouse</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>114</td>
<td>SPINDA</td>
<td>3'7&quot;</td>
<td>11</td>
<td>Normal</td>
<td>Spot Panda</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>115</td>
<td>SKARMORY</td>
<td>5'7&quot;</td>
<td>111</td>
<td>Steel/Flying</td>
<td>Armor Bird</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>116</td>
<td>TRAPNICH</td>
<td>2'4&quot;</td>
<td>33</td>
<td>Ground</td>
<td>Ant Pit</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>117</td>
<td>VIBRAVA</td>
<td>3'7&quot;</td>
<td>34</td>
<td>Ground/Dragon</td>
<td>Vibration</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>118</td>
<td>FLYGON</td>
<td>6'7&quot;</td>
<td>181</td>
<td>Ground/Dragon</td>
<td>Mystic</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>119</td>
<td>CAENIA</td>
<td>1'4&quot;</td>
<td>113</td>
<td>Grass</td>
<td>Cactus</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>120</td>
<td>CACTURNE</td>
<td>4'3&quot;</td>
<td>171</td>
<td>Grass/Flying</td>
<td>Scarecrow</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>121</td>
<td>SWABLU</td>
<td>1'4&quot;</td>
<td>3</td>
<td>Normal/Flying</td>
<td>Cotton Bird</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>122</td>
<td>ALTARIA</td>
<td>3'7&quot;</td>
<td>45</td>
<td>Dragon/Flying</td>
<td>Humming</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>123</td>
<td>ZANGOOSE</td>
<td>4'3&quot;</td>
<td>89</td>
<td>Normal</td>
<td>Cat Ferret</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>124</td>
<td>SEVIPER</td>
<td>8'10&quot;</td>
<td>116</td>
<td>Poison</td>
<td>Fang Snake</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>125</td>
<td>LUNATONE</td>
<td>3'3&quot;</td>
<td>370</td>
<td>Rock/Psychic</td>
<td>Meteorite</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>126</td>
<td>SOLROCK</td>
<td>3'11&quot;</td>
<td>340</td>
<td>Rock/Psychic</td>
<td>Meteorite</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>127</td>
<td>BARBOACHI</td>
<td>1'4&quot;</td>
<td>4</td>
<td>Water/Ground</td>
<td>Whiskers</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>128</td>
<td>WHISCAST</td>
<td>2'11&quot;</td>
<td>52</td>
<td>Water/Ground</td>
<td>Whiskers</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>129</td>
<td>CORPHISH</td>
<td>2'0&quot;</td>
<td>25</td>
<td>Water</td>
<td>Ruffian</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>130</td>
<td>CRAWDAUNT</td>
<td>3'7&quot;</td>
<td>72</td>
<td>Water/Dark</td>
<td>Rogue</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>#</td>
<td>Name</td>
<td>Ht.</td>
<td>Wt.</td>
<td>Type</td>
<td>Category</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>----</td>
<td>--------------</td>
<td>-----</td>
<td>-----</td>
<td>----------------</td>
<td>--------------</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>131</td>
<td>Baltoguy</td>
<td>4'11&quot;</td>
<td>77</td>
<td>Ground/Psychic</td>
<td>Clay Doll</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>132</td>
<td>Claydol</td>
<td>4'11&quot;</td>
<td>133</td>
<td>Ground/Psychic</td>
<td>Clay Doll</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>133</td>
<td>Lileep</td>
<td>3'8&quot;</td>
<td>47</td>
<td>Rock/Grass</td>
<td>Sea Lily</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>134</td>
<td>Cradily</td>
<td>4'11&quot;</td>
<td>103</td>
<td>Rock/Grass</td>
<td>Barnacle</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>135</td>
<td>Anorith</td>
<td>2'6&quot;</td>
<td>28</td>
<td>Rock/Bug</td>
<td>Old Shrimp</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>136</td>
<td>Armaldo</td>
<td>4'11&quot;</td>
<td>150</td>
<td>Rock/Bug</td>
<td>Plate</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>137</td>
<td>Iggybuff</td>
<td>1'10&quot;</td>
<td>23</td>
<td>Normal</td>
<td>Balloon</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>138</td>
<td>Jigglybuff</td>
<td>1'8&quot;</td>
<td>13</td>
<td>Normal</td>
<td>Balloon</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>139</td>
