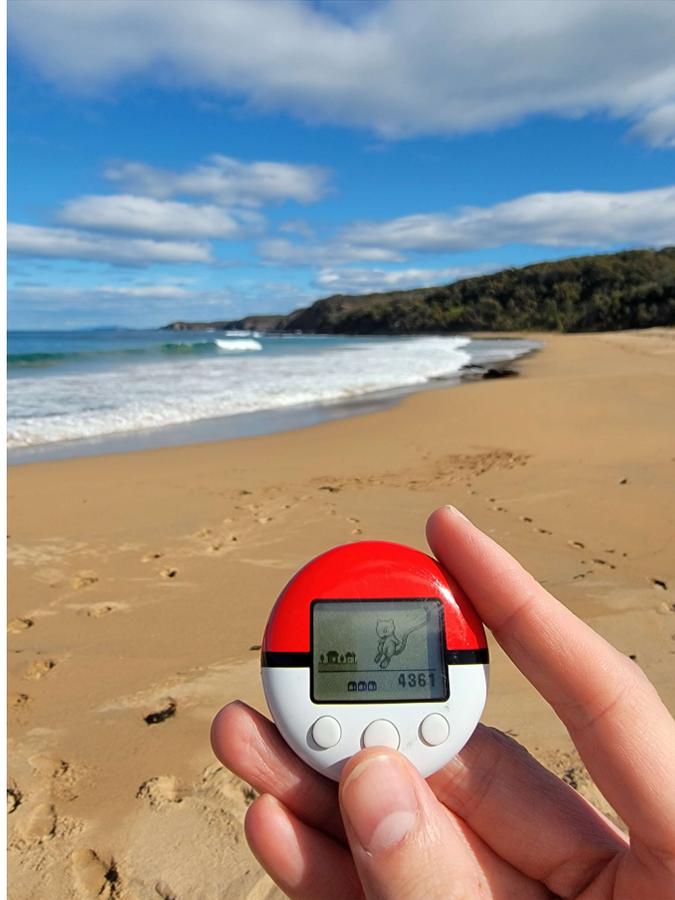


Table of Contents:

0	Introduction	3
0.1	Trainer Card	3
1	Raising Pokémon	4
1.1	Breeding	4
1.1.1	Breeding Pokémon	4
1.1.2	What's in the Egg	4
1.1.3	Inheritance	5
1.1.4	Optimal Hatching	7
1.2	EVs	8
1.2.1	EV Training	8
1.2.2	EV Judge	11
1.3	Moves	11
1.3.1	Move Tutors	12
1.3.2	Relearning and Forgetting Moves	12
1.4	Happiness	13
1.4.1	Happiness Judge	13
1.4.2	Base Happiness	13
1.4.3	Changing Happiness	13
1.4.4	Evolving from Happiness	14
1.5	Beauty	15
1.6	Shiny Crown	15
2	Resources	17
2.1	Apricorns	17
2.2	Berries	18
2.3	Berry List	18
2.4	Berry Pot	18
2.5	TMs and HMs Locations	19
2.6	Money	21
2.7	Farming Items	22
3	Battle Mechanics	24
3.1	Status Conditions	24
3.1.1	Burn	24
3.1.2	Freeze	24
3.1.3	Paralysis	24
3.1.4	Poison	24
3.1.5	Sleep	24
3.1.6	Other	24
3.2	Flame Orb vs Toxic Orb	25
3.3	Weather	25
3.3.1	Sunlight	25
3.3.2	Rain	25
3.3.3	Sandstorm	26
3.3.4	Hail	26
3.4	Fleeing Battle	26
3.5	Unusual Moves	26
3.5.1	Overworld Moves - TODO	26
3.5.1.1	Headbutt - TODO	27
3.5.2	Hidden Power	28
3.5.3	Fling	29

4	Events	30
4.1	Pokéathlon Dome	30
4.1.1	Performance	31
4.2	National Park - Bug Catching Contest	35
4.3	Safari Zone	36
4.3.1	Zones	36
4.3.2	Exclusive Pokémon	37
4.3.3	Catching Pokémon	37
4.4	Game Corners	37
4.5	Pal Park TODO	37
5	Scheduled Events	38
5.1	Times of the Day	38
5.2	Daily Events	38
5.2.1	Goldenrod Lotteries	38
5.2.2	Swarm Pokémon	39
5.2.3	Week Siblings	40
5.2.4	Gym Rematches	40
5.3	Weekly Events	48
5.3.1	Hoenn and Sinnoh Sound	49
6	The Pokédex	50
6.1	Required Games	50
6.2	Legends	50
6.3	Migrating Pokémon	50
7	Glitches and Exploits TODO	51
7.1	Mimic Rage Transform thing	51
7.2	Visual Glitches	51
7.2.1	Strength and Facade	51
7.2.2	Overworld Poison Floating	51
8	Pokéwalker	52
8.1	PokéRadar 	52
8.2	Dowsing Machine 	53
8.3	Other Features	53
8.4	Routes	54

0 Introduction



This document seeks to combine all of the resources for Heartgold and Soulsilver scattered across many different websites into one place. The date in the top right is when this document was last exported and can serve as a version for document.

This is not a database of all information such as Pokémon and their stats, where to find every Pokémon, the location of every hidden item etc. There are a few elements of the game that are fully cataloged such as where to find TMs, HMs, move tutors, and Pokéwalker courses.

0.1 Trainer Card

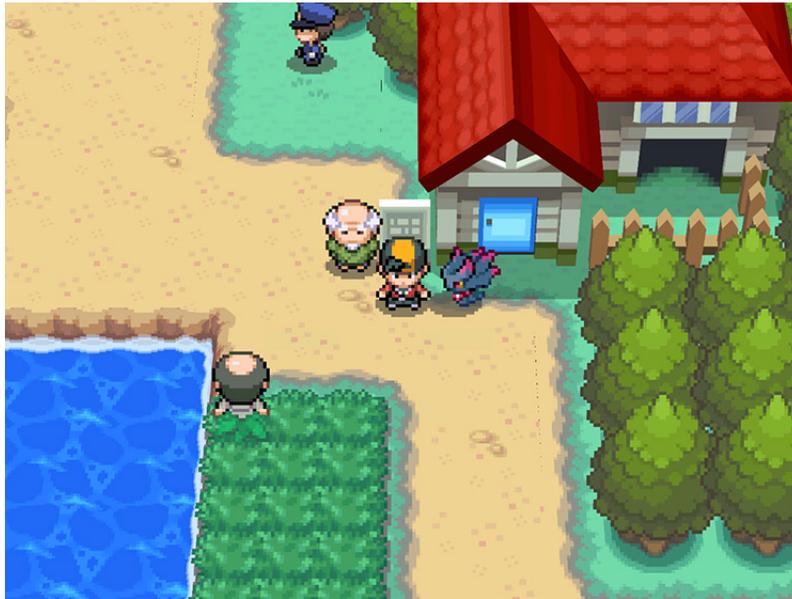
One of the hardest challenges in the game is completing your trainer card. You can gain up to five stars, where each star changes the color of your card through Red, Blue, Green, Pink, Silver, and Black. Order doesn't matter. The tasks are as follows:

- Defeat the Elite Four
- Create a Shiny Crown (see [1.6](#))
- Defeat the records of all 10 Pokéathlon Events (see [4.1](#))
- Get a 100 win streak in the Battle Tower
- Complete the National Pokédex, this counts all Pokémon other than Mew, Celebi, Jirachi, Deoxys, Phione, Manaphy, Darkrai, Shaymin, and Arceus, giving you a total of 484 to catch. (See [6](#))

Unfortunately there are many Pokémon you simply cannot catch with just a copy of Heartgold or Soulsilver, version exclusive Pokémon aside there are many Pokémon you need to transfer up from previous games as well.

1 Raising Pokémon

1.1 Breeding



The Daycare is located below Goldenrod City on route 34. You can leave up to two Pokémon in their care. The Pokémon gain +1 EXP for every step taken in the overworld. They cannot evolve from any levels gained this way. They do however learn moves as they normally would from leveling up, and whenever a certain Pokémon already knows four moves, then the earliest learned move will be forgotten in favor of the new one. Removing Pokémon incur a fee of ¥100 for each Pokémon, plus an additional ¥100 for each level that the Pokémon has gained while you were away. Your Pokémon are healed while in the Daycare.

1.1.1 Breeding Pokémon

Once there are two Pokémon in the Daycare, after every 256 steps the following chance of an egg is rolled:

Condition	Chance of an Egg	Dialogue
Same species with different ID numbers	70%	“The two seem to get along very well!”
Same species with same ID numbers	50%	“The two seem to get along”
Different species with different ID numbers	20%	“The two don’t seem to like each other”
Different Egg Groups	0%	“The two prefer to play with other Pokémon more than with each other.”

If successful an egg will be ready for pickup. Once the Day Care Man is facing the body of water to the left, instead of down to Ilex Forest, then he has an Egg to give you. Alternatively you can turn on calling and he will call the player when an egg is ready. Hatching the egg takes from 1,000 to 10,000 steps depending on the Pokémon being bred.

1.1.2 What’s in the Egg



The Pokémon in the Egg will share the lowest base evolutionary form of its mother, and it will hatch as a level 1 Pokémon. If a Ditto is used, the Pokémon will share the lowest base form of the non-Ditto Pokémon. There are

exceptions to this rule:

Nidoran♂ and Nidoran♀, as well as Volbeat and Illumise, may produce offspring from either the male or the female species when bred.

Some Pokémon require a held item by the parents in order to make the Baby Pokémon:

Parent(s)	Held Item	Offspring
Marill or Azumarill	Sea Incense	Azurill
Chansey or Blissey	Luck Incense	Happiny
Chimecho	Pure Incense	Chingling
Mantine	Wave Incense	Mantyke
Mr. Mime	Odd Incense	Mime Jr.
Roselia or Roserade	Rose Incense	Budew
Snorlax	Full Incense	Munchlax
Sudowoodo	Rock Incense	Bonsly
Wobbuffet	Lax Incense	Wynaut

1.1.3 Inheritance

Unfortunately Pokéball inheritance wasn't introduced until the sixth generation so all eggs hatched will simply be in a Pokéball. That being said there are still several things that will be passed down to the Pokémon from the parents.

There are some moves passed down without needing work. If both parents know a move that the offspring can learn through leveling up in its current form, then the hatched Pokémon will know this move too.

1.1.3.1 Egg Moves

Egg Moves that are known by the father will likely be passed down to the hatched Pokémon. For example, by breeding a female Rapidash with a male Espeon that knows the move Morning Sun, the resulting Ponyta will also know this move. If you are wanting a Pokémon with multiple Egg moves; such as Snorlax with Whirlwind and Curse, the you will need both moves on a male Pokémon such as a Tropicus before then moving it to the Snorlax. This can be quite the hassle so plan ahead before starting on a Pokémon.

1.1.3.2 HM/TMs

If the male parent knows any HM or TM move, then the offspring will inherit that move as well. HM and TM locations are [2.5](#).

1.1.3.3 Abilities

Abilities are not able to be carried over from parent to offspring, when hatched the Pokémon will simply have a randomly assigned ability from its possible pool.

1.1.3.4 Individual Values (IVs)

All Pokémon have six IVs for HP, Attack, Defense, Special Attack, Special Defense, and Speed. These values range from 0-31. Eggs inherit three random IVs from the parents generally selected at random, however the following items ensure that a specific IV is passed down:

Power Item	Inherited IV
 Power Weight	HP
 Power Bracer	Attack
 Power Belt	Defense
 Power Lens	Special Attack
 Power Band	Special Defense
 Power Anklet	Speed

These power items can all be purchased at the Battle Frontier for 16 BP a piece. Once you breed a batch of Pokémon, you will need to check if any of them are worth keeping. In the Battle Tower - the northern most part of the Battle Frontier there is a man who will tell you the range of your Pokémon's IVs and the highest stat(s).



Once you select a Pokémon he will first give you the range of stats:

Combined IVs	
Dialogue	Range of the Pokémon's IVs
"This Pokémon's potential is decent all around."	0-90
"This Pokémon's potential is above average overall."	91-120
"This Pokémon has relatively superior potential overall."	121-150
"This Pokémon has outstanding potential overall."	151-186

Then the highest stat(s):

Highest IV(s)	
Dialogue	Range of Highest IV
"It's rather decent in that regard."	0-15
"It's very good in that regard."	16-25
"It's fantastic in that regard."	26-30
"It can't be better in that regard."	31

Note that if a Pokémon has multiple perfect IVs, then the Judge will still only tell you one, however when asked again he will cycle through HP, Attack, Defense, Special Attack, Special Defense, and Speed each time you ask. Switching Pokémon will not reset which stats he starts with.

Each Pokémon do have a hint at which stat has the best IV out of the others. However, note that just because the game suggested that the stat's IV is the best, it does not mean your Pokémon has a 31 IV in that stat. It could have a 4 and still be considered the best if all your other stats are below or equal 4. If two of the stats have the same, highest IV, the game will select one of the phrases describing the Pokémon's characteristic for one of the stats for you to see. Characteristics can be found on the Pokémon's info page in its summary.

Hit Points		Special Attack	
Characteristic	Possible IVs	Characteristic	Possible IVs
Often dozes off	1, 6, 11, 16, 21, 26, 31	Mischievous	1, 6, 11, 16, 21, 26, 31
Loves to eat	0, 5, 10, 15, 20, 25, 30	Highly curious	0, 5, 10, 15, 20, 25, 30
Likes to relax	4, 9, 14, 19, 24, 29	Very finicky	4, 9, 14, 19, 24, 29
Scatters things often	3, 8, 13, 18, 23, 28	Often lost in thought	3, 8, 13, 18, 23, 28
Often scatters things	2, 7, 12, 17, 22, 27	Thoroughly cunning	2, 7, 12, 17, 22, 27
Attack		Special Defense	
Characteristic	Possible IVs	Characteristic	Possible IVs
Likes to thrash about	1, 6, 11, 16, 21, 26, 31	Somewhat vain	1, 6, 11, 16, 21, 26, 31
Proud of its power	0, 5, 10, 15, 20, 25, 30	Strong willed	0, 5, 10, 15, 20, 25, 30
Quick tempered	4, 9, 14, 19, 24, 29	Somewhat stubborn	4, 9, 14, 19, 24, 29
Likes to fight	3, 8, 13, 18, 23, 28	Hates to lose	3, 8, 13, 18, 23, 28
A little quick tempered	2, 7, 12, 17, 22, 27	Strongly defiant	2, 7, 12, 17, 22, 27
Defense		Speed	
Characteristic	Possible IVs	Characteristic	Possible IVs
Capable of taking hits	1, 6, 11, 16, 21, 26, 31	Alert to sounds	1, 6, 11, 16, 21, 26, 31
Sturdy body	0, 5, 10, 15, 20, 25, 30	Likes to run	0, 5, 10, 15, 20, 25, 30
Good perseverance	4, 9, 14, 19, 24, 29	Quick to flee	4, 9, 14, 19, 24, 29
Good endurance	3, 8, 13, 18, 23, 28	Somewhat of a clown	3, 8, 13, 18, 23, 28
Highly persistent	2, 7, 12, 17, 22, 27	Impetuous and silly	2, 7, 12, 17, 22, 27

Frankly this is not very useful and the Judge is significantly better.

1.1.3.5 Nature

Natures of Pokémon affect their IVs by increasing the favored stat and decreasing the unfavorable stat by 10% each. They cannot affect HP. The natures are as follows:

	↓Attack	↓Defense	↓Special Attack	↓Special Defense	↓Speed
↑Attack	Hardy	Lonely	Adamant	Naughty	Brave
↑Defense	Bold	Docile	Impish	Lax	Relaxed
↑Special Attack	Modest	Mild	Bashful	Rash	Quiet
↑Special Defense	Calm	Gentle	Careful	Quirky	Sassy
↑Speed	Timid	Hasty	Jolly	Naive	Serious

The Pokémon's strongest and weakest stats will be slightly highlighted in the Skills tab in their Summary Menu. The stats in red indicate an increased stat, while the stats in blue indicate a decreased stat.

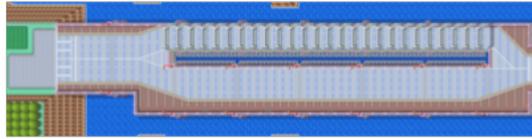
When a parent is holding an Everstone, there is a 50% chance of that ability being passed down to the offspring. Otherwise it will be a random choice out of the 25 possible natures.

1.1.4 Optimal Hatching

First, if any Pokémon with the ability Flame Body or Magma Armor¹ ability is in your party, the required amount of steps for an Egg to hatch will be halved, so just have one in your party throughout the whole process.

Biking from the shore next to the day care up to the north exit of Goldenrod City is about 86 steps. This is the best zone to do laps and gather eggs, placing eggs in the box until you have plenty (usually 18-25 or so). This is about three laps for a roll in the table in 1.1.1 (20-70%).

¹Camerupt, Magby, Magcargo, Magmar, Magmortar, or Slugma are the only options. Magcargo and Magmar can have both abilities.



The Cycling Road - Route 17 - is around 108 steps and is slanted. From top to bottom you don't need to press anything as you can coast down the hill before riding up again, effectively giving you over 200 steps for half the effort. This is the best area to hatch your eggs in, periodically getting fresh eggs from Celadon or Fuchsia City. Although 200 isn't that much it isn't too bad. For example, Munchlax hatches after 10,240 steps, with flamebody is 5,120 which is only around 25 laps, not counting any steps it got before this step, and you can work on up to 5 eggs at once.

1.2 EVs

EVs or Effort Values represent a hidden stat (at least in Gen 4) that effects whatever stat that has these values. For every 4 EVs you gain in a specific stat, you'll gain +1 to your Pokémon's base value in that stat. What this basically means is that if you battle 4 Pokémon with 1 HP yeild with your Sabeleye, Sabeleye will then gain +1 to its HP stat.

EVs are calculated at +1 Stat point per 4 EVs at level 100, which means you won't see the full benefit of the EVs you put into your Pokémon until it reaches that level; there will still be a benefit, just not as significant as when it reaches the maximum level. That being said since most 'important' battles such as the Battle Tower all take place at level 50, so there still is a relevant impact on the game just not as noticable as when at level 100.

There are two limits to the amount of EVs a Pokémon can gain:

- Each Pokémon can have a maximum of 510 EVs.
- One stat can have a maximum of 255 EVs ².

→ This equates to +63 to the affected stat of a Pokémon (at level 100), if you maxed out EVs in that stat. So if we take Sabeleye and then battle 255 Slowpoke, we'd be giving it +255 EVs in HP, then Sabeleye will gain a +63 increase to its current HP stat.

You may be noticing that this doesn't actually add up. The number 4 doesn't go into 255, so 3 of the EV points have gone to waste. The optimum number of EVs to put into any stat is therefore 252 as reflected in later generations. Just to solidify what this means we can do as follows:

Each stat is given +1 for every 4 EVs you put into it. The maximum amount of EVs you can give a stat is 255.

$$\frac{255}{4} = 63.75$$

Obviously a stat can't have 0.75 added to it, so this is rounded off by the game down to 63, which is the same addition you'd get from 252 EVs. Therefore you're wasting 3 EVs if you put anymore than 252 into any one stat. Then recall the fact you can have 510 EVs on a single Pokémon.

$$\frac{510}{4} = 127.5$$

Because the maximum amount a stat can be added to is 63, you end up with 1.5 of a possible stat left over. Again, 0.5 of a stat doesn't exist in the game so this is rounded down to 1 being left over. Therefore no matter what you do 2 of your 510 of EVs are going to be wasted. With all this in mind we can say in simple terms; Don't put more than 252 EVs into any stat.

1.2.1 EV Training

There are two ways to increase EVs. The first is to purchase vitamins which are available in the following locations for ¥9,800 (unless otherwise marked):

²This was later reduced to 252 EVs in the seventh generation to be more intuitive and actually relevant to training Pokémon.

