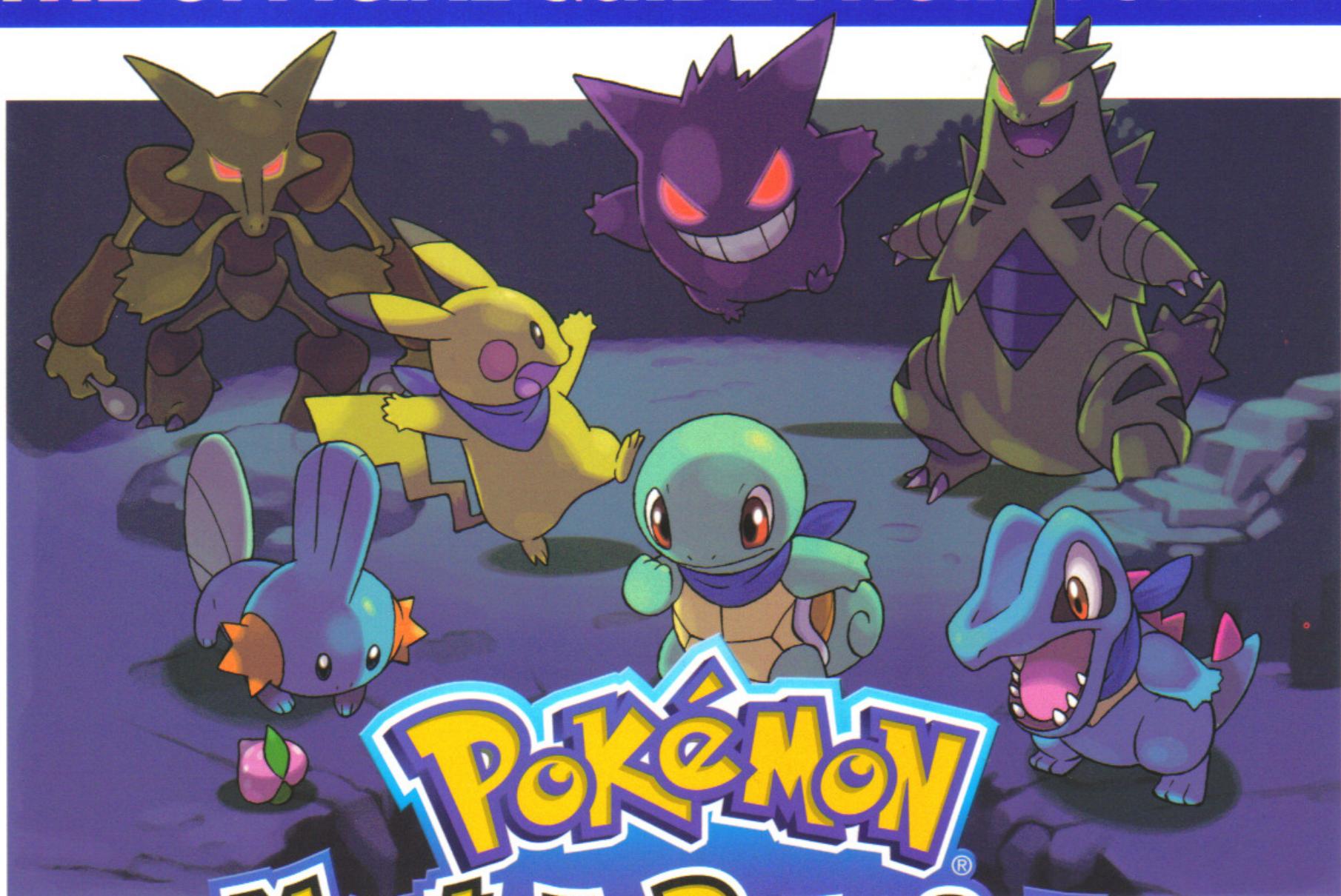


THE OFFICIAL GUIDE FROM **NINTENDO POWER**



Pokémon Mystery Dungeon

BLUE RESCUE TEAM

NINTENDO DS™

RED RESCUE TEAM

GAME BOY ADVANCE



Illustration by Ken Sugimori

THE OFFICIAL **Nintendo**® **PLAYER'S GUIDE**

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CONTENTS

Introduction

World Map	4	Tactics and IQ	42
Basic Controls (DS & GBA)	6	Recruitment and Growth	44
Who Are You?	8	Friend Areas	46
Starting Pokémon	11	Items and Item Use	52
Rescue-Team Basics	27	Pokémon Square	55
Dungeon Exploration	30	Rescue-Team Community	59
Dungeon Combat	35		

Story Mode

Story Mode Checklist	62	Snow Path/Frosty Forest	73
Tiny Woods/Thunderwave Cave	64	Frosty Grotto	74
Mt. Steel	65	Mt. Freeze	75
Sinister Woods	66	Mt. Freeze Peak	76
Silent Chasm/Mt. Thunder	67	Uproar Forest	77
Mt. Thunder Peak	68	Howling Forest	78
Great Canyon	69	Magma Cavern	79
Lapis Cave	70	Magma Cavern Pit	80
Rock Path/Mt. Blaze	71	Sky Tower	81
Mt. Blaze Peak	72	Sky Tower Summit	82

Extra Dungeons

Extra-Dungeon Flow Chart	84	Western Cave	105
Extra-Dungeon Events	86	Waterfall Pond	108
Extra-Dungeon Basics	88	Grand Sea	109
Stormy Sea	89	Far-off Sea	110
Buried Relic	90	Wish Cave	112
Solar Cave	93	Murky Cave	115
Northern Range	94	Purity Forest	116
Pitfall Valley	95	Joyous Tower	119
Silver Trench	96	Desert Region	121
Meteor Cave	99	Darknight Relic	122
Fiery Field	100	Unown Relic	123
Lightning Field	101	Wyvern Hill	124
Northwind Field	102	Southern Cavern	125
Mt. Faraway	104		

Game Data

Thrown Objects/Evolution Tools	128	TMs & HMs	133
Held Items	129	Special Items/Abilities	134
Food/Drinks/Berries & Seeds	130	Battle Moves	136
Gummis	131	Status Changes	143
Orbs	132		

Pokédex

Pokédex	147	Alphabetical Pokémon List	192
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POKÉMON MYSTERY DUNGEON

The world of Pokémon has fallen into a state of crisis, but heroic Pokémon are fighting back by banding together and forming rescue teams. Recruit wild Pokémon and lead your team to victory in a quest to save the world from some decidedly unnatural disasters.





WORLD MAP

MAP KEY:

Story Dungeons Extra Dungeons

Story Dungeons

At the start of the game you'll begin a quest to save the world of Pokémon. That adventure will take you to the following locations:

Frosty Forest	Pg. 73
Great Canyon	Pg. 69
Howling Forest	Pg. 78
Lapis Cave	Pg. 70
Magma Cavern	Pg. 79
Mt. Blaze	Pg. 71
Mt. Freeze	Pg. 75
Mt. Steel	Pg. 65
Mt. Thunder	Pg. 67
Silent Chasm	Pg. 67
Sinister Woods	Pg. 66
Sky Tower	Pg. 81
Thunderwave Cave	Pg. 64
Tiny Woods	Pg. 64
Uproar Forest	Pg. 77

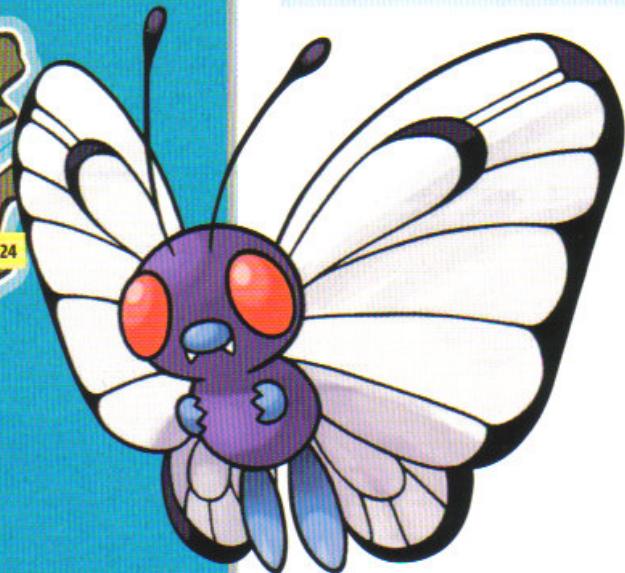




Extra Dungeons

After you complete the story dungeons, you can unlock the following extra dungeons through the series of events chronicled on pages 86 and 87.

Buried Relic	Pg. 90
Darknight Relic	Pg. 122
Desert Region	Pg. 121
Far-off Sea	Pg. 110
Fiery Field	Pg. 100
Grand Sea	Pg. 109
Joyous Tower	Pg. 119
Lightning Field	Pg. 101
Meteor Cave	Pg. 99
Mt. Faraway	Pg. 104
Murky Cave	Pg. 115
Northern Range	Pg. 94
Northwind Field	Pg. 102
Pitfall Valley	Pg. 95
Purity Forest	Pg. 116
Silver Trench	Pg. 96
Solar Cave	Pg. 93
Southern Cavern	Pg. 125
Stormy Sea	Pg. 89
Unown Relic	Pg. 123
Waterfall Pond	Pg. 108
Western Cave	Pg. 105
Wish Cave	Pg. 112
Wyvern Hill	Pg. 124



BASIC CONTROLS

The intricate battle system of *Pokémon Mystery Dungeon* has dozens of functions, but a series of helpful button combinations will allow you to access most options without having to wade through a lot of menus. Study up before your quest begins!

Starting a Game, Saving, and Continuing

After you choose to begin a new game you'll receive a short personality test that determines which *Pokémon* you will become. You may then choose a partner who, after a brief tutorial dungeon, will show you to your new home and team base. Approach the bed at any time to save your game. There is also a quicksave option in dungeons.



Game Boy Advance Controls

The Red Rescue Team version of *Pokémon Mystery Dungeon* was built for the Game Boy Advance.

L Button

USE THE LEADER'S SET MOVE:

Press L and A simultaneously.

EXPAND THE MESSAGE LOG:

Press L and B simultaneously.

THROW A SET ITEM:

Press L and R simultaneously.

Control Pad

MOVE YOUR CHARACTER



Select Button

VIEW THE FLOOR MAP:

Enter or exit the map screen.

Press the A Button to toggle your position on or off.

Start Button

ENTER ROTATE MODE:

Use the Control Pad to adjust the direction your leader is facing. Press the B Button to return to the game.

R Button

ENFORCE DIAGONAL MOVEMENT:

Hold the button to restrict movement to the diagonal axis. See page 30 for details on diagonal movement.

THROW A SET ITEM:

Press L and R simultaneously.

A Button

TALK

CHOOSE MENU OPTIONS

PERFORM A BASIC ATTACK

REST:

Hold A and B to rest on your turn.

USE THE LEADER'S SET MOVE:

Press L and A simultaneously.

B Button

CANCEL MENU OPTIONS

OPEN OR CLOSE THE MAIN MENU

RUN:

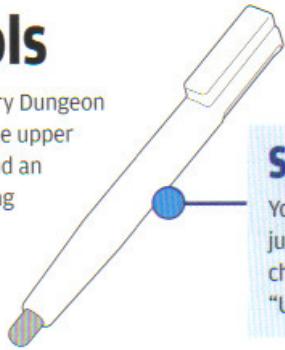
Hold B and press the Control Pad to run.

REST:

Hold A and B to rest on your turn.

Nintendo DS Controls

The Blue Rescue Team version of *Pokémon Mystery Dungeon* was designed for the Nintendo DS. You may use the upper screen to display your map or character status, and an optional control scheme allows you to play by using the DS stylus.



Stylus

You can use the touch screen in conjunction with the stylus to move your character, select menus, and more. See "Using the Stylus" below for more.

Top Screen

The content of the top screen can be determined by the Display mode in the Game Options Dungeon Menu.

X Button

OPEN THE MAIN MENU
CHOOSE MENU OPTIONS

R Button

SELECT MULTIPLE ITEMS
DESELECT MOVES
ENFORCE DIAGONAL MOVEMENT:
Hold the button to restrict movement to the diagonal axis.
THROW A SET ITEM:
Press L and R simultaneously.

A Button

TALK
CHOOSE MENU OPTIONS
PERFORM A BASIC ATTACK
REST:
Hold A and B to rest on your turn.
USE THE LEADER'S SET MOVE:
Press L and A simultaneously.

B Button

CANCEL MENU OPTIONS
OPEN OR CLOSE THE MAIN MENU
RUN:
Hold B and press the Control Pad to run.
REST:
Hold A and B to rest on your turn.
EXPAND THE MESSAGE LOG:
Press L and B simultaneously.

L Button

SELECT MULTIPLE ITEMS
USE THE LEADER'S SET MOVE:
Press L and A simultaneously.
EXPAND THE MESSAGE LOG:
Press L and B simultaneously.
THROW A SET ITEM:
Press L and R simultaneously.

Control Pad

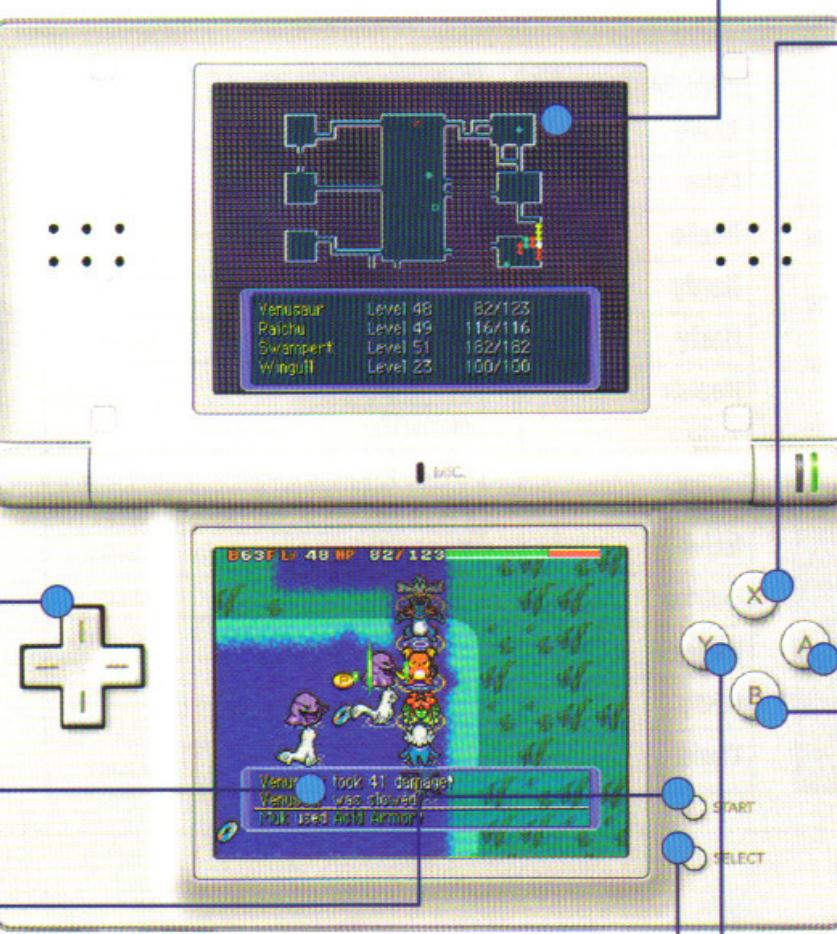
MOVE YOUR CHARACTER

Touch Screen

You can use the stylus and the touch screen to play the game. See "Using the Stylus" below for details.

Start Button

GET INFO/SUMMARY:
In menu screens, bring up the description of the highlighted entry.



Select Button

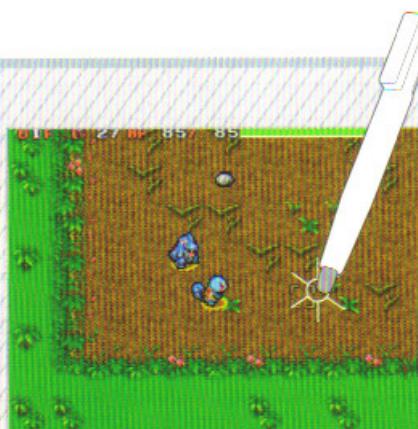
VIEW THE FLOOR MAP:
Enter or exit the map screen. Press the A Button to toggle your position on or off.

Y Button

ENTER ROTATE MODE:
Use the Control Pad to adjust the direction your leader is facing. Press the B Button to return to the game.

Using the Stylus

- Touch a destination to have your leader walk to that spot.
- Touch an item to have your leader pick it up.
- Touch the stylus to the leader and hold it there to change the direction it faces.
- Tap an enemy once to attack or twice to use the leader's set move.
- Tap your leader twice to have it run in the direction it is facing.
- Tap any menu item to select it. Tap outside of the menu to cancel a selection.



If you tap a spot on the ground, your leader will automatically move to that spot. Press and hold the stylus on your leader to change its facing direction.



The tabs at the bottom of the screen allow you to throw your set item or open the Moves, Items, or Team menu with a single tap.



Tap an adjacent enemy with your stylus to use your basic attack against that enemy. Tap it twice to use your set move instead.

WHO ARE YOU?

If you answer the quiz questions honestly, you'll be assigned the Pokémon that best matches your nature. Not happy with that one? Use the answer list here to get your favorite!

Choosing a Character

At the beginning of the game, you'll be asked nine of over 50 possible questions. Each answer affects your score in 13 personality types. At the end, the personality type that has the highest score determines which of the 16 hero Pokémon you will become. (You will then be allowed to choose one of the remaining Pokémon to be your partner.)

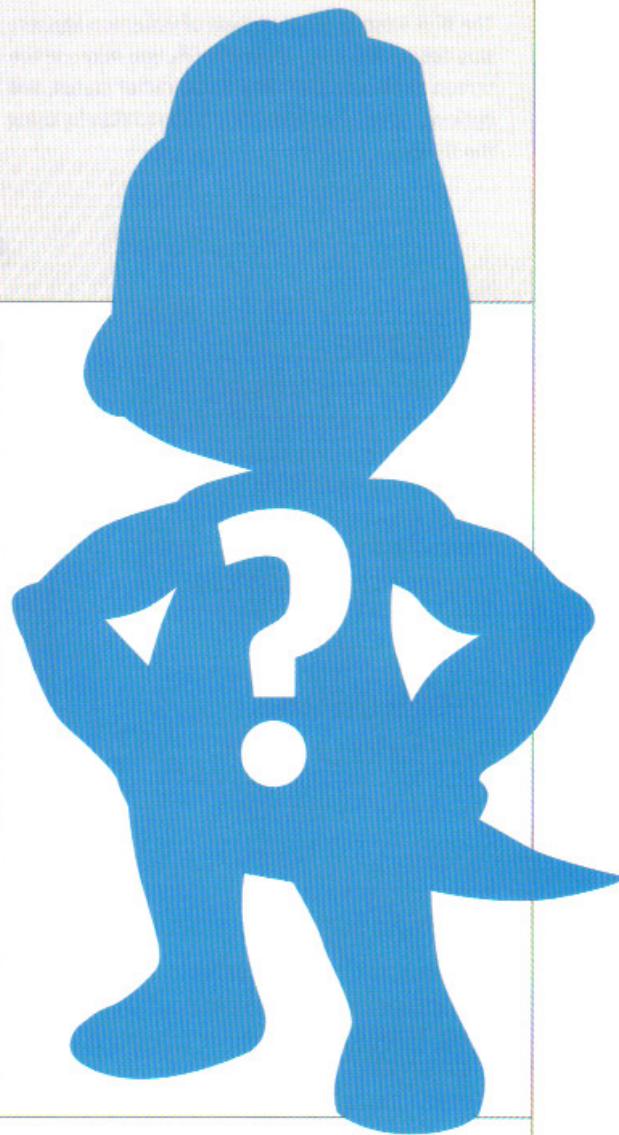
If you want to be a specific Pokémon, check the chart to the right to see what personality type you need to pretend to be when you take the quiz. This is an important decision, so consider your answers carefully!

Boy or Girl?

Pokémon of different genders have different personality types, so the same answers will result in different Pokémon for each gender. Only girls can get Eevee, Chikorita, and Skitty, while only boys can get Meowth, Machop, and Cyndaquil.

Personality Type
Brave
Calm
Docile
Hardy
Hasty
Impish
Jolly
Lonely
Naive
Quirky
Relaxed
Sassy
Timid

Pokémon	Boy ♂	Girl ♀
Bulbasaur	DOCILE	CALM
Charmander	HARDY	BRAVE
Chikorita	-	DOCILE
Cubone	LONELY	IMPISH
Cyndaquil	TIMID	-
Eevee	-	NAIVE
Machop	BRAVE	-
Meowth	QUIRKY	-
Mudkip	CALM	TIMID
Pikachu	IMPISH	HARDY
Psyduck	RELAXED	LONELY
Skitty	-	HASTY
Squirtle	JOLLY	RELAXED
Torchic	HASTY	SASSY
Totodile	NAIVE	JOLLY
Treecko	SASSY	QUIRKY



The Quiz Questions

To get a specific Pokémon, look up the questions you're asked, and choose whichever answer matches that Pokémon's nature. For example, to get Skitty, choose answers that give you points for the Hasty type, and pick Girl at the end of the quiz. The questions you're asked are random, so you may have to restart several times before you're asked questions with possible Hasty answers.

Questions (in alphabetical order)

Possible Answers

Personality-Type Points Allotted													
	TIMID	CALM	HARDY	QUIRKY	LONELY	DOCILE	HASTY	SASSY	RELAXED	NAIVE	BRAVE	JOLLY	IMPISH
A delinquent is hassling a girl on a busy street! What will you do?											3		
											2		
A foreign person has started up a conversation with you. To be honest, you don't have a clue what this fellow is saying. How do you reply?												3	
A friend brought over something you'd forgotten. How do you thank your friend?									2				
									1			1	
									2				
A human hand extends out of a toilet! What would you do?	2												
	2	1											
											1	2	1
A test is coming up. How do you study for it?				2									
				2									
Are there many things you would like to do?				1									2
				2									
										1			
Are you a cheerful personality?											1		2
										1			
Are you often late for school or meetings?									1	2			
									1				

Personality-Type Points Allotted

Questions (continued)

Possible Answers

		TIMID	CALM	HARDY	QUIRKY	LONELY	DOCILE	HASTY	SASSY	RELAXED	NAIVE	BRAVE	JOLLY	IMPISH
Can you focus on something you like?	Yes		2			1								
	No			2										
Can you go into a haunted house?	No problem											3		
	Uh...N-No...	2												
	With someone I like							2						
Can you sincerely thank someone when you feel grateful?	Yes		1			2								
	No				1			2						
Do you dream of lounging around idly without much excitement?	Yes		2											2
	No													
Do you fall asleep without noticing?	Yes		1						2					
	No		2											
Do you hate to be the last person to leave class at the end of the day?	Yes	1			2						1		3	
	No													
Do you like groan-inducing puns?	Love them!										3		1	
	A little												2	
	Spare me							2						
Do you like pranks?	Yes								1		1			2
	No								1					
Do you like to imagine things for your own amusement?	Yes										2			
	No								2					
Do you like to noisily enjoy yourself with others?	Yes					1								2
	No	1												
Do you often yawn?	Yes		2								1			
	No		1						2					
Do others often call you childish?	Yes											2		1
	No		2											
Do others tell you to watch what you say?	Yes										2			1
	No		2											
Do you feel lonesome when you are alone?	Yes		1			2								
	No								2					
Do you get the feeling you've slowed down lately?	Yes										2			
	No								2					
Do you like to fight?	Yes	2												1
	No		2			1								
Do you occasionally consider yourself to be dull and overly cautious?	Yes		2		1									
	No		2											
Do you sometimes run out of things to do all of a sudden?	Yes				2									
	No			2										
Do you tend to laugh a lot?	Yes							1			2			
	No					2								
Do you think you are cool? Be honest.	Yes								2					
	No								2					
Grab any digit on your left hand with your right hand. Which digit did you grab?	Thumb	2												
	Index finger								2					
	Middle finger													2
	Ring finger								2					
	Little finger					2								
Have you ever made a pitfall trap?	Yes						1							2
	No		2											
How quickly do you respond to email?	Reply right away			1					1					
	May reply, may not				2									
	Too much trouble								2					
It's a pleasant day at the beach. How do you feel?	This feels great!													2
	Snore...											2		
	I want to go home soon!							2						
It's a weekend, but no one will play with you... what do you do?	Go on a trip					1								1
	Hang around vacantly	1								2				
	Huddle in a corner	1			3									
It's the summer festival! Do you like Carnivals?	Love them!											2		
	Don't care					1				1				

Personality-Type Points Allotted

Questions (continued)

Possible Answers

	TIMID	CALM	HARDY	QUIRKY	LONELY	DOCILE	HASTY	SASSY	RELAXED	NAIVE	BRAVE	JOLLY	IMPISH
It's the summer holidays! Where would you like to go?												2	
	The beach!												
	Spas	2											
	Anywhere		2										
On vacation outings, you want to . . .					1		1						
	Go alone												
	Go with others			1								1	
Somebody calls you "weird but funny." How does that make you feel?					1							1	
	Happy!												
	Not happy							1	1				
The road forks to the right and left. You are told there is a treasure on the right. What do you do?						2							
	Instantly go right												
	It's a trap! Go left											2	
	Choose either side			2									
There is a bucket. If you put water in it, how high will you fill it?		2											
	Full												
	Half	2											
	A little			2									
There is a person you like . . . but there is no opportunity to get close. What do you do?					1						3		
	Bravely declare my love												
	Might say hello			2									
	Pull a prank to get attention											2	
	Look from afar	2											
There is a scream from behind a door! How will you react?					1						2		
	Yank open the door												
	Scream in unison									2			
There is a wallet on the side of the road. What do you do?						2					2		
	Turn it in to the police												
	Yay! Yay!										2		
	Is anyone watching . . .											2	
There is an alien invasion! What will you do?			Fight*										
			* Choosing "Fight" results in the follow-up question below										
	Run	2											
	Ignore it								2				
You valiantly fight the Aliens . . . but you are defeated . . . An Alien says to you "You have impressed us. It was a pleasure to see you. Join us and together we shall rule the world." How do you reply?			Rule with the Aliens						1	1			
	Refuse											4	
What do you do with your room's light when you're going to bed?		1			2								
	Leave it on												
	Turn it off		2										
When the going gets tough, do you get going?			Yes	2							2		
	No				2					2			
You are offered a choice of two gifts. Which one will you take?			Big box				2				1		
	Small box	2	1										
You are suddenly locked inside a pitch-black room! What do you do?			Kick the door	2									
	Cry					2							
	Clean it					1						2	
You broke a rotten egg in your room! What do you do?			Open a window right away					2	1				
	Take a sniff first									1	2		
You come across a treasure chest! What do you do?			Open it right away!						2				
	No . . . It could be a trap . . .	2											
	It's going to be empty . . .									2			
You receive a gift! But you don't know what's in it. You're curious, so what do you do?			Open it now						2				
	Open it later		2										
	Get someone to open it	2											
You win a lottery! What do you do with the money?			Spend it now						1			2	
	Save it	1	1										
	Give it away		2								2		
Your country's leader is in front of you. How do you speak to him or her?			Speak calmly		2								
	Speak nervously					2							
	WHATEVER!							2					
Your friend fails to show up for a meeting at the promised time. What do you do?			Become irritated					1	2				
	Wait patiently									2			
	Get angry and bail						3						
Your friend is being bullied! What do you do?			Face up to the Bully								3		
	Caution the Bully from afar	2											
	Heckle the Bully from behind										2		
You're going bungee jumping for the first time. Since it's scary, you decide to test the rope with a doll. . . The bungee cord snaps! Will you still try to make the jump anyway?			Yes							3		1	
	No	1						2					

#1 YOU APPEAR TO BE... DOCILE ♂/CALM ♀

BULBASAUR

TYPE: GRS-PSN

Ability: Overgrow
Terrain Ability: Ground

HP Special Attack
 Attack Special Defense
 Defense Size

• The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Bulbasaur

Grass-types can have a tough time with the many Fire-, Ice-, Flying-, and Poison-type Pokémons in the first half of the game. Fortunately, Bulbasaur excels at dishing out heavy Special Attack damage and can use Poisonpowder and Sleep Powder to great effect against bosses.

RECOMMENDED LINK MOVES:

Growl + Vine Whip NRM + GRS

Weaken your foes' Attack score and follow up with a vicious Grass-type attack.

Razor Leaf + Sleep Powder GRS + GRS

Razor Leaf targets a distant foe while Sleep Powder keeps nearby enemies at bay.

RECOMMENDED PARTNERS:

Pikachu
Type: ELC

Choose a strong partner who can take on Ice-, Fire-, and Flying-type bosses while Bulbasaur hangs back and uses ranged attacks. Electric-type Pikachu or any Water-type will do nicely.

Squirtle
Type: WTR

AVAILABLE PARTNERS
Charmander
Cyndaquil
Mudkip
Pikachu
Squirtle
Torchic
Totodile



Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

BEAU PLAINS—This Friend Area will be given to Bulbasaur heroes and partners.



#4 YOU APPEAR TO BE... HARDY♂/BRAVE♀

CHARMANDER

TYPE: FIRE

Ability: Blaze
Terrain Ability: Magma



HP Special Attack
Attack Special Defense
Defense Size

• The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Charmander

Charmander hits the ground running, learning great attacks like Ember and Metal Claw early. After that, you'll need to rely on TMs to learn any new offensive moves before Level 31. The ability to cross lava terrain is a plus.

RECOMMENDED LINK MOVES:

Scratch + Growl **NRM + NRM**
Link up this simple attack-and-defend combo as soon as the Link Shop opens.

Metal Claw + Rage **STL + NRM**
This is a great boss combo that ensures your Attack score rises significantly every turn.

RECOMMENDED PARTNERS:



Chikorita
Type: GRS

The Ground- and Rock-type foes in Magma Cavern will be trouble for Charmander. Pick a Water- or Grass-type partner who can shatter them easily.

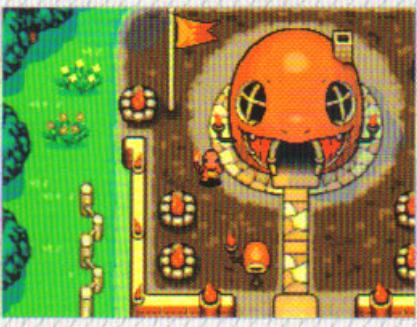


Mudkip
Type: WTR

AVAILABLE PARTNERS
Bulbasaur
Chikorita
Mudkip
Pikachu
Squirtle
Totodile
Treecko

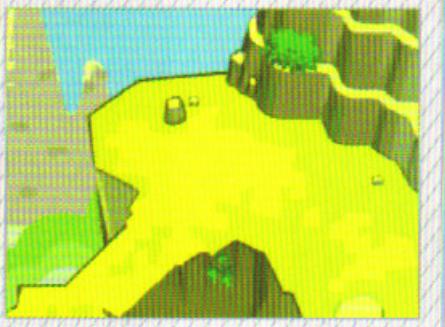
Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

MT. CLEFT—This Friend Area will be given to Charmander heroes and partners.



#7 YOU APPEAR TO BE... JOLLY ♂/RELAXED ♀

SQUIRTLE

TYPE: WTR

Ability: Torrent
Terrain Ability: Water

HP Special Attack Attack Special Defense Defense Size

• The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Squirtle

Squirtle has great Defense and Special Defense scores and several Defense-boosting moves, making it a fairly safe choice. Lots of good Water-type moves combine well with Rain Dance later in the game, and the ability to cross water terrain is very valuable.

RECOMMENDED LINK MOVES:

Tail Whip + Tackle NRM + NRM

Lower your target's Defense before swinging with this basic attack move.

Bubble + Withdraw WTR + WTR

Hit bosses from afar with Bubble while boosting your Defense for when they reach you.

RECOMMENDED PARTNERS:

Bulbasaur
Type: GRS-PSN

Squirtle is vulnerable to Grass-types, so a Fire-type partner is the obvious choice. Also consider Bulbasaur, who can fight Grass with Poison and is better against enemy Water-types.

Charmander
Type: FIRE

AVAILABLE PARTNERS
Bulbasaur
Charmander
Chikorita
Cyndaquil
Pikachu
Torchic
Treecko



Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

TURTLESHELL POND—This Friend Area will be given to Squirtle heroes and partners.



#25

YOU APPEAR TO BE... IMPISHO/HARDY

PIKACHU

TYPE: ELC

Ability: Static
Terrain Ability: Ground

HP Special Attack
 Attack Special Defense
 Defense Size

• The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Pikachu

Pikachu doesn't have many direct attacks, but its versatile list of moves includes Quick Attack and several attacks that can paralyze foes. Pikachu doesn't have a lot of HP or great Defense scores, but as a rare Electric-type starter, it doesn't have many bad matchups to worry about.

RECOMMENDED LINK MOVES:

Quick Attack + Growl
Link ranged moves together for best results.

Thunder Wave + Thundershock

This combo gives you two chances to paralyze a foe. Use it to immobilize bosses while your friends dish out damage.

RECOMMENDED PARTNERS:



Bulbasaur
Type: GRS-PSN



Chikorita
Type: GRS

Pikachu can choose from among nine partners. Aim for a versatile partner whose abilities combine well with Pikachu's.

AVAILABLE PARTNERS

Bulbasaur
Charmander
Chikorita
Cyndaquil
Mudkip
Squirtle
Torchic
Totodile
Treecko



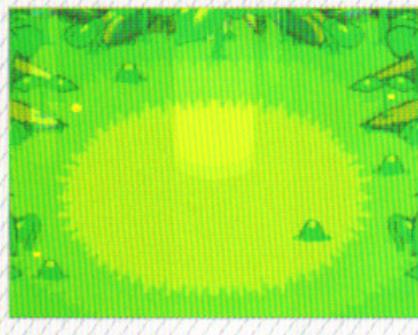
Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

ENERGETIC FOREST—This Friend Area will be given to Pikachu heroes and partners.



#52 YOU APPEAR TO BE ... QUIRKY

MEOWTH

TYPE: NRM

Ability: Pickup
Terrain Ability: Ground

HP Special Attack Attack Special Defense Defense Size

• The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Meowth

Meowth has solid stats, and its mostly Normal- or Dark-type moves should be useful in any situation. As a bonus, the Pickup ability and Pay Day move will produce extra loot. Seek out TMs like Shadow Ball, Toxic, or Thunderbolt to improve Meowth's move diversity.

RECOMMENDED LINK MOVES:

Scratch + Bite NRM + DRK

If this double hit doesn't KO its target, the Bite cringe effect may make it lose its turn.

Screech + Pay Day NRM + NRM

Lower your target's Defense so you can get the KO with Poké-producing Pay Day.

RECOMMENDED PARTNERS:



Totodile
Type: WTR



Treecko
Type: GRS

Meowth has 10 partner choices, but you should consider only Water- or Grass-types who can help defeat Rock-type foes.

AVAILABLE PARTNERS

Bulbasaur
Charmander
Chikorita
Cyndaquil
Mudkip
Pikachu
Squirtle
Torchic
Totodile
Treecko



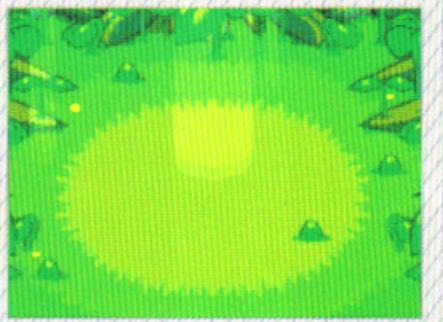
Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

ENERGETIC FOREST—This Friend Area will be given to Meowth heroes and partners.



#54 YOU APPEAR TO BE... RELAXED ♂/LONELY ♀

PSYDUCK

TYPE: WTR

Ability: Damp/Cloud Nine
Terrain Ability: Water



HP Special Attack
Attack Special Defense
Defense Size

• The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Psyduck

Psyduck has good offensive stats, can cross water terrain, and comes with two great abilities that protect the party from certain traps and bad weather. On the other hand, Psyduck has poor HP and Defense scores and is hampered by a shortage of attack moves.

RECOMMENDED LINK MOVES:

Tail Whip + Scratch NRM + NRM

This is a simple combo that lowers a foe's Defense right before the attack connects.

Confusion + Screech WTR + NRM

If this combo doesn't confuse its target, it will at least leave it damaged and weakened.

RECOMMENDED PARTNERS:



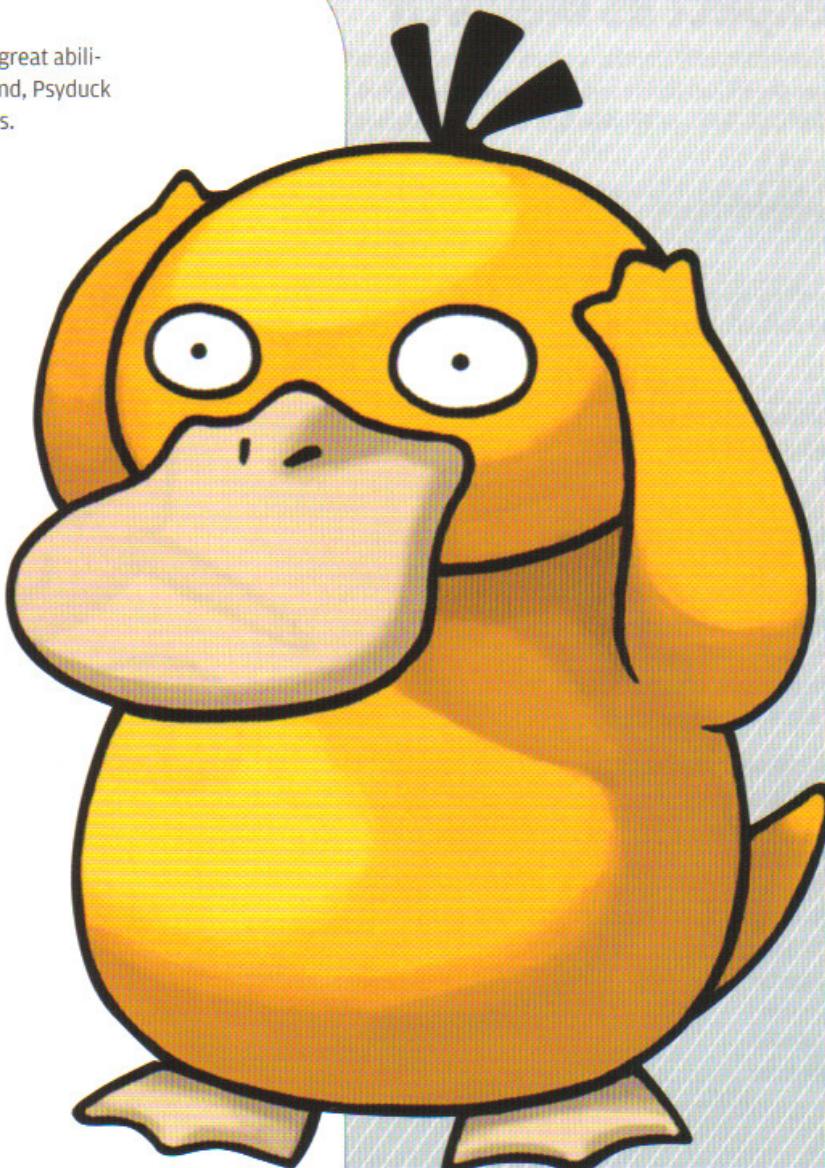
Charmander
Type: FIRE

Choose a partner that excels at offense to compensate for Psyduck's shortage of damage-dealing attack moves. Any of the three Fire-types should fit that bill.



Torchic
Type: FIRE

AVAILABLE PARTNERS
Bulbasaur
Charmander
Chikorita
Cyndaquil
Pikachu
Torchic
Treecko



Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

TURTLESHELL POND—This Friend Area will be given to Psyduck heroes and partners.



#66 YOU APPEAR TO BE... BRAVE!

MACHOP

TYPE: FTG

Ability: Guts
Terrain Ability: Ground

HP Special Attack
 Attack Special Defense
 Defense Size

* The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Machop

Machop's mighty Attack scores and Fighting-type moves will make most battles a breeze, especially with the exceptional Guts ability doubling your Attack whenever you have a status condition. However, the game's many Flying-type bosses will give Machop fits.

RECOMMENDED LINK MOVES:

Focus Energy + Karate Chop NRM + FTG

Few foes can survive a critical hit from a deadly Machop Karate Chop.

Low Kick + Seismic Toss FTG + FTG

If Low Kick fizzles against a foe with no feet, at least Seismic Toss is a sure bet.

RECOMMENDED PARTNERS:



Pikachu
Type: ELC

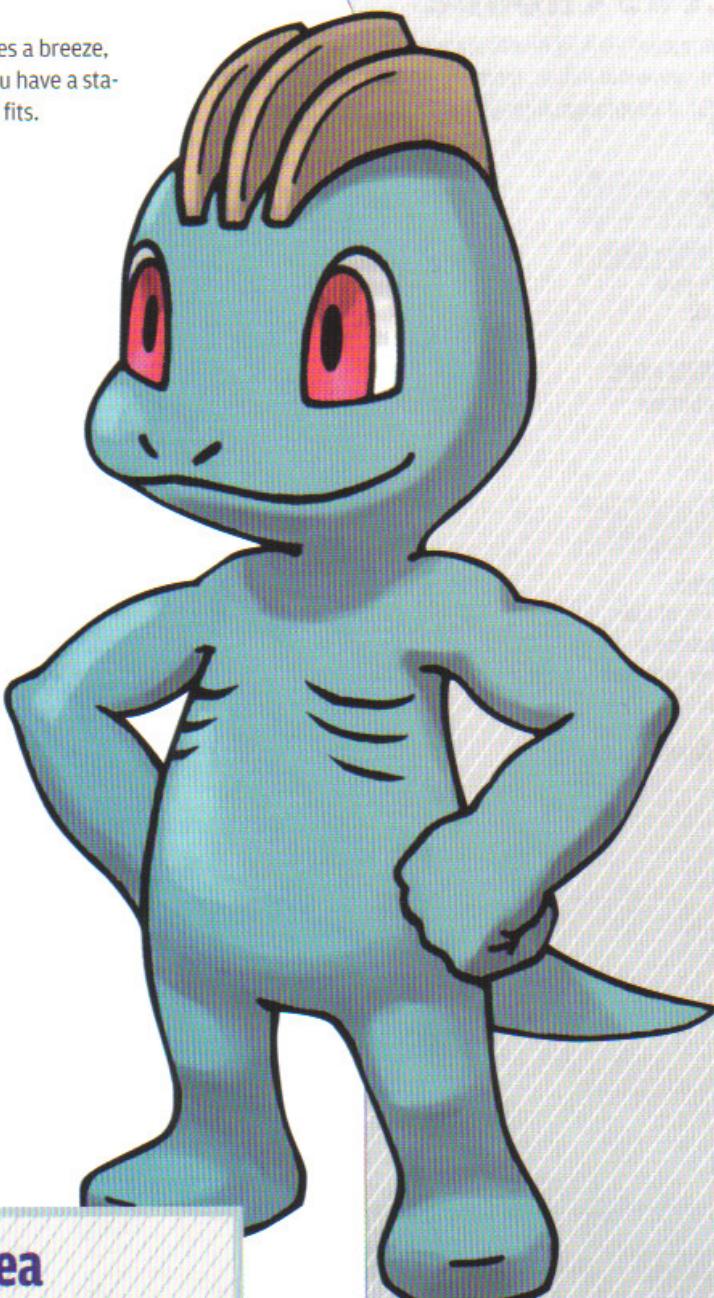
Pikachu is the best choice to help Machop beat Flying-types, but Water- or Fire-types also make decent partners.



Totodile
Type: WTR

AVAILABLE PARTNERS

Bulbasaur
Charmander
Chikorita
Cyndaquil
Mudkip
Pikachu
Squirtle
Torchic
Totodile
Treecko



Rescue Team Base

This is what your Team Base will look like when it's completed (see pages 77-78).



Friend Area

MT. DISCIPLINE—This Friend Area will be given to Machop heroes and partners.



CUBONE

TYPE: GRD

Ability: Rock Head/Lightningrod

Terrain Ability: Ground



HP Special Attack

Attack Special Defense

Defense Size

• The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Cubone

It takes a while for Cubone to learn any good attacks (the first comes at Level 9), but when it does, look out! Cubone gets incredibly powerful moves, from cringe-inducing Bone Club and Headbutt to Bonemerang (at Level 25), a long-range, high-power move that hits twice.

RECOMMENDED LINK MOVES:

Tail Whip + Bone Club

Lower your target's Defense before you swing with a mighty physical attack.

Focus Energy + Bonemerang

This ruthless combo can KO bosses before they even reach you.

RECOMMENDED PARTNERS:



Cyndaquil
Type: FIRE

As a Ground-type, Cubone has a lot of vulnerabilities. Choose a resilient partner who can protect you.

AVAILABLE PARTNERS

Bulbasaur

Charmander

Chikorita

Cyndaquil

Mudkip

Pikachu

Squirtle

Torchic

Totodile
Type: WTR

Totodile
Type: WTR



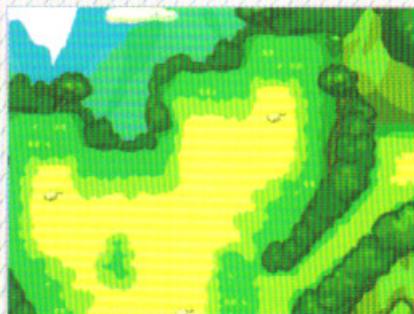
Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

MT. DEEPGREEN—This Friend Area will be given to Cubone heroes and partners.



#133 YOU APPEAR TO BE... NAIVE ♀

EEVEE

TYPE: NRM

Ability: Run Away
Terrain Ability: Ground

HP Special Attack
 Attack Special Defense
 Defense Size

* The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Eevee

Eevee has a weak selection of moves, and can use only a few TMs. It can evolve into one of a number of great Pokémons later in the game, though, so Eevee fans and experienced players may enjoy it. But beginners who get Eevee as a starter may want to take a second try.

RECOMMENDED LINK MOVES:

Tail Whip + Tackle

Lower your foe's Defense and strike.

Helping Hand + Baton Pass

Helping Hand gives a great stat boost to all of your allies, then Baton Pass swaps your positions to put them on the front line.

RECOMMENDED PARTNERS:



Bulbasaur
Type: GRS-PSN

Eevee has good Defense and HP scores, so choose an offense-oriented partner to round out your party.

AVAILABLE PARTNERS

Bulbasaur
Charmander
Chikorita
Cyndaquil
Mudkip
Pikachu
Squirtle
Torchic
Totodile
Treecko



Pikachu
Type: ELC

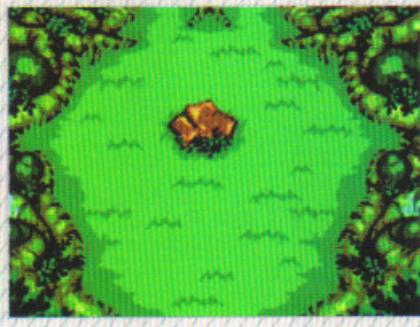
Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

TRANSFORM FOREST—This Friend Area will be given to Eevee heroes and partners.



#152 YOU APPEAR TO BE... DOCILE ♀

CHIKORITA

TYPE: GRS

Ability: Overgrow
Terrain Ability: Ground



HP Special Attack
Attack Special Defense
Defense Size

• The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Chikorita

You can't beat Chikorita for versatility. Reflect is a great defensive move, Poisonpowder is an effective antiboss tactic, and Synthesis is a solid healing move. Chikorita doesn't learn many direct attacks, so playing it effectively will require a bit of creativity.

RECOMMENDED LINK MOVES:

Reflect + Poisonpowder PSY + PSN

Reflect will reduce incoming damage, buying you time while the poison eats away at foes.

Synthesis + Solarbeam GRS + GRS

The HP boost of Synthesis will help you survive Solarbeam's one-turn delay.

RECOMMENDED PARTNERS:



Charmander
Type: FIRE

Choose a partner with a wide variety of direct attack moves to take the offensive lead while Chikorita blocks enemy attacks with its effective Defensive moves.

AVAILABLE PARTNERS

Charmander
Cyndaquil
Mudkip
Pikachu
Squirtle
Torchic
Totodile



Squirtle
Type: WTR

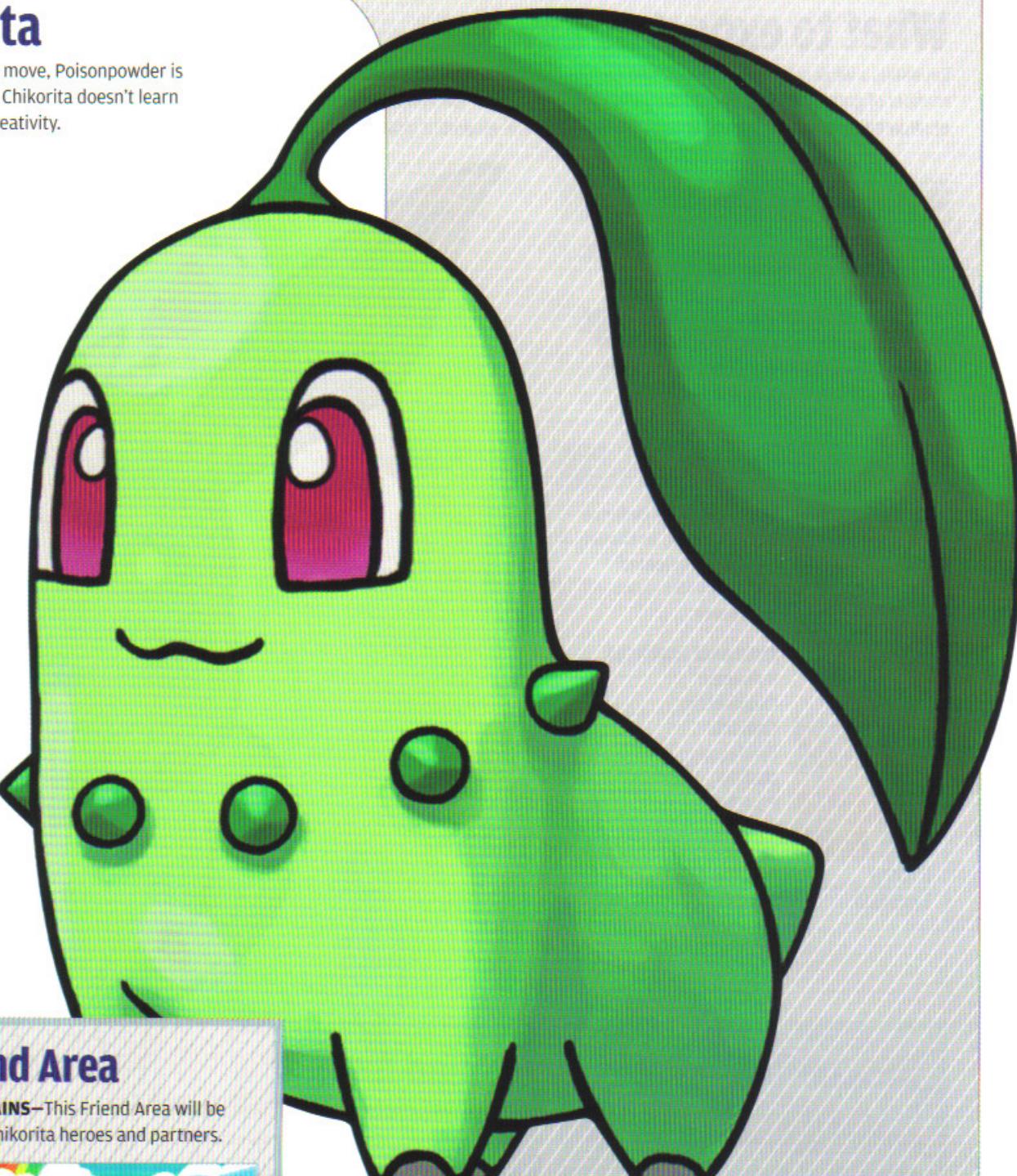
Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

BEAU PLAINS—This Friend Area will be given to Chikorita heroes and partners.



#155 YOU APPEAR TO BE... TIMIDO

CYndaquil

TYPE: FIRE

Ability: Blaze
Terrain Ability: Magma

HP ▶▶▶▷ Special Attack ▶▶▶▷
 Attack ▶▶▶▷ Special Defense ▶▶▶▷
 Defense ▶▶▶▷ Size □□□

* The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Cyndaquil

Cyndaquil offers strong Defense stats without sacrificing the Special Attack that powers its Fire-type moves. You won't learn the basic Fire-type move Ember until Level 12, but after that Cyndaquil will learn powerful attacks regularly.

RECOMMENDED LINK MOVES:

Leer + Smokescreen NRM+NRM

Striking at both Defense and Accuracy will take any boss down a notch.

Tackle + Ember NRM+FIRE

Link these two low-power, high-PP moves to make a solid staple attack.

RECOMMENDED PARTNERS:



Pikachu
Type: ELC

A Grass-type partner is the best way to deal with the Pokémon that Fire can't beat. Pikachu is also worth considering, as its Paralyze-inflicting moves will add some versatility.



Treecko
Type: GRS

AVAILABLE PARTNERS
Bulbasaur
Chikorita
Mudkip
Pikachu
Squirtle
Totodile
Treecko



Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

SCORCHED PLAINS—This Friend Area will be given to Cyndaquil heroes and partners.



#158 YOU APPEAR TO BE... NAIVE♂/JOLLY♀

TOTODILE

TYPE: WTR

Ability: Torrent
Terrain Ability: Water



HP Special Attack
Attack Special Defense Defense Size

• The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Totodile

Totodile has the best defensive stats among the Water-type Pokémons. It learns a wide assortment of attacks, but relatively few of them are Water-type, limiting its offensive prowess early in the game. The ability to cross water terrain is a definite plus.

RECOMMENDED LINK MOVES:

Leer + Scratch

Reduce your foe's Defense before striking.

Scary Face + Bite

Scary Face causes your foe to get fewer turns, and Bite's cringe effect could cost it its next turn.

RECOMMENDED PARTNERS:



Totodile's moves are solid but simple, so it can benefit from a versatile partner that can inflict status conditions as well as damage.

Chikorita

Type: GRS



AVAILABLE PARTNERS
Bulbasaur
Charmander
Chikorita
Cynadaquil
Pikachu
Torchic
Treecko

Pikachu

Type: ELC

Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

RUB-A-DUB RIVER—This Friend Area will be given to Totodile heroes and partners.



#252 YOU APPEAR TO BE... SASSY ♂/QUIRKY ♀

TREECKO

TYPE: GRS

Ability: Overgrow
Terrain Ability: Ground

HP Special Attack
 Attack Special Defense
 Defense Size

* The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Treecko

Treecko's series of HP-draining moves (Absorb, Mega Drain, and Giga Drain) allows it to KO foes while keeping itself at full health. However, bosses can exploit Treecko's weak Special Defense score to KO it with powerful special attacks.

RECOMMENDED LINK MOVES:

Leer + Pursuit NRM + DRK

Kick off every long fight by weakening your foe and setting Treecko up to reflect all incoming damage.

Absorb + Pound GRS + NRM

Steal some life and pound away the rest.

RECOMMENDED PARTNERS:

Cyndaquil
Type: FIRE

Choose a resilient partner who can step forward in tough boss fights where Treecko's weak Special Defense makes it a liability on the front line.

Totodile
Type: WTR

AVAILABLE PARTNERS
Charmander
Cyndaquil
Mudkip
Pikachu
Squirtle
Torchic
Totodile



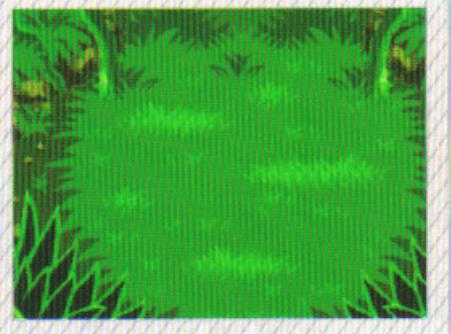
Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

OVERGROWN FOREST—This Friend Area will be given to Treecko heroes and partners.



#255 YOU APPEAR TO BE... HASTY♂/SASSY♀

TORCHIC

TYPE: FIRE

Ability: Blaze
Terrain Ability: Magma



HP ▶▶▶▷ Special Attack ▶▶▶▶
Attack ▶▶▶▷ Special Defense ▶▶▶▶
Defense ▶▶▶▷ Size █ █ █ █ █

• The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Torchic

Whereas the other Fire-types excel at raw power, Torchic's strength is its versatility. Its attacks may not be very powerful, but a wide array of move types can give Torchic an offensive edge. Torchic is a good choice for careful type-matchers.

RECOMMENDED LINK MOVES:

Focus Energy + Scratch NRM + NRM
Scratch's power is effectively boosted by 50% when it follows Focus Energy.

Sand Attack + Ember GRD + FIRE
These two moves can strike diagonally, and they have similar PP scores.

RECOMMENDED PARTNERS:



Chikorita
Type: GRS

Chikorita pairs well with just about anyone. To complement Torchic's versatility, choose a Grass-type like Chikorita. Squirtle is a good choice if you'd rather add some raw power to your team.



Squirtle
Type: WTR

AVAILABLE PARTNERS
Bulbasaur
Chikorita
Mudkip
Pikachu
Squirtle
Totodile
Treecko

Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

SCORCHED PLAINS—This Friend Area will be given to Torchic heroes and partners.



#258 YOU APPEAR TO BE... CALMO♂/TIMID♀

MUDKIP

TYPE: WTR

Ability: Torrent
Terrain Ability: Water

HP ▶▶▶▷ Special Attack ▶▶▶▷
 Attack ▶▶▶▷ Special Defense ▶▶▶▷
 Defense ▶▶▶▷ Size

• The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Mudkip

Mudkip grows into a Water-and-Ground-type when it evolves, and this destiny allows it to use Ground-type moves like Mud-Slap and learn the excellent TM Dig. Mudkip learns many good moves in the first 10 levels, but after that you'll need to rely largely on TMs and HMs.

RECOMMENDED LINK MOVES:

Mud-Slap + Water Gun GRD + NRM

This is a pair of strong moves with similar PP amounts and the ability to strike diagonally.

Tackle + Whirlpool NRM + WTR

Link Whirlpool to any move for a bit more damage and a chance to immobilize the foe.

RECOMMENDED PARTNERS:

Torchic
Type: FIRE

Like Mudkip, Torchic evolves into a dual-type Pokémon, giving you access to four types of moves later in the game. If you prefer a more focused partner, Treecko is a good choice.

Treecko
Type: GRS

AVAILABLE PARTNERS
Bulbasaur
Charmander
Chikorita
Cyndaquil
Pikachu
Torchic
Treecko

Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

PEANUT SWAMP—This Friend Area will be given to Mudkip heroes and partners.



#300 YOU APPEAR TO BE... HASTY ♀

SKITTY

TYPE: NRM

Ability: Cute Charm
Terrain Ability: Ground



HP ▶▶▶▷ Special Attack ▶▶▶▷
Attack ▶▶▶▷ Special Defense ▶▶▶▷
Defense ▶▶▶▷ Size

• The arrows represent each stat's growth rate. (See page 148 for details.)

What to expect as Skitty

Easily the strangest of the starters, Skitty can't do much damage until it reaches high levels. Instead, Skitty relies on condition-inflicting moves and its Infatuated-causing Cute Charm ability. Skitty is a good choice for players who are looking for something different.

RECOMMENDED LINK MOVES:

Tail Whip + Tackle NRM + NRM

These moves form a simple combo that lowers a foe's Defense before damaging it.

Attract + Sing NRM + NRM

Charm a foe or sing it to sleep; either way, you'll stop it in its tracks.

RECOMMENDED PARTNERS:



Charmander
Type: FIRE

Choose a partner who can deal the most damage to the foes Skitty has charmed or put to sleep.



Totodile
Type: WTR

AVAILABLE PARTNERS

Bulbasaur

Charmander

Chikorita

Cyndaquil

Mudkip

Pikachu

Squirtle

Torchic

Totodile

Treecko



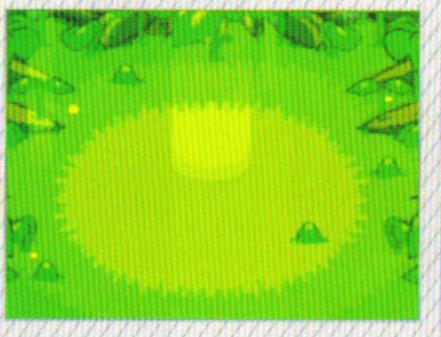
Rescue-Team Base

This is what your team base will look like when it's completed (see pages 77-78).



Friend Area

ENERGETIC FOREST—This Friend Area will be given to Skitty heroes and partners.



RESCUE-TEAM BASICS

Pokémon Mystery Dungeon stars all of the Pokémons you know and love, but has a radically different structure from previous games. Your rescue-team training begins here!

The Life of a Rescue-Team Leader

The goal of a rescue team is to help your fellow Pokémons, either by taking simple rescue jobs from friends and bulletin-board postings, or by pursuing a long-term quest to put an end to a recent spate of natural disasters. These jobs will take your team into the depths of nearly 50 different dungeons, where you'll recruit new friends, solve mysteries, and find hundreds of items. The diagram below shows what happens in a typical day, and the pages that follow discuss how to acquire, prepare for, and successfully complete rescue jobs.

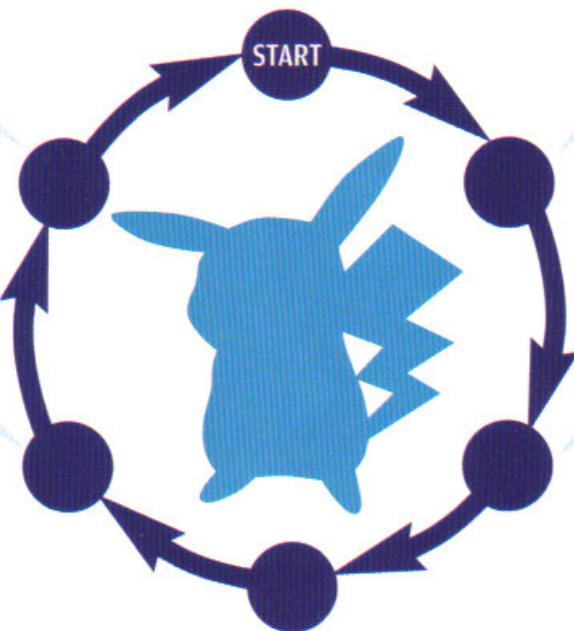


Dungeon Missions

You can visit dungeons to accomplish storyline objectives, save Pokémons in optional rescue jobs, or simply hunt for items, Exp. Points, and new rescue-team recruits.

Overworld Map

Leave town via the west exit to visit your teammates in their Friend Areas and give them gummis or add them to your party. Leave town via the south exit to travel to any unlocked dungeon.



Pelipper Post Office

Go to the post office to take rescue jobs off the bulletin board or fulfill rescue requests for your friends.

Team Base

This is the hero's home and base of operations. After completing any dungeon, you will return here to rest and begin a new day.

Check Your Mail

Check your mail every day so you can read the *Pokémon News* and rescue-job requests. Be sure to store the *Pokémon News* after you read it so you'll have space for more.

Pokémon Square

Head into town to buy items and Friend Areas, link moves, bank extra cash, and put excess items into storage. You can also chat with other Pokémons to learn about new story developments.

Q&A

Q. What happened to the Trainers?

A. You won't find any in this world! In *Pokémon Mystery Dungeon* you play as a Pokémon in a world of Pokémons. Your team will consist of the friends you make during your quest and the wild Pokémons you recruit along the way.

Q. How do I catch Pokémons?

A. You don't. Instead, you recruit wild Pokémons by defeating them in combat and impressing them with your strength. The higher-level you are, the easier this will be. You can recruit wild Pokémons only if you already own their Friend Area (see page 46) and have enough room for them in your current party.

Q. What is a rescue team?

A. The world of Pokémons is full of perilous dungeons where innocent Pokémons can become trapped or KO'ed. When that happens, a call is sent out for a rescue team to save them, bring them an item, or escort a friend to them. Some rescue jobs are posted on the bulletin board outside of Pelipper Post Office, and others are mailed directly to rescue-team bases. There is a nearly infinite number of potential rescue jobs, so you'll never run out of things to do in *Pokémon Mystery Dungeon*.

Q. What are dungeons?

A. All of the action takes place in "dungeons" of between 3 and 99 floors. (The name is somewhat of a misnomer, as many are above ground or underwater.) The layout of dungeons is randomly generated, so each time you enter, the map will change! Placement of items and enemy Pokémons is also random, so everyone who plays will have a slightly different experience.

Q. How is combat different in this game?

A. Combat takes place in the same overhead perspective you use while exploring dungeons, and each Pokémon can now move freely on the battlefield. While Pokémons have the same moves they always had, those moves have new attributes, such as range and area of effect, that are very important. See page 35 to learn more.

Home Sweet Home

Each starting Pokémon has a unique base that will be renovated as your quest progresses, custom-built to match that Pokémon's preferred environment. Whenever you leave a dungeon after succeeding or failing at a job, you will return to your base automatically and be given an opportunity to save your game. Your HP and PP will be completely refilled, and all status conditions will be cleared. If you'd like to save again, simply approach your bed.

SAVE GAME



Special Deliveries

As long as your mailbox isn't full, Pelipper will visit each day to drop off rescue-job requests and new issues of *Pokémon News*. Check the mail each day and free up space by storing old issues of *Pokémon News*.

You may also select Job List to review the jobs you've accepted and select Take Job if you're ready to begin, Suspend if you want to put it off for another day, or Delete to cancel it entirely. You can also select PKMN News to read stored back issues of every rescue team's favorite newspaper.

CHECK MAIL

JOB LIST

POKÉMON NEWS



When you wake up and see Pelipper flying by, you know something new will be waiting in your mailbox.

Pokémon Square

Pokémon Square is the center of Pokémon civilization in this game. You'll want to visit before each job to catch up on the latest gossip, buy supplies and Friend Areas, store excess items, link moves, and deposit your extra cash. Turn to page 55 for full coverage of these resources.

FELICITY BANK

GULPIN LINK SHOP

KECLEON SHOP

WHISCASH POND

MAKUHITA DOJO

WIGGLYTUFF CLUB

KANGASKHAN STORAGE



The Makuhita Dojo is just south of Pokémon Square. When it opens, you can visit to train your Pokémon against certain types of foes. You'll find full coverage on page 57.



Buying Friend Areas from Wigglytuff is essential to recruiting new teammates. If you have extra money on hand, this should be the first place you visit!



Q&A

Q. What are IQ and tactics for?

A. In battle, you control only your party leader directly. All other Pokémon act independently, based on their personal IQ and the tactics you assign to them. IQ increases as Pokémon are fed gummis, leading them to learn basic strategic principles such as not using moves that are low on PP, or targeting weaker foes before targeting stronger ones. Tactics are the general orders you give each party member in combat, such as "Go after foes" or "Keep your distance." See page 42 for more information.

Q. How many Pokémon can I have in my party?

A. The maximum is four, but there are a few catches. First, you can enter most dungeons with only three Pokémon, so you'll need to recruit the fourth during the job. Second, you can have only six size points' worth of Pokémon in your party. Most Pokémon have a size of one, but there are a few larger Pokémon. So a team of one Groudon (four points) and one Salamence (two points) wouldn't leave room for other members.

Q. How do I change my rescue-team roster?

A. Until you complete the game's main storyline, you won't be able to remove your hero or partner from your party. To add a third Pokémon that you've already recruited, visit that Pokémon's Friend Area, speak to the Pokémon, and select Join Team. After completing the game, you will also gain the Make Leader option and will be able to put any recruit at the front of the pack. Note that your party members will return to their Friend Areas at the end of each day, so you must reassemble your party before every rescue job.

Q. Is type-matching still important?

A. Yes. The types interact the way they have in past games, but the effects have been slightly muted. For example, Fire-type attacks are still supereffective against Grass-type Pokémon, but instead of doing double damage, they now do one-and-a-half times the damage. See page 36 for details.

Q. How are the moves different in this game?

A. All the usual moves appear in *Pokémon Mystery Dungeon*, but those moves may be stronger or weaker than you remember. Now that range is a factor, some moves have the ability to hit targets across the room or affect a room full of enemies. Old-school *Pokémon* fans should take the time to reevaluate moves they've dismissed in the past—those moves may be much stronger now.

Looking for Work?

Pelipper Post Office is where you can receive SOS Mail from other players or send Thank-You Mail to the players who have kindly rescued you. It's also where you'll find the bulletin board, your main source of optional rescue jobs. Read each entry carefully and accept the jobs that look interesting and have lucrative rewards. You can accept eight jobs at once, and you should try to take as many jobs in any one area as you can. That way you can fulfill four or five jobs in a single trip and come home to a bevy of grateful clients.



The Pelipper Post Office bulletin board is updated regularly, and old jobs will be replaced with newer and more-challenging ones as your rank rises and you unlock new dungeons. If you see a mission with a good reward, accept it even if you don't intend to do it right away. You can keep up to eight missions on your job list, and they won't go away until you delete them.

RESCUE REQUESTS
THANK-YOU MAIL
BULLETIN BOARD

A Vast and Perilous World

The world outside of Pokémon Square contains a small region of tranquil Friend Areas surrounded by vast wildlands that contain nearly 50 different dungeons. To visit the Friend Areas, leave your team base via the west exit, where you'll be prompted to choose the friend you wish to visit. When you're ready to challenge a dungeon, leave your team base via the south exit; you'll be presented with a list of unlocked dungeons.

FRIEND AREAS **POKÉMON TOWN** **DUNGEONS**



You aren't allowed to explore the world freely. Instead, you'll need to unlock dungeons by beating other dungeons, acquiring certain Friend Areas, recruiting rare allies, or completing certain storyline-related rescue jobs. Once you've unlocked a dungeon, you can revisit it any time you want, although certain dungeons can be entered only by certain Pokémon types or Pokémon who know a particular HM move.

Into the Dungeon Depths

Entering a dungeon is a commitment, and you won't be allowed to leave until you succeed at your job or get KO'ed. (Withdrawn voluntarily is the same as a defeat, but an Escape Orb will allow you to leave early.) Before you visit each dungeon, make sure you have both accepted the job you want and selected Take Job in the Job List menu. You may also visit dungeons simply to explore and recruit, but if you do you won't be able to leave until you've completed the dungeon.

COMPLETE JOBS **RECRUIT POKÉMON** **DEFEAT BOSSSES** **COLLECT ITEMS**



In optional rescue jobs, your goal is to find a particular Pokémon on a specified floor. When you do, you'll be given the option of using your Rescue Team Badge to return to Pokémon Square in triumph. Opt to continue if you have other jobs to do or you just want to explore.

Q&A

Q. How is the item system different?

A. Your team's Toolbox (inventory) can hold 20 items at a time, while each Pokémon can hold a single item. The game features scores of new items, including seeds and orbs that have special effects on the battlefield, and damage-dealing projectiles that you can throw at foes. Since you will find dozens of items in every dungeon, inventory management is a crucial aspect of the game. You can't pick up new items if your inventory is full, so deposit unneeded items diligently at Kangaskhan Storage in Pokémon Square.

Q. What happened to the Pokémon Center?

A. The Pokémon Center does not exist in this game. You won't need its healing services, since all Pokémon return to full health whenever you return to your team base. The PC item storage has been replaced with Kangaskhan Storage, and you now read mail at Pelipper Post Office. It is not possible to trade Pokémon out of Pokémon Mystery Dungeon or challenge other players to team-vs.-team battles.

Q. So what multiplayer features are there?

A. Depending on which versions of Pokémon Mystery Dungeon you own, you and a friend may be able to trade items, send each other rescue jobs, find rare items with Tag mode and even appear in each other's games. Best of all, if your team is KO'ed on a rescue job, you can ask a friend's team to rescue you so you don't lose your items and money. See page 60 for all the details.

Q. How do I raise and evolve Pokémon?

A. Pokémon still level up by gaining Exp. Points in combat. You can also increase their stats with items such as Iron and the new gummis, which boost stats as well as IQ if they're fed to Pokémon who are in their Friend Areas. However, it is not possible to evolve any Pokémon until you've completed the game's main storyline. After that, Pokémon will be able to evolve at Luminous Cave in Pokémon Square. See page 45 for more information.

Q. Can I recruit all 386 known Pokémon?

A. Yes! It won't be easy, but if you acquire every Friend Area and evolve all of your Pokémon, you can acquire all 386 Pokémon in Pokémon Mystery Dungeon. There are five Pokémon that do not naturally appear in each version, but they can be recruited with a bit of help from a friend who has the other version. See "Wonder Mail" on page 60 to learn how to do this.

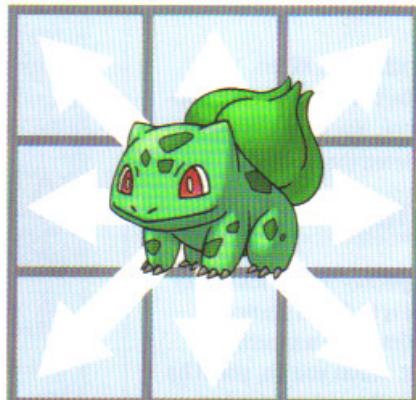
DUNGEON EXPLORATION

Wild Pokémon are only one of the perils you'll face in your dungeon forays. Brace yourself for deadly traps, impassable terrain, harsh weather, and a rumbling belly.



Taking Turns and Moving

At its core, *Pokémon Mystery Dungeon* is a turn-based RPG. Every time you take a step, use an item, or make an attack, you've taken a turn. Each of your friends gets to act next, then each of the floor's wild Pokémon. At the end of every turn the food in your belly decreases and you regain HP, but only in fractional amounts—you must take several turns before you see a change in your HP or belly.



Movement isn't just about getting around. Take advantage of the eight directions of movement when positioning yourself to target enemies.

The Benefits of Diagonal Movement

You generally want to move through dungeons as quickly as possible to keep your belly full and avoid unnecessary combat. Take advantage of your ability to move diagonally to clear floors quickly and efficiently.



6 Moves



9 Moves



If you are having trouble moving diagonally within a dungeon, hold down the R Button to restrict your movement to diagonal directions only. This will eliminate any possibility of accidentally pressing the wrong direction.

Fast Movement

If you want to zip through a floor you've already cleared or a long hallway, hold down the B Button when you press the Control Pad to move. You'll do a superfast dash in the direction you push, stopping automatically when you come within one square of an enemy, item, staircase, or hallway entrance. This is a great way to get through areas quickly, but it won't give you much time to prepare for enemy encounters.



Skipping Turns to Heal

Since you regain a lost hit point every few turns, you may be tempted to wander around just to regenerate health. There's no need to do this, since you can stand in one place and zip through turns any time you like by holding down the A and B Buttons. You'll gain health quickly, but time will go on, which means enemy Pokémon will keep moving. Time will return to normal speed as soon as any enemy enters the room.



Keeping Your Stomach Filled

Each turn you take will consume a bit of the food in your party leader's Belly. Additionally, every Pokémon consumes a bit of food when it uses a move (more if the move is linked) or performs other actions. When your Belly hits zero, you'll be weakened and you'll lose 1 HP every turn. Starving allies won't lose HP, but they won't be able to move, and can do only 1 point of damage. It's best to eat Apples to refill your Belly, but other items can do in a pinch.

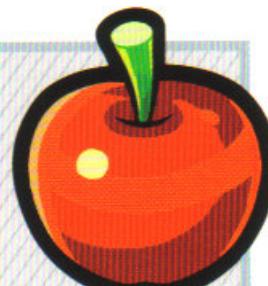


Edible Items

Apples	Apples are the game's main source of food and come in various sizes.
Berries	Berries heal status conditions and fill Pokémon bellies slightly.
Seeds	Seeds strengthen or weaken Pokémon and fill their bellies slightly.
Drinks	Drinks like Calcium improve base stats and fill Pokémon bellies slightly.
Gummis	Gummis raise Pokémon IQ and fill their bellies slightly.

A Bigger Belly

You can eat three sizes of Apple. Not only do Big Apples and Huge Apples fill you up more than the normal-size ones, but they can also increase the size of your Belly, boosting the amount of food it can hold by roughly 10%. However, this increase will last only until you leave the current dungeon.



Moving Around as a Team

When your teammates are set to the "Let's go together" tactic, they'll attempt to follow in your exact footsteps. But getting multiple allies to step exactly where you want them to be can be tricky, especially when trying to maneuver them over items, into enemy range, or away from traps.

Independence

Even when teammates are told to follow you, they may get separated from the flock during combat or when stuck behind impassable terrain. They're not very good at finding their way back, so use your map to catch up with them, or use the stairs, which will make them rejoin you at the start of the next floor.



Open-Area Movement

When following their leader, teammates will stay where they are as long as they're no more than one space away from you. Note how in this example Magnemite does not move until you step two squares away.

Flip-Flop

Whenever you move into a space a teammate is occupying, you will swap places. This is a great way to pull a vulnerable ally out of combat, as Geodude does for Rattata in this example.

Specific Positioning

When you want to put an ally somewhere specific, like on this Wonder Tile, walls can get in the way. Move down to pull Totodile into the tile, then switch places with Totodile, then with Magnemite. Now you're all cured!

Reading the Dungeon Map

You'll draw a map of each dungeon floor as you explore, recording not just the terrain but the exact positions of items, stairs, traps, and Wonder Tiles. The map also functions as a radar so you can keep track of your teammates and nearby foes.



MAP KEY:

Leader	Teammate	Enemy	Item
Stairs	Trap	Wonder Tile	

Adjust Your Map and Data Options

In Blue Rescue Team, you can divide the map and team data between the two screens in six different ways. While in a dungeon, select Others from the main menu, then choose Game Options. Select Dungeon and experiment with the six display modes until you find the one you like.



The clear map display is a popular choice since it doesn't obstruct the action. But it can be hard to see in light-colored areas, so don't forget that you can switch to a shaded map at any time. Alternatively, you can press the Select Button to display only the map.

Tracking Lone Teammates

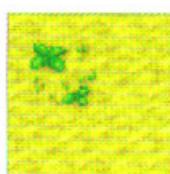
When your teammates split up, the default option is to switch the camera's focus to a Pokémon whenever it gets into combat. Switching back and forth between far-flung allies can be jarring, so you may want to select Self for Far-Off Pals in the Dungeon option screen. This will keep the camera on the leader at all times.



Dungeon Terrain

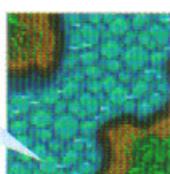
If you have the right ability, you can cross any type of terrain—even solid walls! Some Pokémons types have the ability to cross unusual terrain types, but any Pokémon that has a high enough IQ can learn how to cross any terrain with advanced All-Terrain Hiker and Super Mobile skills. However, crossing special terrain can be dangerous in a mixed-type party, since doing so will separate you from allies who lack the ability to cross that terrain type. In these situations, use your terrain ability only to run to stairs, grab items, or get the jump on an enemy. Note that if you try to return to ground terrain on a square where a friend is standing, that friend will be warped to a random spot in the dungeon.

■ GROUND



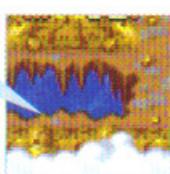
Ground terrain is the basic dungeon-floor surface that any Pokémon can travel on.

■ WATER



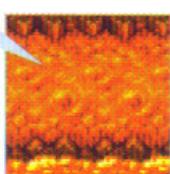
Water is the most common special terrain type, appearing in roughly half of all dungeons.

■ FLOAT



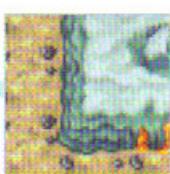
Float terrain has deep chasms that appear in certain dungeons. It is fairly rare.

■ MAGMA



The world's hot spots have dungeons that contain dangerous lava pits.

■ WALL



Walls look different in each dungeon. Break them if you can—some conceal rare items!

Breaking Walls

There are several ways to break dungeon walls. The HM Rock Smash is one, but the best is the Super Mobile IQ skill that allows any Pokémon to punch through easily. Ghost-types can pass through walls, but it will take a toll on their bellies.

Terrain and the Map

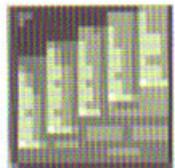
The onscreen map will show only ground terrain surfaces, so water, magma, and float terrain will be indistinguishable from dungeon walls. You'll need to focus on the terrain around you if you want to find opportunities to take shortcuts or reach seemingly inaccessible areas.



Dungeon Tiles

In addition to five terrain types, you'll find three special types of tiles with unusual properties. Stairs appear in all dungeons, while Wonder Tiles and the shopkeeper's carpet are rare treats.

■ STAIRS



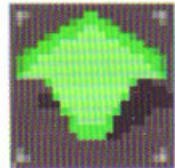
Locating the stairs is the main goal on each dungeon floor. Stand on the stairs and select Proceed to move to the next floor. All stairs are one-way, so there's no way to backtrack.

Kecleon Shops

Sometimes the Kecleon take their stock on the road and set up shop in dungeons, giving you a welcome opportunity to pick up needed items and sell extra stock. To make a purchase, take an item and step off of the carpet. Make sure you have the cash to pay for it, or you'll be branded a thief, and an army of Kecleon will appear to administer justice.

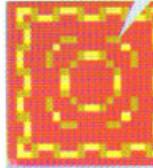


■ WONDER TILE



If a Pokémon has a yellow arrow over its head, it means a move or trap has lowered the Pokémon's stats. Have each affected Pokémon step on a Wonder Tile to return to normal.

■ CARPET



Carpet tiles compose the floor of Kecleon Shops. If you set an item on the carpet, Kecleon will buy it from you.

Dangerous Trap Tiles

The game's post-ending dungeons have scores of nasty traps that you won't see until you step on an otherwise-normal-looking square of terrain. You can reveal traps with certain held items and orbs, with IQ skills like Trap Seer, and by throwing items onto them or using basic attacks from adjacent squares.



Unless you've used a special item, you won't know where the traps are until you stumble onto them. Traps appear only in rooms, usually near items or stairs, but never in hallways.



Revealed traps can trigger multiple times, so make sure you don't lead a party member onto a trap after your leader triggers it. Review the basics of team movement on page 31.

■ CHESTNUT TRAP



Spiky Chestnut Traps do a flat 10 points of damage to any Pokémon who step on them.

■ EXPLOSION TRAP



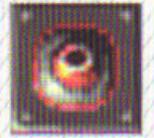
When Explosion Traps blow up, they damage each Pokémon within two squares. To each ally it deals damage roughly equal to half of that ally's remaining HP. It deals 80 points of damage to wild Pokémon.

■ GUST TRAP



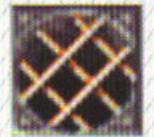
A Gust Trap will send you flying 10 squares in any direction. If you hit a wall or a Pokémon, you'll take a small amount of damage.

■ MUD TRAP



Mud Traps knock all of your basic stats (Attack, Defense, Special Attack, Special Defense) down by one level.

■ PITFALL TRAP



If your party leader steps on a Pitfall Trap, it will take five points of damage and fall to the next floor. If an ally steps on the trap, it will be removed from the dungeon entirely.

■ POISON TRAP



A Poison Trap will inflict the Poison condition on any Pokémon who steps on it.

■ POKÉMON TRAP



When you step on this trap, all unclaimed items in the current room turn into enemy Pokémon of the types that appear naturally on that floor.

■ PP-ZERO TRAP



When a Pokémon steps on a PP-Zero Trap, a random move in its move list will be reduced to 0 PP. Bring lots of extra Max Elixirs to dungeons where these are common.

■ SEAL TRAP



Seal Traps seal one of the Pokémon's known moves at random, preventing it from being used until you reach a new floor or use an item or ability to cure the condition.

■ SELFDESTRUCT TRAP



When Selfdestruct Traps blow up, they damage adjacent Pokémon. To each ally they deal damage roughly equal to half of that ally's remaining HP—40 points of damage to wild Pokémon.

■ SLOW TRAP



Slow Traps reduce a Pokémon's movement rate by 1, causing it to take turns less frequently than other Pokémon.

■ GRIMY TRAP



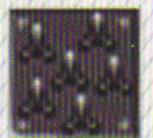
When you step on a Grimy Trap, an edible item in your inventory will be transformed into Grimy Food. You can eat Grimy Food, but it will give you negative status conditions, so eat it only near stairs.

■ SLUMBER TRAP



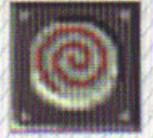
Any Pokémon who step on this trap will be afflicted with the Sleep condition.

■ SPIKED TILE



Spiked Tiles do a flat 20 points of damage to any Pokémon who step on them.

■ SPIN TRAP



Spin Traps inflict the Confuse condition. It's hard to avoid leading your allies onto the same trap when you're confused, so rest or use basic attacks until the condition wears off.

■ STICKY TRAP



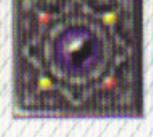
Sticky Traps cover the Pokémon's held item or a toolbox item with gunk. You can not use or remove a sticky item. The item will return to normal if you use a Cleanse Orb or leave the dungeon.

■ SUMMON TRAP



A sweet aroma spreads, spawning between one and four enemy Pokémon (of the type that occur naturally on that floor) in the squares adjacent to the trap.

■ WARP TRAP



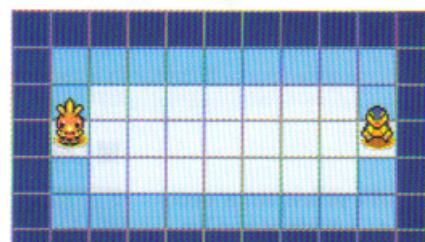
When you step on a Warp Trap, you'll be sent to a random location on the floor. Warp Traps can actually be useful when you're searching for the stairs.

Your Vision inside Dungeons

Some dungeons are darker than others, restricting your vision to a few squares. While you'll still be able to see terrain, the darkness prevents you from detecting other Pokémon until they wander into the light. This isn't much of an issue in rooms, where you can view the entire room and one square of connecting hallway in any lighting condition. But hallways can be extremely dangerous, since you won't be able to see your enemies coming. In the darkest lighting conditions, they won't be visible until they're a single square away!



Dark Lighting



ROOM



HALLWAY

In dark lighting, you can see foes two squares away in hallways, giving you a single turn to use thrown items or ranged moves before they're upon you.

Darkest Lighting



ROOM



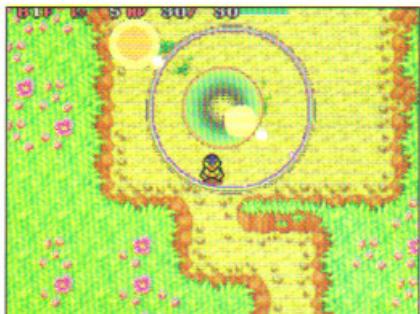
HALLWAY

Your vision in rooms remains the same, but in the darkest lighting you'll be able to see only Pokémon who are immediately adjacent to you in hallways.

The Effects of Weather

Weather affects different Pokémon in different ways, empowering some while harming others. Most dungeons have Clear weather (which has no special effects), but some areas have special weather conditions that occur at random on a floor-by-floor basis. Within dungeons, you can check the weather at any time by pressing the X Button.

Sunny



Sunny weather gives Fire-type moves a 50% damage bonus, but it cripples Water-type moves by cutting their power in half.

Fog



Fog's thick haze cuts the efficacy of Electric-type moves by half. It provides no bonus to moves of any type.

Snow



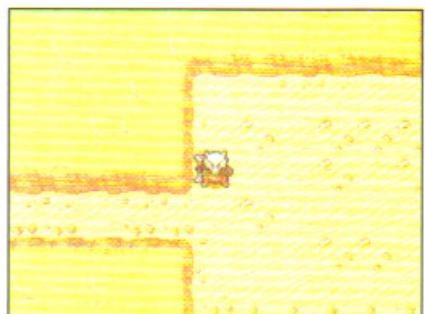
Ice-type Pokémon love a good snowfall. It increases their movement rate, allowing them to move faster and act more often.

Hail



More weather only an Ice-type could love! Hailstorms deal five points of damage to all non-Ice-type Pokémon (including enemies) every 10 turns.

Sandstorm



Like Hail, Sandstorms deal five points of damage to all Pokémon every 10 turns. Rock-, Ground-, and Steel-types are immune to the damage.

Rain



Rain boosts Water-type moves by 50% while cutting the efficacy of Fire-type moves in half. The damp weather also prevents explosions from traps and moves like Selfdestruct.

Weather Control

Certain moves, items, and Pokémon abilities can alter the weather, allowing wily strategists with themed parties to get a major advantage. (For example, you can use the Rain Dance move to boost a party full of Water-types.) You can prevent damage from weather effects with the Weather Band or Psyduck's Cloud Nine ability.



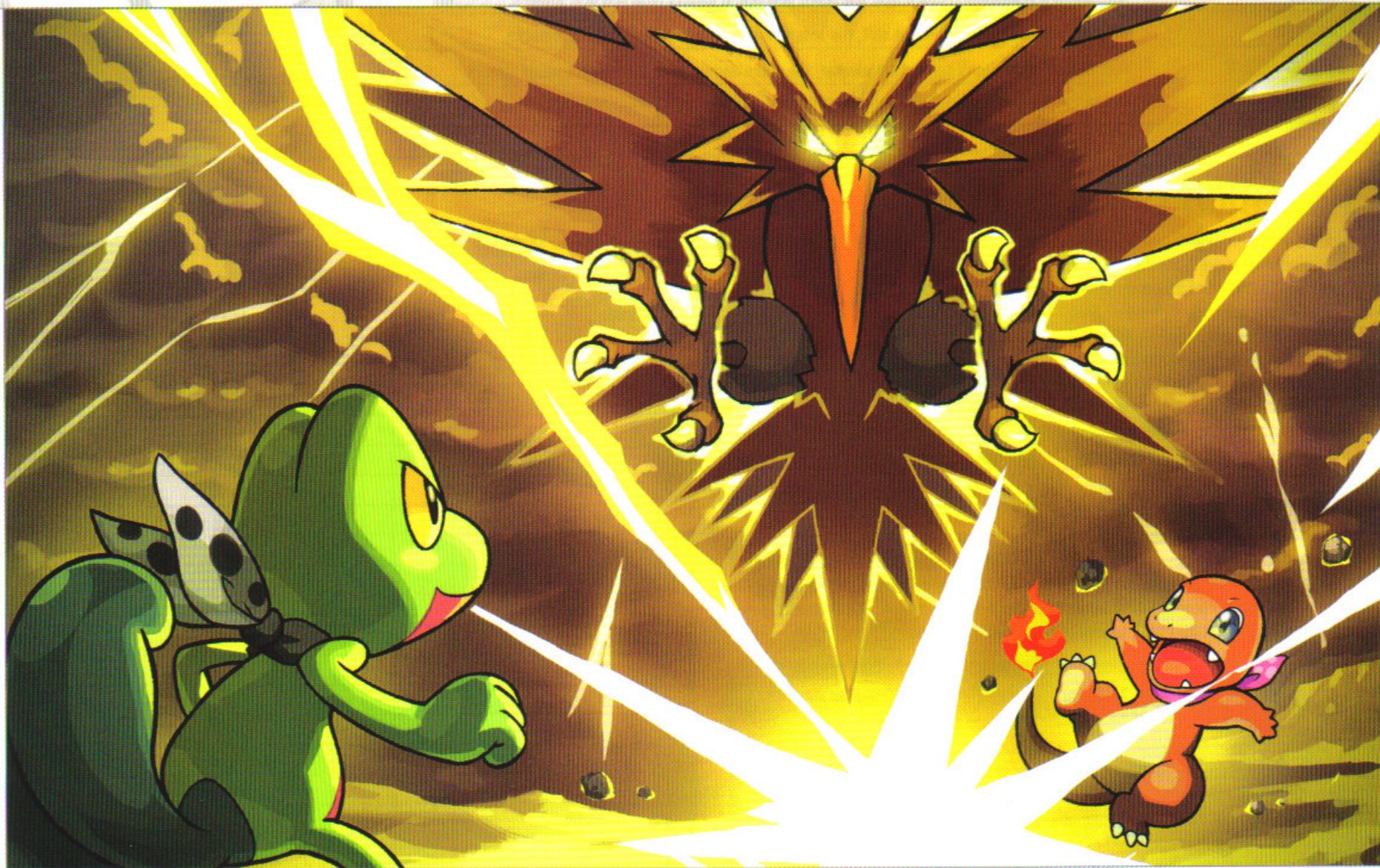
Cloudy



Cloudy weather casts a pall over all special moves, reducing their damage by 25%. Only Normal-type moves deal damage normally.