<td>Wigglytuff</td>
<td>3'3&quot;</td>
<td>26</td>
<td>Normal</td>
<td>Balloon</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>140</td>
<td>Feebas</td>
<td>2'0&quot;</td>
<td>16</td>
<td>Water</td>
<td>Fish</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>141</td>
<td>Mioltic</td>
<td>2'10&quot;</td>
<td>357</td>
<td>Water</td>
<td>Tender</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>142</td>
<td>Castform</td>
<td>10&quot;</td>
<td>2</td>
<td>Normal</td>
<td>Weather</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>143</td>
<td>Staryu</td>
<td>2'7&quot;</td>
<td>61</td>
<td>Water</td>
<td>Star Shape</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>144</td>
<td>Starmie</td>
<td>3'7&quot;</td>
<td>176</td>
<td>Water/Psychic</td>
<td>Mysterious</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>145</td>
<td>Kecleon</td>
<td>3'3&quot;</td>
<td>49</td>
<td>Normal</td>
<td>Color Swap</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>146</td>
<td>Shuppet</td>
<td>2'0&quot;</td>
<td>5</td>
<td>Ghost</td>
<td>Puppet</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>147</td>
<td>Banette</td>
<td>3'7&quot;</td>
<td>28</td>
<td>Ghost</td>
<td>Marionette</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>148</td>
<td>Duskull</td>
<td>2'7&quot;</td>
<td>33</td>
<td>Ghost</td>
<td>Requiem</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>149</td>
<td>Disclops</td>
<td>5'3&quot;</td>
<td>67</td>
<td>Ghost</td>
<td>Beckon</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>150</td>
<td>Tropius</td>
<td>6'7&quot;</td>
<td>221</td>
<td>Grass/Flying</td>
<td>Fruit</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>151</td>
<td>Chimcharo</td>
<td>2'0&quot;</td>
<td>2</td>
<td>Psychic</td>
<td>Wind Chime</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>152</td>
<td>Absol</td>
<td>3'11&quot;</td>
<td>104</td>
<td>Dark</td>
<td>Disaster</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>153</td>
<td>Vulpix</td>
<td>2'0&quot;</td>
<td>22</td>
<td>Fire</td>
<td>Fox</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>154</td>
<td>Ninetales</td>
<td>3'7&quot;</td>
<td>44</td>
<td>Fire</td>
<td>Fox</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>155</td>
<td>Pichu</td>
<td>1'0&quot;</td>
<td>4</td>
<td>Electric</td>
<td>Tiny Mouse</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>156</td>
<td>Raichu</td>
<td>2'7&quot;</td>
<td>66</td>
<td>Electric</td>
<td>Mouse</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>157</td>
<td>Psyduck</td>
<td>2'7&quot;</td>
<td>43</td>
<td>Water</td>
<td>Duck</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>158</td>
<td>Goldduck</td>
<td>5'7&quot;</td>
<td>169</td>
<td>Water</td>
<td>Duck</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>159</td>
<td>Wyanaut</td>
<td>2'0&quot;</td>
<td>31</td>
<td>Psychic</td>
<td>Bright</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>160</td>
<td>Wobbuffet</td>
<td>4'3&quot;</td>
<td>63</td>
<td>Psychic/Psychic</td>
<td>Patient</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>161</td>
<td>Natu</td>
<td>0'8&quot;</td>
<td>4</td>
<td>Psychic/Psychic</td>
<td>Tiny Bird</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>162</td>
<td>Xatu</td>
<td>4'11&quot;</td>
<td>92</td>
<td>Psychic/Psychic</td>
<td>Mystic</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>163</td>
<td>Girafarig</td>
<td>2'7&quot;</td>
<td>100</td>
<td>Normal/Psychic</td>
<td>Long Neck</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>164</td>
<td>Phanpy</td>
<td>1'8&quot;</td>
<td>74</td>
<td>Ground</td>
<td>Long Nose</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>165</td>
<td>Donphan</td>
<td>3'7&quot;</td>
<td>265</td>
<td>Ground</td>
<td>Armor</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>166</td>
<td>Phensir</td>
<td>4'11&quot;</td>
<td>121</td>
<td>Bug</td>
<td>Stag Beetle</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
## ABILITIES