- The Celadon City Department Store on the right counter of the 5th Floor
- The Goldenrod City Department Store on the 4th Floor
- The Safari Zone Gate from the old man in the bottom right tent
- The Battle Frontier bottom left stall for 1 BP each

The effect of vitamins are as follows:

Vitamin	Effect on EVs
HP Up	+10 Hit Point
Protein	+10 Attack
Iron	+10 Defence
Calcium	+10 Special Attack
Zinc	+10 Special Defence
Carbos	+10 Speed

This is however not the end of the story because we can only use 10 of these to give 100 EVs. Anything past that cap won't have any effect, meaning from our initial 252 EVs we not only need to get an additional 152. However it still costs ¥98,000 for just one Pokémon which is quite a lot for one stat, which means ¥196,000 for the two relevant stats. This is where the same power items from breeding come in handy. When held the number EVs gained is increased. There is also an item called the Macho brace³ that does a similar effect, however it is really just objectively worse than using a power item so there isn't any reason to use it. The power items effect EVs as follows:

Power Item	Effected EV
 Power Weight	HP
 Power Bracer	Attack
 Power Belt	Defense
 Power Lens	Special Attack
 Power Band	Special Defense
 Power Anklet	Speed

Defeating Pokémon yield some amount EVs based on what Pokémon it is. The given number of EVs gained by defeating a Pokémon and some conditions about what the Pokémon to be trained is as follows:

EVs Gained Condition	Initial Yield		
	1	2	3
No Macho Brace, Power Item, or Pokéus	1	2	3
Macho Brace but no Pokéus or Pokéus but no Macho Brace	2	4	6
Macho Brace and Pokéus	4	8	12
Power Item but no Pokéus	5	6	7
Power Item and Pokéus	10	12	14

Any Pokémon who gained experience from a defeated Pokémon gains the given EV, this includes Pokémon with an Experience Share as well, though as seen from the table above it is better to have a Pokémon holding a power item. Which leads to the best method for EV training: give a Pokémon a power item, have it lead the party and then switch to a Pokémon capable of on hit KOing the training Pokémon in one move. Additionally this method allows for easy counting of the number of Pokémon defeated so far by checking the number of PP used by the sweeping Pokémon. Here are the locations of good Pokémon to EV train on:

³There is someone wanting to trade for a Drowsee in the Goldenrod Department store, once traded you get a Machop who is holding the Macho Brace.

EV Hotspots			
EV	Yield	Pokémon	Location
HP	1	Slowpoke	Slowpoke Well 1F — 100% while surfing
Attack	1	Goldeen	Routes 4, 24, 25 and Cerulean City - 90% while surfing
Attack	2	Seaking	Routes 4, 24, 25 and Cerulean City - 10% while surfing
Defense	1	Tangela	Route 21 — 90–95% in the tall grass
Special Attack	1	Psyduck	Routes 6, 35 or Ilex Forest - 90% while surfing
Special Attack	2	Golduck	Routes 6, 35 or Ilex Forest - 10% while surfing
Special Defense	1	Tentacool	Cherrygrove City or Cianwood City - 90% while surfing
Special Defense	2	Tentacruel	Cherrygrove City or Cianwood City - 10% while surfing
Speed	1	Rattata	Sprout Tower — 100% (only 15% at night)
Speed	1	Diglett	Diglett's Cave — 90%
Speed	2	Dugtrio	Diglett's Cave — 10%

Be wary that both Diglett and Dugtrio can have the ability Arena Trap which prevents both fleeing and switching out which makes it rather difficult to train a Pokémon with a power item, so Rattata is likely the better option.

Naturally there are a lot of Pokémon each with a different EV yield, and there are a lot of locations to find Pokémon, these are just areas with consistent appearance rate for ease of training.

1.2.1.1 Removing EVs

Sometimes accidents happen, and you may accidentally give a Pokémon the wrong EVs. Fortunately there is a way to remove unwanted EVs. Starting in Emerald, certain berries gained an effect that removes Pokémon's EVs.

Berry	↓Effectuated EVs ↓
 Pomeg Berry	HP
 Kelpsy Berry	Attack
 Qualot Berry	Defense
 Hondew Berry	Special Attack
 Grepa Berry	Special Defense
 Tamato Berry	Speed

Each of these berries lowers the respective stat's EVs by 10 when fed to a Pokémon. If the Pokémon fed one of these berries has more than 100 EVs in the corresponding stat, it will instead lower that stat's EVs to 100⁴.

Unfortunately, these berries can be a pain to grow and 50+ berries are necessary in order to fully reset a Pokémon's EVs. However it is still an option available when needed.

1.2.1.2 Pokérus

Pokérus is referenced above and is clearly quite useful as it doubles the EVs gained without needing to hold an item. This only doubles EVs from battle, and not those gained from vitamins. Unfortunately you are more likely to find a shiny Pokémon than a Pokémon with Pokérus, as the odds of your Pokémon catching Pokérus is 3 in 65,536. Pokérus can be caught from wild Pokémon and spread once you have it. A Pokémon with active Pokérus will have "PKRS"

⁴This is only the case in Diamond, Pearl, Platinum, HeartGold, and SoulSilver and no other games.

on the summary screen, and once it has been cured it shows a little smiley face.



When another normal status condition, such as sleep, affects the Pokémon, the Pokérus icon will be replaced. This does not remove the Pokérus. As long as the Pokémon is infected with Pokérus, it can spread the virus to the other Pokémon in the player's party. The infection will spread if the infected Pokémon is in the main party after a battle. An uninfected Pokémon must be next to a Pokémon infected with Pokérus in the main party for the virus to spread. If Pokémon that have already been infected and cured from Pokérus are in the main party and are on either side of a Pokémon currently with the disease, Pokérus will not spread after any amount of battles. Pokémon that are put into the PC will keep the status indefinitely.

When the player first encounters the virus, the nurse at the Pokémon Center will make note of it when the Pokémon is first healed after contracting it, saying that there are "small life forms" on the Pokémon. After leaving the Pokémon Center, Professor Elm will call the player to tell them that the virus has no effect and will wear off. If he is called back, he will claim that Pokémon will grow faster with the Pokérus while infected. *This does not remove the Pokérus.*

Once a Pokémon's immune system has fought off the virus, they cannot spread it further, nor can it be spread to them by other Pokémon. Once the virus is gone, its positive effects will remain, most specifically the ability for that Pokémon to gain double EVs.

Any Pokémon on the player's party at the moment the system clock reaches midnight after a certain number of days in that position will become immune. An easy way to keep a "vessel" for future spreading is to always send the infected Pokémon to the PC, before midnight. The game also recognizes immunizing if the system is turned off and on again on the next day.

1.2.2 EV Judge

There is a woman on the right in the house to the right of the Pokémon Center in Blackthorn city. If you lead Pokémon has maximum EVs, she will award them an effort ribbon which is the only way to tell if the Pokémon is finished being EV trained.

Once a Pokémon has been deemed fully EV trained, it has finished being trained and is ready to be leveled up normally and used in battle.

1.3 Moves

Aside from egg moves, level up moves, and moves they know from hatching, there are TMs, HMs, and move tutors. Their locations are as follows:

1.3.1 Move Tutors

Location	Move(s)
Ilex Forest	Headbutt
Blackthorn City	Frenzy Plant Blast Burn Hydro Cannon

Frontier Front:

Name	Cost	Name	Cost	Name	Cost
Bounce	32 B.P	Superpower	48 B.P	Zen Headbutt	64 B.P
Gastro Acid	32 B.P	Endeavor	64 B.P	Block	32 B.P
Gunk Shot	32 B.P	Pain Split	64 B.P	Gravity	32 B.P
Low Kick	32 B.P	Sky Attack	64 B.P	Magic Coat	32 B.P
Mud-slap	32 B.P	Bug Bite	32 B.P	Snore	32 B.P
Rollout	32 B.P	Fury Cutter	32 B.P	String Shot	32 B.P
Ancientpower	40 B.P	Dive	40 B.P	Worry Seed	32 B.P
Aqua Tail	40 B.P	Knock Off	40 B.P	Helping Hand	40 B.P
Earth Power	40 B.P	Sucker Punch	40 B.P	Magnet Rise	40 B.P
Iron Defense	40 B.P	Air Cutter	48 B.P	Spite	40 B.P
Iron Head	40 B.P	Icy Wind	48 B.P	Swift	40 B.P
Seed Bomb	40 B.P	Ominous Wind	48 B.P	Synthesis	40 B.P
Signal Beam	40 B.P	Trick	48 B.P	Heal Bell	48 B.P
Super Fang	40 B.P	Vacuum Wave	48 B.P	Last Resort	48 B.P
Twister	40 B.P	Fire Punch	64 B.P	Role Play	48 B.P
Heat Wave	48 B.P	Ice Punch	64 B.P	Tailwind	48 B.P
Outrage	48 B.P	Thunderpunch	64 B.P	Uproar	48 B.P

1.3.2 Relearning and Forgetting Moves



In Blackthorn city you are able to relearn a Pokémon moves it has either already learned or could have learned through level up as well as remove moves it knows. If a Pokémon knows a HM this is the only way to have it removed. Both of these take one Heart Scale in exchange for their services. See [2.7](#) on where to farm these.

Using the move relearner, you are able to teach a Pokémon a move it would otherwise be unable to learn due to evolution. For example a Munchlax is leveled to 17 in order to learn Recycle then evolved into a Snorlax. The move relearner can then teach that Snorlax Belly Drum, even though that also is learned at level 17 and at the time it was a Munchlax.

1.4 Happiness

1.4.1 Happiness Judge



There is a woman in Goldenrod City who can be found just north of the Bike Shop on the east side of town. She'll give you a general idea of how happy your Pokémon is, but she won't tell you your Pokémon's exact Happiness quota. Here are the things she says:

Dialogue	Happiness Quota
"It doesn't seem to like you at all. It looks mean."	0-49
"You should treat it better. It's not used to you."	50-99
"It's quite cute."	100-149
"It's friendly toward you. It looks sort of happy."	150-199
"I get the feeling that it really trusts you."	200-249
"It looks really happy! It must love you a lot."	250-255

You can also get a rough idea of your lead Pokémon's happiness by talking to it in the overworld.

1.4.2 Base Happiness

Each time you catch, hatch or trade a Pokémon, its Happiness quota will be reset to a certain base value depending on what Pokémon it is. However, Pokémon caught with the Friend Ball will start off at a happiness level of 200. Base Happiness is as follows:

Base Value	Pokémon
0	Arceus, Buneary, Darkrai, Deoxys, Deoxys (Attack), Deoxys (Defense), Deoxys (Speed), Dialga, Giratina (Altered), Giratina (Origin), Groudon, Ho-oh, Kyogre, Lugia, Mewtwo, Palkia, Rayquaza, Regigigas
35	Absol, Aggron, Aron, Articuno, Bagon, Banette, Beldum, Cacnea, Cacturne, Carvanha, Chatot, Dragonair, Dragonite, Dratini, Dusclops, Dusknoir, Duskull, Entei, Gallade, Gardevoir, Glaceon, Honchkrow, Houndoom, Houndour, Kirlia, Lairon, Larvitar, Leafeon, Metagross, Metang, Misdreavus, Mismagius, Moltres, Murkrow, Pupitar, Raikou, Ralts, Regice, Regirock, Registeel, Sableye, Salamence, Sharpedo, Shelgon, Shuppet, Sneasel, Suicune, Tyranitar, Umbreon, Weavile, Zapdos
70	All other Pokémon
90	Latias, Latios
100	Ambipom, Celebi, Cresselia, Croagunk, Heatran, Jirachi, Luxio, Mew, Pachirisu, Shaymin, Shaymin (Sky)
140	Azelf, Blissey, Chansey, Clefable, Clefairy, Cleffa, Happiny, Lopunny, Mesprit, Uxie

1.4.3 Changing Happiness

There are only a certain number of ways you can affect your Pokémon's happiness, and each way has less of an effect as your Pokémon gains more happiness. Giving your Pokémon a Soothe Bell will increase the rate at which their happiness rises by 50%, and Pokémon caught with a Luxury Ball will get double the regular points when you level-up, walk, or use them in an important battle. There are ways to raise and lower happiness:

Raising Happiness Action	Current Value		
	0-99	100-199	200-254
Walk 256 steps with the Pokémon in your active Party	+1		
Give the Pokémon Vitamins (HP Up, Carbos, Iron, Protein, Calcium, Zinc, PP Up)	+5	+3	+2
Usage in Important Battle (Gym Leaders, Elites, Champion)	+3	+2	+1
Level Up the Pokémon	+5	+3	+2
The Haircut Brothers in Goldenrod City	+1-10 points		

Lowering Happiness Action	Current Value	
	0-199	200-254
The Pokémon faints in battle	-1	
Use of Energypowder	-5	-10
Use of Heal Powder	-5	-10
Use of Energy Root	-10	-15
Use of Revival Herb	-15	-20

Also note trading your Pokémon will reset its happiness to its base value. There are some things that would expect may affect your Pokémon's happiness. The following do **not** affect happiness:

- Putting a Pokémon in the PC
- Healing the Pokémon when weak and injured.
- Giving a Pokémon a hold item (Other than Soothe Bell).
- Using a Pokémon in battles (save level ups).
- Winning battles with a Pokémon (again, save for when it gains a level).
- Letting a Pokémon's HP fall to critical status.
- Letting your Pokémon get a status effect like Paralysis.
- Walking when your Pokémon has a status effect.

1.4.4 Evolving from Happiness

Some Pokémon require a high enough happiness before evolving. When their happiness quota has reached 220 or greater, they will evolve the next time they level up with experience or by Rare Candy. The timing of this is important for certain Pokémon, as they must be levelled up during a specified time.

Since vitamins increase happiness, it could be worth investing if you are training a Pokémon who needs to evolve this way. For example if you have a Munchlax who has a base of 70, when fed 20 vitamins will then have 112 Happiness which is only around 100 happiness away from evolving.

Pokémon	Evolves Into
Eevee	Espeon (Daytime) Umbreon (Nighttime)
Chansey	Blissey
Golbat	Crobat
Togepi	Togetic
Pichu	Pikachu
Cleffa	Clefairy
Igglybuff	Jigglypuff
Azurill	Marill
Budew	Roselia (Daytime)
Buneary	Lopunny
Chingling	Chimecho (Nighttime)
Munchlax	Snorlax
Riolu	Lucario (Daytime)

1.5 Beauty



This is hardly relevant in Heartgold and Soulsilver, there are a few things to note however. Blue's sister, Daisy Oak (who lives in Pallet Town), will massage you Pokémon from 3pm to 4pm on any day. This is also the way to get Blue's Phone Number (see 5.2.4.16).

The massage that Daisy Oak gives your Pokémon increases their happiness as well as their beauty which is completely invisible and is only noticeable when you trade your Pokémon to Diamond, Pearl, or Platinum and check their Super Contest Conditions.

The only exception to this is that obtain a Milotic, the Feebas needs to have Maximum beauty and then level up. This takes eight massages from Daisy. Also you can only get a Feebas from the Pokéwalker course Quiet Cave (8.4.20) or from trading one up from Diamond, Pearl, or Platinum.

1.6 Shiny Crown



You can work with a Pokémon to create a Shiny Crown which will give you a star on your trainer card and look cool in your Pokémon's summary screen. While you are collecting the five leaves required to make a crown, they will be visible in the Pokémon's summary screen.

Once you get a Shiny Leaf you can show your friend (Lyra or Ethan) and they will explain about the Shiny Leaves. Once you have gathered five on a Pokémon, they will craft them into a Shiny Crown and present you with a certificate about how you and your Pokémon are friends. The leaves in the summary screen will then change to a Shiny Crown. That all being said there is no connection to friendship or happiness of a Pokémon and the a Shiny Leaf or Crown.

Finding leaves requires your Pokémon to be in grass speaking to it, assuming there is a leaf to be found there is about a 5% your Pokémon will find one. You don't need to move so you can sit and continue to talk to them until they find

a leaf. However the route you need to be in changes depending on the nature of the Pokémon. There are five slots for leaves marked A-E below. Once a leaf has been found you need to change routes as each slot can only provide one leaf per Pokémon. Although every route has the ability to find a Shiny Leaf, not all routes have grass which means that this fact is useless. You're welcome. Below are all natures on the routes to go through to find enough leaves to make a crown:

Nature		Route	Nature		Route
Hasty	A	Route 44	Careful	A	Route 33
Mild	B	Route 39	Docile	B	Route 36
Quirky	C	Route 26	Modest	C	Route 45
Rash	D	Route 18	Quiet	D	Route 7
	E	Route 11	Serious	E	Routes 8, 13, and 14
Calm	A	Route 32	Adamant	A	Route 42
Gentle	B	Routes 35 and 48	Bold	B	Route 37
Lax	C	Routes 2 and 28	Brave	C	Routes 22 and 46
Relaxed	D	Route 4	Hardy	D	Route 15
	E	Route 6		E	Routes 9 and 24
Impish	A	Route 31	Bashful	A	Route 43
Jolly	B	Routes 34 and 47	Lonely	B	Route 38
Naive	C	Route 1	Timid	C	Route 27
Naughty	D	Route 3		D	Route 16
Sassy	E	Routes 5		E	Routes 10 and 25

2 Resources

2.1 Apricorns



Apricorns Trees can be found all over the world, and will bear fruit once a day. Once you've defeated Team Rocket in Azalea Town's Slowpoke Well, Kurt will offer to turn your Apricorns into PokéBalls. He can take as many Apricorns as you have, but only of one color at one time. It'll take a day for them to be made, but Kurt will call you on your PokéGear to say when they're done. You can also use the Apriblender to boost your Pokémon's performance statistics for the Pokéathlon (this is gone into more detail in [4.1.1.1](#)). Apricorns are stored in the Apricorn Box key item, which you will get from a man in a house on Route 30, between Cherrygrove City and Mr. Pokémon's house.

Apricorn	Ball Made	Locations
Red Apricorn	Level Ball	Fuchsia City, Route 37, Route 44
Yellow Apricorn	Moon Ball	Route 8, Route 42, Route 46, Violet City
Green Apricorn	Friend Ball	Route 11, Route 29, Route 30, Route 35, Route 39, Route 42, Route 46
Blue Apricorn	Lure Ball	Pewter City, Route 26, Route 36, Route 37
Pink Apricorn	Love Ball	Route 2, Route 30, Route 33, Route 42
White Apricorn	Fast Ball	Azalea Town, Pewter City, Route 38
Black Apricorn	Heavy Ball	Route 1, Route 31, Route 33, Route 37, Route 43

You can also buy them from the Pokéathlon Dome depending on the day:

Pokéathlon Dome Apricorn Sales							
Apricorn	Day of the week						
	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Red	×				×		×
Yellow		×		×	×		
Green	×				×	×	
Blue	×		×				×
Pink		×	×	×			
White		×		×		×	
Black			×			×	×

2.2 Berries

2.3 Berry List

2.4 Berry Pot

Once the player has gotten Sudowoodo to move a flower shop employee on Route 36 will give you Berry Pots. You also need the Watering Can which can be acquired from the Goldenrod Flower shop once Whitney is defeated.

2.5 TMs and HMs Locations

If a move is blue then it is only renewable from a Pokéwalker course. The red indicates if you can get one copy of it per save. The two pink moves are only renewable via pickup (see 2.7.4 below). HMs are usable as many times as you like.