DUNGEON COMBAT

Ranged attacks, linked moves, and a refined type-matching chart are only a few of the twists in *Pokémon Mystery Dungeon*'s new battle system.



Pokémon Attack Range

In the past, moves were judged solely on their attack power and effect, but the new range factor has turned the system on its head. Moves that can hit multiple targets or attack from far away are incredibly valuable, and even the simple ability to cut corners is significant. Select Info on the Move menu to see each move's range.



FOE IN FRONT

The Foe in Front range limits you to hitting adjacent foes only. You can strike diagonally, but you'll miss if you are even partially blocked by a wall.



CUTS CORNERS

Moves that cut corners can hit diagonally even if partially blocked by a wall. These are very useful for getting the jump on foes in hallways.



STRAIGHT LINE

Like thrown items, these long-range moves fly straight and can hit a target from up to 10 spaces away (including diagonals).



3 TILES DIAGONALLY AND IN FRONT

Moves with this range are rare but can be devastating to foes in Monster Houses and Pokémon who attack as a group.



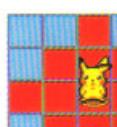
USER

Moves with this range affect only the Pokémon who use them, typically boosting their strength, recovering HP, or causing a positive status condition.



POKÉMON WITHIN X-TILE RANGE

Most of these moves hit all adjacent targets, but a few damage everyone within a two-square range. Note that some affect only enemies or allies.



ALL IN ROOM

These moves hit every target in a room and any targets on the nearest square of a connecting hallway. If used in a hallway, they hit targets within two squares. Note that some affect only enemies or only allies.

Affecting a Whole Dungeon Floor

A few moves can affect the entire floor! These include mass-healing moves like Morning Sun and Moonlight, weatherlike effects such as Mud Sport, and the occasional attack move like Teeter Dance.

Know Your Pokémons Stats

Five simple stats determine how much damage your Pokémons can deal and how much it can endure. While stats may not be as memorable as flashy moves or abilities, they can be the difference between success and failure. View the summaries of an ally's stats before determining if the ally is worth using, and boost the stats when possible with gummis and items like Calcium and Zinc.

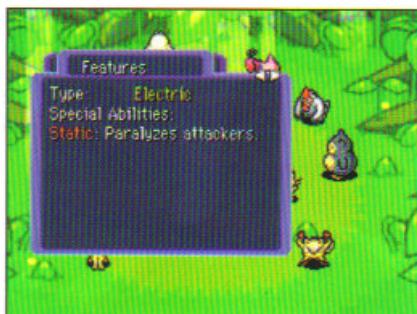
HP	When a Pokémon is damaged, it loses HP. When its HP runs out, it faints and can no longer be used.
Attack	The higher a Pokémon's Attack stat, the more damage it inflicts with physical attacks.
Defense	The higher a Pokémon's Defense stat, the less damage it suffers from physical attacks.
Special Attack	The higher a Pokémon's Special Attack stat, the more damage it inflicts with special attacks.
Special Defense	The higher a Pokémon's Special Defense stat, the less damage it suffers from special attacks.



To view the stats of your Pokémon, select Team, choose a Pokémon, and select Summary.

Pokémon Types and the New Modifiers

Each Pokémon has one or two types that determine what move types it specializes in and what move types it's vulnerable to. Pokémon veterans should be aware that the modifiers have changed significantly in Mystery Dungeon; the penalty for vulnerabilities has been particularly lessened, making defense-oriented Pokémon types like Steel and Dragon less valuable.



Physical Attacks vs. Special Attacks

You exploit weaknesses by using moves with an advantageous type. Moves can be divided into two categories: physical attacks that deal damage based on your Attack Score and the target's Defense score, and special attacks that deal damage based on the user's Special Attack score and the target's Special Defense score. Physical attack types are shown in black on the chart; special attacks appear in green.

Dual-Type Pokémons

What happens when you use a Bug-type move against a dual-type Pokémon like Grass-and-Poison-type Bulbasaur? Bug-types are strong vs. Grass but weak vs. Poison, and in the past the two effects would cancel each other out to do normal damage. But now the "weak vs." penalty is -10%, while the "strong vs." bonus is +50%, so the two average out to a damage bonus of +35%! (100% damage - 10% weak vs. penalty = 90% damage. 90% + 50% strong vs. bonus = 135% total bonus.)

Damage Multipliers

Despite the changes, type-matching is still far and away the most effective tactic you can use against foes. Here are a few examples:

- A Grass-type attack will deal 50% extra damage to a Rock-type Pokémon.
- A Grass-type attack will deal double damage to a Rock-and-Ground-type Pokémon.
- A Grass-type attack from a Grass-type Pokémon will deal 125% damage to a Rock-type Pokémon and 200% damage to a Rock-and-Ground-type Pokémon.
- If the user has the Type-Advantage Master IQ skill, a Grass-type attack has a 40% chance of scoring a critical hit against a Rock- or Rock-and-Ground-type Pokémon. (The usual rate is 12%.) A successful critical hit will deal an additional 50% damage.
- A Dark-type attack will deal 10% less damage when used against a Fighting-type Pokémon.
- A Ghost-type attack will deal 50% less damage to Normal-types.

Damage Multipliers

x1.5 (+50%)	Damage for + attacks
x1.5 (+50%)	Extra damage from randomly occurring critical hits
x1.5 (+50%)	Damage when attack type matches the attacking Pokémon's type
x0.9 (-10%)	Damage for - attacks
x0.5 (-50%)	Damage for = attacks

Your Attack Type	Opponent's Pokémon Type															
	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK
NORMAL	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
FIRE	-	-	-	+	+	-	-	-	-	+	-	-	-	-	-	+
WATER	+	-	-	-	-	-	-	-	+	-	-	-	-	-	-	+
ELECTRIC	-	+	-	-	-	-	-	-	-	-	-	-	-	-	-	-
GRASS	-	+	-	-	-	-	-	-	+	-	-	-	-	-	-	-
ICE	-	-	-	+	-	-	-	-	+	+	-	-	-	-	-	-
FIGHTING	+	-	-	-	-	-	-	-	-	-	-	-	-	-	-	+
POISON	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
GROUND	+	+	-	-	-	-	-	-	-	-	-	-	-	-	-	+
FLYING	-	+	-	-	-	-	-	-	-	-	-	-	-	-	-	-
PSYCHIC	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
BUG	-	-	+	-	-	-	-	-	-	-	-	-	-	-	-	-
ROCK	+	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
GHOST	=	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
DRAGON	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
DARK	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
STEEL	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Every Pokémon Has Built-in Attacks

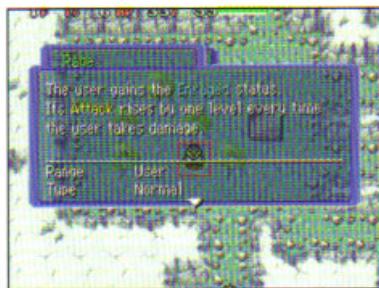
One new feature in Pokémon Mystery Dungeon is the basic attack. You can unleash this move at any time by pressing the A Button, and since it has no PP cost, you can use it as often as you like. It doesn't do much damage, but hey, it's free! You have one other built-in attack, which is called Struggle. You can use it only when all of your moves have zero PP. To unleash it, hold the L Button and press A. It will do heavy damage to its target but about 25% of the damage will be reflected back at you.



The major drawback to using basic attacks is that you earn far fewer Exp. Points than you would with other attacks. You need only to use a single move against an enemy Pokémon to earn the bonus Exp. Points, so always try to use at least one move against each enemy.

Move Statistics

Moves have their own set of properties and statistics, which you can view if you select Team, choose a Pokémon, and select Moves. You'll find a description of the move's effect, range, and type. However, not all stats appear on the Moves screen. Important stats like Basic Attack and Accuracy can be found on our moves list, which begins on page 136.



■ DESCRIPTION

When viewing descriptions in the Moves menu, you'll notice that some move descriptions have names of other moves or status conditions highlighted in blue. To get a definition of the highlighted term, press the A Button.

■ RANGE

You can learn about possible move ranges on page 35. In the Moves menu, pay close attention to whether area-effect moves may harm your allies. When a move says "All Pokémon" instead of "All foes," you run the risk of friendly-fire casualties.

■ BASIC ATTACK POWER (BA)

A move's Basic Attack Power determines the base amount of damage it inflicts. This number is then modified by the Pokémon's Attack or Special Attack (depending on the move's type) and type modifiers to determine the move's effectiveness. Generally, you should replace low-BA moves with high-BA moves whenever you have the opportunity.

■ ACCURACY (AC)

Accuracy determines the base chance that a move will hit its target. Odds of success may be altered by Pokémon abilities, held items, or status conditions.

■ POWER POINTS (PP)

PP reflects the number of times you can use each move. This is an especially important consideration for your lead Pokémon, who will use moves far more frequently than its friends will. Make sure your leader knows a few high-PP moves! The PP of all of your moves will be refilled whenever you leave a dungeon, are revived with a Reviver Seed, or drink a Max Elixir.

Learning and Managing Moves

Level Up

You'll gain most of your moves by leveling up. Generally speaking, Pokémon learn the same moves at the same levels that they have in past games. Evolving your Pokémon will cause them to learn new moves more slowly.



Move Limit

Each Pokémon can know only four moves at once. When you learn a fifth move, you'll be prompted to forget one of the five. If you later decide you want that move back, you can relearn it at the Gulpin Link Shop.

Linking Moves

A significant new feature in *Pokémon Mystery Dungeon* is the ability to link moves together. Linking moves connects a move in your move list to the move below it, allowing you to use both moves in a single turn. In fact, you can link all four moves in the list together if you want, although you'll run out of PP quickly this way (and certain moves cannot be linked at all). Linking moves is a great way to get some use out of moves that lower or raise stats, since it can be hard to justify spending a turn to use them in combat. For best results, link moves that have the same range and a similar number of PP. When linking moves for your friends, it's best to put an attack as the top move in the link, since the game's AI considers only the top move when choosing its action for the turn. If you begin with a stat-increasing move like Withdraw or Focus Energy, the AI will use that move outside of combat, wasting the PP of the attacks linked to it.



There is nothing stopping you from using TMs to learn superpowerful moves early in the game. You'll find some of the best TMs only after you've played for a few hours, although finding the right one for your Pokémon will take some serious luck. To give yourself an edge when starting out, ask a friend to trade you an extra TM. Experienced players are likely to have lots of extra TMs in storage.



Recycling Used TMs

When you use a TM, it doesn't disappear. Instead, the item Used TM remains in your inventory. If you learn the Recycle move (available to Mr. Mime, Porygon, and Porygon2), you can use it to refresh all of your Used TMs, allowing you to use the same TMs over and over again! Note that you can't leave Used TMs in storage, but you can discard them in dungeons.



Watch Your PP

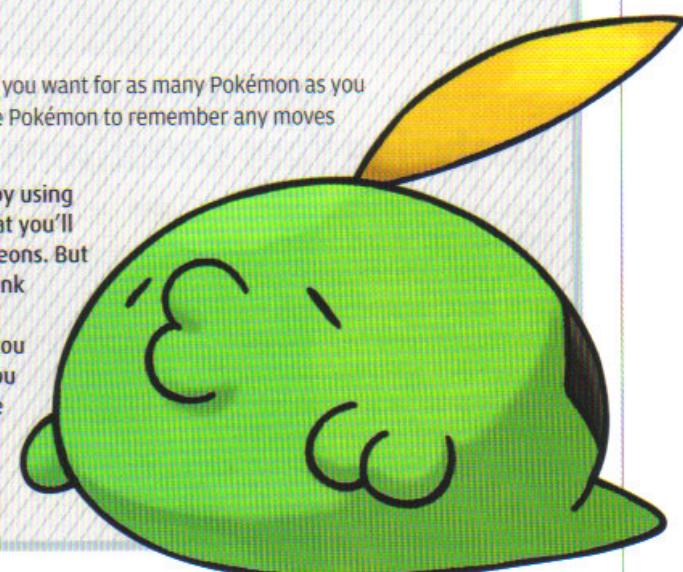
The major downside to linking moves is that using the linked move deducts PP from both moves, causing you to run out of PP twice as fast. If you use a linked move until one runs out of PP, the moves will break apart and you'll need to re-link them later.

Leave the Linking to Gulpin

For a mere 150 Poké, Gulpin in *Pokémon Square* will link as many moves as you want for as many Pokémon as you want, provided they're in your party at the time. Gulpin will also allow those Pokémon to remember any moves they have learned naturally (by leveling up) and since forgotten.



You can also link moves by using Link Boxes, rare items that you'll find occasionally in dungeons. But Link Boxes allow you to link moves only for a single Pokémon, and don't let you remember lost moves. You just can't beat the service you get from Gulpin!



Status Conditions

Status conditions are both a major threat to your party and a significant weapon in your arsenal. Thanks to wide ranges that may affect multiple foes and the ability to link status-condition-inflicting moves so that they no longer take a turn to use, moves that cause offensive and defensive status conditions have never been stronger.



Most status conditions cause special icons to appear over the heads of afflicted Pokémon.

OFFENSE

Harmful Moves

If you're in for a tough battle, inflicting status conditions is a great strategy. Immobilize your target with Sleep, Infatuated, or Paralysis, sap its strength with Poison or Cursed, and weaken its Defense or Special Defense to increase the damage it will take from your attacks.

Harmful Items

You can throw seeds like the Stun Seed and Totter Seed at foes to inflict negative conditions. Orbs like the Petrify Orb, Slumber Orb, and Silence Orb can do all sorts of nasty stuff to your foes.

Harmful Abilities

Many Pokémon have abilities that can inflict status conditions on anyone who attacks them. Beware of Pokémon with Cute Charm, Effect Spore, Poison Point, or Static. Pokémon with the Synchronize ability can reflect status conditions dealt to them back to the user.

Analyzing Your Conditions

If you can't tell what bug your Pokémon has caught, open the Team menu, select the afflicted Pokémon, bring up its Summary screen, and press right to view the Status page. You can then select any status condition and press the A Button to bring up detailed information about the condition's effects and duration.



Condition	Effect on Afflicted Pokémon
Burn	Takes 5 points of damage every 20 turns
Confuse	Randomly changes direction before moving or attacking, possibly striking friends
Cringe	Can't attack or use moves or certain items for a turn
Frozen	Can't take any action and can take damage only from Fire-type moves
Infatuated	Can't take any action
Paralysis	Movement slowed and can't attack or use moves or certain items
Poison	Takes 4 points of damage every 10 turns and can't regenerate HP
Sleep	Can't take any action

The chart above shows the most common status conditions you'll encounter, but there are nearly 100 different status conditions in Pokémon Mystery Dungeon. You can see the full list, with treatment and prevention options, on page 143.

MOVES

Other Useful Moves

Moves like Pursuit and Counter allow you to reflect damage back at your foes as you attack normally.

ITEMS

DEFENSE

Protective Moves

Protect your Pokémon from negative status conditions with Safeguard or Magic Coat, and from damage with Light Screen or Reflect. Moves like Endure and Protect are better than ever, because the user can rely on its friends to take down foes while it soaks up enemy attacks.

Protective Items

Orbs like the Evasion Orb, Invisify Orb, and Rebound Orb can give your Pokémon defensive status conditions. Certain held items may apply positive conditions or prevent negative ones.

ABILITIES

Protective Abilities

Many Pokémon have abilities that prevent negative status conditions (Immunity, Insomnia, Limber) or minimize their effects (Early Bird, Shed Skin). Abilities like White Smoke and Clear Body prevent stat reductions.

IQ SKILLS

As their IQ rises, Pokémon will learn skills to minimize the effects of negative status conditions. Nontritor will stop Confused Pokémon from attacking their friends, Nonsleeper will prevent the Sleep condition, and Self-Curer will allow the Pokémon to recover from any timed-duration status condition more quickly. When you're using status conditions offensively, Status Checker will make sure a Pokémon teammate does not try to inflict a condition on a Pokémon that already has that condition.

Curing Ailments

Once a Pokémon has been afflicted with a status condition, there are several ways to remove it.

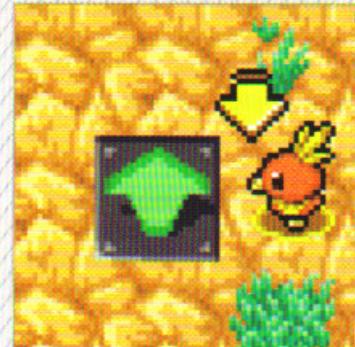
Moves

A few moves, like Aromatherapy, Heal Bell, and Refresh, can be used to cure status conditions. These moves are as rare as they are valuable; take good care of the Pokémon that learn them!

Items

Berries can cure most common status conditions. You can either eat the berries when needed, or give them to Pokémon to hold so they'll trigger automatically. (To use them to cure a friend, throw them at that friend.) There are also bands, ribbons, and scarfs Pokémon can hold to prevent feared status conditions.

Wonder Tiles



When you step on a Wonder Tile, all of your boosted or lowered stats will return to normal.

Time

Most immobilizing status conditions clear up after a few turns. Sleep, Cursed, Frozen, and Infatuated typically fade within five turns, but Confused is a little bit nastier, lasting for up to 10 turns.

Stairs



Poison, Burn, and most stat-boosting or stat-lowering conditions won't fade over time. The only way to reset them without using a move or item is to head to the stairs—no status condition will carry over to another floor.

The Turn-Based Battle System

You'll be badly outnumbered during your dungeon forays, but you have one huge advantage: Your entire team gets to strike first in combat. This allows careful strategists to defeat their enemies without ever giving them a chance to fight back!

STEP 1:

OPEN WITH RANGED ATTACKS

With long-range attacks or thrown items, Pokémon can attack each other from up to 10 squares away. You can't see that far, but enemies within that distance may appear as red dots on your map. If you don't strike at the earliest opportunity, your enemy might!



Jumping the Gun

Teammates who have long-range attacks will often use them whenever there is a target in range. This is usually a good thing, but if you're fleeing or trying to avoid waking sleeping Pokémon, you may want to deselect your friends' long-range moves.

STEP 2:

THE LEADER STRIKES FIRST

When your foes are within range of your standard attacks, the true battle begins. The player-controlled leader kicks off combat by taking a single action. Changing the direction the leader is facing and tweaking settings such as friends' moves, IQ skills, and tactics will not use up your turn, but the following actions will.

MOVE

You may move one square per turn, even diagonally. As a general rule you should never move toward a foe who is one square away, or you'll give it the opportunity to attack you on the same turn.

ATTACK

Use a basic attack or any move to damage your foe.

USE ITEM

The leader may use any item in the toolbox, but its friends may use only the items they're holding. To use an item (such as a berry) on a friend, you must face that friend and throw the item.

REST

Press A and B together to simply rest for the turn. This is a good move when there is one space between you and a foe, since it forces that foe to waste its turn approaching you if it doesn't have a ranged attack. However, moving sideways or diagonally to bring a friend into combat range is often a better use of your turn in this situation.

STEP 3:

EVERYONE GETS A TURN

Friends act next, but if they're using the "Let's go together" tactic and haven't been maneuvered onto the front lines, they may have nothing to do. Enemies act last, and will usually move closer if they have no ranged attacks.

STEP 4:

VICTORY

When someone from your team defeats a foe, everyone in the party will earn an equal amount of Exp. Points. If your leader landed the final blow, was adjacent to the target, and has the appropriate Friend Area, the defeated Pokémon may ask to join your rescue team.

Aiming Your Attacks

While holding the Y Button you can use the Control Pad to rotate your character without moving. This will also make a series of colored titles appear, allowing you to tell exactly how far away each Pokémon is and if there is a target directly in your path. Check to see if an enemy is on a red tile before you throw an item or use a long-range attack.

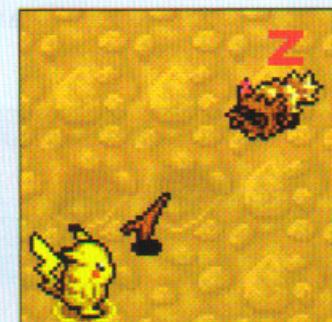


Speedy Pokémon

A Pokémon that has had its speed doubled by a move or item (like a Quick Seed) will get to act twice each turn. A Pokémon that has had its speed cut in half will get to act only every other turn.

Throwing Items

Special items like Gravelerocks, Sticks, and Iron Thorns deal heavy damage when thrown, allowing you to attack effectively at long range without using any moves. You can also give these items to allies—they'll throw them at foes if they have the Item Master IQ skill turned on. Some seeds will have special effects when thrown at other Pokémon.



Foes Respawn

You can battle enemies all day, but you'll never clear the floor. After enemies are defeated, new ones will appear. So don't dawdle after combat—get moving!



Don't Hit Your Friends

You can't hit friends with close-range moves or basic attacks, but long-range attacks and thrown items will damage friends if they're in the way. However, items like Gravelerocks that fly in an arc will soar over friends and even walls to hit their targets.

If You're Defeated

When your leader faints in a dungeon and you don't have a Reviver Seed to bring it back, your mission will end in failure. You'll then lose all of your gold, all of your party's held items, and half of the items (chosen at random) in your toolbox. You'll awaken in your team base.

If your friends are KO'ed, they'll drop their held item and return to their Friend Area, unless they were recruited on the same job in which they (or you) were KO'ed. In that case, they'll be gone for good.



Call for Help

If you can't stand the thought of losing your progress and items, there is hope. You can send out a distress call to any friend who is capable of entering the same dungeon with his own game. If your pal can save you, you'll be restored to full health on the floor where you fainted. See page 60 for details.

Preparing Your Rescue Team

Early in the game, you'll have little freedom when it comes to crafting your team—you will always journey with your hero and your partner, with only the third slot available (sometimes) for a Pokémon of your choice. After you've beaten the game, however, you'll gain the ability to craft teams out of any of your recruits, with any leader you like. Read up on a job before you set off on a journey; the right members can spell the difference between success and failure. Consider these factors when drafting your roster:

TERRAIN ABILITIES

Many dungeons have some form of specialized terrain, like water or magma. In later dungeons you'll find items surrounded by specialized terrain, so a Pokémon that can cross that terrain is a must.

Supplies and Held Items

You'll find many items on the dungeon floor, but you won't necessarily find all of the items you need to survive. Fill your toolbox with staple supplies before every journey: Apples to refill your belly, berries to restore your health, Max Elixirs to recover lost PP, and Escape Orbs in case you need to get out in a hurry. Reviver Seeds and throwing items aren't a necessity, but they come in mighty handy.

POKÉMON TYPE

The Pokémon in many dungeons share a common type. Figure out what that type is for the current dungeon, and choose Pokémon whose moves have an advantage against it.

RECRUITMENT OPPORTUNITIES

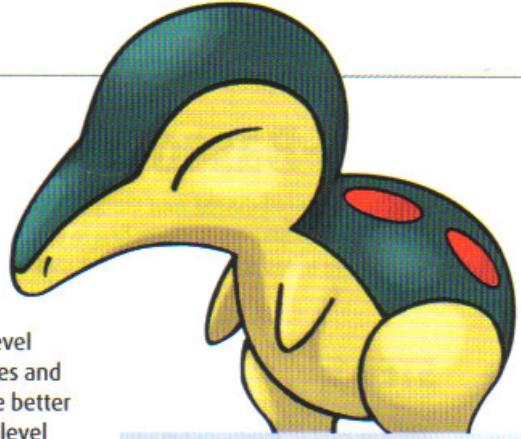
If a dungeon is full of Pokémon you'd like to recruit, bring your highest-level Pokémon to serve as the leader (which will make recruiting easier) and leave plenty of open slots for new teammates.

DUNGEON SIZE

For long dungeons, choose high-level Pokémon with a lot of attack moves and plenty of PP. Smaller dungeons are better for Pokémon who you're trying to level up, or who have limited attack options.

JOB TYPE

Some rescue jobs involve escorting a low-level Pokémon through a difficult dungeon. In those cases, bring as many members as you can to deflect attacks away from your vulnerable client.

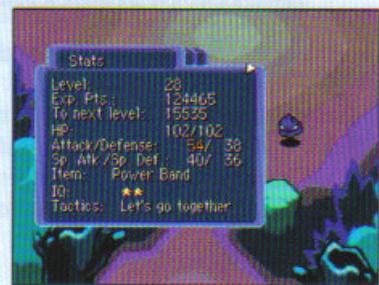


Size Considerations

At no point is your team allowed to have more than six size points' worth of Pokémon. Many of the game's strongest Pokémon have a size of four—those Pokémon will need to fly solo or with no more than a single size-one friend if they hope to recruit any wild Pokémon.



Don't forget about held items for you and your teammates. If you don't have anything specific to protect against, an Oran Berry is always a good choice. For dungeons in which a particular status condition is common, it's a good idea to outfit your Pokémon with the berry that cures the condition or, better yet, the scarf that prevents it entirely.



Fighting as a Team

The only Pokémon you can control directly is your team leader. All of your friends behave independently, but by assigning a tactic and setting up moves screens and IQ skills you can give them guidelines that affect their behavior.

Setting Moves

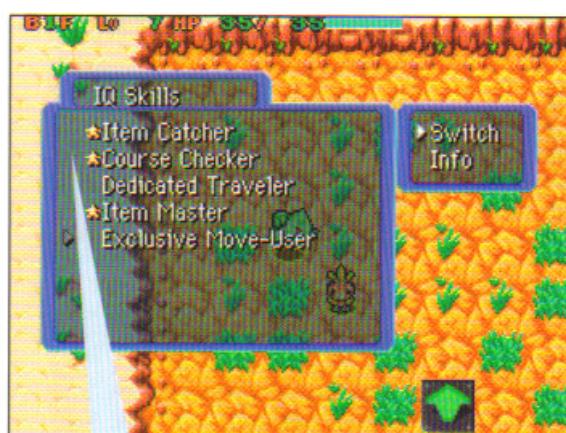
Your friends aren't always great at judging when to use a move, and may actually harm your party by going overboard with moves like Earthquake and Selfdestruct. Fortunately, you can enter your friends' moves screens and select or deselect any move they know. Pokémon will use only their selected (starred) moves.

Tactics and IQ

The basic order you give your allies is called a tactic. Tactics range from pursuing foes aggressively to avoiding combat entirely (see page 42 for more). In combat you can change your Pokémon's tactic at any time, allowing you to pull wounded friends out of combat or direct a friend to wait at a certain spot to block incoming foes.

Healing Allies

It's important to keep track of your friends' hit points, since they won't alter their behavior without orders from you. To heal wounded allies, throw them Oran Berries, give them Heal Ribbons to hold, or rest by holding the A and B Buttons until they recover naturally. If you can't do any of these things in the heat of battle, change your allies' tactic to "Get away" and hope for the best.



Quick-Set Moves

You can set a single move for your leader. That allows you to use the move at any time without entering the menu screen, simply by holding the L Button and pressing A.

Adjust a Pokémon's IQ

A Pokémon's IQ consists of a set of tricks and skills it has learned to improve its behavior. You gain new skills as your IQ improves, but you can't use them all at once. Select the best IQ skills for each dungeon situation.

Reviving Allies

When a friend is KO'ed, it will automatically help itself to a Reviver Seed in your toolbox. If you'd rather save your seeds than revive an expendable ally, turn off that friend's Item Master IQ skill.

Open-Room Combat

Fighting in open rooms will give you space to maneuver your friends onto the front lines. But just as these rooms allow your allies to gang up on foes, the reverse is also true. When you enter a room with multiple foes, stay near walls or hallways to make it difficult for multiple foes to surround a single ally.



Monster Houses are tough, but they do give you an opportunity to deal massive damage with moves and items that have a room-wide effect.

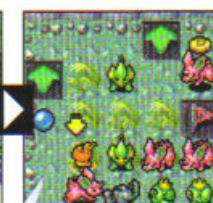
Hallway Combat

In hallways your leader will usually be the only Pokémon capable of attacking, but at least it will have only one foe at a time to worry about. Use aggressive moves against enemies who can inflict status conditions, because if the leader is afflicted, no one will be able to pick up the slack.



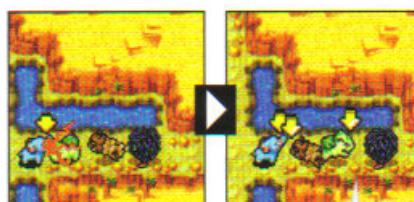
Catching Your Foes Napping

You'll often encounter wild Pokémon that are sleeping peacefully in dungeon rooms. You can get the jump on them while they're dozing (use long-range moves, since they'll awaken when you approach them), but it's best to leave them be to avoid unnecessary combat and prevent a new foe from appearing.



Monster Houses

Seemingly empty rooms that contain many items may be Monster Houses. When you enter these rooms, wild Pokémon will fall from the sky, leaving your leader facing difficult odds. If you intend to fight, your first priority should be to push farther inward, making an aggressive diagonal movement that will pull a friend into the room. Any friend who can't handle the heat should be assigned the "Wait there" tactic.



Switching Position

Although hallways limit you to one-on-one combat, they do make it easy to rearrange your team. If the friend behind you has more advantageous moves or you want to get your wounded leader off of the front lines, move into a friend's square to switch places.



Achieving Your Dungeon Goals

Once you enter a dungeon, you have three ways to get out with your inventory intact: finish a rescue job, complete the last floor of the dungeon, or use an Escape Orb. If you use any of these methods you'll be allowed to keep everything you've earned on your foray, including Poké, items, and new recruits.

BEATING THE DUNGEON

You'll usually be introduced to a new dungeon as part of a storyline quest. To advance the storyline and unlock future dungeons, you'll have no choice but to reach the last floor to witness an event or battle a difficult boss.

COMPLETING A RESCUE JOB

If you're on an optional rescue job, you'll be searching for a certain Pokémon on a specified floor. When you find it (look for the yellow dot of an ally on your map) you'll have the option of leaving with the client or continuing to explore.

Advanced Combat Tips

In the first several dungeons, concentrate on learning the basics of movement and combat. Once you've mastered the fundamentals, experiment with a few of the advanced combat strategies below.

Adjust Positions While You Brace for Enemies

Most wild Pokémon don't have access to ranged attacks, and it's always best to let such foes come to you so you can have the first attack. While you wait, adjust your team so that when your foe does arrive, it will be within range of two allies instead of one. In a team of two, use a diagonal backstep to put yourself in line with the friend behind you. In larger teams, move perpendicular to the approaching foe to pull forward a friend from the back row.

Tell Your Friends What Not to Do

While there is no way to directly order a friend to take a certain action, you can get the same results by forbidding it from doing anything else. When you want it to use a certain move, deselect all of its other moves and select the Exclusive Move-User IQ skill. If it lacks a usable item, it will have no other option!

Exploit the Special Properties of Throwing Items

Items like Gravelerocks, Sticks, and Iron Thorns can be useful in a number of surprising ways. Not only do they allow you to strike at distant foes, but you can use them as normal when you're confused or paralyzed and can take no other effective action. They deal fixed amounts of damage regardless of type, and even penetrate immunity abilities like Shedinja's Wonder Guard. Items that fly in an arc, like Gravelerocks and Geo Pebbles, can fly over allies and walls to hit targets, and can even hit Ghost-types that are imbedded within walls.

Defeat Tough Foes by Using Status Conditions

While most video games forbid players from using status conditions against strong foes like bosses, that isn't true of *Pokémon Mystery Dungeon*. You can bring down virtually any boss by using moves that cause Paralysis or other nasty effects—in fact, this is one of the strongest strategies you can use in boss fights.

Play Hot Potato with Bad Held Items

On your quest you'll find several held items that seem to have purely negative effects. You may be tempted to sell or discard them, but it's far more effective (and fun) to use them as weapons. If you throw an item to an enemy Pokémon that isn't holding an item, it will usually catch it (*Pokémon* may also pick up items that are placed in their paths). So if you toss a Warp Scarf at a foe, it will randomly warp every few turns and provide nonstop comedy as it struggles in vain to reach you. For an obscenely easy way to beat any boss who isn't holding an item, throw a Diet Ribbon—it will zero out the boss's Belly, making it immobile and incapable of doing more than one point of damage!

Pokémon News

If you leave space in your mailbox, you'll receive issues of the *Pokémon News* on a daily basis. Many issues contain gameplay tips and may remind you of important game strategies.



Quicksaves and Giving Up

If you can't complete a dungeon in one sitting, you can use the Quicksave option (in the Others menu) to save your position until the next time you play. If you're in over your head and don't have an Escape Orb, selecting Give Up will allow you to leave the dungeon, but at the cost of your held items, Poké, and half of your toolbox items.



TACTICS AND IQ

You can't directly control your party members in dungeon combat, but you can give them sage guidance with the new tactics and IQ systems.



Adjusting Your Tactics

Tactics are the basic orders that direct a friend's strategy. A friend will never disobey its tactic, no matter the situation. All Pokémons begin with "Let's go together," "Go after foes," and "Avoid the first hit," and will learn the other tactics as they gain levels, up to Level 40.

You can switch a friend's tactic at any time. The default "Let's go together" tactic is good for most situations, but you may want to switch to "Go after foes" for bosses or "Get away" if a friend is wounded, for example.

Tactic	Description	Learned at level
Let's go together	The Pokémons will try to stay with the leader.	1
Go the other way	The Pokémons will go off on its own, heedless of the leader.	25
Go after foes	The Pokémons will head straight toward any foe it spots.	1
Avoid the first hit	The Pokémons will try to avoid being attacked first. If a foe comes close, the Pokémons will attack.	1
Avoid trouble	The Pokémons will try to avoid foes if its HP is low.	35
Be patient	The Pokémons will stop moving if its HP is low.	40
Keep your distance	The Pokémons will try to keep its distance from foes while moving.	20
Wait there	The Pokémons will stop moving. (But it will continue to attack adjacent foes.)	15
Get away	The Pokémons will flee from others whether they are friendly or not. The Pokémons will not be able to use any items.	10

Pokémon IQ Skills

Each Pokémons IQ scores gives it access to a variety of skills that improve its behavior. For example, an IQ skill can prevent a Pokémons from trying to use moves that are out of PP, or teach it to attack wounded foes first. Skills learned later will even give Pokémons new abilities, such as improving its critical-hit rate against foes who are weak to its type, and allowing it to cross terrain that would be an obstacle otherwise.

Learn New Skills as Your IQ Rises

The only way to raise a Pokémons IQ is to feed it gummis. When a Pokémons eats enough gummis to go up an IQ level, it will gain a star in the IQ section of its summary screen and learn new IQ skills. All newly learned IQ skills default to being off, so adjust them before you head into combat.



Feed your best Pokémons (likely your hero or partner) gummis regularly. While IQ is important for everyone, having at least one Pokémons with an extremely high IQ will ultimately be more useful than having several Pokémons with average IQs.



Manage the IQs of your Pokémons carefully before you set out on an adventure. Use the charts on the next page to see which IQ skills fall into which categories, because it isn't always clear that when you turn on one skill, you may be turning off another.

Choosing the Best Options

A Pokémons cannot use all of its IQ skills at once, so as Pokémons learn new IQ skills you will be forced to choose between different skills within the same category. Before you set off on a mission, consider each Pokémons's role in your team and what you expect from the dungeon ahead, and adjust your skills accordingly.

LEADERSHIP SKILLS

Certain skills, like Energy Saver and House Avoider, are truly useful only for party leaders. Switch them on when you put a Pokémons at the head of the team, and replace them with more generally useful skills if you switch leaders.

OFFENSIVE/DEFENSIVE SKILLS

Friends who are assigned offensive tactics should be given IQ skills to match, like Type-Advantage Master and Weak-Type Picker. Weaker Pokémons should protect themselves with Quick Dodger and Dedicated Traveler.

Eating and Feeding Gummis

You increase your Pokémons's IQ by feeding them gummis. Each type of Pokémons prefers a certain flavor of gummis, but any gummis will give any Pokémons at least a slight IQ boost. Some Pokémons gain more IQ from gummis than others do, so pay attention to your quick learners—they may have leadership potential!



When you give a gummis to Pokémons in its Friend Area, it will often gain a small stat boost, especially from a favorite flavor. You can eat gummis in dungeons (and feed friends by throwing gummis at them), but Pokémons will not get the stat boost this way. Still, eating gummis on the go is better than wasting them because you lack toolbox space.

IQ Type Breakdown

All IQ skills fall into one of eight categories. You can use any number of basic skills at once, but in each of the other categories you can activate only a single skill at a time. The IQ level of each skill below shows how many IQ stars (out of a possible 12) are required to learn the skill.

LEARNING ORDER:

1. ITEM CATCHER	9. NONTRAITOR	17. ENERGY SAVER
2. COURSE CHECKER	10. SELF-CURER	18. LAVA EVADER
3. DEDICATED TRAVELER	11. QUICK DODGER	19. ALL-TERRAIN HIKER
4. ITEM MASTER	12. TYPE-ADVANTAGE MASTER	20. SURE-HIT ATTACKER
5. EXCLUSIVE MOVE-USER	13. WEAK-TYPE PICKER	21. TRAP SEER
6. PP CHECKER	14. TRAP AVOIDER	22. HOUSE AVOIDER
7. EFFICIENCY EXPERT	15. NONSLEEPER	23. SUPER MOBILE
8. STATUS CHECKER	16. EXP. GO-GETTER	

Basic Skills

Technique	IQ Level	Description
Item Catcher	-	The Pokémon can catch and hold a thrown item. It can't make a catch if it is already holding an item. It also can't catch seeds or drink items.
Course Checker	-	If the Pokémon has a foe targeted for a move or a thrown item, it will check first for walls and other Pokémon that may get in the way. It will stop if there is an obstacle.
Item Master	-	The Pokémon will use or throw its held item. (This skill also allows Pokémon to use Reviver Seeds from your toolbox.)
Status Checker	★ x 2	If the Pokémon's target has a status problem, the Pokémon will not use moves that cause the same status problem.
Nontraitor	★ x 2	If the Pokémon becomes Confused or is Cowering, its wildly thrown attacks will not hit friends.

Combat Skills

Technique	IQ Level	Description
Type-Advantage Master	★ x 4	The Pokémon's critical-hit rate is boosted when attacking foes who have a type disadvantage.
Quick Dodger	★ x 4	The Pokémon becomes better at evading attacks and moves.
Sure-Hit Attacker	★ x 9	The Pokémon's regular attacks never miss.

Move-Usage Skills

Technique	IQ Level	Description
Exclusive Move-User	-	The Pokémon will use only moves. It will not use its regular attack.
PP Checker	★ x 1	The Pokémon will stop using linked moves that are on the verge of delinking. It also stops using moves with no PP left.

Mobility Skills

Technique	IQ Level	Description
All-Terrain Hiker	★ x 8	The Pokémon gains the ability to walk on water, magma, and chasms.
Super Mobile	★ x MAX	The Pokémon gains the ability to walk on water, magma, and chasms. It can also dig its way through walls.

Tactical Skills

Technique	IQ Level	Description
Dedicated Traveler	-	The Pokémon will focus on traveling. It will use moves and items less often.
Efficiency Expert	★ x 2	When battling several foes, the Pokémon will first target Pokémon with the lowest HP.
Weak-Type Picker	★ x 4	When battling several foes, the Pokémon will first target Pokémon that have a type disadvantage.
Exp. Go-Getter	★ x 6	When battling several foes, the Pokémon will first target Pokémon that are worth the most Exp. Points.

Avoidance Skills

Technique	IQ Level	Description
Trap Avoider	★ x 4	The Pokémon often avoids stepping on visible traps.
House Avoider	★ x 11	The Pokémon avoids monster houses.

Constitution Skills

Technique	IQ Level	Description
Self-Curer	★ x 3	The Pokémon recovers more quickly from status problems.
Nonsleeper	★ x 5	The Pokémon resists sleep from traps and the moves of foes.
Energy Saver	★ x 6	The Pokémon's Belly empties more slowly.

Evasion Skills

Technique	IQ Level	Description
Lava Evader	★ x 7	The Pokémon will avoid fiery magma.
Trap Seer	★ x 10	If the Pokémon is on an undiscovered trap, upon taking a step it will make the trap visible without setting it off.

RECRUITMENT AND GROWTH

It's time to hit the dungeons and scout new members for your rescue team. The process of leveling up and evolving your team members may be familiar, but the recruiting process is all new.

Recruit a Pokémon to Your Team

A few Pokémons will join your rescue team as part of story events, but to build a diverse and powerful team, you'll need to recruit from the packs of wild Pokémons that attack your team in dungeons. While you can ultimately acquire all 386 Pokémons in this game, note that many can be acquired only through Evolution; rarely can you recruit evolved forms of Pokémons. Here are the requirements for recruitment:

1. A Place for It to Live

Everyone needs a place to live, so you can't recruit a Pokémon unless you have its Friend Area. Visit the Wigglytuff Club regularly and purchase Friend Areas as often as you can afford to. Check each stocked Friend Area's Info screen so you can buy the highest-occupancy ones first.



2. Space in Your Party

You can't recruit a Pokémon unless you have room in your party for it. To recruit most wild Pokémons, that simply means traveling with a party of three or fewer. But some large Pokémons take up more space and can be recruited only by a party with no more than two one-star-size members.



Sweeten Your Chances

The greater the difference in levels between your leader and a Pokémon you defeat, the more likely you are to recruit it. You can further boost your odds of success by wearing a Friend Bow, a rare item that you can find in Mt. Faraway.



3. Victory against It

The final step is to impress wild Pokémons by defeating them in combat. To have a chance at recruiting a Pokémon, you'll need to make sure that your party leader (not a friend) scores the final blow and is directly adjacent to the target. You can't recruit from a distance!



You can recruit nonlegendary Pokémons multiple times, which means you can collect several versions of a certain Pokémon or get all the Eevee Evolutions, for example. But each Friend Area does have a maximum capacity, and recruiting a new Pokémon may require releasing an old one. (There is enough space for at least one of each Pokémon, however.)

Raising Your New Pokémons

Since the Pokémons you'll recruit will almost always be at a lower level than your party leader, it may take some work to get them into fighting shape. You can strengthen them with certain items, and boost their stats and IQ by feeding them gummis in their Friend Areas, but nothing is a substitute for real combat experience.

RESCUE MISSIONS

Low-level Pokémons are an ideal choice for bulletin-board rescue jobs that take place in dungeons that were unlocked much earlier in the game. These jobs may have great rewards and the dungeons may contain useful items, so you can earn loot as you whip new recruits into shape.

DOJO TRAINING

The Makuhita Dojo allows Pokémons to earn Exp. Points quickly without taking any real risk. Send newbie Pokémons to a dojo full of the types it is strong against so it can succeed at defeating higher-level foes for greater amounts of experience.

All Pokémons Share Exp. Points

In previous games, Pokémons would need to actually participate to earn a full share of the Exp. Points won in combat. In Pokémon Mystery Dungeon, the Exp. Points are shared among the entire rescue team, so even a low-level Pokémon who flees all battles with the "Get away" tactic will receive an equal share of the winnings.

Stat-Raising Supplements

Gummis may provide a random stat boost, but the classic Pokémon mineral drinks can't be topped—they now boost stats by a fixed three points per swig! Ginseng and Sitrus Berries can also grant significant boosts to your favorite Pokémons.



Zinc

Boosts a Pokémon's Special Defense score by three points.

Protein

Boosts a Pokémon's Attack score by three points.

Iron

Boosts a Pokémon's Defense score by three points.

Calcium

Boosts a Pokémon's Special Attack score by three points.

Sitrus Berry

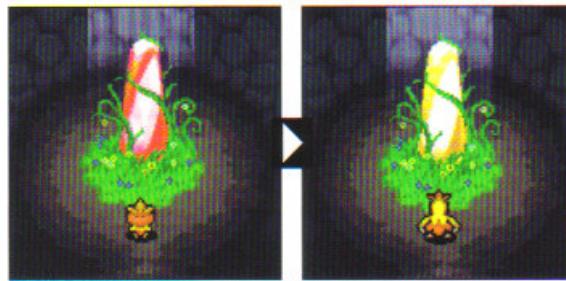
Boosts a Pokémon's max HP by two points if eaten when at full HP.

Ginseng

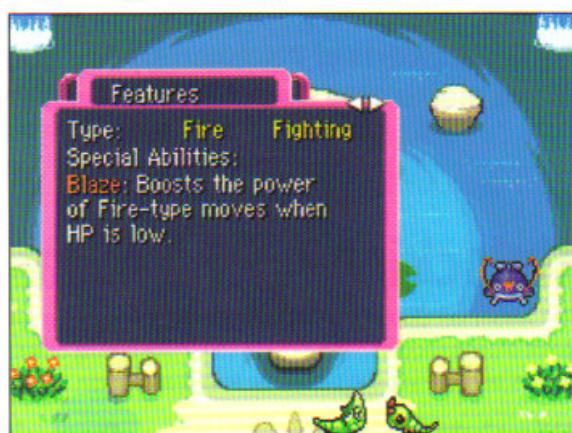
Boosts the power of a single move of your choice by one or three points.

The New Pokémon Evolution Process

Pokémon can never Evolve during the game's main storyline, but when you've solved the mystery of your past and prevented a grave threat to the world, an area known as Luminous Cave will open in Pokémon Square. If any Pokémon enters the cave by itself, it can evolve if it meets all of the requirements. In other words, you will not be prompted to evolve; you must take the initiative to make it happen. While many Pokémon evolve as they did before, there are also several new ways to evolve familiar Pokémon.



Evolving New Types



Many Pokémon, including starters Torchic and Mudkip, gain a new type when they evolve. While this has been a mixed blessing in the past, the small team sizes in Pokémon Mystery Dungeon make having a variety of types in a single Pokémon very valuable.

Methods of Evolution

Check the Info page of a Pokémon's Summary screen to see if evolution is possible and if the Pokémon is ready for it. If you can't figure out how to evolve a particular Pokémon, refer to the PokéDEX in this book. However, just because you can evolve a Pokémon doesn't mean that you should; there are both advantages and disadvantages to Evolution.

■ LEVEL EVOLUTION

Most Pokémon can evolve when they hit a certain level. At that time, all you need to do is send the Pokémon alone into Luminous Cave.

■ ITEM EVOLUTION

To Evolve a Pokémon that requires an Evolution item, give that item to the voice in Luminous Cave. (All Evolution items can be found in the extra dungeons.) Evolution items also provide a method for evolving Pokémon who formerly needed to be traded (you now use the Link Cable item) or evolved based on beauty (you'll need the Beauty Scarf item).

■ IQ EVOLUTION

Pokémon that formerly evolved based on their Friendship level now evolve based on IQ. Togepi, Chansey, and Pichu, for example, will now need minimum IQs of four to six stars to evolve.



EVOLUTION PROS

■ GAIN A STAT BOOST

When Pokémon evolve they gain more HP and get an across-the-board increase to their basic stats.

■ LEARN EXCLUSIVE MOVES

Evolved Pokémon, especially ones that gain a second type, can often learn powerful new moves that they could never learn in their unevolved forms.

■ OTHER POSSIBLE ADVANTAGES

Evolved Pokémon may gain a second type, allowing them to do more damage with moves of that type. They may also learn a more powerful ability (Shedinja's Wonder Guard, for example) or gain the ability to cross different types of terrain.

EVOLUTION CONS

■ GAIN LEVELS MORE SLOWLY

The rate at which Pokémon gain levels varies from Pokémon to Pokémon, but typically, evolved forms require more Exp. Points to level up.

■ LEARN MOVES MORE SLOWLY

Evolved Pokémon typically learn new moves at higher levels than they would in their unevolved forms. They may also miss out on moves that only their unevolved forms can learn.

■ OTHER POSSIBLE DISADVANTAGES

In some situations, gaining a second type may be a disadvantage. And a few Pokémon (like Wailmer) grow in size when they evolve, making it harder to fit them into parties.

Trading and Version-Exclusive Pokémon

You can't directly trade Pokémon with friends who are playing Pokémon Mystery Dungeon, but players of the Blue Rescue Team version can send a "helper Pokémon" to friends that they save in a Friend Rescue job. You may also trade passwords to unlock Pokémon from the version you're not playing.

How Trade-Based Evolutions Work



Traditionally, some Pokémon evolve when traded. That is no longer possible, but you can now evolve those Pokémon by taking them to Luminous Cave and giving the voice a Link Cable. You may then provide a second Evolution item.

Recruiting Pokémon from Other Versions of the Game



Ten Pokémon are exclusive to either the Red Rescue Team or Blue Rescue Team version of the game. See "Wonder Mail" on page 60 to learn how a friend can let you recruit Pokémon that wouldn't appear in your version otherwise.

FRIEND AREAS

On the outskirts of Pokémon Square are 57 Friend Areas. The sooner you acquire these prime pieces of real estate, the sooner you can recruit the Pokémon who live there.

Unlocking Friend Areas

The Wigglytuff Club will open early in the game, and Wigglytuff will give a few free Friend Areas to your rescue team. From that point on, you should spend most of your Poké buying other Friend Areas, lest a good recruitment opportunity slip through your fingers because you can't offer the Pokémon a home. However, not all Friend Areas can be purchased.

Wigglytuff Club

The Wigglytuff Club sells most of the game's Friend Areas. Check back after you beat the game—you'll find lots of new stock available, but the second wave of Friend Areas won't come cheap.



Recruiting Bosses

Certain boss Pokémon live in highly specialized environments that cannot be purchased. Fortunately, these Pokémon will give you free access to their Friend Areas when you manage to recruit them.



Rescue-Job Rewards

Check the rescue job requests sent to your mailbox and posted on the Pelipper Post Office bulletin board—some have an exclusive Friend Area as a reward. Don't miss an opportunity!



Wigglytuff Club

The Wigglytuff Club is in Pokémon Square. Wigglytuff is both a merchant and a leading authority on Friend Areas, and it can give you extensive information before you buy.

Managing Your Teammates

After you purchase a Friend Area you can visit it to check up on the Pokémon who live there, feed them gummis, and add them to your team or send them packing. Simply leave your team base to the west (left) to make a list of your friends appear. Select a name on the list to travel to its Friend Area automatically. You can then pull up the list again or roam freely among your Friend Areas. The possible Friend Area commands are listed to the right.



JOIN TEAM / STAND BY / MAKE LEADER

Select Join Team to add a friend to your roster, and Stand By to remove it from the roster and send it back to its Friend Area. Remember that most dungeons have a three-Pokémon limit. See the Making a Pokémon the Leader box for details on that option.

GIVE GUMMI

Giving gummis to your Pokémon while they're in their Friend Areas will boost their IQ and maybe raise a stat as well!

GIVE

Give your friend any item from your inventory to hold. If it already has an item, that item will return to your toolbox.

TAKE

Take an item from your Pokémon so you can store it or give it to another Pokémon.

SAY FAREWELL

"Say Farewell" to a Pokémon to kick it out of its Friend Area permanently and remove it from your rescue team.

SUMMARY

Check a friend's type, size, stats, held item, IQ, ability (with description), Evolution status, and history.

MOVES

Check a Pokémon's moves list to see if it's up to the challenge ahead.

CHECK IQ

View a list of your friend's known IQ skills. You can switch them on and off here so you won't have to do it in a dungeon.

Team Discussions

While on a dungeon mission, you can chat with your companions whenever you like. To speak to them, aim in their direction and press the A Button. Instead of attacking, you'll ask how they're doing.



Each Pokémon has a variety of things it can say, depending on how healthy it is. If it's wounded or near fainting, it will let you know!

Making a Pokémon the Leader

After you beat the game, you will be able to put any of your friends in charge of a rescue team. To do so, visit your chosen Pokémon, select Join Team, and then select Make Leader. You will control that Pokémon directly on your next dungeon foray.

Friend Area Details

The following pages list the game's Friend Areas in alphabetical order. Each entry includes information on how to unlock the Friend Area, who lives there, and its cost (if applicable).

Friends of a Feather

Each Friend Area typically appeals to Pokémon who share a certain type. If you plan on going recruiting in an underwater dungeon, increase your recruitment odds by purchasing water-themed areas like Bountiful Sea.

Ask Wigglytuff's Advice

If you're wondering what Friend Area a specific Pokémon lives in, Wigglytuff will be happy to help. You can ask it about any Pokémon you've encountered, and it will tell you what Friend Area the Pokémon calls home. If Wigglytuff comments that the Friend Area is not in stock, there's a good chance it will be later.



When Wigglytuff Doesn't Know

If Wigglytuff admits it can't get a specific Pokémon's Friend Area or is stumped by your question, you'll need to get the Friend Area through other means, such as recruiting a boss or earning it as a rescue-job reward.

Aged Chamber AN

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (14)

Unown A	Unown E	Unown I	Unown M
Unown B	Unown F	Unown J	Unown N
Unown C	Unown G	Unown K	
Unown D	Unown H	Unown L	



Aged Chamber O?

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (14)

Unown O	Unown S	Unown W	Unown !
Unown P	Unown T	Unown X	Unown ?
Unown Q	Unown U	Unown Y	
Unown R	Unown V	Unown Z	



Ancient Relic

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (6)

Aerodactyl	Baltoy	Claydol
Regirock	Regice	Registeel



Beau Plains

Bulbasaur and Chikorita heroes and partners receive this Friend Area for free; otherwise you can purchase it at the Wigglytuff Club.

AREA RESIDENTS (12)

Bulbasaur	Taillow	Skiploom	Meganium
Chikorita	Ivysaur	Swellow	Jumpfuff
Hoppip	Bayleef	Venusaur	Roselia

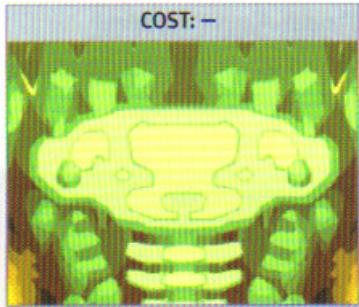


Boulder Cave

Offered as a prize for completing certain bulletin board and mailbox rescue jobs.

AREA RESIDENTS (4)

Diglett	Steelix	Dugtrio	Onix
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Bountiful Sea

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (9)

Tentacool	Tentacruel	Slowpoke
Slowbro	Shellder	Cloyster
Staryu	Starmie	Slowking



Crater

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (7)

Magmar	Torkoal	Numel	Camerupt
Magby	Slugma	Magcargo	



Cryptic Cave

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENT (1)

Mewtwo

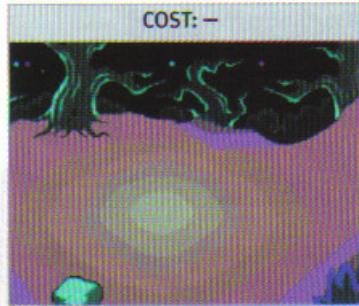


Darkness Ridge

You will receive this area when you recruit Absol.

AREA RESIDENTS (13)

Vulpix	Absol	Duskull	Dusclops
Haunter	Ninetales	Gastly	
Sneasel	Gengar	Misdreavus	
Banette	Sableye	Shuppet	

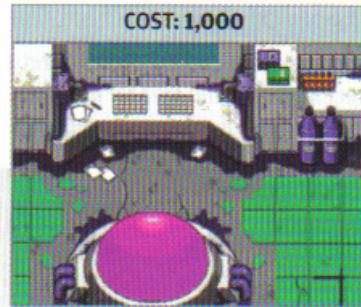


Decrepit Lab

You can purchase this Friend Area at the Wigglytuff Club.

AREA RESIDENTS (7)

Abra Porygon2 Ditto Porygon
Mr. Mime Kadabra Alakazam

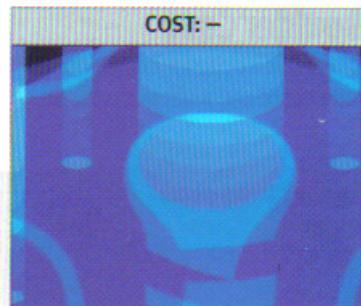


Deep-Sea Current

You will receive this Friend Area when you recruit Lugia.

AREA RESIDENT (1)

Lugia

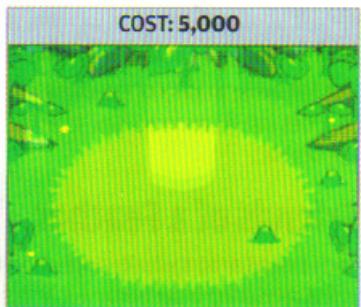


Energetic Forest

Pikachu, Skitty, and Meowth heroes and partners receive this Friend Area for free; otherwise you can purchase it at the Wigglytuff Club after beating the game.

AREA RESIDENTS (15)

Pikachu Slaking Slakoth Aipom
Persian Raichu Skitty Vigoroth
Snorlax Mankey Meowth Delcatty
Stantler Pichu Primeape

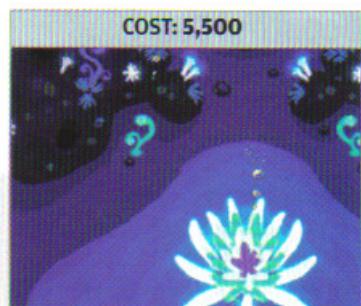


Deep-Sea Floor

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (12)

Omanyte Huntail Cradily Lanturn
Kabutops Omastar Gorebyss Clamperl
Lileep Chinchou Kabuto Relicanth



Flyaway Forest

You can purchase this Friend Area at the Wigglytuff Club.

AREA RESIDENTS (12)

Pidgey Murkrow Natu Togepi
Hoothoot Pidgeotto Swablu Xatu
Togetic Noctowl Pidgeot Altaria

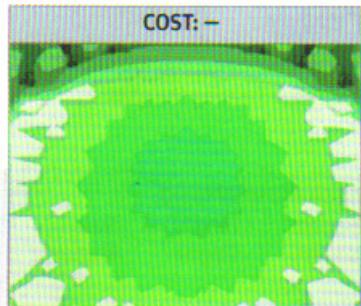


Dragon Cave

Offered as a prize for completing certain bulletin board and mailbox rescue jobs.

AREA RESIDENTS (3)

Bagon Shelgon Salamence



Frigid Cavern

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (7)

Jynx Glalie Smoochum Snorunt
Delibird Swinub Piloswine



Echo Cave

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (11)

Zubat Mawile Exploud Whismur
Wobbuffet Golbat Wynaut Nosepass
Loudred Dunsparsce Crobat



Furnace Desert

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (7)

Sandshrew Cacturne Flygon Cacnea
Vibrava Sandslash Trapinch



Enclosed Island

You will receive this Friend Area when you recruit Deoxys.

AREA RESIDENT (1)

Deoxys



Healing Forest

You will receive this Friend Area when you recruit Celebi.

AREA RESIDENT (1)

Celebi



Ice Floe Beach

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (5)

Seel Dewgong Spheal
Sealeo Walrein



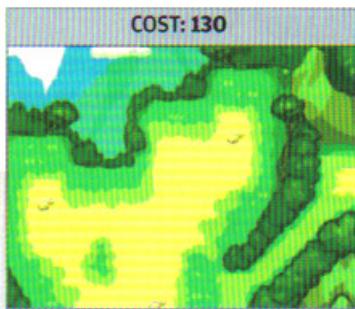
COST: 9,500

Mt. Deepgreen

Cubone heroes and partners receive this Friend Area for free; otherwise you can purchase it at the Wigglytuff Club.

AREA RESIDENTS (12)

Geodude Spoink Teddiursa Gligar
Cubone Graveler Grumpig Ursaring
Shuckle Marowak Golem Spinda



COST: 130

Jungle

You can purchase this Friend Area at the Wigglytuff Club.

AREA RESIDENTS (13)

Oddish Tropius Sunkern Sunflora
Bellsprout Gloom Vileplume
Exeggute Weepinbell Victreebel
Bellossom Exeggutor Tangela



COST: 800

Mt. Discipline

Machop heroes and partners receive this Friend Area for free; otherwise you can purchase it at the Wigglytuff Club.

AREA RESIDENTS (11)

Machop Meditite Makuhita Tyrogue
Hitmonlee Machoke Medicham Hariyama
Hitmontop Hitmonchan Machamp



COST: 1,200

Legendary Island

You will receive this Friend Area when you recruit Articuno, Zapdos, or Moltres.

AREA RESIDENTS (3)

Articuno Zapdos Moltres



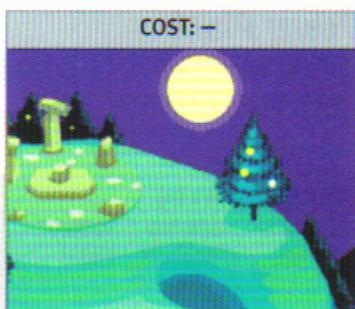
COST: –

Mt. Moonview

Offered as a prize for completing certain bulletin board and mailbox rescue jobs.

AREA RESIDENTS (6)

Clefairy Clefable Cleffa
Lunatone Solrock Jirachi



COST: –

Magnetic Quarry

You can purchase this Friend Area at the Wigglytuff Club.

AREA RESIDENTS (3)

Beldum Metang Metagross



COST: 1,000

Mushroom Forest

You can purchase this Friend Area at the Wigglytuff Club.

AREA RESIDENTS (7)

Paras Breloom Shiftry Shroomish
Nuzleaf Parasect Seedot



COST: 500

Mist-Rise Forest

You will receive this Friend Area as a gift when the Wigglytuff Club opens.

AREA RESIDENTS (14)

Caterpie Cascoon Silcoon Yanma
Weedle Metapod Dustox Beautifly
Ledyba Kakuna Butterfree
Wurmple Ledian Beedrill



COST: –

Mystic Lake

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (4)

Lapras Dragonite Dratini Dragonair



COST: 2,500

Mt. Cleft

Charmander heroes and partners receive this Friend Area for free; otherwise you can purchase it at the Wigglytuff Club.

AREA RESIDENTS (9)

Charmander Charmeleon Charizard
Larvitar Pupitar Tyranitar
Aron Lairon Aggron



COST: 5,000

Overgrown Forest

Treecko heroes and partners receive this Friend Area for free; otherwise you can purchase it at the Wigglytuff Club.

AREA RESIDENTS (9)

Scyther Pinsir Sudowoodo
Scizor Heracross Treecko
Grovyle Sceptile Kecleon



COST: 600

Peanut Swamp

Mudkip heroes and partners receive this Friend Area for free; otherwise you can purchase it at the Wigglytuff Club.

AREA RESIDENTS (7)

Wooper Whiscash Swampert Barboach
Marshtomp Quagsire Mudkip



Sacred Field

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (3)

Raikou Entei Suicune

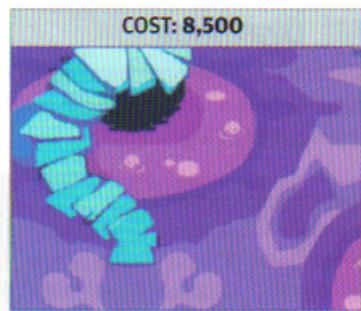


Poison Swamp

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (6)

Grimer Muk Koffing
Weezing Gulpin Swalot

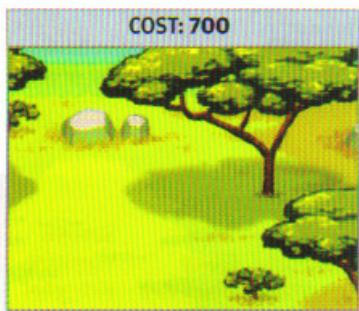


Safari

You can purchase this Friend Area at the Wigglytuff Club.

AREA RESIDENTS (15)

Nidoran ♀ Phanpy Kangaskhan Rhyhorn
Nidoran ♂ Nidorina Donphan Tauros
Doduo Nidorino Nidoqueen Miltank
Rhydon Dodrio Nidoking



Power Plant

You will receive this Friend Area as a gift when the Wigglytuff Club opens.

AREA RESIDENTS (6)

Magnemite Magneton Voltorb
Electrode Electabuzz Elekid

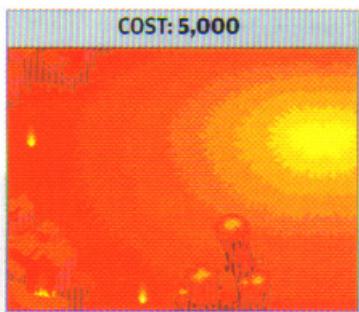


Scorched Plains

Cyndaquil and Torchic heroes and partners receive this Friend Area for free; otherwise you can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (10)

Growlithe Blaziken Torchic Combusken
Rapidash Arcanine Ponyta
Typhlosion Cyndaquil Quilava



Rainbow Peak

You will receive this Friend Area when you recruit Ho-Oh.

AREA RESIDENT (1)

Ho-Oh



Seafloor Cave

You will receive this Friend Area when you recruit Kyogre.

AREA RESIDENT (1)

Kyogre



Ravaged Field

You can purchase this Friend Area at the Wigglytuff Club.

AREA RESIDENTS (5)

Spearow Fearow Skarmory
Houndour Houndoom



Secretive Forest

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (9)

Venonat Venomoth Spinarak
Ariados Pineco Forretress
Nincada Ninjask Shedinja



Rub-a-Dub River

Totodile heroes and partners receive this Friend Area for free; otherwise you can purchase it at the Wigglytuff Club.

AREA RESIDENTS (7)

Goldeen Illumise Feraligatr Volbeat
Croconaw Seaking Totodile

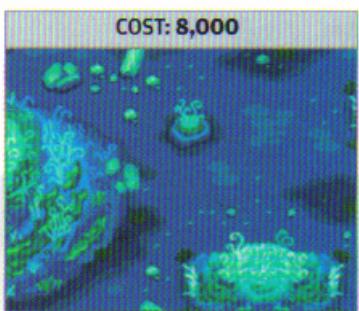


Serene Sea

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (4)

Qwilfish Wailord Mantine Wailmer



Shallow Beach

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (5)

Krabby Kingler Corsola
Wingull Pelipper

**Transform Forest**

Eevee heroes and partners receive this Friend Area for free; otherwise you can purchase it at the Wigglytuff Club.

AREA RESIDENTS (6)

Eevee Vaporeon Jolteon
Flareon Espeon Umbreon

**Sky Blue Plains**

Offered as a prize for completing certain bulletin board and mailbox rescue jobs.

AREA RESIDENTS (13)

Jigglypuff Gardevoir Ralts Kirlia
Chansey Wigglytuff Lickitung .
Snubbull Iggybuff Girafarig
Blissey Granbull Smeargle

**Treasure Sea**

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (10)

Horsea Luvdisc Anorith Armaldo
Octillery Seadra Remoraid
Sharpedo Kingdra Carvanha

**Southern Island**

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (2)

Latias Latios

**Turtleshell Pond**

Squirtle or Psyduck heroes and partners receive this Friend Area for free; otherwise you can purchase it at the Wigglytuff Club.

AREA RESIDENTS (10)

Squirtle Crawdaunt Azurill Corphish
Psyduck Wartortle Blastoise
Azumarill Golduck Marill

**Stratos Lookout**

You will receive this Friend Area when you recruit Rayquaza.

AREA RESIDENT (1)

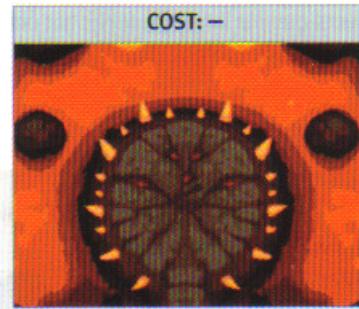
Rayquaza

**Volcanic Pit**

You will receive this Friend Area when you recruit Groudon.

AREA RESIDENT (1)

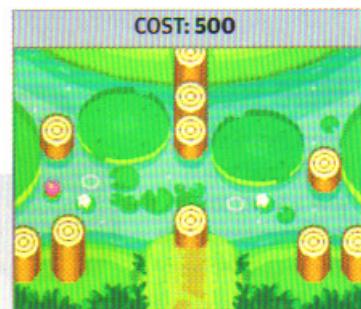
Groudon

**Tadpole Pond**

You can purchase this Friend Area at the Wigglytuff Club.

AREA RESIDENTS (9)

Poliwag Poliwhirl Poliwrath
Politoad Lotad Lombre
Ludicolo Surskit Masquerain

**Waterfall Lake**

You can purchase this area at the Wigglytuff Club after beating the game.

AREA RESIDENTS (4)

Magikarp Milotic Gyarados Feebas

**Thunder Meadow**

You can purchase this Friend Area at the Wigglytuff Club.

AREA RESIDENTS (11)

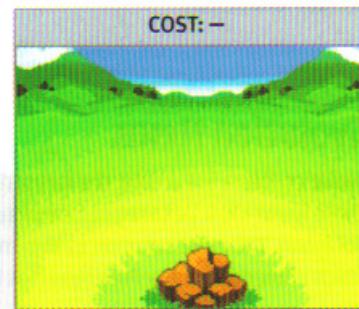
Sentret Castform Plusle Electrike
Flaaffy Furret Chimecho Minun
Manectric Ampharos Mareep

**Wild Plains**

You will receive this Friend Area as a gift when the Wigglytuff Club opens.

AREA RESIDENTS (13)

Rattata Seviper Linoone Zangoose
Arbok Raticate Ekans
Hypno Farfetch'd Drowzee
Zigzagoon Poochyena Mightyena



ITEMS AND ITEM USE

There's no point hoarding items on your dungeon forays, since you'll find more items than you can possibly hold. Use them freely to defeat foes, heal friends, and fill your belly.

Basic Dungeon Items

Most of the items that you'll find on your journey can be used only within dungeons, and will disappear after a single use. Dungeon items include food to fill your belly, berries to heal wounds, seeds that may help or harm, and orbs that do all sorts of zany things.

Food Items

Whenever your leader moves or uses a move, it will consume a bit of the food in its Belly. If the Belly hits zero, the Pokémon's attack strength will drop and it will lose HP every turn. Eat food (mostly Apples) whenever your Belly gets low. Certain food items may even increase the amount your Belly can hold.



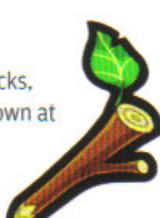
Berries

All berries have restorative properties, recovering lost HP or curing conditions like Paralysis, Confused, and Poison. When you give berries to a Pokémon to hold, the Pokémon will use them automatically when its HP gets low or it gets hit with the relevant status condition.



Weapons

Items like Gravelerocks, Sticks, and Iron Thorns can be thrown at foes to deal damage from long range. Most ignore the target's type and some do fixed amounts of damage regardless of the situation. These items come in large quantities but only take a single toolbox slot.



Seeds

Helpful seeds can revive a fainted Pokémon, make a Pokémon breathe fire, or even boost a Pokémon's max HP, while harmful seeds can cause Sleep or Confused or completely drain a Pokémon's Belly. Eat the good ones and throw the bad ones at your foes!



Drinks

The most common drink you'll find is the Max Elixir. This beverage refills the lost PP of all of a Pokémon's moves, and is absolutely essential in long dungeons. Buy every Max Elixir you see and bring a few on each of your dungeon forays in case you don't find any on the ground.



Other Items

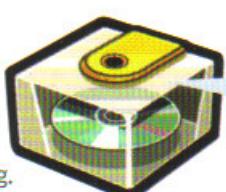
Poké

Poké is the currency of Pokémon Square and is accepted in all shops.



Link Boxes

Link Boxes allow a single Pokémon to reorder, link, and delink any of its moves in the middle of a dungeon foray. Link Boxes disappear after one use.



Evolution Items

Evolution items are among the rarest dungeon treasures. These items must be taken to Luminous Cave to evolve certain Pokémon. The most common Evolution item is the Link Cable, which is needed for any Pokémon that traditionally evolves via trading.



Pokémon Enhancement Items

TMs & HMs

You can teach new moves to Pokémon with TMs and HMs, which appear as blue and gold discs, respectively. You can use each TM disc only once (unless you can use the Recycle move to revive it), but you can find and purchase copies of the same TM multiple times. You can use HMs any number of times, and to enter certain dungeons you will need to bring a Pokémon that knows the HM's move, or bring the HM itself in your toolbox.



Stat-Enhancement Drinks

Other drinks are rare, but no less valuable. When consumed, Iron, Protein, Zinc, and Calcium will permanently boost one of a Pokémon's base stats by three points. Such drinks are among the game's rarest items.

Held Items

Items like ribbons, bands, and scarfs give a boost to the Pokémon that holds them—quicker healing, boosted stats, or immunity to a status condition, for example. Some, like the Friend Bow or X-Ray Specs, are effective only when held by the party leader.



Gummis

Pokémon love to eat gummis. These strange foods boost a Pokémon's IQ and can even boost their stats if eaten in a Friend Area. Each Pokémon type has a favorite flavor that gives it an extra boost, so check the description on each gummi to see which Pokémon it will help the most.



Keys and Key Items

Certain dungeons have key items that trigger events within the dungeon, such as the Buried Relic's Music Box or the Wish Cave's Wish Stone. You will also find literal Keys, which are used to unlock treasure rooms (any key will fit any lock) and are used in several different dungeons.

Collecting Items

The three standard ways to get items are to find them in dungeons, purchase them from Kecleon Shops, and earn them as prizes from rescue jobs.

Random Dungeon Finds

When generating each floor and placing items randomly, each dungeon draws from a different list of items. For example, TMs may be common in one dungeon, rare in another, and not appear at all in a third. As you play, take note of which items appear commonly in which dungeons so you'll know where to go to seek particular items.



Trawl Orbs

When exploring dungeons, you'll often find the stairs immediately. If you use a Trawl Orb in such situations, you can pull all of a floor's items directly to your team. You can then take the stairs and know that you didn't miss a thing.

Pokémon Square

A Kecleon Shop in Pokémon Square sells many useful items. Speak to the Kecleon on the left to buy staples like berries, Apples, and Max Elixirs, and speak to the Kecleon on the right to buy more-exotic items, like orbs and TMs. The shop stock changes daily, so visit often.

Stealing from Kecleon

Certain dungeons host random Kecleon Shops, where all of the shop's stock appears on special carpet tiles. If you try to steal items by taking them without paying, you'll be banned from using Escape Orbs, and be assaulted by an endless stream of high-level Kecleon that will make reaching the stairs extremely difficult. If you want to steal the loot, use an Escape Orb after you take all the items but before you step off the carpet, or make your way to the stairs and then use a Trawl Orb to pull all the shop stock to you.

The Basics of Item Management

You'll have different commands for managing and using your inventory when you're in Pokémon Square, a Friend Area, or a dungeon. Here are the basic methods of using, exchanging, and disposing of items.

Use an Item

Some items can be used only in dungeons, while a few (like HMs) can be used only outside of dungeons. If an item can be used in your current location, the Use option will appear when you select it from an item menu.



EAT OR INGEST AN ITEM

When selecting food, berries, and drinks, the Use option is replaced by Eat or Ingest. This should remind you that the item will affect only your leader.

Throw an Item

In a dungeon, you can throw any items. This is obviously most useful for offensive items like Gravelerocks and Hunger Seeds, but you can throw any item to deal one point of damage or to simply get it out of your toolbox.



Throwing Items at Friends

If you throw a consumable item like an Oran Berry, Max Elixir, or gummi at a friend, the friend will consume that item on contact. If you throw a nonconsumable item like a ribbon at a friend who has the Item Master IQ skill, it will catch and hold it. But if it's already holding an item, the item you throw will deal one point of damage and be destroyed on contact.

Trash an Item

Outside of dungeons, you can "Trash" any item in your inventory to get rid of it permanently. If the item has any value, however, you'd be better off selling it at the Kecleon Shop.

Place an Item

You can't select Trash for items in dungeons, but you can throw them wildly or select Place to set that item on the ground. If you place an item in an enemy's path, the enemy may pick it up and use it.

Using Items on the Ground

You can't pick up the items you step on if your toolbox is full, but you can still interact with them by choosing "Ground" from the main menu. The Switch command will let you swap that item with an item in your toolbox, the Throw command will let you hurl it as if you were holding it, and the Use or Eat command will let you consume it right off the floor.

Give an Item to a Friend

Each Pokémon can hold one item that does not count toward your 20-item toolbox. You can transfer an item to a Pokémon with the Give command, or take it back by pressing left or right on the item list until you find that Pokémon's inventory, then selecting the Take command.

Friend Area Item Use

Outside of dungeons you can use the Give and Take commands only by selecting a Pokémon in the Team menu or by visiting it in its Friend Area. Visiting a Pokémon in its Friend Area will also allow you to feed it gummis for the maximum possible effect. Friend Area item options are listed below.



GIVE GUMMI

You can feed Pokémon gummis in dungeons, but Pokémon will get a stat boost from gummis only when you use the Give Gummi command in their Friend Areas.

GIVE

While you're speaking to a Pokémon in its Friend Area, you can give the Pokémon an item to hold.

TAKE

If you want to reclaim a Pokémon's held item, you can do so by visiting it at its Friend Area. There's no need to add the Pokémon to your team first.

Managing Your Toolbox

Each Pokémon rescue team gets a toolbox as part of its welcome kit. Since the size of your toolbox can never be expanded and you'll find hundreds of items in large dungeons, it is important to manage your inventory very carefully.

Drop off Items with Kangaskhan

It's a good idea to visit Kangaskhan Storage before every dungeon foray, even if your inventory contains only a single unneeded item. Make a habit of dropping off everything you won't need and resupplying yourself with whatever recovery items you were forced to use in the previous dungeon.

Use Seeds and Orbs with Abandon

Your toolbox will fill up fast in dungeons where seeds and orbs are common. You can't take them all home with you, so use them regularly to keep open slots in your toolbox. Using a Petrify Orb to stun only a single foe may feel like a waste, but it's better than not using it at all.

Space in Your Toolbox is Limited to 20 Items

Your toolbox has only 20 item slots, so you'll need to make the most out of them. Conserve space by bringing only one type of projectile (if you find more, they'll be stored in the same slot rather than taking up a new slot), bringing Huge Apples instead of multiple smaller Apples, and leaving extra recovery items at home.



Equip Yourself and Your Team with Items

Don't forget that every Pokémon on your team can hold a single item. Even if the item has no effect when held, like an orb or TM, you can pass it off to new recruits or friends who have already eaten their berries, just to make use of the extra inventory space.

Use and Eat Items off the Ground

When your toolbox is completely full, you'll often see berries, orbs, and seeds that aren't worth freeing up an inventory slot for. If the item has any small positive effect, like filling your belly slightly, use the Ground menu to eat or use the item right off the ground.

Losing Items in Dungeons

Don't get too attached to the items you find or buy, since there are plenty of ways that you could lose them on your travels. Many lost items can even be used against you, since your foes share the ability to use and hold items.

Fainting in a Dungeon

If your leader faints in a dungeon, you'll lose all of your team's held items and half of your toolbox items, chosen at random. You may be tempted to reset, but consider all the Exp. Points you've gained before you reach for the switch.



Call for Help

There is one way to get your items back if you faint: send a distress call to a friend and wait for your pal to save you. See page 60 for details.

Enemies Stealing Items

Enemy moves like Knock Off can knock a held item out of a Pokémon's hands, while moves like Thief can steal it and put it into the attacker's inventory. Hunt down these enemies and knock them out to get your items back.

Enemies Finding Items

Enemies will pick up items they step on, allowing them to snatch valuable treasures before you even see them. Whenever this happens, a message will appear telling you what foe found what item. If it's worth retrieving, hunt down every Pokémon of the offending species to reclaim what should be yours.

Enemies Catching Items

When you throw items like Gravelerocks and harmful seeds, there's a chance your target will catch the item instead of being damaged by it. That foe can then use the item against you and your team.

Items You Want to Lose

Of course, not every loss is a tragedy. As you travel, your inventory may fill up with useless items like Used TMs (useless if you don't have the Recycle move, that is) and the Plain Seeds that are left behind when a Reviver Seed is used. Toss these to save space.

Sticky Items

When a Pokémon steps on a Sticky Trap its held item or a random toolbox item will get coated with goo. Sticky items have an X by their name and cannot be used. When held items become sticky, they lose their effects and cannot be removed or replaced.



FIXING STICKY ITEMS

There are only two ways to clean up sticky items. One is to use a Cleanse Orb, which will remove the stickiness from all held and toolbox items. The other method is simply to carry the sticky item out of the dungeon with you.

POKÉMON SQUARE

Pokémon Square is the hub of your adventure. You will return here at the end of every mission to save your game, visit shops, look for work, and chat with the townsfolk.

Pokémon Square Locations

The businesses in Pokémon Town will be shuttered at the start of the game, but all will open their doors within the first few hours of play. One of the most important areas in Pokémon Square is the humble tiled plaza at its center, where Pokémon meet to discuss interesting rumors and the recent developments in their world.

TO FRIEND AREAS
see page 46



RESCUE-TEAM BASE

KECLEON SHOP
see page 56



LUMINOUS CAVE
see page 45

FELICITY BANK
see page 56

TO DUNGEONS
Over 40 dungeons will be unlocked during the course of the game, and you'll reach them all via this path. On the dungeon list, an envelope icon represents an accepted rescue job, while a "GO" icon indicates an important storyline objective.



WIGGLYTUFF CLUB
see page 46

KANGASKHAN STORAGE
see page 56



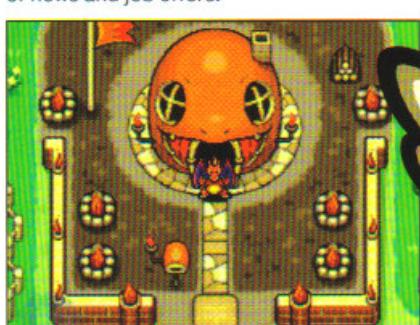
GULPIN LINK SHOP
see page 56

PELIPPER POST OFFICE
see page 56

MAKUHITA DOJO
see page 57

Your Team Base

Your hero begins each new day inside your rescue team's base, and on most days you'll find your partner waiting just outside. Resources include the bed where you can save your game at any time, and the mailbox where you'll find a steady supply of news and job offers.



Customize Your Pad

The status of your rescue team will quickly outgrow your humble dwelling. Fortunately, you can renovate your base as your quest continues, ultimately transforming its exterior into the shape of your hero's head. You can also redesign your team flag and acquire decorative statues by completing special rescue jobs, clearing the Makuhita Dojo, or attaining the Lucario rank (see page 59).

■ UPGRADE YOUR TEAM BASE

The Punish Bad Mankey quest is the first step on the road to a complete team-base renovation. See page 77 for more details, or see the final results for each Pokémon in the Starting Pokémon section (pages 11-26).

■ REDESIGN YOUR TEAM FLAG



If you can rescue Smeargle from Howling Forest (see page 78) it will thank you by redesigning your flag whenever you ask. Smeargle can ultimately design 15 different flags.

Kecleon Shop and Kecleon Wares

The Kecleon Brothers each sell different items from the same storefront. The green brother sells basic staples, including Apples, seeds, throwing items, and some held items. The purple brother stocks TMs and orbs. The shop stock changes regularly, and you should stop by to check it out every day. Even if you aren't looking for anything specific, you don't want to miss a chance at an invaluable item like a Reviver Seed or Joy Seed.

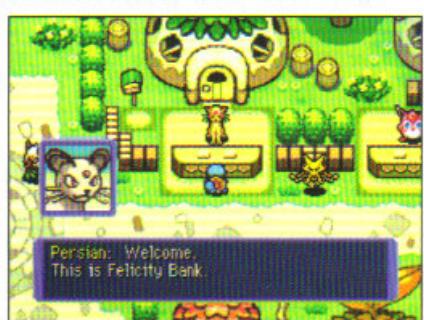


Kecleon Shops in Dungeons

The Kecleon Shop is a "nationwide chain" that includes several small shops located in dungeons. These shops sell everything from basic staples to rare held items, and offer an invaluable opportunity to sell excess inventory during a quest. However, the shopkeepers are very strict about shoplifting, so don't pick up anything you can't pay for.

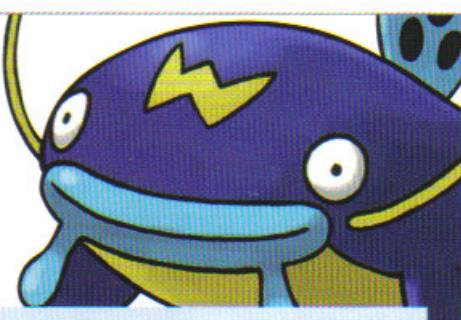
Felicity Bank

When your leader faints in a dungeon, all the Poké you have on hand will be wiped out. That's why you should visit Felicity Bank after completing the day's shopping to deposit your remaining Poké. Try to keep at least a few thousand Poké in the bank for when a treasure pops up at the Kecleon Shop.



Whiscash Pond

Whiscash is among the oldest and wisest residents of Pokémon Square. When you can't figure out what to do next, pay Whiscash a visit—it may be able to point you in the right direction.



Evolve Pokémon in Luminous Cave

After you beat the game, a strange pit will appear on the island in Whiscash Pond. That pit leads to Luminous Cave, where you can evolve eligible Pokémon.

Kangaskhan Storage

You can hold only 20 unique items in your toolbox, but there's no limit to the number of items Kangaskhan will allow you to store for free. Pay Kangaskhan a visit before every mission to unload excess inventory and pick up the gear you'll need on your next job.

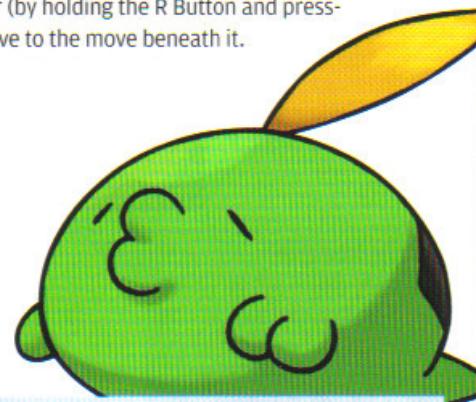


Selecting Multiple Items

You can transfer large numbers of items to or from your storage by moving the cursor to each item and pressing the L or R Button to highlight it. When you're done, select a highlighted item and press the A Button to execute the transfer.

Gulpin Link Shop

For a flat fee of 150 Poké, Gulpin will allow you to link any number of moves for any member of your party. Just put the moves in order (by holding the R Button and pressing up or down), and select Link to bind a move to the move beneath it.



Remembering Lost Moves

Without charging an additional fee, Gulpin can allow any Pokémon to replace a known move with a move it forgot when it leveled up. Whenever you recruit a new Pokémon that has a full move list, bring it to Gulpin to see what moves it may have forgotten.

Pelipper Post Office

The Pelipper Post Office allows Pokémon in different worlds to communicate with each other. It's here that you can receive the SOS Mail that marks the beginning of a Friend Rescue mission (see page 60), and send or receive Thank-You Mail and A-OK Mail. The bulletin board outside is a great place to look for rescue jobs.



Bulletin Board

The bulletin board is updated with new rescue requests on a daily basis. The rescue-job parameters are generated randomly, so some jobs may offer great rewards for simple tasks!

Makuhita Dojo

You'll find the Makuhita Dojo south of Pokémon Square. There you can train your Pokémon in mazes that consist of two levels of standard combat and a third level in which your team will square off against an enemy team. All of the mazes have a theme based on a Pokémon type, so you'll know exactly what you're getting into when you step inside.

In the Training Grounds

You can earn Exp. Points in the Makuhita Dojo, but you won't find any items, and recruiting is strictly forbidden. The mazes are short, so you shouldn't need to worry about running out of PP or food.



Rewards

Makuhita will reward diligent trainers with bottles of Ginseng. You'll get one bottle for beating all 17 mazes in the first three waves and an additional bottle for beating each "team" maze in the final wave. That's five bottles in all!



Unlocking More Training Courses

The Makuhita Dojo opens with six simple mazes, and new ones are added as the game's storyline progresses. The final wave of new mazes will be unlocked after you beat the game.

A Special Reward for Clearing the Dojo

If you complete all 21 standard dojo mazes (exempting the "extra maze" that requires both versions of the game), Makuhita will place a statue of an as-yet-undiscovered Pokémon outside your team base.

The Training Courses

The key to beating each training course is to consult the type-matching chart on page 36 and make a party of Pokémons that are super effective against each maze's type. If your Pokémons have a type advantage, you can run Pokémons that are much lower-level than the Pokémons in the dojo, earning relatively large amounts of Exp. Points and leveling up quickly. The mazes are presented in the order in which they appear in the menu, not the order in which they're unlocked.

Normal Maze

Most Pokémons should worry about Raticate's Hyper Fang move, but the bigger concern for Fighting-types is Farfetch'd's Flying-type Peck attack. In the boss room, concentrate on Furret, as its Fury Swipes move makes it the biggest threat.

Boss Battle

83 Farfetch'd

TYPE: NRM-FLY
LEVEL: 10 HP: 40

162 Furret

TYPE: NRM
LEVEL: 14 HP: 72

263 Zigzagoon

TYPE: NRM
LEVEL: 5 HP: 25

Fire Maze

The Pokémons here are fairly high-level, so type-trumping them with a Water-type will be essential. Wear items that protect against Sleep if you have them, as Slugma is fond of the sleep-inducing Yawn move.

Boss Battle

77 Ponyle

TYPE: FIRE
LEVEL: 30 HP: 75

218 Slugma

TYPE: FIRE
LEVEL: 16 HP: 66

240 Magby

TYPE: FIRE
LEVEL: 17 HP: 64

Water Maze

You'll face only Poliwag in this maze, but their assortment of moves will provide plenty of challenge. Hold Sleep-preventing items to guard against Hypnosis, and try to avoid giving them a clear shot with their long-range Bubble attack.

Boss Battle

60 Poliwag (x3)

TYPE: WTR
LEVEL: 10 HP: 40

Grass Maze

Your foes' strategy is to paralyze your Pokémons or put them to sleep, then slowly drain their health. Bring a large party and give everyone offensive tactics so they can come to the defense of any Pokémon that is disabled by such trickery.

Boss Battle

102 Exeggute

TYPE: GRS-PSY
LEVEL: 1 HP: 12

191 Sunkern

TYPE: GRS
LEVEL: 1 HP: 12

285 Shroomish

TYPE: GRS
LEVEL: 9 HP: 35

331 Cacnea

TYPE: GRS
LEVEL: 13 HP: 52

Electric Maze

Electrike will attempt to paralyze all comers with the Thunder Wave move and its own Static ability. Protect yourself with a Persim Band or use long-ranged moves and items so it can't get close enough to try.

Boss Battle

100 Voltorb (x2)

TYPE: ELC
LEVEL: 3 HP: 20

309 Electrike (x2)

TYPE: ELC
LEVEL: 12 HP: 53

Ice Maze

Most of your foes use Normal-type attacks, with Snorunt's Powder Snow as a notable exception. Powder Snow will hit everyone on your team, so in the boss fight you'll want to eliminate Snorunt as quickly as possible.

Boss Battle

220 Swinub

TYPE: ICE-GRD
LEVEL: 8 HP: 35

221 Piloswine

TYPE: ICE-GRD
LEVEL: 16 HP: 75

361 Snorunt

TYPE: ICE
LEVEL: 20 HP: 70

Fighting Maze

Your Flying- and Psychic-types will be unstoppable here, but you won't be able to exploit that weakness easily until you've beaten the game. Concentrate on eliminating Hitmonlee with thrown items and ranged attacks, as it is by far the greatest threat.

Boss Battle

236 Tyrogue

TYPE: FTG
LEVEL: 6 HP: 30

307 Meditite

TYPE: FTG-PSY
LEVEL: 6 HP: 30

106 Hitmonlee

TYPE: FTG
LEVEL: 22 HP: 65

Ground Maze

The damage dealt by Diglett's Magnitude move varies randomly, and an unlucky break can leave your party obliterated. Give your party members aggressive tactics so they'll fan out and KO the Diglett pair before they can harm the leader.

Boss Battle

50 Diglett (x2)

TYPE: GRD
LEVEL: 20 HP: 57

231 Phanpy (x2)

TYPE: GRD
LEVEL: 14 HP: 55

Flying Maze

This is a good area in which to level up new recruits. Doduo is the biggest threat, knowing both the damage-reflecting Pursuit move and the potentially fatal Fury Attack. Hit it from a distance or disable it with a status condition as soon as it gets close.

Boss Battle

16 Pidgey

TYPE: NRM-FLY
LEVEL: 1 HP: 10

84 Doduo

TYPE: NRM-FLY
LEVEL: 14 HP: 50

83 Farfetch'd

TYPE: NRM-FLY
LEVEL: 10 HP: 40

Psychic Maze

Wobbuffet's assortment of defensive moves makes this maze a true puzzle. If Wobbuffet uses Mirror Coat, use physical attacks. If it uses Counter, use special attacks. If it uses Destiny Bond, you have no choice but to avoid combat until the Destiny Bond effect fades.

Boss Battle

202 Wobbuffet (x3)

TYPE: PSY
LEVEL: 30 HP: 100

Poison Maze

It's hard to avoid getting Poisoned here, as both Nidoran have the Poison Point ability that can inflict the condition on attackers. Use Pecha items to counteract the poison or high-HP Pokémon who can finish the maze before the poison brings them down.