Pokémon now each have a special Ability that activates during battle. Additional Pokémon Gym information is covered in our Trainer Basics chapter.

<table>
<thead>
<tr>
<th>#</th>
<th>ABILITY</th>
<th>#</th>
<th>ABILITY</th>
<th>#</th>
<th>ABILITY</th>
<th>#</th>
<th>ABILITY</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>STECHIN</td>
<td>21</td>
<td>SUCTION CUPS</td>
<td>41</td>
<td>MAGNA ARMOR</td>
<td>61</td>
<td>STICKY HOLD</td>
</tr>
<tr>
<td>2</td>
<td>DRIZZLE</td>
<td>22</td>
<td>INTIMATE</td>
<td>42</td>
<td>WATER VEIL</td>
<td>62</td>
<td>SHED SKIN</td>
</tr>
<tr>
<td>3</td>
<td>SPEED BOOST</td>
<td>23</td>
<td>SHADOW TAG</td>
<td>43</td>
<td>MAGNET PULL</td>
<td>63</td>
<td>GUTS</td>
</tr>
<tr>
<td>4</td>
<td>BATTLE ARMOR</td>
<td>24</td>
<td>ROUGH SKIN</td>
<td>44</td>
<td>SOUNDPROOF</td>
<td>64</td>
<td>MARVEL SCALE</td>
</tr>
<tr>
<td>5</td>
<td>STURDY</td>
<td>25</td>
<td>SHAPE SHIFT</td>
<td>45</td>
<td>RAIN DISH</td>
<td>65</td>
<td>LIQUID OCZE</td>
</tr>
<tr>
<td>6</td>
<td>DAMP</td>
<td>26</td>
<td>WONDER GUARD</td>
<td>46</td>
<td>SAND STREAM</td>
<td>66</td>
<td>OVERGROW</td>
</tr>
<tr>
<td>7</td>
<td>LUMBER</td>
<td>27</td>
<td>LEVITATE</td>
<td>47</td>
<td>PRESSURE</td>
<td>67</td>
<td>BLAZE</td>
</tr>
<tr>
<td>8</td>
<td>SAND VEIL</td>
<td>28</td>
<td>EFFECT SPORE</td>
<td>48</td>
<td>THICK FAT</td>
<td>68</td>
<td>TURREN</td>
</tr>
<tr>
<td>9</td>
<td>STATIC</td>
<td>29</td>
<td>SYNCHRONIZE</td>
<td>49</td>
<td>EARLY BIRD</td>
<td>69</td>
<td>SWARM</td>
</tr>
<tr>
<td>10</td>
<td>VOLT ABSORB</td>
<td>30</td>
<td>CLEAR BODY</td>
<td>50</td>
<td>FLAME BODY</td>
<td>70</td>
<td>KICK HEAD</td>
</tr>
<tr>
<td>11</td>
<td>WATER ABSORB</td>
<td>31</td>
<td>NATURAL CURE</td>
<td>51</td>
<td>RUN AROUND</td>
<td>71</td>
<td>DROUGHT</td>
</tr>
<tr>
<td>12</td>
<td>OBVIOUS</td>
<td>32</td>
<td>LIGHTNINGROD</td>
<td>52</td>
<td>KEEP EYE</td>
<td>72</td>
<td>ARENA TRAP</td>
</tr>
<tr>
<td>13</td>
<td>CLOUD NINE</td>
<td>33</td>
<td>SÉRÈNE GRACE</td>
<td>53</td>
<td>HYPER CUTTER</td>
<td>73</td>
<td>VITAL SPIRIT</td>
</tr>
<tr>
<td>14</td>
<td>COMMUNITY</td>
<td>34</td>
<td>SWEET SWIM</td>
<td>54</td>
<td>PICKUP</td>
<td>74</td>
<td>WHITE SMOKE</td>
</tr>
<tr>
<td>15</td>
<td>INNOMNIA</td>
<td>35</td>
<td>CHLOROPHYLL</td>
<td>55</td>
<td>TRUANT</td>
<td>75</td>
<td>PURE POWER</td>
</tr>
<tr>
<td>16</td>
<td>COLOR CHANGE</td>
<td>36</td>
<td>ILLUMINATE</td>
<td>56</td>
<td>HUSTLE</td>
<td>76</td>
<td>SHELL ARMOR</td>
</tr>
<tr>
<td>17</td>
<td>IMMUNITY</td>
<td>37</td>
<td>TRACER</td>
<td>57</td>
<td>CUTE CHARM</td>
<td>77</td>
<td>CACODYME</td>
</tr>
<tr>
<td>18</td>
<td>FLASH FIRE</td>
<td>38</td>
<td>HUGE POWER</td>
<td>58</td>
<td>PLUS</td>
<td>78</td>
<td>AIR LOCK</td>
</tr>
<tr>
<td>19</td>
<td>SHIELD DUST</td>
<td>39</td>
<td>POISON POINT</td>
<td>59</td>
<td>MINUS</td>
<td></td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>OWN TEMP</td>
<td>40</td>
<td>INNER FOCUS</td>
<td>60</td>
<td>FORECAST</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## CHARACTERISTICS