Number	Name	Location
TM01	Focus Punch	Cianwood City Gym
TM02	Dragon Claw	Route 27 Goldenrod City Lottery (Sunday)
TM03	Water Pulse	Cerulean City Gym
TM04	Calm Mind	Battle Frontier Shop (48 BP)
TM05	Roar	Route 32
TM06	Toxic	Battle Frontier Shop (32 BP)
TM07	Hail	Mahogany Town Gym PokéWalker - Icy Mountain Rd.
TM08	Bulk Up	Battle Frontier Shop (48 BP)
TM09	Bullet Seed	Route 32
TM10	Hidden Power	Lake of Rage Celadon City Game Corner (5,000 Coins) PokéWalker - Quiet Cave
TM11	Sunny Day	Goldenrod Radio Tower PokéWalker - Blue Lake
TM12	Taunt	Ilex Forest Burned Tower Celadon City Dept. Store (¥1,500)
TM13	Ice Beam	Goldenrod Game Corner (10,000 Coins) Seafoam Islands
TM14	Blizzard	Goldenrod City Department Store (¥5,500)
TM15	Hyper Beam	Goldenrod City Department Store (¥7,500) PokéWalker - Quiet Cave
TM16	Light Screen	Goldenrod City Department Store (¥2,000)
TM17	Protect	Goldenrod City Department Store (¥2,000)
TM18	Rain Dance	Slowpoke's Well PokéWalker - Dim Cave
TM19	Giga Drain	Celadon City Gym
TM20	Safeguard	Celadon City Department Store (¥2,000)
TM21	Frustration	Goldenrod City Department Store (Show an Unhappy Pokémon to a lady on Sunday) Celadon City Department Store (¥1,000)
TM22	Solarbeam	Celadon City Department Store (¥3,000)
TM23	Iron Tail	Olivine City Gym
TM24	Thunderbolt	Goldenrod City Game Corner (10,000 Coins) Cerulean Cave
TM25	Thunder	Goldenrod City Department Store (¥5,500)
TM26	Earthquake	Victory Road Battle Frontier Shop (80 BP) Pickup (91-100)
TM27	Return	Goldenrod City Department Store (Show a Happy Pokémon to a lady on Sunday) Celadon City Department Store (¥1,000)
TM28	Dig	National Park Celadon City Department Store (¥2,000)
TM29	Psychic	Saffron City Celadon City Game Corner (10,000 Coins) PokéWalker - Night Sky's Edge
TM30	Shadow Ball	Ecruteak City Gym Battle Frontier Shop (64 BP)
TM31	Brick Break	Battle Frontier Shop (48 BP)

Number	Name	Location
TM32	Double Team	Celadon City Game Corner (4,000 Coins)
TM33	Reflect	Goldenrod City Department Store (¥2,000)
TM34	Shock Wave	Vermillion City Gym
TM35	Flamethrower	Route 28 Goldenrod City Game Corner (10000 Coins)
TM36	Sludge Bomb	Route 43 Battle Frontier Shop (80 BP)
TM37	Sandstorm	Route 27 PokéWalker - Town Outskirts
TM38	Fire Blast	Goldenrod City Department Store (¥5500)
TM39	Rock Tomb	Union Cave
TM40	Aerial Ace	Mt. Mortar Battle Frontier Shop (40 BP)
TM41	Torment	Celadon City Department Store (¥1500)
TM42	Facade	Goldenrod City Lottery (Friday)
TM43	Secret Power	Lake of Rage
TM44	Rest	Goldenrod City Game Corner (6000 Coins)
TM45	Attract	Goldenrod City Gym Battle Frontier Shop (32 BP)
TM46	Thief	Mahogany Town Rocket Hideout
TM47	Steel Wing	Route 28
TM48	Skill Swap	Saffron City Gym
TM49	Snatch	Mahogany Town Rocket Hideout
TM50	Overheat	Seafoam Island Gym
TM51	Roost	Violet City Gym
TM52	Focus Blast	Goldenrod City Department Store (¥5500)
TM53	Energy Ball	Battle Frontier Shop (64 BP)
TM54	False Swipe	Dark Cave Goldenrod City Department Store (¥2000)
TM55	Brine	Celadon City Department Store (¥3000)
TM56	Fling	Rock Tunnel Pickup (Level 51-70)
TM57	Charge Beam	Goldenrod City Lottery (Wednesday) Power Plant Olivine City
TM58	Endure	Celadon City Game Corner (2000 Coins)
TM59	Dragon Pulse	Blackthorn City Gym Battle Frontier Shop (80 BP)
TM60	Drain Punch	Route 39 Goldenrod City Lottery (Thursday)
TM61	Will-o-wisp	Battle Frontier Shop (32 BP)
TM62	Silver Wind	Route 6 Goldenrod City Lottery (Saturday)
TM63	Embargo	Route 34
TM64	Explosion	Underground Passage (Route 5-6) - In Exchange for RageCandyBar
TM65	Shadow Claw	Route 42 Goldenrod City Lottery (Monday)
TM66	Payback	Route 35
TM67	Recycle	Celadon City
TM68	Giga Impact	Celadon City Game Corner (15000 Coins) PokéWalker - White Lake
TM69	Rock Polish	Route 10
TM70	Flash	Sprout Tower Goldenrod City Department Store (¥1000)
TM71	Stone Edge	Battle Frontier Shop (80 BP)

Number	Name	Location
TM72	Avalanche	Ice Path Celadon City Department Store (¥3000)
TM73	Thunder Wave	Battle Frontier Shop (32 BP)
TM74	Gyro Ball	Celadon City Game Corner (10000 Coins)
TM75	Swords Dance	Goldenrod City Game Corner (4000 Coins)
TM76	Stealth Rock	Mt. Silver Celadon City Department Store (¥2000)
TM77	Psych Up	Viridian Forest
TM78	Captivate	Goldenrod City Game Corner (Free) Celadon City Department Store (¥1500)
TM79	Dark Pulse	Victory Road Celadon City Department Store (¥3000)
TM80	Rock Slide	Pewter City Gym
TM81	X-Scissor	Battle Frontier Shop (64 BP)
TM82	Sleep Talk	Goldenrod City Department Store Basement
TM83	Natural Gift	MooMoo Farm (Route 39) Goldenrod City Department Store (2000 ¥)
TM84	Poison Jab	Fuchsia City Gym
TM85	Dream Eater	Viridian City
TM86	Grass Knot	Route 11 Pickup (71-90)
TM87	Swagger	Shining Lighthouse Celadon City Department Store (¥1500)
TM88	Pluck	Route 40
TM89	U-Turn	Azalea Town Gym Battle Frontier Shop (40 BP)
TM90	Substitute	Goldenrod City Game Corner (2000 Coins)
TM91	Flash Cannon	Route 9 Goldenrod City Lottery (Tuesday)
TM92	Trick Room	Viridian City Gym
HM01	Cut	Ilex Forest
HM02	Fly	Cianwood City after defeating Chuck
HM03	Surf	Assist Kimono Girl in Ecruteak City
HM04	Strength	Hiker on Route 42
HM05	Whirlpool	Lance in Mahogany Town Rocket Hideout
HM06	Rock Smash	Hiker in Route 36
HM07	Waterfall	Ice Path
HM08	Rock Climb	Professor Oak in Pallet Town after obtaining 16 Badges

The fact that several moves are nonrenewable is quite unfortunate especially considering this includes moves such as skill swap, roost, endure, explosion, rock polish, and trick room. Unless you're hacking or have multiple games be careful using TMs without being sure that is the Pokémon you really want to have a move. Generally moves are usually still available as learned or egg moves which is renewable albeit with a smaller pool of available Pokémon.

Also notable are the four weather moves - hail, sunny day, rain dance, and sandstorm. These are only renewable off Pokéwalker courses and are otherwise only found once.

2.6 Money

Also your mother can keep money for you if you choose to. She can hold up to ¥999,999,999. When she buys you items she won't actually spend you money contrary to what she says.

2.7 Farming Items

There are a lot of items you can find fairly easily with a little effort. Some interesting methods are listed here. Heart Scales are mentioned several times as they are required to forget and relearn moves (see [1.3.2](#)).

2.7.1 The Pokéwalker

Aside from the rare Pokémon that the Pokéwalker (8) has to offer such as flying or surfing Pikachu or just exclusive Pokémon such as Feebas or Wailmer, it also provide a method of getting several items that are otherwise quite painful to farm.

- **Heart Scales** - The Stormy Beach course ([8.4.18](#)) offers Heart Scales (and PP Up and Quickballs). The best window for your getting these is between 800-1,500 steps which puts it at 40% chance when you get items.
- **Weather TMs** - As mentioned above in the TM HM list ([2.5](#)) you can find Hail, Sunny Day, Sandstorm, and Rain Dance.
- **Other** - There are some other items such as TMs, PP Ups, weather rocks (such as Damp Rock), and some various expensive items such as Nuggets, Shards, and Pearls.

2.7.2 The Koga Vending Machine

There are two things of interest that Koga of the elite four has to offer. He will always have a Muk with Black Sludge, and after you are the champion he gets a Swalot with Leftovers.

What you can do to poor Koga is bring a Pokémon with either Thief or Trick and steal his Leftovers and or Black Sludge. However both of these Pokémon have Sticky Hold you need to prep them with either something like Mold Breaker or Worry Seed in order to be able to pull of the items. Be aware that the Muk is a Minimize Swagger build so taking the time to remove its ability and steal its item does let it set up.

As leftovers can be found on the Pokéwalker and on the wild Snorlax⁵ and Black Sludge once in Cerulean Cave, or catching a Croagunk in the Safari Zone and dealing with the the 5% rarity this is the best method for farming both these items.

2.7.3 Rock Smash

Rock smash is kind of a pain to farm because you need to enter and exit a zone in order to refresh rocks, because of this, the Pokémon encounters, and the amount of text to click through this isn't really a good way to farm items. Although there are several places with many rocks that are nice to wander around in such as Ruins of Alph, the areas with the more desirable items such as Max Ether, Heart Scales, and various expensive items are all dungeons and so you will need repel in addition to entering and exiting repeatedly. Because of this here will only be noted the few relevant items you can find:

- **Heart Scale** - These can be found on Cianwood City, Dark Cave, Rock Tunnel, Route 19, Vermillion City, or Victory Road as one of eight other drops. Without a Pokéwalker this is one of the best ways to get this item. It is in no way a good method though.
- **Fossils** - There are two locations where you can find the fossils which can be turned into Pokémon in Pewter City at the museum.

⁵Technically if you beat the elite four, Snorlax will respawn on Route 12 where you can steal the leftovers, knock it out again then you can repeat this process but since you have to beat the elite four anyway to do that you're better off just stealing from Koga.

Fossil	Location	Version
Claw Fossil (Anorith)	The Cliff Cave	HG
Root Fossil (Lileep)	The Cliff Cave	SS
Helix Fossil (Omanyte)	Ruins of Alph	HG
Dome Fossil (Kabuto)	Ruins of Alph	SS
Old Amber (Aerodactyl)	Ruins of Alph	HG SS

- **Shuckle** - Though it isn't an item this is the way to find a Shuckle unless you want to bother with the Safari Zone.

2.7.4 Pickup

The pickup ability has no affect in battle, though once a battle has finished the Pokémon if the Pokémon isn't holding an item there is a 10% chance it will find an item depending on the level of the Pokémon with pickup:

Level	Chance of Item										
	30%	10%						4%		1%	
1-10	Potion	Antidote	Super Potion	Great Ball	Repel	Escape Rope	Full Heal	Hyper Potion	Ultra Ball	Max Repel	Nugget
11-20	Antidote	Super Potion	Great Ball	Repel	Escape Rope	Full Heal	Hyper Potion	Ultra Ball	Revive	Nugget	King's Rock
21-30	Super Potion	Great Ball	Repel	Escape Rope	Full Heal	Hyper Potion	Ultra Ball	Revive	Rare Candy	King's Rock	Full Restore
31-40	Great Ball	Repel	Escape Rope	Full Heal	Hyper Potion	Ultra Ball	Revive	Rare Candy	Sun Stone	Full Restore	Ether
41-50	Repel	Escape Rope	Full Heal	Hyper Potion	Ultra Ball	Revive	Rare Candy	Sun Stone	Moon Stone	Ether	Iron Ball
51-60	Escape Rope	Full Heal	Hyper Potion	Ultra Ball	Revive	Rare Candy	Sun Stone	Moon Stone	Heart Scale	Iron Ball	TM56 (Fling)
61-70	Full Heal	Hyper Potion	Ultra Ball	Revive	Rare Candy	Sun Stone	Moon Stone	Heart Scale	Full Restore	TM56 (Fling)	Elixir
71-80	Hyper Potion	Ultra Ball	Revive	Rare Candy	Sun Stone	Moon Stone	Heart Scale	Full Restore	Max Revive	Elixir	TM86 (Grass Knot)
81-90	Ultra Ball	Revive	Rare Candy	Sun Stone	Moon Stone	Heart Scale	Full Restore	Max Revive	PP Up	TM86 (Grass Knot)	Leftovers
91-100	Revive	Rare Candy	Sun Stone	Moon Stone	Heart Scale	Full Restore	Max Revive	PP Up	Max Elixir	Leftovers	TM26 (Earthquake)

2.7.5 Other Methods

There are of course plenty of other methods to farm items aside from the ones mentioned above, some examples are:

- **Frisk** - When a Pokémon with Frisk is sent out you can see what the opponents item is using. Thief or Trick can then steal whatever the item is if you like it. Stantler can have Frisk and learn Thief through breeding a Keckleon which is only available in the Treehouse route (see [8.4.12](#)).
- **Compound Eyes** - This is largely an extension on Frisking. If you lead with a Compound Eyes Pokémon which increases the odds of wild Pokémon having a held item. You intentionally faint your Compound Eyes Pokémon and have the fainted Pokémon in the first slot of your party. You will still gain the benefit of the ability then you lead with your Frisk Pokémon. This increases held item odds from 50% to 60% and 5% to 20%.
- **Swarm Luvdisc** - Wild Luvdisc have a 50% to hold a Heart Scale. Unfortunately They are only available as the daily swarm Pokémon (see [5.2.2](#)).
- **Amulet Coin**- Whenever you are able to fight (or rematch) a gym leader or elite four member lead your team with an Amulet Coin which will double your prize money. This also effects payday, which after a battle gives $5 \times \text{Level}$ per Pay Day used in battle.

3 Battle Mechanics

3.1 Status Conditions

3.1.1 Burn

When a Pokémon is burnt, at the end of each round the Pokémon takes $\frac{1}{8}$ th of their maximum health. This happens regardless of if all opponents Pokémon have been knocked out. The Pokémon also will deal half damage on all physical attacks. A Pokémon with Water Veil cannot be burned. You can be burnt from several moves such as Will-O-Wisp, the ability Flame Body, or by holding a Flame Orb. There are a few various special cases;

- A Pokémon with Magic Guard (only Clefairy, Cleffa, or Clefable) won't take the burn damage and will have the damage reduction.
- A Pokémon with heatproof (only Bronzong or Bronzor) will takes half burn damage and will have the damage reduction.
- A Pokémon with Guts will still take damage but will not face a damage reduction.

3.1.2 Freeze

When a Pokémon is frozen, it does not get a turn. Each round there is a 20% chance that the Pokémon will thaw. Pokémon cannot be frozen in Harsh Sunlight (see 3.3.1). A Pokémon can be frozen from various ice type moves or from Hidden Power (see 3.5.2).

When frozen the following moves can be used and will happen normally and thaw the user;

- Flame Wheel
- Sacred Fire
- Flare Blitz

Additionally if a frozen Pokémon is hit by a damaging fire type move it will be thawed.

3.1.3 Paralysis

When a Pokémon is paralyzed its speed is halved and has a 25% chance to be unable to perform a move. There are moves such as Thunder Wave and abilities such as Static or Effect Spore that can cause a Pokémon to become paralyzed. The move Smelling Salts will remove paralysis. A Pokémon has the Quick Feet ability the speed is increased by 50% instead of the reduction.

3.1.4 Poison

When a Pokémon is poisoned, at the end of each round they lose $\frac{1}{8}$ of their maximum health. When badly poisoned, the damage increases each round, starting at $\frac{1}{16}$ and increasing by $\frac{1}{16}$ each round. Poison comes almost only from poison type moves, with some exceptions being Twin Needle, Fling (see 3.5.3), effect spore, Poison Point ability, Toxic Spikes, and so on. If a Pokémon has Poison Heal, then they gain whatever health would have been lost instead.

3.1.5 Sleep

A sleeping Pokémon cannot use a move other than sleep talk for 1 to 5 turns as they are sleeping. If a Pokémon uses the move Rest then they will sleep for exactly 2 turns only. There are a lot of ways a Pokémon can sleep; Hypnosis, Yawn, being disobedient and taking a nap, etc. If a Pokémon has Vital Spirit or Insomnia they cannot sleep. Wake-Up slap becomes more powerful on a sleeping Pokémon and not surprisingly wakes them up. When a Pokémon wakes up they will use a move that same turn.

3.1.6 Other

There are a lot of other effects and conditions that can happen in a battle that depend of abilities, items, and moves used. Given the variety they will not be fully covered here. Some common examples are as follows.

- **Choice Items** - The choice items all boost a stat by 50% but allow the use of only one move until switched out.
- **Multi Turn Moves** - Some moves such as Rollout, Solar Beam, or Bide take multiple moves to perform and some others such as Blast Burn, Frenzy Plant, Hydro Beam, Giga Impact, and so on perform a powerful attack then need a turn to recharge from it.
- **Move Locks** - Several moves such as Taunt, Imprison, or Encore force Pokémon to either use the same move again or not be able to use certain moves for a duration of time.
- **Flinching** - Once a Pokémon flinches they do not perform whatever move they had intended to.

Again, there are many more than this as well depending on what is happening in the battle.

3.2 Flame Orb vs Toxic Orb

A common question when training a Pokémon with Guts or Quick Feet is which item to use. If you have a Quick Feet Pokémon, you should use Toxic Orb as otherwise the half damage from being burned is not ignored unless you have Guts.

A Guts Pokémon generally should use Flame Orb. Although the first turn a badly poisoned Pokémon only takes $\frac{1}{16}$ th of their max health, the next turn is $\frac{1}{8}$ as the damage increases every turn. Burned Pokémon always only take $\frac{1}{8}$ th of their maximum health so Toxic Orb is only better for two turns, even with Burn Orb at three, and worse every turn after that.

There are no moves like Venoshock in fourth Generation Pokémon meaning that there are very few other options to consider. If you have a Pokémon like Flareon, you must use Toxic Orb as it cannot be burnt. Other than that perhaps if you have an Ursaring, maybe you want to play mind games by picking Toxic Orb to pretend to be Quick Feet while really being Guts.

3.3 Weather

Weather is a fairly large part of the meta game and can impact a battle pretty significantly. There are three ways to get weather within a battle;

1. **Overworld Weather** - Whatever weather is happening in the overworld will also effect you in game. There are routes with fixed weather such as Route 33 which is always raining, then there other areas which have changing weather such as Lake of Rage (see 5.3) which rains every day but Wednesday and Mount Silver which will rain or hail sometimes.
2. **Weather Moves** - When Sunny Day, Rain Dance, Sandstorm, or Hail are used the respective weather starts. These TMs (see 2.5) are all found once in the overworld and are also found across different Pokéwalker routes. The weather lasts for 5 turns unless the Pokémon is holding a Icy/Smooth/Heat/Damp rock in which case the weather will last for 8 turns. These rocks can all be found on the Icy Mountain Road Pokéwalker route (see 8.4.15)⁶.
3. **Weather Abilities** - There are a few Pokémon that will cause weather when entering battle due to their abilities;
 - (a) Groudon causes sunlight with Drought.
 - (b) Kyogre causes rain with Drizzle.
 - (c) Hippopotas, Hippowdon, and Tyranitar all cause Sandstorms with Sand Stream.
 - (d) Abomasnow and Snover both cause Hail with Snow Warning.

When weather is started due to an ability, it will last forever until changed unlike a move causing weather.

Once weather is in play, there are several effects that each bring. Aside from what is listed below, Castform also changes type based on the weather with its Forecast ability and the move Weather Ball is Fire, Water, Ice, or Rock type depending on the weather.

3.3.1 Sunlight

As everyone likes a bit of sun there are a lot of effects from Sunlight;

- Fire-type moves have 50% increased base power
- Chlorophyll Pokémon have double Speed
- Flower Gift Pokémon raise their team's Attack and Special Defense by 50%
- Solar Power Pokémon have 50% increased Special Attack but also take $\frac{1}{8}$ of their max HP at the end of each turn
- The move Solar Beam only takes one turn to perform

One downside is that Water-type moves have 50% decreased base power and the move Thunder has 50% accuracy.

3.3.2 Rain

Aside from not needing to take a shower when it rains there are many benefits that come with rain;

- Increases Water moves power by 50%
- Swift Swim Pokémon have double Speed
- Dry Skin Pokémon restore 1/8 of their HP every turn
- Rain Dish Pokémon restore 1/6 of their HP every turn
- The move Thunder ignores accuracy and evasion checks

The downside to rain is that Fire type moves and Solar Beam have 50% power.

⁶Also the only place to catch Snover and Snorunt as well as the TM for Hail can be found there as well.

3.3.3 Sandstorm

Sandstorm is largely just used for Sand Veil Pokémon to have 20% better evasion. It also causes non Ground, Rock, Steel, Magic Guard, and Sand Veil Pokémon take $\frac{1}{16}$ of their max HP at the end of each round.

3.3.4 Hail

Similar to Sandstorms, this causes Pokémon to take $\frac{1}{16}$ of their max HP at the end of each round, but also has the following

- Snow Cloak Pokémon have 20% better evasion
- Ice Body Pokémon restore $\frac{1}{16}$ of their health every turn instead of losing it
- The move Blizzard ignores accuracy and evasion checks

Solar Beam also deals 50% damage in hail.

3.4 Fleeing Battle

In any wild battles trainers can attempt to run away, gaining nothing from the battle⁷. There are many cases where you cannot normally flee the battle;

- The battle is not against a wild Pokémon.
- The opposing Pokémon has Arena Trap and your Pokémon is grounded.
- The opposing Pokémon has Shadow Tag and your Pokémon does not have Shadow Tag.
- The opposing Pokémon has Magnet Pull and your Pokémon is a steel type.
- Any binding effects such as Ingrain, Block, or Mean Look.

Regardless of these effects the use of PokéDoll or Fluffy Tail⁸ will let you escape. The move Teleport won't bypass the above trapping effects. Additionally with the held item Smoke Ball or the ability Run Away any attempt to run or Teleport away will succeed.

The move Whirlwind also can serve as a way to end battles as the wild Pokémon will be blown away and the battle ends. This works unless the opposing Pokémon has Ingrain or has the ability Suction Cups, but as Octillery, Lileep, and Cradily are the only Pokémon with this ability none of which appear in the wild, there is a very small chance this will matter unless you're messing around with a wild Ditto.

Roaming legendaries and Pokémon in the Safari Zone (see 4.3) also may run of their own accord.

If you attempt to run away when the active Pokémon has higher speed than the wild Pokémon, you can escape freely. When your speed is lower than the wild Pokémon, the odds of escape are as follows;

$$\text{Escape Odds} = \left(\left\lfloor \frac{\text{Speed}_{\text{Player}} \times 128}{\text{Speed}_{\text{Wild}}} \right\rfloor + 30 + \text{Attempts} \right) \bmod 256$$

Then a random integer in $[0, 256]$ is chosen, when this number is less than the Escape Odds you escape otherwise the turn is wasted. The speed drop from paralysis is not taken into account.