Boss Battle

29 Nidoran ♀ (x2)

TYPE: PSN
LEVEL: 4 HP: 14

32 Nidoran ♂ (x2)

TYPE: PSN
LEVEL: 12 HP: 52

Bug Maze

Weedle's long-range String Shot move will slow down your Pokémon, allowing Beedrill to get close and KO you with Fury Attack. Try not to let Weedle get a clear shot, and use ranged moves and items to eliminate Beedrill early.

Boss Battle

13 Weedle

TYPE: BUG-PSN
LEVEL: 8 HP: 31

15 Beedrill

TYPE: BUG-PSN
LEVEL: 10 HP: 55

127 Pinsir

TYPE: BUG
LEVEL: 6 HP: 30

Rock Maze

Sudowoodo will generally stay put, allowing you to defeat the more-aggressive attackers and then KO it at your leisure. (You are here for the Exp. Points, after all.) If any of your allies have Bubble, make sure they're set up to use it!

Boss Battle

74 Geodude

TYPE: RCK-GRD
LEVEL: 5 HP: 30

185 Sudowoodo

TYPE: RCK
LEVEL: 7 HP: 35

247 Pupitar

TYPE: RCK-GRD
LEVEL: 17 HP: 66

Ghost Maze

The Ghost-type ability to pass through walls makes this one of the toughest mazes. Bring plenty of Gravelerocks, as they can fly over walls (and even into walls) to damage Gasty. If you catch Gasty in the open, use special attacks instead of Normal-type ones.

Boss Battle

92 Gasty (x3)

TYPE: GHO-PSN
LEVEL: 23 HP: 74

Dragon Maze

Dragon-types are worth a lot of Exp. Points, making this a great place for even experienced Pokémon to level up. If you can't exploit their Ice-type weakness, at least refrain from using Water-, Fire-, Grass-, and Electric-type attacks, which they're resistant to.

Boss Battle

371 Bagon (x2)

TYPE: DRG
LEVEL: 16 HP: 51

372 Shelgon (x2)

TYPE: DRG
LEVEL: 19 HP: 66

Dark Maze

Poochyena flee when their HP gets low, so use Gravelerocks or ranged attacks to hit them as they run, and claim your Exp. Points. Beware of Murkrow's Pursuit move; if you can't deal enough damage to KO it, throw an item instead of attacking.

Boss Battle

261 Poochyena (x2)

TYPE: DRK
LEVEL: 3 HP: 28

198 Murkrow (x2)

TYPE: DRK-FLY
LEVEL: 14 HP: 48

Steel Maze

This is a good place to bring new Fire-, Fighting-, Water-, or Electric-type recruits for training. When battling Beldum, try to KO it with a single attack, or it may KO itself with recoil from the Take Down move and deprive you of the Exp. Points.

Boss Battle

304 Aron (x2)

TYPE: STL-RCK
LEVEL: 6 HP: 26

374 Beldum (x2)

TYPE: STL-PSY
LEVEL: 5 HP: 24

Team Shifty

Lower floors hold only low-level Nuzleaf, so this maze doesn't truly begin until the boss fight. Shiftry is the big threat, as its Nature Power move will cause Paralysis. Make sure everyone in your party can attack independently to keep the battle going.

Boss Battle

274 Nuzleaf (x2)

TYPE: GRS-DRK
LEVEL: 10 HP: 68

275 Shiftry

TYPE: GRS-DRK
LEVEL: 20 HP: 95

Team Constrictor

You begin this boss battle far apart, staring down Octillery's Octazooka and Tentacruel's Bubblebeam. Set your team to use long-range attacks of their own instead of advancing; if they get too close they'll be disabled by Confuse Ray and Constrict.

Boss Battle

73 Tentacruel

TYPE: WTR-PSN
LEVEL: 33 HP: 125

224 Octillery

TYPE: WTR
LEVEL: 30 HP: 150

346 Cradily

TYPE: RCK-GRS
LEVEL: 45 HP: 160

Team Hydro

Although your foes are roughly equal in terms of offensive power, you should focus on eliminating Blastoise before it can boost itself too high with Protect. Bring plenty of Grass- and Electric-type Pokémon who are set to use only moves of those types.

Boss Battle

9 Blastoise

TYPE: WTR
LEVEL: 38 HP: 153

160 Feraligatr

TYPE: WTR
LEVEL: 32 HP: 100

260 Swampert

TYPE: WTR-GRD
LEVEL: 37 HP: 168

Team Rumblerock

All the foes in this maze will focus on area-effect Magnitude and Selfdestruct moves. Use ranged attacks like Bubble, Bubblebeam, and Bullet Seed to KO them from afar, or linked attacks to KO them in one turn when they approach.

Boss Battle

75 Graveler (x2)

TYPE: RCK-GRD
LEVEL: 22 HP: 77

76 Golem

TYPE: RCK-GRD
LEVEL: 15 HP: 84

Visiting Teams

To open the final training ground you must be playing the Blue Rescue Team version (DS) and have a friend with the Red Rescue Team version (GBA). Insert your friend's Red Rescue Team game into the DS's GBA-Pak slot. Start your game and choose Receive Team from the opening menu. Your friend's active team will become the bosses in a new dojo maze!



The first two floors will be populated by low-level Pokémon like Pidgey and Rattata.

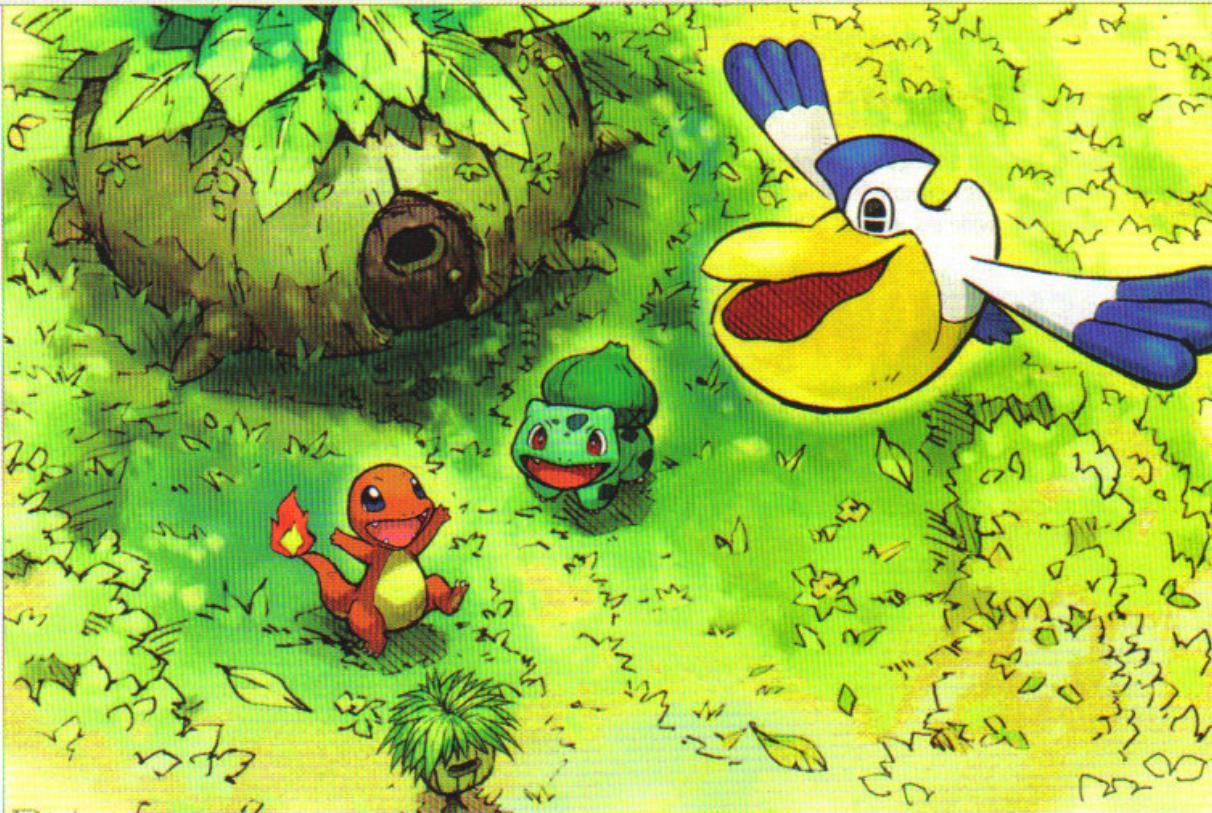
On the final floor, you'll face off against your friend's Pokémon, which will now be controlled by the computer.

RESCUE-TEAM COMMUNITY

Being a rescue-team leader is a responsibility as well as a privilege. When stranded in a dungeon, friends and strangers alike may call for your help. Don't let them down!

Rescue Team Jobs

Random rescue requests will appear in your mailbox and on the post office bulletin board. While these quests are almost always optional, it's important to do as many as you can to raise your rescue team's rank, earn rewards, and level up your Pokémons. Many storyline events take several days to unfold, and there is no better way to spend the days between events than attempting optional rescue jobs.



Pelipper Missions and the Bulletin Board

When selecting rescue jobs, consult both your mailbox and the post office bulletin board. If you find a job that looks promising, accept any other jobs that take place in the same area so you can kill two (or more) birds with one stone. If no other jobs are available in the same dungeon, you may want to leave the job in your job list and check back later.

Reading Rescue Requests

Some jobs offer great rewards for little effort, while others will require more effort for lesser prizes.

OBJECTIVE

Some jobs require you to escort a weak Pokémon or bring a Pokémon a valuable item. These jobs are hard but do not necessarily offer proportionate rewards.

LOCATION

When possible, select jobs that take place in areas that have good items or recruitment opportunities.

DIFFICULTY

Mission difficulty is ranked E-D-C-B-A-S-★, with ★ being the hardest. The higher the difficulty, the more Rescue Team Points you will receive.

RWARD

This is the most important part! Be sure to leap at jobs that offer Friend Areas as rewards.



Special Statue Rewards



If you happen to complete the right rescue job, you may find one of these special statues in front of your team base. Don't miss a chance at these rare rewards!

Managing Your Job List

Once you accept a job, it goes to your job list, which is accessible via the main menu. To begin a job, you must select it from your job list and choose Take Job. If you've lost interest, delete it to make space for other jobs.



Rescue-Team Rank

Whenever you complete a rescue job, you'll be awarded Rescue Team Points based on the job's difficulty. As you reach higher ranks, new types of jobs (such as escort missions and item-fetch quests) will begin to appear.

NORMAL RANK

0-49 Rescue Team Points

BRONZE RANK

50-499 Rescue Team Points

SILVER RANK

500-1,499 Rescue Team Points

GOLD RANK

1,500-2,999 Rescue Team Points

PLATINUM RANK

3,000-7,499 Rescue Team Points

DIAMOND RANK

7,500-14,999 Rescue Team Points

LUCARIO RANK

15,000 Rescue Team Points



Lucario Statue



Once you reach the highest rank, you'll find a statue of Lucario in front of your rescue-team base. Who might this mysterious Pokémon be?



Complete the Adventure Log

The adventure logs in the opening menu record your many achievements in *Pokémon Mystery Dungeon*. You'll earn many of the entries as you progress through the game's story, but later achievements will require recruiting boss *Pokémon* and even-more-challenging tasks. Making all 386 *Pokémon* a party leader for at least one dungeon? That could take some effort. The full list of entries can be found to the right.

ADVENTURE LOG 1

- Reached the Hill of the Ancients.
- Took to the road as fugitives.
- Prevented the meteor's collision.
- Broke the curse on Gardevoir.
- The rescue team base was completed.
- Rescued Smeargle.
- Spotted Munchlax.
- # of moves were learned.

ADVENTURE LOG 2

- # of Friend Rescues successful.
- # of *Pokémon* evolved.
- # of *Pokémon* joined the team.
- # of thieving attempts succeeded.
- # of floors were explored.
- All Friend Areas obtained.
- All *Pokémon* were made leaders.
- All *Pokémon* joined the team.

ADVENTURE LOG 3 ADVENTURE LOG 4

- Moltres joined the team.
- Zapdos joined the team.
- Articuno joined the team.
- Deoxys joined the team.
- Entei joined the team.
- Raikou joined the team.
- Suicune joined the team.
- Ho-Oh joined the team.
- Kyogre joined the team.
- Groudon joined the team.
- Rayquaza joined the team.
- Lugia joined the team.
- Celebi joined the team.
- Mew joined the team.
- Mewtwo joined the team.
- Jirachi joined the team.

Friend Rescue

If your leader faints in a dungeon, you can send a distress call to a friend either wirelessly, through a Wonder Mail password, or via the DS Dual Slot function. The friend that takes the job can then enter the dungeon where you collapsed, and battle to your position to provide aid. Instead of losing your Poké and items, your team will be revived at full health.

CLIENT TEAM

SEND A DISTRESS CALL

When your team is defeated you'll be given the option to send a distress call. If you choose to do so, you'll return to the opening menu. Select the Friend Rescue option, choose Get Help, and select Send SOS Mail. Confirm the details of where your party was knocked out, then choose a method by which to send your plea for help.

RECEIVE A-OK MAIL

Receive the A-OK Mail then select Revive Team from the opening menu. You will find yourself on the floor where you fainted, but you'll have full health and maybe a new *Pokémon* on your team.

SEND A THANK-YOU

The next time you visit town, show your gratitude by sending your friend a Thank-You Mail from the Pelipper Post Office. You can attach one item from your inventory as a reward.

SOS

A-OK

THANK-YOU

RESCUE TEAM

RECEIVE A DISTRESS CALL

In the opening menu under Friend Rescue (and then Go Rescue), or at the Pelipper Post Office, select Receive SOS Mail. Prepare your team, then choose Leave for Rescue and select your friend's SOS Mail.

RESCUE THE CLIENT TEAM



Enter the dungeon where your friend fainted and reach his position, which is marked with a red flag. This flag will always be in a Monster House, so be prepared!

SEND A-OK

After you rescue your friend's team, collect a reward of an item and some Rescue Team Points at the Pelipper Post Office, and send an A-OK Mail to your friend. If you are communicating wirelessly you can attach a Helper *Pokémon* to the mail. Your friend will gain the *Pokémon* as a recruit, but you will not lose it.

RECEIVE THANK-YOU MAIL

When you open the Thank-You Mail from your friend, you'll receive more Rescue Team Points, as well as any item that was included in the message. If you do a lot of rescues, be sure to delete your old Thank-You and SOS Mails so you'll have room for more later.

Trade Items

Players with the Blue Rescue Team version of the game can exchange items from their Kangaskhan Storage by selecting Trade Items on the opening menu.



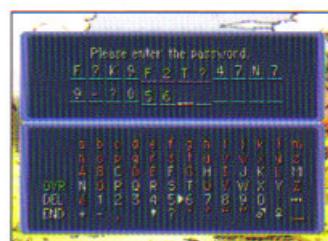
This feature is available only when both players are playing Blue Rescue Team.

Receive Teams

Use the Nintendo DS Dual Slot function to transfer the team from a Red Rescue Team game into the Makuhita Dojo of a Blue Rescue Team player. (See page 58.)

Wonder Mail

Wonder Mail allows players to share rescue jobs with each other. Each rescue job posting has a password, which another player can input via the opening menu's Wonder Mail option. If you find a job that has great rewards, use this function to let a friend do the job too.



Write down the password and give it to a friend. That friend can input the password into his game, and that rescue job will appear in the mailbox outside your friend's team base.



Wireless vs. Password Communication

Blue Rescue Team players can do all of their communication wirelessly, but they may wish to use password-based Wonder Mail to request help from friends over the phone or via e-mail. (Red Rescue Team players have no other choice.) Blue Rescue Team players can also save time by using the DS stylus to input the passwords they receive.



Helper *Pokémon*

When players are communicating wirelessly, they'll have the option of adding a Helper *Pokémon* to their A-OK Mail so that *Pokémon* can help the client through the rest of the dungeon. However, you can receive a Helper *Pokémon* only if you have an open slot in your party. Note that the game will not transfer the held items of Helper *Pokémon*.

Unknown Dungeons

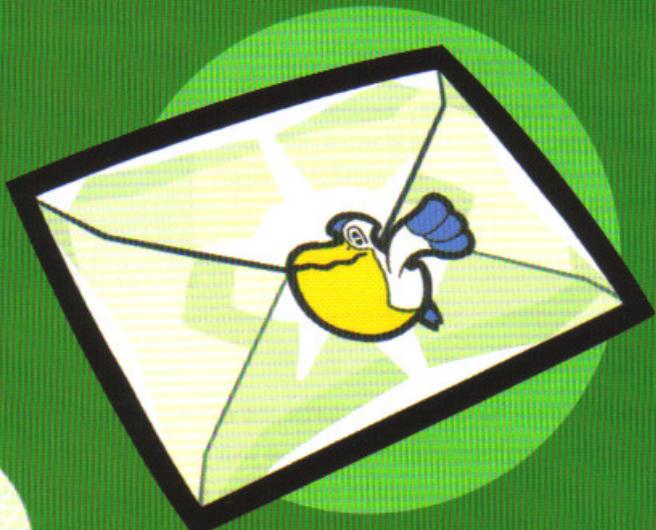
When you don't intend to play for a while, select the Unknown Dungeon option on the opening menu and close your DS (without turning off the power). Your game will enter Unknown Dungeon mode, and if there is another player in Unknown Dungeon mode within wireless range, your *Pokémon* will ostensibly go off on adventures together. If this happens, when you next open your DS you'll receive a rare item that your *Pokémon* found on its journey!

Recruit Missing *Pokémon*

Each version of *Pokémon Mystery Dungeon* has five *Pokémon* that are exclusive to that version. If you see a job posting in which one of the exclusive *Pokémon* is named in the client or objective field, send it to friends who are playing the other version to let that *Pokémon* appear in your friends' version of the game!

STORY MODE

Your adventure in the world of **Pokémon** begins when your hero and its partner form a rescue team.



STORY MODE CHECKLIST

Establish a rescue team, unlock the first series of dungeons, and solve the mystery of how you became a Pokémon.

Your Adventure Begins

After answering a few personality questions and choosing a partner, you'll awaken in an unfamiliar body and in an unfamiliar land. The world of Pokémon is in crisis—are you the solution? Or the cause?



TINY WOODS

P. 64

- Fight through three floors to reach Caterpie and escort it home.
- Visit your new team base, where you can save your game.
- Check your mail for a rescue team kit that includes a Toolbox, a Team Badge, and some useful advice. Your first job is to rescue Magnemite in Thunderwave Cave.

THUNDERWAVE CAVE

P. 64

- Fight through five floors to rescue the two Magnemite.
- Take a tour of Pokémon Square, where most shops have now opened. Complete at least two jobs found on the Pelipper Post Office bulletin board.
- When you awaken the day after completing the second job, Dugtrio will visit your team base and ask you to save Diglett in Mt. Steel.

MT. STEEL

P. 65

- Fight to the top of Mt. Steel and defeat Skarmory to save Diglett.
- Visit the Wigglytuff Club to receive a few free Friend Areas. One is Power Plant, which will allow Magnemite to join you.
- Speak to Alakazam and other Pokémon in Pokémon Square. Learn about the Makuhita Dojo.
- Complete at least three rescue jobs.
- Gengar's team will appear and steal all of your mail.
- Complete at least two additional rescue jobs.
- Caterpie will visit your team base and offer a rescue job in Sinister Woods.



SINISTER WOODS

P. 66

- Clear 12 floors then battle Gengar's Team Meanies to rescue Metapod.
- Visit Pokémon Town Square and witness the commotion involving Shiftry's team.
- When Shiftry fails to return from a rescue job, Jumpluff will visit your team base and ask your team to investigate the Silent Chasm.

SILENT CHASM

P. 67

- Battle through nine floors to save Jumpluff. But you'll be too late to save Shiftry—you must follow Zapdos to Mt. Thunder first.

MT. THUNDER AND MT. THUNDER PEAK

P. 67-68

- Fight through 10 floors of Mt. Thunder to reach Mt. Thunder Peak, where you can save your game.
- Clear two floors of Mt. Thunder Peak and battle the legendary Zapdos to save Shiftry.
- Confer with your partner at the team base and agree to seek out Xatu at the Hill of the Ancients.



GREAT CANYON

P. 69

- Fight through 12 floors to reach the Hill of the Ancients, where Xatu lives. Learn how the disasters may be related to you.
- Speak to Whiscash in the lake north of Pokémon Square.
- The next day, visit Pokémon Square again and witness the event involving Gengar and Alakazam.
- The next morning, prepare for your long journey. When you're ready to leave, tell your partner.



LAPIS CAVE

P. 70

- Flee through 14 floors of Lapis Cave to escape your pursuers.

ROCK PATH (optional)

P. 71

- Visit the short Rock Path area to earn Exp. Points and find basic items.

MT. BLAZE AND MT. BLAZE PEAK

P. 71-72

- Fight through 12 floors of Mt. Blaze to reach Mt. Blaze Peak, where you can save your game.
- Clear two floors of Mt. Blaze Peak and battle the legendary Moltres to win passage to the Frosty Forest.



SNOW PATH (optional)

P. 73

- Visit the short Snow Path area to earn Exp. Points and find basic items.

FROSTY FOREST AND FROSTY GROTTO

P. 73-74

- Fight through nine floors of Frosty Forest to reach Frosty Grotto, where you can save your game.
- Clear four floors of Frosty Grotto, and battle the legendary Articuno. Convinced that you are on the same side, Absol will join your rescue team.
- Gardevoir will appear outside of the dungeon and tell you that Ninetales can be found at the nearby Mt. Freeze.



MT. FREEZE AND MT. FREEZE PEAK

P. 75-76

- Fight through 15 floors of Mt. Freeze to reach Mt. Freeze Peak, where you can save your game.
- Clear four floors of Mt. Freeze Peak. At the end you will be attacked by Alakazam's team, but saved by Ninetales, who will clear your name.
- Return to Pokémon Square and the life of a rescue team leader. Complete at least three rescue jobs.
- The next day, Wynaut and Wobbuffet will visit your team base. After speaking with them, accept the Punish Bad Mankey! quest from the bulletin board.



UPROAR FOREST

- Fight through nine floors to reach the Mankey gang. Search for Chestnuts on the ninth floor.
- Hire the Mankey gang to renovate your team base. They'll finish the job in exchange for three Chestnuts.
- Check your mail and the bulletin board for quests that give Friend Areas as a reward. Complete a quest to receive the Sky High Plain area.
- After completing the Friend Area quest and finishing your team base, check the post office bulletin Board. Accept the Smeargle's Desperate Plea rescue job to unlock Howling Forest.

P. 77

**HOWLING FOREST**

- Complete the 14 floors of Howling Forest to save Smeargle. Smeargle will then join your rescue team.
- Complete at least four rescue jobs.
- After the earthquake, visit Pokémon Square and watch as Blastoise assembles a team to save Alakazam.
- Complete at least two more rescue jobs.
- After waking to another earthquake, return to Pokémon Square to hear Blastoise's report. Agree to take on the task, and tell your partner when you're ready. You will then be able to travel to Magma Cavern.

P. 78

**MAGMA CAVERN AND MAGMA CAVERN PIT**

- Fight through 23 floors of Magma Cavern to reach Magma Cavern Pit, where you can save your game.
- Rescue Alakazam's team in Magma Cavern Pit, and battle Groudon to stop the earthquakes.
- Return to Pokémon Square, where you will be contacted telepathically by Xatu. Tell your partner when you're ready to travel to the Sky Tower.
- After a late-night visit from Gengar, Gardevoir will appear to explain your destiny. In the morning you will be able to travel to Sky Tower.

P. 79-80

**SKY TOWER AND SKY TOWER SUMMIT**

- Select Sky Tower from the dungeon list to travel to the Hill of the Ancients, where Xatu and Alakazam will teleport your team into the Sky Tower.
- Fight through 25 floors of Sky Tower to reach Sky Tower Summit, where you can save your game.
- Complete the eight floors of Sky Tower Summit, then prove your mettle by defeating Rayquaza in a battle that will decide the fate of the world.

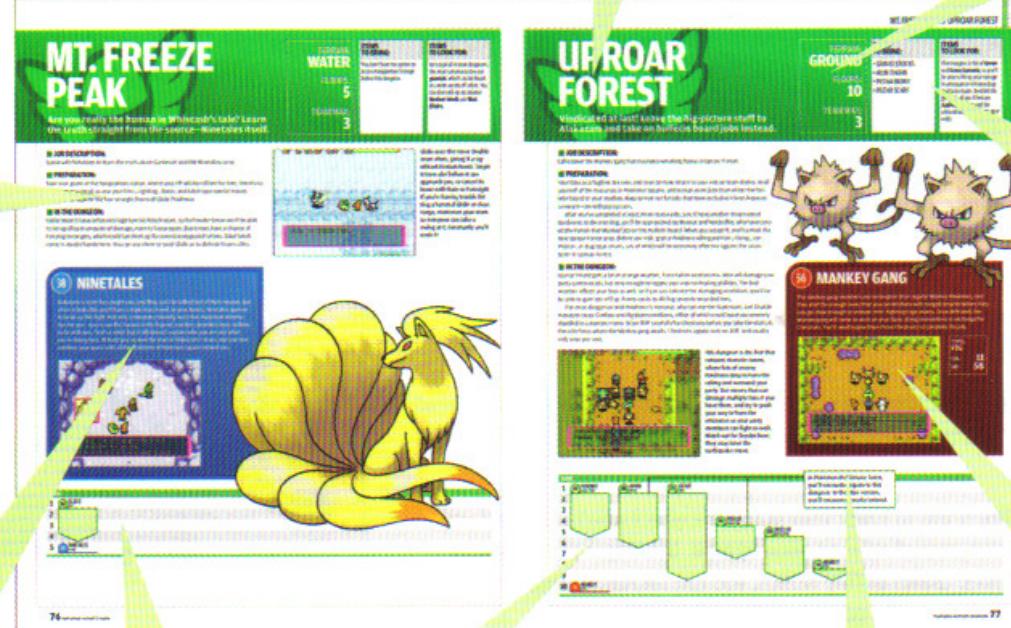
P. 81-82

**Reading the Walk-Through Pages**

Each dungeon in the game has one walk-through section. Refer to each dungeon's section to see a list of which Pokémon appear there, descriptions of the items that can be found inside, and tips on how to unlock the dungeon and survive its perils.

Strategy Points

Each page's strategy is broken into three sections. The Job Description section summarizes your mission. The Preparation section tells you how to unlock the dungeon and provides advice about which friends and items you should bring. The Dungeon section offers tips for completing the dungeon safely.

**Events**

Some dungeons end with a boss battle, but others end with an event scene in which friendly Pokémon give you advice or provide other support. When you see a blue box, you know that a friend awaits you at the end of the dungeon.

Pokémon Charts

The green arrow boxes indicate which Pokémon appear on which floors of each dungeon. Select a floor number on the left side of the chart, then follow its line to the right. If it intersects with a box, that Pokémon will likely appear on that floor.

Area Introduction

Each area begins with the name of your destination dungeon and a brief description of your mission. For more details on how to unlock the area, read the Preparation section of the strategy text.

Terrain

The Terrain box lists any special terrain (such as water or magma) that you may find within the dungeon, plus the dungeon's number of floors and the maximum number of Pokémon you can bring into the dungeon.

Items Lists

The Items to Bring box lists a few common items that you should bring into the dungeon. The Items to Look For box contains information on which items may appear randomly within the dungeon.

Boss Battles

Each boss battle is covered in a red box that contains detailed strategy, the boss's Pokédex number, and stats for all of the participants. Before you enter a dungeon that holds a boss, make sure you have the friends and items you'll need to beat it!

Notable Pokémon

Certain Pokémon appear only in either the Red Rescue Team or Blue Rescue Team version of the game. Notes like this one tell you which Pokémon will appear in your version. Additionally, these boxes provide extra information about certain Pokémon.

TINY WOODS

You awaken in a different world, in a different body. No time for questions—Caterpie needs your help!

TERRAIN:
GROUND

FLOORS:
3

TEAM MAX:
3

ITEMS
TO BRING:

You don't have the option to bring anything into this dungeon.

ITEMS
TO LOOK FOR:

The only items available in this dungeon are life-recovering **Oran Berries**, poison-curing **Pecha Berries**, and **Poké coins**.

JOB DESCRIPTION:

Caterpie has fallen into an underground fissure. You and your partner must save it.

PREPARATION:

There's no time for preparation, so you'll have to jump right in.

INSIDE THE DUNGEON:

The Pokémons in this dungeon are low-level and don't use many advanced moves, so you can afford to take your time and experiment with the battle system. You can't recruit any Pokémons here, so focus on battling foes, exploring the area, and gathering items. At this point, you and your partner can each hold only one item; so if you're lucky enough to find a berry you'll equip it automatically. If you find another, lead your partner to it.



Most of the Pokémons in this dungeon use only the basic Tackle move, so type-matching isn't much of a concern. The only real threat in the lower floors is Sunkern, which can damage Water-type Pokémons with its Absorb move. On the last floor (B3F), rare Exeggute Pokémons may use the sleep-inducing Hypnosis move. Try to position your team so your partner can attack if your hero is caught napping.

FLOOR

1	191 SUNKERN GRS	16 PIDGEY NRM-FLY	265 WURMPLE BUG	102 EXEGGCUTE GRS-PSY
2				
3				

THUNDERWAVE CAVE

You're officially in the rescue business, and a request from your first client is already on the way.

TERRAIN:
GROUND

FLOORS:
5

TEAM MAX:
3

ITEMS
TO BRING:

- ORAN BERRY
- PECHA BERRY
- RAWST BERRY

ITEMS
TO LOOK FOR:

In addition to **Oran Berries**, and **Pecha Berries**, you'll find paralysis-healing **Cheri Berries**, **Blast Seeds**, **Sleep Seeds**, and **Gravelerocks** can be used against particularly difficult foes, and **Apples** will fill your belly if you get hungry.



"Set" Gravelerocks in the Item menu so you can throw them at distant foes merely by pressing the L and R Buttons. Gravelerocks let you get in early hits at distant foes or finish off cowardly Pokémons like Poochyena that flee when their HP gets low.

JOB DESCRIPTION:

Separate the two Magnemite that have been fused together at the bottom of Thunderwave Cave.

PREPARATION:

Check your mailbox after Pelipper visits; you'll find your first request. When you accept the job you'll head to the dungeon automatically, with the berries you received from Butterfree already in your Toolbox.

INSIDE THE DUNGEON:

Opponents in this dungeon will use moves like Growl to lower your stats. The effect won't fade until you use a staircase or step on a Wonder Tile. Electric-type Pokémons abound here, but Water-types needn't worry, since they rarely use Electric-type moves. Unlike in Tiny Woods, you can recruit opponent Pokémons here, but not until you've bought Friend Areas later in the game.

FLOOR

1	19 RATTATA NRM	29 NIDORAN ♀ PSN	261 POOCHYENA DRK	100 VOLTORB ELC	239 ELEKID ELC	311 PLUSLE ELC	312 MINUN ELC
2							
3							
4							
5							

In the Red Rescue Team version of the game, you'll encounter **Plusle** in this dungeon. In Blue Rescue Team, you'll encounter **Minun** instead.

MT. STEEL

Complete a bulletin board job, then scale Mt. Steel to free Diglett from Skarmory's clutches.

TERRAIN:
GROUND

FLOORS:
9

TEAM MAX:
3

ITEMS
TO BRING:

- APPLE
- BLAST SEED
- ORAN BERRY
- REVIVER SEED

ITEMS
TO LOOK FOR:

IQ-boosting gummis are among the most-precious items in the game, and you can find **Orange Gummis** and **White Gummis** in Mt. Steel. You'll also find the first orbs—**Escape Orbs** are particularly common (and useful). **Max Elixirs** are equally valuable, but much rarer.

JOB DESCRIPTION:

After completing some bulletin board jobs, rescue Diglett by scaling Mt. Steel and defeating Skarmory.

PREPARATION:

Your mailbox is empty, so you'll have to do a bit of legwork. Visit the Pelipper Post Office, where you can select missions from the bulletin board. To earn multiple rewards, accept all the missions for a given dungeon and try to complete them all in one trip.

Before you depart, visit the shops at Pokémon Square. Link your stat-lowering moves to attack moves at the Link Shop, store your extra items at Kangaskhan Storage, and deposit your cash at Felicity Bank for safekeeping. Bring only a few items (see our suggestions in the Items to Bring list) and leave the rest so you'll have plenty of inventory space. Be sure to open the Job List menu and select Take Job on your job(s), before you head south from your team base to your chosen dungeon. Once there, complete the job(s) by locating your target Pokémon and speaking to it with the A Button.

After you complete two jobs, Dugtrio will appear with a new mission. Before you depart, visit Kangaskhan Storage to pick up Blast Seeds, an Apple, and a Reviver Seed if you've left them there. Otherwise, get them from a Kecleon Shop.

INSIDE THE DUNGEON:

The largely Rock-type Pokémons in this dungeon use a lot of Defense-boosting moves like Harden and Defense Curl. If you can't beat them before they beef up, remember that Gravelerocks do a fixed 20 points of damage and won't be affected by high Defense scores. The Wigglytuff Club isn't open yet, so you can't do any recruiting on your first visit. But if you return after buying the Mt. Deepgreen Friend Area, you may be able to recruit a Geodude.



The enemies get harder once you reach the fifth floor, so don't use up your special moves on the first few floors. Get an early jump on distant foes by throwing the plentiful Gravelerocks to help conserve your PP. A tough boss fight awaits on 9F, so heal up with an Oran Berry or by holding the A and B Buttons before you take the 8F stairs.

227 SKARMORY

TYPE:
STL-FLY

LVL: **10**
HP: **65**



You begin all boss battles one space away from your foe, so you can get in the first hit by throwing a Gravelerock while Skarmory comes toward you. Skarmory will try to lower your defense with Sand-Attacks before going in for the kill with Peck. Fire- and Electric-type moves work well, but if you don't know any, try using Blast Seeds for a burst of flame.



FLOOR

1 21 SPEAROW NRM-FLY

263 ZIGZAGOON NRM

304 ARON STL-RCK

343 BALTOY GRD-PSY

74 GEODUDE RCK-GRD

236 TYROGUE FTG

307 MEDITITE FTG-PSY

374 BELDUM STL-PSY

127 PINSR BUG

9 227 SKARMORY STL / FLY

SINISTER WOODS

Bolster your ranks with wild Pokémon before you race Gengar's rescue team to a stranded Metapod.

TERRAIN:
WATER

FLOORS:
13

TEAM MAX:
3

ITEMS
TO BRING:

- APPLE
- BLAST SEED
- CHERI BERRY
- ESCAPE ORB
- PECHA SCARF

ITEMS
TO LOOK FOR:

A wide variety of gummis appear here, making this a great area for gummi hunting. Max Elixirs and Reviver Seeds are rare but valuable treats, and Oran Berries and Apples shouldn't be hard to find.

JOB DESCRIPTION:

Get to Metapod before Gengar and its rescue team do, or Caterpie's family will have to cough up their exorbitant fee.

PREPARATION:

The first order of business is to acquire Friend Areas so you can begin recruiting enemy Pokémon. When you visit the Friend Area shop in Pokémon Square, Wigglytuff will give you three freebies (including Power Plant, which will allow Magnemite to join your team). If you have extra money on hand, buy as many other Friend Areas as you can. Then, after witnessing the events in the square, talk to all the Pokémon in town (including the Caterpie in the area north of the square), pay a visit to Makuhita Dojo to the south, and complete at least three bulletin board jobs to trigger the next event.

The following morning you'll have a visit from Gengar before Pelipper brings a random rescue quest straight to your mailbox. Complete two more jobs, then Caterpie will appear with a mission to Sinister Woods. If you want to take Magnemite along, pay it a visit in the Power Plant Friend Area and add the Pokémon to your team.

INSIDE THE DUNGEON:

There are Grass-type Pokémon that will use the Grass-type Absorb and Leech Life moves, so keep your Water-type Pokémon at full health and off the front lines, if possible. On the first few floors, foes like Sudowoodo, Cascoon, and Silcoon will stand motionless, allowing you to move around them and avoid combat. The Pokémon on later floors are much more aggressive, and the status conditions they can inflict lead to some dangerous situations. Use Gravelerocks and ranged moves like Quick Attack to take out threats like Exeggutor and Shroomish early.



Shroomish's Stun Spore attack can paralyze a character for multiple turns, setting up the victim for damaging attacks from other Pokémon. Equip your leader with a Cheri Berry to cure the condition automatically.

TEAM MEANIES



It's rescue team versus rescue team on the final floor of Sinister Woods! Gengar is your priority target, since its Curse can do a lot of damage. Gengar is very resistant to Normal-type attacks, so use attacks of other types (Ground-, Psychic-, and Dark-type moves are ideal, but fairly rare at this point in the game). If you don't have any effective moves, you can always rely on fixed-damage items like Gravelerocks and Blast Seeds. To make sure your party members are using the best possible moves, go into their moves lists and deselect every move except for the ones that will do the most damage.

GENGAR

TYPE:
GHO-PSN
LVL: **15**
HP: **80**

EKANS

TYPE:
PSN
LVL: **15**
HP: **58**

MEDICHAM

TYPE:
FTG-PSY
LVL: **12**
HP: **60**



SILENT CHASM

Shiftry hasn't returned from his rescue job—investigate and pick up a few great prizes on the way.

TERRAIN:
WATER

FLOORS:
9

TEAM MAX:
3

ITEMS
TO BRING:

- APPLE
- BLAST SEED
- PECHA BERRY
- PECHA SCARF

ITEMS
TO LOOK FOR:

Though they're rare, you can find the first permanent held items here: the valuable stat-boosting **Power Band** and **Special Band**. You can also find a variety of **gummis**, the usual assortment of **berries** and **orbs**, and the occasional **Max Elixir**.



Things get tougher in this dungeon, as foes begin using Fire-, Water-, Grass-, and Poison-type special attacks. When facing a bad type matchup, don't be afraid to hide behind a more effective ally.

JOB DESCRIPTION:

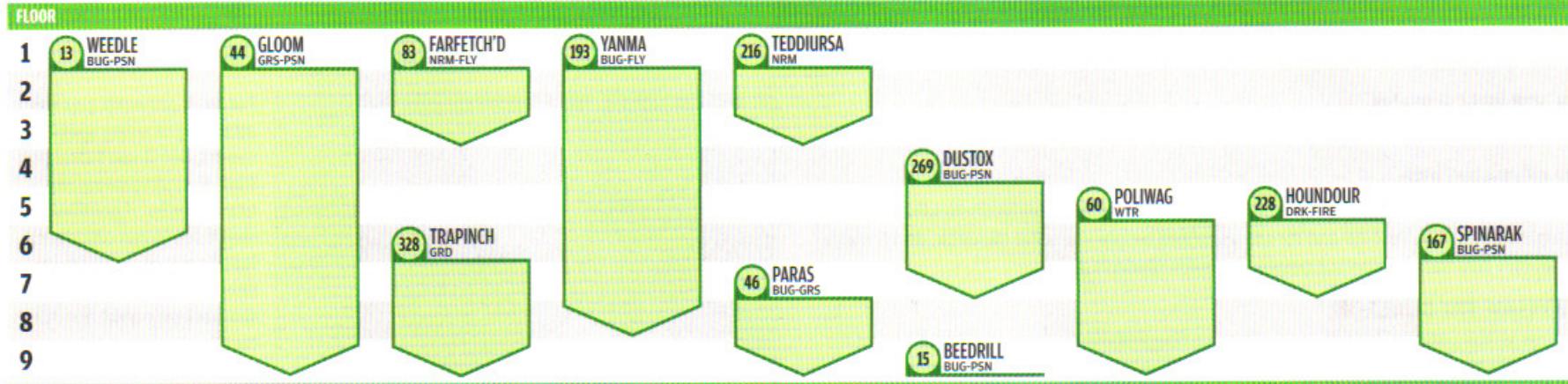
Go to Silent Chasm to save Jumpluff and see what happened to Shiftry's team.

PREPARATION:

Equip your lead Pokémon with a Pecha Scarf to protect against the Poison condition, and bring a few Pecha Berries for the team. Take Magnemite along so you can put its Steel-type Poison immunity to good use.

INSIDE THE DUNGEON:

Absorb-using and Poison-spewing Gloom is a major threat here, especially to Water- and Grass-types, so don't be afraid to eat a Blast Seed for a quick win. If you get poisoned and don't have a Pecha Berry, make a run for the staircase—the condition will be erased at the start of the next floor. Upper floors feature wet terrain that Water- and Flying-types can cross, but don't let it split up your team; abandoned allies could be wiped out by high-level foes.



MT. THUNDER

This mission isn't for beginners! You'll have to face the legendary Zapdos if you scale Mt. Thunder.

TERRAIN:
GROUND

FLOORS:
10

TEAM MAX:
3

ITEMS
TO BRING:

- APPLE
- CHERI BERRY
- ESCAPE ORB
- GRAVELEROCKS
- PECHA BERRY
- REVIVER SEED

ITEMS
TO LOOK FOR:

Rare but spectacular TMs like **Dig**, **Toxic**, **Giga Drain**, **Bullet Seed**, **Shadow Ball**, and **Aerial Ace** are the highlight of this dungeon. You can also find **Gold Ribbons** (which can be sold for 2,000 Poké) and **Link Boxes** that let you link moves on the go.

JOB DESCRIPTION:

Follow Zapdos to Mt. Thunder to free Shiftry from its clutches.

PREPARATION:

Zapdos is a Level-25 Pokémon with 300 hit points, so you would be wise to buff up your team by doing rescue jobs from the bulletin board until you've risen to at least Level 15. If possible, try to recruit a Ground-type like Geodude in Mt. Steel (note that this requires the Mt. Deepgreen Friend Area).

INSIDE THE DUNGEON:

This dungeon is rife with Electric-type Pokémon, many of which use attacks that paralyze their foes. If you see a Beedrill, destroy it from a distance: its Fury Attack can be instantly fatal if it hits five times in succession. Bring an Escape Orb and use it if you get in over your head or find a rare TM you don't want to lose.



to page 68

FLOOR	from page 67									
3	13 WEEDLE BUG-PSN	179 NIDORAN ♂ PSN	309 ELECTRIKE ELC	331 CACNEA GRS	17 PIDGEOTTO NRM-FLY					
4										
5										
6										
7	207 GLIGAR GRD-FLY									
8		310 MANECTRIC ELC								
9			58 GROWLITHE FIRE							
10										

MT. THUNDER PEAK

Zapdos is no pushover. Prove your worth as a rescue team by triumphing over the legendary foe.

JOB DESCRIPTION:

Defeat Zapdos to rescue a captive Shiftry.

PREPARATION:

After completing the 10th floor of Mt. Thunder you'll have an opportunity to save at the Kangaskhan statue. Your HP and PP will be refilled before you enter the peak, which features only two floors of combat before you reach Zapdos's perch.

INSIDE THE DUNGEON:

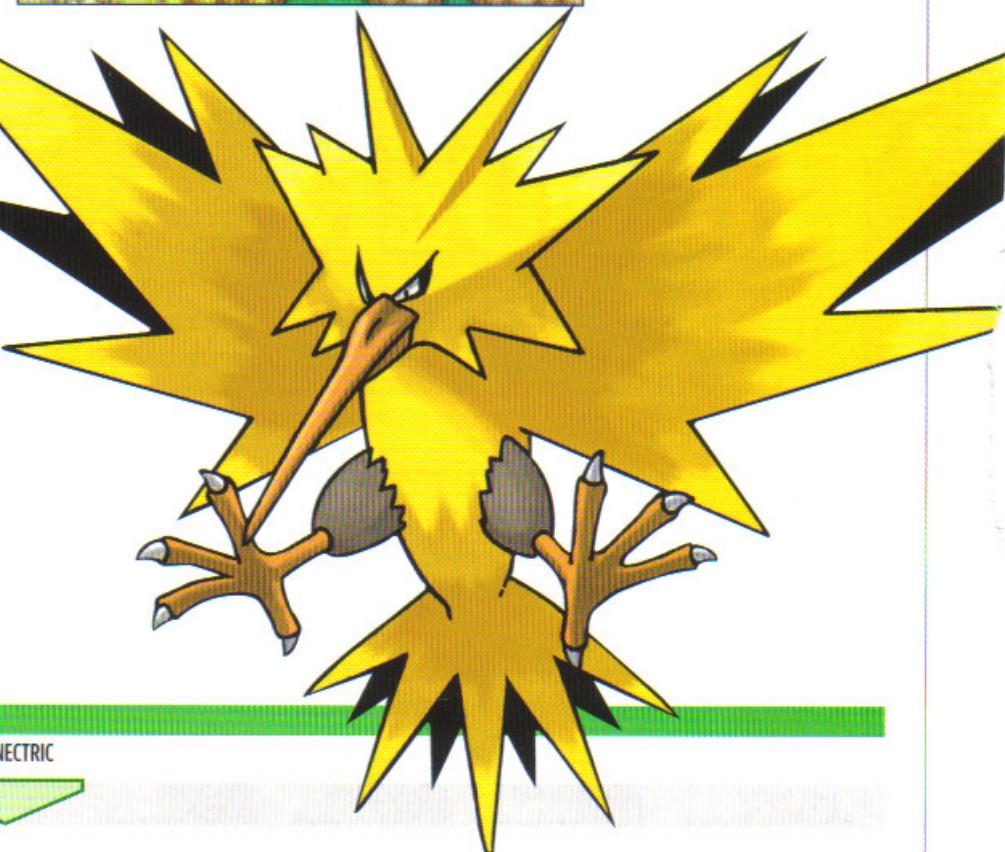
Gather all the gummis you can on the first two floors of the dungeon, then heal up and equip your best held items (bands and Oran Berries) before you take the second staircase.

145 ZAPDOS

If you're a Grass-type (vulnerable to Peck) or pure Water-type (vulnerable to Electric-type moves), this is going to be an especially tough fight. Fall back and use Gravelerocks or long-range moves while your partners do the heavy lifting. Ground- and Rock-type moves like Mud Sport work great, and moves that lower stats, like Leer, are unusually effective in this long brawl.



TYPE:
ELC-FLY
LVL: 25
HP: 300



FLOOR	from page 67				
1	58 GROWLITHE FIRE	125 ELECTABUZZ ELC	181 AMPHAROS ELC	207 GLIGAR GRD-FLY	310 MANECTRIC ELC
2					
3	145 ZAPDOS ELC-FLY				

GREAT CANYON

It's time to confront the riddle of how you became a Pokémon. Perhaps Xatu can help?

TERRAIN:
WATER

FLOORS:
12

TEAM MAX:
3

ITEMS
TO BRING:

- BLAST SEED
- CHERI BERRIES
- ESCAPE ORB
- ORAN BERRY
- PECHA BERRIES

ITEMS
TO LOOK FOR:

This dungeon is one of the best places to pick up extra **Power Bands** and **Special Bands**, which will become increasingly valuable as you recruit more friends. You can also find random **gummis** and **TMs**, as well as handy **Link Boxes** and **Max Elixirs**.

JOB DESCRIPTION:

Fight your way through the Great Canyon to speak to Xatu at the Hill of the Ancients.

PREPARATION:

You may want to revisit an old area in hopes of recruiting a Fire-, Flying-, or Poison-type ally that can make things easier. Blast Seeds are another way to give your team a bit of firepower, so you might as well empty your stores and use them while they still make a difference. Bring a few Cheri and Pecha Berries to deal with moves like Stun Spore and Poison Sting.

INSIDE THE DUNGEON:

The enemies in the first part of the Great Canyon are primarily Grass-types and Flying-types. Moves like Leech Seed and Mega Drain will make life tough on Water-types like Squirtle, Mudkip, and Totodile, so they should focus on ranged and physical attacks or simply avoid difficult foes such as Breloom and Cacturne. Things will get easier for the Water-types in the second part of the dungeon, since there are no Grass-types past the eighth floor.

178 XATU

Xatu will give up its secrets without a fight, although it may require some tickling. Its hints are vague, but they do imply that there's a connection between the recent spate of natural disasters and your mysterious transformation. Unfortunately, a lurking Gengar will overhear the whole thing, and it's a safe bet that Gengar isn't there to offer moral support. Head back to town and speak with the residents of Pokémon Square before you plot your next move.



FLOOR	
1	84 DODUO NRM-FLY
2	188 SKIPLOOM GRS-FLY
3	206 DUNSPARCE NRM
4	231 PHANPY GRD
5	
6	
7	214 HERACROSS BUG-FTG
8	168 ARIADOS BUG-PSN
9	
10	128 TAUROS NRM
11	
12	229 HOUNDOOM DRK-FIRE
	45 VILEPLUME GRS-PSN
	286 BRELOOM GRS-FTG
	198 MURKROW DRK-FLY
	332 CACTURNE GRS-DRK
	164 NOCTOWL NRM-FLY

LAPIS CAVE

The only one who needs rescuing now is you. Flee through Lapis Cave to escape your pursuers!

TERRAIN:
WATER

FLOORS:
14

TEAM MAX:
3

ITEMS
TO BRING:

- APPLE
- GRAVELEROCKS
- LINK BOX
- MAX ELIXIR
- ORAN BERRY
- PECHA SCARF

ITEMS
TO LOOK FOR:

Explore every floor of the cave thoroughly to turn up some rare items including TMs, gummis, Pecha Scarfs, Stamina Bands, Power Bands, and Gold Ribbons. Staple items like Apples, berries, and Gravelerocks are fairly plentiful.

JOB DESCRIPTION:

Lapis Cave is the first in a series of areas you'll have to run through to escape other rescue teams. Your only objective is to get out alive.

PREPARATION:

After speaking to Xatu, you'll return to Pokémon Square just in time to catch the tail end of Lombre's conversation. Follow up by heading north to speak to Whiscash, who will tell you the entire sordid story. That night, a strange dream will give you a disturbing surprise, but it's nothing compared to what awaits you in Pokémon Square. Gengar has turned the town against you, and even Alakazam is ready to join the mob! Alakazam may not be willing to give you the benefit of the doubt, but it will grant you a full day's head start.

The next morning, tell your partner you're "not set" if you have business in Town Square. Everyone's half-asleep, but all the businesses are open, allowing you to link moves, buy items, and access your storage. Bring all the staples: Apples, Oran Berries, a Max Elixir, and either Pecha Berries or a Pecha Scarf. Don't bother trying to visit friends—this quest is for you and your partner alone. You won't be able to do any new recruiting at any time while you're on the run.

INSIDE THE DUNGEON:

The first nine floors of this dungeon are fairly small and populated by only a few enemies. Nearly all of them are capable of using either Grass-type Absorb or Bug-type Leech Life to drain your HP, so be very careful if you're a Water-type or Grass-type, respectively. Don't forget that you can hold down A and B simultaneously to wait and restore your health, a move that shouldn't be overly risky in this sparsely populated dungeon.

Things get trickier on the 10th floor, where Tangela can pull off a devastating Sleep Powder/Absorb combo to wipe you out of the game. There's no good solution to Sleep-inducing moves at this point, so save your Gravelerocks, Blast Seeds, and ranged attacks for Tangela. An equipped Oran Berry will give you a fighting chance at survival.



Before you set off on your journey, stock up on items at the shop as the rest of the town sleeps. Although this will be your last chance for a while to visit the Kecleon Shop, you will have access to your inventory at various points in your journey, and most staple items can be found along the way.



The Nidorina and Nidorino in this cave all have the Poison Point ability, which may inflict the Poison condition on anyone who attacks directly. Protect yourself with a Pecha Scarf if you can, but don't worry if you've lost it—on Lapis Cave's small floors you're never far from a staircase.



ROCK PATH

Having trouble? Stock up on basic items and Exp. Points in this optional four-level dungeon.

TERRAIN:
GROUND

FLOORS:
4

TEAM MAX:

3

ITEMS TO BRING:

- PECHA BERRY
- PECHA SCARF

ITEMS TO LOOK FOR:

Big Apples (which completely fill you up) are plentiful here. You can also find basic items like **Gravelerocks**, **berries**, and the occasional **Max Elixir**. There are no valuable items, but you may find a rare **Trawl Orb** or **Scanner Orb**.



JOB DESCRIPTION:

You can visit this small dungeon as often as you like to gain Exp. Points or gather basic items.

PREPARATION:

Your partner will give you the option of entering the Rock Path if you get KO'ed in Lapis Cave. You will also be able to visit the Rock Path before you enter Mt. Blaze.

INSIDE THE DUNGEON:

This is a fairly easy dungeon, but the enemies provide plenty of Exp. Points. Since the Rock Path has only four levels, you can use your most-powerful moves with abandon.

FLOOR	
1	18 PIDGEOT NRM-FLY
2	30 NIDORINA PSN
3	33 NIDORINO PSN
4	41 ZUBAT PSN-FLY
	322 NUMEL FIRE-GRD

MT. BLAZE

The rescue teams are hot on your trail, and your only hope is to lose them in the fires of Mt. Blaze.

TERRAIN:
MAGMA

FLOORS:
12

TEAM MAX:

3

ITEMS TO BRING:

- BIG APPLE
- PECHA BERRY
- PECHA SCARF
- POKÉ
- RAWST BERRY
- SLEEP SEED

ITEMS TO LOOK FOR:

Gummis are very abundant here, and come in a wide variety of flavors. You're likely to find many **Red Gummis**, **Orange Gummis**, **Pink Gummis**, **Brown Gummis**, **Grey Gummis**, **Black Gummis**, and **Silver Gummis**. Keep an eye out for TMs as well.



JOB DESCRIPTION:

Flee your pursuers while surviving assaults from formidable Fire-type Pokémon.

PREPARATION:

Save at the Kangaskhan statue and visit the Rock Path if you're running low on basic items. Fire-type Pokémon abound in Mt. Blaze, so Rawst Berries will finally come in handy. Don't dump your Pecha gear, though, since Magby and Slugma love to use the Poison-inflicting Smog move. If you don't have a lot of cash for shops, bring a high-value item (like a TM or a Gold Ribbon) from storage.

INSIDE THE DUNGEON:

You'll begin encountering magma terrain on the fourth floor. Fire- and Flying-types can cross it freely, but it's not a good idea to separate from your partner unless you're making a run for the stairs. Most of your foes can walk on lava, so keep an eye out for ambushes.

FLOOR	
1	18 PIDGEOT NRM-FLY
2	218 SLUGMA FIRE
3	240 MAGBY FIRE
4	322 NUMEL FIRE-GRD
5	213 SHUCKLE BUG-RCK

to page 72

6	218 SLUGMA FIRE	322 NUMEL FIRE-GRD	213 SHUCKLE BUG-RCK	324 TORKOAL FIRE	78 RAPIDASH FIRE
7					
8					
9					
10					
11					
12					

MT. BLAZE PEAK

You can't get over Mt. Blaze until you've defeated Moltres at the peak. Prepare for a heated battle!

JOB DESCRIPTION:

Fight your way to the peak and battle Moltres.

PREPARATION:

You can save your game after the 12th floor of Mt. Blaze, but this Kangaskhan statue won't let you access your inventory. Travel conservatively through the two floors of the peak so you'll still have Oran Berries and plenty of PP for the boss.

INSIDE THE DUNGEON:

There are only two Pokémons in the peak area: Arcanine and Fearow. If one of your Pokémons is a Fire-type, deselect your Fire-type moves—they'll only boost Arcanine's power, thanks to its Flash Fire ability. Fearow's Fury Attack is the biggest threat here, so keep your HP up and destroy Fearow from a distance if possible.



Arcanine's Roar move will knock you backward, either into your partner (taking HP from both of you), or into a wall. Make your way back into combat range quickly so your partner isn't stranded.

**TERRAIN:
MAGMA**

FLOORS:

3

TEAM MAX:

3

**ITEMS
TO BRING:**

You don't have the option to access Kangaskhan Storage before this dungeon.

**ITEMS
TO LOOK FOR:**

You'll find plenty of **Red Gummis** here, so Fire-types should scour the area. You can also find plenty of **Poké**.

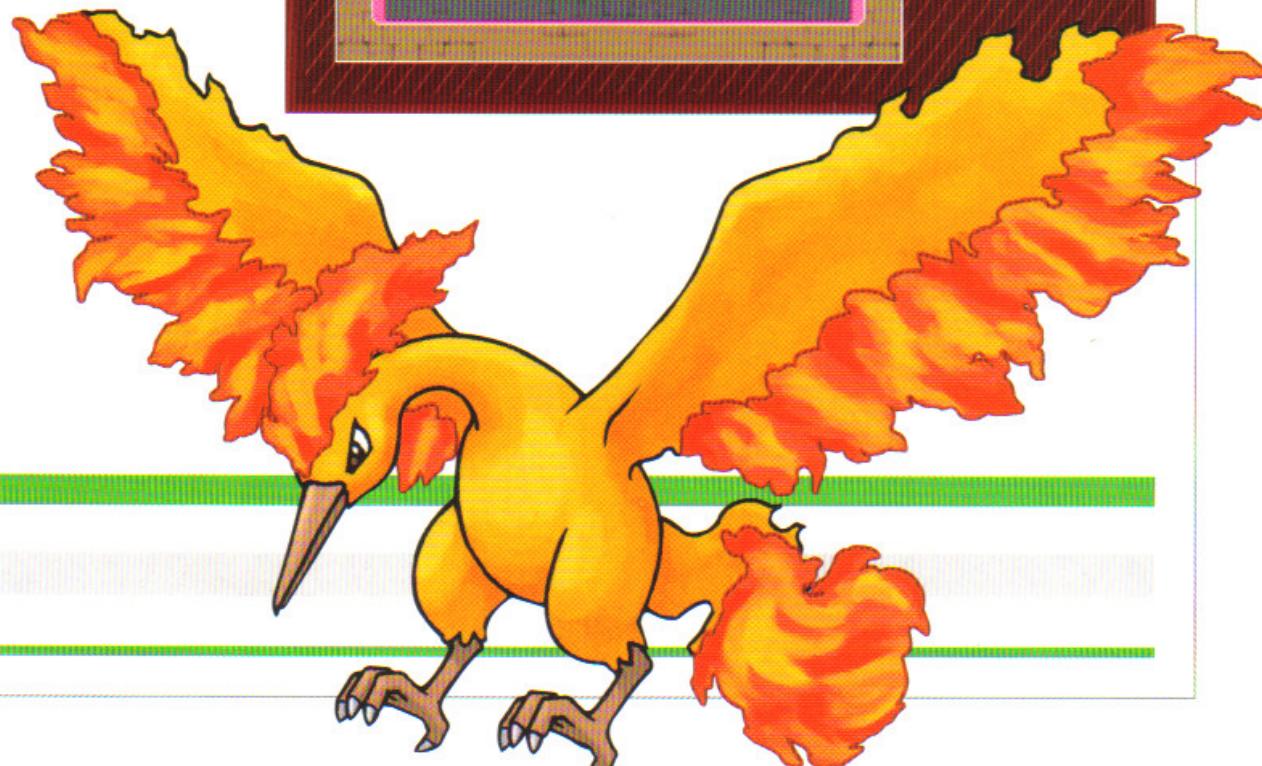
146 MOLTRES

This is a tough fight for Grass-types, since Moltres's best Fire- and Flying-type moves may KO you instantly. If you've wisely chosen a Fire-, Electric-, or Water-type partner, back up a square and edit your partner's moves so it'll be using its best attack exclusively. Help out by using ranged attacks or throwing items like Sleep Seeds and Gravelerocks. If it's your partner that has the mismatched type, give it an Oran Berry and protect it as best you can.



**TYPE:
FIRE-FLY**
LVL: 32
HP: 400

FLOOR	
1	22 FEAROW NRM-FLY
2	59 ARCANINE FIRE
3	146 MOLTRES FIRE-FLY



SNOW PATH

A tough battle awaits ahead, so prepare by gathering Exp. Points and basic supplies in the Snow Path.

TERRAIN:
WATER

FLOORS:
4

TEAM MAX:
3

ITEM TO BRING:

- ORAN BERRY

ITEMS TO LOOK FOR:

The Snow Path has the same assortment of basic items like **Gravelerocks** and **berries** you found on the Rock Path, although you'll now have to content yourself with regular **Apples** instead of Big Apples.



JOB DESCRIPTION:

Like the Rock Path near Mt. Blaze, the Snow Path gives players a chance to find staple items and gather Exp. Points in a fairly easy optional dungeon.

PREPARATION:

Save your game and access your storage at the Kangaskhan statue. From there you can choose to visit the Snow Path or move directly to Frosty Forest.

INSIDE THE DUNGEON:

Although this dungeon is short, the Pokémons inside aren't total pushovers. Furret can deal some serious damage with Fury Swipes if it scores all five hits, and Pineco's Selfdestruct is a major threat.

FLOOR

1	162 FURRET NRM	298 AZURILL NRM
2		
3	299 NOSEPASS RCK	
4	204 PINECO BUG	

FROSTY FOREST

Today's forecast is for heavy snow, with a 100% chance of Articuno blasts later in the day.

TERRAIN:
WATER

FLOORS:
9

TEAM MAX:
3

ITEMS TO BRING:

- BIG APPLE
- BLAST SEED
- GRAVELEROCKS
- ORAN BERRY
- POKÉ

ITEMS TO LOOK FOR:

This area has good held items like **Pecha Scarfs**, **Stamina Bands**, **Power Bands**, and **Special Bands**. Kecleon Shops may sell new **X-Ray Specs** (an exceptional item) and **Insomniscopes**. You can also find rare **gummis** and **TMs**, as well as the occasional Link Box.



JOB DESCRIPTION:

Chase down the mysterious Absol in Frosty Forest.

PREPARATION:

You don't need to worry about status conditions in this dungeon, so you can free up a lot of space and focus your preparation on the Articuno battle ahead. Blast Seeds are effective against Ice-types, and Oran Berries are always handy. There are Kecleon Shops here, which often sell valuable Reviver Seeds, so bring plenty of cash or valuable items.

INSIDE THE DUNGEON:

Oddly, Ice-type Pokémons don't rule the forest. Rock- and Ground-types are just as common, so Water- and Grass-type moves are effective throughout the dungeon.

FLOOR

1	162 FURRET NRM	298 AZURILL NRM
2		
3	299 NOSEPASS RCK	
4	132 DITTO NRM	
5	221 PILOSWINE ICE-GRD	

In its true form, Ditto has only the Transform move that allows it to become a copy of another Pokémon who appears on the floor. Ditto is much easier to defeat when it's in its natural state, so if you catch one napping, try to KO it with a long-range move before it can morph into something tougher.

FLOOR	NOSEPASS
6	299 RCK
7	132 DITTO NRM
8	221 PILOSWINE ICE-GRD
9	

262	MIGHTYENA
305	LAIRON STL-RCK

361	SNORUNT ICE
-----	-------------

from page 73

FROSTY GROTTO

When you reach the end of Frosty Forest, you'll be met by both a deadly foe and a loyal friend.

JOB DESCRIPTION:

Fight your way deep into the forest and battle Articuno.

PREPARATION:

You'll have to fight through four floors this time, so do your preboss prep on 4F.

INSIDE THE DUNGEON:

The snowy weather boosts Ice-type Pokémons, but you won't find any in this dungeon. Instead, Frosty Grotto is four straight floors of Ground-and-Rock-type Rhyhorn and Steel-and-Psychic Metang. Save plenty of PP and resources for Articuno, but take out as many of the Rhyhorn and Metang as possible to put yourself up a level or two first.

144 ARTICUNO

Articuno's Mist move will prevent any moves that might lower its stats, negating a common and effective boss strategy. You can still set up a long-term advantage with status conditions like Poison or damage-bouncing moves like Pursuit, however. The Ice-type Powder Snow attack can be instantly fatal to Grass-types, but hiding won't help—it can hit you anywhere in the room. If you're vulnerable, focus your efforts on taking out Articuno quickly.



TYPE:
ICE-FLY
LVL: 33
HP: 450



Metang attacks primarily with the Take Down move, which deals 9 HP to Metang regardless of the amount the move deals to you. If you're low on PP, use regular attacks and let Metang KO itself gradually.



FLOOR	RHYHORN
1	111 GRD-RCK
2	375 METANG STL-PSY
3	
4	
5	144 ARTICUNO ICE-FLY

MT. FREEZE

After all that snow, you're probably ready for a nice tropical island. Too bad—it's only getting colder!

TERRAIN:
WATER

FLOORS:
15

TEAM MAX:
3

ITEMS
TO BRING:

- APPLE
- BLAST SEED
- LINK BOX
- MAX ELIXIR
- ORAN BERRY

ITEMS
TO LOOK FOR:

Mt. Freeze features plenty of **Iron Thorns** and several different **gummis** to collect. **TMs** and **Link Boxes** make occasional appearances, as do new held items such as **Heal Ribbons**, **Special Ribbons**, and **Insomiscopes**.

JOB DESCRIPTION:

At Gardevoir's request, fight your way up Mt. Freeze to speak with Ninetales.

PREPARATION:

Absol has joined your quest, giving you a long-awaited third team member. Absol's moves are on the weak side, but the excellent Dark-type Bite move is on the way at level 21. If you have a Link Box, bring it along, wait for Absol to learn Bite (replace Taunt), and then link Bite, Leer, and Scratch (in that order) into one mighty supermove. Make sure you give Absol an Oran Berry or Power Band as well. Apples are getting rarer, so bring a few along or equip yourself with a Stamina Band to alleviate your hunger pangs. Bring a Max Elixir too—this is a long dungeon, and Vigoroth's Encore move can wreak havoc on your PP. Note that you will have the option of visiting the Snow Path again before challenging Mt. Freeze.

INSIDE THE DUNGEON:

This dungeon has 15 large floors, so getting through it will test your party's endurance. None of the enemies are particularly difficult, but they can wear you down if you don't battle efficiently. Use thrown items such as the new Iron Thorns effectively, and make sure your party members have their best attacks at the ready. Your foes use plenty of moves that cause the **Sleep** condition or restrict your actions, so you'll often need to rely on your friends to finish fights or protect the group against attackers coming from behind.



Watch out for Vigoroth and Slaking's Encore move, which forces you to repeat your last move for the next three to six turns. Also, be wary of using linked moves with low PP, or you could be forced to use them until they come apart.



The Iron Thorn is a new throwing item. It deals a solid 30 points of damage, but unlike a Gravelerock, it can fly only in a straight line. That means you can't throw Iron Thorns over walls or party members, so switch back to the Gravelerocks if you're ever caught in the back row—your friends will thank you for it.

FLOOR														
1	204 PINECO BUG	333 SWABLU NRM-FLY	372 SHELGON DRG		86 SEEL WTR	247 PUPITAR RCK-GRD								
2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
12	289 SLAKING NRM	336 SEVIPER PSN												
13														
14														
15														

MT. FREEZE PEAK

Are you really the human in Whiscash's tale? Learn the truth straight from the source—Ninetales itself.

TERRAIN:
WATER

FLOORS:
5

TEAM MAX:
3

ITEMS
TO BRING:

You don't have the option to access Kangaskhan Storage before this dungeon.

ITEMS
TO LOOK FOR:

As is typical of peak dungeons, the most common prizes are **gummis**, which can be found in a wide variety of colors. You can also pick up occasional **Reviver Seeds** and **Max Elixirs**.

JOB DESCRIPTION:

Speak with Ninetales to learn the truth about Gardevoir and the Ninetales curse.

PREPARATION:

Save your game at the Kangaskhan statue, where your PP will be refilled for free. There's no boss to worry about, so use your Fire-, Fighting-, Rock-, and Steel-type special moves aggressively against the four straight floors of Glalie Pokémon.

IN THE DUNGEON:

Glalie doesn't have Articuno's high Special Attack score, so its Powder Snow won't be able to do significant amounts of damage, even to Grass-types. But it does have a chance of freezing its targets, which could set them up for several unopposed strikes. Blast Seeds come in doubly handy here: You can use them to toast Glalie or to defrost frozen allies.



Glalie uses the move Double Team often, giving it a significant Evasion boost. Target it from afar before it can approach you, or cancel its boost with Haze or Foresight. If you're having trouble hitting a boosted Glalie at close range, maneuver your team so everyone can take a swing at it. Eventually you'll crack it!

38 NINETALES

Alakazam's team has caught you, and they can't be talked out of their mission. Just when it looks like you'll have a triple boss brawl on your hands, Ninetales appears to break up the fight. Not only is Ninetales friendly, but it has important information for you—you're not the human in the legend, and the calamities have nothing to do with you. That's a relief, but it still doesn't explain who you are and what you're doing here. At least you've won the trust of Alakazam's team, and can now continue your quest with all the residents of Pokémon Square behind you.



FLOOR
1
2
3
4
5

362 GLALIE
ICE

38 NINETALES
FIRE

UPROAR FOREST

Vindicated at last! Leave the big-picture stuff to Alakazam and take on bulletin board jobs instead.

TERRAIN:
GROUND

FLOORS:
10

TEAM MAX:
3

ITEMS
TO BRING:

- GRAVELEROCKS
- IRON THORN
- PECHA BERRY
- PECHA SCARF

ITEMS
TO LOOK FOR:

This dungeon is full of **Green** and **Grass Gummis**, so you'll be able to fill up your storage in anticipation of future Bug- and Grass-types. Besides the gummis, all you'll find are **Apples**, **berries**, and the ultravaluable **Chestnuts** (B9F only).

JOB DESCRIPTION:

Calm down the Mankey gang that has been wreaking havoc in Uproar Forest.

PREPARATION:

Your days as a fugitive are over, and you can now return to your rescue-team duties. Avail yourself of the resources in **Pokémon Square**, and accept some jobs from either the bulletin board or your mailbox. Keep an eye out for jobs that have exclusive Friend Areas as a reward—one will pop up soon.

After you've completed at least three rescue jobs, you'll have another dream about **Gardevoir**. In the morning, you'll be approached by **Wynaut** and **Wobbuffet**, who have posted the **Punish Bad Mankey!** job on the bulletin board. When you accept it, you'll unlock the new **Uproar Forest** area. Before you visit, grab a **Pokémon** with good **Fire**-, **Flying**-, **Ice**-, **Poison**-, or **Bug**-type moves, any of which will be extremely effective against the **Grass**-types in **Uproar Forest**.

IN THE DUNGEON:

Uproar Forest gets a lot of strange weather, from hail to sandstorms. Both will damage your party continuously, but only enough to negate your natural healing abilities. The bad weather affects your foes as well, so if you can tolerate the damaging conditions, you'll be able to gain lots of **Exp. Points** easily by KO'ing severely wounded foes.

The most dangerous wild **Pokémon** is **Venonat**, who can use the **Supersonic** and **Disable** moves to cause **Confuse** and **Paralyze** conditions, either of which could leave you severely disabled in a monster room. Scour B9F carefully for **Chestnuts** before you take the stairs to the 10th floor, where the **Mankey** gang awaits. **Chestnuts** appear only on B9F, and usually only once per visit.



This dungeon is the first that contains **Monster Houses**, where lots of enemy **Pokémon** drop in from the ceiling and surround your party. Use moves that can damage multiple foes if you have them, and try to push your way in from the entrances so your party members can fight as well. Watch out for **Seedot** here; they may have the **Earthquake** move.



56

MANKEY GANG

The **Mankey** gang members are no tougher than regular **Mankey** **Pokémon**, and they start far enough away that you can KO them with ranged attacks before they can get close enough to unleash their **Fighting**-type moves. Once defeated, the **Mankey** gang will come to work on your base, doing renovations in exchange for **Chestnuts**. You'll need to give them three **Chestnuts** to complete the job.



TYPE:
FTG

LVL:
11

HP:
58

FLOOR	MONSTER HOUSES						MONSTER HOUSES					
1	48	VENONAT	BUG-PSN	190	AIPOM	NRM	273	SEEDOT	GRS	315	ROSELIA	GRS-PSN
2												
3												
4												
5												
6												
7												
8												
9												
10	56	MANKEY	FTG				274	NUZLEAF	GRS-DRK			

In **Pokémon Red Rescue Team**, you'll encounter **Aipom** in this dungeon. In the **Blue** version, you'll encounter **Roselia** instead.

HOWLING FOREST

Another special bulletin-board job will lead to a new dungeon and an unexpected rescue-team recruit.

TERRAIN:
WATER

FLOORS:
15

TEAM MAX:
3

ITEMS
TO BRING:

- APPLES
- GRAVELEROCKS
- IRON THORN
- MAX ELIXIR
- ORAN BERRIES

ITEMS
TO LOOK FOR:

There are lots of new **orbs**, **seeds**, and **berries** on this floor, but many, like **Trapburst Orbs**, aren't worth using yet. The best prizes are **TMs**, which now include some of the game's strongest moves. **Flamethrower**, **Earthquake**, **Psychic**, and **Solarbeam** are highlights.

JOB DESCRIPTION:

Rescue Smeargle, who is lost in Howling Forest.

PREPARATION:

There are several tasks to pursue after the Mankey gang begins renovations on your base. You can revisit Uproar Forest to get the final Chestnut, or scour the usual places for rescue quests with Friend Areas as a reward. After you've completed the renovations and won the Sky Blue Plains Friend Area (Smeargle's home), you'll find the Smeargle's Desperate Plea job on the bulletin board. Accept it to unlock the Howling Forest dungeon.

This dungeon gets a lot of strange weather that will empower certain Pokémon types. Snow is pretty common, so you may want to bring an Ice-type ally. Bring more Apples than you usually do, since they are very rare here.

IN THE DUNGEON:

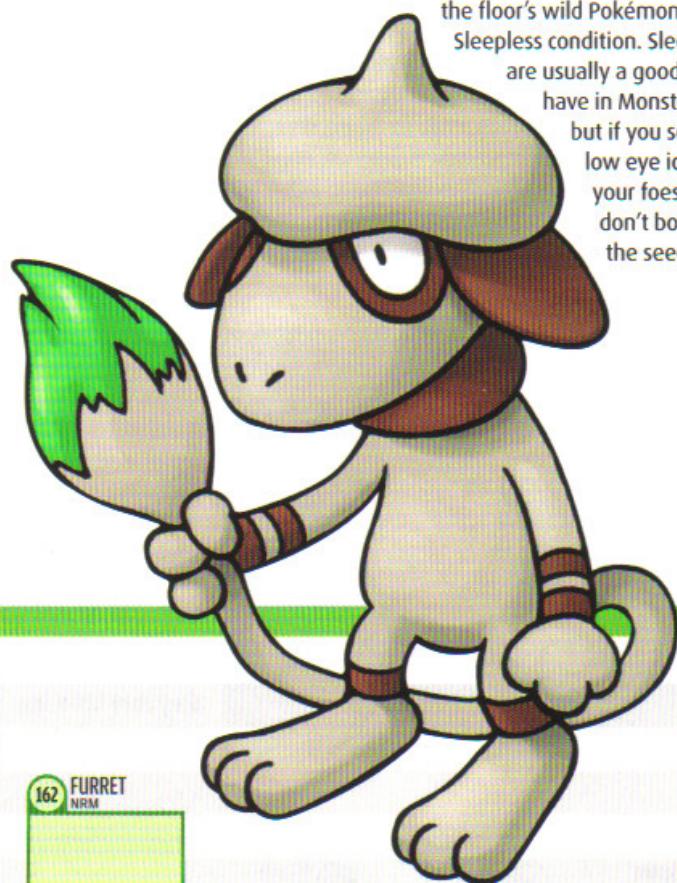
The first eight floors of this dungeon are fairly easy, but you'll be facing the much tougher evolved forms of the same Pokémon from 9F on. Save plenty of PP for the tougher floors, and don't let your HP drop far! Psychic-type Spoink and Grumpig are among the most dangerous foes, as both can deal Psychic-type damage at long range with the Psywave move. That's reason enough to leave any Fighting- or Poison-type allies at home.

235 SMEARGLE

You'll find Smeargle on the 15th floor of Howling Forest, and it will join your party thereafter. You can then visit Smeargle at its Sky Blue Plains Friend Area, where you can either ask it to redesign your flag or invite it to join your party. If you commission a redesign, Smeargle will come up with something and have it waiting the next time you return from a quest.



Louder's Uproar move will give all of the floor's wild Pokémon the **Sleepless** condition. Sleep Seeds are usually a good weapon to have in Monster Houses, but if you see the yellow eye icons over your foes' heads, don't bother using the seeds.



FLOOR

1	228 HOUNDOUR DRK-FIRE	261 POOCHYENA DRK	293 WHISMUR NRM	325 SPOINK PSY	298 AZURILL NRM	162 FURRET NRM	213 SHUCKLE BUG-RCK	16 PIDGEY NRM-FLY	229 HOUNDOOM DRK-FIRE
2									
3									
4									
5									
6									
7									
8									
9	262 MIGHTYENA DRK	294 LOUDRED NRM	326 GRUMPIG PSY						
10									
11									
12									
13									
14									
15	235 SMEARGLE NRM				143 SNORLAX NRM	102 EXEGGCUTE GRS-PSY			

MAGMA CAVERN

Groudon's rampage continues unabated. Can you succeed where Alakazam and Blastoise have failed?

TERRAIN:
MAGMA

FLOORS:
23

TEAM MAX:
3

ITEMS
TO BRING:

- HUGE APPLE
- IRON THORN
- MAX ELIXIR
- ORAN BERRY
- PECHA SCARF
- RAWST BERRY
- REVIVER SEED
- SPECIAL BAND

ITEMS
TO LOOK FOR:

This dungeon won't occupy your inventory space with a lot of junk. Besides ever-useful throwing items (including new **Silver Spikes**), you'll mostly find high-quality TMs and held items like **Heal Ribbons**, **Stamina Bands**, and **X-Ray Specs**. **Link Boxes** are also fairly common.

JOB DESCRIPTION:

Rescue Alakazam's team and silence Groudon in the depths of Magma Cavern.

PREPARATION:

After you complete at least four more rescue jobs, you'll be awakened by another earthquake. Visit Pokémon Square, where Shiftry has called a town meeting to discuss Alakazam's fate. There's no place for you on the rescue team . . . yet. Complete two more rescue jobs, then return to Pokémon Square and listen to Blastoise's report. If you think you're up to the task, raise your hand and volunteer for the toughest rescue job yet. You'll spend one more night in town before you can depart for Magma Cavern, and even then you'll be free to pursue other jobs first.

Your party members' levels should be in the mid 20s, although Electric-type and Normal-type heroes may need to be at slightly higher levels. If your hero isn't a Water- or Grass-type, bring a friend who is; you'll be facing primarily Rock- and Ground-type Pokémon. Fire-types are strong too, since Poison- and Steel-type foes are fairly common.

You'll have to survive 24 floors before you can challenge Groudon, which makes this your longest trip yet. Apples are extremely rare and recovery items like berries and Max Elixirs are nonexistent (except in Kecleon Shops), so you'll need to bring a lot of them with you. Eat gummis as you find them to save inventory space.

IN THE DUNGEON:

The first eight floors are heavy on Rock- and Ground-types, but the poison tips of Nidoqueen and Nidoking may be the biggest threat—wear a Pecha Scarf until B6F if you have one. Fire-types begin to appear around B8F, and you'll also begin to see magma on the ground, so watch out for ambushes. Rock-and-Ground-types reemerge on the final eight floors, especially B22F and B23F, where you'll encounter nothing but Onix. Type-trumping special attacks are an absolute must against these deadly, high-Defense foes. Ranged attacks like Bubble, Bubblebeam, and Bullet Seed are ideal, since Onix often hang back and strike from afar with the Dragonbreath move.



You'll face multiple Monster Houses in Magma Cavern, all stocked with foes that are much tougher than usual. Moves that can hit multiple targets (like Thunderbolt, Bullet Seed, and Bonemerang) are absolutely fantastic in these situations, as are defensive moves like Protect and Pursuit. When your friends can handle the nearby targets, use Silver Spikes to get an early shot at distant foes.

MAGMA CAVERN PIT

Delve into the deepest reaches of Magma Cavern to save Alakazam's team from Groudon!

JOB DESCRIPTION:

Battle the awakened Groudon and save Alakazam's team.

PREPARATION:

Save your game at the Kangaskhan statue and breathe a sigh of relief that your HP and PP have been refilled completely. There is only one floor of enemies between you and Groudon, so you don't have far to travel. Although the dungeon has three floors, you'll encounter only a quick scripted event on level 2F.

IN THE DUNGEON:

Onix and Steelix are both dangerous, but they are worth buckets of Exp. Points. After you locate the staircase, you may still want to hang out and battle them just to level up, but keep an eye on your PP to make sure you have enough juice left over for Groudon. Water-, Fighting-, and Ground-type moves are utterly fantastic versus either Onix or Steelix, and should result in an instant KO. (Grass-type moves are really effective only against Onix. Onix and Steelix look very similar, so check the text box so you know who you're fighting!) If you don't have any moves that will give you an edge against these foes, a quick run for the stairs is your best bet.



The Rage skill allows Onix or Steelix to boost its Attack score every time it's hit, giving the Pokémon an edge in a long fight. If you can't beat your adversary quickly with a type-trumping special attack, you'll be in for a tough battle.

TERRAIN:
MAGMA

FLOORS:
3

TEAM MAX:
3

ITEMS
TO BRING:

You don't have the option to access Kangaskhan Storage before this dungeon.

ITEMS
TO LOOK FOR:

The only items you'll find lying around are scattered Poké. Everything else is hidden inside the walls, so you'll need Super Mobile (the ultimate IQ skill) or a Mobile Orb to get at them.

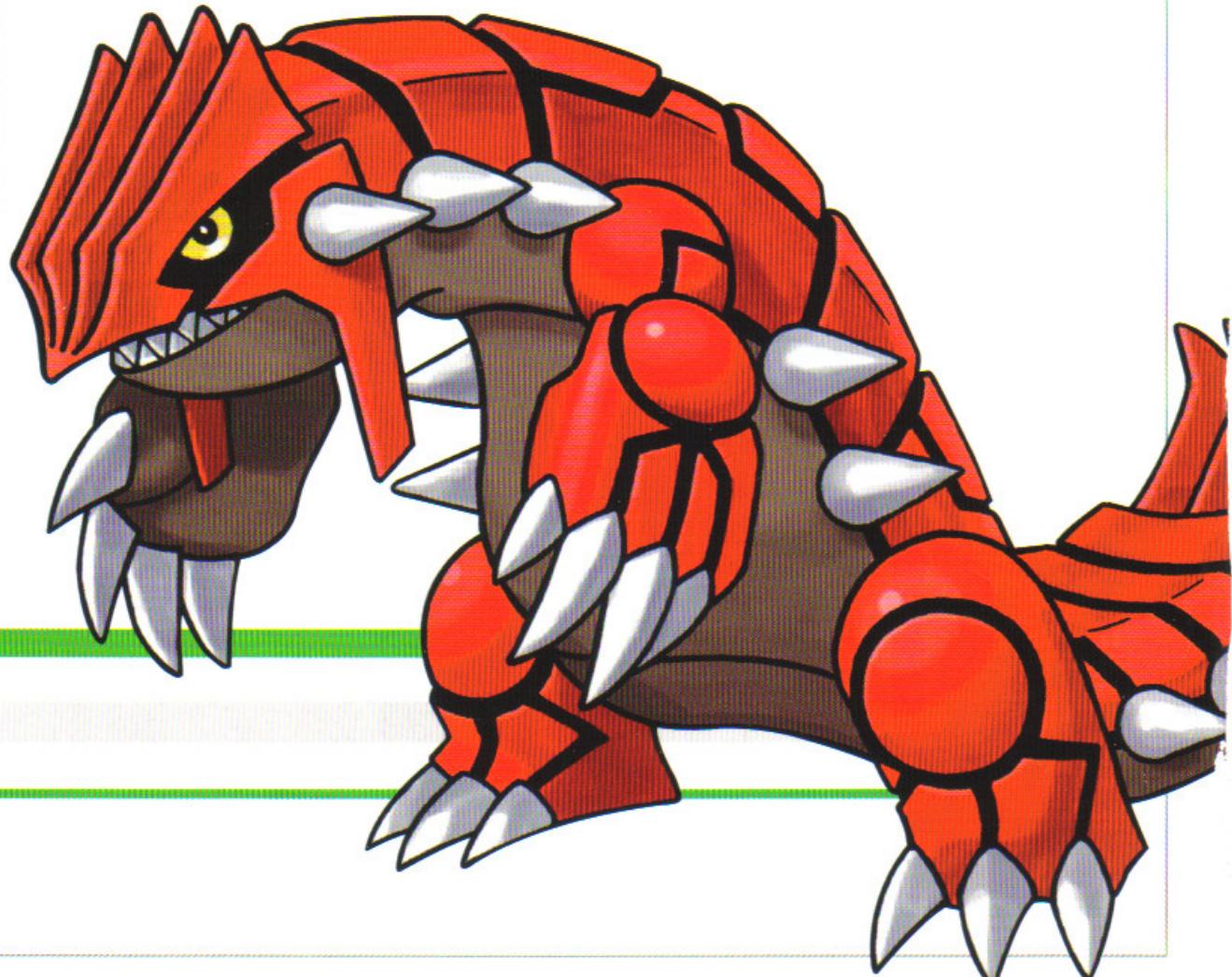
383

GROUDON

Groudon is a tough cookie, but you have several advantages. It begins the fight several squares away, giving you plenty of time to do heavy damage with long-range moves like Bubble or Bullet Seed, or at least to throw several Silver Spikes. Many of its early moves will lower your stats or change the weather, giving you a few free turns to use effective Water-, Grass-, and Ice-type special attacks.



TYPE:
GRD
LVL:
27
HP:
500



FLOOR
1 95 ONIX RCK-GRD
2 208 STEELIX STL-GRD
3 383 GROUDON GRD

SKY TOWER

You've defeated Groudon, but a new peril has emerged. You must convince Rayquaza to help.

**TERRAIN:
FLOAT**

**FLOORS:
25**

**TEAM MAX:
3**

**ITEMS
TO BRING:**

- GRAVELEROCKS
- HUGE APPLE
- MAX ELIXIR
- ORAN BERRIES
- PERSIM BAND
- REVIVER SEED
- X-RAY SPECS

**ITEMS
TO LOOK FOR:**

Sky Tower is a dreamland for item hunters, featuring large quantities of held items like X-Ray Specs, Stamina Bands, Detect Bands, and Persim Bands, any of which will be useful immediately. Link Boxes and gummis are plentiful, and you'll find a few TMs as well.

JOB DESCRIPTION:

Convince Rayquaza to stop the shooting star and save the world.

PREPARATION:

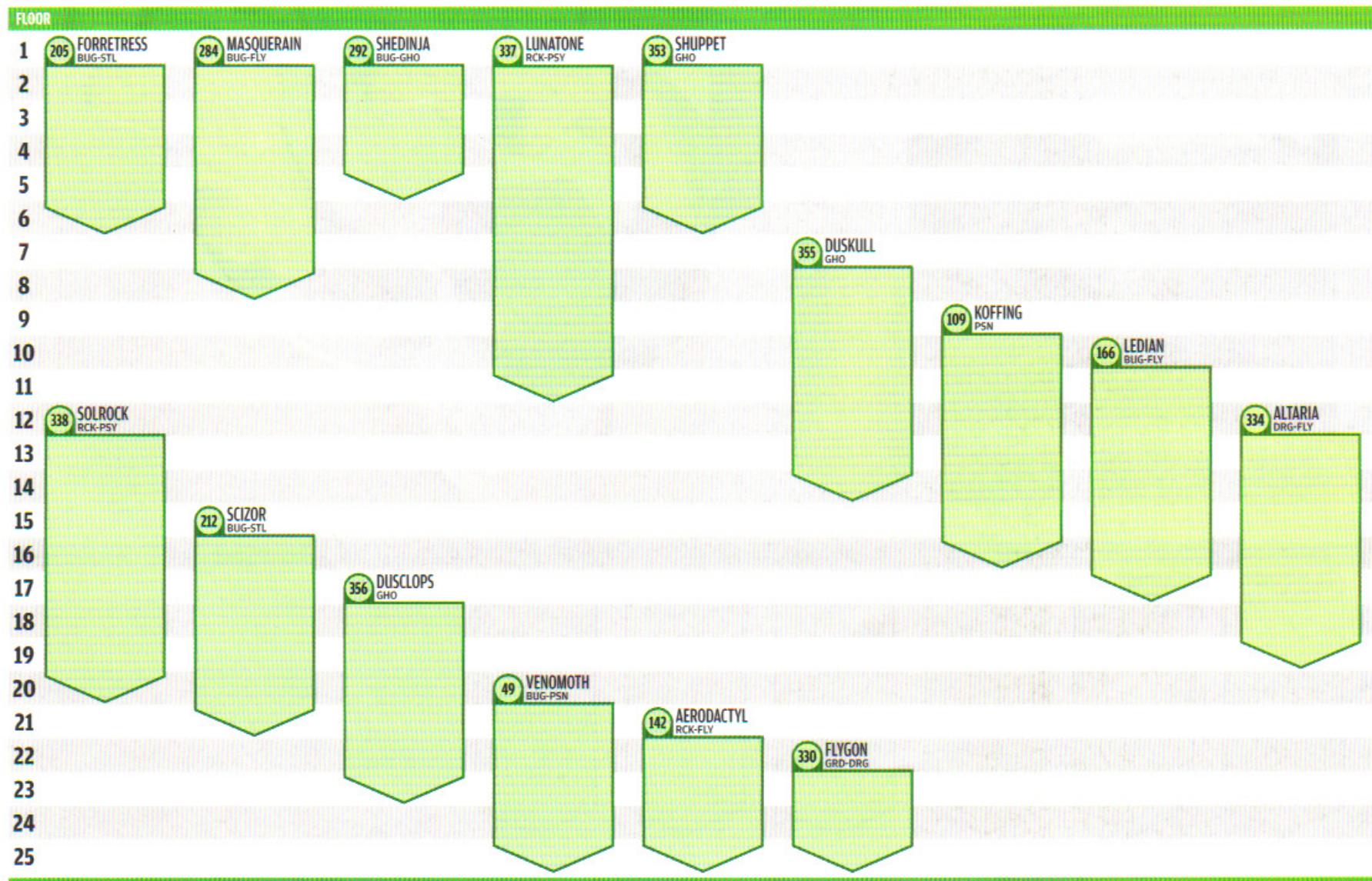
After beating Groudon, you'll return to a hero's welcome. But the party won't last long—a new threat is imminent, and yours is the only team that's up to the challenge. Hit the stores and storage, being sure to bring plenty of Reviver Seeds, Huge Apples, and Max Elixirs for the ultimate challenge. Gravelerocks may seem obsolete, but bring a few—unlike Iron Thorns and Silver Spikes, Gravelerocks can hit Ghost-type enemies within walls. Special items like X-Ray Specs, Heal Ribbons, and Persim Bands come in handy, but leave plenty of inventory space for the excellent items you'll find.

IN THE DUNGEON:

The first part of Sky Tower is full of Ghost-type Pokémons who can travel within the walls. If they're in a wall, your moves won't be able to hit them, but they'll still be able to attack you! Fortunately, items that are thrown in an arc (like Gravelerocks) can still hit them, and are powerful enough to KO weak Ghost-types like the Bug-and-Ghost-type Shedinja easily. Try to defeat the Ghost-types early, or they'll steal all your PP with the Spite move. Another popular move is Selfdestruct (used by Forretress and Koffing), which can take off 50 or more HP consistently. Confuse effects are common, so put on a Persim Band when facing multiple foes.



This dungeon is full of great items, but they often come at a price. Use your X-Ray Specs to reveal a floor's items, and be wary of approaching rooms that contain three or more items, a tip-off that it's a Monster House. If you decide to go for the items, put on a Persim Band before you step inside. Confuse effects are common, and can prove fatal when you're surrounded.



SKY TOWER SUMMIT

Rayquaza would rather fight than help. Knock some sense into it before the shooting star hits!

**TERRAIN:
FLOAT**

**FLOORS:
9**

**TEAM MAX:
3**

**ITEMS
TO BRING:**

You don't have the option to access Kangaskhan Storage before this dungeon.

**ITEMS
TO LOOK FOR:**

Sky Tower Summit has most of the same great held items and TMs as Sky Tower, but they appear less frequently. You'll find mostly Poké.

JOB DESCRIPTION:

The only way to convince Rayquaza to help you is to defeat it in combat.

PREPARATION:

Be sure to save at the Kangaskhan statue, since you're going to have a difficult team reaching Rayquaza with your supplies intact. Wear a Persim Band to protect yourself from the Confuse-inflicting moves of Metagross and Aerodactyl.