Every Pokémon has a certain Characteristic— a personality of sorts. These Characteristics also have a very minor effect on Pokémon statistics, increasing and decreasing them very slightly.

<table>
<thead>
<tr>
<th>#</th>
<th>CHARACTERISTIC</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>ADVANTAGE</td>
</tr>
<tr>
<td>2</td>
<td>BASH</td>
</tr>
<tr>
<td>3</td>
<td>TERRY</td>
</tr>
<tr>
<td>4</td>
<td>CALM</td>
</tr>
<tr>
<td>5</td>
<td>MILD</td>
</tr>
<tr>
<td>6</td>
<td>GENTLE</td>
</tr>
<tr>
<td>7</td>
<td>HARDY</td>
</tr>
<tr>
<td>8</td>
<td>QUIRKY</td>
</tr>
<tr>
<td>9</td>
<td>CLEVER</td>
</tr>
<tr>
<td>10</td>
<td>CAREFUL</td>
</tr>
<tr>
<td>11</td>
<td>BOOLE</td>
</tr>
<tr>
<td>12</td>
<td>BOLD</td>
</tr>
<tr>
<td>13</td>
<td>NASTY</td>
</tr>
<tr>
<td>14</td>
<td>BASHFUL</td>
</tr>
<tr>
<td>15</td>
<td>SASSY</td>
</tr>
<tr>
<td>16</td>
<td>LAX</td>
</tr>
<tr>
<td>17</td>
<td>RELAXED</td>
</tr>
<tr>
<td>18</td>
<td>MODERATE</td>
</tr>
<tr>
<td>19</td>
<td>NAIVE</td>
</tr>
<tr>
<td>20</td>
<td>SERIOUS</td>
</tr>
<tr>
<td>21</td>
<td>BRAVE</td>
</tr>
<tr>
<td>22</td>
<td>BRAVE</td>
</tr>
<tr>
<td>23</td>
<td>BRAVE</td>
</tr>
<tr>
<td>24</td>
<td>QUIET</td>
</tr>
<tr>
<td>25</td>
<td>HARSH</td>
</tr>
</tbody>
</table>

## BERRIES

Berries are extremely useful for their effects, both in and out of combat, as well as their ability to be made into Pokéblocks. which you can then feed to your Pokémon to train them for the Pokémon Contests. You can also use Pokéblocks in the Safari Zone to aid in the capture of rare Pokémon.

<table>
<thead>
<tr>
<th>#</th>
<th>BERRY</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>CHER BERRY</td>
</tr>
<tr>
<td>2</td>
<td>CHESTO BERRY</td>
</tr>
<tr>
<td>3</td>
<td>PECHA BERRY</td>
</tr>
<tr>
<td>4</td>
<td>RAVST BERRY</td>
</tr>
<tr>
<td>5</td>
<td>ASPEAR BERRY</td>
</tr>
<tr>
<td>6</td>
<td>LEPPA BERRY</td>
</tr>
<tr>
<td>7</td>
<td>DRAIN BERRY</td>
</tr>
<tr>
<td>8</td>
<td>PERSIA BERRY</td>
</tr>
<tr>
<td>9</td>
<td>LUM BERRY</td>
</tr>
<tr>
<td>10</td>
<td>SIRIUS BERRY</td>
</tr>
<tr>
<td>11</td>
<td>FIGY BERRY</td>
</tr>
<tr>
<td>12</td>
<td>WIXI BERRY</td>
</tr>
<tr>
<td>13</td>
<td>NASO BERRY</td>
</tr>
<tr>
<td>14</td>
<td>AGUAI BERRY</td>
</tr>
<tr>
<td>15</td>
<td>TAPPAY BERRY</td>
</tr>
<tr>
<td>16</td>
<td>RAZZ BERRY</td>
</tr>
<tr>
<td>17</td>
<td>BLUX BERRY</td>
</tr>
<tr>
<td>18</td>
<td>NABAB BERRY</td>
</tr>
<tr>
<td>19</td>
<td>WEPEAR BERRY</td>
</tr>
<tr>
<td>20</td>
<td>PINAB BERRY</td>
</tr>
<tr>
<td>21</td>
<td>PONEG BERRY</td>
</tr>
</tbody>
</table>