3.5 Unusual Moves

3.5.1 Overworld Moves - TODO

There are a fair amount of moves that can be used outside of battle to have an effect. The obvious example of these are HMs which are mandatory to traverse the overworld, but there are several that have effects aside from just HMs. The HMs are as follows;

- **Cut** - Cuts down cuttable plants.
- **Fly** - Flies the trainer to a previously visited location
- **Surf** - Allows the trainer to move across water
- **Strength** - Allows the trainer to push certain boulders around
- **Flash** - Lights up the darkness and opens a door in the Ruins of Alph
- **Dig** - Brings the trainer to the outside of whatever dungeon they are in

⁷Aside from the ability to spread Pokérus, trigger pickup (see 2.7.4), and so on.

⁸This is only available on the Resort course of the Pokéwalker (see 8.4.19)

- **Teleport** - Teleports the trainer to the last Pokécenter they healed their Pokémon at. This is the quickest way to move between Kanto and Johto.
- **Whirlpool** - Allows the trainer to cross whirlpools
- **Waterfall** - Allows the trainer to climb and descend waterfalls
- **Rock Smash** - Allows the trainer to smash breakable rocks (see 2.7.3)
- **Rock Climb** - Allows the trainer to climb and descend rocky terrain.

There are few non HM Moves that are rather interesting as well.

- **Soft-Boiled** - Chansey Blissey lvl 12
- **Milk Drink** - Milk Tank lvl 11
- **Sweet Scent** - If used in a tile where encounters can happen, it triggers a wild battle.
- **Chatter** - This allows a Chatot to record a new cry.

3.5.1.1 Headbutt - TODO

Headbutt is a move deserving of its own section, as it is more useful than the other non HM moves. As stated in 1.3.1 a man in Ilex Forest will teach Headbutt to your Pokémon as he enjoys headbutting trees himself. Not all, but some trees will have Pokémon in their branches. If a tree does have an encounter in it, then Headbutting the tree will always result in an encounter.

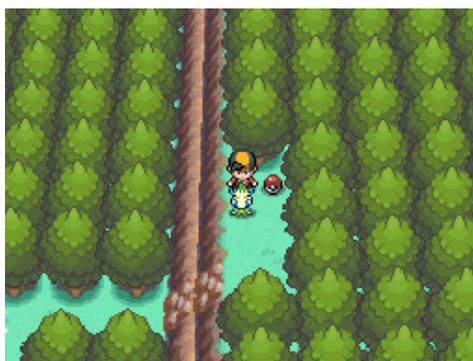
There are many Pokémon you can find through headbutting, several such as Heracross you can only find through Headbutting. There are several Pokémon that are exclusive to specific trees however and are the only ways you are able to find these Pokémon.

- **Burmy**



Burmy lives on a cliff on Route 38. The area needs to be accessed through the cliffside on Route 39 nearby. The far right is where Burmy lives.

- **Cherubi**



- **Slakoth**



Simply on Route 25 the second tree on the left has a Slakoth.

- **Starly**



Through Cherrygrove City you can Surf and Rock Climb to reach the bottom left tree.

- **Tailow**



3.5.2 Hidden Power

Hidden Power on the surface looks to be a normal special Normal type move however this secretly is not the case. Based on the users IVs, the move will have from 30-70 power. Hidden Power is not actually a Normal move, the type is essentially random from one Pokémon to another and if you go to the Celadon Game Corner Prize Exchange house and ask the blonde guy in the top right of the building, they will tell you a Pokémon's Hidden Power type. The move is considered to be that type when used by a Pokémon, so unless the Hidden Power matches the type of the Pokémon, it will not get a STAB bonus. There is also secondary effects that comes with Hidden Power based off the terrain the battle is taking place in.

Hidden Power Effects		
Terrain	Effect	Animation
Buildings or wi-fi/linked battles	Paralysis	Body Slam
Grass	Sleep	Needle Arm
Plain terrain, puddles, and sand	Accuracy lowered one stage	Mud Slap
Caves or rocky terrain	Flinching	Rock Throw
Water	Attack lowered one stage	Water Pulse
Snow	Freeze	Avalanche
Ice	Freeze	Ice Shard
Marsh	Speed lowered one stage	Mud Shot

Amusingly marsh tiles are only found in the Safari Zone (see 4.3) so you can't actually use that effect.

3.5.2.1 Calculating Hidden Power

It was stated that Hidden Power typing is more or less random. This was a lie, it of course is calculated somehow but as there is a nice man who will just tell you your Pokémon's type, there is no reason to know more than that. That being said, Hidden Power type is calculated as follows;

$$HP_T = \left\lfloor \frac{(a + 2b + 4c + 8d + 16e + 32f) \times 15}{63} \right\rfloor$$

Where a, b, c, d, e, f are the least significant bit of the Pokémon's IVs for HP, Attack, Defense, Special Attack, Special Defense, and Speed respectively. As the floor of this equation is taken, the resulting integer $HP_T \in [0, 15]$ is then checked against the following;

Hidden Power Type		Hidden Power Type	
Value	Type	Value	Type
0	Fighting	8	Fire
1	Flying	9	Water
2	Poison	10	Grass
3	Ground	11	Electric
4	Rock	12	Psychic
5	Bug	13	Ice
6	Ghost	14	Dragon
7	Steel	15	Dark

The power is calculated in a similar fashion;

$$HP_P = \left\lfloor \frac{(u + 2v + 4w + 8x + 16y + 32z) \times 40}{63} \right\rfloor + 30$$

In this case u, v, w, x, y, z represent the second least significant bit of the Pokémon's IVs for HP, Attack, Defense, Special Attack, Special Defense, and Speed respectively. In this case, the resulting integer $HP_P \in [30, 70]$ which simply is the power of the Pokémon's Hidden Power attack.

3.5.3 Fling

The user of the move Fling throws their held item at the opponent. Based on the item, the power of the move changes. There are many items that have an effect aside from just dealing damage, then some items just deal damage. Many TMs do a variety of damage, better moves such as Hydro Pump, Blizzard, Thunder, and Fire Blast will deal 110 for example. As any item that can be held can be flung, only the highest tier of damage will be mentioned for the sake of space.

Fling Effects		
Item	Effect	Damage
Poison Barb	Poisons Opponent	70
Flame Orb	Burns Opponent	30
King's Rock	If hits before Opponent moves, the opponent flinches	30
Light Ball	Paralyzes Opponent	30
Razor Fang	If hits before Opponent moves, the opponent flinches	30
Toxic Orb	Badly Poisons Opponent	30

130 Damage Items
Big Nugget
Iron Ball

Generally the damage done by items is fairly intuitive - fossils and bones deal more damage, and feathers and berries deal less.

4 Events

4.1 Pokéathlon Dome



The Pokéathlon Dome is a small area which contains a variety of features - the dome where you can play the Pokéathlon Games, some daily shops, and outside to the left is a stand which sells Apricorn juices which help you change your Pokémon's stats. In the basement of the dome, you will find all the records for the Pokéathlon.

There are four rooms you can gain access to by getting increasing results in the events. The first room is the Solidarity Room which you can enter immediately, you can check the trophy cases in this area and see each type of Pokéathlon Contest and your high score for each of the Pokéathlon contest categories. It will show you if you have received the medal for beating the main score or getting a crown for beating the all star high score.

The second room is the Trust Room which you gain access to when you have a medal in each event. In here you can view the statistics of individual Pokémon.

The third room is the Potential Room which is accessed once you get a Pokémon with each event medal. This room has a computer in the middle which allows you to check the top five scores for each event. The events you have not got a high score on yet are uncoloured and if you have beaten both scores, a crown is included above it, this is useful to find which events you need to score higher in. There is also a nice man who will give you advice in any event.

Last is the Friendship Room which is accessed through getting a high score in each event. Once you get each room you can also get trophies in each room to earn such as having 100 victories and coming in first in every event 50 times.

The prize counter inside sells items for points you earn from performing in the games. Note that the last six items each day are only available once you have acquired the national Pokédex.

Monday		Tuesday		Wednesday		Thursday	
Item	Price	Item	Price	Item	Price	Item	Price
Red Apricorn	200P	Yellow Apricorn	200P	Blue Apricorn	200P	Yellow Apricorn	200P
Blue Apricorn	200P	Pink Apricorn	200P	Pink Apricorn	200P	Pink Apricorn	200P
Green Apricorn	200P	White Apricorn	200P	Black Apricorn	200P	White Apricorn	200P
MooMoo Milk	100P	MooMoo Milk	100P	MooMoo Milk	100P	MooMoo Milk	100P
Moonstone	3000P	Fire Stone	2500P	Water Stone	2500P	ThunderStone	2500P
Rare Candy	2000P	PP Up	1000P	Heart Scale	1000P	PP Up	500P
Full Restore	500P	Full Restore	500P	Full Restore	500P	Full Restore	500P
King's Rock	3000P	Metal Coat	2500P	Dragon Scale	2500P	King's Rock	3000P
Sun Stone	3000P	Water Stone	2500P	Thunder Stone	2500P	Fire Stone	2500P
Water Stone	2500P	Water Stone	2500P	Moon Stone	3000P	Leaf Stone	2500P
Shiny Stone	3000P	Dusk Stone	3000P	Shiny Stone	3000P	Shiny Stone	3000P
Dusk Stone	3000P	Dawn Stone	3000P	Dawn Stone	3000P	Dusk Stone	3000P

Friday		Saturday		Sunday	
Item	Price	Item	Price	Item	Price
Red Apricorn	200P	Green Apricorn	200P	Red Apricorn	200P
Yellow Apricorn	200P	White Apricorn	200P	Blue Apricorn	200P
Green Apricorn	200P	Black Apricorn	200P	Black Apricorn	200P
MooMoo Milk	100P	MooMoo Milk	100P	MooMoo Milk	100P
Metal Coat	2500P	Leaf Stone	2500P	King's Rock	3000P
Nugget	500P	Rare Candy	2000P	Heart Scale	1000P
Full Restore	500P	Full Restore	500P	Full Restore	500P
Dragon Scale	2500P	Metal Coat	2500P	Nugget	500P
Water Stone	2500P	Thunder Stone	2500P	Sun Stone	3000P
Sun Stone	3000P	Shiny Stone	3000P	Fire Stone	2500P
Dusk Stone	3000P	Dusk Stone	3000P	Shiny Stone	3000P
Dawn Stone	3000P	Dawn Stone	3000P	Dawn Stone	3000P

4.1.1 Performance



Each Pokémon has five unique stats only used for the Pokéathlon. There are five performance stats - Speed, Power, Skill, Stamina, and Jump. Each stat can be one to five stars, the minimum and maximum range is determined by the Pokémon's species and often will not be five. For example Sunkern⁹ has a possible five stars in all performance stats, the highest possible total—the same as Mew, Ditto, Origin Forme Giratina, and Arceus. The value changes day to day based on the nature of the Pokémon and can be affected by Apricorn juice either bought out front or made in the Apriblender. There are ten different events in the dome you can partake, five courses each using three events. Events use three to four stats. × indicates if it is in the corresponding events course and ✓ means the event uses that stat.

Events	Stats				
	Speed	Power	Skill	Stamina	Jump
Hurdle Dash	✓/×		✓		✓/×
Lamp Jump		✓	✓	✓	✓/×
Ring Drop	✓	✓		✓/×	✓
Snow Throw		✓	✓/×	✓	
Relay Run	✓/×	✓	✓	✓/×	
Block Smash		✓/×	✓	✓/×	
Circle Push	✓	✓/×		✓	
Pennant Capture	✓/×	✓	✓/×	✓	✓
Disc Catch	✓	✓			✓/×
Goal Roll	✓	✓/×	✓/×	✓	✓

Each day performance of a Pokémon changes based on the day of the month, their Nature, and their personality value. The extent of the change may increase or decrease an attribute by up to 4 stars, subject to the Pokémon's species minimums and maximums, though changes beyond one to two stars in either direction cannot be achieved without Aprijuice. Natures affect performance as follows:

⁹Ironically, it has the lowest base stat total of any Pokémon in Pokémon HeartGold and SoulSilver

Nature	Speed	Power	Skill	Stamina	Jump
Hardy	-1	+1			
Lonely		+2		-2	
Brave	-2	+2			
Adamant		+2			-2
Naughty		+2	-2		
Bold		-2		+2	
Docile				+1	-1
Relaxed	-2			+2	
Impish				+2	-2
Lax			-2	+2	
Timid	+2	-2			
Hasty	+2			-2	
Serious	+1		-1		
Jolly	+2				-2
Naive	+2		-2		
Modest		-2			+2
Mild				-2	+2
Quiet	-2				+2
Bashful		-1			+1
Rash			-2		+2
Calm		-2	+2		
Gentle			+2	-2	
Sassy	-2		+2		
Careful			+2		-2
Quirky			+1	-1	

4.1.1.1 Apriblender



Located in the Apricorn Box the player can add up to five Apricorns into the blender. Once you take 100 steps the drink is mixed and can be used three times. Once there is space left you may add new Apricorns into the mixture.

The round button on the Apriblender shows you information about the contents of the blender. If there is Aprijuice in the blender, it will show the player the flavor level, the mildness level, and the number of Apricorns one can add to the blender at that time. Selecting "Taste" on the menu that appears on the bottom screen will give the player a clue as to what performance stats the juice will raise, along with how strong the juice is.

The flavor of Aprijuice determines how much it will raise the stats of a Pokémon that drinks it. The flavor of a type of juice increases when certain Apricorns are blended with an existing batch, if the Apricorns added are of the same type as the juice and have a strong value (see the below). A juice with a high flavor can raise performance stats by several levels, whereas a juice with a low flavor will only raise it slightly or not at all. A juice's flavor maxes out at 100.

The mildness of a batch of Aprijuice determines whether or not the juice will have a negative effect on a Pokémon, such as lowering certain performance stats. A milder batch of Aprijuice will have a smaller negative effect. The more the player walks, the milder the juice becomes. Walking 100 steps adds one more level of mildness. Also, as days pass the mildness increases. If Apricorns are added to a batch to increase the flavor, the mildness will be reset to 0 when the batch is done mixing. A juice's mildness maxes out at 255.

The effects of multiple Aprijuices do not stack when fed to a Pokémon; the effects of the new drink replace the effects of the

last drink. When a Pokémon is put into a PC box, all of the effects of an Aprijuice disappear.

Whenever you add a new Apricorn to the juice the following occurs:

1. The existing flavor values of the existing Aprijuice, its mildness, as well as the identities of the strongest and second-strongest flavors are noted.
2. The flavor values are adjusted appropriately: a strong taste effect (see below) raises the corresponding flavor by 4 points except for Black Apricorns which raise each flavor by 2 points, while a weak taste effect lowers it by 2 points. Each flavor is capped at a maximum of 63 points and a minimum of 0.
3. If a flavor other than its strongest and second-strongest (as noted above) was raised in the previous step, the mildness decreases by 10. The mildness may not be lowered past 0.
4. If the combined sum of flavors is greater than 100, the strongest flavor among those that were not boosted by the addition of the Apricorn is chosen (if there is a tie, the first among the order of Power, Stamina, Skill, Jump, and Speed is chosen); a random flavor is chosen if a Black Apricorn was added, and no flavor is chosen if a White Apricorn was added. This attribute is lowered so that the sum of flavors is 100.

The flavor of an Aprijuice is the sum of all its individual flavors, and is thus capped at 100. Every 100 steps taken increases the mildness of an Aprijuice by 1, up to a maximum of 255. Any mildness increases are made before the mixing of new Apricorns into the Aprijuice is performed. Only the attributes corresponding to the strongest, second-strongest, and weakest flavors of the Aprijuice are affected. If there is a tie when determining which flavor is strongest, the following order is used: spicy, sour, dry, bitter, and sweet.

The affect of the juice is as follows:

- The attribute corresponding to the strongest flavor is raised by $\text{Flavor} \times 1.5 + 10$, rounded down.
- The attribute corresponding to the second-strongest flavor is raised by $\text{Flavor} \times 1.5$, rounded down.
- The attribute corresponding to the weakest flavor is reduced by an amount depending on the mildness of the Aprijuice:
 - 100%, less 10% per 25 mildness (ignoring remainders) of the sum of the two strongest flavors, rounded down, if the mildness is less than 200
 - 20% of the sum of the two strongest flavors, rounded down, if the mildness is 200-254
 - 10% of the sum of the two strongest flavors, rounded down, if the mildness is 255

Apricorns affect on the taste and the tastes affect on performance is as follows (though recall that Black Apricorns only raise by 2 not 4):

Apricorn		Taste					Taste	Performance
		Spicy	Sour	Dry	Bitter	Sweet		
	Red Apricorn	Strong	Weak	×	×	×	Spicy	Power
	Yellow Apricorn	×	Strong	Weak	×	×	Sour	Stamina
	Blue Apricorn	×	×	Strong	Weak	×	Dry	Jump
	Green Apricorn	×	×	×	Strong	Weak	Bitter	Skill
	Pink Apricorn	Weak	×	×	×	Strong	Sweet	Speed
	White Apricorn	Weak	Weak	Weak	Weak	Weak		
	Black Apricorn	Strong	Strong	Strong	Strong	Strong		

When tasting your juice you can tell you strongest and second strongest flavor as follows:

Flavor	Spicy	Sour	Dry	Bitter	Sweet
Strongest flavor 1-20	It's a spicy flavor.	A little sour.	A refined, dry taste.	A somewhat bitter taste.	A sweet taste.
Strongest flavor 21-30	A pungent flavor.	An invigorating flavor.	A strong, dry taste!	A slightly bitter flavor.	A nice, sweet taste.
Strongest flavor 31-40	So spicy, you'll sweat!	Mmmmmph! Sour!	Incredibly dry!	An intense bitterness!	Very sweet!
Strongest flavor 41-50	So spicy, it causes coughing!	Unbearably sour!	A pervadingly dry taste!	A massively bitter taste!	A sickly-sweet flavor!
Strongest flavor 51-62	A resounding spiciness!	A deep sourness!	A deep-seated, dry taste!	A sinking bitterness!	A melt-in-your-mouth sweetness.
Strongest flavor 63	The ultimate spiciness!	An extremely sour taste!	An extremely dry taste!	The peak of bitterness!	So incredibly sweet!
Second-strongest flavor 1-20	A hint of spicy taste.	A hint of sourness.	A slight dry taste.	Barely a hint of bitterness.	Barely a hint of sweetness...
Second-strongest flavor 21-30	A little salty.	A little sour.	A light dry taste.	Just a little bitter.	Just a little sweet...
Second-strongest flavor 31-40	Quite spicy.	Quite sour.	A quite dry taste.	A strongly bitter taste.	A strongly sweet taste...
Second-strongest flavor 41+	A strong spiciness.	Intensely sour.	An intensely dry taste.	Intensely bitter.	An intensely sweet taste...
Third-strongest flavor 1-10	A very faint spiciness.	A very faint sourness.	A very faint dry taste.	A very faint bitterness.	A very faint sweetness.
Third-strongest flavor 11-20	Merely a hint of spiciness.	Merely a hint of sourness.	A hint of dry taste.	Merely a hint of bitterness.	Merely a hint of sweetness.
Third-strongest flavor 21+	The spiciness comes through.	The sourness comes through.	The dryness comes through.	The bitterness comes through.	The sweetness comes through.

If at least four flavors are present, with the strongest flavor at most 7, the taste will be reported as "quite weak". If instead the strongest flavor at most 20 and the difference between the strongest and weakest (four flavors)/second weakest (five flavors) flavors at most 12, the taste is reported as "unspeakably incredible" and "evenly balanced". If the strongest flavor is instead at least 21, the tasted is reported as "incredibly unspeakable" and "competing".

An Aprijuice with one or two flavors will have a "refreshing aftertaste", while an Aprijuice with five flavors will have a "disgusting aftertaste" (in this case, the third-strongest flavor is not reported). If an Aprijuice has four flavors, the flavor not present will also be noted with "Eliminating [missing flavor]".

4.2 National Park - Bug Catching Contest



Taking place every Tuesdays, Thursdays, and Saturdays the bug catching contest is an event where the player takes one Pokémon into the National Park, is given 20 competition balls and you are sent out on your merry way to gather the best one Pokémon you can find. There is only one pool of Pokémon until you unlock the National Pokédex at which point there are different Pokémon day to day. There are a few notable Pokémon who appear:

- **Caterpie / Metapod / Butterfree** - This is the only place to catch these in Soulsilver. They're available every day pre-national Pokédex, then Tuesdays Post-national Pokédex.
- **Weedle / Kakuna / Beedrill** - This is the only place to catch these in Heartgold. They're available every day pre-national Pokédex, then Tuesdays Post-national Pokédex.
- **Syther and Pinsir** - Available any day this is the only place to catch either Pokémon in either game.
- **Nincada** - Only available on Thursdays and Saturdays this is the only place to catch a Nincada.
- **Others** - There are other Pokémon that are also hard to catch elsewhere such as Illumise which is also available through the Safari Zone and Pokémon such as Cascoon, Beautifly, and Cricketune who you otherwise need to evolve to get.