IN THE DUNGEON:

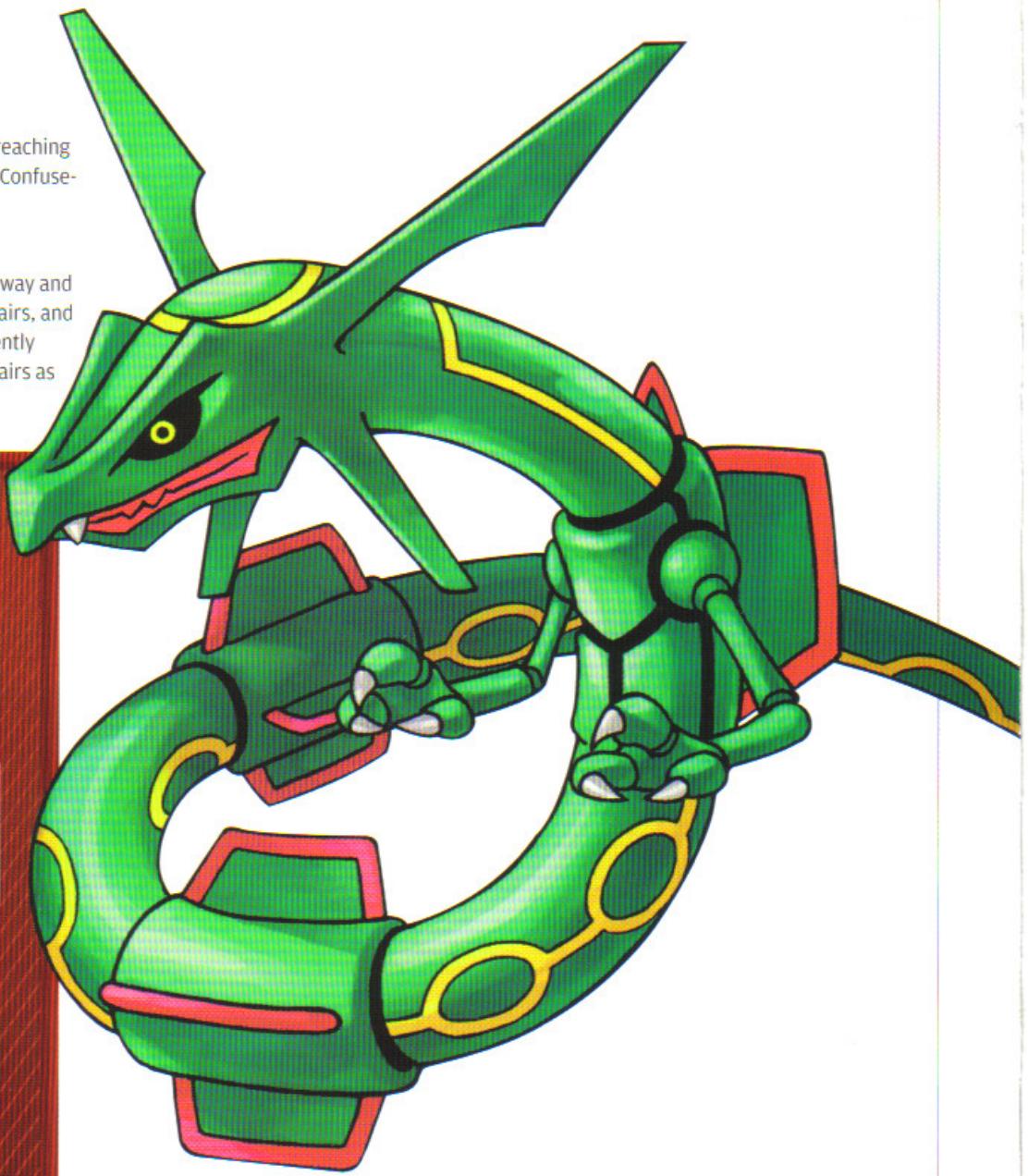
Most of the Sky Tower Summit floors have a similar layout, with a circular central hallway and dozens of little rooms branching out. You'll need to do a lot of searching to find the stairs, and the constant enemy attacks will take their toll. Quality items appear much less frequently than they did in Sky Tower, so there isn't much point exploring—it's best to take the stairs as soon as you spot them.

384 RAYQUAZA

Rayquaza has a lot of HP and a combination of types that is hard to exploit. If you're lucky enough to have access to Ice-type moves, you'll be in for an easy victory, but otherwise you'll need to prepare for a long fight. Set up effects that protect your party, reflect damage, and weaken Rayquaza. Status conditions like Paralyze work too, but they won't last long—the incredible Speed boost provided by Rayquaza's Dragon Dance will allow it to recover quickly.



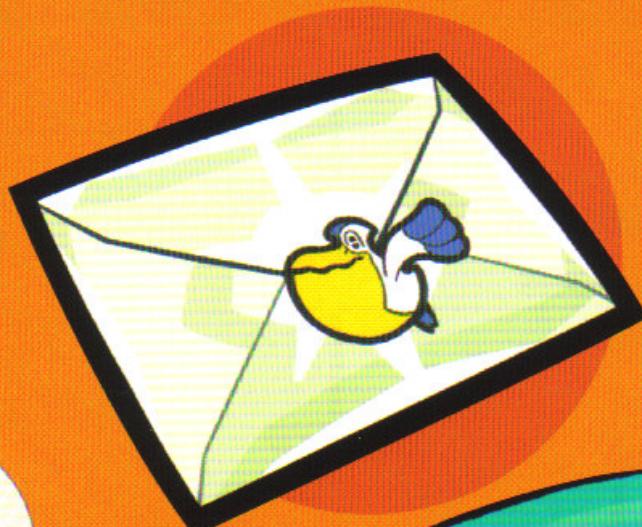
**TYPE:
DRG-FLY**
LVL: 35
HP: 600



FLOOR	142 AERODACTYL	330 FLYGON	205 FORRETTRESS	357 TROPIUS	373 SALAMENCE	376 METAGROSS
1						
2						
3						
4						
5						
6						
7						
8						
9	384 RAYQUAZA					

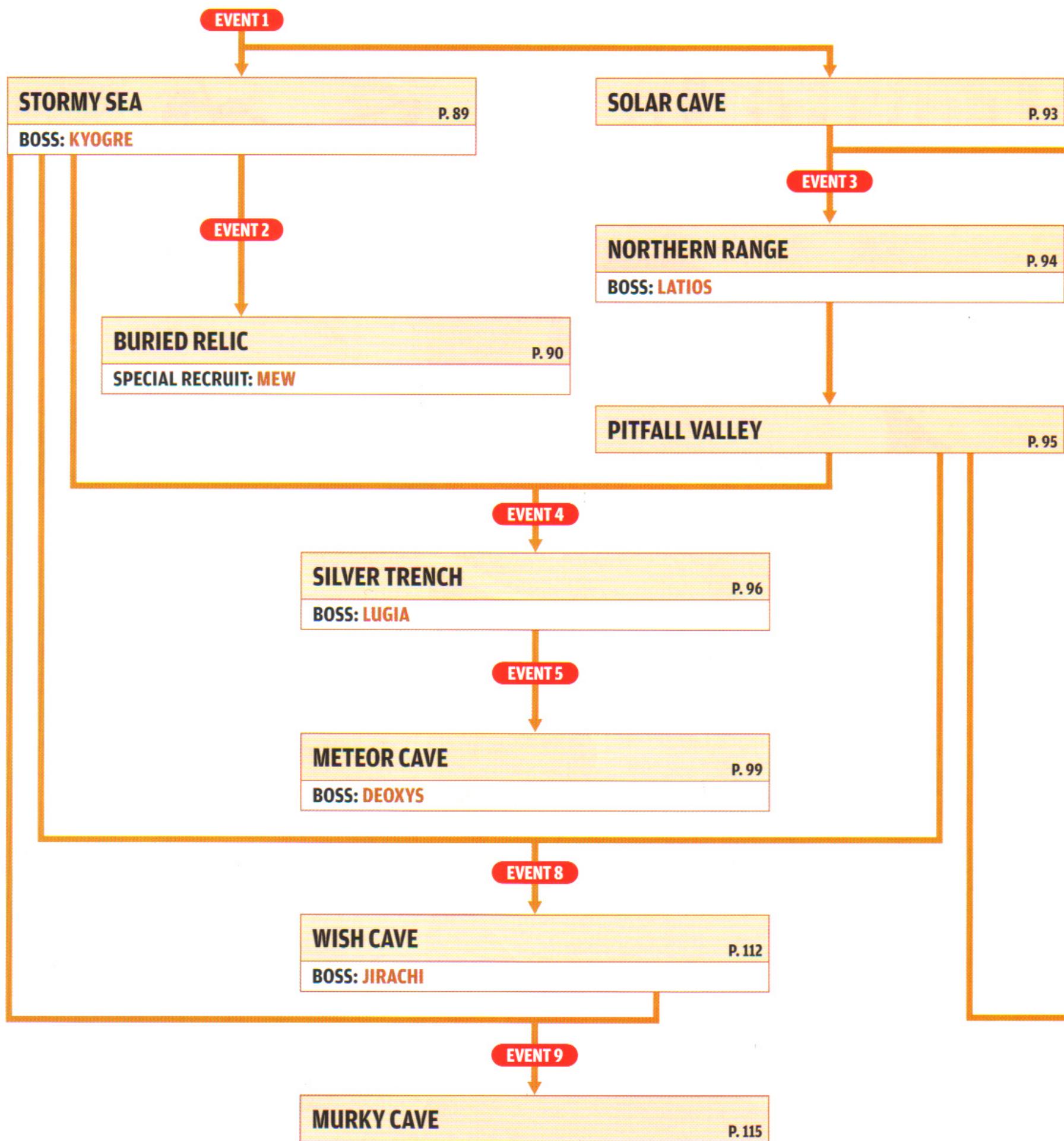
EXTRA DUNGEONS

Continue your career as a rescue team leader in the game's challenging post-ending dungeons.



EXTRA-DUNGEON FLOW CHART

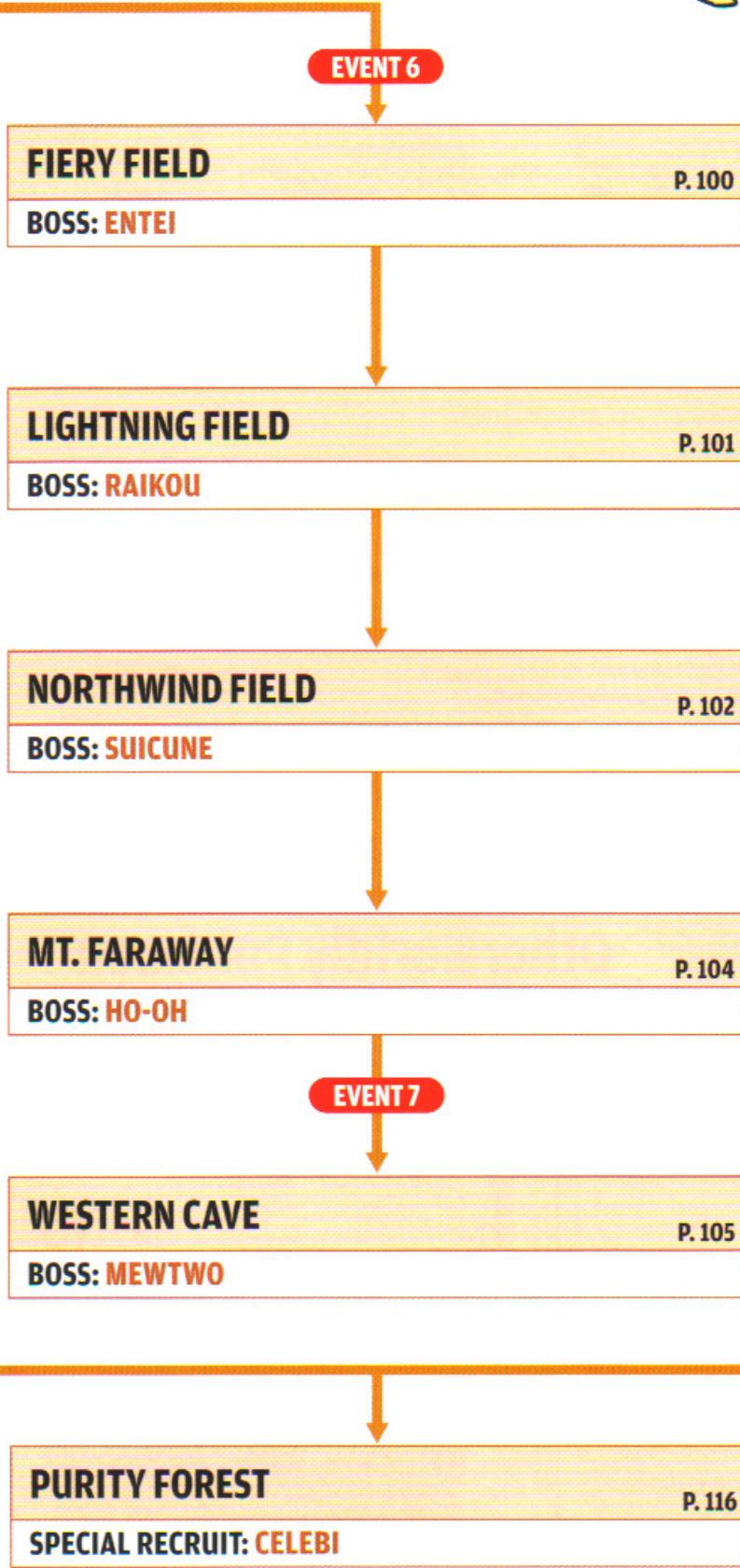
After the main storyline is over, there's a lot left to do. Unlocking the remaining 24 dungeons may not be easy, but it will surely be rewarding.





Additional Dungeons

You can reach these eight dungeons only by using certain HM or acquiring certain Friend Areas. They have no connection to any story subplot, and can be visited at any time after you meet the entry requirements. These dungeons have no specific goals but do contain rare Evolution items and recruitable Pokémons.



WATERFALL POND

P. 108

You need the Waterfall HM to enter this dungeon (see p. 93).

GRAND SEA

P. 109

You need the Serene Sea Friend Area to unlock this dungeon, and the Dive HM to enter it (see p. 86).

FAR-OFF SEA

P. 110

You need the Serene Sea Friend Area to unlock this dungeon, and the Dive HM to enter it (see p. 86).

DESERT REGION

P. 121

You need the Furnace Desert Friend Area to unlock this dungeon.

DARKNIGHT RELIC

P. 122

You need the Secretive Forest Friend Area to unlock this dungeon.

UNOWN RELIC

P. 123

You need the Aged Chamber AN and Aged Chamber O? Friend Areas to unlock this dungeon.

WYVERN HILL

P. 124

You need the Dragon Cave Friend Area to unlock this dungeon.

SOUTHERN CAVERN

P. 125

You need the Boulder Cave Friend Area to unlock this dungeon.

EXTRA-DUNGEON EVENTS

You must complete a series of nine unrelated quests to unlock the majority of the extra dungeons.

EVENT 1 Tales of the Stormy Sea

When you load your game after watching the ending, your new quest will begin with an event at Whiscash Pond. Learn about the Evolution process, then head to the dungeon exit. Your partner will explain how to change leaders; you can then switch leaders and tell your partner to leave the party, allowing you to evolve any Pokémon who is ready.

Next talk to Medicham, who is hanging around near the team base. Visit Lombre in Pokémon Square to hear its side of the story, then follow up with Whiscash. Whiscash will give you the Dive HM, which will allow you to enter **Stormy Sea**. Whiscash will also unlock the **Solar Cave** area, where you can find other HMs and a replacement copy of the Dive HM in case you need it.



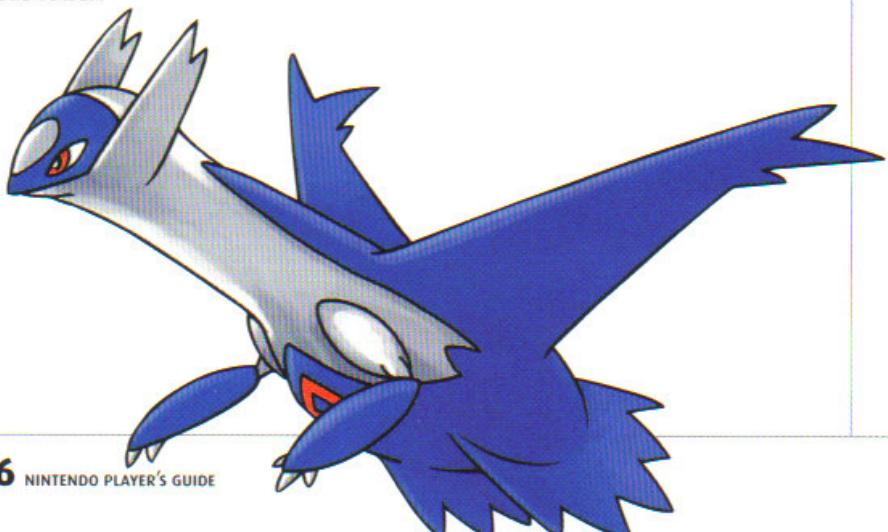
EVENT 2 Buried Relic Discovered

A few days after completing the Stormy Sea dungeon, you'll find an article titled "Buried Relic Discovered!" in your mailbox. Talk to Shiftry in Pokémon Square. It will tell you all you need to know to reach the **Buried Relic** dungeon, which also contains several HMs—but enter only if you have several extra Keys on hand. Buried Relic is also home to Mew, who may appear between levels 38 and 98 if you have the Music Box in your toolbox (see p. 90).



EVENT 3 Robbery in Progress

To trigger this event you'll need to have purchased the Southern Island Friend Area from Wigglytuff (at 9,500 Poké, it's the priciest one) and retrieved the Surf HM from Solar Cave. On the first day after both conditions are met, you'll be awakened by a commotion outside your base, told about a high-profile robbery, and given access to the **Northern Range** area. After you complete that dungeon, you'll speak to Latios in Pokémon Square to learn how to reach **Pitfall Valley**. You'll speak to Latios again after completing that dungeon to receive the quest's ultimate reward. You will also unlock **Purity Forest** and **Joyous Tower**.



EVENT 4 The Guardian of the Sea

It will take a fair amount of legwork to trigger Event 4. In addition to completing the Pitfall Valley dungeon (Event 3), you'll need to return to Mt. Thunder, Mt. Blaze, and Frosty Forest to recruit Zapdos, Moltres, and Articuno respectively (see the box below for tips on how to recruit the Legendary Pokémon). When you've completed all the tasks, speak with Alakazam in Pokémon Square—it will ask you to visit the Legendary Island Friend Area and investigate a colossal tornado. Visit any of the three Legendary birds to receive the Vortex Stone, the key to the **Silver Trench** area. You must recruit Lugia at the end of the Silver Trench to trigger Event 5.



How to Recruit a Boss

You need to fight through an entire dungeon simply to get a chance at recruiting the Legendary birds, so double-check that you're doing everything right.

- Your party needs to have room for a 4-star-size Pokémon. That means you can use either two 1-star Pokémon or a single 2-star Pokémon (you can see their size on the Summary screen). If you're using a larger party, enter the Team menu and use the Farewell command to send extra teammates home before you fight the boss.
- Level up! The higher your leader's level, the better your odds.
- Your leader must strike the final blow in the boss fight and be adjacent to the Pokémon you're trying to recruit.
- A bit of good news: You won't need (and can't get) the bosses' Friend Area in advance. When you recruit Zapdos, Moltres, or Articuno, it'll give you its Friend Area.
- Get the Friend Bow to increase your odds of success (see p. 104).
- Persistence is key. You can do everything right and still fail. Buck up and try again!

EVENT 5 Otherworldly Pokémon

After recruiting Lugia in Silver Trench, you'll return to your team base to find Xatu waiting. Clearly it has something important to say... or maybe not. Fortunately, Blastoise will come wandering by with some actual info: It has discovered **Meteor Cave**, a new dungeon created when Rayquaza destroyed the falling star. According to Blastoise, the area is crawling with Pokémon that resemble nothing anyone has seen before.



Recruitment

To recruit Lugia, follow the tips for recruiting the three Legendary birds in Event 4.

EVENT 6 The Mirage Pokémon

Visit Pokémon Square sometime after completing Solar Cave—you'll witness an event in which Spinda stumbles into town. Take Spinda to your base, where it will tell you a legend about a mirage Pokémon and give you the Clear Wing item (note that it will not appear in your toolbox). After Spinda leaves, bring the Clear Wing to Xatu at its home in the Hill of the Ancients, which you can reach by clearing the Great Canyon dungeon. Xatu will tell you about an island known as the Three Fields and unlock the **Fiery Field** area. Complete that to unlock the **Lightning Field**, and complete the Lightning Field to unlock the **Northwind Field**. When you've conquered all three fields, you'll gain access to **Mt. Faraway**. Don't forget to return to town and talk to Spinda after you've completed Mt. Faraway.

**EVENT 7** Created for Battle

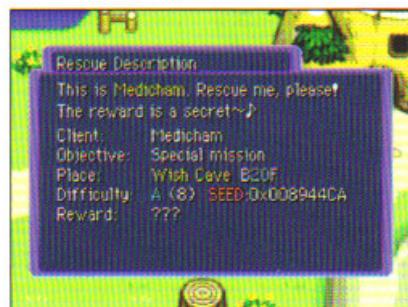
After completing Event 6 and recruiting Ho-Oh from Mt. Faraway, you'll awaken to an event in which Blastoise and Charizard are attacked while exploring a newly discovered cave. Later they'll return to town to report their failure and confirm the rumor of a super-powerful lab-created Pokémon who was bred only to fight. Sound familiar? Longtime Pokémon fans should have a pretty good idea what to expect at the end of the 99th floor of the newly unlocked **Western Cave**.

**Recruitment**

To recruit Ho-Oh, follow the tips for recruiting the three legendary birds in Event 4.

EVENT 8 Where Wishes Come True

There are two prerequisites to trigger Event 8. First, you must have earned the Sky Blue Plains Friend Area as a reward for a random bulletin-board quest. Second, you must have completed both Northern Range and Pitfall Valley in Event 3. After fulfilling both tasks, wait a day then visit Whiscash Pond, where you'll see Medicham and Ekans planning something sneaky. They'll run off when you join in the conversation, but they'll be back for a chat on the next day. On the third day you'll find only Ekans near Whiscash Pond, and on the fourth day Ekans will have moved to the bulletin board by the Pelipper Post Office. Talk to Ekans one last time; it will direct you to a bulletin-board posting from a stranded Medicham. Accept the job to unlock the **Wish Cave** dungeon.

**EVENT 9** The Curse of Ninetales

To begin this event, you must first rescue Medicham from Wish Cave (see Event 8). Then visit the post office bulletin-board area and speak with Medicham and Ekans, who will ask about Gengar. Wait a day, then locate the pair again in Pokémon Square. They'll mention that Gengar went to Mt. Freeze, but don't try to track it down there yet. Instead, go about your normal business and wait for Gengar to pay a visit to your team base the next morning.



On the third day of the quest, Gengar will appear at your base and ask for help. Agree to escort it to Mt. Freeze even if you don't plan to do so immediately—Gengar will wait at the Mt. Freeze entrance until you're ready to take on the job.



Mt. Freeze isn't any tougher than it used to be, but it's still harsh enough to present a threat to a Level-15 Gengar. Lead Gengar up 15 floors to the top, then through five floors of Mt. Freeze Peak. Ninetales will grant Gengar an audience and give it a 9-Tail Crest that unlocks Murky Cave.



Once again, Gengar will turn to your team for an escort. Agree to help—you'll find Gengar waiting outside Murky Cave. See p. 115 for details on how to clear Murky Cave.



After you've completed Murky Cave, Gengar will visit your team base to thank you and give you the invaluable Mobile Scarf. The next day you can recruit Gardevoir in Pokémon Square.



EXTRA-DUNGEON BASICS

The ability to take full control of your party roster opens up a whole new layer of strategy. You'll need to use it—the jobs ahead only get tougher.

After Story Mode

You're now free to evolve your Pokémons, compose new rescue teams without your hero or partner, and pursue many new subplots that lead to several extra dungeons. The Wigglytuff Club has been restocked with scores of new Friend Areas, and you can backtrack to old areas to recruit bosses and rare wild Pokémons.

Choosing a Leader

When talking to a Pokémon in its Friend Area, you can now use the Make Leader command to put it at the head of the roster. Many of the new dungeons allow you to switch leaders on the fly by selecting a friend, and choosing Leader in the Team menu.

Evolving Your Pokémons

The first event after you've completed the game takes place near Whiscash Pond, where Luminous Cave reopens to allow Pokémons to evolve. Pokémons can evolve only if they're alone, so put the Pokémons you want to evolve in charge and tell everyone else to stand by. Some Pokémons require items to evolve, and those items can be found in the dungeons to come. See page 45 to read more about Evolution.



Team Management

Changing leaders isn't just a great way to have fun with the moves and abilities of other Pokémons—it's also a key strategy for beating some of the difficult dungeons ahead and obtaining some very important items.

Changing Leaders

Switching leaders on the fly allows you to exploit all sorts of new strategies. For example, you can override your party members manually to maneuver them away from traps they're about to blunder into, or take control to lead them back to the flock when they get separated. Additionally, you can switch to a new leader when the current one starts to get hungry (but not when it's losing HP—then it's too late). By switching out every hungry Pokémon in turn you won't need to bring as much food.

Crossing Terrain with Your Leader

Bring teammates with the ability to cross a wide variety of terrain, and switch between them as needed. Crossing terrain isn't just for shortcuts anymore—you'll now encounter great items that are surrounded by moats or sealed behind thick walls. Not every dungeon allows you to switch, so begin stockpiling gummis to teach your best Pokémons the Super Mobile IQ skill. Consider this a long-term goal; learning Super Mobile may require hundreds of gummis.



Pokémon Prep

In the difficult dungeons to come, it's all the more important that you enter each dungeon with the right Pokémons and the right supplies. Spend some time leveling up with rescue jobs so you'll have the strength and tactics necessary to survive.

New Tactics for New Challenges

As your Pokémons reach higher levels they'll learn a few helpful new tactics. If you're trying to catch up with a Pokémon, or want to use it to cover you while you flee from battle, the Wait There command (learned at Level 15) is handy. Another tactic, Avoid Trouble (learned at Level 35) instructs your Pokémons to avoid combat only when they're low on health, which should keep them from wasting your Reviver Seeds.

Boost Your IQ to New Heights

Now that you'll begin encountering traps with alarming regularity, boosting your IQ is a top priority. Trap Avoider (at four-star IQ) is a key move that prevents allies from stepping on exposed traps, and Self-Curer (at three-star IQ) will help them recover quickly from the effects. In long dungeons, the six-star Energy Saver is a good choice for your leader, especially if the dungeon rules prevent you from bringing items or switching leaders. In the long run, aim to learn Trap Seer (nine stars) and Super Mobile (at max) for your best Pokémons. Note that gummis aren't as common in the new dungeons as they were in some of the late Story-mode dungeons, so you may need to backtrack to find them.

Special Items

You now have access to many powerful items, but you're still limited to the same few inventory slots. Manage your inventory carefully!

Advanced Held Items

It's time to put the berries aside and make sure every Pokémon has a held item that boosts its most important stat. But the leader won't have that luxury—held items like the X-Ray Specs (which reveal items and enemy locations), Tight Belt (which prevents your belly from shrinking), and Friend Bow (which increases your odds of recruiting wild Pokémons) are important tools for achieving your post-ending goals of finding key items, clearing 99-floor dungeons, and recruiting new members.



Permanent Stat-Boosters

Work hard to find items that will permanently boost the stats of important Pokémons. In addition to the classic stat-boosters like Calcium (which boosts Special Attack), Iron (which boosts Defense), Protein (which boosts Attack), and Zinc (which boosts Special Defense), you can find Sitrus Berries that raise your Max HP if eaten when your HP is full. Seek out Ginseng, a common reward for completing advanced Makuhita Dojo levels, to boost the power of your best moves permanently.



Keys

Keys are now some of the most important items you can find in dungeons. Many of the dungeons to come have fixed items—excellent treasures like HMs, Evolution items, and extremely powerful held items that are sealed behind locked doors. You won't always find Keys near the locks, so scour the few dungeons where Keys randomly appear and save extra Keys in storage. The walk-through that follows will tell you where to find them and when you'll need them.



STORMY SEA

With a little help from Whiscash, you can now dive into the Stormy Sea and battle the mighty Kyogre.

**TERRAIN:
WATER**

**FLOORS:
40**

**TEAM MAX:
3**

**ITEMS
TO BRING:**

- DIVE HM
- ESCAPE ORB
- HEAL SEED
- HUGE APPLE
- MAX ELIXIR
- ORAN BERRY
- REVIVER SEED

**ITEMS
TO LOOK FOR:**

Oran Berries, Max Elixirs, and gummis of all flavors are common in this dungeon. You'll also find great held items like the Scope Lens and X-Ray Specs, as well as detrimental ones like the Patsy Band and Warp Scarf. Read an item's info before you equip it!

JOB DESCRIPTION:

The lord of the sea has awoken! Defeat Kyogre and try to recruit it.

PREPARATION:

Complete Event 1, Tales of the Stormy Sea (see page 86), to unlock the Stormy Sea and receive the Dive HM. You'll need either to use that HM to teach a party member Dive (which typically only Water-types can learn) or to have the HM in your toolbox when you enter the dungeon. Bring along a Water-type Pokémon, as well as your best Electric- and Grass-type members to battle the dungeon's endless parade of Water-type foes.

IN THE DUNGEON:

Your Water-types will be effective against the many Rock-types that are vulnerable to Water-type attacks. You'll also begin to encounter groups of treasures that are surrounded by a deep moat that only a Water- or Flying-type Pokémon can cross. Remember that you can make the Water-type your leader at any time to get the loot.



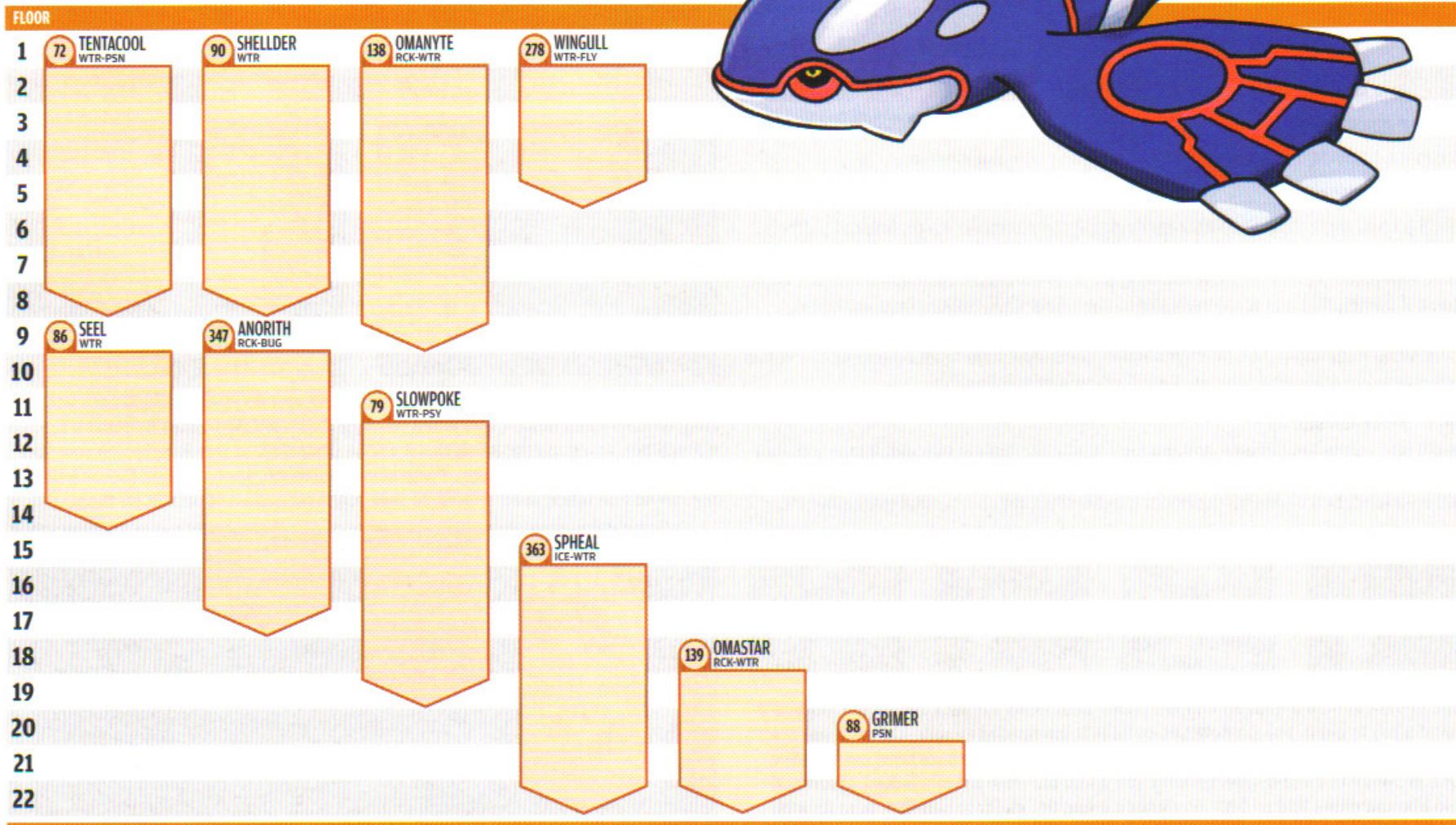
You'll encounter lots of weird status conditions here and in the dungeons to come. Stockpile gummis and give them to your best Pokémon so they can learn the Self-curer IQ skill. That will let them recover from any status condition more quickly.

382 KYOGRE



Kyogre is a snap if you have a good Electric- or Grass-type attacker. The true challenge is in recruiting it; before the fight, say "Farewell" to all but two-stars'-size worth of party members and make your strongest fighter the leader so it can deliver the final blow. With a bit of luck, Kyogre will hand over the Seafloor Cave Friend Area and join your team.

**TYPE:
WATER**
LVL: 25
HP: 600



to page 90

FLOOR	POKÉMON	TYPE
23	363 SPHEAL	ICE-WTR
24		
25		
26		
27		
28		
29		
30	117 SEADRA	WTR
31		
32		
33		
34	121 STARMIE	WTR-PSY
35		
36		
37		
38		
39		
40		

from page 89

139 OMASTAR	RCK-WTR
88 GRIMER	PSN

141 KABUTOPS	RCK-WTR
348 ARMALDO	RCK-BUG

73 TENTACRUEL	WTR-PSN

364 SEALEO	ICE-WTR

318 CARVANHA	WTR-DRK

382 KYOGRE
WTR

BURIED RELIC

There's a lot happening in this vast dungeon: three bosses, four HMs, and maybe even a visit from Mew.

JOB DESCRIPTION:

Explore a newly discovered dungeon to find exclusive HMs and Pokémons.

PREPARATION:

You'll get mail about the Buried Relic a few days after completing the Stormy Sea, and Shiftry in Pokémon Square will unlock it for you. But don't rush in yet; there are several things you need to bring with you to get the most out of this dungeon. If you want to get the TMs, you'll need to bring some of the Keys that appear randomly (but rarely) in Solar Cave, Western Cave, and Desert Region. If catching Mew is your plan, buy the Final Island Friend Area first. Whatever your goal, bring lots of Huge Apples, Max Elixirs, and Reviver Seeds. An Escape Orb is a must, since there's no real reason to complete the dungeon. Take what you want and warp out.

IN THE DUNGEON:

You'll face enemies of all types, and although they're not likely to be tougher than you, they have the advantage in numbers. Beware of Monster Houses and traps, particularly Pitfall Traps—it won't be a problem if the leader triggers them, but they're fatal to your friends.



The TMs are in treasure rooms on fixed floors. B45F holds the Rock Smash HM, but you'll need a Key to get it. The Strength HM on B60F is surrounded by rock, but since you can't learn Rock Smash from within a dungeon, you'll need to come back later, use a Mobile Orb, or switch to a Ghost-type. On B70F you'll find the Flash HM in a locked, indestructible treasure room, and on B80F you'll need a Key, the ability to smash or pass through walls, and the ability to cross water terrain to get the Cut HM.

TERRAIN: WATER
FLOORS: 99
TEAM MAX: 3

ITEMS TO BRING:

- ESCAPE ORB
- FRIEND BOW
- HEAL SEED
- HUGE APPLES
- KEYS
- MAX ELIXIRS
- ORAN BERRY
- REVIVER SEED

ITEMS TO LOOK FOR:

Common items like Apples and Oran Berries are welcome finds in a 99-floor dungeon, but Citrus Berries are better still, since they increase your max HP when eaten on a full stomach. If you use the Rock Smash HM, you may find rare TMs and drinks like Iron by smashing walls.



You'll battle boss Regirock on B15F, Regice on B25F, and Registeel on B35F. Each will drop an item when beaten, and when you collect all three items they'll combine to form a Music Box. If you use the Music Box it will be destroyed, so simply keep it in your toolbox as you wander the dungeon. These bosses are tough, specializing in Defense-boosting moves and Selfdestruct attacks, so save your best items and attacks for them.



151 MEW

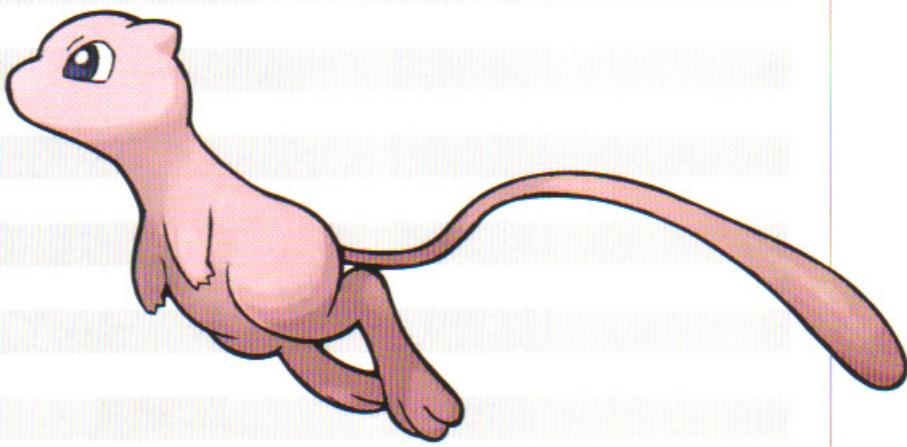
As long as you have the Music Box in your toolbox, there's a very small chance Mew will appear between levels 36 and 98, and a decent chance it will pop up between levels 94 and 98. Mew may be in disguise (it has the Transform move) so defeat every enemy you can! If you beat Mew and have the Final Island Friend Area, it may offer to join you.

TYPE: PSYCHIC
LVL: 40
HP: 150

FLOOR

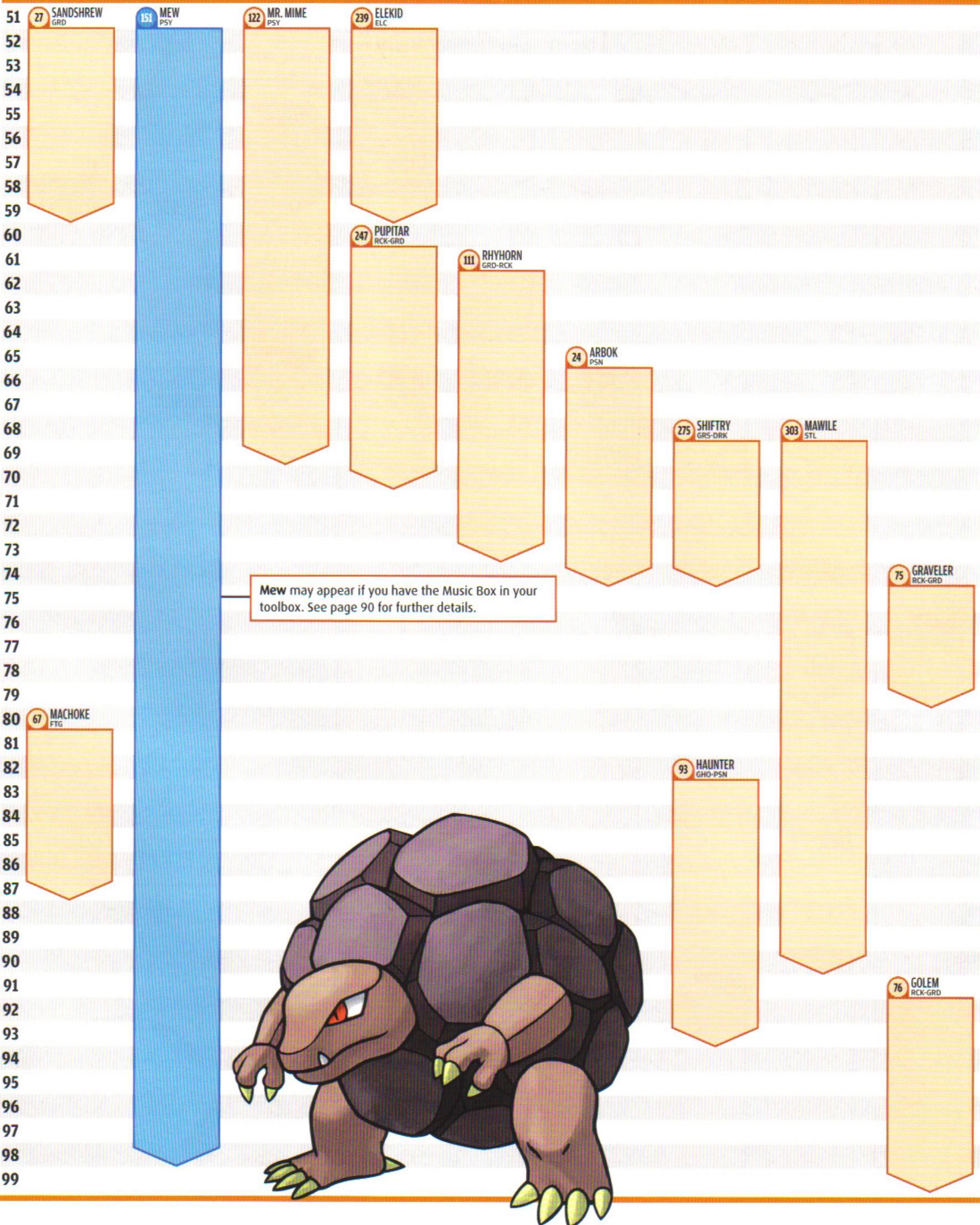
1	42 GOLBAT PSN-FLY	215 SNEASEL DRK-ICE	360 WYNAUT PSY	In Red Rescue Team, you'll encounter Porygon in this dungeon. In Blue Rescue Team, you'll encounter Porygon2 instead.					
2				20 RATICATE NRM	66 MACHOP FTG	293 WHISMUR NRM	163 HOOTHOOT NRM-FLY		
3									
4									
5	106 HITMONLEE FTG	107 HITMONCHAN FTG	137 PORYGON NRM						
6									
7									
8									
9									
10				63 ABRA PSY	233 PORYGON2 NRM				
11									
12					233 PORYGON2 NRM				
13									
14	304 ARON STL-RCK	316 GULPIN PSN							
15									
16	304 ARON STL-RCK	316 GULPIN PSN	74 GEODUDE RCK-GRD	164 NOCTOWL NRM-FLY					
17									
18									
19									
20					233 PORYGON2 NRM	132 DITTO NRM			
21									
22									
23	97 HYPNO PSY								
24		237 HITMONTOP FTG							
25			378 REGICE ICE						
26	97 HYPNO PSY	237 HITMONTOP FTG							
27									
28									
29									
30	296 MAKUHITA FTG								
31									
32									
33									
34									
35									
36	27 SANDSHREW GRD								
37									
38									
39									
40		64 KADABRA PSY							
41									
42									
43									
44									
45									
46									
47									
48									
49									
50									

to page 92



Mew may appear if you have the Music Box in your toolbox. See page 90 for further details.

122 MR. MIME PSY



SOLAR CAVE

Exclusive HMs and evolution items make this Psychic-type-infested cave a must-visit area.

TERRAIN:
WATER

FLOORS:
20

TEAM MAX:
3

ITEMS
TO BRING:

- CLEANSE ORB
- HUGE APPLE
- KEYS
- MAX ELIXIR
- ORAN BERRY
- X-RAY SPECS

ITEMS
TO LOOK FOR:

Keys are the most important random items, since this dungeon contains two locked treasure rooms. Sun Stones and Moon Stones appear here regularly, allowing you to evolve certain Pokémons. Besides that, expect to find lots of unusual orbs and the occasional held item or TM.

JOB DESCRIPTION:

Retrieve Waterfall, Surf, and Dive HMs, as well as Link Cable Evolution items.

PREPARATION:

You'll gain access to Solar Cave when you unlock Stormy Sea, and you can visit it anytime thereafter. Every single Pokémon you'll encounter here is a Psychic-type, so make a party out of Bug-, Ghost-, or Dark-type Pokémons with levels that are at least in the mid 20s, or out of any Pokémon with good Dark-type moves like Bite. Once again you'll want Water- or Flying-types, since certain treasures are surrounded by moats. Seriously consider bringing X-Ray Specs for your leader—they won't show you where the treasure rooms are, but they will make items such as Keys show up on your map.

IN THE DUNGEON:

Two of this dungeon's three fixed prizes are stuck behind locked doors, which makes Keys far and away the most important items you can find. Use your X-Ray Specs and check out every blue item dot, but be forewarned that even then there's no guarantee you'll find any. If you come up empty, try again or make a point of returning after you acquire some in a later dungeon. The enemies shouldn't be too tough if you have the right types on your team, but beware of Claydol that Selfdestruct when approached.



You'll find the first locked treasure room on B10F—it will contain the Dive HM if you've lost it, or a Link Cable if you haven't. The locked room in B15F always holds the Waterfall HM. The Surf HM is on B20F, and although no Key is required, it is surrounded by water terrain.



NORTHERN RANGE

Latios has taken all the TMs from the Kecleon Shop and fled to the Northern Range. Bring it to justice!

TERRAIN: WATER

FLOORS: 25

TEAM MAX: 3

ITEMS TO BRING:

- CLEANSE ORB
- HEAL SEED
- HUGE APPLE
- MAX ELIXIR
- ORAN BERRY
- POKÉ
- REVIVER SEED

ITEMS TO LOOK FOR:

The Northern Range isn't a good place to hunt for items, since good stuff like held items and TMs (the usual assortment) appear only rarely. Instead, you'll find plenty of **seeds** and **orbs**, so stock up on **Reviver Seeds**, **Heal Seeds**, and **Trawl Orbs**. Kecleon Shops also appear.

JOB DESCRIPTION:

Reclaim the items that were stolen from the Kecleon Shop.

PREPARATION:

Your Pokémon should have levels in the low-to-mid 30s before you challenge this dungeon, but you can get away with being a bit lower-level if you can put together a party of good Electric-, Ice-, or Rock-type Pokémon. Except Seviper, every wild Pokémon in this dungeon flies, so Electric-, Ice-, or Rock-type moves will be consistently powerful.

IN THE DUNGEON:

The **Beautifly** on the first six floors are among the toughest foes in this dungeon, thanks to the incredible **Silver Wind** move. This Bug-type attack damages everyone in the room heavily while potentially boosting the user's stats, and **Beautifly** can use it several times before you can get within range to use standard attacks. Leave Dark-, Psychic-, and Grass-type Pokémon at home and choose a leader with a good long-range attack to take **Beautifly** down from afar. In later levels, the main threat is **Togetic**, who knows many moves with random effects. You never know when **Ancientpower** or **Metronome** will unleash a devastating blow.

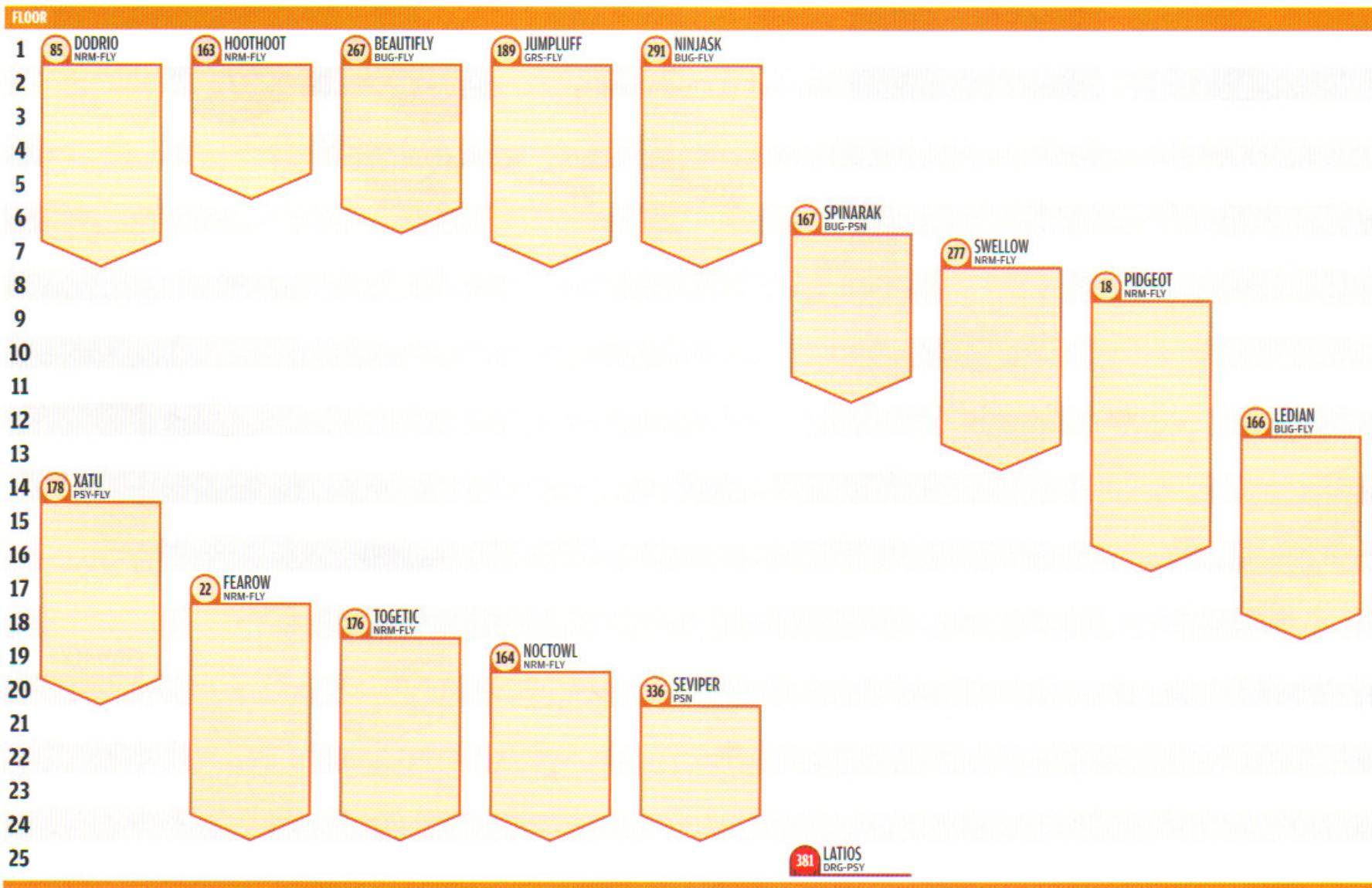
381 LATIOS



TYPE: DRG-PSY

LVL: 30
HP: 600

Latios uses a lot of defensive moves and basic attacks that aren't much of a threat. Aim for a quick victory with Dark-, Bug, or Ice-type moves before Latios can use **Protect** to drag out the battle. Don't worry about trying to recruit it, since it won't be possible at this point in the game.



PITFALL VALLEY

Latios has failed in its quest to save Latias.
Perhaps your rescue team is up to the challenge?

**TERRAIN:
WATER**

**FLOORS:
25**

**TEAM MAX:
3**

**ITEMS
TO BRING:**

- CLEANSE ORB
- HEAL SEED
- HUGE APPLE
- MAX ELIXIR
- ORAN BERRY
- POKÉ
- REVIVER SEED

**ITEMS
TO LOOK FOR:**

Pitfall Valley features the exact same assortment of items as Northern Range, and in the exact same frequencies. Keep your eyes open for held items, TMs, and useful orbs and berries, but don't let the slim pickings distract you from your quest.

JOB DESCRIPTION:

Traverse Pitfall Valley and use your Teleport Gem to save a wounded Latias.

PREPARATION:

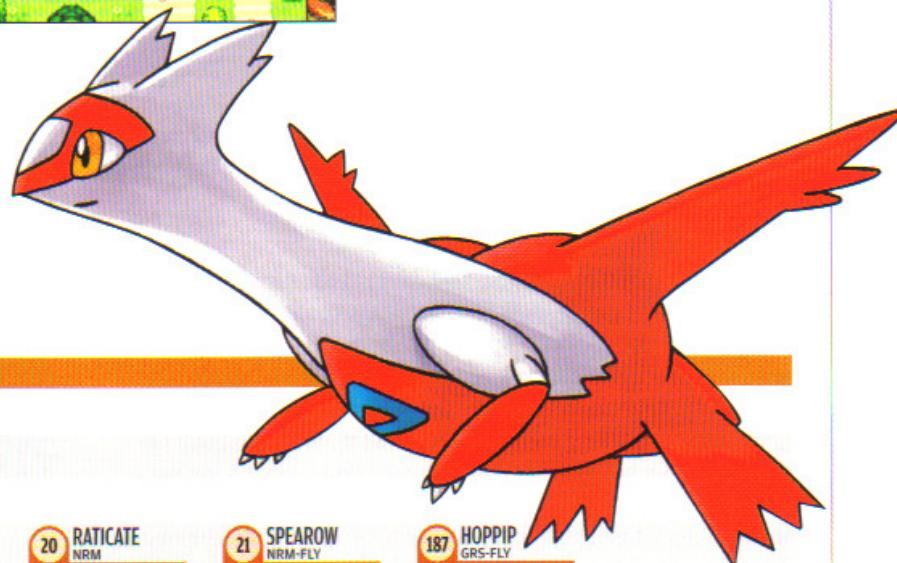
Pitfall Valley is no more difficult than Northern Range was, and continues that dungeon's Flying-type theme. Whatever party you used to clear Northern Range will surely be able to handle this extremely similar area. The only difference this time is a heavier emphasis on moves and traps that inflict status conditions like Confuse and Sleep, so now might be a good time to raid your storage and hand out the gummis in hopes that your troops will learn skills like Nonsleeper and Trap Avoider. Remember that you'll need to switch on IQ skills manually before they'll take effect.

IN THE DUNGEON:

Butterfree, Masquerain, Skiploom, and Aerodactyl are all capable of inflicting nasty status conditions, so eliminate them from afar if possible. You'll notice enemies are beginning to travel in larger groups, so if a move or trap stuns you, attackers may overwhelm you quickly. Keep your party together so you'll have allies to protect you if your leader catches something nasty. Remember that you can always switch leadership if your friends don't seem capable of handling the responsibility themselves.



Latios and Latias have no money to repay your kindness, so they'll offer to reward you the only way they can—by joining your rescue team. Note that Latios is a Level-30 two-star-size Pokémon, while Latias is a Level-28 one-star-size Pokémon.



FLOOR

1	18 PIDGEOT NRM-FLY	83 FARFETCH'D NRM-FLY	165 LEDYBA BUG-FLY	277 SWELLOW NRM-FLY
2				
3				
4				
5				
6				
7	84 DODUO NRM-FLY			
8				
9		193 YANMA BUG-FLY		
10			284 MASQUERAIN BUG-FLY	
11				
12			123 SCYTHER BUG-FLY	
13				
14			142 AERODACTYL RCK-FLY	
15				188 SKIPLOOM GRS-FLY
16				
17				
18				
19				
20				
21				
22				
23				
24				
25				



SILVER TRENCH

The Guardian of the Sea does not welcome visitors, and has thrown 99 floors of obstacles in your way.

TERRAIN:
WATER

FLOORS:
99

TEAM MAX:

3

ITEMS
TO BRING:

- CLEANSE ORB
- DIVE HM
- ESCAPE ORB
- HUGE APPLES
- MAX ELIXIRS
- PERSIM BAND
- PETRIFY ORB
- REVIVER SEED

ITEMS
TO LOOK FOR:

You'll find the usual TMs and held items here, but don't waste space on anything you won't use. Supplies like seeds and Max Elixirs stop coming after B20F, and the Blue Gummis and Grimey Food stop at B30F. Fortunately, orbs and throwing items can be found on all 99 floors.

JOB DESCRIPTION:

Travel to Silver Trench to recruit Lugia.

PREPARATION:

You'll need to recruit Zapdos, Moltres, and Articuno, then complete Event 4 to unlock Silver Trench. Load up your toolbox with staples before you set off on your journey; this dungeon will tear into your supplies like no other. Not only do you have to contend with 99 floors, but an endless stream of Sludge Traps and Sticky Traps will ruin your items one by one just as PP-Zero Traps make Max Elixirs all the more necessary. Because of that, it's best not to challenge this dungeon until you have a Pokémon with the Trap Seer IQ skill to lead your force. If you're going to try anyway, bring plenty of Reviver Seeds, Cleanse Orbs, and Max Elixirs. Bring a Water-type Pokémon (with Electric- and Grass-type backup) and either teach it the Dive HM or bring the HM along. Confuse-inflicting moves are common, so Persim Bands are a good accessory choice.

IN THE DUNGEON:

The Pokémon in this dungeon start out easy, but you'll be dealing with fully evolved Pokémon with levels in the 35-40 range by the end. There aren't enough Max Elixirs to compensate for the PP-Zero Traps, so throw items and use basic attacks whenever you can get away with it. Recruit wild Pokémon as you travel, use up their best moves, and set them free. (You can't keep them anyway, if you hope to recruit four-star-size Lugia.) All you'll find to eat here is Grimey Food, but don't worry about it; just eat it when you're near the stairs so the resulting status conditions will be cleared immediately. The food stops coming after B30F, so bring plenty to spare.



Silver Trench features both random Monster Houses and fixed monster houses that take up the entirety of B35F, B55F, and B75F. Bring Petrify, Slumber, or Totter Orbs along with you so you can set one off and run for the stairs on the nightmarish floors.

249 LUGIA



TYPE:
PSY-FLY

LVL: 30
HP: 800

After all you've gone through, you don't want to blow your chance to recruit Lugia, so say farewell to all but two one-star-size Pokémon. For an easy fight, try to paralyze Lugia before it can use Safeguard, but don't despair if you fail at that and all of your best moves are out of PP. Lugia's only offensive move is the fairly weak Gust, so it will mostly rely on weak basic attacks.

FLOOR

1	72 TENTACOOL WTR-PSN	90 SHELDRER WTR	138 OMANYTE RCK-WTR	211 QWILFISH WTR-PSN	278 WINGULL WTR-FLY	140 KABUTO RCK-WTR	222 CORSOLA WTR-RCK	79 SLOWPOKE WTR-PSY	86 SEEL WTR
2									
3									
4									
5									
6									
7									
8									
9									
10	116 HORSEA WTR	363 SPHEAL ICE-WTR							
11									
12									
13									
14		347 ANORITH RCK-BUG		98 KRABBY WTR	120 STARYU WTR				
15									
16									
17									
18									
19									
20						88 GRIMER PSN	134 VAPOREON WTR	139 OMASTAR RCK-WTR	

to page 97

FLOOR	from page 96									
21	98 KRABBY WTR	120 STARYU WTR	88 GRIMER PSN	139 OMASTAR RCK-WTR	347 ANORITH RCK-BUG					
22										
23										
24										
25					141 KABUTOPS RCK-WTR					
26										
27										
28										
29										
30	80 SLOWBRO WTR-PSY	117 SEADRA WTR							134 VAPOREON WTR	318 CARVANHA WTR-DRK
31										
32										
33										
34										
35	73 TENTACRUEL WTR-PSN	121 STARMIE WTR-PSY			348 ARMALDO RCK-BUG					
36										
37										
38										
39										
40										
41										
42										
43										
44										
45										
46	Don't turn your back on Dratini , or they'll blast you with long-range Dragonbreath. KO them at close range so you can recruit them and use that great move against your enemies.									
47										
48										
49										
50	134 VAPOREON WTR	147 DRATINI DRG	199 SLOWKING WTR-PSY	223 REMORAIID WTR						
51										
52										
53										
54										
55					87 DEWGONG WTR-ICE					
56										
57										
58										
59										
60	89 MUK PSN									
61										
62										
63										
64										
65		366 CLAMPERL WTR								
66										
67										
68										
69										
70										
	134 VAPOREON WTR		170 CHINCHOU WTR-ELC		230 KINGDRA WTR-DRG					

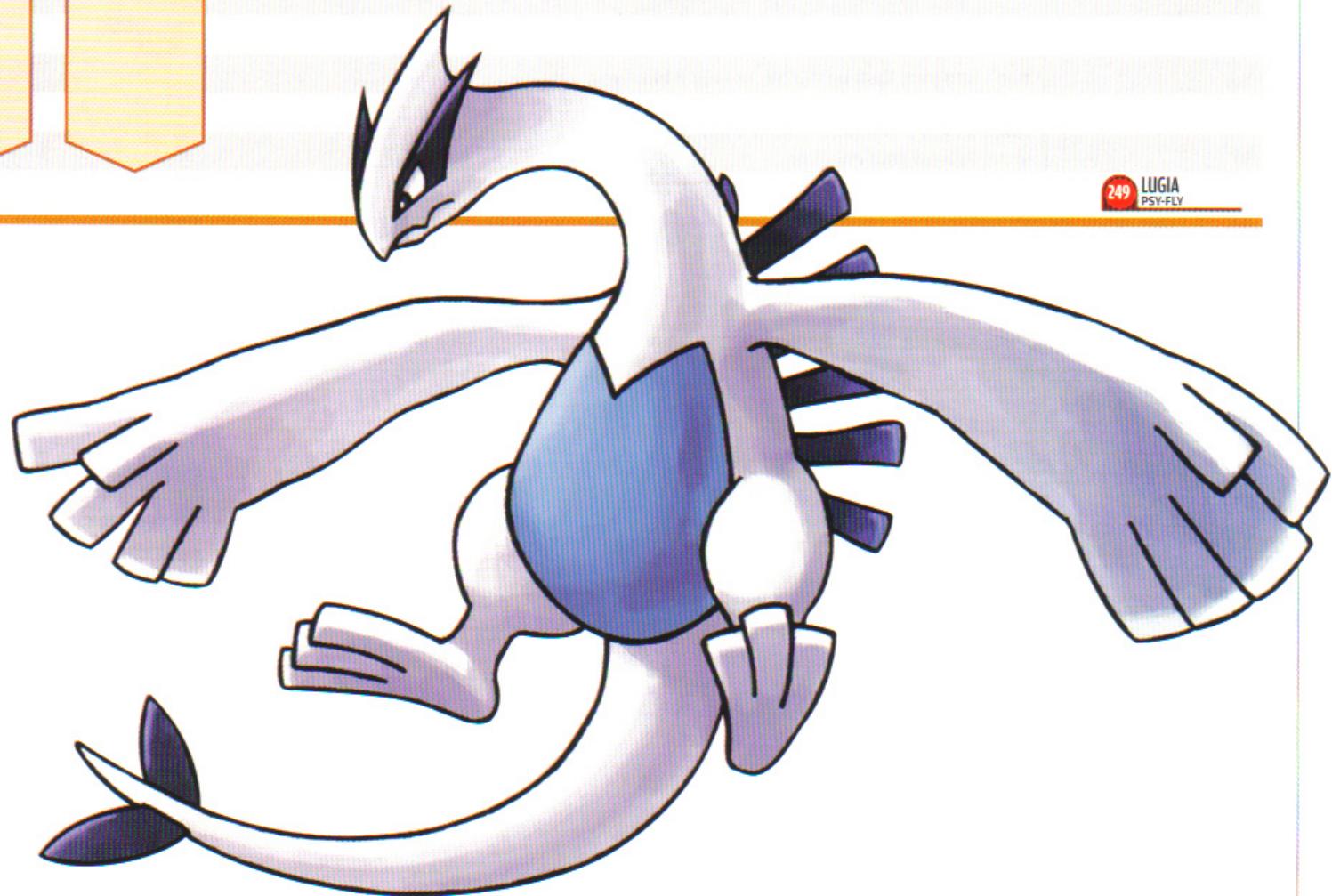
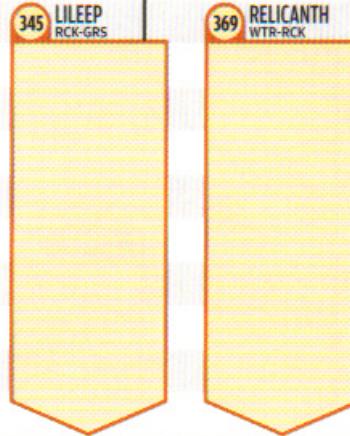
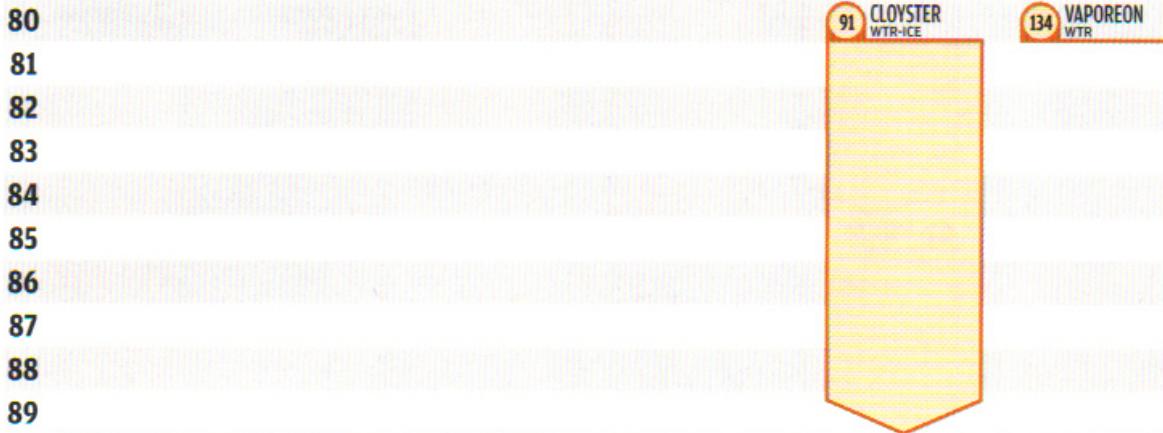
to page 98

FLOOR

from page 97



Lileep are hardy creatures that primarily use attacks that inflict status conditions. A Monster House full of them is the ultimate nightmare, so turn tail and run while you can.



249 LUGIA

PSY-FLY

METEOR CAVE

Blastoise was right—the Pokémon in Meteor Cave are like nothing you've ever seen before.

TERRAIN:
WATER

FLOORS:
20

TEAM MAX:
1

ITEMS
TO BRING:

- REVIVER SEEDS
- TIGHT BELT
- X-RAY SPECS

ITEMS
TO LOOK FOR:

There are no items in Meteor Cave, only Poké. The lack of booty is all the more reason to hang out and let Deoxys come to you.

JOB DESCRIPTION:

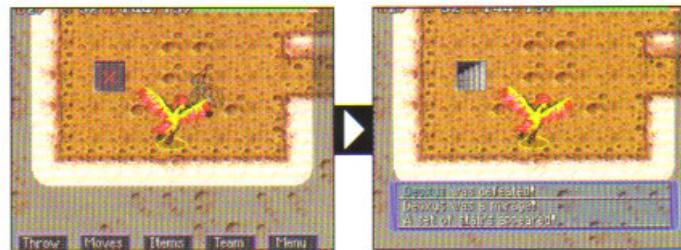
Defeat Deoxys in the strange cave that was unlocked in Event 5.

PREPARATION:

You're allowed to bring only one Pokémon and no more than three items (plus a held item) into Meteor Cave. Ideally, your Pokémon should be a level-40-plus Dark-type that knows several Dark-type attacks and the Trap Seer IQ skill, but a level-50-plus Pokémon with strong attacks is a solid plan B. You'll have both belly and PP issues in this dungeon, so the bulk of your four-item inventory should be filled with the only thing that cures both: Reviver Seeds. You may also want to bring a Tight Belt for your Belly, or X-Ray Specs to track Deoxys's movements.

IN THE DUNGEON:

Each of the 20 floors contains a single, semitransparent Deoxys in one of three forms. From left to right, the three forms are Speed, Attack, and Defense. Speed can attack twice per turn, but both it and Attack will crumble under a good Dark-type Bite. Save your best moves for the Defense form; if the fight is allowed to run long, it will boost its defensive stats to the point where your moves become completely ineffective.



X-Ray Specs will allow you to find Deoxys without a lot of searching, but it's hard to justify using an inventory slot. Instead, find the metal plate that marks the stairs and rest (hold A and B) until Deoxys comes to you. Beat Deoxys to open the stairs.

386

DEOXYS (normal forme)



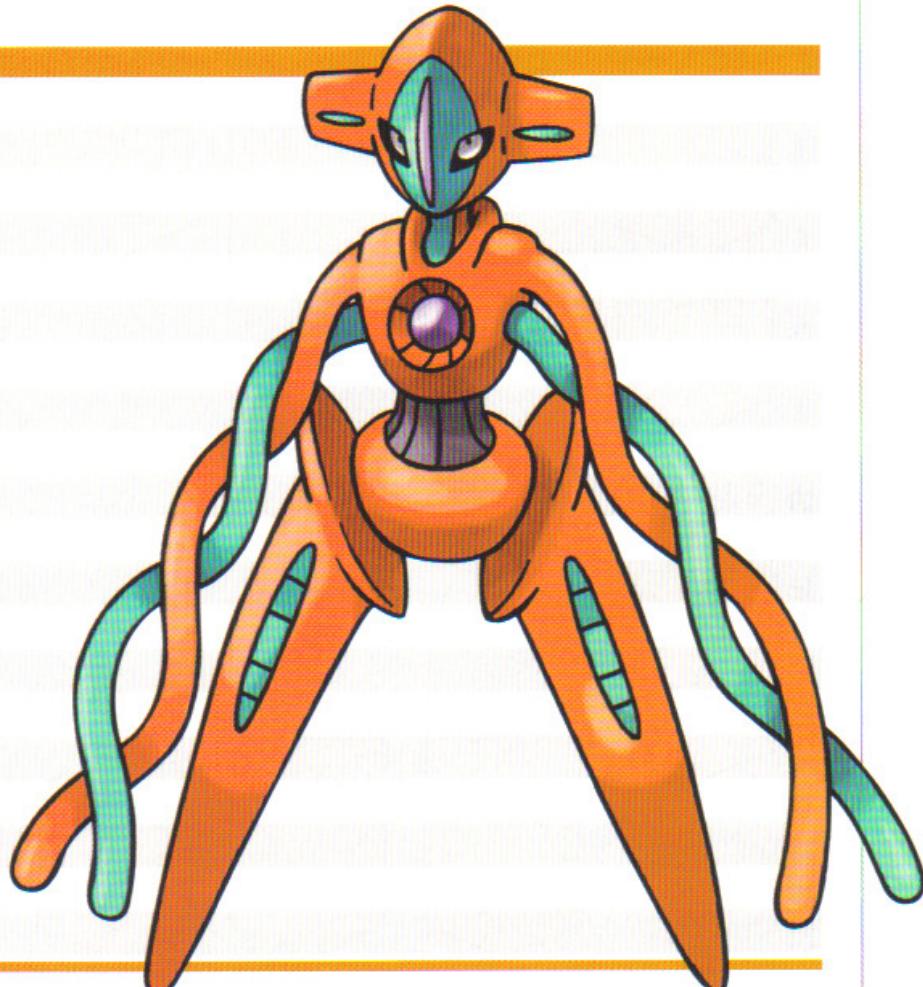
TYPE:
PSYCHIC

LVL: **35**
HP: **950**

On the 20th floor you'll finally face Deoxys in its powerful (but recruitable) normal forme. Unless you have access to the Haze move, you'll have to strike hard and fast with your best Dark-type moves to outrace the Defense and Special Defense boosts Deoxys will earn by using Cosmic Power repeatedly.

FLOOR

1	386 DEOXYS
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	386 DEOXYS



FIERY FIELD

This field of magma is the first destination in the four-part Mirage Pokémon quest.

TERRAIN:
MAGMA

FLOORS:
30

TEAM MAX:

3

ITEMS TO BRING:

- CLEANSE ORB
- HUGE APPLE
- MAX ELIXIR
- ORAN BERRY
- RAINY ORBS
- REVIVER SEED

ITEMS TO LOOK FOR:

You can find a wide variety of seeds, orbs, and held items here, including the new **Joy Ribbon**. You may also find rare stat-boosting Zinc, Iron, Protein, and Calcium drinks. On the 29th floor you'll find only one item: **Fire Stones**. If you need one for evolution, this is the place to come.

JOB DESCRIPTION:

Defeat Entei to transform the Clear Wing into the Red Wing.

PREPARATION:

To reach the Three Fields you'll need the Surf HM from level B20F of Solar Cave, and to have activated Event 6 (see p.87). You can bring it in your toolbox, but you might as well have one of your Water-types learn it, since it will be very powerful against the Fire-type Pokémon here. The wild Pokémon range from Level 30 to 40, but since nearly all are Fire-type, a Water-themed party can claim victory at a much lower level. Bring extra food and Max Elixirs (or a few Cleanse Orbs), as you'll encounter plenty of Sludge and Sticky Traps.

IN THE DUNGEON:

You'll encounter Fire-type-boosting sunny weather on floors that end with a multiple of 5, so use Rain Dance or a Rainy Orb on those floors, or make a quick dash for the stairs. If you or your allies use moves that inflict status conditions, deselect them when the Machoke begin to appear on level 18, or you'll risk triggering their Attack-doubling Guts ability.



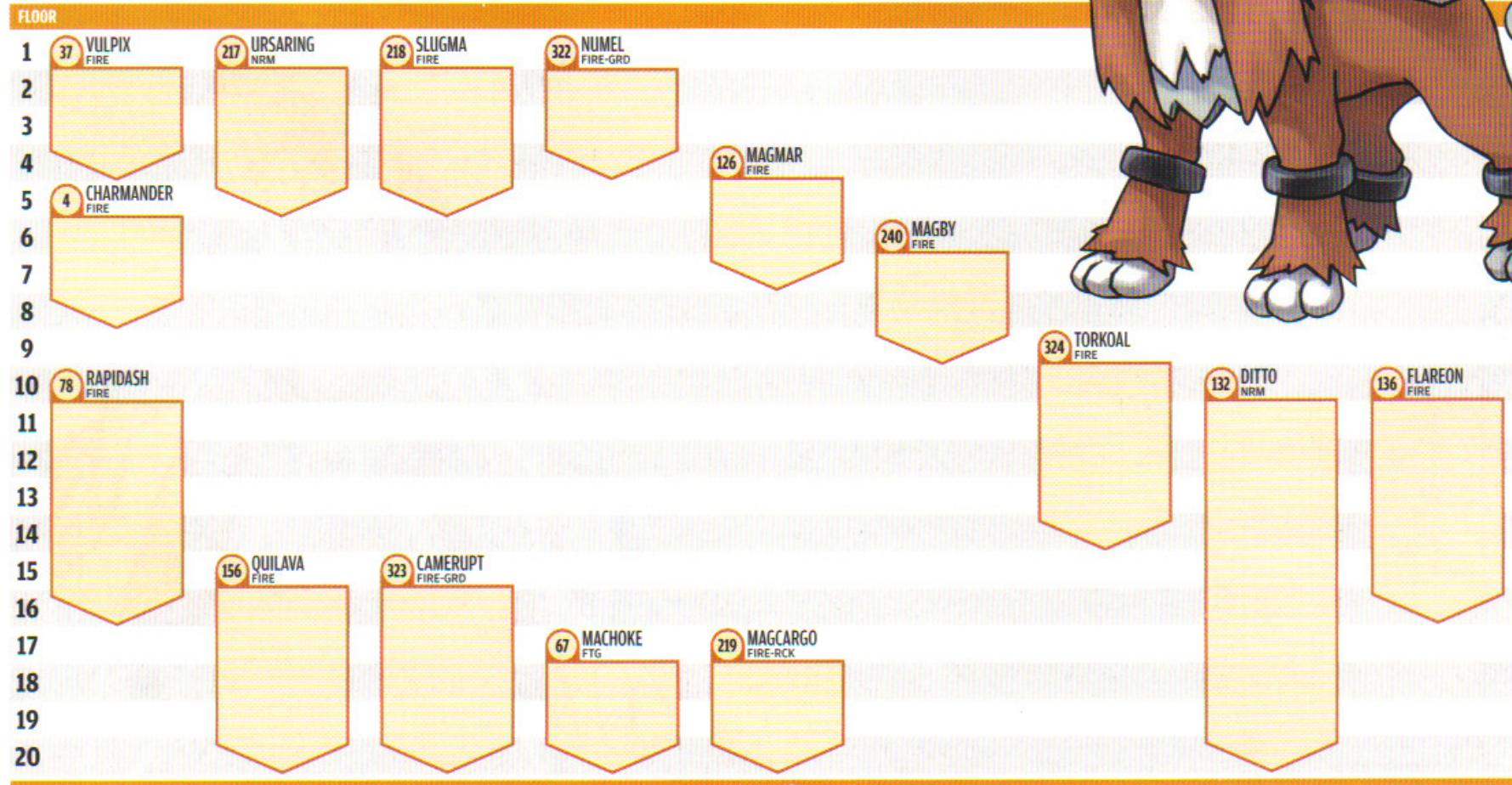
If you have a non-Fire-type Pokémon that can cross magma (such as Flying- and certain Ghost- or Psychic-types), leave it at home! This dungeon is full of narrow passages over magma pools, and flying or floating non-Fire-type Pokémon will burn themselves constantly.

244 **ENTEI**



TYPE: FIRE
LVL: 45
HP: 600

Entei is quick and aggressive, but the Water-, Rock-, and Ground-type Pokémon that got you this far will make short work of it. Blast it with Bubble then finish the job with a few uses of Surf or Dig. Entei will reward your effort by transforming the Clear Wing into the Red Wing and unlocking Lightning Field.



to page 101

FLOOR	
21	156 QUILAVA FIRE
22	323 CAMERUPT FIRE-GRD
23	67 MACHOKE FTG
24	219 MAGCARGO FIRE-RCK
25	256 COMBUSKEN FIRE-FTG
26	
27	
28	
29	
30	5 CHARMELEON FIRE

from page 100

244 ENTEI FIRE

LIGHTNING FIELD

The Mirage Pokémon quest continues in the lightning-ravaged field where Raikou makes its home.

TERRAIN:
WATER

FLOORS:
30

TEAM MAX:
3

**ITEMS
TO BRING:**

- CHERI BERRY
- HUGE APPLE
- MAX ELIXIR
- ORAN BERRY
- PERSIM BERRY
- REVIVER SEED

**ITEMS
TO LOOK FOR:**

Sitrus Berries, Protein, and the like are scattered across the dungeon floors, and more exotic items (rare **orbs**, **gummis**, and **Ginseng**) can be found within the walls if you have Super Mobile or a Mobile Orb, or want to use Rock Smash a lot. **Thunderstones** are everywhere on 29F.

JOB DESCRIPTION:

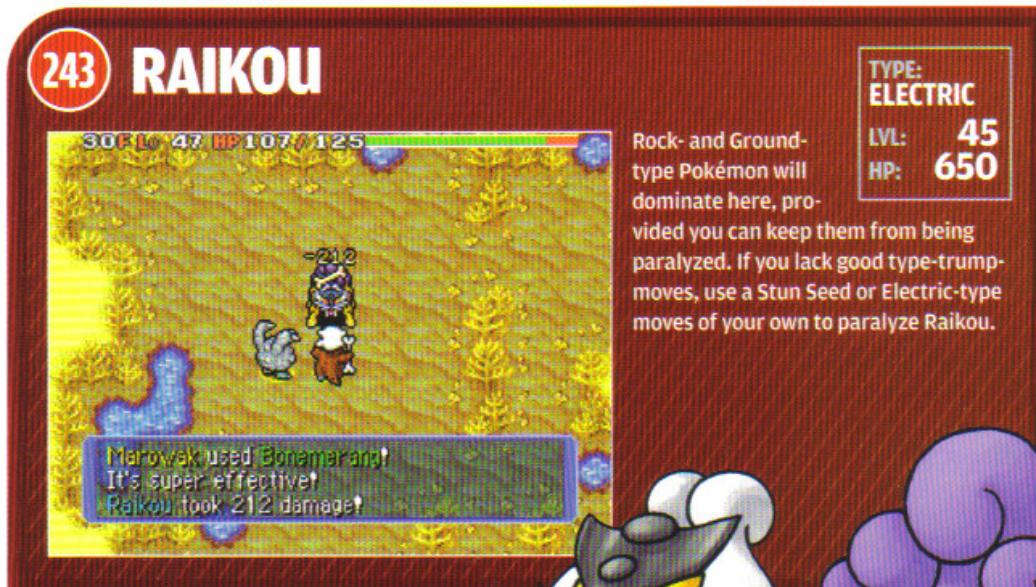
Defeat Raikou to transform the Red Wing into the Sunset Wing.

PREPARATION:

Once again you'll need to Surf your way to the Three Fields. Obviously Water-types won't be as useful in this Electric-type playground as they were in the last dungeon, so you may want to bring the Surf HM and leave the surfer at home. (Ground- and Grass-types are a far better choice for this dungeon.) You'll face a lot of Paralyze and Confuse effects here, so pull the Cheri and Persim Berries out of storage, and try to fill your roster with Pokémon that know the Self-Curer IQ skill.

IN THE DUNGEON:

You'll face a flurry of Sonic Boom moves here, and even Pokémon who lack ranged attacks will compensate by grabbing the many Gravelerocks and Sticks found here and throwing them with abandon. Use ranged attacks to take out the would-be snipers before they can pick off your weak members. Save some long-range PP for the Electrode, however, as they'll use Explosion as soon as they can get within range.



FLOOR

1	81 MAGNEMITE ELC-STL	179 MAREEP ELC	309 ELECTRIKE ELC
2			
3			
4			
5			
6	25 PIKACHU ELC	180 FLAFFFY ELC	311 PLUSLE ELC
7			
8			
9			
10			
11			
12			

In Red Rescue Team, you'll encounter **Plusle** in this dungeon. In Blue Rescue Team, you'll encounter **Minun** instead.



to page 102

FLOOR

13 180 FLAFFY ELC

311 PLUSLE ELC

312 MINUN ELC

135 JOLTEON ELC

332 CACTURNE GRS-DRK

14

15

16

17

18

19

20 82 MAGNETON ELC-STL

310 MANECTRIC ELC

26 RAICHU ELC

243 RAIKOU ELC

21

22

23

24

25

26

27

28

29

30

from page 101

101 ELECTRODE ELC

239 ELEKID ELC

181 AMPHAROS ELC

357 TROPIUS GRS-FLY

Tropius are solid Grass-type Pokémon and are already at a respectable Level 30. If you lack good Grass-types, put a Fire- or Bug-type Pokémon in the lead so you can defeat and recruit one for the next dungeon.

NORTHWIND FIELD

The third and final of the Three Fields is a wet and icy wasteland ruled by the mighty Suicune.

TERRAIN: WATER

FLOORS: 30

TEAM MAX: 3

ITEMS TO BRING:

- CLEANSE ORB
- HEAL SEED
- HUGE APPLE
- MAX ELIXIR
- ORAN BERRY
- REVIVER SEED

ITEMS TO LOOK FOR:

This dungeon has the same assortment of items as in the previous two fields, including the rare **gummis** and **orb**s sealed in the walls. Two differences: Key-holders can grab a **Lunar Ribbon** on 20F, and anyone can find several **Water Stones** on 29F.

JOB DESCRIPTION:

Defeat Suicune to transform the Sunset Wing into the Rainbow Wing.

PREPARATION:

Ice seems to be the theme here, but you'll face more Water-types than Ice-types. Go ahead and bring back your surfer, as plenty of rain falls here and it can benefit you too—just don't target Politoed and Poliwrath foes with any Water-type moves, or you'll end up restoring their lost HP. Leave the Water-type enemies to the Electric- and Grass-type friends that should compose the bulk of your team.

There is a single locked treasure room on 20F, but unless you're specifically trying to evolve Eevee into Umbreon, the Lunar Ribbon isn't worth spending a Key on.

IN THE DUNGEON:

You will encounter a lot of Sleep-inflicting moves and Slumber Traps here, so turn on your team members' Nonsleeper IQ skills. That will help a lot, but it won't stop Delcatty's Infatuated-causing moves and abilities. Use ranged attacks and special moves to keep Delcatty at bay.



There's no way to get into the treasure room on 20F without a Key, and there's no way to find a Key within this dungeon. Fortunately, the Lunar Ribbon inside is of limited use to most teams—its only function is to evolve Eevee into Umbreon.

245 SUICUNE



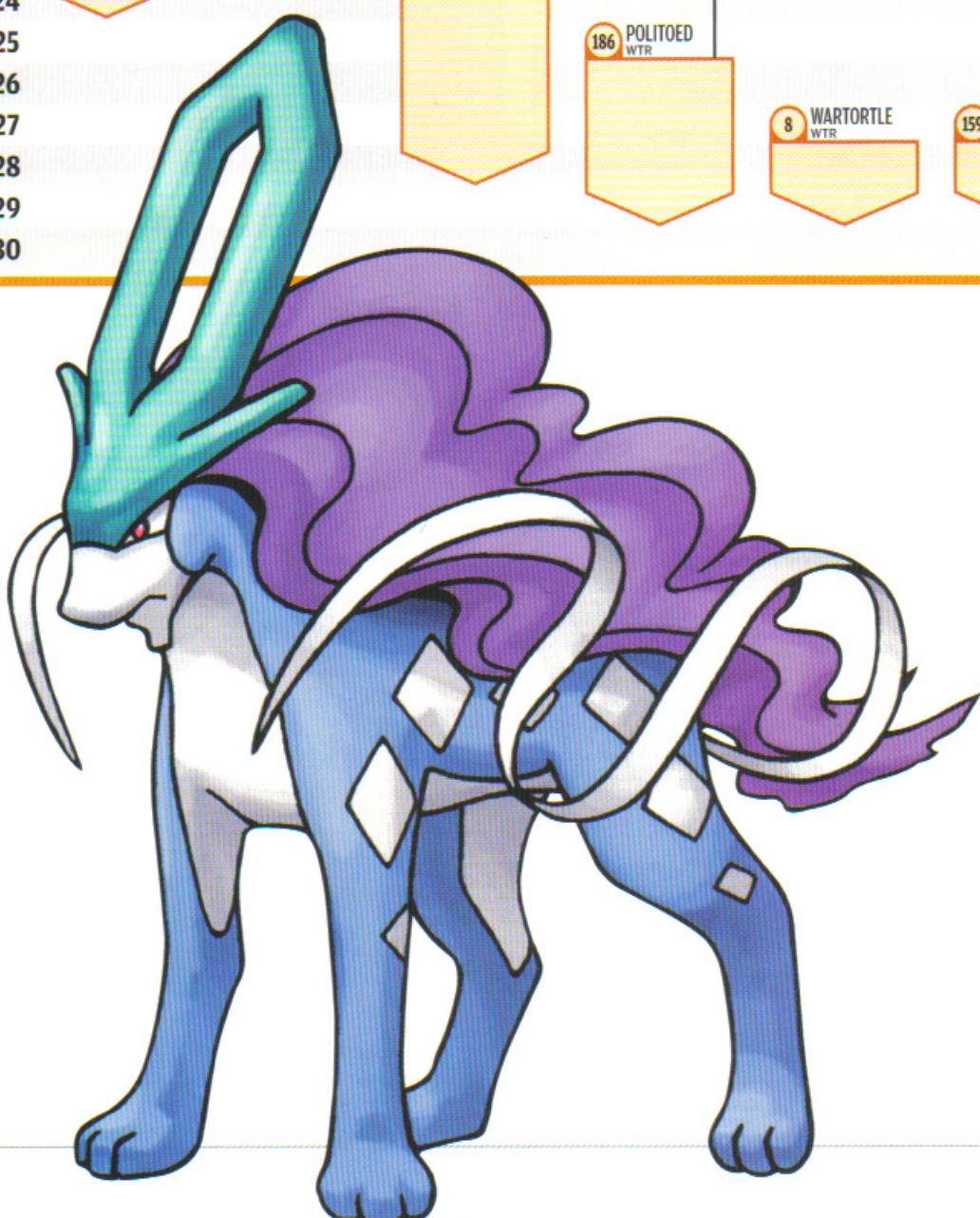
TYPE: WATER
LVL: 45
HP: 650

Don't enter the 30th floor with a leader that's weak to Water-type attacks, or you'll allow Suicune to score a turn-one KO with a rain-empowered Bubblebeam. Blast Suicune with Electric- and Grass-type attacks until it agrees to upgrade your Clear Wing to its final form and unlock this quest's final destination, Mt. Faraway.

FLOOR	
1	60 POLIWAG WTR
2	124 JYNX ICE-PSY
3	313 VOLBEAT BUG
4	184 AZUMARILL WTR
5	342 CRAWDAUNT WTR-DRK
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	62 POLIWRATH WTR-FTG
20	134 Vaporeon WTR
21	
22	
23	55 GOLDUCK WTR
24	
25	186 POLITICOED WTR
26	
27	8 WARTORTLE WTR
28	159 CROCONAW WTR
29	134 Vaporeon WTR
30	359 ABSOL DRK
	245 SUICUNE WTR

Blast **Delibird** with long-range Fire-, Grass-, or Electric-type moves if you can. While most are harmless, every now and then one will give you a lethal Present worth 120 HP of damage, regardless of your stats.

Politoed know the powerful Perish Song move, which affects the entire floor and inflicts a condition that KO's Pokémon within a few turns. If your team members catch it, eat a Heal Seed immediately.



MT. FARAWAY

Mt. Faraway is home to both the rumored Mirage Pokémons and the rare and valuable Friend Bow.

TERRAIN:
WATER

FLOORS:
40

TEAM MAX:
3

ITEMS TO BRING:

- CLEANSE ORB
- HUGE APPLES
- KEY
- MAX ELIXIR
- POKÉ
- REVIVER SEED
- TRAWL ORB
- X-RAY SPECS

ITEMS TO LOOK FOR:

You may find a few basic seeds and berries on Mt. Faraway, and an occasional TM in a Monster House, but other than that you'll find only Poké. There's nothing wrong with that—you can use it to buy items like Calcium, Protein, and Zinc at this dungeon's Kecleon Shops.

JOB DESCRIPTION:

Recruit Ho-Oh to prove its existence to Spinda and unlock Western Cave.

PREPARATION:

You'll definitely want to bring a Key with you this time, as the Friend Bow locked away in 30F will make all Pokémons easier to recruit, including this dungeon's difficult boss. Since Mt. Faraway contains almost nothing except Poké (although monster houses may hold other items as rewards), you can fill nearly your entire inventory with supplies. Bring plenty of Poké too, since you can buy stat-boosting items in Kecleon Shops. If you don't have a lot of cash, bring Trawl Orbs and use them at the stairs to rob the shop blind, or take all the loot on the carpet and use an Escape Orb to flee before you step off the carpet and Kecleon asks you to pay.

IN THE DUNGEON:

Considering all the trouble it took to unlock this dungeon, you'd expect it to be a bit tougher. The mostly Level-20-to-30 Pokémons on the first 30 floors shouldn't be much of a challenge to teams that conquered the Three Fields, but there are a few serious threats on the last 10 floors. Glalie is at Level 45 and can seriously damage your party with Hail or Powder Snow, while Dugtrio like to sneak up and use Magnitude, a move that may randomly devastate your entire party. Parasect and Weezing aren't too much of a threat solo, but the status conditions they can inflict can set you up for a beating, especially if you're inside a Monster House (they're extremely common on the 14th and 29th floors).