## POKÉ BALLS

There are many different Poké Balls available in the land of Hoenn, including the single Master Ball that you can find in your enemy teammate’s base.

<table>
<thead>
<tr>
<th>#</th>
<th>Poké Ball</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>NET BALL</td>
</tr>
<tr>
<td>2</td>
<td>DIVE BALL</td>
</tr>
<tr>
<td>3</td>
<td>NEST BALL</td>
</tr>
<tr>
<td>4</td>
<td>REPEAT BALL</td>
</tr>
<tr>
<td>5</td>
<td>TIMER BALL</td>
</tr>
<tr>
<td>6</td>
<td>LUXURY BALL</td>
</tr>
<tr>
<td>7</td>
<td>PREMIER BALL</td>
</tr>
<tr>
<td>8</td>
<td>MASTER BALL</td>
</tr>
</tbody>
</table>

## MAIL

If you like to play Pokémon with your friends and trade a lot, you can use Mail to send messages along with traded Pokémon.

<table>
<thead>
<tr>
<th>#</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>ORANGE MAIL</td>
</tr>
<tr>
<td>2</td>
<td>HARBOR MAIL</td>
</tr>
<tr>
<td>3</td>
<td>GLITTER MAIL</td>
</tr>
<tr>
<td>4</td>
<td>WOOL MAIL</td>
</tr>
<tr>
<td>5</td>
<td>WAVE MAIL</td>
</tr>
<tr>
<td>6</td>
<td>BEAD MAIL</td>
</tr>
<tr>
<td>7</td>
<td>SHADOW MAIL</td>
</tr>
<tr>
<td>8</td>
<td>TROPIC MAIL</td>
</tr>
<tr>
<td>9</td>
<td>DREAM MAIL</td>
</tr>
<tr>
<td>10</td>
<td>FAB MAIL</td>
</tr>
<tr>
<td>11</td>
<td>RETRO MAIL</td>
</tr>
</tbody>
</table>
### HIDDEN MACHINES

Hidden Machines are located throughout the game, and each one allows you access to new areas, as well as being a usable (and often useful!) move in combat.

<table>
<thead>
<tr>
<th>HM#</th>
<th>Hidden Machine</th>
</tr>
</thead>
<tbody>
<tr>
<td>02</td>
<td>FLY</td>
</tr>
<tr>
<td>03</td>
<td>SURF</td>
</tr>
<tr>
<td>04</td>
<td>STRENGTH</td>
</tr>
<tr>
<td>05</td>
<td>FLASH</td>
</tr>
<tr>
<td>06</td>
<td>ROCK SMASH</td>
</tr>
<tr>
<td>07</td>
<td>WATERFALL</td>
</tr>
<tr>
<td>08</td>
<td>GIVE</td>
</tr>
</tbody>
</table>

### DECORATIONS

The many decorations available to you can all be used in your Secret Base, which you can establish wherever you decide—in a tree, a cave, or anywhere in the land of Hoenn!