During the event you can only keep one caught Pokémon, so if you were to catch a Pokémon then catch another, in order to keep the new one the old one must be released. The scoring system for the Pokémon you catch is as follows:

1. The level of the Pokémon relative to the maximum that can be found in the contest (e.g. before the National Pokédex, the maximum value for Paras would be 17, but after the National Pokédex, this would be 34), as a percentage.
2. The Pokémon's IVs relative to the maximum (186), as a percentage.
3. The Pokémon's HP relative to its maximum, as a percentage.
4. A rarity factor, either 60 (Caterpie, Metapod, Weedle, Kakuna, Wurmple, Silcoon, Cascoon, or Cricketot), 80 (all Pokémon not mentioned), or 100 (Scyther or Pinsir).

Therefore, the maximum possible score in this version of the contest is 400, achieved by catching Scyther or Pinsir at either level 14 or 28 (whichever is available), with maximum IVs in every stat, and without dealing any damage to it. Note that the third criteria means False Swiping to catch Pokémon is not a desirable technique. Once the event has ended the Pokémon are judged and the prizes are handed out:

Place	Prize
First	A random stone from: Fire Stone, Water Stone, Thunder Stone, Leaf Stone, Sun Stone, Moon Stone, Dawn Stone, Dusk Stone, Shiny Stone, or Oval Stone. (Pre-national Pokédex you just get a Sun Stone)
Second	Everstone
Third	Sitrus Berry
Else	Shed Shell

4.3 Safari Zone

4.3.1 Zones

The Safari Zone works in a similar manner to the previous Safari Zones with you being given 30 Safari Balls and sent in. There are six areas in the Safari Zone and they all hold different kinds of Pokémon so you need to explore if you wish to get them all. However, the Johto Safari Zone has a distinct difference.



This new Safari Zone allows you to customise the areas. The customisation allows you to move where all six of the areas of the Safari Zone are. This is useful so you don't have to walk and waste a load of steps should you wish to find a Pokémon that is only in the Desert area. All you do is slide the areas around using the touch screen. All the areas have exits at the same place so there are no combination that you cannot do. However, to activate the customisation, you first have to do a special task and capture a Geodude for Baoba, the Safari Zone Warden. Show him the Geodude and he will say he'll call you when the customisation is ready, which usually will be in the next day.

After you have done the Warden's second task of bringing him a Sandshrew, he will allow you to start bringing Objects into the Safari Zone. These Objects can be placed anywhere in the Safari Zone just by pressing A when you're playing through the Safari Zone.

However, these Objects are not superficial and just for aesthetics, these items have the ability of drawing out certain Pokémon in each area if you place them right.

You can place up to 30 items in each of the six Safari Zone areas so use them wisely to get the desired outcome for the Pokémon you wish. You can then see if the items have lured any Pokémon in the tile customisation computer. These Pokémon are typically of higher levels than the normal Pokémon.

As time goes on, Baoba will continue to call you to provide you with more items. If you leave the areas open for set amount of days, the Objects you place in each area level up so they count as more. Once they're levelled up, you can switch without worry. As the areas level up, the amount of Objects that you require for the Pokémon decreases. For example, Lairon in the Cliff area requires 24 Peak Objects, but after 30 days, it only needs 12 Objects, having each block count as 2 Objects. The table below shows how this works.

Block Amount	Grassland	Forest	Peak	Water
×1	Day 0 until Day 10	Day 0 until Day 20	Day 0 until Day 30	Day 0 until Day 40
×2	Day 10 until Day 50	Day 20 until Day 60	Day 30 until Day 70	Day 40 until Day 80
×3	Day 50 until Day 100	Day 60 until Day 110	Day 70 until Day 120	Day 80 until Day 130
×4	Day 100 until Day 140	Day 110 until Day 150	Day 120 until Day 160	Day 130 until Day 170
×5	Day 140 until Day 200	Day 150 until Day 210	Day 160 until Day 220	Day 170 until Day 230
×6	Day 200 until Day 250	Day 210 until Day 250	Day 220 until Day 250	Day 230 until Day 250
×7	Day 250 onwards	Day 250 onwards	Day 250 onwards	Day 250 onwards

4.3.2 Exclusive Pokémon

This is relevant as there are a few Pokémon that are only available through the Safari Zone, with some amount of prep needed to catch them. They are as follows:

- Electrike family
- Zangoose
- Lotad family
- Surskit family
- Seedot family
- Nosepass
- Riolu
- Cacnea family
- Shroomish family
- Torkoal
- Aron family
- Spheal family
- Vigoroth
- Gible
- Bagon family
- Corphish
- Shuppet family
- Bronzong
- Chimecho
- Duskull family
- Floatzel
- Seviper
- Croagunk
- Roselia
- Skorupi
- Medicham
- Solrock
- Lunatone
- Metang
- Trapinch family

Although note that some of these Pokémon (Vigoroth, Bronzong, Chimecho, Floatzel, Roselia, Medicham, and Metang) evolve from Pokémon you can find elsewhere through normal methods. There are technically still more exceptions such as Duskull, who can be found on the Pokéwalker.

4.3.3 Catching Pokémon

As said before once you enter, you are given 30 Safari Balls and sent in. When you engage in battle as you don't have any Pokémon, you have just two options:

Bait) Makes the Pokémon less likely to run but harder to catch.

Mud) Makes the Pokémon easier to catch but more likely to run.

4.4 Game Corners

There are two Game Corners in Celadon and Goldenrod city. They primarily host the game Voltorb Flip where you can play the you can flip cards with the goal of finding the 2 and 3 cards and not the Voltorb cards. The Japanese version of the game has slot machines but that was deemed inappropriate for the English audience so it was removed.

Whenever you flip a value card, it will multiply your current pool by that number. Once you complete a level your current pool will go into your Coin Case. Once the player has 50,000 coins they are unable to get more and must spend some coins before they can earn more.

There are eight levels with progressively more and more available rewards for the player ranging from 24 to 3,456 possible coins. Once you have earned coins you can spend them on rewards which are different in each Game Corner. The Celadon Game Corner has a separate building in which you can spend you coins whereas the Goldenrod Game Corner has people sitting in the corner of the room to buy from. All Pokémon from Goldenrod are level 20, and all from Celadon are level 5.

Goldenrod Game Corner				Celadon Game Corner	
Item	Price	Both Game Corners		Item	Price
TM90 (Substitute)	2,000 Coins	Item	Price	TM58 (Endure)	2,000 Coins
TM75 (Swords Dance)	4,000 Coins			TM32 (Double Team)	4,000 Coins
TM44 (Rest)	6,000 Coins	Silk Scarf	1,000 Coins	TM10 (Hidden Power)	5,000 Coins
TM35 (Flamethrower)	1,0000 Coins	Wide Lens	1,000 Coins	TM29 (Psychic)	10,000 Coins
TM13 (Ice Beam)	1,0000 Coins	Zoom Lens	1,000 Coins	TM74 (Gyro Ball)	10,000 Coins
TM24 (Thunderbolt)	1,0000 Coins	Metronome	1,000 Coins	TM68 (Giga Impact)	15,000 Coins
Abra	200 Coins			Mr. Mime	3,333 Coins
Ekans (HeartGold)	700 Coins			Eevee	6,666 Coins
Sandshrew (SoulSilver)	700 Coins			Porygon	9,999 Coins
Dratini	2,100 Coins				

4.5 Pal Park TODO

5 Scheduled Events

There are many things in the game that are controlled by the time of day and day of the week.

5.1 Times of the Day

Many Pokémon care about the time of the day, Pokémon that prefer the sun are out during the day and morning whereas Noctowl prefers the night. The times are as follows;

Morning	Day	Night
4:00 AM - 9:59 AM	10:00 AM - 7:59 PM	8:00 PM - 3:59 AM

The lighting of the overworld changes based on the time of day, as well as certain trainer battles are only available at night. Ironically it is usually a police officer who will yell that it is unsafe at night then immediately battle you.

5.2 Daily Events

The following are the events that happen every day, some at specific times.

Event	Location	Description
Ball Seals	Olivine City	A girl gives you new ball seals.
Lotteries	Goldenrod City	The radio station does a daily lottery, the department store also has a pay to play raffle.
Swarms	Mary and Oak Talk Show	This is where they announce daily swarm Pokémon.
Buena's Password	Goldenrod City - 2am, 5am, 8am, 11pm, 2pm, 5pm, 8pm, 11pm	This is a radio show.
Vocabulary	Route 16 - Cut	An old man in a house gives you new words.
Massage	Pallet Town - 3pm-4pm	Daisy Oak (Blue's sister) will massage your Pokémon, increasing their beauty.
Weekly Sibling	Various	There are seven siblings across the map who will award your lead Pokémon a ribbon.

5.2.1 Goldenrod Lotteries

There are two lotteries that you can partake in. Both in Goldenrod.

5.2.1.1 Radio Station



The radio station does a daily drawing from the second women behind the counter. Each Pokémon that a Trainer catches has a unique five-digit ID number assigned to it. This number is visible in the Pokémon's Summary, right under the Original Trainer's name. When a Trainer plays the lottery at the Lottery Corner, a random five-digit number is generated each day and cross-referenced with the ID numbers of all Pokémon in a Trainer's Party and PC (it ignores Pokémon in the Day Care). If one or more of the digits match, you'll win a prize:

Condition	Prize
The last digit matches	Ultra Ball
The last 2 digits match	PP Up
The last 3 digits match	EXP Share
The last 4 digits match	Max Revive
All 5 digits match	Master Ball

Considering that most of these items are difficult to get regularly it is certainly worth checking whenever you can.

5.2.1.2 Department Store

On the 6th floor of the department store, there is a raffle that can be entered for ₱300 where the player may win a Berry (55% chance), a type of PokéBall (35% chance), or a TM (10% chance). The first and second prizes change depending on the day of the week. The player may play the raffle as many times as they wish.

Day	First prize	Second prize	Third Place (Random)
Monday	TM65 (Shadow Claw)	Nest Ball	Cheri Berry
Tuesday	TM91 (Flash Cannon)	Repeat Ball	Chesto Berry
Wednesday	TM57 (Charge Beam)	Net Ball	Pecha Berry
Thursday	TM60 (Drain Punch)	Quick Ball	Rawst Berry
Friday	TM42 (Facade)	Dusk Ball	Aspear Berry
Saturday	TM62 (Silver Wind)	Timer Ball	Oran Berry
Sunday	TM02 (Dragon Claw)	Luxury Ball	Persim Berry

5.2.2 Swarm Pokémon

Once the player attains the National Pokédex and has entered the Hall of Fame, a “swarm of Pokémon” will appear every day in a particular location, which changes the probability of finding the given Pokémon from 0% to 40%. Outbreaks last only one day and are random events. Information about mass outbreaks can be found by listening to Professor Oak’s Pokémon Talk. The Pokémon that can be found are as follows:

#	Pokémon	Location	Levels	Game
113	Chansey	Route 13	23	HG, SS
132	Ditto	Route 47	34	HG, SS
183	Marill	Mt. Mortar	15	HG, SS
193	Yanma	Route 35	12	HG, SS
206	Dunsparce	Dark Cave	2-3	HG, SS
209	Snubbull	Route 38	16	HG, SS
211	Qwilfish	Route 32	40	HG, SS
223	Remoraid	Route 44	20	HG, SS
261	Poochyena*	Route 1	2	HG, SS
278	Wingull*	Vermilion City (Surfing)	35	HG, SS
280	Ralts*	Route 34	10-11	HG, SS
302	Sableye*	Route 9	13-15	HG
303	Mawile*	Route 9	13-15	SS
316	Gulpin*	Route 3	5	SS
333	Swablu*	Route 45	23	HG, SS
340	Whiscash	Violet City (Fishing)	10/20/40 Old/Good/Super Rod	HG, SS
343	Baltoy*	Route 3	5	HG
366	Clamperl*	Route 19 (Surfing)	35	HG, SS
369	Relicanth*	Route 12 (Surfing)	40	HG, SS
370	Luvdisc*	Route 27 (Surfing)	20	HG, SS
401	Kricketot	Viridian Forest	3	HG, SS
427	Buneary*	Route 25	8-10	HG, SS

* - These Pokémon are only available through being found in a swarm (technically a few could be caught through the Pokéwalker, but this is under the assumption not everyone has one).

5.2.3 Week Siblings

There are seven siblings, when first met they will give you an item and mention that there are seven siblings. Once you have found them all, you will be able to go back and speak to them again. Once a day at that point your lead Pokémon will be awarded a ribbon.

Day	Location	First Reward	Ribbon
Monday	Route 40	Sharp Beak	Alert Ribbon
Tuesday	Route 29	Twisted Spoon	Shock Ribbon
Wednesday	Lake of Rage	Black Belt	Downcast Ribbon
Thursday	Route 36	Hard Stone	Careless Ribbon
Friday	Route 32	Poison Bard	Relax Ribbon
Saturday	Blackthorn City	Soft Sand	Snooze Ribbon
Sunday	Route 37	Magnet	Smile Ribbon

5.2.4 Gym Rematches



You are able to rebattle the gym leaders, with them having a better team than before. However nearly every leader only has one time a week when you are able to get their phone number. Once you have it, you have to call them at another specific time in order to organise the rematch. After the match has been organised, you can find the Gym Leaders at the Fighting Dojo in Saffron City. The gym leaders are there until you defeat them so you don't have to go up at a certain time to battle them. Once they are in the gym they will call you occasionally to remind you to guilt trip you for leaving them there for years after you forgot about them.

5.2.4.1 Falkner



Specialty Type: Flying

Time Away From Gym: Monday 00:00-23:59

Rematch Call Window: Saturday Morning

Go all the way to Celadon City in Kanto. Go into the Department Store and climb to the fourth floor and you will see him with Janine.

Pokémon					
Staraptor	Noctowl	Swellow	Honchkrow	Pelipper	Pidgeot
Lv. 50	Lv. 52	Lv. 52	Lv. 54	Lv. 48	Lv. 56

5.2.4.2 Bugsy



Specialty Type: Bug

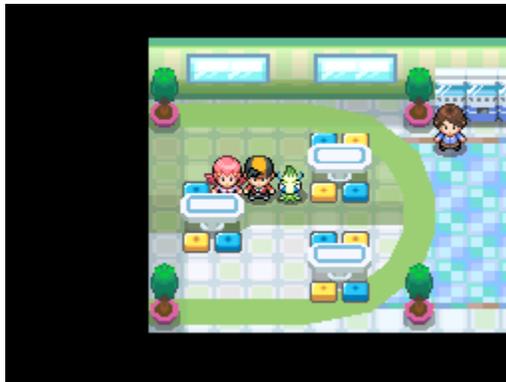
Time Away From Gym: Thursday 00:00-23:59

Rematch Call Window: Thursday Afternoon

Go all the way to Viridian Forest. He is near the south entrance, examining a tree.

Pokémon					
Shedinja Lv. 48	Vespiqueen Lv. 52	Pinsir Lv. 55	Heracross Lv. 54	Yanmega Lv. 52	Scizor Lv. 56

5.2.4.3 Whitney



Specialty Type: Normal

Time Away From Gym: Any Day 12:00-16:00

Rematch Call Window: Saturday Afternoon

Go over to the Goldenrod Dept. Store. She is up on the sixth floor.

Pokémon					
Bibarel Lv. 54	Lickilicky Lv. 50	Clefable Lv. 52	Girafarig Lv. 52	Delcatty Lv. 54	Miltank Lv. 58

5.2.4.4 Morty



Specialty Type: Ghost

Time Away From Gym: Monday/Tuesday 00:00-23:59

Rematch Call Window: Tuesday Night

Go to the Bell Tower. He is standing outside within the golden forest.

Pokémon					
Driblim	Dusknoir	Sableye	Mismagius	Gengar	Gengar
Lv. 52	Lv. 52	Lv. 52	Lv. 54	Lv. 57	Lv. 57

5.2.4.5 Chuck



Specialty Type: Fighting

Time Away From Gym: Never

Rematch Call Window: Wednesday Night

Chuck, never leaves the gym as he trains 24 hours a day. Instead, you have to get his phone number from his wife whom stands outside of the gym.

Pokémon					
Medicham	Hitmonchan	Hitmonlee	Breloom	Primeape	Poliwrath
Lv. 54	Lv. 52	Lv. 55	Lv. 54	Lv. 56	Lv. 60

5.2.4.6 Jasmine



Specialty Type: Steel

Time Away From Gym: Any Day 13:00-14:00

Rematch Call Window: Wednesday Afternoon

Go over to the Olivine Dining Room. She is up by the counter.

Pokémon					
Bronzong	Skarmory	Empoleon	Metagross	Magnezone	Steelix
Lv. 50	Lv. 52	Lv. 52	Lv. 52	Lv. 56	Lv. 62

5.2.4.7 Pryce



Specialty Type: Ice

Time Away From Gym: Any Day 06:00-10:00

Rematch Call Window: Monday Morning

Go to the Lake of Rage. He is standing by the lake on a small patch of land that you have to surf west to.

Pokémon					
Abomasnow	Glalie	Frolass	Dewgong	Walrein	Mamoswine
Lv. 56	Lv. 52	Lv. 52	Lv. 58	Lv. 54	Lv. 60

5.2.4.8 Clair



Specialty Type: Dragon

Time Away From Gym: Any Day 06:00-10:00

Rematch Call Window: Friday Night

First need to have defeated her and Lance with your Rival in the Dragon's Den. Then, you just have to go into the Dragon's Den. She is down by the water.

Pokémon					
Dragonair Lv. 52	Gyarados Lv. 56	Aerodactyl Lv. 52	Charizard Lv. 52	Kingdra Lv. 56	Dragonite Lv. 60

5.2.4.9 Brock



Specialty Type: Rock

Time Away From Gym: Any Day 12:00-15:00

Rematch Call Window: Saturday Night

Go to the Diglett Cave. Enter through the entrance in Route 2.

Pokémon					
Golem Lv. 55	Relicanth Lv. 54	Omastar Lv. 56	Kabutops Lv. 55	Rampardos Lv. 57	Onix Lv. 61

5.2.4.10 Misty



Specialty Type: Water

Time Away From Gym: Any Day 16:00-18:00

Rematch Call Window: Wednesday Morning

Go to Route 25. After you have defeated or captured Suicune, she is found right at the end of the cape, staring out into sea.

Pokémon					
Quagsire Lv. 56	Lapras Lv. 56	Lanturn Lv. 54	Floatzel Lv. 54	Milotic Lv. 60	Starmie Lv. 60

5.2.4.11 Lt. Surge



Specialty Type: Electric

Time Away From Gym: Any Day 09:00-12:00

Rematch Call Window: Friday Morning

He is found outside the Power Plant after you have captured Zapdos. Talk to him and he'll ask to see a Pikachu. Show him the Pikachu and he'll give you his number.

Pokémon					
Magnezone Lv. 52	Electrode Lv. 52	Manetric Lv. 52	Electivire Lv. 56	Pachirisu Lv. 58	Raichu Lv. 60

5.2.4.12 Erika



Specialty Type: Grass

Time Away From Gym: Saturday/Sunday 15:00-17:00

Rematch Call Window: Sunday Morning

Go to Celadon City's fountain where she is discussing Sinnoh's Super Contests with Jasmine.

Pokémon					
Jumpluff Lv. 53	Victreebel Lv. 56	Bellossom Lv. 56	Shiftry Lv. 54	Roserade Lv. 55	Tangrowth Lv. 60

5.2.4.13 Janine



Specialty Type: Poison

Time Away From Gym: Any Day 16:00-18:00

Rematch Call Window: Monday Daytime

Go to the Reception Gate via Victory Road, Route 28, Route 22 or Route 27. She is found near the Route 22 entrance.

Pokémon					
Ariados Lv. 58	Toxicroak Lv. 52	Weezing Lv. 56	Drapion Lv. 55	Crobat Lv. 52	Venomoth Lv. 59

5.2.4.14 Sabrina



Specialty Type: Psychic

Time Away From Gym: Friday 00:00-23:59

Rematch Call Window: Sunday Afternoon

Go to the Olivine City Harbor. She is found right next to the SS Aqua.

Pokémon					
Espeon	Mr. Mime	Jynx	Wobbuffet	Gallade	Alakazam
Lv. 58	Lv. 56	Lv. 54	Lv. 53	Lv. 53	Lv. 60

5.2.4.15 Blaine



Specialty Type: Fire

Time Away From Gym: Tuesday 00:00-23:59

Rematch Call Window: Tuesday Afternoon

Go to Cinnabar Island. He will be looking around his old city.

Pokémon					
Torkoal	Camerupt	Rapidash	Magcargo	Houndoom	Magmaotar
Lv. 54	Lv. 57	Lv. 60	Lv. 58	Lv. 54	Lv. 62

5.2.4.16 Blue

Specialty Type: Miscellaneous

Time Away From Gym: Friday (For Photos in Cinnabar) - Phone No. Any Day 15:00-16:00

Rematch Call Window: Sunday Night

Blue doesn't leave the gym for you to get his phone number. Instead, you have to show a Pokémon of full happiness to his sister, Daisy Oak in Pallet Town after she has massaged your Pokémon 5 times. Once she sees it, she will give you his number.