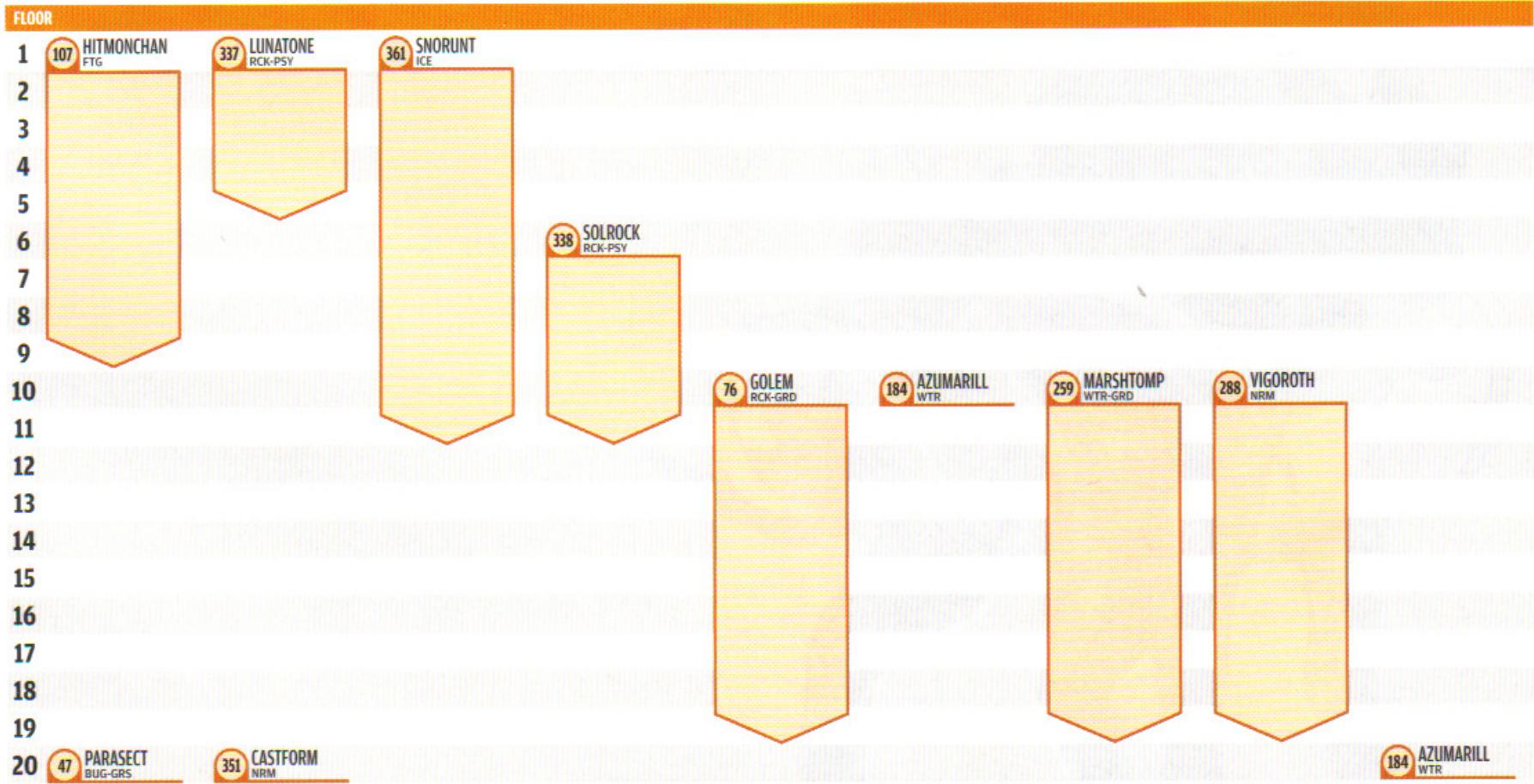
This is the one and only place in the game where you can find the Friend Bow, a held item that you can give to your leader to increase your odds of recruiting wild Pokémons. Remember to equip it before you battle Ho-Oh!

250 HO-OH

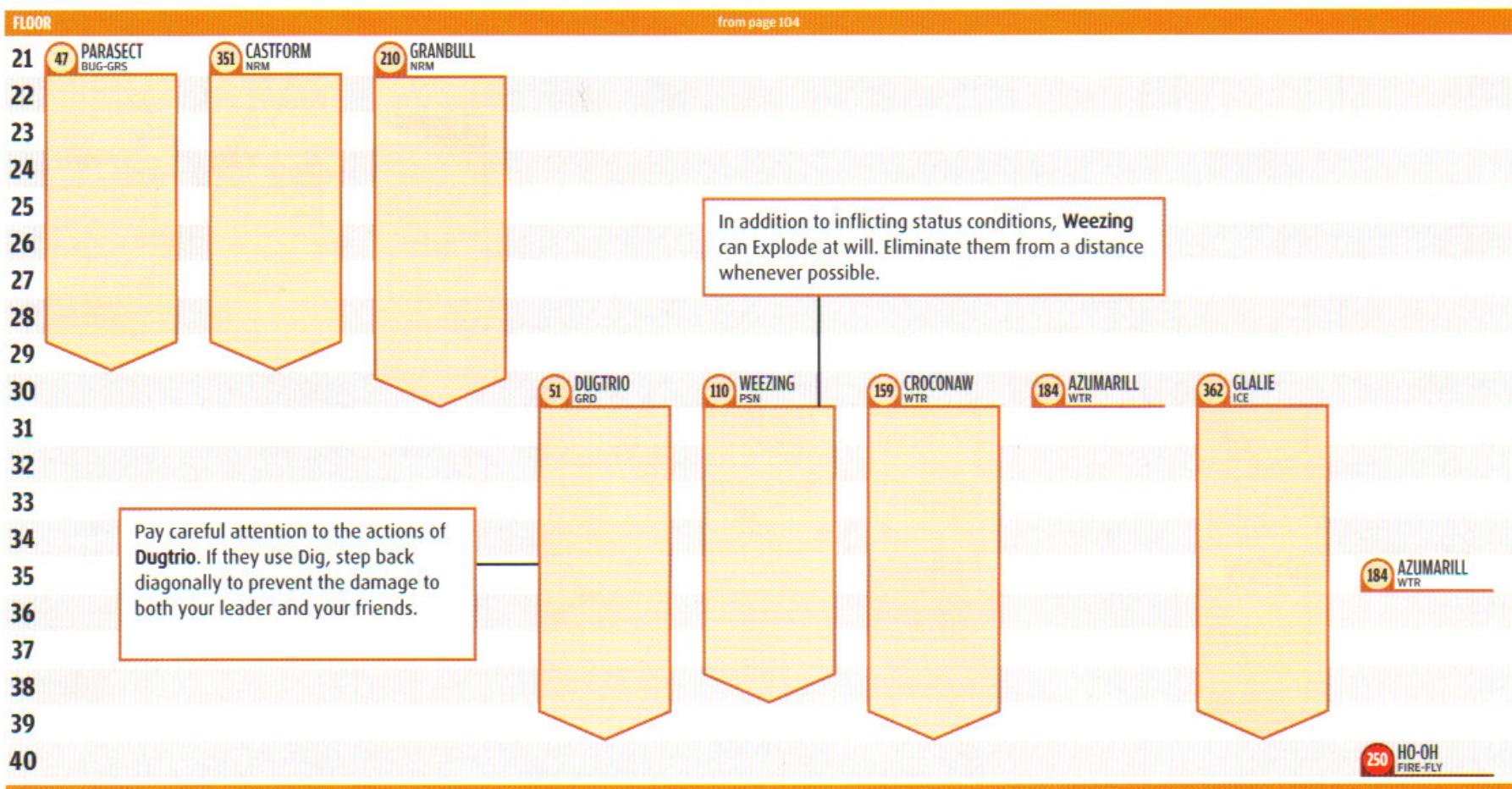


TYPE:
FIRE-FLY
LVL: 50
HP: 800

Be sure to quaff a Max Elixir before you face off with Ho-Oh; its Pressure ability will quickly drain the PP of your best moves. Water- and Rock-type attackers are best, since they have both advantageous moves and partial resistance to Ho-Oh's powerful Fire Blast. Dismiss everyone else to get your party down to a size of two stars or less, and don't forget to equip your Friend Bow!



to page 105



WESTERN CAVE

Mewtwo is tough, but nowhere near as tough as the 99 grueling floors you'll have to cross to reach it.

JOB DESCRIPTION:

Explore a newly discovered cave in search of a rumored Pokémon.

PREPARATION:

You'll need to recruit Ho-Oh to open this cave, but you shouldn't enter until you have the Cryptic Cave Friend Area. Mewtwo is the big draw here, and you wouldn't want to get all the way to it only to realize you can't actually recruit it! There is a wide variety of Pokémon in Western Cave, so bring your most versatile and highest-level teammates. If you can't field a team of three Pokémon that are Level 45 or higher, you may not be ready for this dungeon yet. Consider your toolbox carefully: This is a very long dungeon and there are no basic supplies to find. Fill up your toolbox with food, Max Elixirs, and Reviver Seeds. Bring X-Ray Specs for your leader and equip a Weather Band for an ally.

IN THE DUNGEON:

The first 50 floors are fairly easy, but the difficulty climbs rapidly after that. Floors 51 to 60 are constantly swept by sandstorms, so put on a Weather Band if you can. By floor 61, the levels will be getting larger, preventing quick progress. Monster Houses are common, so be wary whenever your X-Ray Specs reveal three or more treasures in a single room; it will nearly always be a trap. Speaking of traps, expect to encounter a lot of them, and unless everyone knows the Trap Avoider IQ skill, you'll need to maneuver carefully to avoid triggering them repeatedly with your allies. You won't find any food, but the berries and stat-boosting drinks will fill your belly a bit. Consume every one that you find.



TERRAIN: WATER
FLOORS: 99
TEAM MAX: 3

ITEMS TO BRING:

- CLEANSE ORB
- HEAL SEED
- HUGE APPLES
- MAX ELIXIRS
- POKÉ
- REVIVER SEEDS
- TIGHT BELT
- X-RAY SPECS

ITEMS TO LOOK FOR:

The items you'll find here are mostly berries, seeds, Max Elixirs, and drinks like Protein and Calcium. The stat boosters are more common here than anywhere else, as are Keys. Rare Kecleon Shops sell gummis and Reviver Seeds, so bring a few Poké.



There is one treasure room on B59F, but the item it contains (a Beauty Scarf, needed to evolve Feebas) isn't nearly as precious as the dozens of Keys you can find in the dungeon. Open up plenty of inventory slots so you can take at least a half-dozen Keys with you.

150 MEWTWO



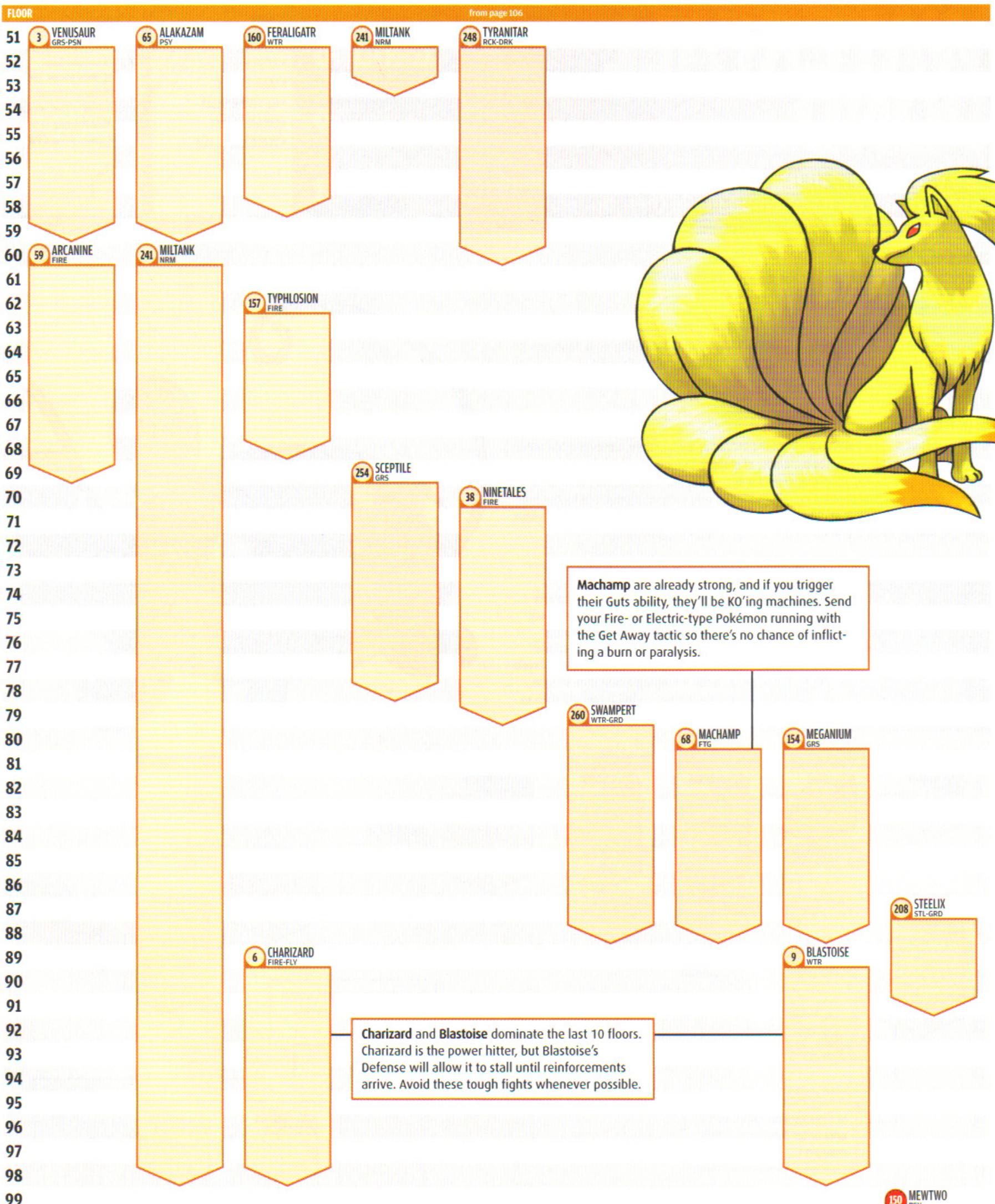
For all the buildup, Mewtwo isn't so tough. It knows primarily defensive moves and will boost its stats and use Haze while you chomp away with Dark-type moves like Bite. You need only one empty slot to recruit Mewtwo, so dismiss someone before the fight.

TYPE: PSYCHIC
LVL: 40
HP: 900

FLOOR

1	12 BUTTERFREE BUG-FLY	15 BEEDRILL BUG-FLY	48 VENONAT BUG-PSN	198 MURKROW DRK-FLY	209 SNUBBULL NRM	23 EKANS PSN	52 MEOWTH NRM	182 BELLOSSOM GRS	235 SMEARGLE NRM
2									
3									
4									
5									
6	49 VENOMOTH BUG-PSN	295 EXPLUD NRM							
7									
8			57 PRIMEAPE FTG						
9									
10				128 TAUROS NRM		174 IGGLYBUFF NRM		241 MILTANK NRM	
11									
12									
13									
14	24 ARBOK PSN								
15		85 DODRIO NRM-FLY							
16									
17									
18									
19			2 IVYSAUR GRS-PSN						
20				153 BAYLEEF GRS		197 UMBREON DRK		241 MILTANK NRM	
21									
22									
23									
24									
25									
26									
27									
28									
29									
30	241 MILTANK NRM	317 SWALOT PSN	Swalot use Toxic to inflict doubly damaging Poison, which can be a major problem if you aren't near the stairs. Self-Curer won't cure Poison, so bring a Heal Seed or two, just in case.				297 HARIYAMA FTG		53 PERSIAN NRM
31									
32									
33									
34									
35				108 LICKITUNG NRM		253 GROVYLE GRS		257 BLAZIKEN FIRE-FTG	
36									
37									
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41									
42									
43									
44									
45									
46									
47									
48									
49	160 FERALIGATR WTR		3 VENUSAUR GRS-PSN	65 ALAKAZAM PSY	241 MILTANK NRM		227 SKARMORY STL-FLY	359 ABSOL DRK	241 MILTANK NRM
50									

to page 107



WATERFALL POND

Use your Waterfall HM to enter this bountiful pond where many rare Pokémon make their home.

TERRAIN:
GROUND

FLOORS:
19

TEAM MAX:
3

ITEMS
TO BRING:

- APPLE
- MAX ELIXIR
- REVIVER SEED
- ORAN BERRY
- WATERFALL HM

ITEMS
TO LOOK FOR:

Staple items like Oran Berries, Heal Seeds, and Max Elixirs are common here. Outside of that, all you'll find is **Geo Pebbles** (a new type of projectile) and **Poké**.

JOB DESCRIPTION:

There is no particular goal here, but this is a good place to recruit rare Pokémon.

PREPARATION:

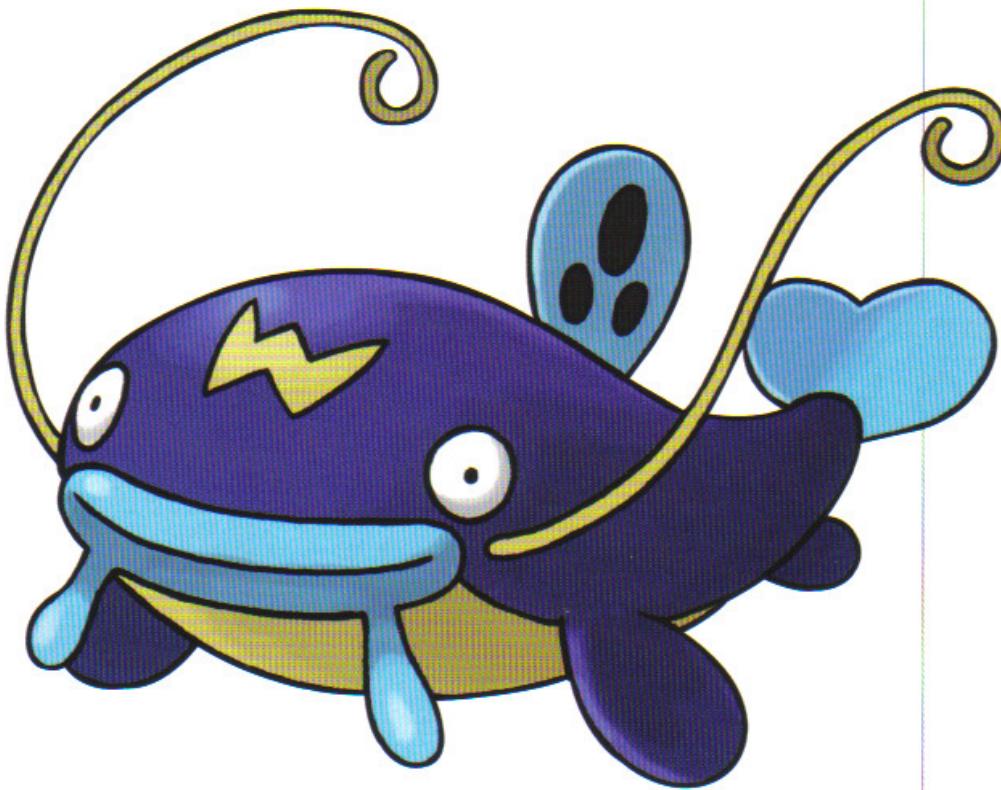
Gaining access to Waterfall Pond will take a bit of effort, but once you're inside you'll find it to be one of the easiest extra dungeons and an ideal location for raising weak Pokémon. To get in, find a Key in Solar Cave or Western Cave and take it to B15F of Solar Cave, where you can unlock a treasure room to earn the Waterfall HM. Teach that move to a party member or bring the HM with you when you enter.

IN THE DUNGEON:

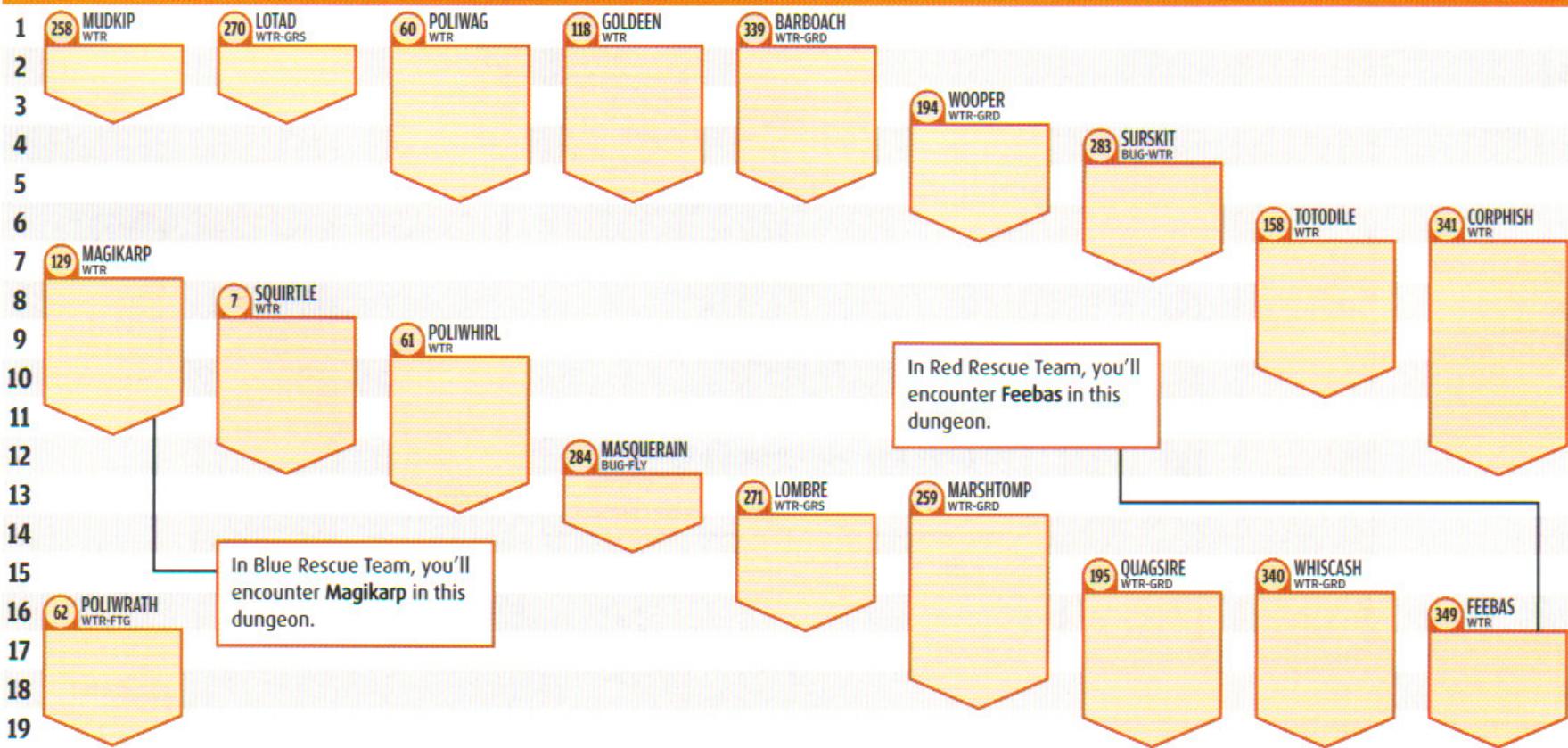
Grass- and Electric-type Pokémon will enjoy continuous success here, although your Water-type Pokémons may be stymied by the ability of Wooper, Quagsire, and the Poli-Pokémons to absorb Water-type moves. Keep an eye out for Geo Pebbles, a slightly more powerful version of Gravelerocks that appears in large quantities only in this dungeon. The recruitment opportunities include a pair of game-version-exclusive Pokémons (Magikarp for Red Rescue Team and Feebas for Blue Rescue Team) that can be found nowhere else.



In case your party is short on good Water-type Pokémons, you'll find plenty in Waterfall Pond, and they'll all be at low enough levels to make recruitment easy. Among the best are potential starters Squirtle and Mudkip, and the Grass-and-Water-type Lotad. Red Rescue Team players can recruit a Magikarp, and Blue Rescue Team players can recruit a Feebas, both of which have very formidable evolved forms.



FLOOR



In Red Rescue Team, you'll encounter Feebas in this dungeon.

GRAND SEA

Dive deeper into the ocean to collect a pair of rare evolution items and other great treasures.

**TERRAIN:
WATER**

**FLOORS:
30**

**TEAM MAX:
3**

**ITEMS
TO BRING:**

- DIVE HM
- HUGE APPLE
- MAX ELIXIR
- REVIVER SEED
- X-RAY SPECS

**ITEMS
TO LOOK FOR:**

You can find a lot of rare orbs and seeds here, including fun One-Room Orbs and useful antiboss weapons like **Totter Seeds** and **Slumber Seeds**. You can also find a few **TMs** and held items (including Exp.-boosting **Joy Ribbons**). Don't miss the evolution items on floors B15F and B25F.



There are two Evolution items in this dungeon: the Deepseascale on B15F and the Deepseateeth on B25F. They can be used (along with a Link Cable) to evolve Clamperl into Gorebyss and Huntail, respectively. If you need a Link Cable, come back after claiming the Deepsea items.

JOB DESCRIPTION:

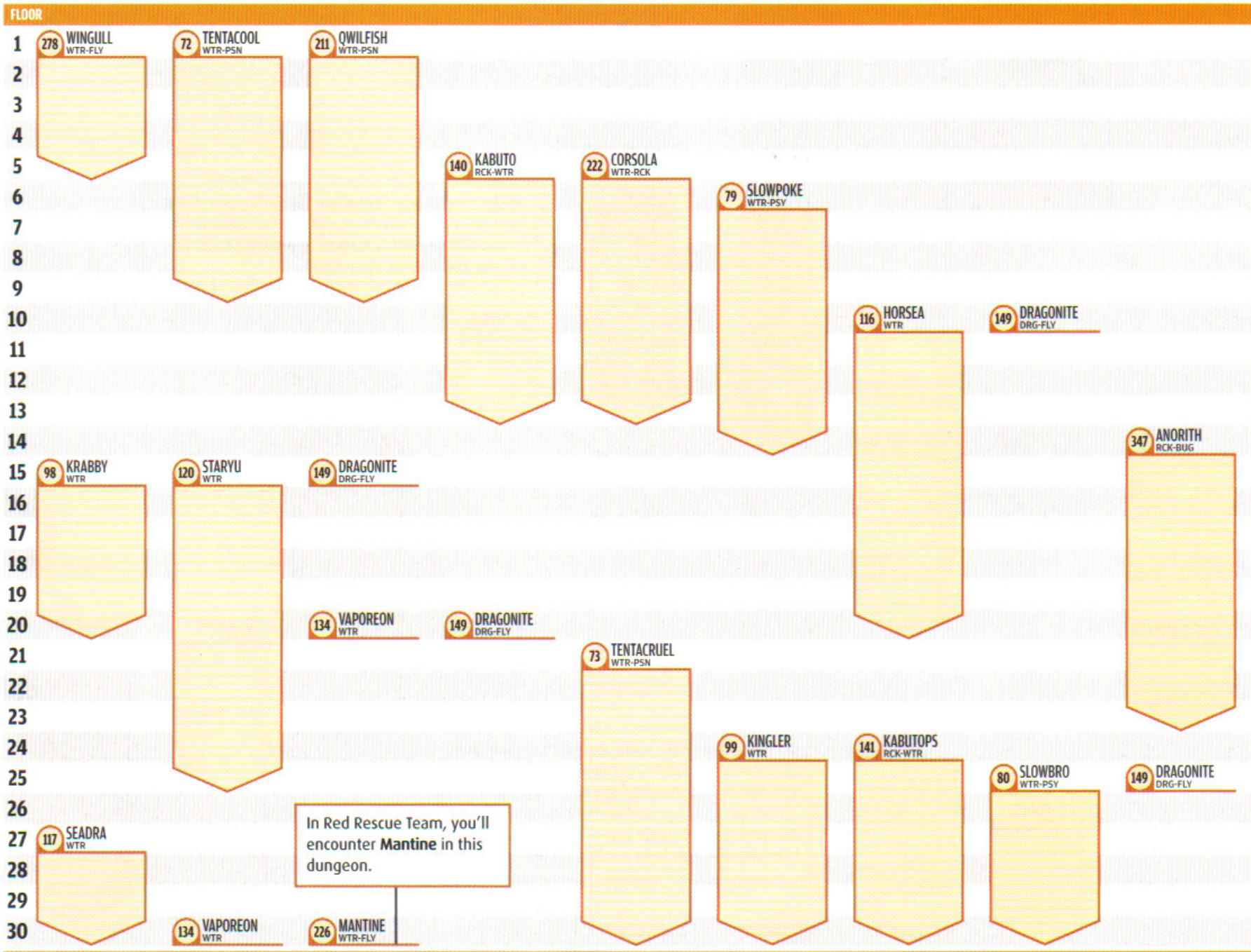
Retrieve two rare Evolution items and possibly a rare Pokémon.

PREPARATION:

To enter this dungeon you'll need to purchase the Serene Sea Friend Area and have either a Pokémon with the Dive skill or the Dive HM itself (found on B10F of Solar Cave). Bring a Pokémon that can cross water terrain so you can retrieve this dungeon's two prizes, and Electric- and Grass-type allies to provide security.

INSIDE THE DUNGEON:

Dragonite appears occasionally on floors B5F, B10F, B15F, and B25F, and its Dragon Rage ability (which deals a flat 65 points of damage) can be a threat. There's no boss, but Red Rescue Team players can try to capture a rare Mantine on the final floor. Mantine is a two-star-size Pokémon, so if you have a four-star Pokémon in the group, you'll need to send it home.



FAR-OFF SEA

A pair of TMs that teach brand-new moves are the big prizes in this 75-floor underwater trench.

**TERRAIN:
WATER**

**FLOORS:
75**

TEAM MAX:

3

**ITEMS
TO BRING:**

- CLEANSE ORB
- HEAL SEED
- HUGE APPLE
- KEY
- MAX ELIXIR
- ORAN BERRY
- REVIVER SEED
- STAMINA BAND

**ITEMS
TO LOOK FOR:**

This is a good place to search for held items, as rare gear like **Tight Belts** and **Joy Ribbons** appear fairly frequently. After B51F you may stumble upon Clamperl evolution items **Deepseatooth** and **Deepseascale**, and ever-welcome **Keys**.

JOB DESCRIPTION:

Retrieve two new TMs from treasure rooms and recruit rare Pokémon.

PREPARATION:

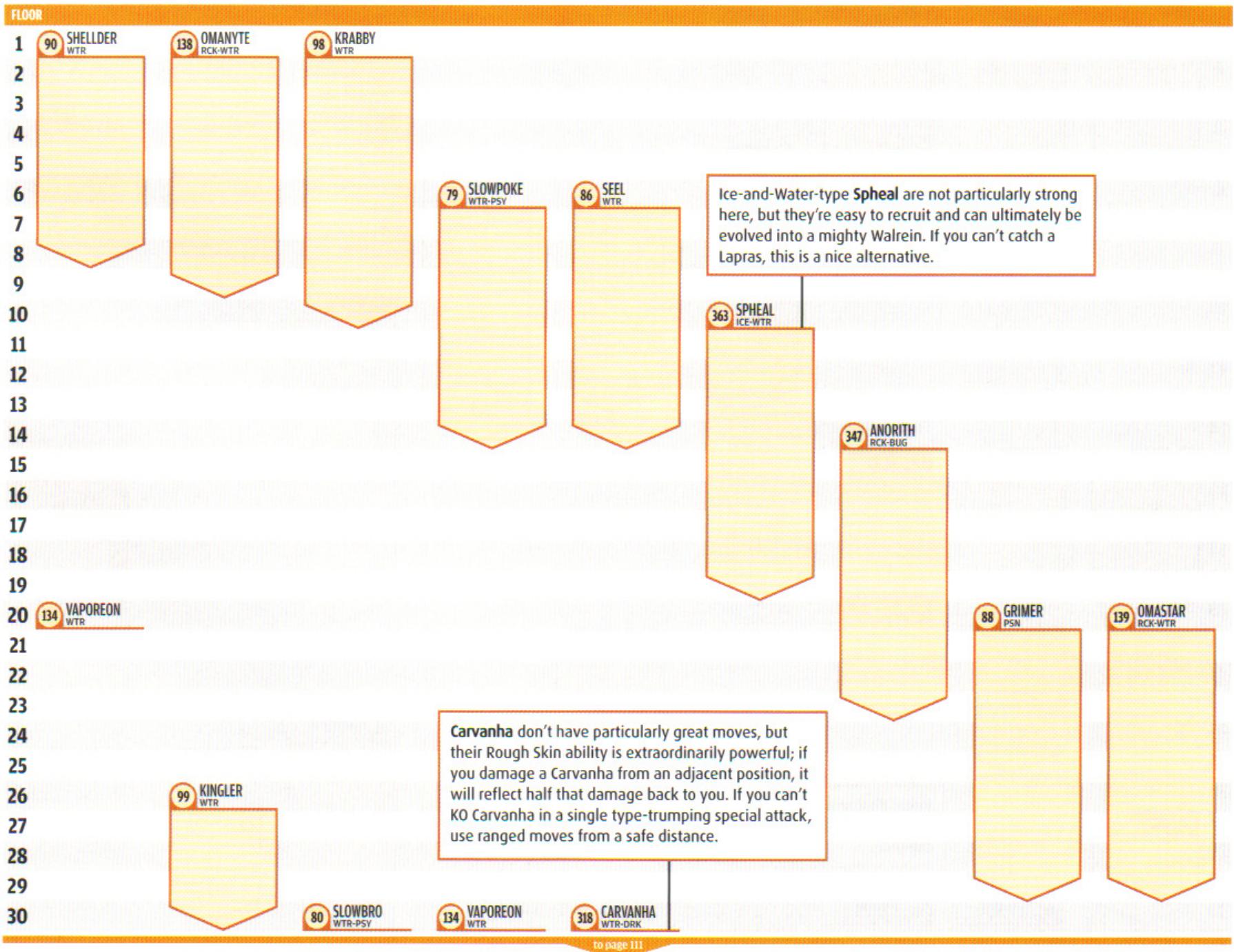
Far-Off Sea has the same Serene Sea Friend Area and Dive HM prerequisites as Grand Sea. Electric-type Pokémon make the best allies this time, since you'll run into a lot of Ice-type moves that will heavily damage the Grass-type Pokémon that are usually so good underwater. Double up on the Huge Apples or bring a held item like the Stamina Band or Tight Belt—there is not a scrap of food to be found here.

IN THE DUNGEON:

If you're playing the Blue Rescue Team version of the game you'll find the ever-useful Lapras prowling between B45F and B50F. If you're not, you'll still find plenty of promising recruits, like Spheal and Clamperl. Beware of Monster Houses that appear on B14F, B29F, B46F, and B64F, often in the first room of the floor.



You'll find a treasure room that holds the Wide Slash TM on B50F, and another that holds the Vacuum-Cut TM on B72F. Keys don't begin appearing until B51F, after the first treasure room, so bring at least one with you.



from page 110

FLOOR

31 99 KINGLER
WTR80 SLOWBRO
WTR-PSY318 CARVANHA
WTR-DRK

32

33

34

35

36

37

38

39

40

41

42

43

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48

49

50 134 VAPOREON
WTR147 DRATINI
DRG199 SLOWKING
WTR-PSY

51

52

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63

64

65 366 CLAMPERL
WTR134 VAPOREON
WTR230 KINGDRA
WTR-DRG321 WAILORD
WTR

66

67

68

69

70

71

72

73

74

75

87 DEWGONG
WTR-ICE224 OCTILLERY
WTR89 MUK
PSN134 VAPOREON
WTR319 SHARpedo
WTR-DRK365 WALREIN
ICE-WTR121 STARMIE
WTR-PSY348 ARMALDO
RCK-BUG364 SEALEO
ICE-WTR320 WAILMER
WTR

Lapras will appear only in the Blue Rescue Team version.

Wailord aren't particularly strong foes if you have a type-trumping Pokémon, but they do provide massive amounts of Exp. Points. If your party still has some energy on the final floors, roam around and knock out Wailord to level up.

WISH CAVE

This bizarre dungeon reduces your entire party to Level 1, but offers great rewards in return.

JOB DESCRIPTION:

Rescue Medicham from Wish Cave, then return to meet Jirachi.

PREPARATION:

At the start of this dungeon your rescue team will be reduced to Level-1 Pokémons with only their starting moves and a 1-point IQ. (The effect isn't permanent, and everyone will return to their previous condition when you leave.) For the strongest possible party, bring fully evolved three-stage Pokémons, since they will have higher stats than most other Pokémons and a good selection of moves at Level 1. Charizard, Salamence, Walrein, Raichu, Poliwrath, and Vileplume are standouts. Whatever roster you choose, bring an Escape Orb so you can warp out and try again if your Pokémons turn out to have bad moves at Level 1. You can bring extra TMs to improve your move selection, but don't use anything extremely precious since your Pokémons will forget the moves at the end of the dungeon.

You can't bring Poké, so bring a high-value item or two to sell for money at the shops. Joy Ribbons are a good way to level up quickly, but don't waste your Joy Seeds in an area where the effects won't be permanent. Don't forget the Gravelerocks—remember how good those were at Level 1? You can find Link Boxes inside Wish Cave, but if you have extras, you should bring one to use right off the bat. Also bring plenty of Reviver Seeds and a few Max Elixirs, but don't worry about food; you'll find plenty inside.

IN THE DUNGEON:

After rescuing Medicham at B20F, your party will warp out and your stats will be reset to normal. That task isn't overly tough, but completing all 99 floors to reach Jirachi is. If you intend to do so, follow the advice above and make an effort to clear out nearly every floor in the cave, as that's the only way to level up enough to complete the upper floors. Not every enemy is worth fighting, however; foes like Machop and Skarmory on the early floors and Kadabra and Voltorb on the later floors are best avoided.



You are here on a rescue mission, so your first foray will end at 20F when you reach Medicham (you can't recruit it). If you choose to challenge Wish Cave again, bring the Wish Stone Medicham gave you. But don't despair if you lose it; you can always find a replacement on B50F (no Key required). If you still have the first Wish Stone, you'll get a Link Cable instead.

385 JIRACHI

Defeating Jirachi won't be much of a challenge. If you still have the Wish Stone on you, your reward for victory will be a single wish. Note that if you recruit Jirachi (which requires the Mt. Moonview Friend Area) you won't get to make a wish.

TERRAIN: WATER

FLOORS: 99

TEAM MAX:

3

ITEMS TO BRING:

- ESCAPE ORB
- GRAVELEROCK
- HUGE APPLE
- JOY RIBBON
- LINK BOX
- REVIVER SEED
- TM
- WISH STONE

ITEMS TO LOOK FOR:

Oran Berries, Blast Seeds, and Huge Apples are common, as are throwing items of all types. You'll also find a wide variety of seeds and orbs, many of the game's best offensive TMs, and nearly any held item except for the Joy Ribbon, which, ironically, would help the most.

Jirachi Wish List



Jirachi: But don't use them now.
When you leave the Wish Cave, your powers go back to their original state.

When you defeat Jirachi and fail (or refuse) to recruit it, it will offer you one of the five wishes detailed below.

Wishes

Lots of Money

Jirachi offers piles of cash, usually between 10,000 and 18,000 Poké.

Lots of Items

The room fills up with items that appear randomly in Wish Cave.

A Friend Area

Jirachi will buy you an as-yet-unpurchased Friend Area from the Wigglytuff Club.

More Strength

The room fills up with Joy Seeds and stat-boosting drinks.

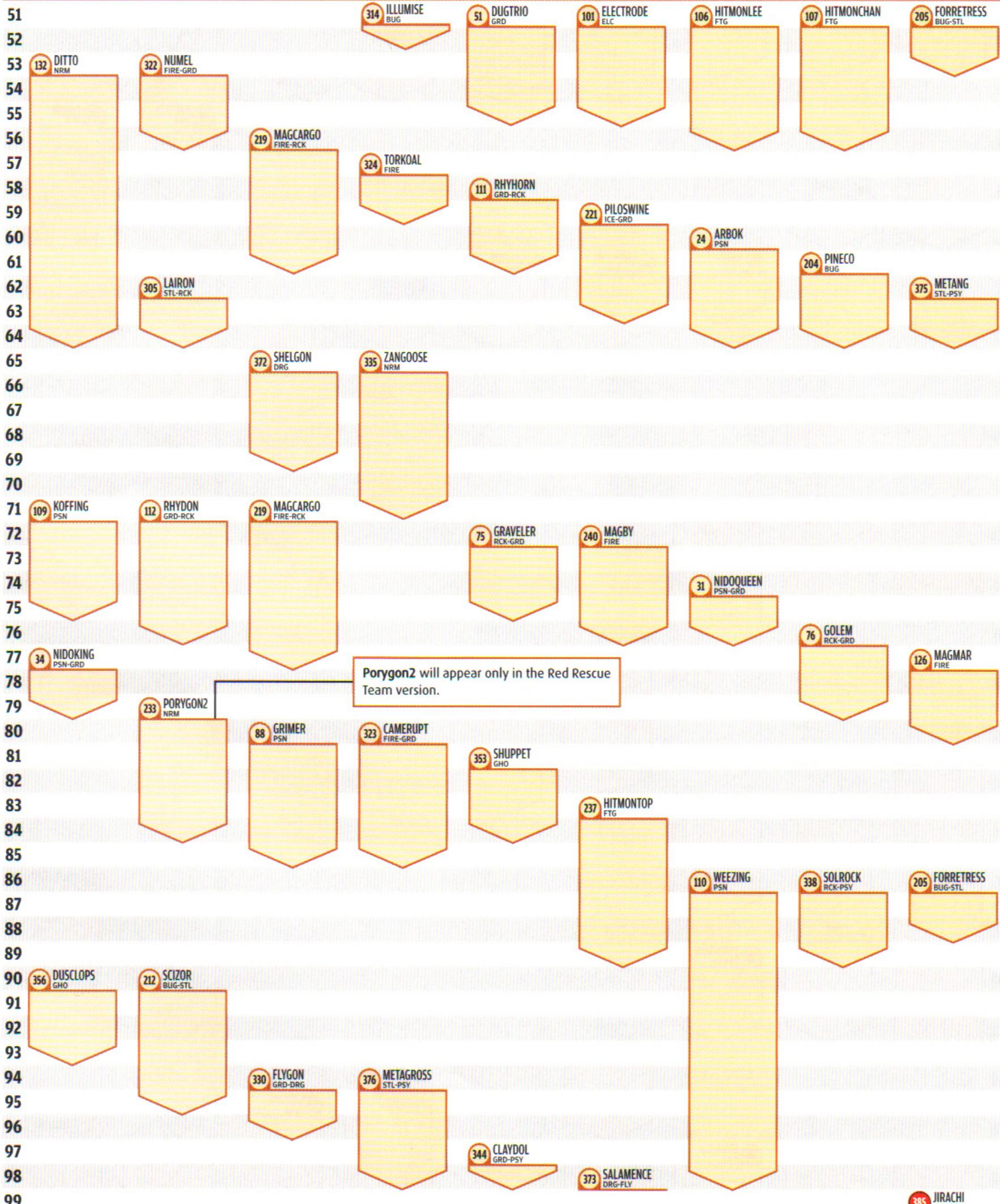
Something Good!

The next day, Jirachi will either raise your rescue-team rank to the next level, or give you an as-yet-unrecruited nonboss Pokémons. If you don't have that Pokémons' Friend Area, Jirachi will throw that in too.



FLOOR	
1	69 BELSPROUT GRS-PSN
2	81 MAGNEMITE ELC-STL
3	191 SUNKERN GRS
4	39 JIGGLYPUFF NRM
5	173 CLEFFA NRM
6	10 CATERPIE BUG
7	304 ARON STL-RCK
8	100 VOLTORB ELC
9	
10	
11	280 RALTS PSY
12	307 MEDITITE FTG-PSY
13	343 BALTOY GRD-PSY
14	74 GEODUDE RCK-GRD
15	
16	
17	66 MACHOP FTG
18	220 SWINUB ICE-GRD
19	
20	
21	66 MACHOP FTG
22	220 SWINUB ICE-GRD
23	328 TRAPINCH GRD
24	
25	
26	167 SPINARAK BUG-PSN
27	
28	
29	
30	
31	207 GLIGAR GRD-FLY
32	
33	32 NIDORAN ♂ PSN
34	125 ELECTABUZZ ELC
35	
36	128 TAURUS NRM
37	
38	63 ABRA PSY
39	198 MURKROW DRK-FLY
40	
41	
42	168 ARIADOS BUG-PSN
43	206 DUNSPARCE NRM
44	
45	
46	
47	30 NIDORINA PSN
48	33 NIDORINO PSN
49	126 MAGMAR FIRE
50	314 ILLUMISE BUG
	51 DUGTRIO GRD
	101 ELECTRODE ELC
	290 NINCADA BUG-GRD
	371 BAGON DRG
	42 GOLBAT PSN-FLY
	64 KADABRA PSY

to page 114



MURKY CAVE

The final chapter in the tale of Gardevoir and the Ninetales curse will be written in Murky Cave.

**TERRAIN:
WATER**

**FLOORS:
19**

**TEAM MAX:
3**

**ITEMS
TO BRING:**

- GRAVELEROCK
- HUGE APPLE
- MAX ELIXIR
- PETRIFY ORB
- REVIVER SEED
- STAMINA BAND

**ITEMS
TO LOOK FOR:**

The only item you'll find in the Murky Cave is Poké, although you may find other prizes in Monster Houses.

JOB DESCRIPTION:

Escort Gengar to Murky Cave and free Gardevoir from its curse.

PREPARATION:

With all the work it's taken to reach this point, there's no doubt that your team is up to the challenge of Murky Cave. Gengar, however, is not. At only Level 15, Gengar is unlikely to survive more than a turn or two of combat, so you'll want to bring plenty of Reviver Seeds to protect it. Ghost-type allies that can protect Gengar within walls make for good companions, as do Pokémon with room-wide attacks like Heat Wave and Vacuum-Cut. Bring plenty of Gravelerocks or Geo Pebbles, both to throw at Ghost-types within walls and to KO Shedinja.

IN THE DUNGEON:

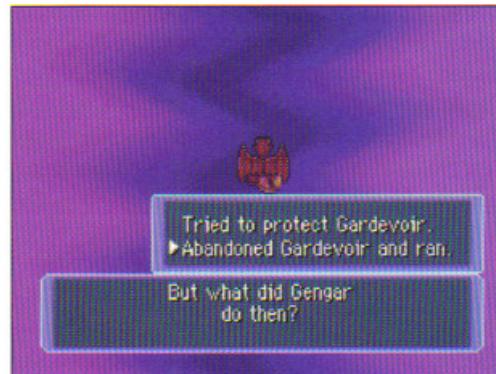
The only item that appears naturally here is Poké, so if you see a TM or held item it means you're about to enter a Monster House, and should look for a different route. Also watch very carefully for Pitfall Traps, because if Gengar steps on one, you'll fail the quest instantly!



Even after you rescue Medicham, there are several steps involved in triggering the event in which Gengar asks for your help. See Event 9 on page 87 for a detailed summary of how to bring Gengar back into your life.



Protecting Gengar is priority one. Focus on finding the stairs, but don't try to evade any foes, lest they slip behind you to get at Gengar. Many of your foes can pass through walls, so fight them with Gravelerocks and your own Ghost-types.



After you complete the 19 floors of Murky Cave, Gengar will reach the room with Gardevoir's remains. An unseen spirit will take Gengar to task for its crimes, and your team leader will be called as the only witness. If you answer truthfully about Gengar's sketchy past and dubious intentions, everything will work out and you'll be rewarded with the Mobile Scarf. The Mobile Scarf gives its holder the ability to pass through walls or over any terrain.



PURITY FOREST

To recruit Celebi, a single Pokémon must start at Level 1 with no items and conquer 99 floors.

TERRAIN:
WATER

FLOORS:
99

TEAM MAX:

1

ITEMS
TO BRING:

- NO ITEMS ALLOWED

ITEMS
TO LOOK FOR:

You'll find most of the game's random items here, with the exception of gummis. Virtually every held item is in the mix, as are most useful TMs. Apples (or at least Grimey Food) are plentiful, and you'll find more weird orbs than you know what to do with. Use them with abandon!

JOB DESCRIPTION:

Reach the 99th floor and recruit Celebi.

PREPARATION:

You'll have to do this quest solo (even recruitment is impossible), and if you dare to bring any Poké or items, even a held item, they will be destroyed upon entry to the forest. Therefore, the only real preparation is to choose your Pokémon. As with Wish Cave, we suggest the third Evolution of a three-stage Pokémon. Charizard is a particularly good choice, since its Heat Wave move can clear a Monster House in a single blast.

IN THE DUNGEON:

If you explore each floor thoroughly, claiming every item and defeating every foe, you'll gain enough Exp. Points to survive and find an adequate supply of Apples, throwing items, and berries. Max Elixirs are slightly less common, so rely on basic attacks when you can, and replace spent weaker moves with TMs when necessary. When filtering your inventory to make space, hold onto the highest-value items so you can sell them at Kecleon Shops. If you see a Reviver Seed on the carpet, do whatever it takes to get it—they don't appear naturally in the forest.

With only one character, there's always the possibility of a fluke KO. The biggest threats are Pokémon who inflict status conditions, so use ranged items and moves to KO charmers like the various forms of Clefable and Illumise, as well as any Grass- or Bug-type foe. (Electric-types may cause Paralyze, but at least you can still throw items.) Equally dangerous are Pokémon who use multihit moves like Fury Attack. Culprits include Beedrill, Fearow, Doduo, Swablu, and Hitmonchan.



There is a possibility of running into a Monster House on any floor, but floors 29F, 46F, 64F, and 86F are particularly dangerous. Fortunately, Kecleon Shops are common, and sell not just simple supplies but Joy Seeds, held items, and TMs as well. Even if the stock doesn't contain anything good, sell off all your unneeded items so you'll have cash on hand when the good stuff does appear. Shops are especially common on floors 7F, 23F, 38F, 55F, and 75F, so don't exit those floors without a thorough search.



251 CELEBI



You'll find Celebi waiting on the 99th floor. There's no boss fight this time—Celebi will simply ask if you would like to recruit it, and if you agree, it will hand over the Healing Forest Friend Area and join your team. If only the other 98 floors were as easy!

In Red Rescue Team, you'll encounter Plusle in this dungeon. In Blue Rescue Team, you'll encounter Minun instead.

FLOOR	from page 116									
21	43 ODDISH GRS-PSN	161 SENTRET NRM	192 SUNFLORA GRS	220 SWINUB ICE-GRD	285 SHROOMISH GRS	351 CASTFORM NRM	165 LEDYBA BUG-FLY	60 POLIWAG WTR	83 FARFETCH'D NRM-FLY	
22										
23										
24		328 TRAPINCH GRD								
25			58 GROWLITHE FIRE							
26				193 YANMA BUG-FLY						
27	216 TEDDIURSA NRM				70 WEEPINBELL GRS-PSN					
28										
29										
30										
31	32 NIDORAN ♂ PSN	181 AMPHAROS ELC	207 GLIGAR GRD-FLY	125 ELECTABUZZ ELC			309 ELECTRIKE ELC			
32										
33										
34										
35										
36	44 GLOOM GRS-PSN	128 TAUROS NRM	310 MANECTRIC ELC	198 MURKROW DRK-FLY		331 CACNEA GRS				
37										
38										
39										
40										
41										
42			168 ARIADOS BUG-PSN		188 SKIPLOOM GRS-FLY					
43										
44										
45										
46										
47		371 BAGON DRG	114 TANGELA GRS	314 ILLUMISE BUG		30 NIDORINA PSN				
48										
49										
50	59 ARCANINE FIRE	101 ELECTRODE ELC	205 FORRETRESS BUG-STL	240 MAGBY FIRE		22 FEAROW NRM-FLY				
51										
52										
53										
54		322 NUMEL FIRE-GRD								
55										
56	132 DITTO NRM	219 MAGCARGO FIRE-RCK	262 MIGHTYENA DRK			78 RAPIDASH FIRE				
57										
58										
59										
60		24 ARBOK PSN			221 PILOSWINE ICE-GRD					
61										
62			305 LAIRON STL-RCK	375 METANG STL-PSY			361 SNORUNT ICE			
63										
64							204 PINECO BUG			
65	247 PUPITAR RCK-GRD	335 ZANGOOSE NRM	51 DUGTRIO GRD	372 SHELGON DRG	45 VILEPLUME GRS-PSN		284 MASQUERAIN BUG/FLY			
66										
67										
68										
69								289 SLAKING NRM		
70									351 CASTFORM NRM	

to page 118

FLOOR

from page 117

71	45 VILEPLUME GRS-PSN	284 MASQUERAIN BUG-FLY	289 SLAKING NRM	351 CASTFORM NRM	362 GLALIE ICE	109 KOFFING PSN	219 MAGCARGO FIRE-RCK	240 MAGBY FIRE	112 RHYDON GRD-RCK
72									
73									
74		31 NIDOQUEEN PSN-GRD							
75									
76			76 GOLEM RCK-GRD						
77									
78									
79									
80	47 PARASPECT BUG-GRS								
81		353 SHUPPET GHO							
82			77 PONYTA FIRE						
83									
84									
85									
86			166 LEDIAN BUG-FLY		205 FORRETRASS BUG-STL		338 SOLROCK RCK-PSY		49 VENOMOTH BUG-PSN
87									
88									
89									
90	212 SCIZOR BUG-STL	356 DUSCLOPS GHO	351 CASTFORM NRM						
91									
92									
93									
94									
95	357 TROPIUS GRS-FLY	376 METAGROSS STL-PSY							
96									
97									
98				344 CLAYDOL GRD-PSY					
99	251 CELEBI PSY-GRS								

In Red Rescue Team, you'll encounter Porygon2 in this dungeon.



JOYOUS TOWER

You won't find anything at the top of this difficult tower, but you may spot a Chansey on your way up.

**TERRAIN:
WATER**

**FLOORS:
99**

TEAM MAX:

3

**ITEMS
TO BRING:**

- CLEANSE ORB
- ESCAPE ORB
- FRIEND BOW
- JOY RIBBON
- LINK BOX
- MAX ELIXIRS
- REVIVER SEED
- X-RAY SPECS

**ITEMS
TO LOOK FOR:**

You don't need to worry much about food and projectile weapons; **Big Apples** and throwing items are common here. In addition to the usual stock, Kecleon Shops may sell **Joy Seeds**, **Joy Ribbons**, and even an occasional **Friend Bow**.

JOB DESCRIPTION:

You have no specific goal here, but you can recruit several rare Pokémon.

PREPARATION:

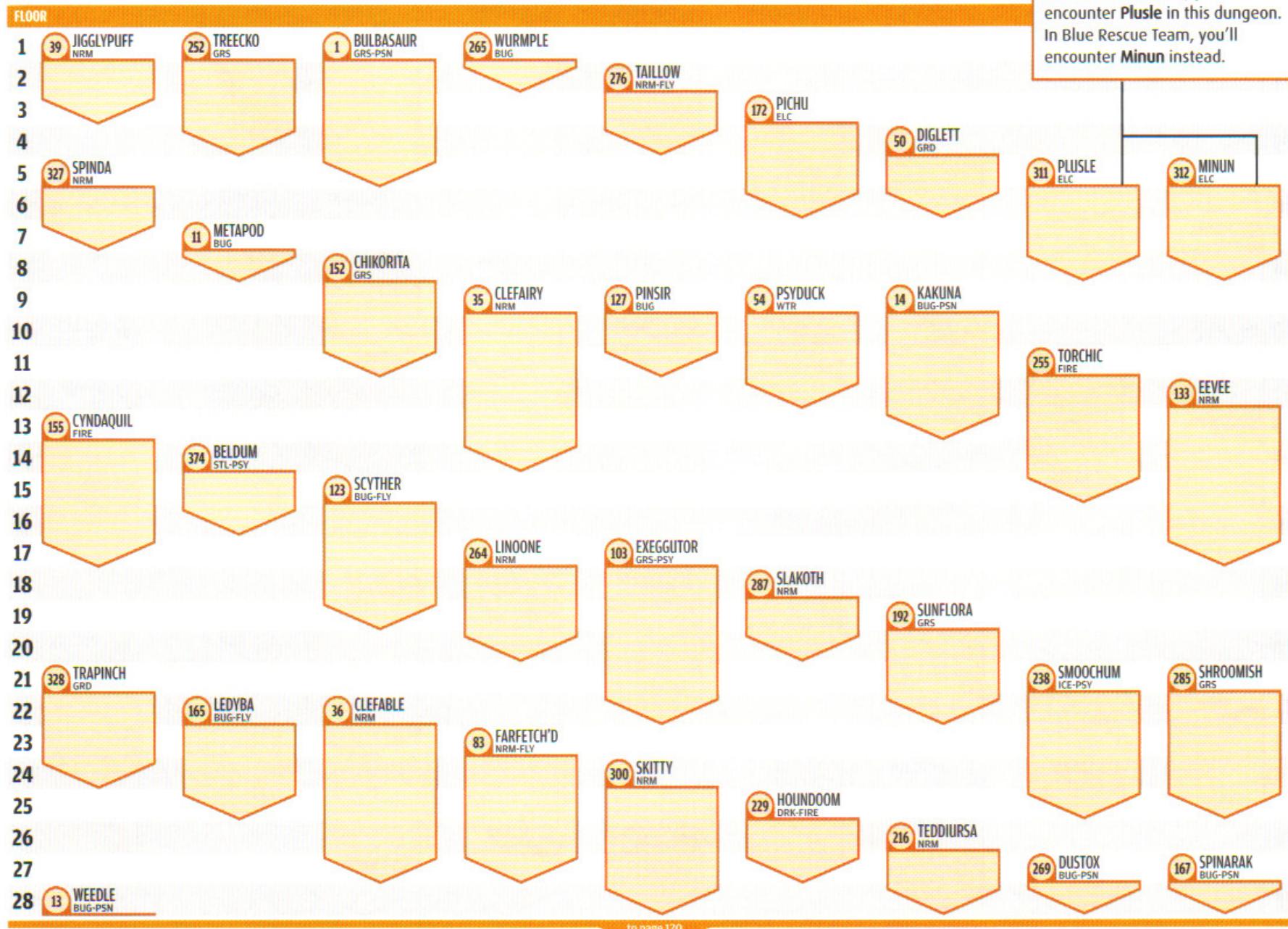
This is yet another dungeon that reduces your heroes to Level 1 and drains your gold upon entry. However, there are no restrictions on the size of your party or the items you can bring with you.

IN THE DUNGEON:

This dungeon is the only place you'll encounter Chansey and its evolved form, Blissey, both of which are hard to find but fairly easy to recruit. Chansey lurks on 50F, 60F, and 77F, while Blissey can be spotted on 88F. To recruit these rare Pokémon, wear a Friend Bow, hang out on the floors where they appear, and make sure you have the Sky Blue Plains Friend Area. If you recruit one of the Pokémon, you may want to flee with an Escape Orb to ensure your new recruit's safety.



At this point you should have a good idea how to proceed in dungeons that reduce you to Level 1. Since your goal this time is recruitment, you may want to use the Joy Seeds you can find and buy (in Kecleon Shops) to level up your lead Pokémon. Do so only immediately after you level up naturally; that way you won't waste any Exp. Points. Go ahead and use the stat-boosting drinks on your leader if you begin running out of toolbox space, but don't waste them on allies, since you'll probably want to send the allies home early to make space for valuable new recruits.



to page 120

29	13 WEEDLE BUG-PSN	216 TEDDIURSA NRM	269 DUSTOX BUG-PSN	167 SPINARAK BUG-PSN	282 GARDEVOIR PSY	182 BELLOSSOM GRS	234 STANTLER NRM	15 BEEDRILL BUG-PSN	207 GLIGAR GRD-FLY
30									
31									
32									
33		331 CACNEA GRS							
34									
35			84 DODUO NRM-FLY						
36				310 MANECTRIC ELC					
37									
38									
39									
40									
41									
42	371 BAGON DRG	168 ARIADOS BUG-PSN	188 SKIPLOOM GRS-FLY	206 DUNSPARCE NRM	51 DUGTRIO GRD	290 NINCADA BUG-GRD	174 IGGLYBUFF NRM	229 HOUNDOOM DRK-FIRE	128 TAUROS NRM
43									
44									
45									
46									
47	114 TANGELA GRS	126 MAGMAR FIRE							240 MAGBY FIRE
48									
49									
50		113 CHANSEY NRM		40 WIGGLYTUFF NRM	184 AZUMARILL WTR	361 SNORUNT ICE	101 ELECTRODE ELC	71 VICTREEBEL GRS-PSN	
51	22 FEAROW NRM-FLY								
52									
53		132 DITTO NRM	333 SWABLU NRM-FLY						
54									
55									
56									
57	77 PONYTA FIRE			78 RAPIDASH FIRE	324 TORKOAL FIRE		262 MIGHTYENA DRK	375 METANG STL-PSY	
58									
59									
60	305 LAIRON STL-RCK	24 ARBOK PSN	372 SHELON DRG	210 GRANBULL NRM			111 RHYHORN GRD-RCK		113 CHANSEY NRM
61									
62									
63	289 SLAKING NRM	109 KOFFING PSN	362 GLALIE ICE		27 SANDSHREW GRD	75 GRAVELER RCK-GRD	112 RHYDON GRD-RCK	247 PUPITAR RCK-GRD	336 SEVIPER PSN
64									
65									
66									
67									
68									
69									
70									
71									
72	240 MAGBY FIRE								
73									
74		166 LEDIAN BUG-FLY		28 SANDSLASH GRD	76 GOLEM RCK-GRD		205 FORRETTRESS BUG-STL	334 ALTARIA DRG-FLY	323 CAMERUPT FIRE-GRD
75									
76									
77									
78									

FLOOR	79	28 SANDSLASH GRD	76 GOLEM RCK-GRD	126 MAGMAR FIRE	205 FORRETRESS BUG-STL	323 CAMERUPT FIRE-GRD	334 ALTARIA DRG-FLY	from page 120
80	88 GRIMER PSN							
81								
82								
83		212 SCIZOR BUG-STL						
84								
85								
86	357 TROPIUS GRS-FLY		110 WEEZING PSN					
87								
88				242 BLISSEY NRM				
89					376 METAGROSS STL-PSY			
90					330 FLYGON GRD-DRG		142 AERODACTYL RCK-FLY	
91								
92								
93							344 CLAYDOL GRD-PSY	
94								373 SALAMENCE DRG-FLY
95								
96								
97								
98								
99								

In Red Rescue Team, you'll encounter Porygon2 in this dungeon.

DESERT REGION

Dropped Keys and Kecleon-sold gummis are among the highlights of this sandstorm-swept area.

JOB DESCRIPTION:

You have no specific objective in this dungeon.

PREPARATION:

You'll unlock this dungeon when you purchase the pricey Furnace Desert Friend Area from the Wigglytuff Club. At only 20 floors, it won't require a lot of preparation, but you should give some thought to the weather conditions. Ground-, Rock-, and Steel-type Pokémons will be immune to the sandstorms, but everyone else you bring should protect themselves with a Weather Band. Bring several Gravelerocks as well so you can easily KO the Shedinja on the early floors.

IN THE DUNGEON:

The sandstorms aren't painful until they're combined with Poison from attacks like Sandshrew's Poison Sting. Then you'll effectively be taking triple damage as Poison both injures you and turns off your natural regeneration abilities.

TERRAIN: WATER

FLOORS: 20

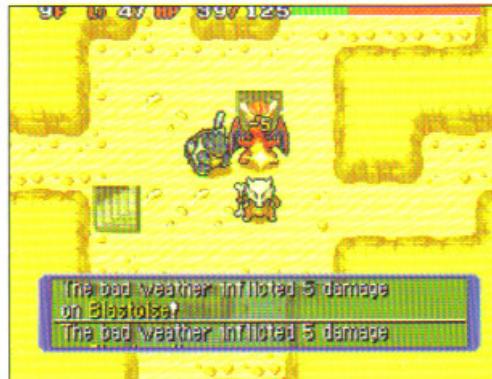
TEAM MAX: 3

ITEMS TO BRING:

- BIG APPLE
- CLEANSE ORB
- GRAVELEROCK
- ORAN BERRY
- PECHA BERRY
- POKÉ
- REVIVER SEED
- WEATHER BAND

ITEMS TO LOOK FOR:

Fundamental held items like Power Bands, Stamina Bands, and Heal Ribbons are very common finds here, as are many TMs. Take such items even when you don't need them so you can sell them at the Kecleon Shops and buy lots of Gold Gummis and Silver Gummis.



The sandstorms will hurt them, but Water- and Grass-type Pokémons are so effective in the Desert Region that you'll want to bring one along. Protect it with a Weather Band if you have one.

Keys appear only on the 19th and 20th floors. Expect to find only one Key on average each time you visit.

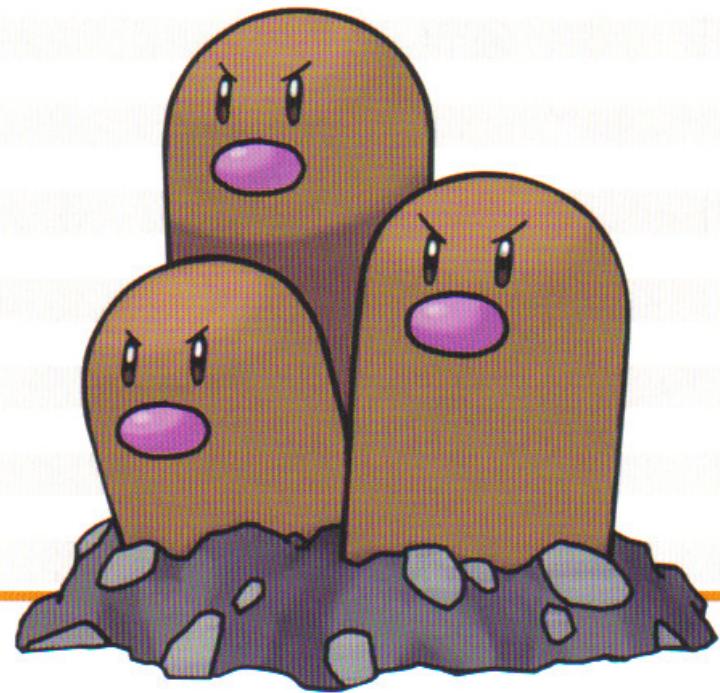
FLOOR	1	27 SANDSHREW GRD	292 SHEDINJA BUG-GHO	299 NOSEPASS RCK	328 TRAPINCH GRD
2					
3					

to page 122

FLOOR

from page 121

4	27 SANDSHREW GRD	292 SHEDINJA BUG-GHO	299 NOSEPASS RCK	328 TRAPINCH GRD
5				
6				
7	237 HITMONTOP FTG	31 NIDOQUEEN PSN-GRD		
8				
9				
10				
11				
12		343 BALTOY GRD-PSY		
13				
14				
15	28 SANDSLASH GRD	207 GLIGAR GRD-FLY	356 DUSCLOPS GHO	
16				
17				
18				
19				
20				



DARKNIGHT RELIC

Don't let the floor count fool you—15 floors of Ghost-types can be murder on an unprepared rescue team.

TERRAIN: WATER
FLOORS: 15
TEAM MAX: 3

ITEMS TO BRING:

- ESCAPE ORB
- GRAVELEROCK
- HUGE APPLE
- MOBILE SCARF
- ORAN BERRY
- REVIVER SEED
- STAMINA BAND

ITEMS TO LOOK FOR:

If you go pounding through the walls in this dungeon you can find all sorts of exotic TMs, including such rarities as Overheat, Bulk Up, Iron Tail, Water Pulse, and Skill Swap, as well as several uncommon orbs. Outside of the walls you'll find mostly throwing items and seeds.

JOB DESCRIPTION:

You have no specific objective in this dungeon.

PREPARATION:

You'll need to purchase the Secretive Forest Friend Area to unlock Darknight Relic, but you shouldn't attempt the dungeon until you have a Mobile Scarf, the Super Mobile ability, or a good Ghost-type Pokémon to lead your team. Enemy Pokémon will attack constantly from within walls. Since passing through walls drains your belly quickly, bring lots of food. Load up on Gravelerocks too, since they can hit foes anywhere.

INSIDE THE DUNGEON:

Since the Ghost-type is super effective against other Ghost-types, the Ghost-type Pokémon you bring in will be in constant peril. If you've come to recruit, use an Escape Orb to warp out when you find your quarry. If you've come to conquer, bring lots of Reviver Seeds to keep your Ghost-types alive (or rather, undead).



This dungeon is full of long hallways, and the minimal light conditions won't allow you to see your foes until they're upon you. If you can't pass through walls, you won't be able to hit them back.

B3F, B5F, B7F, B9F, B12F, and B15F all contain items that are hidden deep within walls. Use the Super Mobile ability or a Mobile Orb to devastate entire floors in your search for rare TMs.

FLOOR

1	353 SHUPPET GHO	92 GASTLY GHO-PSN	200 MISDREAVUS GHO	292 SHEDINJA BUG-GHO	302 SABLEYE DRK-GHO
2					
3					
4					
5					

to page 123



UNOWN RELIC

Unless you're a poor speller, you've probably already guessed what you'll find in Unown Relic.

TERRAIN:
WATER

FLOORS:
11

TEAM MAX:
3

ITEMS TO BRING:

- APPLE
- CLEANSE ORB
- FRIEND BOW
- MAX ELIXIR

ITEMS TO LOOK FOR:

This is a good place to stock up on generally useful items like Oran Berries, Heal Seeds, Quick Seeds, Escape Orbs, and Max Elixirs. Poké is by far the most common find.

JOB DESCRIPTION:

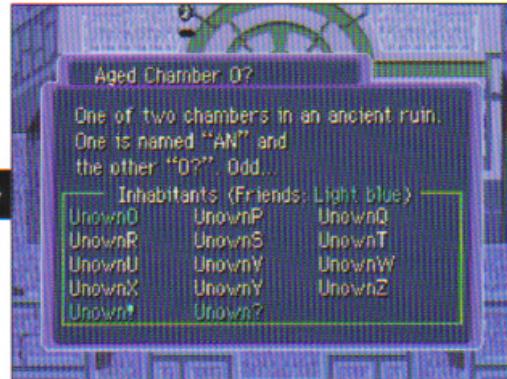
You have no specific objective in this dungeon.

PREPARATION:

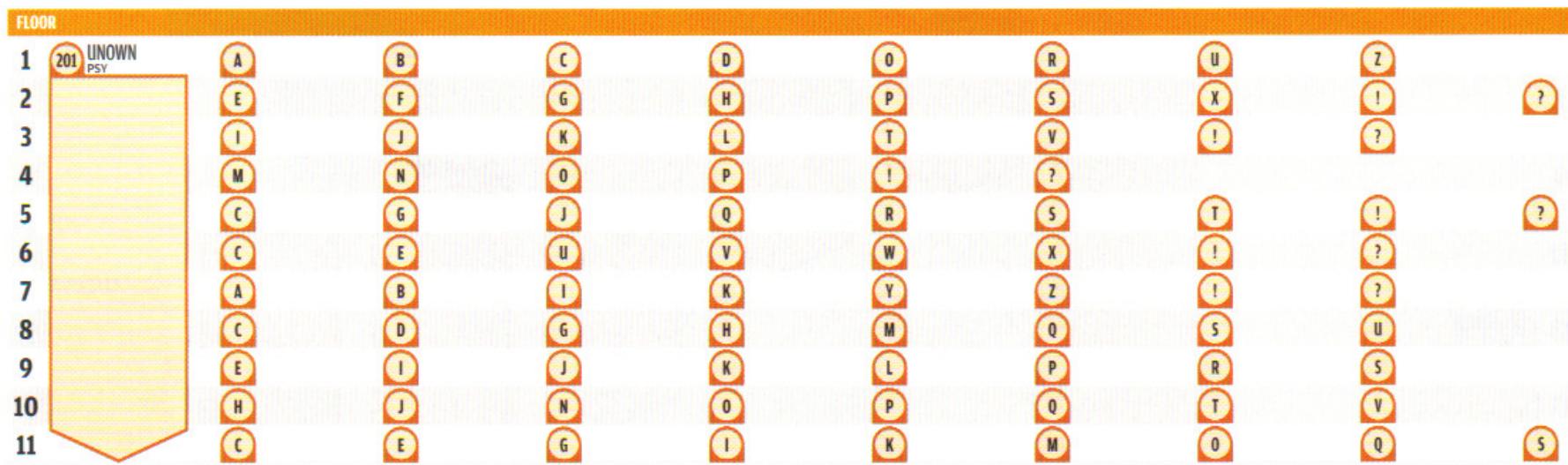
You'll gain access to Unown Relic when you purchase both Aged Chamber Friend Areas. The dungeon doesn't offer much in the way of treasure, so the only reason to visit is to recruit Unown. They're easy to beat (all are at Level 20 and know only the Hidden Power move), and the dungeon has only 11 floors, so you won't need to bring many supplies. A Friend Bow will come in handy, however.

IN THE DUNGEON:

Collecting Unown can be tricky; it isn't always apparent which letter is associated with each Unown (the letter does not appear in its name). Use the chart below to figure it out by the process of elimination. Getting every Unown will be tough, since they can be tricky to recruit.



Bring only your single highest-level Poké to Unown Relic so you'll have room for new recruits and have the greatest chance of recruitment success. If you aren't sure what letters you're missing, go to the Aged Chamber Friend Areas and use the Info command—the ones you've caught will appear in blue.



WYVERN HILL

Claim the Fly HM and a few rare evolution items from this heavily defended dragon roost.

TERRAIN:
WATER

FLOORS:
30

TEAM MAX:
3

ITEMS
TO BRING:

- CLEANSE ORB
- ESCAPE ORB
- HEAL SEED
- HUGE APPLE
- KEYS
- MAX ELIXIR
- REVIVER SEED
- TRAP SCARF

ITEMS
TO LOOK FOR:

Throwing items and Poké make up the bulk of this dungeon's items, but you can find decent TMs and held items at times. Dragon Scales appear randomly on the last two floors, and can be used to evolve Seadra into Kingdra.

JOB DESCRIPTION:

Claim the Fly HM, which will allow you to return to Sky Tower.

PREPARATION:

To unlock Wyvern Hill you'll need to receive the Dragon Cave Friend Area as a reward for a random rescue job. Ice-types make the best team members here, and non-Dragon-type Poké with Dragon-type moves will also be very effective. Moves like Dragon Rage present a risk to even high-level Poké, so bring plenty of Reviver Seeds. Both the Sun Ribbon and the Fly HM are locked in treasure rooms, so bring a pair of Keys.



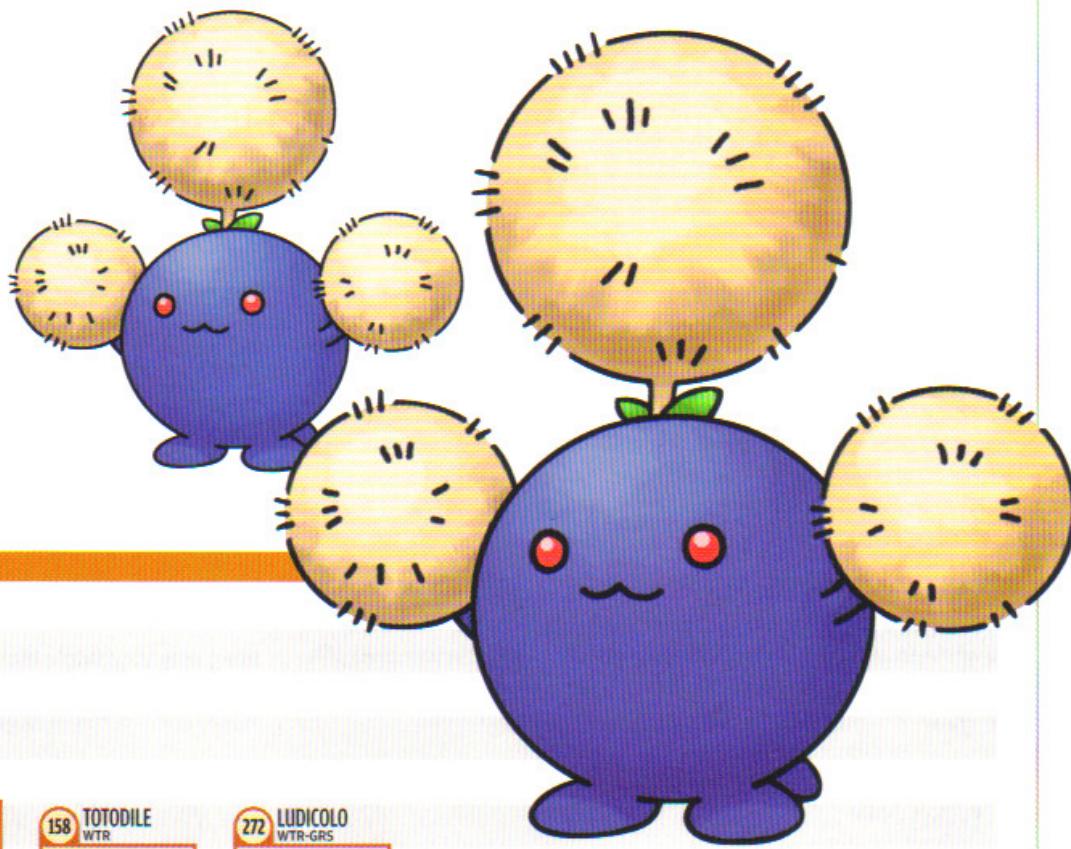
Only those striving to evolve Eevee into Espeon should bother with the Sun Ribbon on 20F. But everyone should try to get the Fly HM on 30F: It will allow you to return to Sky Tower. There you can fill your toolbox with gummis and recruit the mighty Rayquaza.

IN THE DUNGEON:

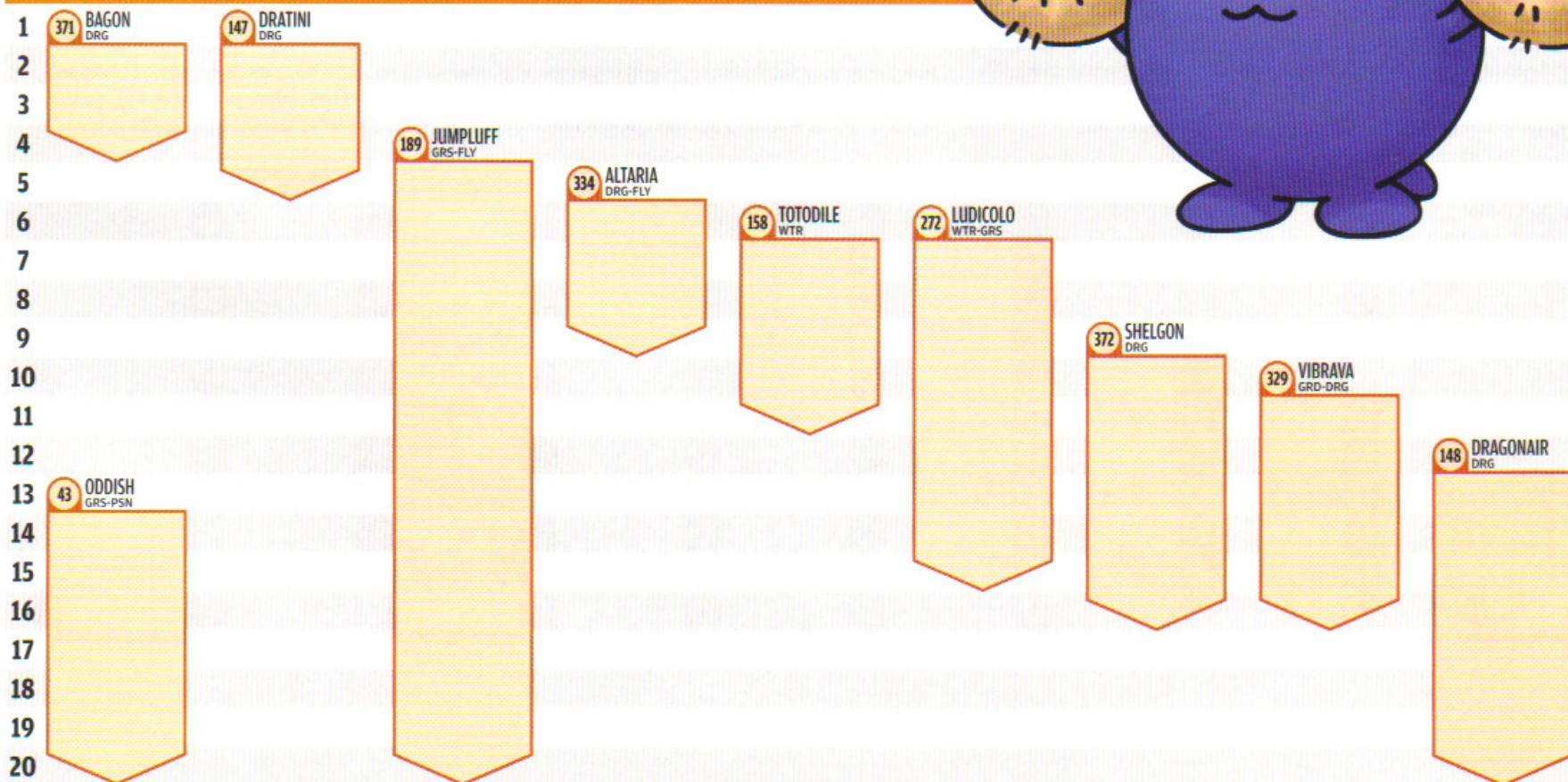
As if dragons weren't trouble enough, you'll have to contend with tons of annoying traps and random weather conditions on every fourth floor. The Dratini-Dragonair-Dragonite family is the biggest threat here, since all three can use Dragon Rage to deal a flat 65 damage to an adjacent target. Use moves like Ice Beam and Powder Snow to KO them from afar.



The Kecleon Shops in Wyvern Hill sell a few staple items like Max Elixirs, but specialize in scarves and ribbons. You won't find anything particularly rare, but the Kecleon Shops are a good place to buy defensive items for new recruits.



FLOOR



to page 125

FLOOR
21
22
23
24
25
26
27
28
29
30

FLOOR
373
330
149

from page 124

SOUTHERN CAVERN

This is a long, hard slog through a trap-strewn cave, but treasures await those who persevere.

TERRAIN:
GROUND

FLOORS:
50

TEAM MAX:
3

ITEMS TO BRING:

- CLEANSE ORB
- ESCAPE ORB
- HEAL SEED
- HUGE APPLES
- MAX ELIXIRS
- REVIVER SEED
- STAMINA BAND
- TRAP SCARF

ITEMS TO LOOK FOR:

If you're searching for common but powerful TMs like **Giga Drain**, **Ice Beam**, **Toxic**, and **Psychic**, this is one of the best places to look. Food is less common and Max Elixirs are nonexistent, but you can expect to find plenty of **Oran Berries**, **Heal Seeds**, and **orbs** of many varieties.

JOB DESCRIPTION:

You have no specific objective in this dungeon.

PREPARATION:

To unlock Southern Cavern you'll need to receive the Boulder Cave Friend Area as a reward for a random rescue job. The dungeon is quite tough, but your foes are almost entirely Ground- and/or Rock-type Pokémons, allowing your Water- and Grass-type Pokémons to wreak havoc. Don't bother leaving space in your roster for new recruits, since good recruitment opportunities are rare; early levels have only very common Pokémons and later levels are full of evolved forms that can't be recruited. Do bring plenty of Huge Apples and Max Elixirs (which never appear here), as well as a few Cleanse Orbs to protect your inventory from Sticky Traps.

INSIDE THE DUNGEON:

This dungeon's biggest threats are Selfdestruct Traps and area-effect moves like Magnitude. If all your Pokémons can take care of themselves, use the Go the Other Way tactic to fan out, preventing those moves from devastating the entire party. You'll also find the stairs more quickly this way.



Traps are very common in Southern Cavern, and the PP-Zero Traps are particularly devastating since there are no Max Elixirs to be found. You may want to hold off on visiting this dungeon until you have a Pokémon with the Trap Seer IQ skill or a Trap Scarf item.



The big prize at the end of Southern Cavern is the Metal Coat, which appears randomly but very frequently on B49F and B50F. Hang out until you can grab two, because you'll need Metal Coats to evolve both Onix (into Steelix) and Scyther (into Scizor).

FLOOR

1	74	GEODUDE	RCK-GRD
2	50	DIGLETT	GRD
3	273	SEEDOT	GRS
4			
5	104	CUBONE	GRD
6			
7	34	NIDOKING	PSN-GRD
8			
9	231	PHANPY	GRD
10			
11	343	BALTOY	GRD-PSY
12	329	VIBRAVA	GRD-DRG

to page 126

from page 125

FLOOR

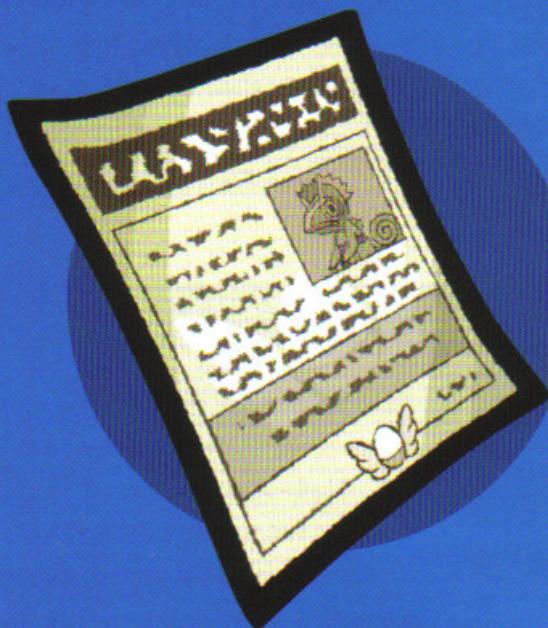
13	34 NIDOKING PSN-GRD	231 PHANPY GRD	343 BALTOY GRD-PSY	329 VIBRAVA GRD-DRG	207 GLIGAR GRD-FLY	246 LARVITAR RCK-GRD	105 MAROWAK GRD	168 ARIADOS BUG-PSN	51 DUGTRIO GRD
14									
15									
16									
17									
18									
19									
20									
21									
22									
23									
24									
25	75 GRAVELER RCK-GRD								
26									
27									
28									
29									
30									
31		111 RHYHORN GRD-RCK	330 FLYGON GRD-DRG	232 DONPHAN GRD		247 PUPITAR RCK-GRD			
32									
33									
34									
35									
36									
37									
38									
39									
40							76 GOLEM RCK-GRD	95 ONIX RCK-GRD	112 RHYDON GRD-RCK
41									
42									
43									
44									
45									
46									
47									
48									
49									
50									

Never take a **Golem** lightly. The moves Explosion and Earthquake form a devastating one-two punch that can eradicate your entire rescue team.



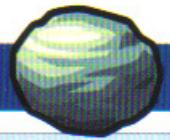
GAME DATA

Here you'll find a complete list of the items, moves, abilities, and status conditions in the game.



POKÉMON ITEMS

You can acquire items by finding them randomly in dungeons, purchasing them in Pokémon Square, or as rewards for completing missions. Your inventory capacity is limited—spend time planning out which items you think you'll need before every trip into a dungeon.



Thrown Objects

ITEM	DESCRIPTION
Cacnea Spike	A throwing item that inflicts damage if it hits.
Corsola Twig	A throwing item that inflicts damage if it hits.
Gold Fang	A throwing item that inflicts damage if it hits.
Iron Thorn	A throwing item that inflicts damage if it hits.
Silver Spike	A throwing item that inflicts damage if it hits.
Stick	A throwing item that inflicts damage if it hits.
Geo Pebble	A throwing item that flies in an arc to clear obstacles and strike the target. It is not affected by Pierce or Long Toss statuses.
Gravelerock	A throwing item that flies in an arc to clear obstacles and strike the target. It is not affected by Pierce or Long Toss statuses.

Evolution Tools



ITEM	DESCRIPTION
Deepseascale	It enables Clamperl to evolve into Gorebyss.
Deepseatooth	It enables Clamperl to evolve into Huntail.
Dragon Scale	It enables Seadra to evolve into Kingdra.
Fire Stone	It enables the following Evolutions: Vulpix into Ninetales, Growlithe into Arcanine, and Eevee into Flareon.
King's Rock	It enables the following Evolutions: Poliwhirl into Politoed, and Slowpoke into Slowking.
Leaf Stone	It enables the following Evolutions: Gloom into Vileplume, Weepinbell into Victreebel, Exeggcute into Exeggutor, and Nuzleaf into Shiftry.
Link Cable	It enables the following Evolutions: Kadabra into Alakazam, Machoke into Machamp, Graveler into Golem, Haunter into Gengar, Poliwhirl into Politoed (King's Rock), Slowpoke into Slowking (King's Rock), Onix into Steelix (Metal Coat), Scyther into Scizor (Metal Coat), Seadra into Kingdra (Dragon Scale), Porygon into Porygon2 (Upgrade), Clamperl into Huntail (Deepseatooth), and Clamperl into Gorebyss (Deepseascale).
Lunar Ribbon	A ribbon filled with moonlight. It enables Eevee to evolve into Umbreon.
Metal Coat	It enables the following Evolutions: Onix into Steelix, and Scyther into Scizor.
Moon Stone	It enables the following Evolutions: Nidorina into Nidoqueen, Nidorino into Nidoking, Clefairy into Clefable, Jigglypuff into Wigglytuff, and Skitty into Delcatty.
Sun Ribbon	A ribbon infused with sunshine. It enables Eevee to evolve into Espeon.
Sun Stone	It enables the following Evolutions: Gloom into Bellossom, and Sunkern into Sunflora.
Thunderstone	It enables the following Evolutions: Pikachu into Raichu, and Eevee into Jolteon.
Upgrade	It enables Porygon to evolve into Porygon2.
Water Stone	It enables the following Evolutions: Poliwhirl into Poliwrath, Shellder into Cloyster, Staryu into Starmie, Eevee into Vaporeon, and Lombre into Ludicolo.



Held Items

ITEM	DESCRIPTION
Alert Specs	A held item that prevents the Pokémon from having its held item snatched away or swatted down.
Beauty Scarf	A fashionable accessory for dressing up. It enables Feebas to evolve into Milotic.
Bounce Band	A held item that makes thrown items bounce off the Pokémon.
Curve Band	A held item that makes thrown items bounce off walls and fly sideways. It has no effect if the Pokémon's status is Pierce or if a rock is thrown.
Def. Scarf	A held item that boosts the Pokémon's Defense.
Detect Band	A held item that boosts the Pokémon's Evasion.
Diet Ribbon	A held item that changes the Pokémon's status to Hungry Pal and prevents its Belly from filling. If the team leader is holding it, its Belly will empty faster.
Dodge Scarf	A held item that prevents any thrown item from hitting the Pokémon.
Friend Bow	When held by the team leader, this item makes it easier to recruit defeated Pokémon to the rescue team.
Goggle Specs	A held item that improves the Pokémon's vision. It reveals hidden traps and invisible Pokémon.
Gold Ribbon	An item that has no effect even if it is held by a Pokémon. It can be sold for a good price.
Heal Ribbon	A held item that speeds up the Pokémon's natural HP regeneration. The Pokémon's Belly will empty faster, however.
Insomniscope	A held item that prevents the Pokémon from going to sleep, napping, having a nightmare, or yawning.
Joy Ribbon	A held item that earns the Pokémon Exp. Points when taking damage.
Lockon Specs	A held item that raises the accuracy of items thrown at foes by the Pokémon.
Mobile Scarf	A held item that enables the Pokémon to move and attack through walls and on magma, etc. The Pokémon's Belly will empty faster while traveling through walls, however.
Munch Belt	A held item that slightly boosts the Pokémon's Attack and Special Attack. However, it also makes the Pokémon's Belly empty faster.
No-Aim Scope	A held item that causes items thrown by the Pokémon to fly wildly in any direction.
No-Stick Cap	A held item that prevents the Pokémon's items from becoming sticky and gummed up.
Pass Scarf	A held item that can enable the Pokémon to pass off the effects of attacks and certain kinds of hostile moves to a Pokémon next to it. However, it also makes the Pokémon's Belly deplete.
Patsy Band	A held item that boosts the Pokémon's chances of taking critical hits from enemy moves and attacks.
Pecha Scarf	A held item that prevents the Pokémon from being Poisoned or Badly Poisoned.
Persim Band	A held item that prevents the Pokémon from becoming Confused.
Pierce Band	A held item that makes the Pokémon's thrown items Pierce other Pokémon, walls, and obstacles without ever stopping.
Plain Ribbon	An item that has no effect, even if it is held by a Pokémon.
Power Band	A held item that boosts the Pokémon's Attack.
Racket Band	A held item that helps awaken hostile sleeping Pokémon. It works only against Pokémon that were asleep from the start.
Scope Lens	A held item that boosts the Pokémon's critical-hit rate for moves and attacks.
Sneak Scarf	A held item that prevents the Pokémon from awakening sleeping foes. It works against foes that are asleep to begin with only.
Special Band	A held item that boosts the Pokémon's Special Attack.
Stamina Band	A held item that slows how quickly the Pokémon's Belly empties.
Tight Belt	A held item that prevents the Pokémon's Belly from depleting each turn.
Trap Scarf	A held item that prevents traps from going off if the Pokémon steps on them.
Twist Band	A held item that prevents the Pokémon's Attack and Special Attack from going down.
Warp Scarf	A held item that occasionally warps the Pokémon to another place on the same floor.
Weather Band	A held item that prevents the Pokémon from feeling the effects of the weather.
Whiff Specs	A held item that prevents items thrown by the Pokémon from hitting another Pokémon.
X-Ray Specs	A held item that enables the Pokémon to see the locations of items and foes.
Zinc Band	A held item that boosts the Pokémon's Special Defense.