<table>
<thead>
<tr>
<th>Decoration #</th>
<th>Decoration</th>
<th>Decoration #</th>
<th>Decoration</th>
<th>Decoration #</th>
<th>Decoration</th>
<th>Decoration #</th>
<th>Decoration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>SMALL DESK</td>
<td>34</td>
<td>SLIDE</td>
<td>67</td>
<td>GREEN POSTER</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>POKÉMON DESK</td>
<td>35</td>
<td>FENCE LENGTH</td>
<td>68</td>
<td>RED POSTER</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>HEAVY DESK</td>
<td>36</td>
<td>FENCE WIDTH</td>
<td>69</td>
<td>BLUE POSTER</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>RAGGED DESK</td>
<td>37</td>
<td>TREE</td>
<td>70</td>
<td>CUTE POSTER</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>COMFORT DESK</td>
<td>38</td>
<td>STAND</td>
<td>71</td>
<td>PIKAPoster</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>PRETTY DESK</td>
<td>39</td>
<td>MUD BALL</td>
<td>72</td>
<td>LONG POSTER</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>BRICK DESK</td>
<td>40</td>
<td>BREAKABLE DOOR</td>
<td>73</td>
<td>SEA POSTER</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>CAMP DESK</td>
<td>41</td>
<td>SAND ORNAMENT</td>
<td>74</td>
<td>SKY POSTER</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>HARD DESK</td>
<td>42</td>
<td>SILVER SHIELD</td>
<td>75</td>
<td>KISS POSTER</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>SMALL CHAIR</td>
<td>43</td>
<td>GOLD SHIELD</td>
<td>76</td>
<td>PICHU DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>POKÉMON CHAIR</td>
<td>44</td>
<td>GLASS ORNAMENT</td>
<td>77</td>
<td>PIKACHU DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>HEAVY CHAIR</td>
<td>45</td>
<td>TV</td>
<td>78</td>
<td>MARILL DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>PRETTY CHAIR</td>
<td>46</td>
<td>ROUND TV</td>
<td>79</td>
<td>TOGEPI DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>COMFORT CHAIR</td>
<td>47</td>
<td>CUTE TV</td>
<td>80</td>
<td>CYANODIAGU DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>RAGGED CHAIR</td>
<td>48</td>
<td>GLOOMY MAT</td>
<td>81</td>
<td>CHIKORI DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>BRICK CHAIR</td>
<td>49</td>
<td>JUMP MAT</td>
<td>82</td>
<td>TOTODILE DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>CAMP CHAIR</td>
<td>50</td>
<td>SPIN MAT</td>
<td>83</td>
<td>JIGGLYPUFF DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>HARD CHAIR</td>
<td>51</td>
<td>CLOWN NOTE MAT</td>
<td>84</td>
<td>MEOWTH DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>RED PLANT</td>
<td>52</td>
<td>D NOTE MAT</td>
<td>85</td>
<td>CLEFARY DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>TROPICAL PLANT</td>
<td>53</td>
<td>E NOTE MAT</td>
<td>86</td>
<td>DITTO DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>PRETTY FLOWER</td>
<td>54</td>
<td>F NOTE MAT</td>
<td>87</td>
<td>SMOOCHUM DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>COLORFUL PLANT</td>
<td>55</td>
<td>G NOTE MAT</td>
<td>88</td>
<td>TREETOP DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>BIG PLANT</td>
<td>56</td>
<td>A NOTE MAT</td>
<td>89</td>
<td>TOCHIC DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>GORGEOUS PLANT</td>
<td>57</td>
<td>B NOTE MAT</td>
<td>90</td>
<td>MUDKIP DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>25</td>
<td>RED BRICK</td>
<td>58</td>
<td>E HIGH NOTE MAT</td>
<td>91</td>
<td>DUSKULL DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>26</td>
<td>YELLOW BRICK</td>
<td>59</td>
<td>SURF MAT</td>
<td>92</td>
<td>WYNAUT DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>27</td>
<td>BLUE BRICK</td>
<td>60</td>
<td>THUNDER MAT</td>
<td>93</td>
<td>BALTOY DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>28</td>
<td>BLUE BALLOON</td>
<td>61</td>
<td>FIRE BLAST MAT</td>
<td>94</td>
<td>KECLEON DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>29</td>
<td>YELLOW BALLOON</td>
<td>62</td>
<td>POWDER SNOW MAT</td>
<td>95</td>
<td>AZURILL DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>30</td>
<td>RED TENT</td>
<td>63</td>
<td>ATTRACT MAT</td>
<td>96</td>
<td>SKITTY DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>31</td>
<td>BLUE TENT</td>
<td>64</td>
<td>ASSURE MAT</td>
<td>97</td>
<td>SWABLU DOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>32</td>
<td>SOLID BOARD</td>
<td>65</td>
<td>SPIKES MAT</td>
<td>98</td>
<td>GYPSYDOLL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>33</td>
<td></td>
<td>66</td>
<td>BALL POSTER</td>
<td>99</td>
<td>LOTADOLL</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### FLUTES

There are five different glass flutes available in the game, each with its own magical power. Here is a list of what they do.