Pokémon					
Machop	Arcanine	Exeggutor	Rhyperior	Tyranitar	Pidgeot
Lv. 69	Lv. 68	Lv. 67	Lv. 70	Lv. 70	Lv. 72

5.3 Weekly Events

There are a variety of things that can happen throughout the week:

Day							Event	Location
M	T	W	R	F	S	U		
×							Bargain Shop	Goldenrod Underground
	×		×		×		Older Hairdresser	Goldenrod Underground
		×		×		×	Younger Hairdresser	Goldenrod Underground
					×	×	Herb Shop	Goldenrod Underground
	×		×		×		Bug Catching Contest	National Park
		×				×	SS Aqua	Vermillion City
×				×			SS Aqua	Olivine City
×		×					Rival Rematch	Indigo Plateau
				×			Lapras	Union Cave
×							Clefairy Dance	Mt. Moon 8-11:59
		×					Hoenn Sound	Pokégear
			×				Sinnoh Sound	Pokégear
		×					Low Tide	Lake of Rage

Briefly, the events that won't be explained in more detail are as follows:

Bargain Shop: A man sells a set of valuable items for a discount. Each item can only be purchased once per week. The man can still sell his items on other mornings provided the player has saved in front of him and does not walk away and remove him from the screen. The prices here are approximately 10% cheaper than the items' normal sell prices.

Hairdressers: Once a day when the shop is open, the player may have one of the brothers give a Pokémon a haircut. This increases the Pokémon's friendship and the Pokémon's Beauty stat.

The younger of the Haircut brothers is cheaper at ¥300, but his service is often less satisfactory. However, the younger brother has a chance of occasionally increasing a Pokémon's friendship to a greater degree than the older brother is capable of. The older brother is more reliable but more expensive at ¥500.

Herb Shop: It's an old lady selling Heal Powder, Energy Powder, Energy Root, and Revival Herb.

Bug Catching Contest: This is a special contest that takes place on Tuesdays, Thursdays & Saturdays and has you sent out into the National Park to capture Bug Pokémon. You get sent in with 20 Competition Balls and you have to capture the best Pokémon. However, unlike the Safari Zone, you get to choose 1 of your Pokémon to go in with and you have to battle the Pokémon with that Pokémon. After you have defeated the Elite Four and obtained the National Pokédex, more Pokémon are added to be captured such as Wurmple. This is gone over in more detail under its own section in 4.2.

SS Aqua: The ship travels between Olivine City and Vermilion City. A player can only travel on this ship after defeating the Johto League. There are trainers that can be battled once on board.

Rival Rematch: As you walk up to stairs to fight the elite four, your Rival will come up the stairs demanding a rematch. His team is the following:

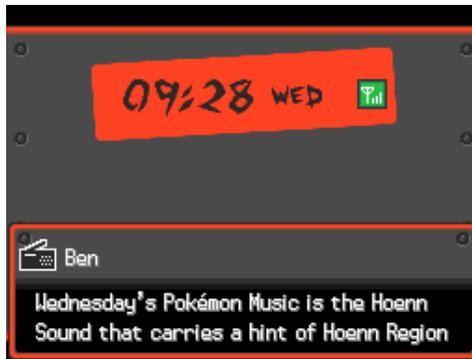
Pokémon					
Crobat Lv. 58	Magneton Lv. 55	Gengar Lv. 58	Sneasel Lv. 55	Alakazam Lv. 56	Meganium/Typhlosion/Feraligatr Lv. 60

Lapras: Aside from the Safari zone, the Union Cave is the only place to catch a Lapras.

Clefairy Dance: Every monday a group of Clefairy dance around a pond near Mt. Moon under the full moon, and leave you a moon stone. Truly a magical experience.

Low Tide: Lake Rage is at low tide, allowing access to various parts of the lake that aren't usually accessible (this is where you find choice specs).

5.3.1 Hoenn and Sinnoh Sound



The top left radio station on the Pokégear is DJ Ben who will play sounds from other regions. Using this you are able to play sounds from the Hoenn and Sinnoh regions on Wednesday and Thursday respectively. However it is important to note that you have to switch the radio back to the station after each battle so there may be some back and forth going if you're hunting for a specific Pokémon.

There are also some Pokémon that you can get to find Pokémon from these regions. After you get the National Dex, a few Pokémon become available in a few other areas, namely a few Bug Pokémon are available within the National Park's Bug Catching Contest. Various Headbuttable trees now contain Sinnoh and Hoenn Pokémon such as Combee and Wurmple. A variety of Hoenn and Sinnoh Pokémon start appearing in the Safari Zone if you have placed the correct Safari Zone items. Last, a variety of Hoenn and Sinnoh Pokémon appear during Swarms. The Pokémon are as follows:

Hoenn Sound:

- Zigzagoon
- Linoone
- Whismur
- Mauhita
- Plusle
- Minun
- Numel
- Spink
- Spinda
- Absol

Sinnoh Sound

- Meditite
- Bidoof
- Shinx
- Budew
- Buizel
- Chingling
- Bronzor
- Chatot
- Carnivine

Frankly the amount of time that it takes to properly use the Safari Zone is terrible so using this method for catching these Pokémon is significantly easier, even if you need to replay the music each encounter.

6 The Pokédex

6.1 Required Games

6.2 Legends

1. **Event Legends:** Mew, Celebi, Jirachi
2. **Deoxys:** Transfer up from FireRed/LeafGreen/Emerald
3. **Manaphy:**
4. **Phione:** Breed a Manaphy with a ditto
5. **Darkrai:**
6. **Shaymin:**
7. **Arceus:**

6.3 Migrating Pokémon

[4.5](#)

7 Glitches and Exploits TODO

7.1 Mimic Rage Transform thing

7.2 Visual Glitches

7.2.1 Strength and Facade

7.2.2 Overworld Poison Floating

8 Pokéwalker



The Pokéwalker is a device which allows you to walk with your Pokémon just like in the game. From your walk your Pokémon can gain up to one level. They will not gain new moves or evolve from leveling up this way. Although not strictly necessary to the core game, it is a very useful way to get rare and exclusive items and Pokémon¹⁰. In order to pair a new Pokéwalker, you must go to the Pokéwalker menu, then press and hold Down on the D-Pad, X, and the L Button all together.

The device itself contains a 3 V CR2032 battery with a capacity of 220–225 mAh. The battery will last approximately four months if the Pokéwalker device is used 30 minutes a day and about 10,000 steps are taken. If the battery power gets low, a battery icon will appear on the top-left corner of the display and the Pokéwalker will save the information once every hour before the battery runs out. The battery is not rechargeable and must be replaced with another if it runs out. If the Pokéwalker's battery runs out and the session is not saved, all steps will be lost and all wats, items and Pokémon that were obtained during the trip will be deleted. However, the Pokémon deposited at the start of the session will remain unaffected.

The 'gameplay' is quite simple; as you walk you get wats which you can then spend to catch Pokémon or items. Every 20 steps awards you 1 watt, and your Pokémon can also find you 10, 20, or 50 wats at random. If you do not have a Pokémon in the Pokéwalker with you one may join you from your course. Each Pokéwalker area has three advantageous types which vary between areas, and have influence over the Pokéwalker's Poké Radar and Dowsing Machine. When a Pokémon of an advantageous type is brought into an area, then the chance of finding rarer Pokémon when using the PokéRadar and items when using the Dowsing Machine will slightly increase. In addition to making rarer Pokémon easier to find when using the PokéRadar, an advantageous type will lower the required step count for each Pokémon by 25%. This effect does not apply to the Dowsing Machine. There are several different features within the Pokéwalker itself.

8.1 PokéRadar



You can spend 10 wats to attempt to catch a Pokémon. There will be four patches of grass you can navigate between. A series of exclamation marks will appear, if you do not click on the bush fast enough the Pokémon will flee. The number of exclamation marks will be in the following order !, !, !!, !!! . Generally you encounter Pokémon when you click an active bush, so it can take some effort to catch Pokémon you need. The Pokémon you can find are as follows:

Exclamation mark	Pokémon group
!	Group C
!	Group C or Group B
!!	Group B or Group A
!!!	Group A

¹⁰Though to be fair the only exclusive item is a Fluffy Tail which is just the same as a Pokédoll... But cool to have it.

Once you engage in battle, each Pokémon will start with 4 HP, and you will have three options to have a riveting battle reminiscent of rock paper scissors.

	Wild Pokémon's Action		
	Attack	Evade	Run
Attack	Both take 1 damage	You take 1 damage	You take 1 damage, and they take 2 damage (crit)
Evade	They take 1 damage	Nothing	Wild Pokémon runs away
Catch	On success: wild Pokémon is caught, On failure wild Pokémon runs away		

8.2 Dowsing Machine

Much like in the game, the Dowsing Machine will help the you find items in the wild. Each use of this function costs 3 watts, and the player has two chances to find an item hidden among six grass tufts. If the item is not found the first time, the Dowsing Machine will tell the player if the item is close by (“It’s near!”) or far away (“It’s far away...”). If the item is near, then it is adjacent to the first checked grass tuft (directly left or right). Likewise, if the item is far away, then the item is at least two grass tufts away in either direction. If the item is not found by the second search, the player will have to try again with another 3 watts.

8.3 Other Features

There are a few other options that are available but they are not as useful:

-  **Connect** allows you to connect to your DS and send and receive Pokémon and items. You are also able to connect to another Pokéwalker (one connection per Pokéwalker per day). Your Pokémon play battle and you receive an item. The gifted item ignores step requirements and can be any item out of the available items on your course. They tend towards the top of the item list, rather than the bottom. These items are stored on a separate menu that can be found to the right of your item page.
-  **Trainer Card** can view details such as the Trainer name , current area name  and current time. By pressing the right button seven times, further details will be shown such the total number of steps taken, the total number of days, and the steps taken in specific pasts days.
-  **Pokémon and Items** displays all Pokémon  and items  obtained in the current session, gifts are stored in another page to the right of the first page.
-  **Settings** manages sound volume and screen contrast.

8.4 Routes

There are 27 total courses you can go on, with three criteria to make unlock available:

Pre-National Pokédex	
Route Name	Unlock Method
Refreshing Field	Default
Noisy Forest	Default
Rugged Road	50 watts
Beautiful Beach	200 watts
Suburban Area	500 watts
Dim Cave	1,000 watts
Blue Lake	2,000 watts
Town Outskirts	3,000 watts

Post-National Pokédex	
Route Name	Unlock Method
Hoenn Field	5,000 watts
Warm Beach	7,500 watts
Volcano Path	10,000 watts
Treehouse	15,000 watts
Scary Cave	20,000 watts
Sinnoh Field	25,000 watts
Icy Mountain Rd.	30,000 watts
Big Forest	40,000 watts
White Lake	50,000 watts
Stormy Beach	65,000 watts
Resort	80,000 watts
Quiet Cave	100,000 watts

Special	
Route Name	Unlock Method
Beyond the Sea	Obtaining a foreign Pokémon through the GTS
Night Sky's Edge	Transferring any Jirachi
Yellow Forest	Event
Rally	Event
Sightseeing	Event
Winner's Path	Event
Amity Meadow	Event

All routes and their details are listed below.

8.4.1 Refreshing Field

Location: Johto

Special Types: Fire, Bug, Flying

Unlock Criteria: Beginning

A wonderfully refreshing field for a Stroll. You can meet many kinds of Pokémon here.

Wild Pokémon					
Group A		Group B		Group C	
#084 Doduo ♀	#115 Kangaskhan ♀	#029 Nidoran ♀	#032 Nidoran ♂	#016 Pidgey ♂	#161 Sentret ♀
Level 8	Level 8	Level 5	Level 5	Level 5	Level 5
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Peck Growl Quick Attack	Comet Punch Leer Fake Out	Growl Scratch	Leer Peck	Tackle Sand-attack	Scratch Foresight Defense Curl
2000+ Steps	3000+ Steps	500+ Steps	500+ Steps	0+ Steps	0+ Steps
2000+ = 70%	×	500+ = 75% 2000+ = 22.5%		0+ = 100% 500+ = 25% 2000+ = 7.5%	
×	3000+ = 50%	500+ = 75% 3000+ = 22.5%		0+ = 100% 500+ = 25% 3000+ = 12.5%	

Item	Steps									
	0+	300+	500+	600+	700+	800+	900+	1000+	2000+	2500+
Revive	0%	0%	0%	0%	0%	0%	0%	0%	0%	20%
Full Heal	0%	0%	0%	0%	0%	0%	0%	0%	20%	16%
Burn Heal	0%	0%	0%	0%	0%	0%	0%	30%	24%	19%
Ice Heal	0%	0%	0%	0%	0%	0%	30%	21%	17%	13%
Chesto Berry	0%	0%	0%	0%	0%	30%	21%	15%	12%	9%
Awakening	0%	0%	0%	0%	40%	28%	20%	14%	11%	9%
Cheri Berry	0%	0%	0%	50%	30%	21%	15%	10%	8%	7%
Parlyz Heal	0%	0%	50%	25%	15%	11%	7%	5%	4%	3%
Oran Berry	0%	50%	25%	13%	8%	5%	4%	3%	2%	2%
Potion	100%	50%	25%	13%	8%	5%	4%	3%	2%	2%

8.4.2 Noisy Forest

Location: Johto**Special Types:** Fire, Ice, Flying**Unlock Criteria:** Beginning

A large natural forest that has been allowed to grow. Many Pokémon live deep in the forest.

Wild Pokémon					
Group A		Group B		Group C	
#069 Bellsprout ♀	#202 Wobbuffet ♀	#046 Paras ♀	#048 Venonat ♂	#021 Spearow ♂	#043 Oddish ♀
Level 8	Level 15	Level 6	Level 6	Level 5	Level 5
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Vine Whip Growth	Counter Mirror Coat Safeguard Destiny Bond	Scratch Stun Spore Poisonpowder	Tackle Disable Foresight Supersonic	Peck Growl Leer	Absorb Sweet Scent
3000+ Steps	4000+ Steps	700+ Steps	700+ Steps	0+ Steps	0+ Steps
3000+ = 70%	×	700+ = 89% 3000+ = 26.7%		0+ = 100% 700+ = 11% 3000+ = 3.3%	
×	4000+ = 30%	700+ = 89% 3000+ = 26.7%		0+ = 100% 700+ = 11% 4000+ = 7.7%	

Item	Steps									
	0+	200+	500+	700+	800+	900+	1000+	2000+	2500+	5000+
Net Ball	0%	0%	0%	0%	0%	0%	0%	0%	0%	30%
Revive	0%	0%	0%	0%	0%	0%	0%	0%	20%	14%
Green Shard	0%	0%	0%	0%	0%	0%	0%	20%	16%	11%
Ether	0%	0%	0%	0%	0%	0%	5%	4%	3%	2%
Energy Root	0%	0%	0%	0%	0%	10%	10%	8%	6%	4%
Energy Powder	0%	0%	0%	0%	50%	45%	43%	34%	27%	19%
Big Mushroom	0%	0%	0%	10%	5%	5%	4%	3%	3%	2%
Pecha Berry	0%	0%	50%	45%	23%	20%	19%	15%	12%	9%
Tiny Mushroom	0%	50%	25%	23%	11%	10%	10%	8%	6%	4%
Cheri Berry	100%	50%	25%	23%	11%	10%	10%	8%	6%	4%

8.4.3 Rugged Road

Location: Johto

Special Types: Water, Fighting, Ground

Unlock Criteria: 50 Watts

A hilly, rugged mountain road. The view from atop the mountain is very beautiful.

Wild Pokémon					
Group A		Group B		Group C	
#095 Onix ♂	#240 Magby ♂	#066 Machop ♀	#077 Ponyta ♀	#074 Geodude ♀	#163 Hoothoot ♀
Level 9	Level 9	Level 7	Level 7	Level 8	Level 6
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Harden Bind Screech Rock Throw	Smog Leer Ember Sunny Day	Low Kick Leer Focus Energy	Growl Tackle Tail Whip	Defense Curl Mud-slap Rock Polish	Tackle Growl Foresight Hypnosis
4000+ Steps	5000+ Steps	1000+ Steps	1000+ Steps	0+ Steps	0+ Steps
4000+ = 80%	×	1000+ = 92% 4000+ = 18.4%		0+ = 100% 1000+ = 8% 4000+ = 1.6%	
×	5000+ = 50%	1000+ = 92% 5000+ = 46%		0+ = 100% 1000+ = 8% 5000+ = 4%	

Item	Steps									
	0+	100+	500+	800+	1000+	1500+	2000+	3000+	5000+	7000+
PP Up	0%	0%	0%	0%	0%	0%	0%	0%	0%	3%
Hard Stone	0%	0%	0%	0%	0%	0%	0%	0%	10%	10%
Red Shard	0%	0%	0%	0%	0%	0%	0%	20%	18%	17%
Star Piece	0%	0%	0%	0%	0%	0%	20%	16%	14%	14%
Full Heal	0%	0%	0%	0%	0%	20%	16%	13%	12%	11%
Super Repel	0%	0%	0%	0%	20%	16%	13%	10%	9%	9%
Burn Heal	0%	0%	0%	20%	16%	13%	10%	8%	7%	7%
Antidote	0%	0%	40%	32%	26%	20%	16%	13%	12%	11%
Escape Rope	0%	50%	30%	24%	19%	15%	12%	10%	9%	9%
Repel	100%	50%	30%	24%	19%	15%	12%	10%	9%	9%

8.4.4 Beautiful Beach

Location: Johto

Special Types: Grass, Electric, Dragon

Unlock Criteria: 200 Watts

This beautiful sea is a popular place for a Stroll. You can meet many Water-type Pokémon.

Wild Pokémon					
Group A		Group B		Group C	
#054 Psyduck ♀	#120 Saryu	#060 Poliwhag ♂	#079 Slowpoke ♂	#191 Sunkern ♀	#194 Wooper ♂
Level 10	Level 10	Level 8	Level 8	Level 6	Level 6
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Water Sport Scratch Tail Whip Water Gun	Tackle Harden Water Gun Rapid Spin	Water Sport Bubble Hypnosis	Curse Yawn Tackle Growl	Absorb Growth Mega Drain	Water Gun Tail Whip Mud Sport
4000+ Steps	5000+ Steps	1500+ Steps	1000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	100+	800+	1000+	1500+	1800+	2000+	3000+	4000+	5000+
Dive Ball	0%	0%	0%	0%	0%	0%	0%	0%	0%	30%
Big Pearl	0%	0%	0%	0%	0%	0%	0%	0%	20%	14%
Blue Shard	0%	0%	0%	0%	0%	0%	0%	20%	16%	11%
Heart Scale	0%	0%	0%	0%	0%	0%	20%	16%	13%	9%
Leppa Berry	0%	0%	0%	0%	0%	20%	16%	13%	10%	7%
Full Heal	0%	0%	0%	0%	30%	24%	19%	15%	12%	9%
Aspear Berry	0%	0%	0%	20%	14%	11%	9%	7%	6%	4%
Soda Pop	0%	0%	50%	40%	28%	22%	18%	14%	11%	8%
Rawst Berry	0%	40%	20%	16%	11%	9%	7%	6%	5%	3%
Fresh Water	100%	60%	30%	24%	17%	13%	11%	9%	7%	5%

8.4.5 Suburban Area

Location: Johto

Special Types: Fighting, Normal, Psychic

Unlock Criteria: 500 Watts

A residential area somewhere. Even when you take a Stroll here, you can meet Pokémon.

Wild Pokémon					
Group A		Group B		Group C	
#081 Magnemite	#239 Elekid ♂	#081 Magnemite	#198 Murkrow ♀	#019 Rattata ♀	#163 Hoothoot ♀
Level 11	Level 11	Level 8	Level 11	Level 7	Level 7
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Metal Sound Tackle	Quick Attack Leer	Metal Sound Tackle	Peck Astonish	Tackle Tail Whip	Tackle Growl
Thundershock Supersonic	Low Kick Thunderpunch	Thundershock	Pursuit Haze	Quick Attack Focus Energy	Foresight Hypnosis
4000+ Steps	5000+ Steps	1000+ Steps	1000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	100+	250+	500+	750+	1000+	1250+	1500+	2000+	5000+
PP Up	0%	0%	0%	0%	0%	0%	0%	0%	0%	3%
Guard Spec.	0%	0%	0%	0%	0%	0%	0%	0%	30%	29%
X Sp. Def	0%	0%	0%	0%	0%	0%	0%	30%	21%	20%
X Special	0%	0%	0%	0%	0%	0%	30%	21%	15%	14%
Dire Hit	0%	0%	0%	0%	0%	30%	21%	15%	10%	10%
X Accuracy	0%	0%	0%	0%	30%	21%	15%	10%	7%	7%
X Speed	0%	0%	0%	30%	21%	15%	10%	7%	5%	5%
X Defend	0%	0%	30%	21%	15%	10%	7%	5%	4%	3%
X Attack	0%	30%	21%	15%	10%	7%	5%	4%	2%	2%
Potion	100%	70%	49%	34%	24%	17%	12%	8%	6%	6%

8.4.6 Dim Cave

Location: Johto

Special Types: Water, Dark, Rock

Unlock Criteria: 1,000 Watts

A dark cave sometimes used as a test of courage. Look closely, and you'll find many Pokémon.