Food



ITEM	DESCRIPTION
Apple	A food item that somewhat fills the Pokémon's Belly. Eating this when its Belly is full will slightly enlarge its Belly size.
Banana	A rare food item that somewhat fills the Pokémon's Belly. Eating this when its Belly is full will slightly enlarge its Belly size. It is occasionally found inside walls.
Big Apple	A food item that amply fills the Pokémon's Belly. Eating this when its Belly is full will slightly enlarge its Belly size.
Chestnut	A food item that somewhat fills the Pokémon's Belly. Mankey love to eat this.
Grimy Food	A food item that somewhat fills the Pokémon's Belly. However, it will cause a variety of status problems.
Huge Apple	A food item that completely fills the Pokémon's Belly. It also enlarges the Belly size.

Drinks



ITEM	DESCRIPTION
Calcium	A drink that boosts the Pokémon's Special Attack. It also slightly fills the Pokémon's Belly.
Ginseng	A drink that boosts the power of the Pokémon's set move. It may not have any effect on certain kinds of moves. It also slightly fills the Pokémon's Belly.
Iron	A drink that boosts the Pokémon's Defense. It also slightly fills the Pokémon's Belly.
Max Elixir	A drink that completely restores the PP of all the Pokémon's moves. It also slightly fills the Pokémon's Belly.
Protein	A drink that boosts the Pokémon's Attack. It also slightly fills the Pokémon's Belly.
Zinc	A drink that boosts the Pokémon's Special Defense. It also slightly fills the Pokémon's Belly.

Berries & Seeds



ITEM	DESCRIPTION
Allure Seed	A food item that gives the Pokémon Cross-Eyed status. It also slightly fills the Pokémon's Belly.
Blast Seed	A food item that makes the Pokémon breathe highly damaging fire. It also slightly fills the Pokémon's Belly.
Blinker Seed	A food item that gives the Pokémon Blinker status. It makes other Pokémon, unclaimed items, and the ground impossible to see. It also slightly fills the Pokémon's Belly.
Cheri Berry	A food item that heals the Pokémon from Paralysis. It also slightly fills the Pokémon's Belly.
Chesto Berry	A food item that causes the Pokémon to become Sleepless. The Pokémon will not be able to go to sleep. It also slightly fills the Pokémon's Belly.
Doom Seed	A food item that lowers the Pokémon's level by one. It also slightly fills the Pokémon's Belly.
Eyedrop Seed	A food item that changes the Pokémon's status to Eyedrops. It reveals hidden traps and Invisible Pokémon. It also slightly fills the Pokémon's Belly.
Heal Seed	A food item that heals all status problems. It also slightly fills the Pokémon's Belly.
Hunger Seed	A food item that slightly shrinks the Pokémon's maximum Belly size. If used by a Pokémon other than the leader, its status changes to Hungry Pal. It also slightly fills the Pokémon's Belly.
Joy Seed	A food item that raises the Pokémon's level by one. It also slightly fills the Pokémon's Belly.
Life Seed	A food item that slightly boosts the Pokémon's Maximum HP. It also slightly fills the Pokémon's Belly.
Oran Berry	A food item that restores HP. It also slightly fills the Pokémon's Belly.
Pecha Berry	A food item that heals the Pokémon when Poisoned or Badly Poisoned. It also slightly fills the Pokémon's Belly.
Plain Seed	A food item that has no special effect. It does slightly fill the Pokémon's Belly.
Quick Seed	A food item that boosts the Pokémon's Movement Speed by one level. It also slightly fills the Pokémon's Belly.
Rawst Berry	A food item that heals the Pokémon's Burn. It also slightly fills the Pokémon's Belly.
Reviver Seed	An item that could revive a fainted Pokémon. It becomes a Plain Seed after use. If held, it revives only the holder. It can be used by an Item Master only.
Sitrus Berry	A food item that restores HP. If the Pokémon has full HP, eating this item will slightly boost its Maximum HP. It also slightly fills the Pokémon's Belly.
Sleep Seed	A food item that makes the user sleep. The Pokémon will be unable to do anything. It also slightly fills the Pokémon's Belly.
Stun Seed	A food item that causes the Pokémon to become Petrified. The Pokémon will be unable to do anything until it takes damage. It also slightly fills the Pokémon's Belly.
Totter Seed	A food item that makes the Pokémon Confused. The Pokémon's movements turn erratic, and its attacks and moves may hit friends. It also slightly fills the Pokémon's Belly.
Warp Seed	A food item that warps the Pokémon to a different floor. It also slightly fills the Pokémon's Belly.

Gummis



ITEM	DESCRIPTION
Black Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Dark-type Pokémon like it the best.
Blue Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Water-type Pokémon like it the best.
Brown Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Ground-type Pokémon like it the best.
Clear Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Ice-type Pokémon like it the best.
Gold Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Psychic-type Pokémon like it the best.
Grass Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Grass-type Pokémon like it the best.
Gray Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Rock-type Pokémon like it the best.
Green Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Bug-type Pokémon like it the best.
Orange Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Fighting-type Pokémon like it the best.
Pink Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Poison-type Pokémon like it the best.
Purple Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Ghost-type Pokémon like it the best.
Red Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Fire-type Pokémon like it the best.
Royal Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Dragon-type Pokémon like it the best.
Silver Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Steel-type Pokémon like it the best.
Sky Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Flying-type Pokémon like it the best.
White Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Normal-type Pokémon like it the best.
Yellow Gummi	A food item that somewhat fills the Pokémon's Belly. When given to a rescue team member, it raises the Pokémon's IQ. Electric-type Pokémon like it the best.

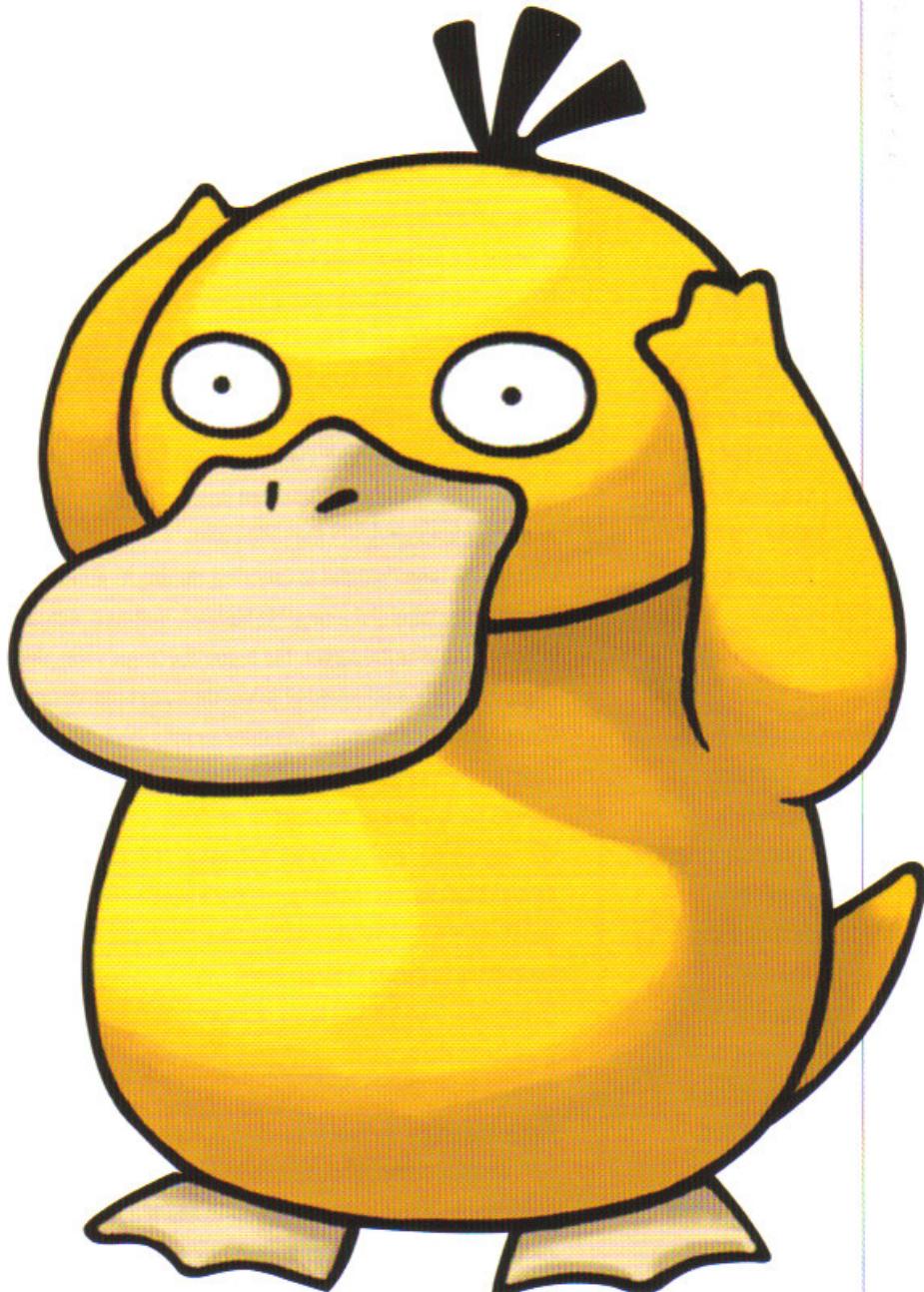
Gummi Chart

Pokémon prefer certain gummis over others depending the Pokémon's type, but all gummis will have a positive effect on a Pokémon's IQ and Belly size. Check out the chart to see how much each gummi will improve the different Pokémon types.

GUMMIS	Pokémon type																
	NORMAL	FIRE	WATER	GRASS	ELECTRIC	ICE	FIGHTING	Poison	GROUND	Flying	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
BLACK	•	•	•	•	•	•	▲	•	•	•	■	•	•	■	•	★	▲
BLUE	•	■	★	▲	•	•	•	•	■	•	•	■	•	▲	•	•	•
BROWN	•	■	•	▲	■	•	•	■	★	X	•	▲	■	•	•	•	■
CLEAR	•	▲	▲	■	•	★	•	•	■	■	•	•	•	•	■	•	▲
GOLD	•	•	•	•	•	•	■	■	•	•	★	•	•	■	•	X	▲
GRASS	•	▲	■	★	•	•	•	▲	■	▲	•	▲	■	•	▲	•	▲
GRAY	•	■	•	•	•	■	▲	•	▲	■	•	■	★	•	•	•	▲
GREEN	•	▲	•	■	•	•	▲	▲	•	▲	■	★	•	▲	•	■	▲
ORANGE	■	•	•	•	•	■	★	▲	•	▲	▲	▲	■	X	•	■	■
PINK	•	•	•	■	•	•	•	★	▲	•	•	▲	▲	•	•	X	
PURPLE	X	•	•	•	•	•	•	•	•	■	•	•	★	•	▲	▲	
RED	•	★	▲	■	•	■	•	•	•	•	■	▲	•	▲	•	■	
ROYAL	•	•	•	•	•	•	•	•	•	•	•	•	•	★	•	▲	
SILVER	•	▲	▲	•	▲	■	•	•	•	•	•	■	•	•	•	★	
SKY	•	•	•	■	▲	•	■	•	•	★	•	■	▲	•	•	▲	
WHITE	★	•	•	•	•	•	•	•	•	•	•	▲	X	•	•	▲	
YELLOW	•	•	■	▲	★	•	•	•	X	■	•	•	•	▲	•	•	

IQ Increase—Strongest to Weakest: ★ > ■ > • > ▲ > X

Belly/HP Increase Percentage: ★ 60% ■ 30% • 25% ▲ 20% X 5%



Orbs



ITEM	DESCRIPTION	RANGE
Blowback Orb	Knocks a distant target flying. If the target hits a wall or another Pokémon, it sustains damage.	Straight line
Cleanse Orb	Cleanses sticky, gummed-up items of grime, making them usable again.	All team members on the floor
Decoy Orb	Changes the status of the target to Decoy, making it the target of its fellow Pokémon.	Foe in front
Drought Orb	Drains water and magma from the dungeon floor.	Special
Escape Orb	Allows the rescue team to escape from the dungeon.	All team members on the floor
Evasion Orb	Raises the user's Evasion by one level.	User
Fill-In Orb	Makes water or magma in front of the user turn into a solid floor tile.	Special
Hail Orb	Changes the dungeon's floor weather to Hail for several turns.	All Pokémon on the floor
Hurl Orb	Hurls the target at another foe to inflict damage.	Foe in Front
Identify Orb	Reveals if Pokémon on the floor are holding items or not.	All Pokémon on the floor
Invisify Orb	Makes the user invisible to other Pokémon.	User
Itemizer Orb	Turns the target Pokémon into an item.	Foe in front
Lob Orb	Inflicts damage on the target up to 2 tiles away.	2 tiles
Longtoss Orb	Changes the user's status to Long Toss. Items thrown by the user will fly until they hit a wall or a Pokémon.	User
Luminous Orb	Reveals the entire floor to the user.	User
Mobile Orb	Changes the user's status to Mobile, enabling it to move and attack through walls and on magma, water, and clouds.	User
Mug Orb	Inflicts damage on the target. It also snatches the target's held item to make it the user's.	Foe in front
Observer Orb	Changes the status of the target to Paused, making it incapable of action.	Foe in front
One-Room Orb	Destroys all walls on the floor, turning the floor into one vast room.	Special
One-Shot Orb	Defeats the target in one shot—if it hits.	Foe in front
Petrify Orb	Changes the status of foes in the room to Petrified, making them incapable of action.	Foes in the room
Pierce Orb	Changes the user's status to Pierce. Items thrown by the user will fly through walls and Pokémon without stopping.	User
Possess Orb	A leader's held item that enables the leader to possess a friend and survive. It works only for the team leader.	
Pounce Orb	Makes the user pounce on the Pokémon in front, however distant. If no Pokémon is in the way, the user leaps to the wall.	Special
Quick Orb	Boosts the Movement Speed of the user and team members in the room by one level.	All team members in the room
Radar Orb	Reveals the location of all foes on the floor.	User
Rainy Orb	Changes the dungeon floor's weather to Rain for several turns.	All Pokémon on the floor
Rebound Orb	Changes the user's status to Mini Counter. Any damage from Physical Attack moves or a regular attack is partially returned.	User
Reviver Orb	Revives the Pokémon if it faints. It does not work if the holder faints from an explosion.	Holder
Rocky Orb	Inflicts damage on the target. It also lowers the target's Movement Speed by one level.	Foe in front
Rollcall Orb	Draws all team members to the user.	All team members on the floor
Sandy Orb	Changes the dungeon floor's weather to Sandstorm for several turns.	All Pokémon on the floor
Scanner Orb	Reveals the location of all unclaimed items on the floor.	User
See-Trap Orb	Reveals all hidden traps in the same room.	User
Shocker Orb	Changes the target's status to Cowering, making its attacks go in the opposite direction.	Foe in front
Silence Orb	Changes the status of the target to Muzzled, making it incapable of attacks or moves using its mouth.	Foe in front
Sizebust Orb	Inflicts damage on the target. The bigger the target's size, the greater the damage.	Foe in front
Slow Orb	Lowers the Movement Speed of foes in the same room by one level.	Foes in the room
Slumber Orb	Changes the status of foes in the same room to Sleep, making them incapable of action.	Foes in the room
Snatch Orb	Switches the user's status to Snatch. It steals the moves of Pokémon on the same floor.	User
Stairs Orb	Reveals the location of the stairs on the floor.	User
Stayaway Orb	Changes the status of the target to Petrified and warps it near the stairs.	Foe in front
Sunny Orb	An item that changes the dungeon floor's weather to Sunny for several turns.	All Pokémon on the floor
Switcher Orb	Switches the user's position with another Pokémon, however distant.	Straight line
Toss Orb	Enables the Pokémon to throw items.	
Totter Orb	Changes the status of foes in the same room to Confused, making their attacks and movements erratic.	Foes in the room
Transfer Orb	Transforms the target into a different Pokémon.	Foe in front
Trapbust Orb	Destroys traps in the same room.	Room
Trapper Orb	Sets a trap where the user is standing. It does not work if used in a hallway.	User
Trawl Orb	Pulls all items on the floor to the user. Beware: if there is a shop, the user will be considered a shoplifter.	User
Two-Edged Orb	Drops the HP of foes in the same room to one. If it hits, it also halves the user's HP.	Foes in room
Warp Orb	Warps foes in the same room to other places on the same floor.	Foes in room



TMs & HMs

ITEM	DESCRIPTION	TYPE	PP
Aerial Ace	Teaches the move Aerial Ace. It inflicts damage on the target. It never misses.	Flying	8
Attract	Teaches the move Attract. It changes the target's status to Infatuated.	Normal	10
Blizzard	Teaches the move Blizzard. It inflicts damage on the target. It may also leave the target Frozen and incapable of action.	Ice	10
Brick Break	Teaches the move Brick Break. It shatters the target's Reflect or Light Screen to inflict damage.	Fighting	12
Bulk Up	Teaches the move Bulk Up. It boosts the user's Attack and Defense by one level.	Fighting	22
Bullet Seed	Teaches the move Bullet Seed. It inflicts damage on the target even at a distance. It hits two to five times per use.	Grass	10
Calm Mind	Teaches the move Calm Mind. It raises the Pokémon's Special Attack and Special Defense by one level.	Psychic	19
Cut	Teaches the move Cut. It does not break, but cannot be used in a dungeon. The move damages all foes around the user.	Normal	10
Dig	Teaches the move Dig. The user's status becomes Digging, and it attacks on the next turn. It is not possible to link this move.	Ground	12
Dive	Teaches the move Dive. It does not break, but cannot be used in a dungeon. The move makes the user's status Diving, making it attack strongly on the next turn.	Water	12
Dragon Claw	Teaches the move Dragon Claw. It inflicts damage on the target.	Dragon	10
Earthquake	Teaches the move Earthquake. It damages all Pokémon in the same room. It inflicts double damage on any digging Pokémon.	Ground	10
Excavate	Teaches the move Excavate. It digs through the wall the user is facing.	None	99
Facade	Teaches the move Facade. It inflicts damage on the target. If the user is Poisoned, Badly Poisoned, or has a Burn, its power is doubled.	Normal	12
Fire Blast	Teaches the move Fire Blast. It inflicts damage on the target. It may also cause a Burn. It thaws and frees Frozen Pokémon.	Fire	9
Flamethrower	Teaches the move Flamethrower. It inflicts damage on the target even at a distance. It may also cause a Burn. It thaws and frees Frozen Pokémon.	Fire	12
Flash	Teaches the move Flash. It does not break, but cannot be used in a dungeon. The move lowers the target's Accuracy by one level.	Normal	22
Fly	Teaches the move Fly. It does not break, but cannot be used in a dungeon. The move makes the user's status Flying, making it attack on the next turn.	Flying	12
Focus Punch	Teaches the move Focus Punch. The user's status changes to Focus Punch, and it attacks on the next turn. It is not possible to link this move.	Fighting	10
Frustration	Teaches the move Frustration. It inflicts damage on the target and inflicts greater damage if the user's IQ is low.	Normal	20
Giga Drain	Teaches the move Giga Drain. It inflicts damage on the target. It also restores the user's HP based on the damage it inflicted.	Grass	10
Hidden Power	Teaches the move Hidden Power. It inflicts damage on the target. Its type and power change with the dungeon.	None	12
Hyper Beam	Teaches the move Hyper Beam. It inflicts damage on the target even at a distance. However, it also makes the user Paused and incapable of action.	Normal	8
Ice Beam	Teaches the move Ice Beam. It inflicts damage on the target even at a distance. It may also leave the target Frozen and incapable of action.	Ice	8
Iron Tail	Teaches the move Iron Tail. It inflicts damage on the target. It may also lower the target's Defense by one level.	Steel	10
Light Screen	Teaches the move Light Screen. It makes the user's status Light Screen. It halves the damage from Special Attack moves.	Psychic	14
Overheat	Teaches the move Overheat. It damages all foes around the user, but it also lowers the user's Special Attack by two levels and thaws Frozen Pokémon.	Fire	10
Protect	Teaches the move Protect. It changes the Pokémon's status to Protect and prevents damage from enemy attacks and moves.	Normal	10
Psychic	Teaches the move Psychic. It inflicts damage on the target. It may also lower the target's Special Defense by one level.	Psychic	10
Reflect	Teaches the move Reflect. It makes the user's status Reflect and halves the damage from all Physical Attack moves and regular attacks.	Psychic	22
Rest	Teaches the move Rest. It makes the user go to sleep. Upon awakening, the Pokémon regains HP and recovers from any status problems.	Psychic	10
Return	Teaches the move Return. It inflicts damage on the target. Its power rises with the user's IQ.	Normal	12
Roar	Teaches the move Roar. It sends the target flying. If the foe hits a wall or another Pokémon, it sustains damage.	Normal	14
Rock Smash	Teaches the move Rock Smash. It does not break, but cannot be used in a dungeon. The move digs through the wall the user is facing.	Fighting	99
Safeguard	Teaches the move Safeguard. It changes the status of the user and team members in the same room to Safeguard and prevents status problems.	Normal	15
Secret Power	Teaches the move Secret Power. It inflicts damage on the target. It may also trigger other effects depending on the terrain.	Normal	10
Shadow Ball	Teaches the move Shadow Ball. It inflicts damage on the target even at a distance. It may also lower the target's Special Defense by one level.	Ghost	10
Shock Wave	Teaches the move Shock Wave. It inflicts damage on the target even at a distance. It never misses.	Electric	8
Skill Swap	Teaches the move Skill Swap. It switches the user's Special Ability with that of the target.	Psychic	17
Sludge Bomb	Teaches the move Sludge Bomb. It inflicts damage on the target even at a distance. It may also leave the target Poisoned, damaging it over several turns.	Poison	10
Solarbeam	Teaches the move Solarbeam. The user's status becomes Solarbeam, and it attacks on the next turn. It is not possible to link this move.	Grass	9
Spin Slash	Teaches the move Spin Slash. It inflicts damage on all foes surrounding the user.	None	10
Steel Wing	Teaches the move Steel Wing. It inflicts damage on the target. It may also raise the user's Defense by one level.	Steel	10
Strength	Teaches the move Strength. It does not break, but cannot be used in a dungeon. The move hurls the target at another Pokémon to inflict damage.	Normal	12
Surf	Teaches the move Surf. It does not break, but cannot be used in a dungeon. The move damages the target. Inflicts double damage on a diving foe.	Water	11
Taunt	Teaches the move Taunt. The targeted Pokémon's status changes to Taunted.	Dark	20
Thief	Teaches the move Thief. It inflicts damage on the target. It also snatches the target's held item and makes it the user's held item.	Dark	20
Thunder	Teaches the move Thunder. It inflicts damage on the target and may also cause Paralysis. Its accuracy is affected by the weather.	Electric	9

TM_s & HM_s (continued)

ITEM	DESCRIPTION	TYPE	PP
Thunderbolt	Teaches the move Thunderbolt. It damages all foes around the user. It may also cause paralysis, which prevents attacks and moves.	Electric	10
Torment	Teaches the move Torment. It prevents the targeted Pokémon from repeating its last move while it remains on the floor.	Dark	16
Toxic	Teaches the move Toxic. It badly poisons the foe Pokémon. If a Pokémon is badly poisoned, it sustains damage over several turns.	Poison	12
Used TM	The remains of a TM after use. It can be restored using the move Recycle. This item cannot be placed in storage.		
Vacuum-Cut	Teaches the move Vacuum-Cut. It inflicts damage on all foes in the room.	None	7
Water Pulse	Teaches the move Water Pulse. It inflicts damage on the target even at a distance. It may also leave the target confused.	Water	12
Waterfall	Teaches the move Waterfall. It does not break, but cannot be used in a dungeon. The move damages the target.	Water	12
Wide Slash	Teaches the move Wide Slash. It inflicts damage on foes on the 3 tiles diagonally and directly in front.	None	10

Special Items



ITEM	DESCRIPTION
Ice Part	An item that was guarded by Regice. It may be related to this saying about the Buried Relic: "Three parts guarded by three servants. When they are once again, a mirage shall appear to the bearer."
Key	A key that unlocks a door inside a dungeon.
Link Box	A marvelous box that enables the user to link and delink moves. Linked moves become separated if their combined PP drops to zero.
Music Box	An enchanting music box that plays a beautiful melody. It is said to draw something special to it when it is kept close by.
Rock Part	A mysterious item that was jealously guarded by Regirock. How it is to be used remains unknown, however.
Steel Part	A mysterious item that was guarded by Registeel. Regirock and Regice also guarded parts in similar fashion. What is the secret behind these parts?
Switch Box	A curious box that enables the user to switch the rescue team's leader. Only official team members may become the team leader.
Wish Stone	A mysterious stone shaped like a musical note. It is said to make a wish come true if it is held while exploring the depths of Wish Cave.

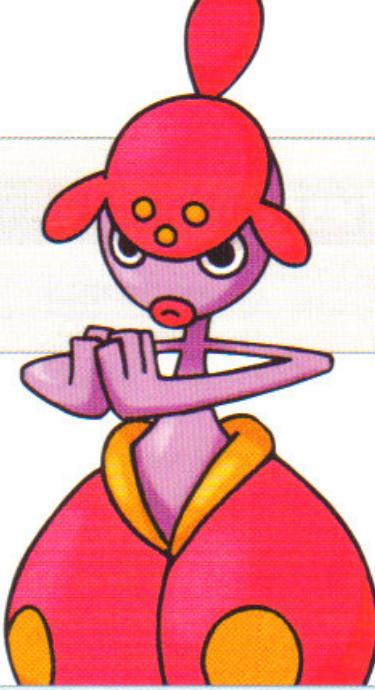
Abilities

ABILITY	DESCRIPTION
Air Lock	Changes the weather to clear.
Arena Trap	Immobilizes any attacker except Flying-type foes and those with Levitate.
Battle Armor	Blocks critical hits.
Blaze	Boosts the power of Fire-type moves when HP is low.
Chlorophyll	Boosts attack frequency if the weather is sunny.
Clear Body	Prevents reduction of stats.
Cloud Nine	Changes the weather to clear.
Color Change	Changes the Pokémon's type to that of the move that hit it last.
Compoudeyes	Boosts the Accuracy of moves.
Cute Charm	Causes attackers to be Infatuated.
Damp	Prevents any explosions on the dungeon floor.
Drizzle	Changes the weather to rainy.
Drought	Changes the weather to sunny.
Early Bird	Awakens quickly from Sleep.
Effect Spore	Attackers are Poisoned, Paralyzed, or put to Sleep.
Flame Body	Afflicts attackers with Burn.
Flash Fire	Zeroes damage from Fire-type move hits, and boosts own Fire moves.
Forecast	The Pokémon's type changes with the weather.
Guts	Boosts Attack if the Pokémon has any status problems.
Huge Power	Occasionally boosts Attack.
Hustle	Boosts Attack but lowers accuracy.
Hyper Cutter	Prevents Attack from being lowered.
Illuminate	If damaged, a wild Pokémon appears on the dungeon floor.
Immunity	Prevents becoming Poisoned or Badly Poisoned.
Inner Focus	Prevents Cringing.

Abilities (continued)

ABILITY	DESCRIPTION
Insomnia	Prevents Sleep.
Intimidate	Lowers the Physical Attack power of attackers.
Keen Eye	Prevents Accuracy from going down.
Levitate	Blocks all Ground-type moves.
Lightningrod	Attracts Electric-type moves.
Limber	Prevents Paralysis.
Liquid Ooze	Inflicts damage on the foe if hit by a move that drains HP.
Magma Armor	Prevents Freezing.
Magnet Pull	Immobilizes Steel-type attackers.
Marvel Scale	Boosts Defense if there is a status problem.
Minus	Boosts Special Attack if there is a wild Pokémon with Plus ability.
Natural Cure	Recovers quickly from status problems.
Oblivious	Prevents Infatuation.
Overgrow	Boosts the power of Grass-type moves when HP is low.
Own Tempo	Prevents Confusion.
Pickup	Finds items if the Pokémon is not holding anything.
Plus	Boosts Special Attack if there is a wild Pokémon with Minus ability.
Poison Point	Poisons attackers.
Pressure	If hit by a foe's move, the foe uses more PP than usual.
Pure Power	Occasionally boosts Attack.
Rain Dish	Improves HP gain if it is raining.
Rock Head	Prevents damage from the recoil of moves such as Take Down.
Rough Skin	Inflicts damage on attackers.
Run Away	Becomes terrified and flees when HP gets low. Leaders will resist this urge.
Sand Stream	Changes the weather to a sandstorm.
Sand Veil	Boosts Evasion if there is a sandstorm.
Serene Grace	Improves the chance of triggering the added effects of moves.
Shadow Tag	Immobilizes attackers.
Shed Skin	Recovers easily from status problems.
Shell Armor	Blocks critical hits.
Shield Dust	Blocks the added effects of moves.
Soundproof	Blocks the effects of all moves that use sound.
Speed Boost	The Pokémon's Movement Speed accelerates.
Static	Paralyzes attackers.
Stench	May Terrify an attacking foe.
Sticky Hold	Prevents the Pokémon hold item from being taken.
Sturdy	Blocks one-hit KO moves.
Suction Cups	Prevents forced movement.
Swarm	Boosts the power of Bug-type moves when HP is low.
Swift Swim	Boosts attack frequency if it is raining.
Synchronize	Shares status problems with any Pokémon in reach.
Thick Fat	Resistant to Fire-type and Ice-type moves.
Torrent	Boosts the power of Water-type moves when HP is low.
Trace	Changes ability to that of the foe attacking or using a move.
Truant	Prevents action in your next turn after using a move or a Wonder Orb.
Vital Spirit	Prevents Sleep.
Volt Absorb	Restores HP if damaged by an Electric-type move.
Water Absorb	Restores HP if hit by a Water-type move.
Water Veil	Prevents Burns.
White Smoke	Prevents reduction of stats.
Wonder Guard	Only super effective moves can inflict damage.

BATTLE MOVES



BA = BASIC ATTACK POWER

The BA of a move may vary based on a Pokémon's type or level. SP means the move has a unique effect; HP means it is a healing move.

PHYSICAL ATTACKS
SPECIAL ATTACKS

AC = MOVE ACCURACY

The basic percentage chance a move will strike its target. AC does not include when a move's accuracy is changed by another move. NM means the move will never miss.

PP = POWER POINTS

PP represents the number of times a Pokémon can use a move before it must be replenished.

RANGE

The effective distance and direction of a move.

MOVE	TYPE	BA	AC	PP	RANGE	EFFECT
Absorb	Grass	1	88	18	Foe in front	Inflicts damage on the target. It also restores the user's HP based on the damage it inflicted.
Acid	Poison	8	88	17	Foe in front, cuts corners	Inflicts damage on the target. It may also lower the user's Defense by one level.

MOVE	TYPE	BA	AC	PP	RANGE	EFFECT
Absorb	Grass	1	88	18	Foe in front	Inflicts damage on the target. It also restores the user's HP based on the damage it inflicted.
Acid	Poison	8	88	17	Foe in front, cuts corners	Inflicts damage on the target. It may also lower the user's Defense by one level.
Acid Armor	Poison	—	NM	27	User	Boosts the user's Defense by two levels.
Aerial Ace	Flying	10	NM	8	Foe in front	Inflicts damage on the target. It never misses.
Aeroblast	Flying	20	84	12	Straight line	Inflicts damage on the target, even at a distance. It has a high critical-hit rate.
Agility	Psychic	—	NM	22	Allies in room	Boosts by one level the Movement Speed of the user and team members in the same room.
Air Cutter	Flying	2	90	17	Foe in front, cuts corners	Inflicts damage on the target. It has a high critical-hit rate.
Amnesia	Psychic	—	NM	22	User	Boosts the user's Special Defense by two levels.
Ancientpower	Rock	12	88	12	Foe in front	Inflicts damage on the target. It may also simultaneously raise by one level, Attack, Special Attack, Defense, Special Defense, and Movement Speed.
Arm Thrust	Fighting	2x(2-5)	78	17	Foe in front	Inflicts damage on the target. It hits two to five times in succession.
Aromatherapy	Grass	—	NM	12	Allies in room	Heals all status problems of the user and team members in the room.
Assist	Normal	—	NM	27	Special	Makes the user randomly use one move out of all the moves of the Pokémon on the floor.
Astonish	Ghost	6	88	17	Foe in front	Inflicts damage on the target. It may also cause the target to Cringe, making it incapable of action.
Attack	None	SP	—	—	Foe in front	Inflicts damage on foe in front.
Attract	Normal	—	100	10	Foe in front, cuts corners	Inflicts the Infatuated status on the target.
Aurora Beam	Ice	10	65	17	Straight line	Inflicts damage on the target, even at a distance. It may also halve the target's Attack.
Barrage	Normal	1x(2-5)	78	17	Foe in front, cuts corners	Inflicts damage on the target. It hits two to five times in succession.
Barrier	Psychic	—	NM	22	User	Boosts the user's Defense by two levels.
Baton Pass	Normal	—	100	19	All Pokémon in room	Successively switches the user's position with the position of other Pokémon in the room.
Beat Up	Dark	—	NM	15	Members on floor	Summons the team members around the user.
Belly Drum	Normal	—	100	10	User	Boosts the user's Attack to maximum, but empties its Belly to just one. It has no effect if the Belly is one or less.
Bide	Normal	SP	100	15	User	The user gains the Bide status. When Bide is released, the user looses an attack double the damage it took while waiting.
Bind	Normal	4	78	17	Foe in front	Inflicts damage on the target. It may also cause Constriction, making the foe incapable of movement.
Bite	Dark	7	90	19	Foe in front	Inflicts damage on the target. It may also cause the target to Cringe, making it incapable of action.
Blast Burn	Fire	30	84	8	Foes within 1-tile range	Inflicts damage on the target. However, it also inflicts the Paused status on the user. It also thaws and frees frozen Pokémon.
Blaze Kick	Fire	16	88	13	Foe in front	Inflicts damage on the target. It may also cause Burn. It thaws and frees Frozen Pokémon. It has a high critical-hit rate.
Blizzard	Ice	24	84	10	Foe in front, cuts corners	Inflicts damage on the target. It may also leave the target Frozen and incapable of action.
Block	Normal	—	100	12	Foe in front	Inflicts the Leg Hold status on the target, making it incapable of movement.
Body Slam	Normal	12	90	17	Foe in front	Inflicts damage on the target. It may also cause Paralysis and prevent any attack or moves.
Bonemerang	Ground	10x2	87	14	Straight line	Strikes the target twice, even at a distance.
Bone Club	Ground	12	88	15	Foe in front	Inflicts damage on the target. It may also cause the target to Cringe, making it incapable of action.
Bone Rush	Ground	12x(2-5)	70	12	Foe in front, cuts corners	Inflicts damage on the target. It hits two to five times in succession.
Bounce	Flying	16	100	11	User	The user gains the Bouncing status, making it attack strongly on the next turn. It may also cause Paralysis. It is not possible to link this move.
Brick Break	Fighting	14	88	12	Foe in front	Shatters the target's Reflect or Light Screen to inflict damage.
Bubble	Water	4	88	15	Straight line	Inflicts damage on the target, even at a distance. It may also lower the target's Movement Speed by one level.

MOVE	TYPE	BA	AC	PP	RANGE	EFFECT
Bubblebeam	Water	6	100	19	Straight line	Inflicts damage on the target, even at a distance. It may also lower the target's Movement Speed by one level.
Bulk Up	Fighting	—	NM	22	User	Raises the user's Attack and Defense by one level.
Bullet Seed	Grass	10x(2-5)	78	10	Straight line	Inflicts damage on the target, even at a distance. It hits two to five times in succession.
Calm Mind	Psychic	—	NM	19	User	Boosts the Pokémon's Special Attack and Special Defense by one level.
Camouflage	Normal	—	NM	22	User	The user's type changes to match the terrain.
Charge	Electric	—	NM	25	User	The user gains the Charging status. It boosts the power of the Electric-type move to be used next.
Charm	Normal	—	75	22	Foe in front	Lowers the Attack of the target by two levels.
Clamp	Water	6	78	17	Foe in front	Inflicts damage on the target. It may also cause Constriction, making the foe incapable of movement.
Comet Punch	Normal	3x(2-5)	80	19	Foe in front	Inflicts damage on the target. It hits two to five times in succession.
Confuse Ray	Ghost	—	100	13	Foe in front	Inflicts the Confused status on the target, making its attacks and movements erratic.
Confusion	Psychic	5	100	22	Foe in front	Inflicts damage on the target. It may also leave the target Confused.
Constrict	Normal	2	90	22	Foe in front	Inflicts damage on the target. It may also lower the target's Movement Speed by one level.
Conversion	Normal	—	NM	22	User	Changes the user's type into the same type as one of its moves.
Conversion 2	Normal	—	NM	22	User	The user gains the Conversion 2 status. It changes the user's type to one that is strong against the move type it took last.
Cosmic Power	Psychic	—	NM	19	User	Boosts the user's Defense and Special Defense by one level.
Cotton Spore	Grass	—	70	13	Foe in front	Lowers the target's Movement Speed by one level.
Counter	Fighting	—	NM	17	User	The user gains the Counter status. Any damage from Physical Attack moves or a regular attack is partially returned.
Covet	Normal	8	88	27	Foe in front	Inflicts damage on the target. It also snatches the target's hold item to make it the user's.
Crabhammer	Water	18	88	12	Foe in front	Inflicts damage on the target. It has a high critical-hit rate.
Cross Chop	Fighting	20	84	10	Foe in front	Inflicts damage on the target. It has a high critical-hit rate.
Crunch	Dark	16	88	13	Foe in front	Inflicts damage on the target. It may also lower the target's Special Defense by one level.
Crush Claw	Normal	14	90	15	Foe in front	Inflicts damage on the target. It may also lower the target's Defense by one level.
Curse	Normal	—	100	17	Special	Boosts the user's Attack and Defense by one level, but also lowers Movement Speed by one level. If used by a Ghost-type it will never miss, the target is cursed, and the user's HP halved.
Cut	Normal	10	84	10	Foes within 1-tile range	Damages all foes around user.
Defense Curl	Normal	—	NM	27	User	Boosts the user's Defense by one level.
Destiny Bond	Ghost	—	100	12	Foe in front, cuts corners	The user and the target gain the Destiny Bond status. The target sustains the same damage as the user in this state.
Detect	Fighting	—	75	12	User	The user gains the Protect status, preventing damage from enemy attacks and moves.
Dig	Ground	12	100	12	User	The user gains the Digging status, and it attacks on the next turn. It is not possible to link this move.
Disable	Normal	—	100	9	Foe in front	Causes Paralysis in the target. A Pokémon affected by Paralysis is incapable of attacking or using moves.
Dive	Water	12	100	12	User	The user gains the Diving status, making it attack strongly on the next turn. It is not possible to link this move. It can't be used without water.
Dizzy Punch	Normal	6	90	17	Foe in front	Inflicts damage on the target. It may also leave the target Confused.
Doom Desire	Steel	—	NM	11	User	The user gains the Set Damage status. In this state, all damage inflicted by the user will remain constant.
Doubleslap	Normal	4x(2-5)	70	17	Foe in front	Inflicts damage on the target. It hits two to five times in succession.
Double-Edge	Normal	15	88	17	Foe in front	Inflicts damage on the target. However, it also damages the user.
Double Kick	Fighting	6x2	87	14	Foe in front	Attacks the target twice in succession.
Double Team	Normal	—	NM	17	User	Boosts the user's Evasion by one level.
Dragonbreath	Dragon	12	88	12	Straight line	Inflicts damage on the target, even at a distance. It may also cause Paralysis, preventing any attacks or moves.
Dragon Claw	Dragon	16	88	10	Foe in front	Inflicts damage on the target.
Dragon Dance	Dragon	—	NM	22	User	Boosts the user's Attack and Movement Speed by one level.
Dragon Rage	Dragon	SP	100	17	Foe in front, cuts corners	Inflicts a set amount of damage on the target.
Dream Eater	Psychic	20	100	13	Foe in front	Inflicts damage on the target and restores the user's HP. Effective only against sleeping foes.
Drill Peck	Flying	16	88	13	Foe in front	Inflicts damage on the target.
Dynamicpunch	Fighting	10	78	13	Foe in front	Inflicts damage on the target. It also leaves the target Confused.
Earthquake	Ground	5	65	10	All in room except user	Damages all Pokémon in the same room. It inflicts double damage on any digging Pokémon.
Egg Bomb	Normal	10	78	15	Foe in front, cuts corners	Inflicts damage on the target.
Ember	Fire	7	90	18	Foe in front, cuts corners	Inflicts damage on the target. It may also cause a Burn. It thaws and frees Frozen Pokémon.
Encore	Normal	—	100	12	Foe in front	Inflicts the Encore status on the target, making it capable of using only the move it last used.
Endeavor	Normal	SP	100	12	Foe in front	The difference between the foe's HP and the user's HP is applied as this move's damage.
Endure	Normal	—	75	17	User	The user gains the Enduring status. The user will survive any attack with just one HP.
Eruption	Fire	30	84	10	Foe in front, cuts corners	Inflicts damage on the target. The higher the user's HP, the greater the damage. It thaws and frees Frozen Pokémon.
Explosion	Normal	SP	NM	12	Pokémon within a 2-tile range	Makes the user blow up in a huge explosion, inflicting damage on all surrounding Pokémon. It also destroys surrounding items and walls.
Extrasensory	Psychic	16	88	12	Foe in front	Inflicts damage on the target. It may also cause the target to Cringe, making it incapable of attacking or using moves.
Extremespeed	Normal	16	88	12	Foe up to 2 tiles ahead	Inflicts damage on a target up to two tiles ahead.

MOVE	TYPE	BA	AC	PP	RANGE	EFFECT
Facade	Normal	14	84	12	Foe in front	Inflicts damage on the target. If the user is Poisoned, Badly Poisoned, or has a Burn, its power is doubled.
Faint Attack	Dark	6	NM	8	Foe in front	Inflicts damage on the target. It never misses.
Fake Out	Normal	8	88	17	Foe up to 2 tiles ahead	Inflicts damage on the target. It may also cause the target to Cringe. It reaches up to two tiles ahead.
Fake Tears	Dark	—	100	22	Foe in front	Lowers the target's Special Defense by two levels.
False Swipe	Normal	40	100	15	Foe in front	Inflicts damage on the target. It leaves the target with one HP if its damage would have made the target faint.
Featherdance	Flying	—	100	22	Foe in front	Lowers the target's Attack by two levels.
Fire Blast	Fire	24	88	9	Foe in front, cuts corners	Inflicts damage on the target. It may also cause a Burn. It thaws and frees Frozen Pokémon.
Fire Punch	Fire	14	100	13	Foe in front	Inflicts damage on the target. It may also cause a Burn. It thaws and frees Frozen Pokémon.
Fire Spin	Fire	4	73	19	Foe in front	Inflicts damage on the target. It may also cause Constriction. It thaws and frees Frozen Pokémon.
Fissure	Ground	SP	35	14	Foe in front	Defeats the target in one shot—if it hits. It has no effect on a flying foe.
Flail	Normal	2	100	17	Foe in front	Inflicts damage on the target. The lower the user's HP, the greater the damage.
Flamethrower	Fire	18	88	12	Straight line	Inflicts damage on the target, even at a distance. It may also cause a burn. It thaws and frees Frozen Pokémon.
Flame Wheel	Fire	12	88	11	Foe in front, cuts corners	Inflicts damage on the target. It may also cause a Burn. It thaws and frees Frozen Pokémon.
Flash	Normal	—	100	22	Foe in front	Lowers the target's Accuracy by one level.
Flatter	Dark	—	100	17	Foe in front	Inflicts the Confused status on the target, but also raises its Special Attack by one level.
Fly	Flying	14	100	12	User	The user gains the Flying status, making it attack strongly on the next turn. It is not possible to link this move.
Focus Energy	Normal	—	NM	27	User	The user gains the Focus Energy status, raising its critical-hit rate.
Focus Punch	Fighting	20	100	10	User	The user gains the Focus Punch status, and it attacks on the next turn. It is not possible to link this move.
Follow Me	Normal	—	NM	15	User	The user gains the Decoy status, making it the primary target of foes.
Foresight	Normal	—	100	22	Foe in front	Resets the boosted Evasion of the target. Ghost-type foes become exposed.
Frenzy Plant	Grass	30	84	10	Foe in front, cuts corners	Inflicts damage on the target. However, it also inflicts the Paused status on the user, making it incapable of action.
Frustration	Normal	SP	100	20	Foe in front	Inflicts damage on the target. It inflicts greater damage if the user's IQ is low.
Fury Attack	Normal	1x(2-5)	70	22	Foe in front	Inflicts damage on the target. It hits two to five times in succession.
Fury Cutter	Bug	2x2	87	14	Foe in front	Attacks the target twice in succession.
Fury Swipes	Normal	4x(2-5)	78	19	Foe in front	Inflicts damage on the target. It hits two to five times in succession.
Future Sight	Psychic	—	NM	13	User	The user gains the Set Damage status. In this state, all damage inflicted by the user will remain constant.
Giga Drain	Grass	12	88	10	Foe in front	Inflicts damage on the target. It also restores the user's HP based on the damage it inflicted.
Glare	Normal	—	100	22	Foe in front	Causes Paralysis in the target. A Pokémon affected by Paralysis is incapable of attacking or using moves.
Grasswhistle	Grass	—	100	13	Foe in front, cuts corners	Makes the target go to sleep, causing it to be incapable of action.
Growl	Normal	—	100	20	Foes in room	Lowers the Attack of all foes in the room by one level.
Growth	Normal	—	NM	22	User	Boosts the user's Special Attack by one level.
Grudge	Ghost	—	NM	12	User	The user gains the Grudge status. If the user is defeated, it zeroes the PP of the move last used by the foe.
Guillotine	Normal	SP	35	12	Foe in front	Defeats the target in one shot—if it hits. It has no effect on a Ghost-type foe.
Gust	Flying	4	88	19	Foe in front	Inflicts damage on the target. Doubles damage on a flying or bouncing Pokémon.
Hail	Ice	—	NM	13	Pokémon on floor	Changes the dungeon floor's weather to Hail for several turns.
Harden	Normal	—	NM	22	User	Boosts the user's Defense by one level.
Haze	Ice	—	NM	13	All Pokémon in room	Resets the Attack, Defense, etc., of all Pokémon on the floor whether they were boosted or lowered.
Headbutt	Normal	6	90	17	Foe in front	Inflicts damage on the target. It may also cause the target to Cringe, making it incapable of action.
Heal Bell	Normal	—	NM	12	Allies in room	Heals all status problems of the user and team members in the room.
Heat Wave	Fire	10	90	15	Foes in room	Inflicts damage on foes in the room. It may also cause a Burn. It thaws and frees Frozen Pokémon.
Helping Hand	Normal	—	NM	17	Members in room only	Boosts the Attack and Special Attack of team members in the same room by one level.
Hidden Power	None	2-17	88	12	Foe in front	Inflicts damage on the target. Its type and power change with the dungeon.
Hi Jump Kick	Fighting	16	90	11	Foe in front	Inflicts damage on the target, but hurts the user if it misses.
Horn Attack	Normal	8	95	18	Foe in front	Inflicts damage on the target.
Horn Drill	Normal	SP	35	12	Foe in front	Defeats the target in one shot—if it hits. It has no effect on a Ghost-type foe.
Howl	Normal	—	NM	27	User	Boosts the user's Attack by one level.
Hydro Cannon	Water	30	84	9	Straight line	Inflicts damage on the target, even at a distance. It also inflicts the Paused status on the user, making it incapable of action.
Hydro Pump	Water	24	84	9	Straight line	Inflicts damage on the target, even at a distance.
Hyper Beam	Normal	30	90	8	Straight line	Inflicts damage on the target, even at a distance. It also inflicts the Paused status on the user, making it incapable of action.
Hyper Fang	Normal	16	88	13	Foe in front	Inflicts damage on the target. It may also cause the target to Cringe, making it incapable of action.
Hyper Voice	Normal	18	90	12	Foe in front, cuts corners	Inflicts damage on the target.
Hypnosis	Psychic	—	100	17	Foe in front, cuts corners	Makes the target go to sleep, causing it to be incapable of action.
Ice Ball	Ice	1x(1-5)	68	15	Foe in front, cuts corners	Hits the target in succession until it misses. Its power rises with every hit. It may hit up to five times.
Ice Beam	Ice	15	88	8	Straight line	Inflicts damage on the target, even at a distance. It may also leave the target Frozen and incapable of action.
Ice Punch	Ice	14	88	12	Foe in front	Inflicts damage on the target. It may also leave the target Frozen and incapable of action.
Icicle Spear	Ice	2x(2-5)	70	22	Foe in front, cuts corners	Inflicts damage on the target. It hits two to five times in succession.

MOVE	TYPE	BA	AC	PP	RANGE	EFFECT
Icy Wind	Ice	5	84	13	Straight line	Inflicts damage on the target, even at a distance. It also lowers the target's Movement Speed by one level.
Imprison	Psychic	—	100	15	Foe in front	Inflicts the Paused status on the target, making it incapable of action.
Ingrain	Grass	—	NM	22	User	The user gains the Ingrain status. The user becomes incapable of moving, but regains HP over several turns.
Iron Defense	Steel	—	NM	17	User	Boosts the user's Defense by two levels.
Iron Tail	Steel	20	78	10	Foe in front	Inflicts damage on the target. It may also lower the target's Defense by one level.
Jump Kick	Fighting	14	95	13	Foe in front	Inflicts damage on the target, but hurts the user if it misses.
Karate Chop	Fighting	10	90	18	Foe in front	Inflicts damage on the target. It has a high critical-hit rate.
Kinesis	Psychic	—	100	17	Foe in front	Lowers the target's Accuracy by one level.
Knock Off	Dark	—	100	22	Foe in front	Knocks the target's hold item to the ground.
Leaf Blade	Grass	14	88	12	Foe in front	Inflicts damage on the target. It has a high critical-hit rate.
Leech Life	Bug	4	90	19	Foe in front	Inflicts damage on the target. It also restores the user's HP based on the damage it inflicted.
Leech Seed	Grass	—	100	17	Foe in front, cuts corners	Inflicts the Leech Seed status on the target. The target's HP is leeched every several turns to restore the user's HP.
Leer	Normal	—	100	27	Foe in front	Lowers the target's Defense by one level.
Lick	Ghost	4	100	22	Foe in front	Inflicts damage on the target. It may also cause Paralysis and prevent any attack or moves.
Light Screen	Psychic	—	NM	14	User	The user gains the Light Screen status. It halves the damage from Special Attack moves.
Lock-On	Normal	—	NM	12	User	Gives the user the Sure Shot status, making all its moves and attacks completely accurate.
Lovely Kiss	Normal	—	100	13	Foes within 1-tile range	Makes all foes around the user go to sleep, causing them to be incapable of action.
Low Kick	Fighting	7	90	22	Foe in front	Inflicts damage on the target. The heavier the target, the greater the damage.
Luster Purge	Psychic	14	88	12	Foe in front	Inflicts damage on the target. It may also lower the target's Special Defense by one level.
Mach Punch	Fighting	8	90	22	Foe up to 2 tiles ahead	Inflicts damage on a target up to two tiles ahead.
Magical Leaf	Grass	12	NM	8	Foe in front, cuts corners	Inflicts damage on the target. It never misses.
Magic Coat	Psychic	—	NM	19	User	The user gains the Magic Coat status. The user reflects several moves directly back to the foes.
Magnitude	Ground	SP	100	15	All in room except user	Damages all Pokémons in the same room. The amount of damage varies. It inflicts double damage on any digging Pokémons.
Mean Look	Normal	—	100	12	Foe in front	Inflicts the Leg Hold status on the target, making it incapable of movement.
Meditate	Psychic	—	NM	22	User	Boosts the user's Attack by one level.
Megahorn	Bug	24	84	10	Foe in front, cuts corners	Inflicts damage on the target.
Mega Drain	Grass	8	88	17	Foe in front	Inflicts damage on the target. It also restores the user's HP based on the damage it inflicted.
Mega Kick	Normal	16	84	12	Foe in front	Inflicts damage on the target.
Mega Punch	Normal	16	88	12	Foe in front	Inflicts damage on the target.
Memento	Dark	—	100	15	Foes in room	Sharply reduces the Attack and Special Attack of all foes in the room. It also cuts the user's HP to one and warps the user to a different place on the floor.
Metal Claw	Steel	10	90	12	Foe in front	Inflicts damage on the target. It may also boost the user's Attack by one level.
Metal Sound	Steel	—	100	17	Foe in front, cuts corners	Reduces the target's Special Defense by three levels.
Meteor Mash	Steel	20	88	9	Straight line	Inflicts damage on the target, even at a distance. It may also boost the user's Attack by one level.
Metronome	Normal	—	NM	22	Special	Randomly looses a move from among all the moves known to Pokémons.
Milk Drink	Normal	HP	NM	15	Members on floor	Restores the HP of the user and its team members on the floor by one quarter of their maximum HP.
Mimic	Normal	—	100	17	Foe in front	Makes the user deploy the same move as the one last used by the foe facing it. Some moves cannot be mimicked.
Mind Reader	Normal	—	NM	12	User	Gives the user the Sure Shot status, making all its moves and attacks completely accurate.
Minimize	Normal	—	NM	27	User	Boosts the user's Evasion by one level.
Mirror Coat	Psychic	—	NM	15	User	The user gains the Mirror Coat status. The user returns the damage it takes from any Special Attack moves used by a foe beside it.
Mirror Move	Flying	—	NM	7	User	The user gains the Mirror Move status. Any move used against the user is countered with the same move.
Mist	Ice	—	NM	19	User	The user gains the Mist status. It prevents Attack, Defense, Special Attack, Special Defense, Accuracy, and Evasion from being reduced.
Mist Ball	Psychic	14	88	10	Foe in front, cuts corners	Inflicts damage on the target. It may lower the target's Special Attack by one level.
Moonlight	Normal	HP	NM	12	Members on floor	Restores the HP of the user and team members on the same floor. The amount of HP recovered depends on the weather.
Morning Sun	Normal	HP	NM	12	Members on floor	Restores the HP of the user and team members on the floor. The amount of HP regained depends on the weather.
Muddy Water	Water	18	84	10	Foe in front	Inflicts damage on the target. It may also lower the target's Accuracy by one level.
Mud Shot	Ground	12	65	13	Foe in front, cuts corners	Inflicts damage on the target. It also lowers the target's Movement Speed by one level.
Mud-Slap	Ground	4	84	16	Foe in front, cuts corners	Inflicts damage on the target. It also lowers the target's Accuracy by one level.
Mud Sport	Ground	—	NM	17	Pokémons on floor	Changes the floor's status to Mud Sport, which halves the power of Electric-type moves.
Nature Power	Normal	—	NM	27	Special	Looses a variety of moves depending on the dungeon terrain.
Needle Arm	Grass	12	88	11	Foe in front	Inflicts damage on the target. It may also cause the target to Cringe, making it incapable of action.
Nightmare	Ghost	—	100	15	Foe in front	Inflicts the Nightmare status on the target, making it incapable of action.
Night Shade	Ghost	SP	100	17	Foes within 1-tile range	Damages all foes around user. The amount of damage depends on the user's level.
Octazooka	Water	8	88	15	Straight line	Inflicts damage on the target, even at a distance. It may also lower the target's Accuracy by one level.
Odor Sleuth	Normal	—	100	22	Foes in room	Resets the boosted Evasion of foes in the same room. Ghost-type foes are exposed.

MOVE	TYPE	BA	AC	PP	RANGE	EFFECT
Outrage	Dragon	18x(2-5)	78	12	Foe in front	Hits the target two to five times in succession. However, it also makes the user Confused.
Overheat	Fire	20	84	10	Foes within 1-tile range	Damages all foes around the user, but also lowers the user's Special Defense by two levels and thaws frozen Pokémon.
Pain Split	Normal	SP	100	22	Foe in front	Adds the HP of the user and the target, then shares it equally.
Pay Day	Normal	8	90	22	Foe in front	Inflicts damage on the target. If the foe faints, it will drop money.
Peck	Flying	4	95	22	Foe in front	Inflicts damage on the target.
Perish Song	Normal	—	25	15	Foes on floor	Inflicts the Perish Song status on all foes on the floor. The affected foes faint after several turns.
Petal Dance	Grass	7x(2-5)	87	17	Foe in front	Hits the target two to five times in succession. However, it also makes the user Confused.
Pin Missile	Bug	4x(2-5)	78	17	Straight line	Inflicts damage on the target, even at a distance. It hits two to five times in succession.
Poisonpowder	Poison	—	100	22	Foe in front	Poisons the target. If a Pokémon is Poisoned, it sustains damage over several turns.
Poison Fang	Poison	10	88	15	Foe in front	Inflicts damage on the target. It may also leave the target Badly Poisoned, damaging it over several turns.
Poison Gas	Poison	—	100	27	Foe in front	Poisons the target. If a Pokémon is Poisoned, it sustains damage over several turns.
Poison Sting	Poison	3	73	19	Foe in front, cuts corners	Inflicts damage on the target. It may also leave the target Poisoned, damaging it over several turns.
Poison Tail	Poison	10	88	17	Foe in front	Inflicts damage on the target. It may also leave the target Poisoned. It has a high critical-hit rate.
Pound	Normal	8	90	22	Foe in front	Inflicts damage on the target.
Powder Snow	Ice	4	90	17	Foes in room	Inflicts damage on the target. It may also leave the target frozen and incapable of action.
Present	Normal	SP	100	19	Foe in front, cuts corners	Either inflicts damage on the target or restores its HP.
Protect	Normal	—	75	10	User	The user gains the Protect status, preventing damage from enemy attacks and moves.
Psybeam	Psychic	12	84	17	Straight line	Inflicts damage on the target, even at a distance. It may also leave the target Confused.
Psychic	Psychic	18	88	10	Foe in front	Inflicts damage on the target. It may also lower the target's Special Defense by one level.
Psycho Boost	Psychic	28	90	8	Foe in front	Inflicts damage on the target. However, it also lowers the user's Special Attack by two levels.
Psych Up	Normal	—	NM	17	Pokémon in front	Copies the target's levels for stats such as Attack and Defense.
Psywave	Psychic	SP	100	19	Straight line	Inflicts damage on the target, even at a distance. The amount of damage depends on the user's level.
Pursuit	Dark	—	NM	17	User	The user gains the Counter status. Any damage from Physical Attack moves or a regular attack is partially returned.
Quick Attack	Normal	4	88	13	Foe up to 2 tiles ahead	Inflicts damage on the target up to two tiles ahead.
Rage	Normal	—	NM	22	User	The user gains the Enraged status. Its Attack rises by one level every time the user takes damage.
Rain Dance	Water	—	NM	12	Pokémon on floor	Changes the dungeon floor's weather to Rain over several turns.
Rapid Spin	Normal	4	90	17	Foe in front	Inflicts damage on the target. It also frees the user from Leech Seed, Leg Hold, Ingrain, or Constriction.
Razor Leaf	Grass	4	84	17	Straight line	Inflicts damage on the target, even at a distance. It has a high critical-hit rate.
Razor Wind	Normal	16	100	13	User, cuts corners	The user gains the Razor Wind status, and it looses a powerful attack with a high critical-hit rate on the next turn. It is not possible to link this move.
Recover	Normal	HP	NM	12	User	Restores the user's HP by half its maximum HP.
Recycle	Normal	—	NM	17	Items	Repairs the item Used TM and restores it to its original, unused state.
Reflect	Psychic	—	NM	22	User	The user gains the Reflect status, halving the damage from all Physical Attack moves and regular attacks.
Refresh	Normal	—	NM	17	Allies in room	Heals all status problems of the user and team members in the room.
Rest	Psychic	—	NM	10	User	The user gains the Napping status. Upon awakening, the Pokémon regains HP and recovers from any status problems.
Return	Normal	SP	100	12	Foe in front	Inflicts damage on the target. Its power rises with the user's IQ.
Revenge	Fighting	SP	100	12	User	The user gains the Bide status. When Bide is released, the user looses an attack double the damage it took while waiting.
Reversal	Fighting	2	90	17	Foe in front	Inflicts damage on the target. The lower the user's HP, the greater the damage it inflicts.
Roar	Normal	—	100	14	Foe in front	Knocks the target flying. If the target hits a wall or another Pokémon, it sustains damage.
Rock Blast	Rock	4x(2-5)	80	17	Foe in front, cuts corners	Inflicts damage on the target. It hits two to five times in succession.
Rock Slide	Rock	14	90	13	Foe in front	Inflicts damage on the target. It may also cause the target to Cringe, making it incapable of action.
Rock Smash	Fighting	—	100	99	Wall	Digs through the wall the user is facing.
Rock Throw	Rock	5	90	16	Foe in front	Inflicts damage on the target.
Rock Tomb	Rock	10	60	12	Foe in front	Inflicts damage on the target. It also lowers the target's Movement Speed by one level.
Role Play	Psychic	—	100	17	Foe in front	Copies the target's Special Ability. The user regains its own Special Ability when it leaves the floor.
Rolling Kick	Fighting	12	88	13	Foe in front	Inflicts damage on the target. It may also cause the target to Cringe, making it incapable of action.
Rollout	Rock	1x(1-5)	68	14	Foe in front	Hits the target in succession until it misses. Its power rises with every hit. It may hit up to five times.
Sacred Fire	Fire	20	88	10	Foe in front	Inflicts damage on the target. It may also cause a Burn.
Safeguard	Normal	—	NM	15	Allies in room	The user and team members in the same room gain the Safeguard status, which prevents status problems.
Sandstorm	Rock	—	NM	14	Pokémon on floor	Changes the dungeon floor's weather to Sandstorm for several turns.
Sand-Attack	Ground	—	80	22	Foe in front, cuts corners	Lowers the target's Accuracy by one level.
Sand Tomb	Ground	4	73	17	Foe in front	Inflicts damage on the target. It may also cause Constriction, making the foe incapable of movement.
Scary Face	Normal	—	70	14	Foe in front	Lowers the target's Movement Speed by one level.
Scratch	Normal	8	90	22	Foe in front	Inflicts damage on the target.
Screech	Normal	—	100	22	Foe in front, cuts corners	Sharply lowers the target's Defense.
Secret Power	Normal	14	88	10	Foe in front	Inflicts damage on the target. It may also trigger other effects depending on the terrain.
Seismic Toss	Fighting	SP	100	22	Foe in front	Inflicts damage on the target. The amount of damage depends on the user's level.
Selfdestruct	Normal	SP	NM	12	Pokémon within 1-tile range	Makes the user explode, inflicting damage on all surrounding Pokémon. It also destroys surrounding items.

MOVE	TYPE	BA	AC	PP	RANGE	EFFECT
Shadow Ball	Ghost	16	88	10	Straight line	Inflicts damage on the target, even at a distance. It may also lower the target's Special Defense by one level.
Shadow Punch	Ghost	6	NM	8	Foe in front	Inflicts damage on the target. It never misses.
Sharpen	Normal	—	NM	17	User	Boosts the user's Attack by one level.
Sheer Cold	Ice	SP	35	12	Foe in front	Defeats the target in one shot—if it hits.
Shock Wave	Electric	7	NM	8	Straight line	Inflicts damage on the target, even at a distance. It never misses.
Signal Beam	Bug	14	84	15	Straight line	Inflicts damage on the target, even at a distance. It may also leave the target Confused.
Silver Wind	Bug	12	95	13	Foes in room	Inflicts damage on foes in the same room. It may also simultaneously raise by one level Attack, Special Attack, Defense, Special Defense, and Movement Speed.
Sing	Normal	—	100	17	Foe in front, cuts corners	Makes the target go to Sleep, causing it to be incapable of action.
Sketch	Normal	—	100	1	Foe in front	Copies the move last used by the target and makes it the user's. Sketch disappears after it copies a move.
Skill Swap	Psychic	—	100	17	Foe in front	Switches the user's Special Ability with that of the target.
Skull Bash	Normal	10	100	15	User	The user gains the Skull Bash status, causing it to attack strongly on the next turn. It is not possible to link this move.
Sky Attack	Flying	30	90	9	User, cuts corners	The user gains the Sky Attack status, and it attacks strongly on the next turn. It is not possible to link this move.
Sky Uppercut	Fighting	16	90	12	Foe in front	Inflicts damage on the target. It hits a Pokémon that is either flying or bouncing.
Slack Off	Normal	HP	NM	17	User	Restores the user's HP by half its maximum HP.
Slam	Normal	16	78	12	Foe in front	Inflicts damage on the target.
Slash	Normal	14	88	11	Foe in front	Inflicts damage on the target. It has a high critical-hit rate.
Sleep Powder	Grass	—	100	19	Foes within 1-tile range	Makes all foes around the user go to sleep, causing them to be incapable of action.
Sleep Talk	Normal	—	NM	17	Special	Makes the user deploy one of its moves against a foe that attacks it while it is sleeping.
Sludge	Poison	12	88	22	Foe in front, cuts corners	Inflicts damage on the target. It may also leave the target Poisoned, damaging it for several turns.
Sludge Bomb	Poison	18	84		Straight line	Inflicts damage on the target, even at a distance. It may also leave the target Poisoned, damaging it for several turns.
Smelling salt	Normal	12	88	15	Foe in front	Inflicts damage on the target. It inflicts greater damage if the target has Paralysis, but it also heals Paralysis.
Smog	Poison	4	73	17	Foe in front	Inflicts damage on the target. It may also leave the target Poisoned, damaging it over several turns.
Smokescreen	Normal	—	100	10	Foe in front, cuts corners	Inflicts the Whiffer status on the target, making it miss almost all of its attacks and moves.
Snatch	Dark	—	NM	17	User	The user gains the Snatch status. It steals the moves of Pokémon on the same floor.
Snore	Normal	4	95	16	Special	If the user is attacked while asleep, it counterattacks. It may also cause the target to Cringe, making it incapable of action.
Softboiled	Normal	HP	NM	15	Allies in room	Restores the HP of the user and team members in the same room by one quarter of their maximum HP.
Solarbeam	Grass	24	100	9	User, cuts corners	The user gains the Solarbeam status, making it attack strongly on the next turn. It is not possible to link this move.
Sonicboom	Normal	SP	100	22	Straight line	Inflicts a set amount of damage on the target, even at a distance.
Spark	Electric	12	88	15	Foe in front	Inflicts damage on the target. It may also cause paralysis and prevent any attack or moves.
Spider Web	Bug	—	100	16	Foe in front, cuts corners	Inflicts the Leg Hold status on the target, making it incapable of movement.
Spikes	Ground	—	NM	22	Floor	The user places spikes underfoot. The Spiked Tile inflicts damage on foes that step on it.
Spike Cannon	Normal	3x(2-5)	70	17	Straight line	Inflicts damage on the target, even at a distance. It hits two to five times in succession.
Spite	Ghost	—	100	15	Foe in front	Zeroes the PP of the move last used by the target, making it unusable.
Spit Up	Normal	20	88	12	Foe in front	Inflicts damage on the target. Its power depends on how often the move Stockpile was used before.
Splash	Normal	—	NM	50	User	Makes the user flop around as it moves. If there is another Pokémon where it lands, both Pokémon are hurt.
Spore	Grass	—	100	19	Foes in room	Makes all the foes in the room go to sleep.
Steel Wing	Steel	14	90	10	Foe in front	Inflicts damage on the target. It may also raise the user's Defense by one level.
Stockpile	Normal	—	NM	17	User	Stockpiles power for up to three turns. The stored power boosts the performance of the moves Swallow and Spit Up.
Stomp	Normal	12	90	17	Foe in front	Inflicts damage on the target. It may also cause the target to Cringe, making it incapable of action.
Strength	Normal	—	100	12	Foe in front	Hurls the target at another hostile Pokémon to inflict damage.
String Shot	Bug	—	75	16	Straight line	Reduces the target's Movement Speed by one level, even at a distance.
Struggle	Normal	30	100	—	Foe in front	Inflicts damage on the target. However, the user also takes damage one quarter of its maximum HP.
Stun Spore	Grass	—	100	17	Foes within 1-tile range	Causes Paralysis in surrounding foes. A Pokémon affected by Paralysis is incapable of attacking or using moves.
Submission	Fighting	15	84	17	Foe in front	Inflicts damage on the target. However, it also damages the user.
Substitute	Normal	—	100	7	Pokémon in front	The target gains the Decoy status, making it the target of its fellow Pokémon.
Sunny Day	Fire	—	NM	12	Pokémon on floor	Changes the dungeon floor's weather to Sunny over several turns.
Supersonic	Normal	—	100	10	Foe in front, cuts corners	Inflicts the Confused status on the target, making its attacks and movements erratic.
Super Fang	Normal	SP	100	17	Foe in front	Halves the target's HP.
Superpower	Fighting	24	90	11	Foe in front	Inflicts damage on the target. However, it also lowers the user's Attack and Defense by one level.
Surf	Water	18	88	11	Foe in front	Inflicts damage on the target. Inflicts double damage on a diving foe.
Swagger	Normal	—	100	18	Foe in front	Inflicts the Confused status on the target, but also raises its Attack by two levels.
Swallow	Normal	HP	NM	15	User	Restores the user's HP. The HP recovered depends on how often the move Stockpile was used before.

MOVE	TYPE	BA	AC	PP	RANGE	EFFECT
Sweet Kiss	Normal	—	100	15	Foe in front	Inflicts the Confused status on the target, making its attacks and movements erratic.
Sweet Scent	Normal	—	100	22	Foes in room	Lowers the Evasion of foes in the same room by one level.
Swift	Normal	10	NM	8	Foe in front, cuts corners	Inflicts damage on the target. It never misses.
Swords Dance	Normal	—	NM	17	User	Boosts the user's Attack by two levels.
Synthesis	Grass	HP	NM	12	User	Restores the user's HP. The amount of HP regained depends on the weather.
Tackle	Normal	7	95	22	Foe in front	Inflicts damage on the target.
Tail Glow	Bug	—	NM	22	User	Boosts the user's Special Attack by two levels.
Tail Whip	Normal	—	100	22	Foe in front	Lowers the target's Defense by one level.
Take Down	Normal	8	88	19	Foe in front	Inflicts damage on the target, but also hurts the user.
Taunt	Dark	—	100	20	Foe in front	Inflicts the Taunted status on the targeted Pokémon.
Teeter Dance	Normal	—	100	15	Pokémon on floor	Inflicts the Confused status on all Pokémon on the floor, making their attacks and movements erratic.
Teleport	Psychic	—	NM	15	User	Warps the user to another spot on the same floor.
Thief	Dark	2	100	20	Foe in front	Inflicts damage on the target. It also snatches the target's hold item to make it the user's.
Thrash	Normal	18x3	78	12	Pokémon at side	Attacks three times in random directions.
Thunder	Electric	24	73	9	Foe in front	Inflicts damage on the target. It may also cause Paralysis. Its accuracy is affected by the weather. It even hits a Pokémon that is flying or bouncing.
Thunderbolt	Electric	18	84	10	Foes within 1-tile range	Damages all foes around the user. It may also cause Paralysis and prevent any attacks or moves.
Thunderpunch	Electric	6	88	17	Foe in front	Inflicts damage on the target. It may also cause Paralysis and prevent any attack or moves.
Thundershock	Electric	1	88	17	Foe in front	Inflicts damage on the target. It may also cause Paralysis and prevent any attack or moves.
Thunder Wave	Electric	—	50	17	Foe in front	Causes Paralysis in the target. A Pokémon affected by Paralysis is incapable of attacking or using moves.
Tickle	Normal	—	100	17	Foe in front	Reduces the target's Attack and Defense by one level.
Torment	Dark	—	100	16	Foe in front	Prevents the targeted Pokémon, while it remains on the floor, from using the last move it used.
Toxic	Poison	—	100	12	Foe in front	Badly poisons the target. If a Pokémon is Badly Poisoned, it sustains damage over several turns.
Transform	Normal	—	NM	1	User	The user gains the Transformed status. The user transforms into a hostile Pokémon that appears on the floor.
Trick	Psychic	—	100	17	Foe in front	Switches the user's held item with the target's held item. It only works if both Pokémon hold items.
Triple Kick	Fighting	8x3	70	15	Foe in front	Kicks the target three times. Its power rises with every kick.
Tri Attack	Normal	6	100	17	Foe in front, cuts corners	Inflicts damage on the target. It may also cause a Burn, Paralysis, or leave the target Frozen.
Twineedle	Bug	6x2	80	15	Straight line	Hits the target twice, even at a distance. It may also leave the target Poisoned, damaging it over several turns.
Twister	Dragon	8	90	15	Foe in front	Inflicts damage on the target. It may also cause the target to Cringe, making it incapable of action. Doubles damage on a flying or bouncing Pokémon.
Uproar	Normal	—	NM	17	Allies in room	The user and team members in the room gain the Sleepless status, so they cannot fall asleep. It also awakens sleeping members.
Vacuum-Cut	None	SP	100	7	Foes in room	Inflicts damage on all foes in the room.
Vicegrip	Normal	6	90	22	Foe in front	Inflicts damage on the target.
Vine Whip	Grass	8	88	15	Foe in front	Inflicts damage on the target.
Vital Throw	Fighting	—	NM	17	User	The user gains Vital Throw status. Foes that attack the user are hurled at other foes.
Volt Tackle	Electric	24	84	12	Straight line	Inflicts damage on the target, even at a distance. However, it also hurts the user.
Waterfall	Water	16	88	12	Foe in front	Inflicts damage on the target.
Water Gun	Water	5	88	17	Foe in front, cuts corners	Inflicts damage on the target.
Water Pulse	Water	12	88	12	Straight line	Inflicts damage on the target, even at a distance. It may also leave the target Confused.
Water Sport	Water	—	NM	19	Pokémon on floor	Changes the floor's status to Water Sport, which halves the power of Fire-type moves.
Water Spout	Water	30	84	12	Foe in front	Inflicts damage on the target. The higher the user's HP, the greater the damage.
Weather Ball	Normal	10	90	15	Straight line	Inflicts damage on the target, even at a distance, using the weather's power.
Whirlpool	Water	2	78	17	Foe in front	Inflicts damage on the target. It may also cause Constriction, making the foe incapable of movement. Inflict double damage on a diving foe.
Whirlwind	Normal	—	100	27	Foe in front	Knocks the target flying. If the target hits a wall or another Pokémon, it sustains damage.
Wide Slash	None	20	88	10	3 tiles in front	Inflicts damage on foes on the 3 tiles diagonally and directly in front.
Will-O-Wisp	Fire	—	100	17	Foe in front, cuts corners	Inflicts a Burn on the target. A Burn inflicts damage every few turns.
Wing Attack	Flying	6	95	22	Foe in front	Inflicts damage on the target.
Wish	Normal	—	NM	15	User	The user gains the Wish status. It boosts the user's HP recovery rate.
Withdraw	Water	—	NM	32	User	Boosts the user's Defense by one level.
Wrap	Normal	—	100	22	Foe in front	The user gains the Wrap status, and the Wrapped status is inflicted on the target. Both Pokémon become incapable of action.
Yawn	Normal	—	NM	17	Foe in front	Inflicts the Yawning status on the target. A Yawning Pokémon falls asleep sometime later.
Zap Cannon	Electric	20	73	9	Straight line	Inflicts damage on the target, even at a distance. It also causes Paralysis, preventing any attacks or moves.

STATUS CHANGES

Pokémon are susceptible to many status changes while exploring the dungeons. Typically, an opponent Pokémon will use a move to cause a status change. Status changes can be prevented in a variety of ways, including via immunizing moves, held items, or abilities.

Altered Stats



CAUSE: Charm, Sweet Scent, Screech, Counter, Fake Tears, Double Team, Harden, Tail Whip, Sand-Attack, Growth, Amnesia, Growl **PREVENT:** Twist Band, Mist, Hyper Cutter ability, Clear Body ability, White Smoke ability, Keen Eye ability **CURE:** Wonder Tile

Because of moves, special abilities, etc., the Pokémon is weakened in terms such as Attack, Defense, Special Attack, and Special Defense. It is possible to heal this condition with a Wonder Tile, etc. Moving to the next floor will also heal it.

Badly Poisoned



CAUSE: Toxic, Poison Fang, Synchronize ability **PREVENT:** Pecha Scarf, Immunity ability, PSN-type, STL-type, Safeguard condition **CURE:** Pecha Berry

The Pokémon takes damage every two turns. It is also prevented from regenerating HP. This condition does not disappear over turns. Heal it quickly by using certain moves or items, or by going to the next floor.

Bide



CAUSE: Bide, Revenge

The Pokémon stops moving for several turns and takes hits from foes. In the end, it will strike back to cause double the damage it took over that time.

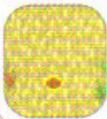
Blinker



CAUSE: Blinker Seed **PREVENT:** Safeguard condition

The Pokémon's eyesight fails. It can't see the terrain, other Pokémon, or items on the ground. This condition lasts a set amount of turns.

Bouncing



CAUSE: Bounce

The Pokémon has bounced high to ready its attack. On the next turn, it will strike down to inflict damage.

Burn



CAUSE: Flamethrower, Ember, Flame Body ability, Magma terrain **PREVENT:** Water Veil ability, FIRE-type, Safeguard condition, Water terrain **CURE:** Rawst Berry

The Pokémon takes damage every few turns from its burn. A burn can be healed by going into water, using certain moves or items, or by going to the next floor.

Charging



CAUSE: Charge

The Pokémon is charging electricity. It boosts the power of any Electric-type move used right after charging.

Confused



CAUSE: Confuse Ray, Supersonic, Confusion, Totter Seed, Spin Trap **PREVENT:** Persim Band, Own Tempo ability, Safeguard condition

The Pokémon's sense of direction becomes completely scrambled. Its moves and attacks will hit even team members. This effect lasts a set amount of turns.

Basic Ways to Cure Status Changes

There are several ways to cure status changes. The easiest way is to take the stairs to the next floor or leave the dungeon. Many status changes wear off naturally after a brief period, and some Pokémon have moves that will erase status conditions. Additionally, items heal many of the conditions; one of the best of those items is the Heal Seed, which cures all conditions. If a fainted Pokémon is brought back with a Reviver Seed, any status changes will be removed, as well. Finally, if a Pokémon already has a status condition, it cannot get another (with the exception of the condition Confused).

Constriction

CAUSE: Whirlpool, Clamp, Bind, Sand Tomb, Fire Spin **PREVENT:** Safeguard condition **CURE:** A move or item that changes a Pokémon's location on the grid, such as Rapid Spin, Teleport, Blowback Orb, Switcher Orb, or Warp Orb

The Pokémon becomes immobilized and sustains damage over several turns. These effects last a set amount of turns.

Conversion 2

CAUSE: Conversion 2

If hit by a move, the Pokémon changes its type to one that is resistant to the move's type. This condition lasts a set amount of turns.

Counter

CAUSE: Pursuit, Counter



The Pokémon counters any physical attack move or regular attack, and inflicts the same damage it took from the foe. If the Pokémon faints, it cannot hit back. This condition lasts a set amount of turns.

Cowering

CAUSE: Shocker Orb **PREVENT:** Safeguard condition



The Pokémon is frightened, making it launch attacks and moves completely backwards. If an ally is behind it, the backward attacks and moves will hit. This condition lasts a set amount of turns.

Cringe

CAUSE: Snore, Rock Slide, Astonish, Bite, Sky Attack, Extrasensory, Headbutt, Twister, Needle Arm, Fake Out, Hyper Fang, Stomp, Bone Club, Rolling Kick **PREVENT:** Inner Focus ability, Safeguard condition



The Pokémon's attacks and moves will all fail. This effect lasts a set amount of turns.

Cross-Eyed

CAUSE: Allure Seed **PREVENT:** Safeguard condition



The Pokémon sees hallucinations. Other Pokémon and items on the ground take on different appearances. This effect lasts a set amount of turns.

Cursed

CAUSE: Curse (GHO-types will lose half of their HP when used) **PREVENT:** Safeguard condition



The Pokémon takes heavy damage every several turns. This effect lasts a set amount of turns.

Decoy

CAUSE: Follow Me, Substitute, Decoy Orb **PREVENT:** Safeguard condition



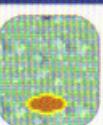
The Pokémon is transformed into a decoy Pokémon and is viewed as a foe by team members. It also becomes likely to draw the attention of foes. There can only be one decoy on a floor. This effect lasts a set amount of turns.

Destiny Bond

CAUSE: Destiny Bond



The Pokémon that Destiny Bond is used on will take the same amount of damage as the Pokémon that used Destiny Bond on it. This condition lasts a set amount of turns.

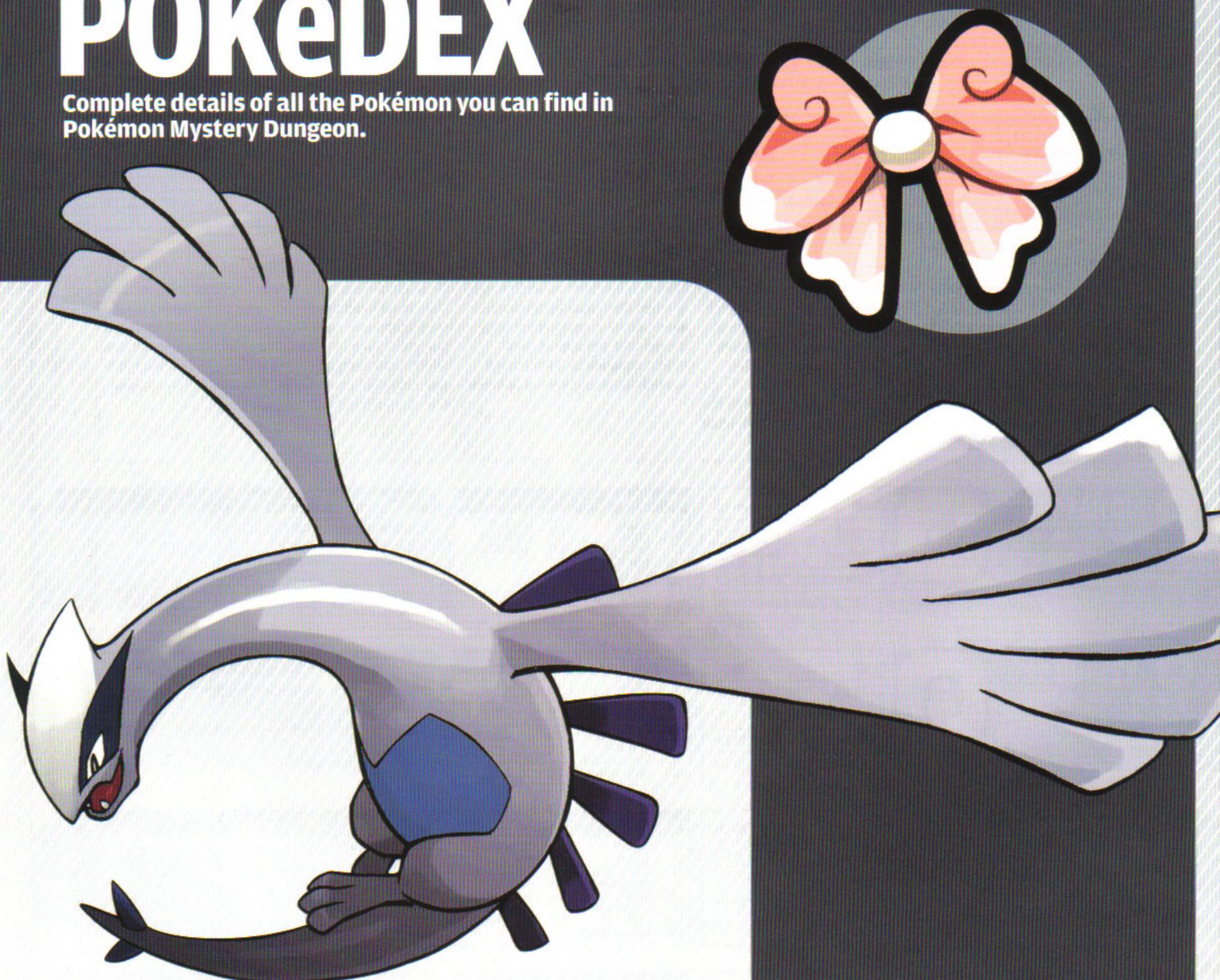
Digging	CAUSE: Dig		Using the move Dig, the Pokémon has gone underground to prepare for its attack. It will strike on the next turn to inflict damage.
Diving	CAUSE: Dive		Using the move Dive, the Pokémon has gone underwater to prepare for its attack. It will strike on the next turn to inflict damage.
Double Speed	CAUSE: Agility, Quick Seed CURE: A movement-slowing move, trap, or item		The Pokémon's Movement Speed is boosted over its usual level.
Doubled Attack	CAUSE: Swift Swim ability, Chlorophyll ability		The Pokémon is sped up. Its attack frequency has been boosted.
Encore	CAUSE: Encore PREVENT: Safeguard condition		The Pokémon is prevented from using anything but the last move it used. This effect lasts a set amount of turns.
Enduring	CAUSE: Endure		If the Pokémon takes damage that would usually cause it to faint, it will hold on with just 1 HP. This effect lasts a set amount of turns.
Enraged	CAUSE: Rage		The Pokémon's attack rises by one level each time it takes damage. This effect wears off in a set amount of turns.
Exposed	CAUSE: Odor Sleuth, Foresight PREVENT: Safeguard condition		The Ghost-type Pokémon's identity is revealed. Its type matchup changes, making it weak against Normal- and Fighting-type moves.
Eyedrops	CAUSE: Eyedrop Seed		The Pokémon gains the ability to see unsprung traps and invisible Pokémon. This effect wears off upon moving to the next floor.
Famished	CAUSE: Hunger Seed PREVENT: Tight Belt, Self-Curer IQ skill CURE: Food		The Pokémon becomes famished and unable to move.
Flying	CAUSE: Fly		The Pokémon is preparing to attack from high in the sky. On the next turn, it will strike from the sky to inflict damage.
Focus Energy	CAUSE: Focus Energy		The critical-hit rate of the Pokémon's moves is boosted to the maximum. This effect lasts a set amount of turns.
Focus Punch	CAUSE: Focus Punch		The Pokémon is preparing to use the move Focus Punch. On the next turn, Focus Punch will be unleashed.
Frozen	CAUSE: Powder Snow, Tri Attack, Blizzard, Ice Punch, Ice Beam PREVENT: Magma Armor ability, ICE-type, Safeguard condition CURE: FIRE-type moves such as Ember or Heat Wave		The Pokémon becomes frozen solid. While frozen, it will not take damage from attacks and almost all moves. Fire-type moves can thaw out the Pokémon and may inflict damage. This condition lasts a set amount of turns.
Grudge	CAUSE: Grudge		If the Pokémon is defeated, its Grudge causes the victorious foe to completely lose the PP of its last move. Its effect wears off upon moving to the next floor.
Half Speed	CAUSE: Bubble, String Shot, Constrict, Rock Tomb, Icy Wind, Scary Face, Bubblebeam, Mud Shot, Cotton Spore, Rocky Orb, Slow Orb, Slow Trap, Paralysis condition PREVENT: Safeguard condition CURE: Speed-increasing item or move		The Pokémon's Movement Speed is reduced from its usual level.
Hungry Pal	CAUSE: Hunger Seed PREVENT: Self-Curer IQ skill CURE: Food		The Pokémon becomes famished and unable to move.
Identifying	CAUSE: Identify Orb		The Pokémon gains the ability to identify if other Pokémon are holding items or not.
Infatuated	CAUSE: Attract, Cute Charm ability PREVENT: Oblivious ability, Safeguard condition		The Pokémon becomes infatuated with the foe and stops doing anything. It recovers after a set amount of turns.
Ingrain	CAUSE: Ingrain CURE: A move or item that changes a Pokémon's location on the grid, such as Rapid Spin, Teleport, Blowback Orb, Switcher Orb, or Warp Orb		The Pokémon lays down roots in the ground. It becomes immobilized, but regenerates HP every several turns. These effects last a set amount of turns.
Invisible	CAUSE: Invisibility Orb		The Pokémon becomes invisible and unnoticeable to other Pokémon. This effect lasts a set amount of turns.
Leech Seed	CAUSE: Leech Seed PREVENT: GRS-type, Safeguard condition CURE: Rapid Spin (user only)		A Leech Seed is planted on the Pokémon. The Leech Seed drains the Pokémon's HP every several turns. This effect lasts a set amount of turns.

Leg Hold	CAUSE: Spider Web, Mean Look, Block, Arena Trap ability, Shadow Tag ability, Magnet Pull ability, Grime Food PREVENT: Safeguard condition CURE: A move or item that changes a Pokémon's location on the grid, such as Rapid Spin (user only), Teleport, Blowback Orb, Switcher Orb, or Warp Orb The Pokémon becomes immobilized. This effect lasts a set amount of turns.	CAUSE: Rest PREVENT: Insomniscopic, Insomnia ability, Vital Spirit ability, Nonsleep IQ skill, Sleepless condition The Pokémon falls asleep and becomes incapable of any action. Upon awakening, the Pokémon fully regains HP and heals from any status problems.
Light Screen	CAUSE: Light Screen CURE: Brick Break  The Pokémon takes only half the damage from special attack moves. This effect lasts a set amount of turns.	CAUSE: Nightmare PREVENT: Insomniscopic, Insomnia ability, Vital Spirit ability, Nonsleep IQ skill, Safeguard or Sleepless condition  The Pokémon falls asleep and becomes incapable of any action. It also takes damage upon awakening.
Long Toss	CAUSE: Longtoss Orb If the Pokémon throws an item, it will fly until it hits an obstacle. This effect wears off upon moving to the next floor.	CAUSE: Paralysis PREVENT: Limber ability, Safeguard condition CURE: Smellingsalt, Cheri Berry The Pokémon's Movement Speed and attack frequency are reduced. Attacks and moves become unusable. Wonder Orbs also won't work, but other items will. Its effects last a set amount of turns.
Low HP	CAUSE: Pokémon is almost out of HP CURE: Oran Berry, Sitrus Berry  The Pokémon's HP is low from taking damage. It is in danger. Do something to restore HP!	CAUSE: Paused PREVENT: Frenzy Plant, Hydro Cannon, Hyperbeam, Blast Burn, Imprison, Truant ability (user only), Observer Orb PREVENT: Safeguard condition The Pokémon pauses and watches without doing anything else. This condition lasts a set amount of turns.
Magic Coat	CAUSE: Magic Coat  The Pokémon will bounce back any move that causes a status problem. This effect lasts a set amount of turns.	CAUSE: Perish Song PREVENT: Soundproof ability, Safeguard condition Any Pokémon hearing Perish Song will faint in three turns.
Mini Counter	CAUSE: Rebound Orb  The Pokémon counters any physical attack move or regular attack, and inflicts one quarter the damage it took from the foe. If the Pokémon faints, it cannot hit back. This condition lasts a set amount of turns.	CAUSE: Petrified PREVENT: Stun Seed, Stayaway Orb, Petrify Orb PREVENT: Safeguard condition The Pokémon becomes incapable of any action. This effect wears off if the Pokémon is hit by an attack or a move.
Mirror Coat	CAUSE: Mirror Coat  The Pokémon bounces back the power of any special attack used by a foe directly around it. If the Pokémon faints from the special attack, it can't strike back. This condition lasts a set amount of turns.	CAUSE: Pierce PREVENT: Pierce Orb Any item thrown by the Pokémon will fly through all obstacles, including walls, until disappearing. This will affect all Pokémon in its path. Its effect wears off upon moving to the next floor.
Mirror Move	CAUSE: Mirror Move  The Pokémon bounces back any move before it strikes. Moves can only be bounced back if the foe is directly around the Pokémon. This condition lasts a set amount of turns.	CAUSE: Poisoned PREVENT: Pecha Scarf, Immunity ability, PSN-type, STL-type, Safeguard or Badly Poisoned condition CURE: Pecha Berry The Pokémon takes damage every ten turns. It is also prevented from regenerating HP. Poison does not disappear over turns. Heal it quickly by using certain moves or items, or by going to the next floor.
Mist	CAUSE: Mist  The Pokémon is protected from any reduction of the stats Attack, Defense, Special Attack, Special Defense, Accuracy, and Evasion. This condition lasts a set amount of turns.	CAUSE: Power Ears PREVENT: Radar Orb The Pokémon gains the ability to pinpoint the locations of other Pokémon on the floor's map. This effect wears off upon moving to the next floor.
Mobile	CAUSE: Mobile Orb The Pokémon can move, attack, and use moves inside walls and on water, lava, or clouds. Beware—it will grow hungry faster while traveling through walls. Its effect wears off upon moving to the next floor.	CAUSE: Protect PREVENT: Protect, Detect  The Pokémon will take no damage from attacks and moves. It will also resist effects of moves. It may take damage from rocks, explosions, etc. This condition lasts a set amount of turns.
Muzzled	CAUSE: Silence Orb PREVENT: Safeguard condition  The Pokémon is prevented from using any moves or items that involve its mouth. Its effect lasts a set amount of turns.	CAUSE: Razor Wind PREVENT: None The Pokémon is preparing to use the move Razor Wind. On the next turn, Razor Wind will be unleashed.