<table>
<thead>
<tr>
<th>Flute</th>
<th>Power</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blue Flute</td>
<td>Awakens sleeping Pokémon.</td>
</tr>
<tr>
<td>Yellow Flute</td>
<td>Snaps Pokémon out of confusion.</td>
</tr>
<tr>
<td>Red Flute</td>
<td>Snaps a Pokémon's attraction.</td>
</tr>
<tr>
<td>Black Flute</td>
<td>Keeps away wild Pokémon.</td>
</tr>
<tr>
<td>White Flute</td>
<td>Lures wild Pokémon.</td>
</tr>
</tbody>
</table>
# Pokémon Type Combat Chart

## Defending Pokémon Type

<table>
<thead>
<tr>
<th>Attacking Pokémon Type</th>
<th>Normal</th>
<th>Fire</th>
<th>Water</th>
<th>Electric</th>
<th>Grass</th>
<th>Ice</th>
<th>Fighting</th>
<th>Poison</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normal</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fire</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Water</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Electric</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Grass</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ice</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fighting</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Poison</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ground</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flying</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Psychic</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bug</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rock</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ghost</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dragon</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dark</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Steel</td>
<td></td>
<td>D</td>
<td>D</td>
<td>D</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Attacking Type</td>
<td>Ground</td>
<td>Flying</td>
<td>Psychic</td>
<td>Bug</td>
<td>Rock</td>
<td>Ghost</td>
<td>Dragon</td>
<td>Dark</td>
</tr>
<tr>
<td>---------------</td>
<td>--------</td>
<td>--------</td>
<td>---------</td>
<td>-----</td>
<td>------</td>
<td>-------</td>
<td>--------</td>
<td>------</td>
</tr>
<tr>
<td>Strong</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
</tr>
<tr>
<td>Weak</td>
<td>🍄</td>
<td>🍄</td>
<td>🍄</td>
<td>🍄</td>
<td>🍄</td>
<td>🍄</td>
<td>🍄</td>
<td>🍄</td>
</tr>
<tr>
<td>Disadvantage</td>
<td>🎈</td>
<td>🎈</td>
<td>🎈</td>
<td>🎈</td>
<td>🎈</td>
<td>🎈</td>
<td>🎈</td>
<td>🎈</td>
</tr>
<tr>
<td>No Effect</td>
<td>🚭</td>
<td>🚭</td>
<td>🚭</td>
<td>🚭</td>
<td>🚭</td>
<td>🚭</td>
<td>🚭</td>
<td>🚭</td>
</tr>
<tr>
<td>SAPPHIRE</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
</tr>
<tr>
<td>VERSION</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
<td>🌟</td>
</tr>
</tbody>
</table>

Legend:
- 🌟: Strong
- 🍄: Weak
- 🎈: Disadvantage
- 🚭: No Effect
AUTHER ACKNOWLEDGEMENTS

A special thanks to the dedicated staff at Brady, who made the immense task of creating the book you now hold in your hands possible. In particular, my editor David Bartley and the designer Ann-Marie Deets deserve special mention for long hours hammering the manuscript into a great-looking guide. I must also thank my better half, Daphne, for keeping me sane, and my friends for still being my friends at the end of a guide project of this size.

And for you the player, enjoy yourself, there's a big world in that tiny cartridge!

Please be advised that the ESRB rating icons, "E", "K-A", "T", "M", and "AO" are copyrighted works and certification marks owned by the Interactive Digital Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied to any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at (212) 759-0700 or 1-800-771-3772. Please note that ESRB ratings only apply to the content of the game itself and do NOT apply to the content of the books.

Brady Publishing
An Imprint of Pearson Education
201 West 103rd Street
Indianapolis, Indiana 46290
Library of Congress Catalog No.: 2003102704
Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 03-1 shows that the first printing of the book occurred in 2003.
06 05 04 03
Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.