Wild Pokémon					
Group A		Group B		Group C	
#092 Gastly ♀	#238 Smoochum ♀	#092 Gastly ♀	#095 Onix ♂	#041 Zubat ♀	#066 Machop ♀
Level 15	Level 12	Level 10	Level 10	Level 8	Level 8
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Hypnosis Spite Curse Destiny Bond	Pound Lick Sweet Kiss Avalanche	Hypnosis Lick Spite Mean Look	Harden Bind Screech Rock Throw	Leech Life Supersonic	Low Kick Leer Focus Energy
5000+ Steps	5000+ Steps	1000+ Steps	1000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	500+	1000+	1500+	2000+	2500+	3000+	4500+	5000+	6000+
TM18 - Rain Dance	0%	0%	0%	0%	0%	0%	0%	0%	0%	20%
SilverPowder	0%	0%	0%	0%	0%	0%	0%	0%	5%	4%
Yellow Shard	0%	0%	0%	0%	0%	0%	0%	20%	19%	15%
Elixir	0%	0%	0%	0%	0%	0%	5%	4%	4%	3%
Persim Berry	0%	0%	0%	0%	0%	20%	19%	15%	14%	12%
Max Potion	0%	0%	0%	0%	10%	8%	8%	6%	6%	5%
Max Ether	0%	0%	0%	5%	5%	4%	3%	3%	3%	2%
Hyper Potion	0%	0%	20%	19%	17%	14%	13%	10%	10%	8%
Ether	0%	20%	16%	15%	14%	11%	10%	8%	8%	6%
Sitrus Berry	100%	80%	64%	61%	55%	44%	42%	33%	32%	25%

8.4.7 Blue Lake

Location: Johto

Special Types: Grass, Electric, Dragon

Unlock Criteria: 2,000 Watts

A deep, blue lake. It's said that some rare Pokémon live at the bottom of this lake.

Wild Pokémon					
Group A		Group B		Group C	
#060 Poliwag ♀	#147 Dratini ♀	#090 Shellder ♀	#098 Krabby ♂	#072 Tentacool ♀	#118 Goldeen ♀
Level 15	Level 10	Level 12	Level 12	Level 9	Level 9
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Water Sport Hypnosis Doubleslap Belly Drum	Wrap Leer Thunder Wave	Tackle Withdraw Supersonic	Vicegrip Leer Harden Crabhammer	Poison Sting Supersonic Constrict	Peck Tail Whip Water Sport Supersonic
4000+ Steps	5000+ Steps	500+ Steps	500+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	100+	500+	1000+	2000+	2500+	3000+	3500+	4000+	5000+
TM11 - Sunny Day	0%	0%	0%	0%	0%	0%	0%	0%	0%	20%
Net Ball	0%	0%	0%	0%	0%	0%	0%	0%	10%	8%
Dive Ball	0%	0%	0%	0%	0%	0%	0%	10%	9%	7%
Lum Berry	0%	0%	0%	0%	0%	0%	15%	14%	12%	10%
Star Piece	0%	0%	0%	0%	0%	5%	4%	4%	3%	3%
Stardust	0%	0%	0%	0%	20%	19%	16%	15%	13%	10%
Sitrus Berry	0%	0%	0%	20%	16%	15%	13%	12%	10%	8%
Pearl	0%	0%	5%	4%	3%	3%	3%	2%	2%	2%
Leppa Berry	0%	20%	19%	15%	12%	12%	10%	9%	8%	6%
Fresh Water	100%	80%	76%	61%	49%	46%	39%	35%	32%	25%

8.4.8 Town Outskirts

Location: Johto

Special Types: Fighting, Ghost, Normal

Unlock Criteria: 3,000 Watts

The outskirts of a town. Where people have moved away, Pokémon have moved in.

Wild Pokémon					
Group A		Group B		Group C	
#063 Abra ♀	#100 Voltorb	#088 Grimer ♂	#109 Koffing ♀	#019 Rattata ♀	#162 Furret ♂
Level 15	Level 15	Level 13	Level 13	Level 16	Level 15
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Teleport	Tackle Sonicboom Spark Rollout	Pound Harden Mud-slap Disable	Tackle Smog Smokescreen Selfdestruct	Focus Energy Bite Pursuit Hyper Fang	Foresight Defense Curl Quick Attack Fury Swipes
5000+ Steps	3000+ Steps	1500+ Steps	1500+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	100+	500+	750+	1000+	1500+	2000+	2500+	3000+	5000+
TM37 - Sandstorm	0%	0%	0%	0%	0%	0%	0%	0%	0%	20%
Guard Spec.	0%	0%	0%	0%	0%	0%	0%	0%	20%	16%
X Sp. Def	0%	0%	0%	0%	0%	0%	0%	10%	8%	6%
Ultra Ball	0%	0%	0%	0%	0%	0%	20%	18%	14%	12%
Lum Berry	0%	0%	0%	0%	0%	20%	16%	14%	12%	9%
X Attack	0%	0%	0%	0%	20%	16%	13%	12%	9%	7%
Great Ball	0%	0%	0%	10%	8%	6%	5%	5%	4%	3%
X Accuracy	0%	0%	20%	18%	14%	12%	9%	8%	7%	5%
Dire Hit	0%	20%	16%	14%	12%	9%	7%	7%	5%	4%
Poké Ball	100%	80%	64%	58%	46%	37%	29%	27%	21%	17%

8.4.9 Hoenn Field

Location: Hoenn

Special Types: Fire, Bug, Flying

Unlock Criteria: 5,000 Watts

A Route that goes deep into the Hoenn region. You can meet many Pokémon not in Johto or Kanto.

Wild Pokémon					
Group A		Group B		Group C	
#264 Linoone ♀	#300 Skitty ♀	#313 Volbeat ♂	#314 Illumise ♀	#263 Zigzagoon ♀	#265 Wurmple ♀
Level 30	Level 30	Level 25	Level 25	Level 17	Level 15
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Sand-attack	Attract	Moonlight	Charm	Tail Whip	Tackle
Odor Sleuth	Assist	Quick Attack	Moonlight	Headbutt	String Shot
Mud Sport	Charm	Tail Glow	Wish	Sand-attack	Poison Sting
Fury Swipes	Faint Attack	Signal Beam	Encore	Odor Sleuth	Bug Bite
5000+ Steps	7500+ Steps	2000+ Steps	2000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	250+	500+	1000+	1500+	2000+	2500+	3000+	3500+	8000+
Ganlon Berry	0%	0%	0%	0%	0%	0%	0%	0%	0%	5%
Wacan Berry	0%	0%	0%	0%	0%	0%	0%	0%	10%	10%
Passho Berry	0%	0%	0%	0%	0%	0%	0%	10%	9%	9%
Occa Berry	0%	0%	0%	0%	0%	0%	20%	18%	16%	15%
Qualot Berry	0%	0%	0%	0%	0%	20%	16%	14%	13%	12%
Kelpsy Berry	0%	0%	0%	0%	20%	16%	13%	12%	10%	10%
Pomeg Berry	0%	0%	0%	20%	16%	13%	10%	9%	8%	8%
Nanab Berry	0%	0%	20%	16%	13%	10%	8%	7%	7%	6%
Bluk Berry	0%	20%	16%	13%	10%	8%	7%	6%	5%	5%
Razz Berry	100%	80%	64%	51%	41%	33%	26%	24%	21%	20%

8.4.10 Warm Beach

Location: Hoenn

Special Types: Grass, Electric, Dragon

Unlock Criteria: 7,500 Watts

A very warm beach in the Hoenn region. You can meet many Pokémon not in Johto or Kanto.

Wild Pokémon					
Group A		Group B		Group C	
#298 Azurill ♀	#320 Wailmer ♀	#116 Horsea ♀	#318 Carvanha ♀	#118 Goldeen ♀	#129 Magikarp ♀
Level 20	Level 31	Level 20	Level 26	Level 22	Level 15
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Tail Whip Bubble Slam Water Gun	Water Pulse Mist Rest Brine	Leer Water Gun Focus Energy Bubblebeam	Ice Fang Screech Swagger Assurance	Water Sport Supersonic Horn Attack Aqua Tail	Splash Tackle
5000+ Steps	7000+ Steps	1500+ Steps	1500+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	100+	1000+	2000+	2500+	3000+	4000+	4900+	5000+	8000+
Liechi Berry	0%	0%	0%	0%	0%	0%	0%	0%	0%	5%
Fire Stone	0%	0%	0%	0%	0%	0%	0%	0%	5%	5%
Yellow Shard	0%	0%	0%	0%	0%	0%	0%	20%	19%	18%
Blue Shard	0%	0%	0%	0%	0%	0%	20%	16%	15%	14%
Heart Scale	0%	0%	0%	0%	0%	5%	4%	3%	3%	3%
Big Pearl	0%	0%	0%	0%	5%	5%	4%	3%	3%	3%
Revive	0%	0%	0%	40%	38%	36%	29%	23%	22%	21%
Pearl	0%	0%	10%	6%	6%	5%	4%	3%	3%	3%
Wepear Berry	0%	20%	18%	11%	10%	10%	8%	6%	6%	6%
Fresh Water	100%	80%	72%	43%	41%	39%	31%	25%	24%	23%

8.4.11 Volcano Path

Location: Hoenn

Special Types: Water, Fighting, Rock

Unlock Criteria: 10,000 Watts

A path through a currently active volcano. Very fiery and rare Pokémon live here.

Wild Pokémon					
Group A		Group B		Group C	
#218 Slugma ♀	#307 Meditite ♂	#111 Rhyhorn ♂	#228 Houndour ♂	#074 Geodude ♂	#077 Ponyta ♀
Level 31	Level 32	Level 27	Level 25	Level 29	Level 19
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Ember Recover Ancientpower Amnesia	Feint Calm Mind Force Palm Hi Jump Kick	Stomp Fury Attack Scary Face Rock Blast	Roar Bite Odor Sleuth Beat Up	Selfdestruct Rollout Rock Blast Earthquake	Tail Whip Ember Flame Wheel Stomp
5000+ Steps	5000+ Steps	2000+ Steps	2000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	100+	500+	1000+	2000+	3000+	4000+	5000+	5500+	8000+
Apicot Berry	0%	0%	0%	0%	0%	0%	0%	0%	0%	5%
Sun Stone	0%	0%	0%	0%	0%	0%	0%	0%	5%	5%
Moonstone	0%	0%	0%	0%	0%	0%	0%	20%	19%	18%
Flame Orb	0%	0%	0%	0%	0%	0%	5%	4%	4%	4%
Lava Cookie	0%	0%	0%	0%	0%	5%	5%	4%	4%	3%
Revive	0%	0%	0%	0%	30%	29%	27%	22%	21%	20%
Pinap Berry	0%	0%	0%	20%	14%	13%	13%	10%	10%	9%
Red Shard	0%	0%	20%	16%	11%	11%	10%	8%	8%	7%
Ice Heal	0%	50%	40%	32%	22%	21%	20%	16%	15%	15%
Potion	100%	50%	40%	32%	22%	21%	20%	16%	15%	15%

8.4.12 Treehouse

Location: Hoenn

Special Types: Fire, Ice, Flying

Unlock Criteria: 15,000 Watts

A path that works with the trees of the forest. Pokémon here are always changing.

Wild Pokémon					
Group A		Group B		Group C	
#351 Castform ♀	#352 Kecleon ♂	#203 Girafarig ♀	#234 Stantler ♀	#044 Gloom ♀	#070 Weepinbell ♂
Level 30	Level 30	Level 28	Level 28	Level 14	Level 13
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Rain Dance Sunny Day Hail Weather Ball	Feint Psybeam Shadow Sneak Slash	Agility Psybeam Baton Pass Assurance	Hypnosis Stomp Confuse Ray Calm Mind	Absorb Sweet Scent Acid Poisonpowder	Vine Whip Growth Wrap Sleep Powder
5000+ Steps	5000+ Steps	1000+ Steps	1000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	100+	500+	1000+	2000+	3000+	3500+	4000+	4500+	8000+
Salac Berry	0%	0%	0%	0%	0%	0%	0%	0%	0%	5%
Calcium	0%	0%	0%	0%	0%	0%	0%	0%	10%	10%
Max Elixir	0%	0%	0%	0%	0%	0%	0%	3%	3%	3%
Max Potion	0%	0%	0%	0%	0%	0%	20%	19%	17%	17%
Max Ether	0%	0%	0%	0%	0%	5%	4%	4%	3%	3%
Ether	0%	0%	0%	0%	5%	5%	4%	4%	3%	3%
Revival Herb	0%	0%	0%	20%	19%	18%	14%	14%	13%	12%
Heal Powder	0%	0%	20%	16%	15%	14%	12%	11%	10%	10%
Energy Root	0%	20%	16%	13%	12%	12%	9%	9%	8%	8%
EnergyPowder	100%	80%	64%	51%	49%	46%	37%	36%	32%	31%

8.4.13 Scary Cave

Location: Hoenn

Special Types: Dark, Ghost, Rock

Unlock Criteria: 20,000 Watts

A pitch-black cave that seems haunted. It's said that many Pokémon live deep inside.

Wild Pokémon					
Group A		Group B		Group C	
#105 Marowak ♀	#128 Tauros ♂	#042 Golbat ♂	#177 Natu ♀	#066 Machop ♂	#092 Gastly ♀
Level 30	Level 30	Level 33	Level 24	Level 13	Level 15
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Bonemerang Rage False Swipe Thrash	Pursuit Rest Payback Zen Headbutt	Wing Attack Confuse Ray Air Cutter Mean Look	Teleport Miracle Eye Me First Confuse Ray	Leer Focus Energy Karate Chop Bullet Punch	Mean Look Curse Night Shade Spite
5000+ Steps	5000+ Steps	500+ Steps	1000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	1000+	1500+	2000+	3500+	3900+	4000+	4500+	4900+	8000+
Petaya Berry	0%	0%	0%	0%	0%	0%	0%	0%	0%	5%
Iron	0%	0%	0%	0%	0%	0%	0%	0%	5%	5%
Thick Club	0%	0%	0%	0%	0%	0%	0%	5%	5%	5%
Dusk Ball	0%	0%	0%	0%	0%	0%	20%	19%	18%	17%
Blue Shard	0%	0%	0%	0%	0%	20%	16%	15%	14%	14%
Old Gateau	0%	0%	0%	0%	5%	4%	3%	3%	3%	3%
Green Shard	0%	0%	0%	20%	19%	15%	12%	12%	11%	10%
Yellow Shard	0%	0%	20%	16%	15%	12%	10%	9%	9%	8%
Red Shard	0%	20%	16%	13%	12%	10%	8%	7%	7%	7%
Repel	100%	80%	64%	51%	49%	39%	31%	30%	28%	27%

8.4.14 Sinnoh Field

Location: Sinnoh

Special Types: Fire, Ice, Flying

Unlock Criteria: 25,000 Watts

A Route through the Sinnoh region, far from Johto and Kanto. Rare Pokémon live here.

Wild Pokémon					
Group A		Group B		Group C	
#415 Combee ♂	#439 Mime Jr. ♀	#403 Shinx ♀	#406 Budew ♂	#399 Bidoof ♀	#401 Kricketot ♂
Level 30	Level 29	Level 33	Level 30	Level 13	Level 15
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Sweet Scent Gust Bug Bite	Light Screen Reflect Psybeam Substitute	Roar Swagger Thunder Fang Crunch	Water Sport Stun Spore Mega Drain Worry Seed	Tackle Growl Defense Curl Rollout	Growl Bide Bug Bite
7000+ Steps	7000+ Steps	3000+ Steps	3000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	500+	1000+	1500+	2000+	2500+	3000+	3800+	4000+	5000+
Rare Candy	0%	0%	0%	0%	0%	0%	0%	0%	0%	10%
Full Restore	0%	0%	0%	0%	0%	0%	0%	0%	10%	9%
Max Potion	0%	0%	0%	0%	0%	0%	0%	20%	18%	16%
Repeat Ball	0%	0%	0%	0%	0%	0%	20%	16%	14%	13%
Timer Ball	0%	0%	0%	0%	0%	20%	16%	13%	12%	10%
Revive	0%	0%	0%	0%	20%	16%	13%	10%	9%	8%
Hyper Potion	0%	0%	0%	20%	16%	13%	10%	8%	7%	7%
Full Heal	0%	0%	20%	16%	13%	10%	8%	7%	6%	5%
Nest Ball	0%	20%	16%	13%	10%	8%	7%	5%	5%	4%
Super Potion	100%	80%	64%	51%	41%	33%	26%	21%	19%	17%

8.4.15 Icy Mountain Rd.

Location: Sinnoh

Special Types: Fire, Ice, Ground

Unlock Criteria: 30,000 Watts

A snow-covered road where a misstep could result in a fall- it tests your trust in Pokémon.

Wild Pokémon					
Group A		Group B		Group C	
#361 Snorunt ♀	#459 Snover ♂	#215 Sneasel ♂	#436 Bronzor	#179 Mareep ♀	#220 Swinub ♀
Level 28	Level 31	Level 28	Level 20	Level 15	Level 16
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Icy Wind Headbutt Protect Ice Fang	Wood Hammer Mist Ice Shard Ingrain	Faint Attack Crush Claw Agility Icy Wind	Hypnosis Imprison Confuse Ray Extrasensory	Tackle Growl Thundershock Thunder Wave	Mud Sport Powder Snow Mud-slap Endure
10000+ Steps	10000+ Steps	3000+ Steps	3000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	100+	1000+	2500+	3000+	3500+	4000+	4500+	5000+	6000+
TM07 - Hail	0%	0%	0%	0%	0%	0%	0%	0%	0%	20%
Yache Berry	0%	0%	0%	0%	0%	0%	0%	0%	10%	8%
Rindo Berry	0%	0%	0%	0%	0%	0%	0%	10%	9%	7%
Icy Rock	0%	0%	0%	0%	0%	0%	5%	5%	4%	3%
Smooth Rock	0%	0%	0%	0%	0%	5%	5%	4%	4%	3%
Heat Rock	0%	0%	0%	0%	5%	5%	5%	4%	4%	3%
Damp Rock	0%	0%	0%	5%	5%	5%	4%	4%	3%	3%
Max Repel	0%	0%	30%	29%	27%	26%	24%	22%	20%	16%
Full Heal	0%	40%	28%	27%	25%	24%	23%	21%	18%	15%
X Defend	100%	60%	42%	40%	38%	36%	34%	31%	28%	22%

8.4.16 Big Forest

Location: Sinnoh

Special Types: Fire, Ice, Flying

Unlock Criteria: 40,000 Watts

A forest surrounded by many old trees since the olden days. Many Pokémon live here.

Wild Pokémon					
Group A		Group B		Group C	
#357 Tropius ♀	#438 Bonsly ♂	#114 Tangela ♀	#400 Bibarel ♀	#102 Exeggcute ♀	#179 Mareep ♂
Level 35	Level 30	Level 30	Level 30	Level 17	Level 19
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Stomp Sweet Scent Whirlwind Magical Leaf	Mimic Block Faint Attack Rock Tomb	Vine Whip Bind Mega Drain Stun Spore	Water Gun Headbutt Hyper Fang Yawn	Hypnosis Reflect Leech Seed Bullet Seed	Growl Thundershock Thunder Wave Cotton Spore
6000+ Steps	5000+ Steps	1000+ Steps	1000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	500+	1000+	2000+	2500+	3000+	3500+	4000+	4500+	5000+
Hondew Berry	0%	0%	0%	0%	0%	0%	0%	0%	0%	10%
Qualot Berry	0%	0%	0%	0%	0%	0%	0%	0%	10%	9%
Bluk Berry	0%	0%	0%	0%	0%	0%	0%	10%	9%	8%
Durin Berry	0%	0%	0%	0%	0%	0%	20%	18%	16%	15%
Big Mushroom	0%	0%	0%	0%	0%	50%	40%	36%	32%	29%
Belue Berry	0%	0%	0%	0%	20%	10%	8%	7%	6%	6%
Honey	0%	0%	0%	20%	16%	8%	6%	6%	5%	5%
Tomato Berry	0%	0%	20%	16%	13%	6%	5%	5%	4%	4%
Grepa Berry	0%	20%	16%	13%	10%	5%	4%	4%	3%	3%
TinyMushroom	100%	80%	64%	51%	41%	20%	16%	15%	13%	12%

8.4.17 White Lake

Location: Sinnoh

Special Types: Grass, Electric, Dragon

Unlock Criteria: 50,000 Watts

A lake concealed in white mist. It lends a very mysterious feel to the area.