Reflect 	CAUSE: Reflect CURE: Brick Break	The Pokémon takes only half the damage from physical attack moves and regular attacks. This effect lasts a set amount of turns.
Safeguard 	CAUSE: Safeguard	The Pokémon is protected against all status problems. This effect lasts a set amount of turns.
Scanning	CAUSE: Scanner Orb	The Pokémon gains the ability to pinpoint on the map the locations of unclaimed items. This effect wears off upon moving to the next floor.
Set Damage 	CAUSE: Doom Desire, Future Sight	The amount of damage inflicted by the Pokémon's moves and regular attack becomes set at a certain figure. This effect lasts a set amount of turns.
Skull Bash	CAUSE: Skull Bash	The Pokémon is preparing to use the move Skull Bash. On the next turn, Skull Bash will be unleashed.
Sky Attack	CAUSE: Sky Attack	The Pokémon is preparing to use the move Sky Attack. On the next turn, Sky Attack will be unleashed.
Sleep 	CAUSE: Sing, Grasswhistle, Hypnosis, Sleep Powder, Effect Spore ability, Sleep Seed, Slumber Orb, Slumber Trap PREVENT: Insomniscopic, Insomnia ability, Vital Spirit ability, Nonsleeper IQ skill, Safeguard, Sleepless or Napping condition	The Pokémon falls asleep and becomes incapable of any action. Its effect lasts a set amount of turns.
Sleepless 	CAUSE: Uproar, Chesto Berry	The Pokémon becomes incapable of falling asleep. Its effect lasts a set amount of turns.
Snatch 	CAUSE: Snatch, Snatch Orb	The Pokémon steals the effects of moves used by other Pokémon on the floor. This effect lasts a set amount of turns.
Solarbeam	CAUSE: Solarbeam	The Pokémon is preparing to launch the move Solarbeam. On the next turn, Solarbeam will be unleashed.
Stair Spotter	CAUSE: Stairs Orb	The Pokémon gains the ability to pinpoint the location of the stairs on the map. This effect wears off upon moving to the next floor.
Stockpiling	CAUSE: Stockpile CURE: Swallow, Spit Up (user only)	The Pokémon is storing power with the move Stockpile. The more power Stockpiled, the more powerful the move Spit Up becomes. The stored power is lost if the Pokémon goes on to the next floor.
Sure Shot 	CAUSE: Mind Reader, Lock-On	The Pokémon's accuracy of moves and attacks is boosted so they always hit. This effect lasts a set amount of turns.
Taunted 	CAUSE: Taunt PREVENT: Safeguard condition	When using moves or Wonder Orbs, the Pokémon will only use offensive ones that inflict damage. This effect lasts a set amount of turns.
Terrified	CAUSE: Run Away ability, Avoid Trouble or Get Away tactic (teammates only), Stench ability PREVENT: Safeguard condition	The Pokémon is badly frightened. It will try to flee from other Pokémon.
Transformed	CAUSE: Transform	The Pokémon transforms into a different Pokémon, appearance-wise. This effect wears off upon moving to the next floor.
Vital Throw 	CAUSE: Vital Throw	The Pokémon counters any physical attack move or regular attack by picking up and hurling the foe. If the Pokémon faints, it cannot retaliate with a throw. This condition lasts a set amount of turns.
Whiffer 	CAUSE: Smokescreen PREVENT: Safeguard condition	The Pokémon's accuracy of moves and attacks is minimized so they hardly ever hit. Even sure-hit moves may miss. This effect lasts a set amount of turns.
Wish	CAUSE: Wish	The Pokémon regains HP faster than usual. This effect lasts a set amount of turns.
Wrap	CAUSE: Wrap (user only) CURE: A move or item that changes a Pokémon's location on the grid, such as Teleport, Blowback Orb, Switcher Orb, or Warp Orb	The Pokémon wraps around the foe and inflicts damage every several turns. During that time, the Pokémon is also incapable of doing anything else. These effects last a set amount of turns.
Wrapped	CAUSE: Wrap (enemy) PREVENT: Safeguard or Wrap condition CURE: A move or item that changes a Pokémon's location on the grid, such as Teleport, Blowback Orb, Switcher Orb, or Warp Orb	The Pokémon is wrapped by a foe. It becomes incapable of action and takes damage every several turns. These effects last a set number of turns.
Yawning 	CAUSE: Yawn PREVENT: Insomniscopic, Insomnia ability, Vital Spirit ability, Nonsleeper IQ skill, Nightmare, Safeguard, Sleep, Napping or Sleepless condition	The Pokémon becomes drowsy and falls asleep after several turns.

POKéDEX

Complete details of all the Pokémon you can find in
Pokémon Mystery Dungeon.



Reading the Pokédex

The Pokédex is a remarkable collection of information about every Pokémon that you'll encounter. Use it often to get the most from the members of your rescue team.

POKÉDEX NUMBER AND NAME:

Every Pokémon has a corresponding number for quick reference. Pokémon veterans will recognize the Pokémon numbering system as the National Pokédex system from previous games.

#4 CHARMANDER

Type: Fire
Ability: Blaze
Terrain Ability: Magma



Size:

IMPROVEMENT RATE:

Each Pokémon's relative statistics are represented on a scale from one to four, with one being the lowest and four being the highest compared to other Pokémon. In this example, Charmander's best stats are Attack, Defense, and Special Defense, while its HP and Special Attack are not quite as stellar. Note that Speed is not measured—all Pokémon move at the same rate in Pokémon Mystery Dungeon.

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves	
L1	SCRATCH
L1	GROWL
L7	EMBER
L13	METAL CLAW
L19	RAGE
L19	SMOKESCREEN
L25	SCARY FACE
L31	FLAMETHROWER
L37	SLASH
L43	DRAGON RAGE
L49	FIRE SPIN

VITAL INFORMATION:

A Pokémon's type is most important aspect of Pokémon combat. Additionally, Pokémon also have one or two abilities that come into play—for example, Charmander's Blaze ability will increase the effectiveness of Fire-type moves when Charmander's HP dips below 1/3 of its maximum. All Pokémon can traverse a normal dungeon floor, as well as one other type of terrain, indicated by its terrain ability. The size of your team depends on your maximum allowed number of Pokémon (indicated by the Team Max number in each mission walk-through), as well as the individual Pokémon's sizes (shown here).

LEVEL-UP MOVES:

Pokémon learn moves automatically when they reach certain levels. Moves listed in green are special moves—the strength of their effects depends on a Pokémon's Special Attack and Special Defense.

FRIEND AREAS AND LIKELIHOOD OF JOINING:

Before a Pokémon can join your party, it must have a compatible Friend Area where it can stay. Also, some Pokémon are more inclined to join you than others—likelihood is rated from Very Likely to Very Unlikely. If a Pokémon cannot be obtained, likelihood will be Never.

Friend Area • Mt. Cleft

Likely

- Potential hero or partner Pokémon
- Fiery Field 5F-8F

HOW TO GET POKÉMON:

There are several ways to have Pokémon join your party. You can befriend the Pokémon by encountering them on specific levels of certain dungeons. Some Pokémon will join you if you're at a certain level or have a Friend Bow, which increases your chance of having a Pokémon join you. Many Pokémon can be obtained only by catching their pre-evolved form and evolving it.

#1 BULBASAUR

Type: Grass-Poison
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L32	GROWTH
L4	GROWL	L39	SYNTHESIS
L7	LEECH SEED	L46	SOLARBEAM
L10	VINE WHIP		
L15	POISONPOWDER		
L15	SLEEP POWDER		
L20	RAZOR LEAF		
L25	SWEET SCENT		

#2 IVYSAUR

Type: Grass-Poison
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L22	RAZOR LEAF
L1	GROWL	L29	SWEET SCENT
L1	LEECH SEED	L38	GROWTH
L4	GROWL	L47	SYNTHESIS
L7	LEECH SEED	L56	SOLARBEAM
L10	VINE WHIP		
L15	POISONPOWDER		
L15	SLEEP POWDER		

#3 VENUSAUR

Type: Grass-Poison
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L15	SLEEP POWDER
L1	GROWL	L22	RAZOR LEAF
L1	LEECH SEED	L29	SWEET SCENT
L1	VINE WHIP	L41	GROWTH
L4	GROWL	L53	SYNTHESIS
L7	LEECH SEED	L65	SOLARBEAM
L10	VINE WHIP	L99	FRENZY PLANT
L15	POISONPOWDER		

#4 CHARMANDER

Type: Fire
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L37	SLASH
L1	GROWL	L43	DRAGON RAGE
L7	EMBER	L49	FIRE SPIN
L13	METAL CLAW		
L19	RAGE		
L19	SMOKESCREEN		
L25	SCARY FACE		
L31	FLAMETHROWER		

#5 CHARMELDON

Type: Fire
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L34	FLAMETHROWER
L1	GROWL	L41	SLASH
L1	EMBER	L48	DRAGON RAGE
L7	EMBER	L55	FIRE SPIN
L13	METAL CLAW		
L20	SMOKESCREEN		
L20	RAGE		
L27	SCARY FACE		

#6 CHARIZARD

Type: Fire-Flying
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L20	SMOKESCREEN
	GROWL	L27	SCARY FACE
	SMOKESCREEN	L34	FLAMETHROWER
L1	HEATWAVE	L36	WING ATTACK
L2	METAL CLAW	L44	SLASH
L2	EMBER	L54	DRAGON RAGE
L7	EMBER	L64	FIRE SPIN
L13	METAL CLAW	L99	BLAST BURN
L20	RAGE		

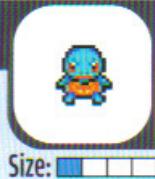
Friend Area • Mt. Cleft

Never

- Evolves from Charmeleon at Level 36

#7 SQUIRTLE

Type: Water
Ability: Torrent
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	RAIN DANCE
L4	TAIL WHIP	L40	SKULL BASH
L7	BUBBLE	L47	HYDRO PUMP
L10	WITHDRAW		
L13	WATER GUN		
L18	BITE		
L23	RAPID SPIN		
L28	PROTECT		

Friend Area • Turtleshell Pond

Likely

- Potential hero or partner Pokémon
- Waterfall Pond 8F-12F

#8 WARTORTLE

Type: Water
Ability: Torrent
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L25	RAPID SPIN
L1	TAIL WHIP	L31	PROTECT
L1	BUBBLE	L42	RAIN DANCE
L4	TAIL WHIP	L55	SKULL BASH
L7	BUBBLE	L68	HYDRO PUMP
L10	WITHDRAW	L99	HYDRO CANNON
L13	WATER GUN		
L19	BITE		

Friend Area • Turtleshell Pond

Very Unlikely

- Evolves from Squirtle at Level 16
- Northwind Field 27F-29F
- Leader must be Level 90, or Level 50 with Friend Bow

#9 BLASTOISE

Type: Water
Ability: Torrent
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L19	BITE
L1	TAIL WHIP	L25	RAPID SPIN
L1	BUBBLE	L31	PROTECT
L4	TAIL WHIP	L42	RAIN DANCE
L7	BUBBLE	L55	SKULL BASH
L10	WITHDRAW	L68	HYDRO PUMP
L13	WATER GUN	L99	HYDRO CANNON

Friend Area • Turtleshell Pond

Very Unlikely

- Evolves from Wartortle at Level 36
- Western Cave 89F-98F, Makuhita Dojo 3F (Team Hydro)
- Leader must be Level 90 with Friend Bow

#10 CATERPIE

Type: Bug
Ability: Shield Dust
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE
L2	STRING SHOT

Friend Area • Mist-Rise Forest

Likely

- Wish Cave 2F-4F

#11 METAPOD

Type: Bug
Ability: Shed Skin
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	HARDEN
L7	HARDEN

Friend Area • Mist-Rise Forest

Very Unlikely

- Evolves from Caterpie at Level 7
- Joyous Tower 7F, 8F
- Leader must be Level 90, or Level 50 with Friend Bow

#12 BUTTERFREE

Type: Bug-Flying
Ability: Compoundeyes
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CONFUSION	L34	PSYBEAM
L10	CONFUSION	L40	SAFEGUARD
L13	POISONPOWDER	L47	SILVER WIND
L14	STUN SPORSE		
L15	SLEEP POWDER		
L18	SUPersonic		
L23	WHIRLWIND		
L28	GUST		

Friend Area • Mist-Rise Forest

Never

- Evolves from Metapod at Level 10

#13 WEEDLE

Type: Bug-Poison
Ability: Shield Dust
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POISON STING
L2	STRING SHOT

Friend Area • Mist-Rise Forest

Likely

- Silent Chasm 1F-6F, Mt. Thunder 1F-4F, Joyous Tower 28F-34F

#14 KAKUNA

Type: Bug-Poison
Ability: Shed Skin
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶

#15 BEEDRILL

Type: Bug-Poison
Ability: Swarm
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	FURY ATTACK	L45	ENDEAVOR
L10	FURY ATTACK		
L15	FOCUS ENERGY		
L20	TWIN NEEDLE		
L25	RAGE		
L30	PURSUIT		
L35	PIN MISSILE		
L40	AGILITY		

Friend Area • Mist-Rise Forest

Never

- Evolves from Kakuna at Level 10

#16 PIDGEY

Type: Normal-Flying
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L47	MIRROR MOVE
L5	SAND-ATTACK		
L9	GUST		
L13	QUICK ATTACK		
L19	WHIRLWIND		
L25	WING ATTACK		
L31	FEATHERDANCE		
L39	AGILITY		

Friend Area • Flyaway Forest

Likely

- Howling Forest 9F-13F

#17 PIDGEOTTO

Type: Normal-Flying
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L34	FEATHERDANCE
L1	SAND-ATTACK	L43	AGILITY
L1	GUST	L52	MIRROR MOVE
L5	SAND-ATTACK		
L9	GUST		
L13	QUICK ATTACK		
L20	WHIRLWIND		
L27	WING ATTACK		

Friend Area • Flyaway Forest

Very Unlikely

- Evolves from Pidgey at Level 18
- Mt. Thunder 2F-5F
- Leader must be Level 90, or Level 50 with Friend Bow

#18 PIDGEOT

Type: Normal-Flying
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L27	WING ATTACK
L1	SAND-ATTACK	L34	FEATHERDANCE
L1	GUST	L48	AGILITY
L5	SAND-ATTACK	L62	MIRROR MOVE
L9	GUST		
L13	QUICK ATTACK		
L20	WHIRLWIND		

Friend Area • Flyaway Forest

Never

- Evolves from Pidgeotto at Level 36

#19 RATTATA

Type: Normal
Ability: Run Away/Guts
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE		
L1	TAIL WHIP		
L7	QUICK ATTACK		
L13	HYPER FANG		
L20	FOCUS ENERGY		
L27	PURSUIT		
L34	SUPER FANG		
L41	ENDEAVOR		

Friend Area • Wild Plains

Sometimes

- Thunderwave Cave 1F-3F, Wish Cave 5F-7F

#20 RATICATE

Type: Normal
Ability: Run Away/Guts
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L50	ENDEAVOR
L1	TAIL WHIP		
L1	QUICK ATTACK		
L7	QUICK ATTACK		
L13	HYPER FANG		
L20	SCARY FACE		
L30	PURSUIT		
L40	SUPER FANG		
L40	DRILL PECK		

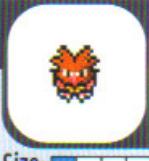
Friend Area • Wild Plains

Never

- Evolves from Rattata at Level 20

#21 SPEAROW

Type: Normal-Flying
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK	L43	AGILITY
L1	GROWL		
L7	LEER		
L13	FURY ATTACK		
L19	PURSUIT		
L25	AERIAL ACE		
L31	MIRROR MOVE		
L37	DRILL PECK		

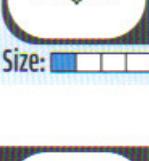
Friend Area • Ravaged Field

Likely

- Mt. Steel 1F-4F, Pitfall Valley 4F-9F

#22 FEAROW

Type: Normal-Flying
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK	L40	DRILL PECK
L1	GROWL		
L1	LEER		
L1	FURY ATTACK		
L7	LEER		
L13	FURY ATTACK		
L26	PURSUIT		
L32	MIRROR MOVE		

Friend Area • Ravaged Field

#24 ARBOK

Type: Poison
Ability: Intimidate/Shed Skin
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WRAP	L38	ACID
L1	LEER	L46	STOCKPILE
L1	POISON STING	L46	SWALLOW
L1	BITE	L46	SPIT UP
L8	POISON STING	L56	HAZE
L13	BITE		
L20	GLARE		
L28	SCREECH		

Friend Area • Wild Plains

- Evolves from Ekans at Level 22

Never

#25 PIKACHU

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	THUNDERSHOCK	L33	AGILITY
L1	GROWL	L41	THUNDER
L6	TAIL WHIP	L50	LIGHT SCREEN
L8	THUNDERWAVE		
L11	QUICK ATTACK		
L15	DOUBLE TEAM		
L20	SLAM		
L26	THUNDERBOLT		

Friend Area • Energetic Forest

Very Unlikely

- Potential hero or partner Pokémon
- Evolves from Pichu when IQ reaches 6 stars
- Lightning Field 6F-10F
- Leader must be Level 90, or Level 50 with Friend Bow

#26 RAICHU

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	THUNDERSHOCK
L1	TAIL WHIP
L1	QUICK ATTACK
L1	THUNDERBOLT

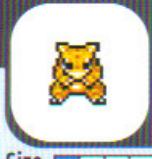
Friend Area • Energetic Forest

Never

- Evolves from Pikachu with Thunderstone

#27 SANDSHREW

Type: Ground
Ability: Sand Veil
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L53	SANDSTORM
L6	DEFENSE CURL		
L11	SAND-ATTACK		
L17	POISON STING		
L23	SLASH		
L30	SWIFT		
L37	FURY SWIPES		
L45	SAND TOMB		

Friend Area • Furnace Desert

Likely

- Magma Cavern 1F-6F, Buried Relic 36F-59F, Desert Region 1F-6F, Joyous Tower 68F-73F

#28 SANDSLASH

Type: Ground
Ability: Sand Veil
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L42	FURY SWIPES
L1	DEFENSE CURL	L52	SAND TOMB
L1	SAND-ATTACK	L62	SANDSTORM
L6	DEFENSE CURL		
L11	SAND-ATTACK		
L17	POISON STING		
L24	SLASH		
L33	SWIFT		

Friend Area • Furnace Desert

Never

- Evolves from Sandshrew at Level 22

#29 NIDORAN ♀

Type: Poison
Ability: Poison Point
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL	L38	FLATTER
L1	SCRATCH	L47	CRUNCH
L8	TAIL WHIP		
L12	DOUBLE KICK		
L17	POISON STING		
L20	BITE		
L23	HELPING HAND		
L30	FURY SWIPES		

Friend Area • Safari

Likely

- Thunderwave Cave 1F-3F

#30 NIDORINA

Type: Poison
Ability: Poison Point
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL	L43	FLATTER
L1	SCRATCH	L53	CRUNCH
L8	TAIL WHIP		
L12	DOUBLE KICK		
L18	POISON STING		
L22	BITE		
L26	HELPING HAND		
L34	FURY SWIPES		

Friend Area • Safari

Very Unlikely

- Evolves from Nidoran♀ at level 16

- Lapis Cave 4F-8F, Wish Cave 47F-50F

- Leader must be Level 90, or Level 50 with Friend Bow

#31 NIDOQUEEN

Type: Poison-Ground
Ability: Poison Point
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH
L1	PECK
L8	FOCUS ENERGY
L12	DOUBLE KICK
L17	POISON STING
L20	HORN ATTACK
L23	HELPING HAND
L30	FURY ATTACK

Friend Area • Safari

Never

- Evolves from Nidorina with Moon Stone

#33 NIDORINO

Type: Poison
Ability: Poison Point
Terrain Ability: Ground



Size:

HP	▶▷▷▷
Attack	▶▷▷▷
Defense	▶▷▷▷
Special Attack	▶▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves	
L1	LEER
L1	PECK
L8	FOCUS ENERGY
L12	DOUBLE KICK
L18	POISON STING
L22	HORN ATTACK
L26	HELPING HAND
L34	FURY ATTACK
L43	FLATTER
L53	HORN DRILL

Friend Area • Safari

Very Unlikely

- Evolves from Nidoran♂ at Level 16
- Lapis Cave 4F-8F, Wish Cave 47F-50F
- Leader must be Level 90, or Level 50 with Friend Bow

#34 NIDOKING

Type: Poison-Ground
Ability: Poison Point
Terrain Ability: Ground



Size:

HP	▶▷▷▷
Attack	▶▶▷▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves	
L1	PECK
L1	FOCUS ENERGY
L1	DOUBLE KICK
L1	POISON STING
L22	THRASH
L43	MEGAHORN

Friend Area • Safari

Never

- Evolves from Nidorino with Moon Stone

#35 CLEFAIRY

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▷▷▷
Attack	▶▷▷▷
Defense	▶▷▷▷
Special Attack	▶▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves	
L1	POUND
L1	GROWL
L5	ENCORE
L9	SING
L13	DOUBLESLAP
L17	FOLLOW ME
L21	MINIMIZE
L25	DEFENSE CURL
L29	METRONOME
L33	COSMIC POWER
L37	MOONLIGHT
L41	LIGHT SCREEN
L45	METEOR MASH

Friend Area • Mt. Moonview

Very Unlikely

- Evolves from Cleffa when IQ reaches 6 stars
- Joyous Tower 9F-14F
- Leader must be Level 90, or Level 50 with Friend Bow

#36 CLEFABLE

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▷▷▷
Attack	▶▶▷▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves	
L1	SING
L1	DOUBLESLAP
L1	MINIMIZE
L1	METRONOME

Friend Area • Mt. Moonview

Never

- Evolves from Clefairy with Moon Stone

#37 VULPIX

Type: Fire
Ability: Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▷▷
Attack	▶▶▷▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves	
L1	EMBER
L5	TAIL WHIP
L9	ROAR
L13	QUICK ATTACK
L17	WILL-O-WISP
L21	CONFUSE RAY
L25	IMPRISON
L29	FLAMETHROWER
L33	SAFEGUARD
L37	GRUDGE
L41	FIRE SPIN

Friend Area • Darkness Ridge

Likely

- Fiery Field 1F-4F

#38 NINETALES

Type: Fire
Ability: Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves	
L1	EMBER
L1	QUICK ATTACK
L1	CONFUSE RAY
L1	SAFEGUARD
L45	FIRE SPIN

Friend Area • Darkness Ridge

Never

- Evolves from Vulpix with Fire Stone

#39 JIGGLYPUFF

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves	
L1	SING
L4	DEFENSE CURL
L9	POUND
L14	DISABLE
L19	ROLLOUT
L24	DOUBLESLAP
L29	REST
L34	BODY SLAM
L39	MIMIC
L44	HYPER VOICE
L49	DOUBLE-EDGE

Friend Area • Sky Blue Plains

Very Unlikely

- Evolves from Iggybuff when IQ reaches 6 stars
- Wish Cave 1F-4F, Joyous Tower 1F-3F
- Leader must be Level 90, or Level 50 with Friend Bow

#40 WIGGLYTUFF

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▷▷
Special Attack	▶▶▶▷
Special Defense	▶▶▷▷

Level-Up Moves	
L1	SING
L1	DISABLE
L1	DEFENSE CURL
L1	DOUBLESLAP

Friend Area • Sky Blue Plains

Never

- Evolves from Jigglypuff with Moon Stone

#41 ZUBAT

Type: Poison-Flying
Ability: Inner Focus
Terrain Ability: Fly



Size:

HP	▶▷▷▷
Attack	▶▷▷▷
Defense	▶▷▷▷
Special Attack	▶▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves	
<tbl

#42 GOLBAT

Type: Poison-Flying
Ability: Inner Focus
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCREECH	L28	CONFUSE RAY
L1	LEECH LIFE	L35	AIR CUTTER
L1	ASTONISH	L42	MEAN LOOK
L1	SUPERSONIC	L49	POISON FANG
L6	ASTONISH	L56	HAZE
L11	SUPERSONIC		
L16	BITE		
L21	WING ATTACK		

Friend Area • Echo Cave

Very Unlikely

- Evolves from Zubat at Level 22
- Lapis Cave 11F-14F, Buried Relic 1F-4F, Wish Cave 46F-50F, Murky Cave 6F-10F
- Leader must be Level 90, or Level 50 with Friend Bow

#43 ODDISH

Type: Grass-Poison
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ABSORB
L7	SWEET SCENT
L14	POISONPOWDER
L16	STUN SPORE
L18	SLEEP POWDER
L23	ACID
L32	MOONLIGHT
L39	PETAL DANCE

Friend Area • Jungle

Likely

- Sinister Woods 1F-4F, Wyvern Hill 13F-20F

#44 GLOOM

Type: Grass-Poison
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ABSORB	L35	MOONLIGHT
L1	SWEET SCENT	L44	PETAL DANCE
L1	POISONPOWDER		
L7	SWEET SCENT		
L14	POISONPOWDER		
L16	STUN SPORE		
L18	SLEEP POWDER		
L24	ACID		

Friend Area • Jungle

Very Unlikely

- Evolves from Oddish at Level 21
- Silent Chasm 1F-9F
- Leader must be Level 90, or Level 50 with Friend Bow

#45 VILEPLUME

Type: Grass-Poison
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ABSORB
L1	AROMATHERAPY
L1	STUN SPORE
L1	MEGA DRAIN
L44	PETAL DANCE

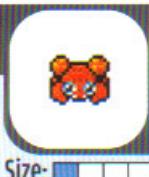
Friend Area • Jungle

Never

- Evolves from Gloom with Leaf Stone

#46 PARAS

Type: Bug-Grass
Ability: Effect Spore
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L49	AROMATHERAPY
L7	STUN SPORE		
L13	POISONPOWDER		
L19	LEECH LIFE		
L25	SPORE		
L31	SLASH		
L37	GROWTH		
L43	GIGA DRAIN		
L43	AROMATHERAPY		

Friend Area • Mushroom Forest

Often

- Silent Chasm 7F-9F

#47 PARASECT

Type: Bug-Grass
Ability: Effect Spore
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L43	GROWTH
L1	STUN SPORE	L51	GIGA DRAIN
L1	POISONPOWDER	L59	AROMATHERAPY
L7	STUN SPORE		
L13	POISONPOWDER		
L19	LEECH LIFE		
L27	SPORE		
L35	SLASH		

Friend Area • Mushroom Forest

Never

- Evolves from Paras at Level 24

#48 VENONAT

Type: Bug-Poison
Ability: Compound Eyes
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	PSYBEAM
L1	DISABLE	L36	SLEEP POWDER
L1	FORESIGHT	L41	PSYCHIC
L9	SUPERSONIC		
L17	CONFUSION		
L20	POISONPOWDER		
L25	LEECH LIFE		
L28	STUN SPORE		

Friend Area • Secretive Forest

Often

- Western Cave 1F-3F, Uproar Forest 1F-5F, Murky Cave 1F-5F

#49 VENOMOTH

Type: Bug-Poison
Ability: Shield Dust
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SILVER WIND	L25	LEECH LIFE
L1	TACKLE	L28	STUN SPORE
L1	DISABLE	L31	GUST
L1	SUPERSONIC	L36	PSYBEAM
L2	FORESIGHT	L42	SLEEP POWDER
L9	SUPERSONIC	L52	PSYCHIC
L17	CONFUSION		
L20	POISONPOWDER		

Friend Area • Secretive Forest

Never

- Evolves from

#51 DUGTRIO

Type: Ground
Ability: Sand Veil/Arena Trap
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	TRI ATTACK	L25	MUD-SLAP
L1	SCRATCH	L26	SAND TOMB
L1	SAND-ATTACK	L38	SLASH
L1	GROWL	L51	EARTHQUAKE
L5	GROWL	L64	FISSURE
L9	MAGNITUDE		
L17	DIG		
L21	FURY SWIPES		

Friend Area • Boulder Cave

Never

- Evolves from Diglett at Level 26

#52 MEOWTH

Type: Normal
Ability: Pickup
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	SCRATCH	L43	FAKE OUT
L1	GROWL	L45	SWAGGER
L10	BITE		
L18	PAY DAY		
L25	FAINT ATTACK		
L31	SCREECH		
L36	FURY SWIPES		
L40	SLASH		

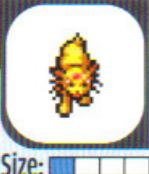
Friend Area • Energetic Forest

Likely

- Potential hero Pokémon
- Western Cave 3F-6F

#53 PERSIAN

Type: Normal
Ability: Limber
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	SCRATCH	L49	SLASH
L1	GROWL	L55	FAKE OUT
L1	BITE	L61	SWAGGER
L10	BITE		
L18	PAY DAY		
L25	FAINT ATTACK		
L34	SCREECH		
L42	FURY SWIPES		

Friend Area • Energetic Forest

Never

- Evolves from Meowth at Level 28

#54 PSYDUCK

Type: Water
Ability: Damp/Cloud Nine
Terrain Ability: Water



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	WATER SPORT	L50	HYDRO PUMP
L1	SCRATCH	L55	
L5	TAIL WHIP	L55	
L10	DISABLE	L61	
L16	CONFUSION	L61	
L23	SCREECH	L61	
L31	PSYCH UP	L61	
L40	FURY SWIPES	L61	

Friend Area • Turtleshell Pond

Likely

- Potential hero Pokémon
- Joyous Tower 9F-12F

#55 GOLDUCK

Type: Water
Ability: Damp/Cloud Nine
Terrain Ability: Water



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	WATER SPORT	L31	PSYCH UP
L1	SCRATCH	L44	FURY SWIPES
L1	TAIL WHIP	L58	HYDRO PUMP
L1	DISABLE	L58	
L5	TAIL WHIP	L58	
L10	DISABLE	L58	
L16	CONFUSION	L58	
L23	SCREECH	L58	

Friend Area • Turtleshell Pond

Never

- Evolves from Psyduck at Level 33

#56 MANKEY

Type: Fighting
Ability: Vital Spirit
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	SCRATCH	L36	SWAGGER
L1	LEER	L41	SCREECH
L6	LOW KICK	L46	THRASH
L11	KARATE CHOP	L46	
L16	FURY SWIPES	L46	
L21	FOCUS ENERGY	L46	
L26	SEISMIC TOSS	L46	
L31	CROSS CHOP	L46	

Friend Area • Energetic Forest

Likely

- Uproar Forest 8F, 9F
- Cannot catch on first encounter

#57 PRIMEAPE

Type: Fighting
Ability: Vital Spirit
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	SCRATCH	L26	SEISMIC TOSS
L1	LEER	L28	RAGE
L1	LOW KICK	L35	CROSS CHOP
L1	RAGE	L44	SWAGGER
L6	LOW KICK	L53	SCREECH
L11	KARATE CHOP	L62	THRASH
L16	FURY SWIPES	L62	
L21	FOCUS ENERGY	L62	

Friend Area • Energetic Forest

Never

- Evolves from Mankey at Level 28

#58 GROWLITHE

Type: Fire
Ability: Intimidate/Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	BITE	L43	AGILITY
L1	ROAR	L49	FLAMETHROWER
L7	EMBER	L49	
L13	LEER	L49	
L1			

#60 POLIWAG

Type: Water
Ability: Water Absorb/Damp
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE
L7	HYPNOSIS
L13	WATER GUN
L19	DOUBLESLAP
L25	RAIN DANCE
L31	BODY SLAM
L37	BELLY DRUM
L43	HYDRO PUMP

Friend Area • Tadpole Pond

Somewhat Likely

- Silent Chasm 5F–9F, Northwind Field 1F–4F, Waterfall Pond 1F–5F

#61 POLIWHIRL

Type: Water
Ability: Water Absorb/Damp
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE	L43	BELLY DRUM
L1	HYPNOSIS	L51	HYDRO PUMP
L1	WATER GUN		
L7	HYPNOSIS		
L13	WATER GUN		
L19	DOUBLESLAP		
L27	RAIN DANCE		
L35	BODY SLAM		

Friend Area • Tadpole Pond

Very Unlikely

- Evolves from Poliwag at Level 25
- Northwind Field 10F–16F, Waterfall Pond 9F–13F
- Leader must be Level 90, or Level 50 with Friend Bow

#62 POLIWRATH

Type: Water-Fighting
Ability: Water Absorb/Damp
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WATER GUN
L1	HYPNOSIS
L1	DOUBLESLAP
L1	SUBMISSION
L35	SUBMISSION
L51	MIND READER

Friend Area • Tadpole Pond

Never

- Evolves from Poliwhirl with Water Stone

#63 ABRA

Type: Psychic
Ability: Synchronize/Inner Focus
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TELEPORT
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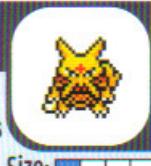
Friend Area • Decrepit Lab

Likely

- Buried Relic 10F, 20F, 30F; Wish Cave 38F–42F; Solar Cave 1F–8F

#64 KADABRA

Type: Psychic
Ability: Synchronize/Inner Focus
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TELEPORT	L30	FUTURE SIGHT
L1	KINESIS	L33	ROLE PLAY
L1	CONFUSION	L36	PSYCHIC
L16	CONFUSION	L43	TRICK
L18	DISABLE		
L21	PSYBEAM		
L23	REFLECT		
L25	RECOVER		

Friend Area • Decrepit Lab

Very Unlikely

- Evolves from Abra at Level 16
- Wish Cave 46F–50F, Buried Relic 40F–49F, Solar Cave 13F–20F
- Leader must be Level 90, or Level 50 with Friend Bow

#65 ALAKAZAM

Type: Psychic
Ability: Synchronize/Inner Focus
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TELEPORT	L30	FUTURE SIGHT
L1	KINESIS	L33	CALM MIND
L1	CONFUSION	L36	PSYCHIC
L16	CONFUSION	L43	TRICK
L18	DISABLE		
L21	PSYBEAM		
L23	REFLECT		
L25	RECOVER		

Friend Area • Decrepit Lab

Never

- Evolves from Kadabra with Link Cable

#66 MACHOP

Type: Fighting
Ability: Guts
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	LOW KICK	L37	SUBMISSION
L1	LEER	L40	CROSS CHOP
L7	FOCUS ENERGY	L43	SCARY FACE
L13	KARATE CHOP	L49	DYNAMIC PUNCH
L19	SEISMIC TOSS		
L22	FORESIGHT		
L25	REVENGE		
L31	VITAL THROW		

Friend Area • Mt. Discipline

Likely

- Potential hero Pokémon
- Buried Relic 4F–8F; Wish Cave 17F–19F, 21F–25F

#67 MACHOKE

Type: Fighting
Ability: Guts
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	LOW KICK	L33	VITAL THROW
L1	LEER	L41	SUBMISSION
L7	FOCUS ENERGY	L46	CROSS CHOP
L13	KARATE CHOP	L51	SCARY FACE
L19	SEISMIC TOSS	L59	DYNAMIC PUNCH
L22	FORESIGHT		
L25	REVENGE		

Friend Area • Mt. Discipline

Very Unlikely

- Evolves from Machop at Level 28

• Fiery Field 17F–25F; Buried Relic 80F–87F

• Leader must be Level 90, or Level 50 with Friend Bow

#69 BELLSPROUT

Type: Grass-Poison
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▷▷▷
Attack	▶▷▷▷
Defense	▶▷▷▷
Special Attack	▶▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves

L1	VINE WHIP	L37	RAZOR LEAF
L6	GROWTH	L45	SLAM
L11	WRAP		
L15	SLEEP POWDER		
L17	POISONPOWDER		
L19	STUN SPORE		
L23	ACID		
L30	SWEET SCENT		

Friend Area • Jungle

- Wish Cave 1F-3F

Somewhat Likely

#70 WEEPINBELL

Type: Grass-Poison
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▷▷▷
Attack	▶▷▷▷
Defense	▶▷▷▷
Special Attack	▶▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves

L1	VINE WHIP	L24	ACID
L1	GROWTH	L33	SWEET SCENT
L1	WRAP	L42	RAZOR LEAF
L6	GROWTH	L54	SLAM
L11	WRAP		
L15	SLEEP POWDER		
L17	POISONPOWDER		
L19	STUN SPORE		

Friend Area • Jungle

- Evolves from Bellsprout at Level 21

Very Unlikely

#71 VICTREEBEL

Type: Grass-Poison
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▷▷▷
Attack	▶▷▷▷
Defense	▶▷▷▷
Special Attack	▶▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves

L1	STOCKPILE
L1	VINE WHIP
L1	SLEEP POWDER
L1	SWEET SCENT
L2	RAZOR LEAF
L2	SPIT UP
L2	SWALLOW

Friend Area • Jungle

- Evolves from Weepinbell with Leaf Stone

Never

#72 TENTACOOL

Type: Water-Poison
Ability: Clear Body/Liquid Ooze
Terrain Ability: Water



Size:

HP	▶▶▷▷
Attack	▶▶▷▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves

L1	POISON STING	L49	HYDRO PUMP
L6	SUPersonic		
L12	CONSTRicT		
L19	ACID		
L25	BUBBLEBEAM		
L30	WRAP		
L36	BARRIER		
L43	SCREECH		

Friend Area • Bountiful Sea

Somewhat Likely

- Stormy Sea 1F-8F, Silver Trench 1F-9F, Grand Sea 1F-9F

#73 TENTACRUEL

Type: Water-Poison
Ability: Clear Body/Liquid Ooze
Terrain Ability: Water



Size:

HP	▶▶▷▷
Attack	▶▶▷▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves

L1	POISON STING	L38	BARRIER
L1	SUPersonic	L47	SCREECH
L1	CONSTRicT	L55	HYDRO PUMP
L6	SUPersonic		
L12	CONSTRicT		
L19	ACID		
L25	BUBBLEBEAM		
L30	WRAP		

Friend Area • Bountiful Sea

Very Unlikely

- Evolves from Tentacool at Level 30
- Stormy Sea 31F-39F, Silver Trench 35F-44F, Grand Sea 21F-30F, Makuhita Dojo 3F (Team Constrictor)
- Leader must be Level 90 with Friend Bow

#74 GEODUDE

Type: Rock-Ground
Ability: Rock Head/Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	TACKLE	L36	EARTHQUAKE
L1	DEFENSE CURL	L41	EXPLOSION
L6	MUD SPORT	L46	DOUBLE-EDGE
L11	ROCK THROW		
L16	MAGNITUDE		
L21	SELFDESTRUCT		
L26	ROLLOUT		
L31	ROCK BLAST		

Friend Area • Mt. Deepgreen

Somewhat Likely

- Mt. Steel 5F-8F, Buried Relic 16F-20F, Wish Cave 12F-14F, Southern Cavern 1F-6F

#75 GRAVELER

Type: Rock-Ground
Ability: Rock Head/Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	TACKLE	L29	ROLLOUT
L1	DEFENSE CURL	L37	ROCK BLAST
L1	MUD SPORT	L45	EARTHQUAKE
L1	ROCK THROW	L53	EXPLOSION
L6	MUD SPORT	L62	DOUBLE-EDGE
L11	ROCK THROW		
L16	MAGNITUDE		
L21	SELFDESTRUCT		

Friend Area • Mt. Deepgreen

Very Unlikely

- Evolves from Geodude at Level 25
- Magma Cavern 5F-10F, Buried Relic 74F-79F, Wish Cave 72F-75F, Southern Cavern 25F-36F, Joyous Tower 68F-73F, Makuhita Dojo 3F (Team Rumblerock)
- Leader must be Level 90, or Level 50 with Friend Bow

#76 GOLEM

Type: Rock-Ground
Ability: Rock Head/Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	TACK
----	------

#78 RAPIDASH

Type: Fire
Ability: Run Away/Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	QUICK ATTACK	L19	STOMP
L1	GROWL	L25	FIRE SPIN
L1	TAIL WHIP	L31	TAKE DOWN
L1	TACKLE	L38	AGILITY
L2	EMBER	L40	FURY ATTACK
L5	GROWL	L50	BOUNCE
L9	TAIL WHIP	L63	FIRE BLAST
L14	EMBER		

Friend Area • Scorched Plains

Never

- Evolves from Ponyta at Level 40

#79 SLOWPOKE

Type: Water-Psychic
Ability: Oblivious/Own Tempo
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CURSE	L36	AMNESIA
L1	YAWN	L40	PSYCH UP
L1	TACKLE	L47	PSYCH UP
L6	GROWL		
L13	WATER GUN		
L17	CONFUSION		
L24	DISABLE		
L29	HEADBUTT		

Friend Area • Bountiful Sea

Likely

- Stormy Sea 11F-19F, Silver Trench 6F-14F, Grand Sea 6F-14F, Far-off Sea 6F-14F

#80 SLOWBRO

Type: Water-Psychic
Ability: Oblivious/Own Tempo
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CURSE	L29	HEADBUTT
L1	YAWN	L36	AMNESIA
L1	TACKLE	L37	WITHDRAW
L1	GROWL	L44	PSYCHIC
L6	GROWL	L55	PSYCH UP
L13	WATER GUN		
L17	CONFUSION		
L24	DISABLE		

Friend Area • Bountiful Sea

Never

- Evolves from Slowpoke at Level 37

#81 MAGNEMITE

Type: Electric-Steel
Ability: Magnet Pull/Sturdy
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	METAL SOUND	L38	SWIFT
L1	TACKLE	L44	SCREECH
L6	THUNDERSHOCK	L50	ZAP CANNON
L11	SUPersonic		
L16	SONICBOOM		
L21	THUNDER WAVE		
L26	SPARK		
L32	LOCK-ON		

Friend Area • Power Plant

Likely

- Joins rescue team automatically after you complete Thunderwave Cave dungeon for the first time
- Lightning Field 1F-7F, Wish Cave 1F-3F

#82 MAGNETON

Type: Electric-Steel
Ability: Magnet Pull/Sturdy
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	METAL SOUND	L26	SPARK
L1	TACKLE	L35	LOCK-ON
L1	THUNDERSHOCK	L44	TRI ATTACK
L1	SUPersonic	L53	SCREECH
L6	THUNDERSHOCK	L62	ZAP CANNON
L11	SUPersonic		
L16	SONICBOOM		
L21	THUNDER WAVE		

Friend Area • Power Plant

Never

- Evolves from Magnemite at Level 30

#83 FARFETCH'D

Type: Normal-Flying
Ability: Keen Eye/Inner Focus
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK	L41	SLASH
L6	SAND-ATTACK	L46	FALSE SWIPE
L11	LEER		
L16	FURY ATTACK		
L21	KNOCK OFF		
L26	FURY CUTTER		
L31	SWORDS DANCE		
L36	AGILITY		

Friend Area • Wild Plains

Somewhat Likely

- Silent Chasm 1F-3F, Pitfall Valley 1F-6F, Joyous Tower 23F-27F

#84 DODUO

Type: Normal-Flying
Ability: Run Away/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK	L45	AGILITY
L1	GROWL		
L9	PURSUIT		
L13	FURY ATTACK		
L21	TRI ATTACK		
L25	RAGE		
L33	UPROAR		
L37	DRILL PECK		

Friend Area • Safari

Somewhat Likely

- Great Canyon 1F-4F, Pitfall Valley 7F-12F, Joyous Tower 35F-39F

#85 DODRIO

Type: Normal-Flying
Ability: Run Away/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK	L38	UPROAR
L1	GROWL	L47	DRILL PECK
L9	PURSUIT	L60	AGILITY
L13	FURY ATTACK		
L21	TRI ATTACK		

#87 DEWGONG

Type: Water-Ice
Ability: Thick Fat
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SIGNAL BEAM	L29	REST
L1	HEADBUTT	L34	SCREECH
L1	ICY WIND	L42	COLD
L1	AURORA BEAM	L51	TAKE DOWN
L2	GROWL	L64	ICE BEAM
L9	GROWL		SAFEGUARD
L17	ICY WIND		
L21	AURORA BEAM		

Friend Area • Ice Floe Beach

Never

- Evolves from Seel at Level 34

#88 GRIMER

Type: Poison
Ability: Stench/Sticky Hold
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POISON GAS	L43	SLUDGE BOMB
L1	POUND	L53	MEMENTO
L4	HARDEN		
L8	DISABLE		
L13	SLUDGE		
L19	MINIMIZE		
L26	SCREECH		
L34	ACID ARMOR		

Friend Area • Poison Swamp

Likely

- Magma Cavern 15F-21F, Stormy Sea 20F-29F, Silver Trench 20F-29F, Wish Cave 80F-85F, Murky Cave 3F-6F, Joyous Tower 80F-85F, Far-off Sea 20F-29F

#89 MUK

Type: Poison
Ability: Stench/Sticky Hold
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POISON GAS	L34	ACID ARMOR
L1	POUND	L47	SLUDGE BOMB
L1	HARDEN	L61	MEMENTO
L4	HARDEN		
L8	DISABLE		
L13	SLUDGE		
L19	MINIMIZE		
L26	SCREECH		

Friend Area • Poison Swamp

Never

- Evolves from Grimer at Level 38

#90 SHELLDER

Type: Water
Ability: Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L50	ICE BEAM
L1	WITHDRAW		
L8	ICICLE SPEAR		
L15	SUPersonic		
L22	AURORA BEAM		
L29	PROTECT		
L36	LEER		
L43	CLAMP		

Friend Area • Bountiful Sea

Likely

- Stormy Sea 1F-8F, Silver Trench 1F-8F, Far-off Sea 1F-8F

#91 CLOYSTER

Type: Water-Ice
Ability: Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WITHDRAW
L1	SUPersonic
L1	AURORA BEAM
L1	PROTECT
L36	SPIKES
L43	SPIKE CANNON

Friend Area • Bountiful Sea

Never

- Evolves from Shellder with Water Stone

#92 GASTLY

Type: Ghost-Poison
Ability: Levitate
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	HYPNOSIS	L36	SHADOW BALL
L1	LIck	L41	NIGHTMARE
L8	SPITE	L48	MEAN LOOK
L13	CURSE		
L16	NIGHT SHADE		
L21	CONFUSE RAY		
L28	DREAM EATER		
L33	DESTINY BOND		

Friend Area • Darkness Ridge

Somewhat Likely

- Buried Relic 9F-14F, Darknight Relic 1F-6F

#93 HAUNTER

Type: Ghost-Poison
Ability: Levitate
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	HYPNOSIS	L31	DREAM EATER
L1	LIck	L39	DESTINY BOND
L1	SPITE	L45	SHADOW BALL
L8	SPITE	L53	NIGHTMARE
L13	CURSE	L64	MEAN LOOK
L16	NIGHT SHADE		
L21	CONFUSE RAY		
L25	SHADOW PUNCH		

Friend Area • Darkness Ridge

Very Unlikely

- Evolves from Gastly at Level 25
- Buried Relic 82F-93F, Darknight Relic 7F-11F
- Leader must be Level 90, or Level 50 with Friend Bow

#94 GENGAR

Type: Ghost-Poison
Ability: Levitate
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	HYPNOSIS	L31	DREAM EATER
L1	LIck	L39	DESTINY BOND
L1	SPITE	L45	SHADOW BALL
L8	SPITE	L53	NIGHTMARE
L13	CURSE	L64	MEAN LOOK
L16	NIGHT SHADE		
L21	CONFUSE RAY		
L25	SHADOW PUNCH		

Friend Area • Darkness Ridge

Never

#96 DROWZEE

Type: Psychic
Ability: Insomnia
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND	L37	PSYCH UP
L1	HYPNOSIS	L41	SWAGGER
L7	DISABLE	L47	FUTURE SIGHT
L11	CONFUSION		
L17	HEADBUTT		
L21	POISON GAS		
L27	MEDITATE		
L31	PSYCHIC		

Friend Area • Wild Plains

• Buried Relic 9F-14F, Solar Cave 1F-5F

Somewhat Likely

#97 HYPNO

Type: Psychic
Ability: Insomnia
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	NIGHTMARE	L21	POISON GAS
L1	HYPNOSIS	L29	MEDITATE
L1	DISABLE	L35	PSYCHIC
L1	CONFUSION	L43	PSYCH UP
L7	POUND	L49	SWAGGER
L7	DISABLE	L57	FUTURE SIGHT
L11	CONFUSION		
L17	HEADBUTT		

Friend Area • Wild Plains

• Evolves from Drowzee at Level 26

Never

#98 KRABBY

Type: Water
Ability: Hyper Cutter/Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE	L45	CRABHAMMER
L5	LEER	L49	FLAIL
L12	VICEGRIP		
L16	HARDEN		
L23	MUD SHOT		
L27	STOMP		
L34	GUILLOTINE		
L38	PROTECT		

Friend Area • Shallow Beach

Somewhat Likely

• Silver Trench 15F-24F, Grand Sea 15F-20F, Far-off Sea 1F-10F

#99 KINGLER

Type: Water
Ability: Hyper Cutter/Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE	L23	MUD SHOT
L1	LEER	L27	STOMP
L1	VICEGRIP	L38	GUILLOTINE
L1	HARDEN	L42	PROTECT
L2	METAL CLAW	L57	CRABHAMMER
L5	LEER	L65	FLAIL
L12	VICEGRIP		
L16	HARDEN		

Friend Area • Shallow Beach

Never

• Evolves from Krabby at Level 28

#100 VOLTORB

Type: Electric
Ability: Soundproof/Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CHARGE	L42	SWIFT
L1	TACKLE	L46	EXPLOSION
L8	SCREECH	L49	MIRROR COAT
L15	SONICBOOM		
L21	SPARK		
L27	SELFDESTRUCT		
L32	ROLLOUT		
L37	LIGHT SCREEN		

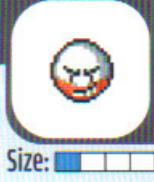
Friend Area • Power Plant

Somewhat Likely

• Thunderwave Cave 3F-5F, Wish Cave 8F-10F

#101 ELECTRODE

Type: Electric
Ability: Soundproof/Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CHARGE	L34	ROLLOUT
L1	TACKLE	L41	LIGHT SCREEN
L1	SCREECH	L48	SWIFT
L1	SONICBOOM	L54	EXPLOSION
L8	SCREECH	L59	MIRROR COAT
L15	SONICBOOM		
L21	SPARK		
L27	SELFDESTRUCT		

Friend Area • Power Plant

Never

• Evolves from Voltorb at Level 30

#102 EXEGGCUTE

Type: Grass-Psychic
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	HYPNOSIS	L37	SLEEP POWDER
L2	UPROAR	L43	SOLARBEAM
L3	BARRAGE		
L7	REFLECT		
L13	LEECH SEED		
L19	CONFUSION		
L25	STUN SPORKE		
L31	POISONPOWDER		

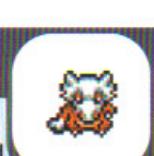
Friend Area • Jungle

Somewhat Likely

• Howling Forest 14F

#103 EXEGGUTOR

Type: Grass-Psychic
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BARRAGE		
L1	HYPNOSIS		
L1	CONFUSION		
L19	STOMP		
L31	EGG BOMB		

Friend Area • Jungle

Never

• Evolves from Exeggute with Leaf Stone

#105 MAROWAK

Type: Ground
Ability: Rock Head/Lightningrod
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL	L21	FOCUS ENERGY
L1	TAIL WHIP	L25	BONEMERANG
L1	BONE CLUB	L32	RAGE
L1	HEADBUTT	L39	FALSE SWIPE
L5	TAIL WHIP	L46	THRASH
L9	BONE CLUB	L53	BONE RUSH
L13	HEADBUTT	L61	DOUBLE-EDGE
L17	LEER		

Friend Area • Mt. Deepgreen

Never

- Evolves from Cubone at Level 28

#106 HITMONLEE

Type: Fighting
Ability: Limber
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	REVENGE	L31	MIND READER
L1	DOUBLE KICK	L36	FORESIGHT
L6	MEDITATE	L41	ENDURE
L11	ROLLING KICK	L46	MEGA KICK
L16	JUMP KICK	L51	REVERSAL
L20	BRICK BREAK		
L21	FOCUS ENERGY		
L26	HI JUMP KICK		

Friend Area • Mt. Discipline

Never

- Evolves from Tyrogue at Level 20 if Attack is higher than Defense

#107 HITMONCHAN

Type: Fighting
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	REVENGE	L32	SKY UPPERCUT
L1	COMET PUNCH	L38	MEGA PUNCH
L7	AGILITY	L44	DETECT
L13	PURSUIT	L50	COUNTER
L20	MACH PUNCH		
L26	THUNDERPUNCH		
L26	ICE PUNCH		
L26	FIRE PUNCH		

Friend Area • Mt. Discipline

Never

- Evolves from Tyrogue at Level 20 if Defense is higher than Attack

#108 LICKITUNG

Type: Normal
Ability: Own Tempo/Oblivious
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	LIK	L45	SCREECH
L7	SUPERSONIC	L51	REFRESH
L12	DEFENSE CURL		
L18	KNOCK OFF		
L23	STOMP		
L29	WRAP		
L34	DISABLE		
L40	SLAM		

Somewhat Likely

Friend Area • Sky Blue Plains

Somewhat Likely

- Western Cave 37F-44F

#109 KOFFING

Type: Poison
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POISON GAS	L45	DESTINY BOND
L1	TACKLE	L49	MEMENTO
L9	SMOG		
L17	SELFDESTRUCT		
L21	SLUDGE		
L25	SMOKESCREEN		
L33	HAZE		
L41	EXPLOSION		

Somewhat Likely

Friend Area • Poison Swamp

Somewhat Likely

- Sky Tower 9F-16F, Wish Cave 71F-75F, Joyous Tower 65F-70F

#110 WEEZING

Type: Poison
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POISON GAS	L33	HAZE
L1	TACKLE	L44	EXPLOSION
L1	SMOG	L51	DESTINY BOND
L1	SELFDESTRUCT	L58	MEMENTO
L9	SMOG		
L17	SELFDESTRUCT		
L21	SLUDGE		
L25	SMOKESCREEN		

Never

Friend Area • Poison Swamp

Never

- Evolves from Koffing at Level 35

#111 RHYHORN

Type: Ground-Rock
Ability: Lightningrod/Rock Head
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	HORN ATTACK	L52	EARTHQUAKE
L1	TAIL WHIP	L57	MEGAHORN
L10	STOMP		
L15	FURY ATTACK		
L24	SCARY FACE		
L29	ROCK BLAST		
L38	HORN DRILL		
L43	TAKE DOWN		

Somewhat Likely

Friend Area • Safari

Somewhat Likely

- Frosty Grotto 1F-4F, Buried Relic 61F-73F, Wish Cave 58F-61F, Southern Cavern 31F-39F, Joyous Tower 58F-61F

#112 RHYDON

Type: Ground-Rock
Ability: Lightningrod/Rock Head
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	HORN ATTACK	L38	HORN DRILL

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#114 TANGELA

Type: Grass
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	INGRAIN	L31	MEGA DRAIN
L1	CONSTRIC	L37	STUN SPORE
L4	SLEEP POWDER	L40	SLAM
L10	ABSORB	L46	TICKLE
L13	GROWTH		
L19	POISONPOWDER		
L22	VINE WHIP		
L28	BIND		

Friend Area • Jungle

• Lapis Cave 9F-12F, Joyous Tower 47F-50F

Somewhat Likely

#115 KANGASKHAN

Type: Normal
Ability: Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	COMET PUNCH	L43	DIZZY PUNCH
L1	LEER	L49	REVERSAL
L7	BITE		
L13	TAIL WHIP		
L19	FAKE OUT		
L25	MEGA PUNCH		
L31	RAGE		
L37	ENDURE		

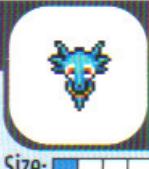
Friend Area • Safari

• Western Cave 13F-19F

Somewhat Likely

#116 HORSEA

Type: Water
Ability: Swift Swim
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE
L8	SMOKESCREEN
L15	LEER
L22	WATER GUN
L29	TWISTER
L36	AGILITY
L43	HYDRO PUMP
L50	DRAGON DANCE

Friend Area • Treasure Sea

Likely

• Silver Trench 10F-20F, Grand Sea 10F-20F

#117 SEADRA

Type: Water
Ability: Poison Point
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE	L40	AGILITY
L1	SMOKESCREEN	L51	HYDRO PUMP
L1	LEER	L62	DRAGON DANCE
L1	WATER GUN		
L8	SMOKESCREEN		
L15	LEER		
L22	WATER GUN		
L29	TWISTER		

Friend Area • Treasure Sea

Very Unlikely

- Evolves from Horsea at Level 32
- Stormy Sea 30F-39F, Silver Trench 30F-39F, Grand Sea 27F-30F
- Leader must be Level 90, or Level 50 with Friend Bow

#118 GOLDEEN

Type: Water
Ability: Swift Swim/Water Veil
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK	L43	HORN DRILL
L1	TAIL WHIP	L57	AGILITY
L1	WATER SPORT		MEGAHORN
L10	SUPERSONIC		
L15	HORN ATTACK		
L24	FLAIL		
L29	FURY ATTACK		
L38	WATERFALL		

Friend Area • Rub-a-Dub River

Likely

• Waterfall Pond 1F-5F

#119 SEAKING

Type: Water
Ability: Swift Swim/Water Veil
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK	L41	WATERFALL
L1	TAIL WHIP	L49	HORN DRILL
L1	WATER SPORT	L61	AGILITY
L1	SUPERSONIC	L69	MEGAHORN
L10	SUPERSONIC		
L15	HORN ATTACK		
L24	FLAIL		
L29	FURY ATTACK		

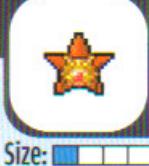
Friend Area • Rub-a-Dub River

Never

• Evolves from Goldeen at Level 33

#120 STARYU

Type: Water
Ability: Illuminate/Natural Cure
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	MINIMIZE
L1	HARDEN	L37	LIGHT SCREEN
L6	WATER GUN	L42	COSMIC POWER
L10	RAPID SPIN	L46	HYDRO PUMP
L15	RECOVER		
L19	CAMOUFLAGE		
L24	SWIFT		
L28	BUBBLEBEAM		

Friend Area • Bountiful Sea

Somewhat Likely

• Silver Trench 15F-25F, Grand Sea 15F-25F

#122 MR. MIME

Type: Psychic
Ability: Soundproof
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BARRIER	L26	ENCORE
L1	CONFUSION	L29	PSYBEAM
L8	SUBSTITUTE	L33	RECYCLE
L12	MEDITATE	L36	TRICK
L15	DOUBLESLAP	L40	ROLE PLAY
L19	LIGHT SCREEN	L43	PSYCHIC
L19	REFLECT	L47	BATON PASS
L22	MAGICAL LEAF	L50	SAFEGUARD

Friend Area • Decrepit Lab

#123 SCYTHER

Type: Bug-Flying
Ability: Swarm
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	QUICK ATTACK	L36	SWORDS DANCE
L1	LEER	L41	DOUBLE TEAM
L6	FOCUS ENERGY	L46	FURY CUTTER
L11	PURSUIT		
L16	FALSE SWIPE		
L21	AGILITY		
L26	WING ATTACK		
L31	SLASH		

Friend Area • Overgrown Forest

Likely

- Sinister Woods 8F-11F, Pitfall Valley 13F-18F, Joyous Tower 15F-19F

#124 JYNX

Type: Ice-Psychic
Ability: Oblivious
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND	L35	MEAN LOOK
L1	LECK	L41	FAKE TEARS
L1	LOVELY KISS	L51	BODY SLAM
L1	POWDER SNOW	L57	PERISH SONG
L9	LOVELY KISS	L67	BLIZZARD
L13	POWDER SNOW		
L21	DOUBLESLAP		
L25	ICE PUNCH		

Friend Area • Frigid Cavern

Never

- Evolves from Smoochum at Level 30

#125 ELECTABUZZ

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	QUICK ATTACK	L58	THUNDER
L1	LEER		
L1	THUNDERPUNCH		
L9	THUNDERPUNCH		
L17	LIGHT SCREEN		
L25	SWIFT		
L36	SCREECH		
L47	THUNDERBOLT		

Friend Area • Power Plant

Never

- Evolves from Elekid at Level 30

#126 MAGMAR

Type: Fire
Ability: Flame Body
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	EMBER	L33	SUNNY DAY
L1	LEER	L41	FLAMETHROWER
L1	SMOG	L49	CONFUSE RAY
L1	FIRE PUNCH	L57	FIRE BLAST
L7	LEER		
L13	SMOG		
L19	FIRE PUNCH		
L25	SMOKESCREEN		

Friend Area • Crater

Never

- Evolves from Magby at Level 30

#127 PINSIR

Type: Bug
Ability: Hyper Cutter
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	VICEGRIP	L43	SUBMISSION
L1	FOCUS ENERGY	L49	FLAMETHROWER
L7	BIND		
L13	SEISMIC TOSS		
L19	HARDEN		
L25	REVENGE		
L31	BRICK BREAK		
L37	GUILLOTINE		

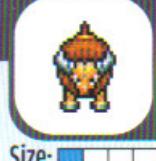
Friend Area • Overgrown Forest

Somewhat Likely

- Mt. Steel 7F, 8F; Western Cave 21F-28F; Joyous Tower 9F-11F

#128 TAUROS

Type: Normal
Ability: Intimidate
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L43	THRASH
L1	TAIL WHIP	L53	TAKE DOWN
L4	RAGE		
L8	HORN ATTACK		
L13	SCARY FACE		
L19	PURSUIT		
L26	SWAGGER		
L34	REST		

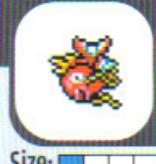
Friend Area • Safari

Somewhat Likely

- Great Canyon 10F-12F, Western Cave 10F-16F, Wish Cave 36F-43F, Joyous Tower 41F-44F

#129 MAGIKARP

Type: Water
Ability: Swift Swim
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SPLASH		
L15	TACKLE		
L30	FLAIL		

Friend Area • Waterfall Lake

Somewhat Likely

- Waterfall Pond 7F-11F
- Appears in Blue Rescue Team only

#130 GYARADOS

Type: Water-Flying
Ability: Intimidate
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	THRASH	L55	HYPER BEAM
L20	BITE		
L25	DRAGON RAGE		
L30	LEER		
L35	TWISTER		
L40	HYDRO PUMP		
L45	RAIN DANCE		
L50	DRAGON DANCE		

Friend Area • Waterfall Lake

#132 DITTO

Type: Normal
Ability: Limber
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1 TRANSFORM

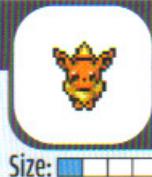
Friend Area • Decrepit Lab

Somewhat Likely

Frosty Forest 4F-9F, Fiery Field 10F-20F, Buried Relic 16F-34F, Wish Cave 53F-64F, Joyous Tower 53F-64F

#133 EEVEE

Type: Normal
Ability: Run Away
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L42	TAKEDOWN
L1	TAIL WHIP		
L1	HELPING HAND		
L8	SAND-ATTACK		
L16	GROWL		
L23	QUICK ATTACK		
L30	BITE		
L36	BATON PASS		

Friend Area • Transform Forest

Likely

- Potential hero Pokéémon
- Joyous Tower 12F-17F

#134 VAPOREON

Type: Water
Ability: Water Absorb
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L42	HAZE
L1	TAIL WHIP	L47	ACID ARMOR
L1	HELPING HAND	L52	HYDRO PUMP
L8	SAND-ATTACK		
L16	WATER GUN		
L23	QUICK ATTACK		
L30	BITE		
L36	AURORA BEAM		

Friend Area • Transform Forest

Never

- Evolves from Eevee with Water Stone

#135 JOLTEON

Type: Electric
Ability: Volt Absorb
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L42	THUNDER WAVE
L1	TAIL WHIP	L47	AGILITY
L1	HELPING HAND	L52	THUNDER
L8	SAND-ATTACK		
L16	THUNDERSHOCK		
L23	QUICK ATTACK		
L30	DOUBLE KICK		
L36	PIN MISSILE		

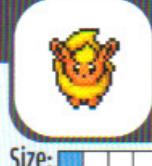
Friend Area • Transform Forest

Never

- Evolves from Eevee with Thunderstone

#136 FLAREON

Type: Fire
Ability: Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L42	SMOG
L1	TAIL WHIP	L47	LEER
L1	HELPING HAND	L52	FLAMETHROWER
L8	SAND-ATTACK		
L16	EMBER		
L23	QUICK ATTACK		
L30	BITE		
L36	FIRE SPIN		

Friend Area • Transform Forest

Never

- Evolves from Eevee with Fire Stone

#137 PORYGON

Type: Normal
Ability: Trace
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CONVERSION 2	L36	TRI ATTACK
L1	TACKLE	L44	RECYCLE
L1	CONVERSION	L48	ZAP CANNON
L9	AGILITY		
L12	PSYBEAM		
L20	RECOVER		
L24	SHARPEN		
L32	LOCK-ON		

Friend Area • Decrepit Lab

Somewhat Likely

- Buried Relic 5F-10F
- Appears in Red Rescue Team only

#138 OMANYTE

Type: Rock-Water
Ability: Swift Swim/Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CONSTRUCT	L37	PROTECT
L1	WITHDRAW	L40	SPIKE CANNON
L1	BITE	L46	TICKLE
L1	WATER GUN	L55	ANCIENTPOWER
L19	BITE	L65	HYDRO PUMP
L25	MUD SHOT		
L31	LEER		
L37	PROTECT		
L43	TICKLE		

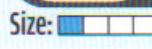
Friend Area • Deep-Sea Floor

Somewhat Likely

- Stormy Sea 1F-9F, Silver Trench 1F-9F, Far-off Sea 1F-9F

#139 OMASTAR

Type: Rock-Water
Ability: Swift Swim/Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CONSTRUCT	L37	PROTECT
L1	WITHDRAW	L40	SPIKE CANNON
L1	BITE	L46	TICKLE
L1	WATER GUN	L55	ANCIENTPOWER
L19	BITE	L65	HYDRO PUMP
L25	MUD SHOT		
L31	LEER		
L37	PROTECT		
L43	TICKLE		

Friend Area • Deep-Sea Floor

Never

- Evolves from Omamyte at Level 40

#140 KABUTO

Type: Rock-Water
Ability: Swift Swim/Battle Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶

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#141 KABUTOPS

Type: Rock-Water
Ability: Swift Swim/Battle Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L31	SAND-ATTACK
L1	HARDEN	L32	ENDURE
L1	ABSORB	L40	SLASH
L1	LEER	L46	METAL SOUND
L2	FURY CUTTER	L55	MEGA DRAIN
L13	ABSORB	L65	ANCIENTPOWER
L19	LEER	L25	MUD SHOT

Friend Area • Deep-Sea Floor

Never

- Evolves from Kabuto at Level 40

#142 AERODACTYL

Type: Rock-Flying
Ability: Rock Head/Pressure
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WING ATTACK
L8	AGILITY
L15	BITE
L22	SUPERSONIC
L29	ANCIENTPOWER
L36	SCARY FACE
L43	TAKE DOWN
L50	HYPER BEAM

Friend Area • Ancient Relic

Somewhat Likely

- Sky Tower 21F-25F, Sky Tower Summit 1F-8F, Pitfall Valley 15F-25F, Joyous Tower 90F-99F

#143 SNORLAX

Type: Normal
Ability: Immunity/Thick Fat
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	BODY SLAM
L5	AMNESIA	L37	SLEEP TALK
L9	DEFENSE CURL	L41	BLOCK
L13	BELLY DRUM	L45	COVET
L17	HEADBUTT	L49	ROLLOUT
L21	YAWN	L53	HYPER BEAM
L25	REST		
L29	SNORE		

Friend Area • Energetic Forest

Unlikely

- Howling Forest 11F-14F
- Evolves from Munchlax at Level 40

#144 ARTICUNO

Type: Ice-Flying
Ability: Pressure
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GUST	L85	SHEER COLD
L1	POWDER SNOW		
L13	MIST		
L25	AGILITY		
L37	MIND READER		
L49	ICE BEAM		
L61	REFLECT		
L73	BLIZZARD		

Friend Area • Legendary Island

Likely

- Frosty Grotto 5F
- Cannot catch on first encounter

#145 ZAPDOS

Type: Electric-Flying
Ability: Pressure
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK	L85	THUNDER
L1	THUNDERSHOCK		
L13	THUNDER WAVE		
L25	AGILITY		
L37	DETECT		
L49	DRILL PECK		
L61	CHARGE		
L73	LIGHT SCREEN		

Friend Area • Legendary Island

Likely

- Mt. Thunder Peak 3F
- Cannot catch on first encounter

#146 MOLTRES

Type: Fire-Flying
Ability: Pressure
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WING ATTACK	L85	SKY ATTACK
L1	EMBER		
L13	FIRE SPIN		
L25	AGILITY		
L37	ENDURE		
L49	FLAMETHROWER		
L61	SAFEGUARD		
L73	HEAT WAVE		

Friend Area • Legendary Island

Likely

- Mt. Blaze Peak 3F
- Cannot catch on first encounter

#147 DRATINI

Type: Dragon
Ability: Shed Skin
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WRAP	L50	OUTRAGE
L1	LEER	L57	HYPER BEAM
L8	THUNDER WAVE		
L15	TWISTER		
L22	DRAGON RAGE		
L29	SLAM		
L36	AGILITY		
L43	SAFEGUARD		

Friend Area • Mystic Lake

Likely

- Silver Trench 50F-59F, Wyvern Hill 1F-5F, Far-off Sea 50F-59F

#148 DRAGONAIR

Type: Dragon
Ability: Shed Skin
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WRAP	L38	AGILITY
L1	LEER	L47	SAFEGUARD
L1	THUNDER WAVE	L55	WING ATTACK
L8	TWISTER	L61	OUTRAGE
L15	THUNDER WAVE	L75	HYPER BEAM
L22			

#150 MEWTWO

Type: Psychic
Ability: Pressure
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	CONFUSION	L77	PSYCH UP
L1	DISABLE	L88	FUTURE SIGHT
L1	BARRIER	L99	AMNESIA
L22	MIST		
L33	SWIFT		
L44	RECOVER		
L55	SAFEGUARD		
L66	PSYCHIC		

Friend Area • Cryptic Cave

Very Likely

- Western Cave 99F
- Cannot catch on first encounter

#151 MEW

Type: Psychic
Ability: Synchronize
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND
L10	TRANSFORM
L20	MEGA PUNCH
L30	METRONOME
L40	PSYCHIC
L50	ANCIENTPOWER

Friend Area • Final Island

Unlikely

- Buried Relic 36F-98F
- Leader must have Music Box

#152 CHIKORITA

Type: Grass
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L43	SAFEGUARD
L1	GROWL	L50	SOLARBEAM
L8	RAZOR LEAF		
L12	REFLECT		
L15	POISONPOWDER		
L22	SYNTHESIS		
L29	BODY SLAM		
L36	LIGHT SCREEN		

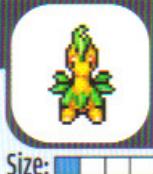
Friend Area • Beau Plains

Likely

- Potential hero or partner Pokémon
- Joyous Tower 8F-11F

#153 BAYLEEF

Type: Grass
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L31	BODY SLAM
L1	GROWL	L39	LIGHT SCREEN
L1	RAZOR LEAF	L47	SAFEGUARD
L1	REFLECT	L55	SOLARBEAM
L8	RAZOR LEAF		
L12	REFLECT		
L15	POISONPOWDER		
L23	SYNTHESIS		

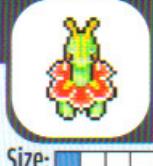
Friend Area • Beau Plains

Very Unlikely

- Evolves from Chikorita at Level 16
- Western Cave 20F-27F
- Leader must be Level 90, or Level 50 with Friend Bow

#154 MEGANIUM

Type: Grass
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L31	BODY SLAM
L1	GROWL	L41	LIGHT SCREEN
L1	RAZOR LEAF	L51	SAFEGUARD
L1	REFLECT	L61	SOLARBEAM
L8	RAZOR LEAF		
L12	REFLECT		
L15	POISONPOWDER		
L23	SYNTHESIS		

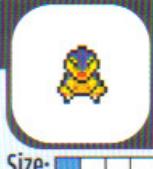
Friend Area • Beau Plains

Never

- Evolves from Bayleaf at Level 32

#155 CYNDAQUIL

Type: Fire
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE
L1	LEER
L6	SMOKESCREEN
L12	EMBER
L19	QUICK ATTACK
L27	FLAME WHEEL
L36	SWIFT
L46	FLAMETHROWER

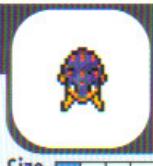
Friend Area • Scorched Plains

Likely

- Potential hero or partner Pokémon
- Joyous Tower 13F-17F

#156 QUILAVA

Type: Fire
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L54	FLAMETHROWER
L1	LEER		
L1	SMOKESCREEN		
L6	SMOKESCREEN		
L12	EMBER		
L21	QUICK ATTACK		
L31	FLAME WHEEL		
L42	SWIFT		

Friend Area • Scorched Plains

Very Unlikely

- Evolves from Cyndaquil at Level 14
- Fiery Field 15F-24F
- Leader must be Level 90, or Level 50 with Friend Bow

#157 TYPHLOSION

Type: Fire
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L45	SWIFT
L1	LEER	L60	FLAMETHROWER
L1	SMOKESCREEN		
L13	EMBER		
L20	SMOKESCREEN		
L12	EMBER		
L21	QUICK ATTACK		
L31	FLAME WHEEL		

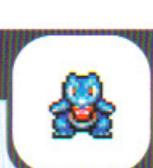
Friend Area • Scorched Plains

Never

- Evolves from Quilava at Level 36

#158 TOTODILE

Type: Water
Ability: Torrent
Terrain Ability: Water



Size:

HP	▶▶▶▶
</

#159 CROCONAW

Type: Water
Ability: Torrent
Terrain Ability: Water



Size:

HP	▶▶▶
Attack	▶▶▶
Defense	▶▶▶
Special Attack	▶▶▶
Special Defense	▶▶▶

Level-Up Moves

L1	SCRATCH	L45	SCREECH
L1	LEER	L55	HYDRO PUMP
L1	RAGE		
L7	RAGE		
L13	WATER GUN		
L21	BITE		
L28	SCARY FACE		
L37	SLASH		

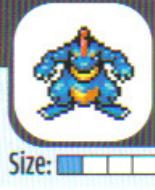
Friend Area - Rub-a-Dub River

Very Unlikely

- Evolves from Totodile at Level 18
- Northwind Field 27F-29F, Mt. Faraway 30F-39F
- Leader must be Level 90, or Level 50 with Friend Bow

#160 FERALIGATR

Type: Water
Ability: Torrent
Terrain Ability: Water



Size:

HP	▶▶▶
Attack	▶▶▶
Defense	▶▶▶
Special Attack	▶▶▶
Special Defense	▶▶▶

Level-Up Moves

L1	SCRATCH	L38	SLASH
L1	LEER	L47	SCREECH
L1	RAGE	L58	HYDRO PUMP
L1	WATER GUN		
L7	RAGE		
L13	WATER GUN		
L21	BITE		
L28	SCARY FACE		

Friend Area - Rub-a-Dub River

Very Unlikely

- Evolves from Croconaw at Level 30
- Western Cave 49F-58F, Makuhita Dojo (Team Hydro)
- Leader must be Level 90 with Friend Bow

#161 SENTRET

Type: Normal
Ability: Run Away/Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L49	AMNESIA
L4	DEFENSE CURL		
L7	QUICK ATTACK		
L12	FURY SWIPES		
L17	HELPING HAND		
L24	SLAM		
L31	FOLLOW ME		
L40	REST		

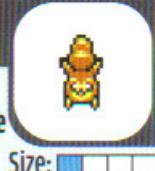
Friend Area - Thunder Meadow

Somewhat Likely

- Sinister Woods 3F-6F

#162 FURRET

Type: Normal
Ability: Run Away/Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L37	FOLLOW ME
L1	DEFENSE CURL	L48	REST
L1	QUICK ATTACK	L59	AMNESIA
L4	DEFENSE CURL		
L7	QUICK ATTACK		
L12	FURY SWIPES		
L19	HELPING HAND		
L28	SLAM		

Friend Area - Thunder Meadow

Never

- Evolves from Sentret at Level 15

#163 HOOTHOOT

Type: Normal-Flying
Ability: Insomnia/Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L48	DREAM EATER
L1	GROWL		
L6	FORESIGHT		
L11	PECK		
L16	HYPNOSIS		
L22	REFLECT		
L28	TAKE DOWN		
L34	CONFUSION		

Friend Area - Flyaway Forest

Somewhat Likely

- Sinister Woods 10F-12F, Northern Range 1F-5F, Buried Relic 5F-9F

#164 NOCTOWL

Type: Normal-Flying
Ability: Insomnia/Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	TAKE DOWN
L1	GROWL	L41	CONFUSION
L1	FORESIGHT	L57	DREAM EATER
L1	PECK		
L6	FORESIGHT		
L11	PECK		
L16	HYPNOSIS		
L25	REFLECT		

Friend Area - Flyaway Forest

Never

- Evolves from Hoothoot at Level 20

#165 LEDYBA

Type: Bug-Flying
Ability: Swarm/Early Bird
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L8	TACKLE	L43	AGILITY
L8	SUPersonic	L50	DOUBLE-EDGE
L15	COMET PUNCH		
L22	LIGHT SCREEN		
L22	REFLECT		
L22	SAFEGUARD		
L29	BATON PASS		
L36	SWIFT		

Friend Area - Mist-Rise Forest

Likely

- Sinister Woods 7F-10F, Pitfall Valley 1F-6F, Joyous Tower 22F-25F

#166 LEDIAN

Type: Bug-Flying
Ability: Swarm/Early Bird
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L42	SWIFT
L8	SUPersonic	L51	AGILITY
L15	COMET PUNCH	L60	DOUBLE-EDGE
L24			

#168 ARIADOS

Type: Bug-Poison
Ability: Swarm/Insomnia
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POISON STING	L34	FURY SWIPES
L1	STRING SHOT	L43	SPIDER WEB
L1	SCARY FACE	L53	AGILITY
L1	CONSTRIC	L63	PSYCHIC
L6	SCARY FACE		
L11	CONSTRIC		
L17	NIGHT SHADE		
L25	LEECH LIFE		

Friend Area • Secretive Forest

Never

- Evolves from Spinarak at Level 22

#169 CROBAT

Type: Poison-Flying
Ability: Inner Focus
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCREECH	L28	CONFUSE RAY
L1	LEECH LIFE	L35	AIR CUTTER
L1	ASTONISH	L42	MEAN LOOK
L1	SUPERSONIC	L49	POISON FANG
L6	ASTONISH	L56	HAZE
L11	SUPERSONIC		
L16	BITE		
L21	WING ATTACK		

Friend Area • Echo Cave

Never

- Evolves from Golbat when IQ reaches 5 stars

#170 CHINCHOU

Type: Water-Electric
Ability: Volt Absorb/Illuminate
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE	L41	HYDRO PUMP
L1	THUNDER WAVE	L49	CHARGE
L5	SUPersonic		
L13	FLAIL		
L17	WATER GUN		
L25	SPARK		
L29	CONFUSE RAY		
L37	TAKE DOWN		

Friend Area • Deep-Sea Floor

Somewhat Likely

- Silver Trench 70F-79F

#171 LANTURN

Type: Water-Electric
Ability: Volt Absorb/Illuminate
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE	L43	TAKE DOWN
L1	THUNDER WAVE	L50	HYDRO PUMP
L1	SUPersonic	L61	CHARGE
L5	SUPersonic		
L13	FLAIL		
L17	WATER GUN		
L25	SPARK		
L32	CONFUSE RAY		

Friend Area • Deep-Sea Floor

Never

- Evolves from Chinchou at Level 27

#172 PICHU

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	THUNDERSHOCK
L1	CHARM
L6	TAIL WHIP
L8	THUNDER WAVE
L11	SWEET KISS
L50	VOLT TACKLE

Friend Area • Energetic Forest

Somewhat Likely

- Joyous Tower 3F-6F

#173 CLEFFA

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND
L1	CHARM
L4	ENCORE
L8	SING
L13	SWEET KISS
L17	MAGICAL LEAF

Friend Area • Mt. Moonview

Likely

- Wish Cave 1F-4F

#174 IGGLYBUFF

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND
L1	CHARM
L2	SING
L4	DEFENSE CURL
L9	POUND
L14	SWEET KISS

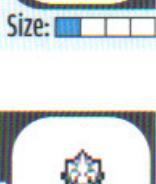
Friend Area • Sky Blue Plains

Likely

- Western Cave 10F-13F, Joyous Tower 1F-3F

#175 TOGEPI

Type: Normal
Ability: Hustle/Serene Grace
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL	L29	WISH
L1	CHARM	L33	SAFEGUARD
L4	METRONOME	L37	DOUBLE-EDGE
L9	SWEET KISS	L41	BATON PASS
L13	YAWN		
L17	ENCORE		
L21	ANCIENTPOWER		
L25	FOLLOW ME		

Friend Area • Flyaway Forest

Somewhat Likely

- Wish Cave 5F-10F

#176 TOGETIC

Type: Normal-Flying
Ability: Hustle/Serene Grace
Terrain Ability: Ground



Size:

HP	▶▶▶▶

#177 NATU

Type: Psychic-Flying
Ability: Synchronize/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK
L1	LEER
L10	NIGHT SHADE
L20	TELEPORT
L30	WISH
L30	FUTURE SIGHT
L40	CONFUSE RAY
L50	PSYCHIC

Friend Area • Flyaway Forest

Somewhat Likely

- Solar Cave 1F-5F, Wish Cave 13F-17F

#178 XATU

Type: Psychic-Flying
Ability: Synchronize/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK
L1	LEER
L10	NIGHT SHADE
L20	TELEPORT
L30	WISH
L35	FUTURE SIGHT
L50	CONFUSE RAY
L65	PSYCHIC

Friend Area • Flyaway Forest

Never

- Evolves from Natu at Level 25

#179 MAREEP

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE
L1	GROWL
L9	THUNDERSHOCK
L16	THUNDER WAVE
L23	COTTON SPORE
L30	LIGHT SCREEN
L37	THUNDER

Friend Area • Thunder Meadow

Likely

- Lightning Field 1F-5F

#180 FLAAFFY

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE
L1	GROWL
L1	THUNDERSHOCK
L9	THUNDERSHOCK
L18	THUNDER WAVE
L27	COTTON SPORE
L36	LIGHT SCREEN
L45	THUNDER

Friend Area • Thunder Meadow

Very Unlikely

- Evolves from Mareep at Level 15
- Lightning Field 7F-13F
- Leader must be Level 90, or Level 50 with Friend Bow

#181 AMPHAROS

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE
L1	GROWL
L1	THUNDERSHOCK
L1	THUNDER WAVE
L9	THUNDERSHOCK
L18	THUNDER WAVE
L27	COTTON SPORE
L30	THUNDERPUNCH

Friend Area • Thunder Meadow

Never

- Evolves from Flaaffy at Level 30

#182 BELLOSSOM

Type: Grass
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ABSORB
L1	SWEET SCENT
L1	STUN SPORE
L1	MAGICAL LEAF
L44	PETAL DANCE
L55	SOLARBEAM

Friend Area • Jungle

Never

- Evolves from Gloom with Sun Stone

#183 MARILL

Type: Water
Ability: Thick Fat/Huge Power
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE
L3	DEFENSE CURL
L6	TAIL WHIP
L10	WATER GUN
L15	ROLLOUT
L21	BUBBLEBEAM
L28	DOUBLE-EDGE
L36	RAIN DANCE

Friend Area • Turtleshell Pond

Very Unlikely

- Evolves from Azurill when IQ reaches 6 stars
- Wish Cave 4F-6F
- Leader must be Level 90, or Level 50 with Friend Bow

#184 AZUMARILL

Type: Water
Ability: Thick Fat/Huge Power
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE
L1	DEFENSE CURL
L1	TAIL WHIP
L1	WATER GUN
L3	DEFENSE CURL
L6	TAIL WHIP
L10	WATER GUN
L15	ROLLOUT

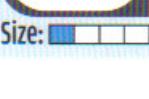
Friend Area • Turtleshell Pond

Never

- Evolves from Marill at Level 18

#185 SUDOWOODO

Type: Rock
Ability: Sturdy/Rock Head
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

#186 **POLITOED**

Type: Water
Ability: Water Absorb/Damp
Terrain Ability: Water

Size: 

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WATER GUN
L1	HYPNOSIS
L1	DOUBLESLAP
L1	PERISH SONG
L35	PERISH SONG
L51	SWAGGER

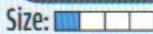
Friend Area • Tadpole Pond

- Evolves from Poliwhirl with King's Rock and Link Cable

Never

#187 **HOPPIP**

Type: Grass-Flying
Ability: Chlorophyll
Terrain Ability: Ground

Size: 

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SPLASH	L25	COTTON SPORE
L5	SYNTHESIS	L30	MEGA DRAIN
L5	TAIL WHIP		
L10	TACKLE		
L13	POISONPOWDER		
L15	STUN SPORKE		
L17	SLEEP POWDER		
L20	LEECH SEED		

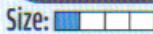
Friend Area • Beau Plains

Somewhat Likely

- Pitfall Valley 4F-8F

#188 **SKIPLOOM**

Type: Grass-Flying
Ability: Chlorophyll
Terrain Ability: Ground

Size: 

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SPLASH	L22	LEECH SEED
L1	TACKLE	L29	COTTON SPORE
L5	SYNTHESIS	L36	MEGA DRAIN
L5	TAIL WHIP		
L10	TACKLE		
L13	POISONPOWDER		
L15	STUN SPORKE		
L17	SLEEP POWDER		

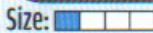
Friend Area • Beau Plains

Very Unlikely

- Evolves from Hoppip at Level 18
- Great Canyon 1F-3F, Pitfall Valley 15F-20F, Joyous Tower 42F-46F
- Leader must be Level 90, or Level 50 with Friend Bow

#189 **JUMPLUFF**

Type: Grass-Flying
Ability: Chlorophyll
Terrain Ability: Ground

Size: 

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SPLASH	L22	LEECH SEED
L1	TACKLE	L29	COTTON SPORE
L5	SYNTHESIS	L36	MEGA DRAIN
L5	TAIL WHIP		
L10	TACKLE		
L13	POISONPOWDER		
L15	STUN SPORKE		
L17	SLEEP POWDER		

Friend Area • Beau Plains

Never

- Evolves from Skiploom at Level 27

#190 **AIPOM**

Type: Normal
Ability: Run Away/Pickup
Terrain Ability: Ground

Size: 

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L43	SCREECH
L1	TAIL WHIP	L50	AGILITY
L6	SAND-ATTACK		
L13	ASTONISH		
L18	BATON PASS		
L25	TICKLE		
L31	FURY SWIPES		
L38	SWIFT		

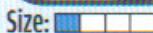
Friend Area • Energetic Forest

Somewhat Likely

- Uproar Forest 1F-6F
- Appears in Blue Rescue Team only

#191 **SUNKERN**

Type: Grass
Ability: Chlorophyll
Terrain Ability: Ground

Size: 

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ABSORB
L6	GROWTH
L13	MEGA DRAIN
L18	INGRAIN
L25	ENDEAVOR
L30	SUNNY DAY
L37	SYNTHESIS
L42	GIGA DRAIN

Friend Area • Jungle

Somewhat Likely

- Wish Cave 1F-3F

#192 **SUNFLORA**

Type: Grass
Ability: Chlorophyll
Terrain Ability: Ground

Size: 

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ABSORB	L42	SOLARBEAM
L1	POUND		
L6	GROWTH		
L13	RAZOR LEAF		
L18	INGRAIN		
L25	BULLET SEED		
L30	SUNNY DAY		
L37	PETAL DANCE		

Friend Area • Jungle

Never

- Evolves from Sunkern with Sun Stone

#193 **YANMA**

Type: Bug-Flying
Ability: Speed Boost/Compound Eyes
Terrain Ability: Float

Size: 

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L39	WING ATTACK
L1	FORESIGHT	L50	SUPersonic
L6	QUICK ATTACK		
L12	DOUBLE TEAM		
L17	SONICBOOM</td		

#195 QUAGSIRE

Type: Water-Ground
Ability: Damp/Water Absorb
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WATER GUN	L61	MIST
L1	TAIL WHIP	L61	HAZE
L11	SLAM		
L16	MUD SHOT		
L23	AMNESIA		
L35	YAWN		
L42	EARTHQUAKE		
L49	RAIN DANCE		

Friend Area • Peanut Swamp

Never

- Evolves from Wooper at Level 20

#196 ESPEON

Type: Psychic
Ability: Synchronize
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L42	PSYCH UP
L1	TAIL WHIP	L47	PSYCHIC
L1	HELPING HAND	L52	MORNING SUN
L8	SAND-ATTACK		
L16	CONFUSION		
L23	QUICK ATTACK		
L30	SWIFT		
L36	PSYBEAM		

Friend Area • Transform Forest

Never

- Evolves from Eevee with Sun Ribbon and when IQ reaches 4 stars

#197 UMBREON

Type: Dark
Ability: Synchronize
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L42	MEAN LOOK
L1	TAIL WHIP	L47	SCREECH
L1	HELPING HAND	L52	MOONLIGHT
L8	SAND-ATTACK		
L16	PURSUIT		
L23	QUICK ATTACK		
L30	CONFUSE RAY		
L36	FAINTEYE		

Friend Area • Transform Forest

Never

- Evolves from Eevee with Lunar Ribbon and when IQ reaches 4 stars

#198 MURKROW

Type: Dark-Flying
Ability: Insomnia
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK	L42	SWAGGER
L9	ASTONISH	L47	PSYCHIC
L14	PURSUIT	L52	PSYCH UP
L22	HAZE		
L27	NIGHT SHADE		
L35	FAINT ATTACK		
L40	TAUNT		
L48	MEAN LOOK		

Friend Area • Flyaway Forest

Somewhat Likely

- Great Canyon 5F-7F, Western Cave 1F-2F, Wish Cave 39F-42F

#199 SLOWKING

Type: Water-Psychic
Ability: Oblivious/Own Tempo
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CURSE	L36	SWAGGER
L1	YAWN	L40	PSYCHIC
L1	TACKLE	L47	PSYCH UP
L6	GROWL		
L13	WATER GUN		
L17	CONFUSION		
L24	DISABLE		
L29	HEADBUTT		

Friend Area • Bountiful Sea

Never

- Evolves from Slowpoke with King's Rock and Link Cable

#200 MISPRA

Type: Ghost
Ability: Levitate
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL	L45	PERISH SONG
L1	PSYWAVE	L53	GRUDGE
L6	SPITE		
L11	ASTONISH		
L17	CONFUSE RAY		
L23	MEAN LOOK		
L30	PSYBEAM		
L37	PAIN SPLIT		

Friend Area • Darkness Ridge

Somewhat Likely

- Murky Cave 13F-19F, Darknight Relic 1F-15F

#201 UNOWN

Type: Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	HIDDEN POWER
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Friend Area • Aged Chamber AN and Aged Chamber O?