Wild Pokémon					
Group A		Group B		Group C	
#200 Misdreavus ♀	#433 Chingling ♀	#093 Haunter ♂	#418 Buizel ♂	#170 Chinchou ♀	#223 Remoraïd ♀
Level 32	Level 22	Level 25	Level 28	Level 17	Level 19
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Destiny Bond Psybeam Pain Split Payback	Astonish Recover Uproar Last Resort	Night Shade Confuse Ray Sucker Punch Shadow Punch	Pursuit Swift Aqua Jet Baton Pass	Thunder Wave Flail Water Gun Confuse Ray	Lock-On Psybeam Aurora Beam Bubblebeam
6000+ Steps	5000+ Steps	500+ Steps	1000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	1000+	2000+	2500+	3000+	3500+	4000+	4500+	5000+	10000+
TM68 - Giga Impact	0%	0%	0%	0%	0%	0%	0%	0%	0%	1%
Kebia Berry	0%	0%	0%	0%	0%	0%	0%	0%	10%	10%
Chople Berry	0%	0%	0%	0%	0%	0%	0%	10%	9%	9%
Watmel Berry	0%	0%	0%	0%	0%	0%	20%	18%	16%	16%
Pamtre Berry	0%	0%	0%	0%	0%	20%	16%	14%	13%	13%
Spelon Berry	0%	0%	0%	0%	20%	16%	13%	12%	10%	10%
Nomel Berry	0%	0%	0%	20%	16%	13%	10%	9%	8%	8%
Rabuta Berry	0%	0%	20%	16%	13%	10%	8%	7%	7%	7%
Magost Berry	0%	20%	16%	13%	10%	8%	7%	6%	5%	5%
Cornn Berry	100%	80%	64%	51%	41%	33%	26%	24%	21%	21%

8.4.18 Stormy Beach

Location: Sinnoh

Special Types: Grass, Electric, Dragon

Unlock Criteria: 65,000 Watts

Strong waves wash onto this beach. Because people don't visit, rare Pokémon live here.

Wild Pokémon					
Group A		Group B		Group C	
#422 Shellos ♀	#456 Finneon ♀	#086 Seel ♀	#129 Magikarp ♀	#054 Psyduck ♀	#090 Shellder ♂
Level 30	Level 26	Level 27	Level 30	Level 22	Level 20
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Mud Bomb Mirror Coat Rain Dance Body Slam	Rain Dance Gust Water Pulse Captivate	Encore Rest Aqua Ring Aurora Beam	Splash Tackle Flail Bounce	Ice Punch Disable Confusion Yawn	Supersonic Icicle Spear Protect Leer
5000+ Steps	4000+ Steps	1500+ Steps	500+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	800+	1500+	2000+	2500+	3000+	3500+	4000+	4500+	5000+
PP Up	0%	0%	0%	0%	0%	0%	0%	0%	0%	10%
Payapa Berry	0%	0%	0%	0%	0%	0%	0%	0%	10%	9%
Coba Berry	0%	0%	0%	0%	0%	0%	0%	10%	9%	8%
Shuca Berry	0%	0%	0%	0%	0%	0%	10%	9%	8%	7%
Tanga Berry	0%	0%	0%	0%	0%	10%	9%	8%	7%	7%
Charti Berry	0%	0%	0%	0%	10%	9%	8%	7%	7%	6%
Heal Ball	0%	0%	0%	20%	18%	16%	15%	13%	12%	11%
Quick Ball	0%	0%	20%	16%	14%	13%	12%	10%	9%	9%
Heart Scale	0%	40%	32%	26%	23%	21%	19%	17%	15%	14%
Fresh Water	100%	60%	48%	38%	35%	31%	28%	25%	23%	20%

8.4.19 Resort

Location: Sinnoh

Special Types: Fighting, Normal, Psychic

Unlock Criteria: 80,000 Watts

A high-class resort everyone wants to visit, famous for the cute Pokémon living here.

Wild Pokémon					
Group A		Group B		Group C	
#025 Pikachu ♀	#417 Pachirisu ♀	#035 Clefairy ♀	#039 Jigglypuff ♀	#183 Marill ♀	#187 Hoppip ♀
Level 30	Level 33	Level 31	Level 30	Level 25	Level 25
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Double Team Slam Thunderbolt Feint	Flail Sweet Kiss Discharge Super Fang	Wake-up Slap Cosmic Power Lucky Chant Metronome	Rollout Doubleslap Rest Body Slam	Water Gun Rollout Bubblebeam Aqua Ring	Sleep Powder Bullet Seed Leech Seed Mega Drain
8000+ Steps	8000+ Steps	4000+ Steps	4000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	200+	500+	800+	1000+	2000+	2500+	3000+	5000+	6000+
Luxury Ball	0%	0%	0%	0%	0%	0%	0%	0%	0%	10%
PokéDoll	0%	0%	0%	0%	0%	0%	0%	0%	10%	9%
Fluffy Tail	0%	0%	0%	0%	0%	0%	0%	20%	18%	16%
MooMoo Milk	0%	0%	0%	0%	0%	0%	20%	16%	14%	13%
Honey	0%	0%	0%	0%	0%	5%	4%	3%	3%	3%
Soda Pop	0%	0%	0%	0%	20%	19%	15%	12%	11%	10%
Max Repel	0%	0%	0%	5%	4%	4%	3%	2%	2%	2%
Lemonade	0%	0%	5%	5%	4%	4%	3%	2%	2%	2%
Green Shard	0%	20%	19%	18%	14%	14%	11%	9%	8%	7%
Fresh Water	100%	80%	76%	72%	58%	55%	44%	35%	32%	28%

8.4.20 Quiet Cave

Location: Sinnoh

Special Types: Dark, Psychic, Ghost

Unlock Criteria: 100,000 Watts

A quiet, deep, and empty cave. If you look carefully, you'll find some rare Pokémon.

Wild Pokémon					
Group A		Group B		Group C	
#442 Spiritomb ♂	#446 Munchlax ♂	#349 Feebas ♂	#433 Chingling ♀	#042 Golbat ♂	#164 Noctowl ♀
Level 31	Level 33	Level 30	Level 26	Level 33	Level 30
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Hypnosis Dream Eater Ominous Wind Sucker Punch	Screech Stockpile Swallow Body Slam	Splash Tackle Flail	Astonish Confusion Uproar Last Resort	Wing Attack Confuse Ray Air Cutter Mean Look	Hypnosis Reflect Confusion Take Down
10000+ Steps	10000+ Steps	500+ Steps	500+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	500+	1000+	2000+	2500+	3000+	4500+	5000+	5500+	10000+
TM15 - Hyper Beam	0%	0%	0%	0%	0%	0%	0%	0%	0%	1%
Nugget	0%	0%	0%	0%	0%	0%	0%	0%	5%	5%
TM10 - Hidden Power	0%	0%	0%	0%	0%	0%	0%	20%	19%	19%
Max Elixir	0%	0%	0%	0%	0%	0%	5%	4%	4%	4%
Big Pearl	0%	0%	0%	0%	0%	10%	10%	8%	7%	7%
Heart Scale	0%	0%	0%	0%	30%	27%	26%	21%	19%	19%
Dusk Ball	0%	0%	0%	20%	14%	13%	12%	10%	9%	9%
Stardust	0%	0%	20%	16%	11%	10%	10%	8%	7%	7%
Pearl	0%	20%	16%	13%	9%	8%	8%	6%	6%	6%
Elixir	100%	80%	64%	51%	36%	32%	31%	25%	23%	23%

8.4.21 Beyond the Sea

Location: Sinnoh

Special Types: Grass, Electric, Dragon

Unlock Criteria: Do an International Trade in the GTS

A small island far away on the horizon. If you look to the sea, you can see Pokémon swimming.

Wild Pokémon					
Group A		Group B		Group C	
#120 Saryu	#224 Octillery ♀	#116 Horsea ♂	#222 Corsola ♀	#170 Chinchou ♀	#223 Remoraid ♂
Water Stone	Focus Band				
Levele 18	Levele 19	Levele 15	Levele 16	Levele 12	Levele 14
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Water Gun	Psybeam	Smokescreen	Harden	Supersonic	Water Gun
Rapid Spin	Aurora Beam	Bubble	Bubblebeam	Thunder Wave	Lock-on
Recover	Bubblebeam	Water Gun	Recover	Flail	Psybeam
Light Screen	Signal Beam	Focus Energy	Refresh	Water Gun	Aurora Beam
5000+ Steps	5000+ Steps	2500+ Steps	2500+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	1000+	1500+	2000+	2500+	3000+	3500+	4000+	4500+	5000+
Chilan Berry	0%	0%	0%	0%	0%	0%	0%	0%	0%	20%
Babiri Berry	0%	0%	0%	0%	0%	0%	0%	0%	20%	16%
Colbur Berry	0%	0%	0%	0%	0%	0%	0%	20%	16%	13%
Haban Berry	0%	0%	0%	0%	0%	0%	20%	16%	13%	10%
Kasib Berry	0%	0%	0%	0%	0%	20%	16%	13%	10%	8%
Kelpsy Berry	0%	0%	0%	0%	20%	16%	13%	10%	8%	7%
Pamtre Berry	0%	0%	0%	20%	16%	13%	10%	8%	7%	5%
Spelon Berry	0%	0%	20%	16%	13%	10%	8%	7%	5%	4%
Pomeg Berry	0%	20%	16%	13%	10%	8%	7%	5%	4%	3%
Stardust	100%	80%	64%	51%	41%	33%	26%	21%	17%	13%

8.4.22 Night Skys Edge

Location: Miscellaneous

Special Types: Water, Fighting, Ground

Unlock Criteria: Trade Jirachi to HGSS

A dark mountain path that gives you the feeling you've traveled through time back to the past.

Wild Pokémon					
Group A		Group B		Group C	
#035 Clefairy ♂	#039 Jigglypuff ♂	#041 Zubat ♂	#163 Hoothoot ♀	#074 Geodude ♂	#095 Onix ♀
Level 8	Level 10	Level 9	Level 6	Level 5	Level 5
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Pound Encore Sing Moonlight	Sing Defense Curl Pound	Leech Life Supersonic Astonish	Tackle Growl Foresight Hypnosis	Tackle Defense Curl Mud Sport	Mud Sport Tackle Harden Rock Throw
5000+ Steps	5000+ Steps	2500+ Steps	2500+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	1000+	1500+	2000+	2500+	3000+	3500+	4000+	5000+	10000+
TM29 - Psychic	0%	0%	0%	0%	0%	0%	0%	0%	0%	1%
Moonstone	0%	0%	0%	0%	0%	0%	0%	0%	30%	30%
Rare Bone	0%	0%	0%	0%	0%	0%	0%	20%	14%	14%
Star Piece	0%	0%	0%	0%	0%	0%	20%	16%	11%	11%
Green Shard	0%	0%	0%	0%	0%	20%	16%	13%	9%	9%
Yellow Shard	0%	0%	0%	0%	20%	16%	13%	10%	7%	7%
Red Shard	0%	0%	0%	20%	16%	13%	10%	8%	6%	6%
Blue Shard	0%	0%	20%	16%	13%	10%	8%	7%	5%	5%
Pearl	0%	10%	8%	6%	5%	4%	3%	3%	2%	2%
Stardust	100%	90%	72%	58%	46%	37%	29%	24%	17%	16%

8.4.23 Yellow Forest

Location: Miscellaneous

Special Types: Ground, Electric, Grass

Unlock Criteria: Wi-Fi Event

Many PIKACHU live in harmony in this forest. Walk through here frequently, and try to find one!

Wild Pokémon					
Group A		Group B		Group C	
#025 Pikachu ♂	#025 Pikachu ♀	#025 Pikachu ♂	#025 Pikachu ♀	#025 Pikachu ♂	#025 Pikachu ♀
Shuca Berry	Lum Berry	Leppa Berry	Sitrus Berry	Tinymushroom	Oran Berry
Level 15	Level 14	Level 13	Level 12	Level 10	Level 10
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Fly	Surf	Flail	Volt Tackle	Thundershock	Thundershock
Thunder	Thunderbolt	Helping Hand	Fake Out	Growl	Growl
Growl	Thunder Wave	Shock Wave	Thundershock	Tail Whip	Tail Whip
Tail Whip	Quick Attack	Thunder Wave	Growl Attacks:	Thunder Wave	
10000+ Steps	9500+ Steps	2000+ Steps	5000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	600+	700+	800+	900+	1000+	4000+	5000+	6000+	7000+
Light Ball	0%	0%	0%	0%	0%	0%	0%	0%	0%	3%
ThunderStone	0%	0%	0%	0%	0%	0%	0%	0%	5%	5%
Miracle Seed	0%	0%	0%	0%	0%	0%	0%	10%	10%	9%
Big Root	0%	0%	0%	0%	0%	0%	10%	9%	9%	8%
Aspear Berry	0%	0%	0%	0%	0%	40%	36%	32%	31%	30%
Rawst Berry	0%	0%	0%	0%	40%	24%	22%	19%	18%	18%
Pecha Berry	0%	0%	0%	50%	30%	18%	16%	15%	14%	13%
Chesto Berry	0%	0%	50%	25%	15%	9%	8%	7%	7%	7%
Cheri Berry	0%	50%	25%	13%	8%	5%	4%	4%	3%	3%
Big Mushroom	100%	50%	25%	13%	8%	4%	4%	4%	3%	3%

8.4.24 Rally

Location: Miscellaneous

Special Types: Ground, Psychic, Ice

Unlock Criteria: Event

A fun Route to play with your Pokéwalker. Take a Stroll and visit the many places!

Wild Pokémon					
Group A		Group B		Group C	
#441 Chatot ♂	#302 Sableye ♀	#025 Pikachu ♀	#453 Croagunk ♂	#427 Buneary ♀	#417 Pachirisu ♂
Level 15	Level 15	Level 10	Level 10	Level 5	Level 5
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Peck Growl Mirror Move Sing	Foresight Night Shade Astonish Fury Swipes	Thundershock Growl Tail Whip Thunder Wave	Astonish Mud-slap Poison Sting Taunt	Splash Pound Defense Curl Foresight	Growl Bide Quick Attack
1000+ Steps	1000+ Steps	500+ Steps	500+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	100+	150+	200+	300+	500+	700+	800+	900+	1000+
Yellow Flute	0%	0%	0%	0%	0%	0%	0%	0%	0%	5%
Max Repel	0%	0%	0%	0%	0%	0%	0%	0%	10%	10%
Elixir	0%	0%	0%	0%	0%	0%	0%	5%	5%	4%
Pearl	0%	0%	0%	0%	0%	0%	20%	19%	17%	16%
Max Repel	0%	0%	0%	0%	0%	30%	24%	23%	21%	19%
Super Potion	0%	0%	0%	0%	70%	49%	39%	37%	34%	32%
Escape Rope	0%	0%	0%	40%	12%	8%	7%	6%	6%	5%
Parlyz Heal	0%	0%	40%	24%	7%	5%	4%	4%	3%	3%
Oran Berry	0%	40%	24%	14%	4%	3%	2%	2%	2%	2%
Potion	100%	60%	36%	22%	6%	5%	4%	3%	3%	3%

8.4.25 Sightseeing

Location: Miscellaneous

Special Types: Water, Electric, Fighting

Unlock Criteria: Event

You can find many Pokémon on this Route. Take a long walk and see if you can find them all!

Wild Pokémon					
Group A		Group B		Group C	
#133 Eevee ♂	#255 Torchic ♂	#061 Poliwhirl ♀	#279 Pelipper ♂	#025 Pikachu ♀	#052 Meowth ♂
Level 10	Level 10	Level 15	Level 15	Level 8	Level 10
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Tail Whip Tackle Helping Hand Sand-attack	Scratch Growl Focus Energy Ember	Bubble Hypnosis Water Gun Doubleslap	Water Sport Wing Attack Supersonic Water Gun	Thundershock Growl Tail Whip Thunder Wave	Scratch Growl Bite Fake Out
7000+ Steps	10000+ Steps	2000+ Steps	3000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	1000+	1400+	1800+	2200+	2600+	3000+	3500+	4500+	5000+
Rare Candy	0%	0%	0%	0%	0%	0%	0%	0%	0%	10%
Old Gateau	0%	0%	0%	0%	0%	0%	0%	0%	10%	9%
Energy Root	0%	0%	0%	0%	0%	0%	0%	15%	14%	12%
Energy Powder	0%	0%	0%	0%	0%	0%	15%	13%	11%	10%
MooMoo Milk	0%	0%	0%	0%	0%	30%	26%	22%	20%	18%
Fresh Water	0%	0%	0%	0%	30%	21%	18%	15%	14%	12%
Soda Pop	0%	0%	0%	35%	25%	17%	15%	12%	11%	10%
Lemonade	0%	0%	35%	23%	16%	11%	9%	8%	7%	7%
Lava Cookie	0%	50%	33%	21%	15%	10%	9%	7%	7%	6%
Honey	100%	50%	33%	21%	15%	10%	9%	7%	7%	6%

8.4.26 Winner's Path

Location: Miscellaneous

Special Types: Dark, Electric, Fighting

Unlock Criteria: Event

If you're aiming to be Champion, you'll want to walk this Route! You'll meet strong Pokémon!

Wild Pokémon					
Group A		Group B		Group C	
#374 Beldum	#446 Munchlax ♂	#116 Horsea ♂	#355 Duskull ♂	#129 Magikarp ♂	#436 Bronzor
Shuca Berry	Leftovers	Dragon Scale	Reaper Cloth	Wacan Berry	Occa Berry
Level 5	Level 5	Level 5	Level 5	Level 5	Level 5
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Take Down	Metronome	Bubble	Leer	Splash	Tackle
Zen Headbutt	Tackle	Smokescreen	Night Shade	Bounce	Confusion
Iron Head	Defense Curl	Muddy Water	Imprison		Trick Room
Iron Defense	Selfdestruct				
8000+ Steps	8000+ Steps	3000+ Steps	3000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	500+	1000+	2000+	5000+	6000+	7000+	8000+	9000+	10000+
Focus Sash	0%	0%	0%	0%	0%	0%	0%	0%	0%	3%
Choice Scarf	0%	0%	0%	0%	0%	0%	0%	0%	3%	3%
Choice Band	0%	0%	0%	0%	0%	0%	0%	3%	3%	3%
Choice Specs	0%	0%	0%	0%	0%	0%	3%	3%	3%	3%
Power Herb	0%	0%	0%	0%	0%	3%	3%	3%	3%	3%
White Herb	0%	0%	0%	0%	3%	3%	3%	3%	3%	3%
Sitrus Berry	0%	0%	0%	20%	19%	19%	18%	18%	17%	17%
Lum Berry	0%	0%	20%	16%	16%	15%	15%	14%	14%	13%
Persim Berry	0%	50%	40%	32%	31%	30%	29%	28%	27%	27%
Chesto Berry	100%	50%	40%	32%	31%	30%	29%	28%	27%	27%

8.4.27 Amity Meadow

Location: Miscellaneous

Special Types: Fighting, Ground, Fire

Unlock Criteria: Event

You can meet cute Pokémon that evolve through friendship and find items to evolve Pokémon!

Wild Pokémon					
Group A		Group B		Group C	
#239 Elekid ♂	#240 Magby ♂	#238 Smoochum ♀	#440 Happiny ♀	#173 Cleffa ♀	#174 Igglybuff ♂
Tamato Berry	Kelpsy Berry	Hondew Berry	Pomeg Berry	Qualot Berry	Grepa Berry
Level 5	Level 5	Level 5	Level 5	Level 5	Level 5
Attacks:	Attacks:	Attacks:	Attacks:	Attacks:	Attacks:
Quick Attack Leer Thunderpunch	Smog Leer Fire Punch	Pound Lick Ice Punch	Pound Charm Copypcat Heal Bell	Pound Charm Encore Metronome	Sing Charm Defense Curl Wish
5000+ Steps	5000+ Steps	2000+ Steps	2000+ Steps	0+ Steps	0+ Steps

Item	Steps									
	0+	500+	600+	700+	1000+	1500+	2000+	2050+	2500+	2550+
Electirizer	0%	0%	0%	0%	0%	0%	0%	0%	0%	5%
Magmarizer	0%	0%	0%	0%	0%	0%	0%	0%	5%	5%
Sun Stone	0%	0%	0%	0%	0%	0%	0%	10%	10%	9%
Moonstone	0%	0%	0%	0%	0%	0%	10%	9%	9%	8%
Oval Stone	0%	0%	0%	0%	0%	10%	9%	8%	8%	7%
Star Piece	0%	0%	0%	0%	50%	45%	41%	36%	35%	33%
MooMoo Milk	0%	0%	0%	50%	25%	23%	20%	18%	17%	16%
Lemonade	0%	0%	60%	30%	15%	14%	12%	11%	10%	10%
Soda Pop	0%	70%	28%	14%	7%	6%	6%	5%	5%	5%
Fresh Water	100%	30%	12%	6%	3%	3%	2%	2%	2%	2%