Unlikely

- Unown Relic (see below)

A
1F, 7F
1F, 4F, 10F,
11FB
1F, 7F
2F, 4F, 9F,
10FC
1F, 5F, 6F,
8F, 11F
5F, 8F, 10F,
11FD
1F, 8F
1F, 5F, 9FE
2F, 6F, 9F,
11F
2F, 5F, 8F,
9F, 11FF
2F
1F, 6F, 8FG
2F, 5F, 8F,
11F
2F, 8F, 10FH
3F, 7F, 9F,
11F
3F, 6F, 10FI
3F, 5F, 9F,
10F
3F, 7F, 9F,
11FJ
3F, 7F, 9F,
11F
2F, 6FK
3F, 7F, 9F,
11F
1F, 7FL
3F, 7F, 9F,
11F
4F, 8F, 11FM
4F, 8F, 11F
2F-7F

#202 WOBBUFFET

Type: Psychic
Ability: Shadow Tag
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	COUNTER
L1	MIRROR COAT
L1	SAFEGUARD
L1	DESTINY BOND

Friend Area • Echo Cave

- Evolves from Wynaut at Level 15

Never

#203 GIRAFARIG

Type: Normal-Psychic
Ability: Inner Focus/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L43	PSYBEAM
L1	GROWL	L49	CRUNCH
L7	ASTONISH		
L13	CONFUSION		
L19	STOMP		
L25	ODOR SLEUTH		
L31	AGILITY		
L37	BATON PASS		

Friend Area • Sky Blue Plains

- Solar Cave 1F-4F

Somewhat Likely

#204 PINECO

Type: Bug
Ability: Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L50	DOUBLE-EDGE
L1	PROTECT		
L8	SELFDESTRUCT		
L15	TAKE DOWN		
L22	RAPID SPIN		
L29	BIDE		
L36	EXPLOSION		
L43	SPIKES		

Friend Area • Secretive Forest

Somewhat Likely

- Mt. Freeze 1F-5F, Wish Cave 61F-64F, Joyous Tower 61F-64D

#205 FORRETRESS

Type: Bug-Steel
Ability: Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L39	EXPLOSION
L1	PROTECT	L49	SPIKES
L1	SELFDESTRUCT	L59	DOUBLE-EDGE
L8	SELFDESTRUCT		
L15	TAKE DOWN		
L22	RAPID SPIN		
L29	BIDE		
L31	ZAP CANNON		

Friend Area • Cryptic Forest

Never

- Evolves from Pineco at Level 31

#206 DUNSPARCE

Type: Normal
Ability: Serene Grace/Run Away
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	RAGE	L41	TAKE DOWN
L4	DEFENSE CURL	L44	FLAIL
L11	YAWN	L51	ENDEAVOR
L14	GLARE		
L21	ROLLOUT		
L24	SPITE		
L31	PURSUIT		
L34	SCREECH		

Friend Area • Echo Cave

Somewhat Likely

- Great Canyon 1F-3F; Wish Cave 43F, 44F; Joyous Tower 43F, 44F

#207 GLIGAR

Type: Ground-Flying
Ability: Hyper Cutter/Sand Veil
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POISON STING
L6	SAND-ATTACK
L13	HARDEN
L20	QUICK ATTACK
L28	Faint Attack
L36	SLASH
L44	SCREECH
L52	Guillotine

Friend Area • Mt. Deepgreen

Somewhat Likely

- Mt. Thunder 7F-10F; Mt. Thunder Peak 1F, 2F; Wish Cave 31F-35F; Desert Region 15F-20F; Southern Cavern 15F-25F; Joyous Tower 31F-35F

#208 STEELIX

Type: Steel-Ground
Ability: Rock Head/Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L41	SLAM
L1	SCREECH	L45	IRON TAIL
L8	BIND	L52	CRUNCH
L12	ROCK THROW	L56	DOUBLE-EDGE
L19	HARDEN		
L23	RAGE		
L30	DRAGONBREATH		
L34	SANDSTORM		

Friend Area • Boulder Cave

Never

- Evolves from Onix with Metal Coat and Link Cable

#209 SNUBBULL

Type: Normal
Ability: Intimidate/Run Away
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L43	TAKE DOWN
L1	SCARY FACE	L53	CRUNCH
L4	TAIL WHIP		
L8	CHARM		
L13	BITE		
L19	LICK		
L26	ROAR		
L34	RAGE		

Friend Area • Sky Blue Plains

Somewhat Likely

- Western Cave 1F-3F

#210 GRANBULL

Type: Normal
Ability: Intimidate
Terrain Ability: Ground



Size:

#211 QWILFISH

Type: Water-Poison
Ability: Poison Point/Swift Swim
Terrain Ability: Water



HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SPIKES	L33	TAKE DOWN
L1	TACKLE	L37	HYDRO PUMP
L1	POISON STING	L45	DESTINY BOND
L9	HARDEN		
L9	MINIMIZE		
L13	WATER GUN		
L21	PIN MISSILE		
L25	REVENGE		

Friend Area - Serene Sea

• Silver Trench 1F-9F, Grand Sea 1F-9F

Somewhat Likely

#212 SCIZOR

Type: Bug-Steel
Ability: Swarm
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	QUICK ATTACK	L36	SWORDS DANCE
L1	LEER	L41	IRON DEFENSE
L6	FOCUS ENERGY	L41	DOUBLE TEAM
L11	PURSUIT	L46	FURY CUTTER
L16	FALSE SWIPE		
L21	AGILITY		
L26	METAL CLAW		
L31	SLASH		

Friend Area - Overgrown Forest

• Evolves from Scyther with Metal Coat and Link Cable

Never

#213 SHUCKLE

Type: Bug-Rock
Ability: Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CONSTRIC
L1	WITHDRAW
L9	WRAP
L14	ENCORE
L23	SAFEGUARD
L28	BIDE
L37	REST

Friend Area - Mt. Deepgreen

• Mt. Blaze 5F-9F, Howling Forest 7F-11F

Somewhat Likely

#214 HERACROSS

Type: Bug-Fighting
Ability: Swarm/Guts
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L45	REVERSAL
L1	LEER	L53	MEGAHORN
L6	HORN ATTACK		
L11	ENDURE		
L17	FURY ATTACK		
L23	BRICK BREAK		
L30	COUNTER		
L37	TAKE DOWN		

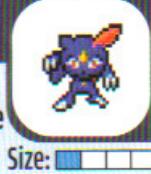
Friend Area - Overgrown Forest

• Great Canyon 7F-9F, Joyous Tower 39F-42F

Unlikely

#215 SNEASEL

Type: Dark-Ice
Ability: Inner Focus/Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L43	ICY WIND
L1	LEER	L50	SLASH
L1	TAUNT	L57	BEAT UP
L8	QUICK ATTACK	L64	METAL CLAW
L15	SCREECH		
L22	FAINT ATTACK		
L29	FURY SWIPES		
L36	AGILITY		

Friend Area - Darkness Ridge

• Buried Relic 1F-4F

Somewhat Likely

#216 TEDDIURSA

Type: Normal
Ability: Pickup
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L43	SNORE
L1	LEER	L49	THRASH
L7	LICK		
L13	FURY SWIPES		
L19	FAKE TEARS		
L25	Faint Attack		
L31	REST		
L37	SLASH		

Friend Area - Mt. Deepgreen

• Silent Chasm 1F-3F, Joyous Tower 26F-30F

Likely

#217 URSARING

Type: Normal
Ability: Guts
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L31	REST
L1	LEER	L43	SLASH
L1	LICK	L43	SNORE
L1	FURY SWIPES	L49	THRASH
L7	LICK		
L13	FURY SWIPES		
L19	FAKE TEARS		
L25	Faint Attack		

Friend Area - Mt. Deepgreen

• Evolves from Teddiursa at Level 30

Never

#218 SLUGMA

Type: Fire
Ability: Magma Armor/Flame Body
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	YAWN	L50	BODY SLAM
L1	SMOG		
L8	EMBER		
L15	ROCK THROW		
L22	HARDEN		
L29	AMNESIA		
L36	FLAMETHROWER		
L43	ROCK SLIDE		

Friend Area - Crater

• Mt. Blaze 1F-12F, Fiery Field 1

#220 SWINUB

Type: Ice-Ground
Ability: Oblivious
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE
L1	ODOR SLEUTH
L10	POWDER SNOW
L19	ENDURE
L28	TAKE DOWN
L37	MIST
L46	BLIZZARD
L55	AMNESIA

Friend Area • Frigid Cavern

Likely

- Sinister Woods 1F-3F; Wish Cave 17F-19F, 21F-25F

#221 PILOSWINE

Type: Ice-Ground
Ability: Oblivious
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	HORN ATTACK	L42	MIST
L1	ODOR SLEUTH	L70	BLIZZARD
L1	POWDER SNOW	L1	AMNESIA
L1	ENDURE		
L10	POWDER SNOW		
L19	ENDURE		
L28	TAKE DOWN		
L33	FURY ATTACK		

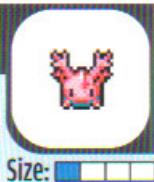
Friend Area • Frigid Cavern

Never

- Evolves from Swinub at Level 33

#222 CORSOLA

Type: Water-Rock
Ability: Hustle/Natural Cure
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L39	MIRROR COAT
L6	HARDEN	L45	ANCIENTPOWER
L12	BUBBLE		
L17	RECOVER		
L17	REFRESH		
L23	BUBBLEBEAM		
L28	SPIKE CANNON		
L34	ROCK BLAST		

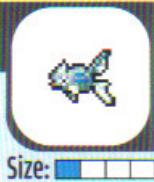
Friend Area • Shallow Beach

Somewhat Likely

- Silver Trench 5F-13F, Grand Sea 5F-13F

#223 REMORAI

Type: Water
Ability: Hustle
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WATER GUN	L70	HYPER BEAM
L11	LOCK-ON		
L22	PSYBEAM		
L22	AURORA BEAM		
L22	BUBBLEBEAM		
L33	FOCUS ENERGY		
L44	ICE BEAM		
L55	HYPER BEAM		

Friend Area • Treasure Sea

Somewhat Likely

- Silver Trench 50F-59F

#224 OCTILLERY

Type: Water
Ability: Suction Cups
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WATER GUN	L70	HYPER BEAM
L11	CONSTRIC		
L22	PSYBEAM		
L22	AURORA BEAM		
L22	BUBBLEBEAM		
L25	OCTAZOOKA		
L38	FOCUS ENERGY		
L54	ICE BEAM		

Friend Area • Treasure Sea

Very Unlikely

- Evolves from Remoraid at Level 25
- Silver Trench 60F-69F, Far-off Sea 55F-64F, Makuhita Dojo 3F (Team Constrictor)
- Leader must be Level 90, or Level 50 with Friend Bow

#225 DELIBIRD

Type: Ice-Flying
Ability: Vital Spirit/Hustle
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PRESENT
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Friend Area • Frigid Cavern

Somewhat Likely

- Northwind Field 17F-25F

#226 MANTINE

Type: Water-Flying
Ability: Swift Swim/Water Absorb
Terrain Ability: Fly



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L50	CONFUSE RAY
L8	BUBBLE		
L15	SUPersonic		
L22	BUBBLEBEAM		
L22	TAKE DOWN		
L29	AGILITY		
L36	WING ATTACK		
L43	WATER PULSE		

Friend Area • Serene Sea

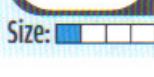
Somewhat Likely

- Grand Sea 30F

• Appears in Red Rescue Team only

#227 SKARMORY

Type: Steel-Flying
Ability: Keen Eye/Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	LEER	L42	SPIKES
L1	PECK	L45	METAL SOUND
L10	SAND-ATTACK		
L13	SWIFT		
L16	AGILITY		
L26	FURY ATTACK		
L29	AIR CUTTER		
L32	STEEL WING		

Friend Area • Ravaged Field

Somewhat Likely

- Western Cave 40F-49F, Wish Cave 18F-19F

• Cannot catch until after first encounter

#228 HOUNDOUR

Type: Dark-Fire
Ability: Early Bird/Flash Fire
Terrain Ability: Magma



Size:

#229 HOUNDOOM

Type: Dark-Fire
Ability: Early Bird/Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	LEER	L43	FAINT ATTACK
L1	EMBER	L51	FLAMETHROWER
L1	HOWL	L59	CRUNCH
L7	HOWL		
L13	SMOG		
L19	ROAR		
L27	BITE		
L35	ODOR SLEUTH		

Friend Area • Ravaged Field

Never

- Evolves from Houndour at Level 24

#230 KINGDRA

Type: Water-Dragon
Ability: Swift Swim
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE	L40	AGILITY
L1	SMOKESCREEN	L51	HYDRO PUMP
L1	LEER	L62	DRAGON DANCE
L1	WATER GUN		
L8	SMOKESCREEN		
L15	LEER		
L22	WATER GUN		
L29	TWISTER		

Friend Area • Treasure Sea

Never

- Evolves from Seadra with Dragon Scale and Link Cable

#231 PHANPY

Type: Ground
Ability: Pickup
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ODOR SLEUTH	L49	DOUBLE-EDGE
L1	TACKLE		
L1	GROWL		
L9	DEFENSE CURL		
L17	FLAIL		
L25	TAKE DOWN		
L33	ROLLOUT		
L41	ENDURE		

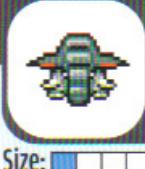
Friend Area • Safari

Somewhat Likely

- Great Canyon 1F-3F, Southern Cavern 10F-19F

#232 DONPHAN

Type: Ground
Ability: Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ODOR SLEUTH	L49	EARTHQUAKE
L1	HORN ATTACK		
L1	GROWL		
L9	DEFENSE CURL		
L17	FLAIL		
L25	FURY ATTACK		
L33	ROLLOUT		
L41	RAPID SPIN		

Friend Area • Safari

Never

- Evolves from Phanpy at Level 25

#233 PORYGON2

Type: Normal
Ability: Trace
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CONVERSION 2	L36	TRI ATTACK
L1	TACKLE	L44	RECYCLE
L1	CONVERSION	L48	ZAP CANNON
L9	AGILITY		
L12	PSYBEAM		
L20	RECOVER		
L24	DEFENSE CURL		
L32	LOCK-ON		

Friend Area • Decrepit Lab

Likely

- Evolves from Porygon with Upgrade and Link Cable
- Wish Cave 79F-84F, Buried Relic 9F-18F, Joyous Tower 80F-84F
- Appears in Blue Rescue Team only

#234 STANTLER

Type: Normal
Ability: Intimidate
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L41	CONFUSE RAY
L7	LEER	L47	CALM MIND
L11	ASTONISH		
L17	HYPNOSIS		
L21	STOMP		
L27	SAND-ATTACK		
L31	ROLE PLAY		
L37	TAKE DOWN		

Friend Area • Energetic Forest

Somewhat Likely

- Mt. Thunder 5F-9F, Joyous Tower 31F-36F

#235 SMEARGLE

Type: Normal
Ability: Own Tempo
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SKETCH	L81	SKETCH
L11	SKETCH	L91	SKETCH
L21	SKETCH		
L31	SKETCH		
L41	SKETCH		
L51	SKETCH		
L61	SKETCH		
L71	SKETCH		

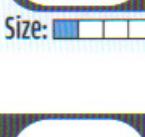
Friend Area • Sky Blue Plains

Somewhat Likely

- Rescue from Howling Forest—will join party after story event

#236 TYROGUE

Type: Fighting
Ability: Guts
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE		
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Friend Area • Mt. Discipline

Somewhat Likely

- Mt. Steel 5F-8F

#237 HITMONTOP

Type: Fighting
Ability: Intimidate
Terrain Ability: Ground

#238 SMOOCHUM

Type: Ice-Psychic
Ability: Oblivious
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND	L45	PSYCHIC
L1	LECK	L49	PERISH SONG
L9	SWEET KISS	L57	BLIZZARD
L13	POWDER SNOW		
L21	CONFUSION		
L25	SING		
L33	MEAN LOOK		
L37	FAKE TEARS		

Friend Area • Frigid Cavern

• Joyous Tower 21F-25F

Somewhat Likely

#239 ELEKID

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	QUICK ATTACK
L1	LEER
L9	THUNDERPUNCH
L17	LIGHT SCREEN
L25	SWIFT
L33	SCREECH
L41	THUNDERBOLT
L49	THUNDER

Friend Area • Power Plant

• Thunderwave Cave 4F-5F, Lightning Field 15F-22F, Buried Relic 41F-59F

Likely

#240 MAGBY

Type: Fire
Ability: Flame Body
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	EMBER	L49	FIRE BLAST
L7	LEER		
L13	SMOG		
L19	FIRE PUNCH		
L25	SMOKESCREEN		
L31	SUNNY DAY		
L37	FLAMETHROWER		
L43	CONFUSE RAY		

Friend Area • Crater

• Mt. Blaze 1F-5F; Fiery Field 6F-9F; Wish Cave 72F-76F; Joyous Tower 46F-51F, 72F-76F

Somewhat Likely

#241 MILTANK

Type: Normal
Ability: Thick Fat
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L53	HEAL BELL
L4	GROWL		
L8	DEFENSE CURL		
L13	STOMP		
L19	MILK DRINK		
L26	BIDE		
L34	ROLLOUT		
L43	BODY SLAM		

Friend Area • Safari

• Western Cave 10F, 20F, 30F, 40F, 50F-53F, 60F-98F

Somewhat Likely

#242 BLISSEY

Type: Normal
Ability: Natural Cure/Serene Grace
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND	L28	EGG BOMB
L1	GROWL	L33	DEFENSE CURL
L4	TAIL WHIP	L40	LIGHT SCREEN
L7	REFRESH	L47	DOUBLE-EDGE
L10	SOFTBOILED		
L13	DOUBLESLAP		
L18	MINIMIZE		
L23	SING		

Friend Area • Sky Blue Plains

• Evolves from Chansey when IQ reaches 5 stars

Never

#243 RAIKOU

Type: Electric
Ability: Pressure
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BITE	L71	THUNDER
L1	LEER	L81	CALM MIND
L11	THUNDERSHOCK		
L21	ROAR		
L31	QUICK ATTACK		
L41	SPARK		
L51	REFLECT		
L61	CRUNCH		

Friend Area • Sacred Field

• Lightning Field 30F
• Cannot catch on first encounter

Unlikely

#244 ENTEI

Type: Fire
Ability: Pressure
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BITE	L71	FIRE BLAST
L1	LEER	L81	CALM MIND
L11	EMBER		
L21	ROAR		
L31	FIRE SPIN		
L41	STOMP		
L51	FLAMETHROWER		
L61	SWAGGER		

Friend Area • Sacred Field

• Fiery Field 30F
• Cannot catch on first encounter

Unlikely

#245 SUICUNE

Type: Water
Ability: Pressure
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BITE	L71	HYDRO PUMP
L1	LEER	L81	CALM MIND
L11	BUBBLEBEAM		
L21	RAIN DANCE		
L31	GUST		
L41	AURORA BEAM		
L51	MIST		
L61	MIRROR COAT		

Friend Area • Sacred Field

• Northwind Field 30F
• Cannot catch on first encounter

Unlikely

#246 LARVITAR

<p

#247 PUPITAR

Type: Rock-Ground
Ability: Shed Skin
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BITE	L38	SCARY FACE
L1	LEER	L47	CRUNCH
L1	SCREECH	L56	EARTHQUAKE
L2	SANDSTORM	L65	HYPER BEAM
L8	SANDSTORM		
L15	SCREECH		
L22	ROCK SLIDE		
L29	THRASH		

Friend Area • Mt. Cleft

Very Unlikely

- Evolves from Larvitar at Level 30
- Mt. Freeze 3F-5F, Buried Relic 60F-70F, Southern Cavern 37F-45F, Joyous Tower 62F-66F
- Leader must be Level 90, or Level 50 with Friend Bow

#248 TYRANITAR

Type: Rock-Dark
Ability: Sand Stream
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BITE	L38	SCARY FACE
L1	LEER	L47	CRUNCH
L1	SANDSTORM	L61	EARTHQUAKE
L1	SCREECH	L75	HYPER BEAM
L8	SANDSTORM		
L15	SCREECH		
L22	ROCK SLIDE		
L29	THRASH		

Friend Area • Mt. Cleft

Never

- Evolves from Pupitar at Level 55

#249 LUGIA

Type: Psychic-Flying
Ability: Pressure
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WHIRLWIND	L88	ANCIENTPOWER
L1	SAFEGUARD	L99	FUTURE SIGHT
L22	GUST		
L33	RECOVER		
L44	HYDRO PUMP		
L55	RAIN DANCE		
L66	SWIFT		
L77	AEROBLAST		

Friend Area • Deep-Sea Current

Very Likely

- Silver Trench 99F

#250 HO-OH

Type: Fire-Flying
Ability: Pressure
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WHIRLWIND	L88	ANCIENTPOWER
L1	SAFEGUARD	L99	FUTURE SIGHT
L22	GUST		
L33	RECOVER		
L44	FIRE BLAST		
L55	SUNNY DAY		
L66	SWIFT		
L77	SACRED FIRE		

Friend Area • Rainbow Peak

Very Likely

- Mt. Faraway 40F
- Cannot catch on first encounter

#251 CELEBI

Type: Psychic-Grass
Ability: Natural Cure
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	RECOVER	L50	PERISH SONG
L1	HEAL BELL		
L1	LEECH SEED		
L1	CONFUSION		
L10	SAFEGUARD		
L20	ANCIENTPOWER		
L30	FUTURE SIGHT		
L40	BATON PASS		

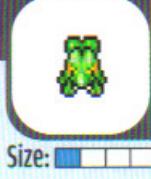
Friend Area • Healing Forest

Very Likely

- Purity Forest 99F

#252 TREECKO

Type: Grass
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND	L36	SLAM
L1	LEER	L41	DETECT
L6	ABSORB	L46	GIGA DRAIN
L11	QUICK ATTACK		
L16	PURSUIT		
L21	SCREECH		
L26	MEGA DRAIN		
L31	AGILITY		

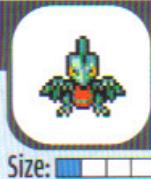
Friend Area • Overgrown Forest

Likely

- Potential hero or partner Pokémon
- Joyous Tower 1F-4F

#253 GROVYLE

Type: Grass
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND	L23	SCREECH
L1	LEER	L29	LEAF BLADE
L1	ABSORB	L35	AGILITY
L1	QUICK ATTACK	L41	SLAM
L6	ABSORB	L47	DETECT
L11	QUICK ATTACK	L51	FALSE SWIPE
L16	FURY CUTTER	L59	
L17	PURSUIT		

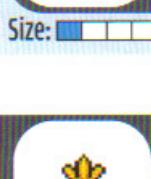
Friend Area • Overgrown Forest

Very Unlikely

- Evolves from Treecko at Level 16
- Western Cave 38F-49F
- Leader must be Level 90, or Level 50 with Friend Bow

#254 SCEPTILE

Type: Grass
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND	L23	SCREECH
L1	LEER	L29	LEAF BLADE
L1	ABSORB	L35	

#256 COMBUSKEN

Type: Fire-Fighting
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L21	SAND-ATTACK
L1	GROWL	L28	BULK UP
L1	FOCUS ENERGY	L32	QUICK ATTACK
L1	EMBER	L39	SLASH
L7	FOCUS ENERGY	L43	MIRROR MOVE
L13	EMBER	L50	SKY UPPERCUT
L16	DOUBLE KICK		
L17	PECK		

Friend Area - Scorched Plains

Very Unlikely

- Evolves from Torchic at Level 16
- Fiery Field 22F-29F
- Leader must be Level 90, or Level 50 with Friend Bow

#257 BLAZIKEN

Type: Fire-Fighting
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L17	PECK
L1	GROWL	L21	SAND-ATTACK
L1	FOCUS ENERGY	L28	BULK UP
L1	EMBER	L32	QUICK ATTACK
L2	FIRE PUNCH	L36	BLAZE KICK
L7	FOCUS ENERGY	L42	SLASH
L13	EMBER	L49	MIRROR MOVE
L16	DOUBLE KICK	L59	SKY UPPERCUT

Friend Area - Scorched Plains

Never

- Evolves from Combusken at Level 36

#258 MUDKIP

Type: Water
Ability: Torrent
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	WHIRLPOOL
L1	GROWL	L37	PROTECT
L6	MUD-SLAP	L42	HYDRO PUMP
L10	WATER GUN	L46	ENDEAVOR
L15	BIDE		
L19	FORESIGHT		
L24	MUD SPORT		
L28	TAKE DOWN		

Friend Area - Peanut Swamp

Likely

- Potential hero or partner Pokémon
- Waterfall Pond 1F-3F

#259 MARSHTOMP

Type: Water-Ground
Ability: Torrent
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L20	FORESIGHT
L1	GROWL	L25	MUD SPORT
L1	MUD-SLAP	L31	TAKE DOWN
L1	WATER GUN	L37	MUDGY WATER
L6	MUD-SLAP	L42	PROTECT
L10	WATER GUN	L46	EARTHQUAKE
L15	BIDE	L53	ENDEAVOR
L16	MUD SHOT		

Friend Area - Peanut Swamp

Very Unlikely

- Evolves from Mudkip at Level 16
- Mt. Faraway 10F-19F, Waterfall Pond 13F-18F
- Leader must be Level 90, or Level 50 with Friend Bow

#260 SWAMPERT

Type: Water-Ground
Ability: Torrent
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L20	FORESIGHT
L1	GROWL	L25	MUD SPORT
L1	MUD-SLAP	L31	TAKE DOWN
L1	WATER GUN	L37	MUDGY WATER
L6	MUD-SLAP	L42	PROTECT
L10	WATER GUN	L46	EARTHQUAKE
L15	BIDE	L52	ENDEAVOR
L16	MUD SHOT	L61	

Friend Area - Peanut Swamp

Very Unlikely

- Evolves from Marshtomp at level 36
- West Cave 79F-88F, Makuhita Dojo 3F (Team Hydro)
- Leader must be Level 90 with Friend Bow

#261 POOCHYENA

Type: Dark
Ability: Run Away
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	TAKE DOWN
L5	HOWL	L37	TAUNT
L9	SAND-ATTACK	L41	CRUNCH
L13	BITE	L45	THIEF
L17	ODOR SLEUTH		
L21	ROAR		
L25	SWAGGER		
L29	SCARY FACE		

Friend Area - Wild Plains

Somewhat Likely

- Thunderwave Cave 1F-3F, Howling Forest 1F-8F

#262 MIGHTYENA

Type: Dark
Ability: Intimidate
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L22	ROAR
L1	HOWL	L27	SWAGGER
L1	SAND-ATTACK	L32	SCARY FACE
L1	BITE	L37	TAKE DOWN
L5	HOWL	L42	TAUNT
L9	SAND-ATTACK	L47	CRUNCH
L13	BITE	L52	THIEF
L17	ODOR SLEUTH		

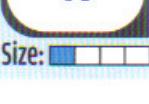
Friend Area - Wild Plains

Never

- Evolves from Poochyena at Level 18

#263 ZIGZAGOON

Type: Normal
Ability: Pickup
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L29	COVET

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#265 WURMPLE

Type: Bug
Ability: Shield Dust
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE
L2	STRING SHOT
L5	POISON STING

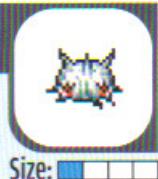
Somewhat Likely

Friend Area • Mist-Rise Forest

- Joyous Tower 1F-2F
- Evolves randomly into Silcoon or Cascoon at Level 7

#266 SILCOON

Type: Bug
Ability: Shed Skin
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	HARDEN
L7	HARDEN

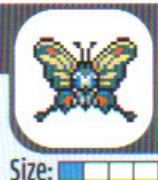
Very Unlikely

Friend Area • Mist-Rise Forest

- Evolves from Wurmple at Level 7
- Sinister Woods 4F-6F
- Leader must be Level 90, or Level 50 with Friend Bow

#267 BEAUTIFLY

Type: Bug-Flying
Ability: Swarm
Terrain Ability: Fly



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ABSORB	L34 SILVER WIND
L10	ABSORB	L38 GIGA DRAIN
L13	GUST	
L17	STUN SPORKE	
L20	MORNING SUN	
L24	MEGA DRAIN	
L27	WHIRLWIND	
L31	ATTRACT	

Never

Friend Area • Mist-Rise Forest

- Evolves from Silcoon at Level 10

#268 CASCOON

Type: Bug
Ability: Shed Skin
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	HARDEN
L7	HARDEN

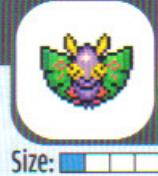
Very Unlikely

Friend Area • Mist-Rise Forest

- Evolves from Wurmple at Level 7
- Sinister Woods 4F-6F; Murky Cave 1F, 2F, 5F, 7F-9F, 11F
- Leader must be Level 90, or Level 50 with Friend Bow

#269 DUSTOX

Type: Bug-Poison
Ability: Shield Dust
Terrain Ability: Fly



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CONFUSION	L34 SILVER WIND
L10	CONFUSION	L38 TOXIC
L13	GUST	
L17	PROTECT	
L20	MOONLIGHT	
L24	PSYBEAM	
L27	WHIRLWIND	
L31	LIGHT SCREEN	

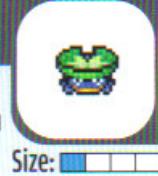
Never

Friend Area • Mist-Rise Forest

- Evolves from Cascoon at Level 10

#270 LOTAD

Type: Water-Grass
Ability: Swift Swim/Rain Dish
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ASTONISH
L3	GROWL
L7	ABSORB
L13	NATURE POWER
L21	MIST
L31	RAIN DANCE
L43	MEGA DRAIN

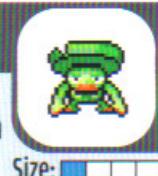
Somewhat Likely

Friend Area • Tadpole Pond

- Waterfall Pond 1F-3F

#271 LOMBRE

Type: Water-Grass
Ability: Swift Swim/Rain Dish
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ASTONISH	L43 UPROAR
L3	GROWL	L49 HYDRO PUMP
L7	ABSORB	
L13	NATURE POWER	
L19	FAKE OUT	
L25	FURY SWIPES	
L31	WATER SPORT	
L37	THIEF	

Very Unlikely

Friend Area • Tadpole Pond

- Evolves from Lotad at Level 14
- Waterfall Pond 13F-16F
- Leader must be Level 90, or Level 50 with Friend Bow

#272 LUDICOLO

Type: Water-Grass
Ability: Swift Swim/Rain Dish
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ASTONISH
L1	GROWL
L1	ABSORB
L1	NATURE POWER

Never

Friend Area • Tadpole Pond

- Evolves from Lombre with Water Stone

#273 SEEDOT

Type: Grass
Ability: Chlorophyll/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BIDE
L3	HARDEN
L7	GROWTH
L13	NATURE POWER
L21	SYNTHESIS
L31	SUNNY DAY
L43	EXPLOSION

Likely

<h

#274 NUZLEAF

Type: Grass-Dark
Ability: Chlorophyll/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND	L43	SWAGGER
L1	HARDEN	L49	EXTRASENSORY
L7	GROWTH		
L13	NATURE POWER		
L19	FAKE OUT		
L25	TORMENT		
L31	FAINT ATTACK		
L37	RAZOR WIND		

Very Unlikely

Friend Area - Mushroom Forest

- Evolves from Seedot at Level 14
- Uproar Forest 5F-9F, Makuhita Dojo 3F (Team Shiftry)
- Leader must be Level 90, or Level 50 with Friend Bow

#275 SHIFTRY

Type: Grass-Dark
Ability: Chlorophyll/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND
L1	HARDEN
L1	GROWTH
L1	NATURE POWER

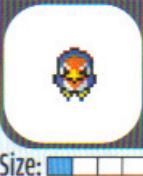
Very Unlikely

Friend Area - Mushroom Forest

- Evolves from Nuzleaf with Leaf Stone
- Western Cave 12F-20F, Buried Relic 68F-74F, Makuhita Dojo 3F (Team Shiftry)
- Leader must be Level 90, or Level 50 with Friend Bow

#276 TAILLOW

Type: Normal-Flying
Ability: Guts
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK	L43	AGILITY
L1	GROWL		
L4	FOCUS ENERGY		
L8	QUICK ATTACK		
L13	WING ATTACK		
L19	DOUBLE TEAM		
L26	ENDEAVOR		
L34	AERIAL ACE		

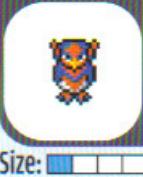
Somewhat Likely

Friend Area - Beau Plains

- Joyous Tower 2F-4F

#277 SWELLOW

Type: Normal-Flying
Ability: Guts
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK	L28	ENDEAVOR
L1	GROWL	L38	AERIAL ACE
L1	FOCUS ENERGY	L49	AGILITY
L1	QUICK ATTACK		
L4	FOCUS ENERGY		
L8	QUICK ATTACK		
L13	WING ATTACK		
L19	DOUBLE TEAM		

Never

Friend Area - Beau Plains

- Evolves from Taillow at Level 22

#278 WINGULL

Type: Water-Flying
Ability: Keen Eye
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL
L1	WATER GUN
L7	SUPERSONIC
L13	WING ATTACK
L21	MIST
L31	QUICK ATTACK
L43	PURSUIT
L55	AGILITY

Likely

Friend Area - Shallow Beach

- Stormy Sea 1F-5F, Silver Trench 1F-5F, Grand Sea 1F-5F,

#279 PELIPPER

Type: Water-Flying
Ability: Keen Eye
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL	L25	PROTECT
L1	WATER GUN	L33	STOCKPILE
L1	WATER SPORT	L33	SWALLOW
L1	WING ATTACK	L47	SPIT UP
L3	WATER GUN	L61	HYDRO PUMP
L7	SUPERSONIC		
L13	WING ATTACK		
L21	MIST		

Never

Friend Area - Shallow Beach

- Evolves from Wingull at Level 25

#280 RALTS

Type: Psychic
Ability: Synchronize/Trace
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL	L41	HYPNOSIS
L6	CONFUSION	L46	DREAM EATER
L11	DOUBLE TEAM		
L16	TELEPORT		
L21	CALM MIND		
L26	PSYCHIC		
L31	IMPRISON		
L36	FUTURE SIGHT		

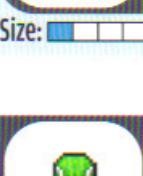
Unlikely

Friend Area - Sky Blue Plains

- Wish Cave 11F-13F

#281 KIRLIA

Type: Psychic
Ability: Synchronize/Trace
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL	L26	PSYCHIC
L1	CONFUSION	L33	IMPRISON
L1	DOUBLE TEAM	L42	FUTURE SIGHT
L1	TELEPORT	L51	HYPNOSIS
L6	CONFUSION	L60	DREAM EATER
L11	DOUBLE TEAM		
L16	TELEPORT		
L21	CALM MIND		

Very Unlikely

Friend Area - Sky Blue Plains

- Evolves from Ralts at Level 20

#282 GARDEVOIR

#283 SURSKIT

Type: Bug-Water
Ability: Swift Swim
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE
L7	QUICK ATTACK
L13	SWEET SCENT
L19	WATER SPORT
L25	BUBBLEBEAM
L31	AGILITY
L37	MIST
L37	HAZE

Friend Area • Tadpole Pond

• Waterfall Pond 4F-7F

Unlikely

#284 MASQUERAIN

Type: Bug-Flying
Ability: Intimidate
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE
L1	QUICK ATTACK
L1	SWEET SCENT
L1	WATER SPORT
L7	QUICK ATTACK
L13	SWEET SCENT
L19	WATER SPORT
L26	GUST
L33	SCARY FACE
L40	STUN SPORE
L47	SILVER WIND
L53	WHIRLWIND

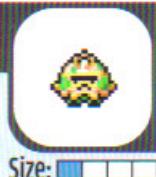
Friend Area • Tadpole Pond

• Evolves from Surskit at Level 22

Never

#285 SHROOMISH

Type: Grass
Ability: Effect Spore
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ABSORB
L4	TACKLE
L7	STUN SPORE
L10	LEECH SEED
L16	MEGA DRAIN
L22	HEADBUTT
L28	POISONPOWDER
L36	GROWTH
L45	GIGA DRAIN
L54	SPORE

Friend Area • Mushroom Forest

Somewhat Likely

• Sinister Woods 6F-12F, Joyous Tower 21F-25F

Never

#286 BRELOOM

Type: Grass-Fighting
Ability: Effect Spore
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ABSORB
L1	TACKLE
L1	STUN SPORE
L1	LEECH SEED
L4	TACKLE
L7	STUN SPORE
L10	LEECH SEED
L16	MEGA DRAIN
L22	HEADBUTT
L28	MACH PUNCH
L36	COUNTER
L45	MIND READER
L54	DYNAMIC PUNCH

Friend Area • Mushroom Forest

Never

• Evolves from Shroomish at Level 23

#287 SLAKOTH

Type: Normal
Ability: Truant
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH
L1	YAWN
L7	ENCORE
L13	SLACK OFF
L19	Faint Attack
L25	AMNESIA
L31	COVET
L37	COUNTER
L43	FLAIL

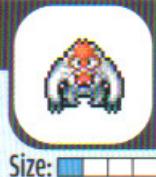
Friend Area • Energetic Forest

Likely

• Sinister Woods 10F-12F, Joyous Tower 18F-20F

#288 VIGOROTH

Type: Normal
Ability: Vital Spirit
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH
L1	FOCUS ENERGY
L1	ENCORE
L1	UPROAR
L7	ENCORE
L13	UPROAR
L19	FURY SWIPES
L25	ENDURE
L31	SLASH
L43	COUNTER
L49	REVERSAL

Friend Area • Energetic Forest

Very Unlikely

• Evolves from Slakoth at Level 18

• Mt. Freeze 7F-11F, Mt. Faraway 10F-19F

• Leader must be Level 90, or Level 50 with Friend Bow

#289 SLAKING

Type: Normal
Ability: Truant
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH
L1	YAWN
L1	ENCORE
L1	SLACK OFF
L7	ENCORE
L13	SLACK OFF
L19	Faint Attack
L25	AMNESIA
L31	COVET
L36	SWAGGER
L43	FLAIL

Friend Area • Energetic Forest

Never

• Evolves from Vigoroth at Level 36

#290 NINCADA

Type: Bug-Ground
Ability: Compoundeyes
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH
L1	HARDEN
L5	LEECH LIFE
L9	SAND-ATTACK
L14	FURY SWIPES
L19	MIND READER
L25	FALSE SWIPE
L31	MUD-SLAP
L38	METAL CLAW
L45	DIG

Friend Area • Secretive Forest

Somewhat Likely

• Lapis Cave 1F-4F, Wish Cave 44F-49F, Joyous Tower 45F-49F

#291 NINJASK

Type: Bug-Flying

#292 SHEDINJA

Type: Bug-Ghost
Ability: Wonder Guard
Terrain Ability: Pass Through



Size:

HP	▷▷▷▷
Attack	▷▷▷▷
Defense	▶▷▷▷
Special Attack	▷▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves

L1	SCRATCH	L38	SHADOW BALL
L1	HARDEN	L45	GRUDGE
L5	LEECH LIFE		
L9	SAND-ATTACK		
L14	FURY SWIPES		
L19	MIND READER		
L25	SPITE		
L31	CONFUSE RAY		

Friend Area • Secretive Forest

Never

- Evolves from Nincada at Level 20 if the Cryptic Forest Friend Area is not full

#293 WHISMUR

Type: Normal
Ability: Soundproof
Terrain Ability: Ground



Size:

HP	▶▷▷▷
Attack	▶▷▷▷
Defense	▶▷▷▷
Special Attack	▶▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves

L1	POUND	L41	REST
L5	UPROAR	L41	SLEEP TALK
L11	ASTONISH	L45	HYPER VOICE
L15	HOWL		
L21	SUPersonic		
L25	STOMP		
L31	SCREECH		
L35	ROAR		

Friend Area • Echo Cave

Somewhat Likely

- Howling Forest 1F-8F, Buried Relic 4F-7F

#294 LOUDRED

Type: Normal
Ability: Soundproof
Terrain Ability: Ground



Size:

HP	▶▷▷▷
Attack	▶▷▷▷
Defense	▶▷▷▷
Special Attack	▶▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves

L1	POUND	L29	STOMP
L1	UPROAR	L37	SCREECH
L1	ASTONISH	L43	ROAR
L1	HOWL	L51	REST
L5	UPROAR	L51	SLEEP TALK
L11	ASTONISH	L57	HYPER VOICE
L15	HOWL		
L23	SUPersonic		

Friend Area • Echo Cave

Very Unlikely

- Evolves from Whismur at Level 20
- Howling Forest 9F-14F
- Leader must be Level 90, or Level 50 with Friend Bow

#295 EXPLoud

Type: Normal
Ability: Soundproof
Terrain Ability: Ground



Size:

HP	▶▷▷▷
Attack	▶▷▷▷
Defense	▶▷▷▷
Special Attack	▶▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves

L1	POUND	L29	STOMP
L1	UPROAR	L37	SCREECH
L1	ASTONISH	L40	HYPER BEAM
L1	HOWL	L45	ROAR
L5	UPROAR	L55	REST
L11	ASTONISH	L55	SLEEP TALK
L15	HOWL	L63	HYPER VOICE
L23	SUPersonic		

Friend Area • Echo Cave

Never

- Evolves from Loudred at Level 40

#296 MAKUHITA

Type: Fighting
Ability: Thick Fat/Guts
Terrain Ability: Ground



Size:

HP	▶▷▷▷
Attack	▶▷▷▷
Defense	▶▷▷▷
Special Attack	▶▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves

L1	TACKLE	L31	SMELLING SALT
L1	FOCUS ENERGY	L37	BELLY DRUM
L4	SAND-ATTACK	L40	ENDURE
L10	ARM THRUST	L46	SEISMIC TOSS
L13	VITAL THROW	L49	REVERSAL
L19	FAKE OUT		
L22	WHIRLWIND		
L28	KNOCK OFF		

Friend Area • Mt. Discipline

Likely

- Buried Relic 30F-34F

#297 HARIYAMA

Type: Fighting
Ability: Thick Fat/Guts
Terrain Ability: Ground



Size:

HP	▶▷▷▷
Attack	▶▷▷▷
Defense	▶▷▷▷
Special Attack	▶▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves

L1	TACKLE	L22	WHIRLWIND
L1	FOCUS ENERGY	L29	KNOCK OFF
L1	SAND-ATTACK	L33	SMELLING SALT
L1	ARM THRUST	L40	BELLY DRUM
L4	SAND-ATTACK	L44	ENDURE
L10	ARM THRUST	L51	SEISMIC TOSS
L13	VITAL THROW	L55	REVERSAL
L19	FAKE OUT		

Friend Area • Mt. Discipline

Never

- Evolves from Makuhita at Level 24

#298 AZURILL

Type: Normal
Ability: Thick Fat/Huge Power
Terrain Ability: Water



Size:

HP	▶▷▷▷
Attack	▶▷▷▷
Defense	▶▷▷▷
Special Attack	▶▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves

L1	SPLASH		
L3	CHARM		
L6	TAIL WHIP		
L10	BUBBLE		
L15	SLAM		
L21	WATER GUN		

Friend Area • Turtleshell Pond

Likely

- Frosty Forest 1F-3F, Howling Forest 1F-4F

#300 SKITTY

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▷▷▷
Attack	▶▷▷▷
Defense	▶▷▷▷
Special Attack	▶▷▷▷
Special Defense	▶▷▷▷

Level-Up Moves

L1	GROWL	L27	FAINT ATTACK
L1	TACKLE	L31	COVET
L3	TAIL WHIP	L37	HEAL BELL
L7	ATTRACT	L	

#301 DELCATTY

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL
L1	ATTRACT
L1	SING
L1	DOUBLESLAP

Never

Friend Area • Energetic Forest

- Evolves from Skitty with Moon Stone

#302 SABLEYE

Type: Dark-Ghost
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	LEER	L29	FAINT ATTACK
L1	SCRATCH	L33	KNOCK OFF
L5	FORESIGHT	L37	CONFUSE RAY
L9	NIGHT SHADE	L41	SHADOW BALL
L13	ASTONISH	L45	MEAN LOOK

Somewhat Likely

Friend Area • Darkness Ridge

- Darknight Relic 1F-15F

#303 MAWILE

Type: Steel
Ability: Hyper Cutter/Intimidate
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ASTONISH	L41	IRON DEFENSE
L6	FAKE TEARS	L46	STOCKPILE
L11	BITE	L46	SWALLOW
L16	SWEET SCENT	L46	SPIT UP
L21	VICEGRIP		
L26	FAINT ATTACK		
L31	BATON PASS		
L36	CRUNCH		

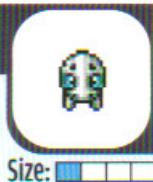
Somewhat Likely

Friend Area • Echo Cave

- Magma Cavern 8F-12F, Buried Relic 68F-90F

#304 ARON

Type: Steel-Rock
Ability: Sturdy/Rock Head
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L29	IRON TAIL
L4	HARDEN	L34	PROTECT
L7	MUD-SLAP	L39	METAL SOUND
L10	HEADBUTT	L44	DOUBLE-EDGE
L13	METAL CLAW		
L17	IRON DEFENSE		
L21	ROAR		
L25	TAKE DOWN		

Somewhat Likely

Friend Area • Mt. Cleft

- Mt. Steel 1F-8F; Buried Relic 14F, 16F-19F; Wish Cave 7F-10F

#305 LAIRON

Type: Steel-Rock
Ability: Sturdy/Rock Head
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L17	IRON DEFENSE
L1	HARDEN	L21	ROAR
L1	MUD-SLAP	L25	TAKE DOWN
L1	HEADBUTT	L29	IRON TAIL
L4	HARDEN	L37	PROTECT
L7	MUD-SLAP	L45	METAL SOUND
L10	HEADBUTT	L53	DOUBLE-EDGE
L13	METAL CLAW		

Very Unlikely

Friend Area • Mt. Cleft

- Evolves from Aron at Level 32
- Frosty Forest 7F-9F, Wish Cave 62F-64F, Joyous Tower 60F-62F
- Leader must be Level 90, or Level 50 with Friend Bow

#306 AGGRON

Type: Steel-Rock
Ability: Sturdy/Rock Head
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L17	IRON DEFENSE
L1	HARDEN	L21	ROAR
L1	MUD-SLAP	L25	TAKE DOWN
L1	HEADBUTT	L29	IRON TAIL
L4	HARDEN	L37	PROTECT
L7	MUD-SLAP	L50	METAL SOUND
L10	HEADBUTT	L63	DOUBLE-EDGE
L13	METAL CLAW		

Never

Friend Area • Mt. Cleft

- Evolves from Lairon at Level 42

#307 MEDITITE

Type: Fighting-Psychic
Ability: Pure Power
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BIDE	L33	HI JUMP KICK
L4	MEDITATE	L36	PSYCH UP
L9	CONFUSION	L41	REVERSAL
L12	DETECT	L44	RECOVER
L17	HIDDEN POWER		
L20	SWAGGER		
L25	MIND READER		
L28	CALM MIND		

Somewhat Likely

Friend Area • Mt. Discipline

- Mt. Steel 5F-8F, Buried Relic 17F-22F, Wish Cave 11F-14F, Solar Cave 4F-8F

#308 MEDICHAM

Type: Fighting-Psychic
Ability: Pure Power
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	FIRE PUNCH	L12	DETECT
L1	THUNDERPUNCH	L20	HIDDEN POWER
L1	BIDE	L25	SWAGGER
L2	CONFUSION	L28	MIND READER
L2	DETECT	L33	CALM MIND
L2	ICE PUNCH	L36	HI JUMP KICK
L4	MEDITATE	L4	

#310 MANECTRIC

Type: Electric
Ability: Static/Lightningrod
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L20	SPARK
L1	THUNDER WAVE	L25	ODOR SLEUTH
L1	LEER	L31	ROAR
L1	HOWL	L39	BITE
L4	THUNDER WAVE	L45	THUNDER
L9	LEER	L53	CHARGE
L11	HOWL		
L17	QUICK ATTACK		

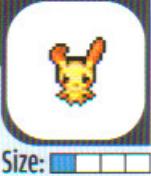
Friend Area • Thunder Meadow

- Evolves from Electrike at Level 26

Never

#311 PLUSLE

Type: Electric
Ability: Plus
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL	L37	THUNDER
L4	THUNDER WAVE	L40	BATON PASS
L10	QUICK ATTACK	L47	AGILITY
L13	HELPING HAND		
L19	SPARK		
L22	ENCORE		
L28	FAKE TEARS		
L31	CHARGE		

Friend Area • Thunder Meadow

- Thunderwave Cave 4F, 5F; Lightning Field 7F-19F; Joyous Tower 5F-8F
- Appears in Red Rescue Team only

Likely

#312 MINUN

Type: Electric
Ability: Minus
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL	L37	THUNDER
L4	THUNDER WAVE	L40	BATON PASS
L10	QUICK ATTACK	L47	AGILITY
L13	HELPING HAND		
L19	SPARK		
L22	ENCORE		
L28	CHARM		
L31	CHARGE		

Friend Area • Thunder Meadow

- Thunderwave cave 4F, 5F; Lightning Field 7F-19F; Joyous Tower 5F-8F
- Appears in Blue Rescue Team only

Likely

#313 VOLBEAT

Type: Bug
Ability: Illuminate/Swarm
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	HELPING HAND
L5	CONFUSE RAY	L37	DOUBLE-EDGE
L9	DOUBLE TEAM		
L13	MOONLIGHT		
L17	QUICK ATTACK		
L21	TAIL GLOW		
L25	SIGNAL BEAM		
L29	PROTECT		

Friend Area • Rub-a-Dub River

- Northwind Field 1F-6F

Somewhat Likely

#314 ILLUMISE

Type: Bug
Ability: Oblivious
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	HELPING HAND
L5	SWEET SCENT	L37	COVET
L9	CHARM		
L13	MOONLIGHT		
L17	QUICK ATTACK		
L21	WISH		
L25	ENCORE		
L29	FLATTER		

Friend Area • Rub-a-Dub River

- Lapis Cave 5F-8F, Wish Cave 47F-52F

Somewhat Likely

#315 ROSELIA

Type: Grass-Poison
Ability: Natural Cure/Poison Point
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ABSORB	L33	GIGA DRAIN
L5	GROWTH	L37	SWEET SCENT
L9	POISON STING	L41	INGRAIN
L13	STUN SPORE	L45	TOXIC
L17	MEGA DRAIN	L49	PETAL DANCE
L21	LEECH SEED	L53	AROMATHERAPY
L25	MAGICAL LEAF	L57	SYNTHESIS
L29	GRASSWHISTLE		

Friend Area • Beau Plains

- Uproar Forest 4F-7F

Somewhat Likely

#316 GULPIN

Type: Poison
Ability: Liquid Ooze/Sticky Hold
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND	L34	SPIT UP
L6	YAWN	L34	SWALLOW
L9	POISON GAS	L39	SLUDGE BOMB
L14	SLUDGE		
L17	AMNESIA		
L23	ENCORE		
L28	TOXIC		
L34	STOCKPILE		

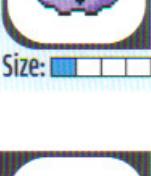
Friend Area • Poison Swamp

- Buried Relic 14F, 16F-19F

Somewhat Likely

#317 SWALOT

Type: Poison
Ability: Liquid Ooze/Sticky Hold
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND	L23	ENCORE
L1	YAWN	L26	BODY SLAM
L1	POISON GAS	L31	TOXIC
L1	SLUDGE	L40	STOCKPILE
L6	YAWN	L40	SPIT UP
L9	POISON GAS	L40</td	

#319 SHARpedo

Type: Water-Dark
Ability: Rough Skin
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	LEER	L28	SCREECH
L1	BITE	L33	SLASH
L1	RAGE	L38	TAUNT
L1	FOCUS ENERGY	L43	SWAGGER
L7	RAGE	L48	SKULL BASH
L13	FOCUS ENERGY	L53	AGILITY
L16	SCARY FACE		
L22	CRUNCH		

Friend Area • Treasure Sea

Never

- Evolves from Carvanha at Level 30

#320 WAILMER

Type: Water
Ability: Water Veil/Oblivious
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SPLASH	L37	REST
L5	GROWL	L41	WATER SPOUT
L10	WATER GUN	L46	AMNESIA
L14	ROLLOUT	L50	HYDRO PUMP
L19	WHIRLPOOL		
L23	ASTONISH		
L28	WATER PULSE		
L32	MIST		

Friend Area • Serene Sea

Somewhat Likely

- Silver Trench 41F-50F, Far-off Sea 41F-50F

#321 WAILORD

Type: Water
Ability: Water Veil/Oblivious
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SPLASH	L23	ASTONISH
L1	GROWL	L28	WATER PULSE
L1	WATER GUN	L32	MIST
L1	ROLLOUT	L37	REST
L5	GROWL	L44	WATER SPOUT
L10	WATER GUN	L52	AMNESIA
L14	ROLLOUT	L59	HYDRO PUMP
L19	WHIRLPOOL		

Friend Area • Serene Sea

Never

- Evolves from Wailmer at Level 40

#322 NUMEL

Type: Fire-Ground
Ability: Oblivious
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL	L41	FLAMETHROWER
L1	TACKLE	L49	DOUBLE-EDGE
L11	EMBER		
L19	MAGNITUDE		
L25	FOCUS ENERGY		
L29	TAKE DOWN		
L31	AMNESIA		
L35	EARTHQUAKE		

Friend Area • Crater

Somewhat Likely

- Mt. Blaze 1F-6F, Fiery Field 1F-4F, Wish Cave 53F-56F

#323 CAMERUPT

Type: Fire-Ground
Ability: Magma Armor
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	GROWL	L31	AMNESIA
L1	TACKLE	L33	ROCK SLIDE
L11	EMBER	L37	EARTHQUAKE
L19	MAGNITUDE	L45	ERUPTION
L11	EMBER	L55	FISSURE
L19	MAGNITUDE		
L25	FOCUS ENERGY		
L29	TAKE DOWN		

Friend Area • Crater

Never

- Evolves from Numel at Level 33

#324 TORKOAL

Type: Fire
Ability: White Smoke
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	EMBER	L33	IRON DEFENSE
L4	SMOG	L40	AMNESIA
L7	CURSE	L43	FLAIL
L14	SMOKESCREEN	L46	HEAT WAVE
L17	FIRE SPIN		
L20	BODY SLAM		
L27	PROTECT		
L30	FLAMETHROWER		

Friend Area • Crater

Somewhat Likely

- Mt. Blaze 7F-12F, Fiery Field 9F-14F, Wish Cave 57F-59F, Joyous Tower 57F-59F

#325 SPOINK

Type: Psychic
Ability: Thick Fat/Own Tempo
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SPLASH	L37	REST
L7	PSYWAVE	L37	SNORE
L10	ODOR SLEUTH	L43	BOUNCE
L16	PSYBEAM		
L19	PSYCH UP		
L25	CONFUSE RAY		
L28	MAGIC COAT		
L34	PSYCHIC		

Friend Area • Mt. Deepgreen

Somewhat Likely

- Howling Forest 1F-8F, Solar Cave 1F-5F

#326 GRUMPIG

Type: Psychic
Ability: Thick Fat/Own Tempo
Terrain Ability: Ground



Size:

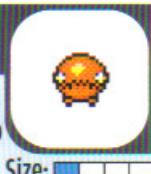
HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L

#328 TRAPINCH

Type: Ground
Ability: Hyper Cutter/Arena Trap
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BITE
L9	SAND-ATTACK
L17	FAINT ATTACK
L25	SAND TOMB
L33	CRUNCH
L41	DIG
L49	SANDSTORM
L57	HYPER BEAM

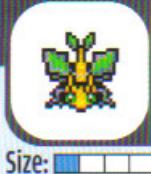
Somewhat Likely

Friend Area • Furnace Desert

- Silent Chasm 6F-9F, Wish Cave 21F-28F, Desert Region 1F-11F, Joyous Tower 21F-24F

#329 VIBRAVA

Type: Ground-Dragon
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BITE	L35	DRAGONBREATH
L1	SAND-ATTACK	L41	SCREECH
L1	FAINT ATTACK	L49	SANDSTORM
L1	SAND TOMB	L57	HYPER BEAM
L9	SAND-ATTACK		
L17	FAINT ATTACK		
L25	SAND TOMB		
L33	CRUNCH		

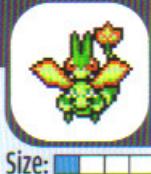
Very Unlikely

Friend Area • Furnace Desert

- Evolves from Trapinch at Level 35
- Southern Cavern 12F-20F, Wyvern Hill 10F-16F
- Leader must be Level 90, or Level 50 with Friend Bow

#330 FLYGON

Type: Ground-Dragon
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BITE	L35	DRAGONBREATH
L1	SAND-ATTACK	L41	SCREECH
L1	FAINT ATTACK	L49	SANDSTORM
L1	SAND TOMB	L57	HYPER BEAM
L9	SAND-ATTACK		
L17	FAINT ATTACK		
L25	SAND TOMB		
L33	CRUNCH		

Never

Friend Area • Furnace Desert

- Evolves from Vibrava at Level 45

#331 CACNEA

Type: Grass
Ability: Sand Veil
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POISON STING	L29	Faint Attack
L1	LEER	L33	SPIKES
L5	ABSORB	L37	NEEDLE ARM
L9	GROWTH	L41	COTTON SPOR
L13	LEECH SEED	L45	SANDSTORM
L17	SAND-ATTACK	L49	DESTINY BOND
L21	PIN MISSILE		
L25	INGRAIN		

Somewhat Likely

Friend Area • Furnace Desert

- Mt. Thunder 1F-4F, Joyous Tower 33F-36F

#332 CACTURNE

Type: Grass-Dark
Ability: Sand Veil
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POISON STING	L21	PIN MISSILE
L1	LEER	L25	INGRAIN
L1	ABSORB	L29	FAINT ATTACK
L1	GROWTH	L33	SPIKES
L2	REVENGE	L37	NEEDLE ARM
L5	ABSORB	L41	COTTON SPOR
L9	GROWTH	L45	SANDSTORM
L13	LEECH SEED	L49	DESTINY BOND
L17	SAND-ATTACK	L53	

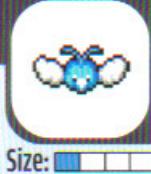
Never

Friend Area • Furnace Desert

- Evolves from Cacnea at Level 32

#333 SWABLU

Type: Normal-Flying
Ability: Natural Cure
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK	L38	MIRROR MOVE
L1	GROWL	L41	REFRESH
L8	ASTONISH	L48	PERISH SONG
L11	SING		
L18	FURY ATTACK		
L21	SAFEGUARD		
L28	MIST		
L31	TAKE DOWN		

Somewhat Likely

Friend Area • Flyaway Forest

- Mt. Freeze 1F-6F, Pitfall Valey 7F-12F, Joyous Tower 53F-59F

#334 ALTARIA

Type: Dragon-Flying
Ability: Natural Cure
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK	L28	MIST
L1	GROWL	L31	TAKE DOWN
L1	ASTONISH	L35	DRAGONBREATH
L1	SING	L40	DRAGON DANCE
L8	ASTONISH	L45	REFRESH
L11	SING	L54	PERISH SONG
L18	FURY ATTACK	L59	SKY ATTACK
L21	SAFEGUARD		

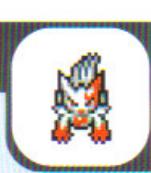
Never

Friend Area • Flyaway Forest

- Evolves from Swablu at Level 35

#335 ZANGOOSE

Type: Normal
Ability: Immunity
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L37	TAUNT
L4	LEER	L46	DETECT
L7	QUICK ATTACK	L55	FALSE SWIPE
L10	SWORDS DANCE		

#337 LUNATONE

Type: Rock-Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L43	FUTURE SIGHT
L1	HARDEN	L49	EXPLOSION
L7	CONFUSION		
L13	ROCK THROW		
L19	HYPNOSIS		
L25	PSYWAVE		
L31	COSMIC POWER		
L37	PSYCHIC		

Friend Area • Mt. Moonview

Somewhat Likely
• Sky Tower 1F-11F; Mt. Faraway 1F-5F; Solar Cave 8F, 9F, 11F, 12F; Joyous Tower 80F-87F

#338 SOLROCK

Type: Rock-Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L43	SOLARBEAM
L1	HARDEN	L49	EXPLOSION
L7	CONFUSION		
L13	ROCK THROW		
L19	FIRE SPIN		
L25	PSYWAVE		
L31	COSMIC POWER		
L37	ROCK SLIDE		

Friend Area • Mt. Moonview

Somewhat Likely
• Sky Tower 12F-20F, Mt. Faraway 6F-11F, Wish Cave 86F-89F

#339 BARBOACH

Type: Water-Ground
Ability: Oblivious
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	MUD-SLAP	L31	EARTHQUAKE
L6	MUD SPORT	L36	FUTURE SIGHT
L6	WATER SPORT	L41	FISSURE
L11	WATER GUN		
L16	MAGNITUDE		
L21	AMNESIA		
L26	REST		
L26	SNORE		

Friend Area • Peanut Swamp

Somewhat Likely
• Waterfall Pond 1F-5F

#340 WHISCASH

Type: Water-Ground
Ability: Oblivious
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TICKLE	L21	AMNESIA
L1	MUD-SLAP	L26	REST
L1	MUD SPORT	L26	SNORE
L1	WATER SPORT	L36	EARTHQUAKE
L6	MUD SPORT	L46	FUTURE SIGHT
L6	WATER SPORT	L56	FISSURE
L11	WATER GUN		
L16	MAGNITUDE		

Friend Area • Peanut Swamp

Never
• Evolves from Barboach at Level 30

#341 CORPHISH

Type: Water
Ability: Hyper Cutter/Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE	L34	CRABHAMMER
L7	HARDEN	L37	SWORDS DANCE
L10	VICEGRIP	L43	CRUNCH
L13	LEER	L46	GUILLOTINE
L19	BUBBLEBEAM		
L22	PROTECT		
L25	KNOCK OFF		
L31	TAUNT		

Friend Area • Turtleshell Pond

Somewhat Likely
• Waterfall Pond 6F-12F

#342 CRAWDAUNT

Type: Water-Dark
Ability: Hyper Cutter/Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE	L22	PROTECT
L1	HARDEN	L25	KNOCK OFF
L1	VICEGRIP	L33	TAUNT
L1	LEER	L38	CRABHAMMER
L7	HARDEN	L43	SWORDS DANCE
L10	VICEGRIP	L51	CRUNCH
L13	LEER	L56	GUILLOTINE
L19	BUBBLEBEAM		

Friend Area • Turtleshell Pond

Never
• Evolves from Corphish at Level 30

#343 BALTOY

Type: Ground-Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CONFUSION	L31	SANDSTORM
L3	HARDEN	L37	COSMIC POWER
L5	RAPID SPIN	L45	EXPLOSION
L7	MUD-SLAP		
L11	PSYBEAM		
L15	ROCK TOMB		
L19	SELFDESTRUCT		
L25	ANCIENTPOWER		

Friend Area • Ancient Relic

Somewhat Likely
• Mt. Steel 1F-4F, Wish Cave 11F-14F, Desert Region 12F-20F, Southern Cavern 12F-22F

#344 CLAYDOL

Type: Ground-Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TELEPORT	L15	ROCK TOMB
L1	CONFUSION	L19	SELFDESTRUCT
L1	HARDEN	L31	ANCIENTPOWER
L1	RAPID SPIN	L36	SANDSTORM
L3	HARDEN	L42	HYPER BEAM
L5	RAPID SPIN	L55	COSMIC POWER
L7	MUD-SLAP		
L11	PSYBEAM		

</

#346 CRADILY

Type: Rock-Grass
Ability: Suction Cups
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ASTONISH	L36	AMNESIA
L1	CONSTRIC	L48	ANCIENTPOWER
L1	ACID	L60	STOCKPILE
L1	INGRAIN	L60	SPIT UP
L8	CONSTRIC	L60	SWALLOW
L15	ACID		
L22	INGRAIN		
L29	CONFUSE RAY		

Very Unlikely

Friend Area • Deep-Sea Floor

- Evolves from Lileep at Level 40
- Silver Trench 90F-98F, Makuhita Dojo 3F (Team Constrictor)
- Leader must be Level 90 with Friend Bow

#347 ANORITH

Type: Rock-Bug
Ability: Battle Armor
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L49	SLASH
L7	HARDEN	L55	ROCK BLAST
L13	MUD SPORT		
L19	WATER GUN		
L25	METAL CLAW		
L31	PROTECT		
L37	ANCIENTPOWER		
L43	FURY CUTTER		

Somewhat Likely

Friend Area • Treasure Sea

- Stormy Sea 9F-17F, Silver Trench 14F-23F, Grand Sea 14F-23F, Far-off Sea 14F-23F

#348 ARMALDO

Type: Rock-Bug
Ability: Battle Armor
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH	L31	PROTECT
L1	HARDEN	L37	ANCIENTPOWER
L1	MUD SPORT	L46	FURY CUTTER
L1	WATER GUN	L55	SLASH
L7	HARDEN	L64	ROCK BLAST
L13	MUD SPORT		
L18	WATER GUN		
L25	METAL CLAW		

Never

Friend Area • Treasure Sea

- Evolves from Anorith at Level 40

#349 FEEBAS

Type: Water
Ability: Swift Swim
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SPLASH
L15	TACKLE
L30	FLAIL

Somewhat Likely

Friend Area • Waterfall Lake

- Waterfall Pond 16F-19F
- Appears in Red Rescue Team only

#350 MILOTIC

Type: Water
Ability: Marvel Scale
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	WATER GUN	L40	HYDRO PUMP
L5	WRAP	L45	ATTRACT
L10	WATER SPORT	L50	SAFEGUARD
L15	REFRESH		
L20	WATER PULSE		
L25	TWISTER		
L30	RECOVER		
L35	RAIN DANCE		

Never

Friend Area • Waterfall Lake

- Evolves from Feebas with Beauty Scarf

#351 CASTFORM

Type: Normal
Ability: Forecast
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE
L10	WATER GUN
L10	EMBER
L10	POWDER SNOW
L20	RAIN DANCE
L20	SUNNY DAY
L20	HAIL
L30	WEATHER BALL

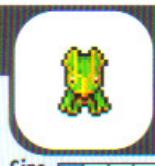
Somewhat Likely

Friend Area • Thunder Meadow

- Mt. Faraway 20F-29F

#352 KECLEON

Type: Normal
Ability: Color Change
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	THIEF	L17	PSYBEAM
L1	TAIL WHIP	L24	SCREECH
L1	ASTONISH	L31	SLASH
L1	LICK	L40	SUBSTITUTE
L2	SCRATCH	L49	ANCIENTPOWER
L4	BIND		
L7	Faint Attack		
L12	FURY SWIPES		

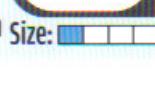
Very Unlikely

Friend Area • Overgrown Forest

- Remove an item from a Kecleon Shop in a dungeon to force Kecleon to attack
- Leader must be Level 90 with Friend Bow

#353 SHUPPET

Type: Ghost
Ability: Insomnia
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	KNOCK OFF	L49	SNATCH
L1	SCREECH	L56	GRUDGE
L13	NIGHT SHADE		
L20	CURSE		
L25	SPITE		
L32	WILL-O-WISP		
L37	Faint Attack		
L44	SHADOW BALL		

Somewhat Likely

Friend Area • Darkness Ridge

- Sky Tower 1F-6F, Wish Cave 81F-84F, Murky Cave 10F-14F, Darknight Relic 1F-5F, Joyous Tower 70F-75F

#354 BANETTE

Type: Ghost
Ability: Insomnia

#355 DUSKULL

Type: Ghost
Ability: Levitate
Terrain Ability: Pass Through



HP	▶▶▶▷
Attack	▶▶▷▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves

L1	LEER	L38	WILL-O-WISP
L1	NIGHT SHADE	L45	MEAN LOOK
L5	DISABLE	L49	FUTURE SIGHT
L12	FORESIGHT		
L16	ASTONISH		
L23	CONFUSE RAY		
L27	PURSUIT		
L34	CURSE		

Friend Area • Darkness Ridge

Somewhat Likely

- Sky Tower 7F-14F, Darknight Relic 11F-15F

#356 DUSCLOPS

Type: Ghost
Ability: Pressure
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▷▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves

L1	BIND	L27	PURSUIT
L1	LEER	L34	CURSE
L1	NIGHT SHADE	L37	SHADOW PUNCH
L1	DISABLE	L41	WILL-O-WISP
L5	DISABLE	L51	MEAN LOOK
L12	FORESIGHT	L58	FUTURE SIGHT
L16	ASTONISH		
L23	CONFUSE RAY		

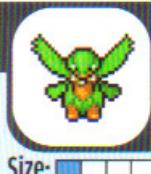
Friend Area • Darkness Ridge

Never

- Evolves from Duskull at Level 37

#357 TROPIUS

Type: Grass-Flying
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▷▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves

L1	LEER	L37	BODY SLAM
L1	GUST	L41	SOLARBEAM
L7	GROWTH	L47	SYNTHESIS
L11	RAZOR LEAF		
L17	STOMP		
L21	SWEET SCENT		
L27	WHIRLWIND		
L31	MAGICAL LEAF		

Friend Area • Jungle

Somewhat Likely

- Sky Tower 22F-25F, Sky Tower Peak 1F-8F, Lightning Field 20F-29F, Joyous Tower 86F-91F

#358 CHIMECHO

Type: Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▷
Attack	▶▶▷▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves

L1	WRAP	L33	DOUBLE-EDGE
L6	GROWL	L37	HEAL BELL
L9	ASTONISH	L41	SAFEGUARD
L14	CONFUSION	L46	PSYCHIC
L17	TAKE DOWN		
L22	UPROAR		
L25	YAWN		
L30	PSYWAVE		

Friend Area • Thunder Meadow

Somewhat Likely

- Mt. Freeze 7F-12F, Solar Cave 12F-17F

#359 ABSOL

Type: Dark
Ability: Pressure
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▷▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves

L1	SCRATCH	L36	SLASH
L5	LEER	L41	FUTURE SIGHT
L9	TAUNT	L46	PERISH SONG
L13	QUICK ATTACK		
L17	RAZOR WIND		
L21	BITE		
L26	SWORDS DANCE		
L31	DOUBLE TEAM		

Friend Area • Darkness Ridge

Somewhat Likely

- Will join rescue team after story event in Frosty Forest
- Northwind Field 28F, 29F; Western Cave 40F-49F

#360 WYNAUT

Type: Psychic
Ability: Shadow Tag
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▷▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves

L1	SPLASH		
L1	CHARM		
L1	ENCORE		
L15	COUNTER		
L15	MIRROR COAT		
L15	SAFEGUARD		
L15	DESTINY BOND		

Friend Area • Echo Cave

Somewhat Likely

- Buried Relic 1F-4F, Solar Cave 1F-3F

#361 SNORUNT

Type: Ice
Ability: Inner Focus
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▷▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves

L1	POWDER SNOW	L34	ICE BEAM
L1	LEER	L37	HAIL
L1	DOUBLE TEAM	L43	BLIZZARD
L7	BITE	L42	HAIL
L16	ICY WIND	L53	BLIZZARD
L19	HEADBUTT	L61	SHEER COLD
L25	PROTECT		
L28	CRUNCH		

Friend Area • Frigid Cavern

Somewhat Likely

- Frosty Forest 8F-9F, Mt. Faraway 1F-11F, Joyous Tower 50F-57F

#362 GLALIE

Type: Ice
Ability: Inner Focus
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▷▷
Defense	▶▶▷▷
Special Attack	▶▶▷▷
Special Defense	▶▶▷▷

Level-Up Moves

L1	POWDER SNOW	L25	PROTECT
L1	LEER	L28	CRUNCH
L1	DOUBLE TEAM	L34	ICE BEAM
L1	BITE	L42	HAIL
L7	DOUBLE TEAM	L53	BLIZZ

#364 SEALEO

Type: Ice-Water
Ability: Thick Fat
Terrain Ability: Water



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	ENCORE	L25	AURORA BEAM
L1	POWDER SNOW	L31	HAIL
L1	GROWL	L39	REST
L1	DEFENSE CURL	L39	SNORE
L2	WATER GUN	L47	BLIZZARD
L7	ENCORE	L55	SHEER COLD
L13	ICE BALL		
L19	BODY SLAM		

Friend Area • Ice Floe Beach

Very Unlikely

- Evolves from Spheal at Level 32
- Stormy Sea 34F-39F, Silver Trench 26F-33F, Far-off Sea 35F-44F
- Leader must be Level 90, or Level 50 with Friend Bow

#365 WALREIN

Type: Ice-Water
Ability: Thick Fat
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	ENCORE	L25	AURORA BEAM
L1	POWDER SNOW	L31	HAIL
L1	GROWL	L39	REST
L1	DEFENSE CURL	L39	SNORE
L2	WATER GUN	L50	BLIZZARD
L7	ENCORE	L61	SHEER COLD
L13	ICE BALL		
L19	BODY SLAM		

Friend Area • Ice Floe Beach

Never

- Evolves from Sealeo at Level 44

#366 CLAMPERL

Type: Water
Ability: Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	CLAMP
L1	WATER GUN
L1	WHIRLPOOL
L1	IRON DEFENSE

Friend Area • Deep-Sea Floor

Somewhat Likely

- Silver Trench 65F-79F, Far-off Sea 65F-75F

#367 HUNTAIL

Type: Water
Ability: Swift Swim
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	WHIRLPOOL
L8	BITE
L15	SCREECH
L22	WATER PULSE
L29	SCARY FACE
L36	CRUNCH
L43	BATON PASS
L50	HYDRO PUMP

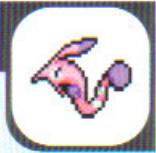
Friend Area • Deep-Sea Floor

Never

- Evolves from Clamperl with Deepseatooth and Link Cable

#368 GOREBYSS

Type: Water
Ability: Swift Swim
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	WHIRLPOOL
L8	CONFUSION
L15	AGILITY
L22	WATER PULSE
L29	AMNESIA
L36	PSYCHIC
L43	BATON PASS
L50	HYDRO PUMP

Friend Area • Deep-Sea Floor

Never

- Evolves from Clamperl with Deepseascale and Link Cable

#369 RELICANTH

Type: Water-Rock
Ability: Swift Swim/Rock Head
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L50	REST
L1	HARDEN	L57	DOUBLE-EDGE
L8	WATER GUN	L64	HYDRO PUMP
L15	ROCK TOMB		
L22	YAWN		
L29	TAKE DOWN		
L36	MUD SPORT		
L43	ANCIENTPOWER		

Friend Area • Deep-Sea Floor

Somewhat Likely

- Silver Trench 80F-89F

#370 LUVDISC

Type: Water
Ability: Swift Swim
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L48	SAFEGUARD
L4	CHARM		
L12	WATER GUN		
L16	AGILITY		
L24	TAKE DOWN		
L28	ATTRACT		
L36	SWEET KISS		
L40	FLAIL		

Friend Area • Treasure Sea

Somewhat Likely

- Silver Trench 45F-54F, Far-off Sea 45F-54F

#371 BAGON

Type: Dragon
Ability: Rock Head
Terrain Ability: Ground



Size:

HP	▶▶▶▷
Attack	▶▶▶▷
Defense	▶▶▶▷
Special Attack	▶▶▶▷
Special Defense	▶▶▶▷

Level-Up Moves

L1	RAGE	L41	CRUNCH
L5	BITE	L49	DRAGON CLAW
L9	LEER	L53	DOUBLE-EDGE
L17	HEADBUTT		
L21	FOCUS ENERGY		
L25	EMBER		
L33	DRAGONBREATH		
L37	SCARY FACE		

Friend Area • Dragon Cave

Somewhat Likely

- Lapis Cave 9F-13F, Wish Cave 45F-49F, Wyvern Hill 1F-4F, Joyous Tower 42F-45F

#372 SHELGON

Type: Dragon
Ability: Rock Head
Terrain Ability: Ground



Size:

#373 SALAMENCE

Type: Dragon-Flying
Ability: Intimidate
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	RAGE	L25	EMBER
L1	BITE	L30	PROTECT
L1	LEER	L38	DRAGONBREATH
L1	HEADBUTT	L47	SCARY FACE
L5	BITE	L50	FLY
L9	LEER	L61	CRUNCH
L17	HEADBUTT	L79	DRAGON CLAW
L21	FOCUS ENERGY	L93	DOUBLE-EDGE

Friend Area • Dragon Cave

Never

- Evolves from Shelgon at Level 50

#374 BELDUM

Type: Steel-Psychic
Ability: Clear Body
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1 TAKE DOWN

Friend Area • Magnetic Quarry

Somewhat Likely

- Mt. Steel 6F-8F, Wish Cave 15F-17F, Solar Cave 1F-4F, Joyous Tower 14F-16F

#375 METANG

Type: Steel-Psychic
Ability: Clear Body
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TAKE DOWN	L56	AGILITY
L20	CONFUSION	L62	HYPER BEAM
L26	METAL CLAW		
L32	SCARY FACE		
L38	PURSUIT		
L44	PSYCHIC		
L50	IRON DEFENSE		
	METEOR MASH		

Friend Area • Magnetic Quarry

Very Unlikely

- Evolves from Beldum at Level 20
- Frosty Forest 1F-4F, Wish Cave 62F-64F, Solar Cave 8F-12F, Joyous Tower 56F-61F
- Leader must be Level 90, or Level 50 with Friend Bow

#376 METAGROSS

Type: Steel-Psychic
Ability: Clear Body
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TAKE DOWN	L38	PSYCHIC
L1	CONFUSION	L44	IRON DEFENSE
L1	METAL CLAW	L55	METEOR MASH
L1	SCARY FACE	L66	AGILITY
L20	CONFUSION	L77	HYPER BEAM
L20	METAL CLAW		
L26	SCARY FACE		
L32	PURSUIT		

Friend Area • Magnetic Quarry

Never

- Evolves from Metang at Level 45

#377 REGIROCK

Type: Rock
Ability: Clear Body
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	EXPLOSION	L65	HYPER BEAM
L9	ROCK THROW		
L17	CURSE		
L25	SUPERPOWER		
L33	ANCIENTPOWER		
L41	IRON DEFENSE		
L49	ZAP CANNON		
L57	LOCK-ON		

Friend Area • Ancient Relic

Unlikely

- Buried Relic 15F
- Must have Rock Part or Music Box

#378 REGICE

Type: Ice
Ability: Clear Body
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	EXPLOSION	L65	HYPER BEAM
L9	ICY WIND		
L17	CURSE		
L25	SUPERPOWER		
L33	ANCIENTPOWER		
L41	IRON DEFENSE		
L49	ZAP CANNON		
L57	LOCK-ON		

Friend Area • Ancient Relic

Unlikely

- Buried Relic 25F
- Must have Ice Part or Music Box

#379 REGISTEEL

Type: Steel
Ability: Clear Body
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	EXPLOSION	L57	LOCK-ON
L9	METAL CLAW	L65	HYPER BEAM
L17	CURSE		
L25	SUPERPOWER		
L33	ANCIENTPOWER		
L41	IRON DEFENSE		
L49	AMNESIA		
L49	ZAP CANNON		
L57	LOCK-ON		

Friend Area • Ancient Relic

Unlikely

- Buried Relic 35F
- Must have Steel Part or Music Box

#380 LATIAS

Type: Dragon-Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PSYWAVE	L40	PSYCHIC
L5	WISH	L45	RECOVER
L10	HELPING HAND	L50	CHARM
L15	SAFEGUARD		
L20	DRAGONBREATH		
L25	WATER SPORT		
L30	REFRESH		
L35	MIST BALL		

#382 KYOGRE

Type: Water
Ability: Drizzle
Terrain Ability: Water



Size:

HP	█████
Attack	█████
Defense	█████
Special Attack	█████
Special Defense	█████

Level-Up Moves

L1	WATER PULSE	L60	SHEDDING
L5	SCARY FACE	L65	DOUBLE-EDGE
L15	ANCIENTPOWER	L75	WATER SPOUT
L20	BODY SLAM		
L30	CALM MIND		
L35	ICE BEAM		
L45	HYDRO PUMP		
L50	REST		

Friend Area • Seafloor Cave

- Stormy Sea 40F

Likely

#383 GROUDON

Type: Ground
Ability: Drought
Terrain Ability: Magma



Size:

HP	█████
Attack	█████
Defense	█████
Special Attack	█████
Special Defense	█████

Level-Up Moves

L1	MUD SHOT	L60	FISSURE
L5	SCARY FACE	L65	SOLARBEAM
L15	ANCIENTPOWER	L75	ERUPTION
L20	SLASH		
L30	BULK UP		
L35	EARTHQUAKE		
L45	FIRE BLAST		
L50	REST		

Friend Area • Volcanic Pit

- Magma Cavern 3F
- Cannot catch on first encounter

Very Unlikely

#384 RAYQUAZA

Type: Dragon-Flying
Ability: Air Lock
Terrain Ability: Float



Size:

HP	█████
Attack	█████
Defense	█████
Special Attack	█████
Special Defense	█████

Level-Up Moves

L1	TWISTER	L60	EXTREMESPEED
L5	SCARY FACE	L75	OUTRAGE
L15	ANCIENTPOWER		HYPER BEAM
L20	DRAGON CLAW		
L30	DRAGON DANCE		
L35	CRUNCH		
L45	FLY		
L50	REST		

Friend Area • Stratos Lookout

- Sky Tower Summit 9F
- Cannot catch on first encounter

Very Unlikely

#385 JIRACHI

Type: Steel-Psychic
Ability: Serene Grace
Terrain Ability: Float



Size:

HP	█████
Attack	█████
Defense	█████
Special Attack	█████
Special Defense	█████

Level-Up Moves

L1	WISH	L35	DOUBLE-EDGE
L1	CONFUSION	L40	FUTURE SIGHT
L5	REST	L45	COSMIC POWER
L10	SWIFT	L50	DOOM DESIRE
L15	HELPING HAND		
L20	PSYCHIC		
L25	REFRESH		
L30	REST		

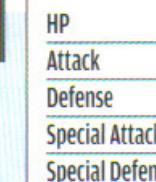
Friend Area • Mt. Moonview

- Wish Cave 99F

Very Likely

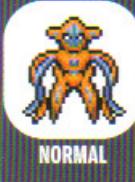
#386 DEOXYS

Type: Psychic
Ability: Pressure
Terrain Ability: Float



Size:

You'll see all four forms of Deoxys while exploring Meteor Cave, but you'll catch it only in its normal form. There's no way to transform Deoxys into its other forms once you have befriended it.



Level-Up Moves

L1	WRAP	L35	COSMIC POWER
L1	LEER	L40	RECOVER
L5	NIGHT SHADE	L45	PSYCHO BOOST
L10	TELEPORT	L50	HYPER BEAM
L15	KNOCK OFF		
L20	PURSUIT		
L25	PSYCHIC		
L30	SNATCH		



Level-Up Moves

L1	WRAP	L35	COSMIC POWER
L1	LEER	L40	ZAP CANNON
L5	NIGHT SHADE	L45	PSYCHO BOOST
L10	TELEPORT	L50	HYPER BEAM
L15	TAUNT		
L20	PURSUIT		
L25	PSYCHIC		
L30	SUPERPOWER		



Level-Up Moves

L1	WRAP	L35	IRON DEFENSE
L1	LEER	L40	AMNESIA
L5	NIGHT SHADE	L45	RECOVER
L10	TELEPORT	L50	PSYCHO BOOST
L15	KNOCK OFF		MIRROR COAT
L20	SPIKES		COUNTER
L25	PSYCHIC		
L30	SNATCH		



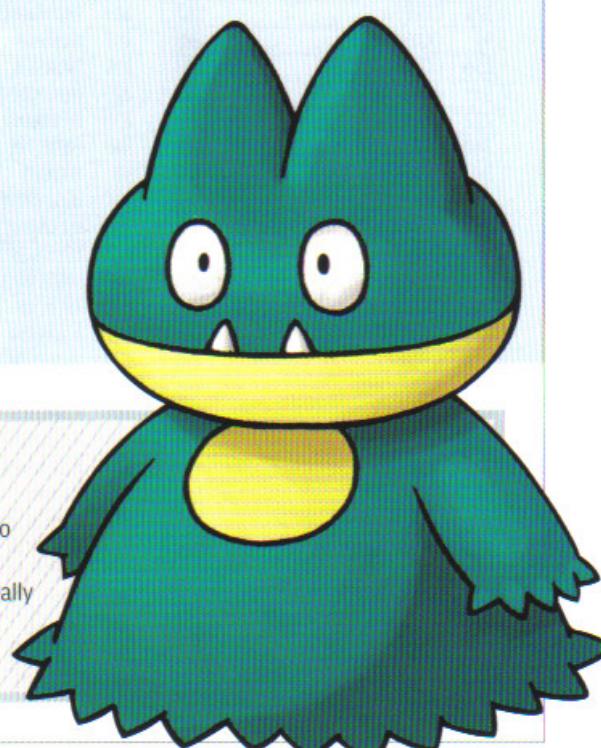
Level-Up Moves

L1	WRAP	L35	AGILITY
L1	LEER	L40	RECOVER
L5	NIGHT SHADE	L45	PSYCHO BOOST
L10	DOUBLE TEAM	L50	EXTREMESPEED
L15	KNOCK OFF		
L20	PURSUIT		
L25	PSYCHIC		
L30	SWIFT		



Munchlax

You won't be able to befriend Munchlax, but you will encounter it rarely in Pokémon Square. Sometimes you'll walk into the square and the noise of its huge tummy rumbling will startle the townsfolk. If you give Munchlax something to eat, it'll thank you with the Munch Belt. In another event, Munchlax will saunter into the middle of the square, and accidentally dump a bunch of apples that it was carrying. As Munchlax scoops them back up, it'll ask you to return an apple that it thinks you took. If you give Munchlax an apple you pick up off the ground, you'll get the Munch Belt in return.



Alphabetical Pokémon Index

ID#	POKÉMON	POKÉDEX PAGE	ID#	POKÉMON	POKÉDEX PAGE	ID#	POKÉMON	POKÉDEX PAGE	ID#	POKÉMON	POKÉDEX PAGE
63	ABRA	155	356	DUSCLOPS	188	382	KYOGRE	191	279	PELIPPER	179
359	ABSOL	188	355	DUSKULL	188	305	LAIRON	182	53	PERSIAN	154
142	AERODACTYL	164	269	DUSTOX	178	171	LANTURN	167	231	PHANPY	174
306	AGGRON	182	133	EEVEE	163	131	LAPRAS	162	172	PICHU	167
190	AIPOM	169	23	EKANS	150	246	LARVITAR	175	18	PIDGEOT	150
65	ALAKAZAM	155	125	ELECTABUZZ	162	380	LATIAS	190	17	PIDGEOTTO	150
334	ALTARIA	185	309	ELECTRIKE	182	381	LATIOS	190	16	PIDGEY	150
181	AMPHAROS	168	101	ELECTRODE	159	166	LEDIAN	166	25	PIKACHU	151
347	ANORITH	187	239	ELEKID	175	165	LEDYBA	166	221	PILOSwine	173
24	ARBOK	151	244	ENTEI	175	108	LICKITUNG	160	204	PINECO	171
59	ARCANINE	154	196	ESPEON	170	345	LILEEP	186	127	PINSIR	162
168	ARIADOS	167	102	EXEGGCUTE	159	264	LINOONE	177	311	PLUSLE	183
348	ARMALDO	187	103	EXEGGUTOR	159	271	LOMBRE	178	186	POLITOED	169
304	ARON	182	295	EXPLOUD	181	270	LOTAD	178	60	POLIWAG	155
144	ARTICUNO	164	83	FARFETCH'D	157	294	LOUDRED	181	61	POLIWHIRL	155
184	AZUMARILL	168	22	FEAROW	150	272	LUDICOLO	178	62	POLIWRATH	155
298	AZURILL	181	349	FEEBAS	187	249	LUGIA	176	77	PONYTA	156
371	BAGON	189	160	FERALIGATR	166	337	LUNATONE	186	261	POOCHYENA	177
343	BALTOY	186	180	FLAFFFY	168	370	LUVDISC	189	137	PORYGON	163
354	BANETTE	187	136	FLAREON	163	68	MACHAMP	155	233	PORYGON2	174
339	BARBOACH	186	330	FLYGON	185	67	MACHOKE	155	57	PRIMEAPE	154
153	BAYLEEF	165	205	FORRETRESS	171	66	MACHOP	155	54	PSYDUCK	154
267	BEAUTIFLY	178	162	FURRET	166	240	MAGBY	175	247	PUPITAR	176
15	BEEDRILL	150	282	GARDEVOIR	179	219	MAGCARGO	172	195	QUAGSIRE	170
374	BELDUM	190	92	GASTLY	158	129	MAGIKARP	162	156	QUILAVA	165
182	BELLOSSOM	168	94	GENGAR	158	126	MAGMAR	162	211	QWILFISH	172
69	BELLOSPROUT	156	74	GEODUDE	156	81	MAGNEMITE	157	26	RAICHU	151
9	BLASTOISE	149	203	GIRAFARIG	171	82	MAGNETON	157	243	RAIKOU	175
257	BLAZIKEN	177	362	GLALIE	188	296	MAKUHITA	181	280	RALTS	179
242	BLISSEY	175	207	GLIGAR	171	310	MANECTRIC	183	78	RAPIDASH	157
286	BRELOOM	180	44	GLOOM	153	56	MANKEY	154	20	RATICATE	150
1	BULBASAUR	148	42	GOLBAT	153	226	MANTINE	173	19	RATTATA	150
12	BUTTERFREE	149	118	GOLDEEN	161	179	MAREEP	168	384	RAYQUAZA	191
331	CACNEA	185	55	GOLDUCK	154	183	MARILL	168	378	REGICE	190
332	CACTURNE	185	76	GOLEM	156	105	MAROWAK	160	377	REGIROCK	190
323	CAMERUPT	184	368	GOREBYSS	189	259	MARSHTOMP	177	379	REGISTEEL	190
318	CARVANHA	183	210	GRANBULL	171	284	MASQUERAIN	180	369	RELIANTH	189
268	CASCOON	178	75	GRAVELER	156	303	MAWILE	182	223	REMORAID	173
351	CASTFORM	187	88	GRIMER	158	308	MEDICHAM	182	112	RHYDON	160
10	CATERPIE	149	383	GROUDON	191	307	MEDITITE	182	111	RHYHORN	160
251	CELEBI	176	253	GROVYLE	176	154	MEGANIUM	165	315	ROSELIA	183
113	CHANSEY	160	58	GROWLITHE	154	52	MEOWTH	154	302	SABLEYE	182
6	CHARIZARD	149	326	GRUMPIG	184	376	METAGROSS	190	373	SALAMENCE	190
4	CHARMANDER	148	316	GULPIN	183	375	METANG	190	27	SANDSHREW	151
5	CHARMELEON	148	130	GYARADOS	162	11	METAPOD	149	28	SANDSLASH	151
152	CHIKORITA	165	297	HARIYAMA	181	151	MEW	165	254	SCEPTILE	176
358	CHIMECHO	188	93	HAUNTER	158	150	MEWTWO	165	212	SCIZOR	172
170	CHINCHOU	167	214	HERACROSS	172	262	MIGHTYENA	177	123	SCYTHER	162
366	CLAMPERL	189	107	HITMONCHAN	160	350	MILOTIC	187	117	SEADRA	161
344	CLAYDOL	186	106	HITMONLEE	160	241	MILTANK	175	119	SEAKING	161
36	CLEFABLE	152	237	HITMONTOP	174	312	MINUN	183	364	SEALEO	189
35	CLEFAIRY	152	250	HO-OH	176	200	MISDREAVUS	170	273	SEEDOT	178
173	CLEFFA	167	163	HOOHTHOOT	166	146	MOLTRES	164	86	SEEL	157
91	CLOYSTER	158	187	HOPPIP	169	122	MR. MIME	161	161	SENTRET	166
256	COMBUSKEN	177	116	HORSEA	161	258	MUDKIP	177	336	SEVIPER	185
341	CORPHISH	186	229	HOUNDOOM	174	89	MUK	158	319	SHARPEDO	184
222	COROSLA	173	228	HOUNDOUR	173	198	MURKROW	170	292	SHEDINJA	181
346	CRADILY	187	367	HUNTAIL	189	177	NATU	168	372	SHELON	189
342	CRAWDAUNT	186	97	HYPNO	159	34	NIDOKING	152	90	SHELDER	158
169	CROBAT	167	174	IGGLYBUFF	167	31	NIDOQUEEN	151	275	SHIFTRY	179
159	CROCONAW	166	314	ILLUMISE	183	29	NIDORAN♀	151	285	SHROOMISH	180
104	CUBONE	159	2	IVYSAUR	148	32	NIDORAN♂	151	213	SHUCKLE	172
155	CYNDquil	165	39	JIGGLYPUFF	152	30	NIDORINA	151	353	SHUPPET	187
301	DELCATTY	182	385	JIRACHI	191	33	NIDORINO	152	266	SILCOON	178
225	DELIBIRD	173	135	JOLTEON	163	290	NINCADA	180	227	SKARMORY	173
386	DEOXY'S	191	189	JUMPLUFF	169	38	NINETALES	152	188	SKIPLOOM	169
87	DEWGONG	158	124	JYNX	162	291	NINJASK	180	300	SKITTY	181
50	DIGLETT	153	140	KABUTO	163	164	NOCTOWL	166	289	SLAKING	180
132	DITTO	163	141	KABUTOPS	164	299	NOSEPASS	181	287	SLAKOTH	180
85	DODRIO	157	64	KADABRA	155	322	NUMEL	184	80	SLOWBRO	157
84	DODUO	157	14	KAKUNA	149	274	NUZLEAF	179	199	SLOWKING	170
232	DONPHAN	174	115	KANGASKHAN	161	224	OCTILLERY	173	79	SLOWPOKE	157
148	DRAGONAIR	164	352	KECLEON	187	43	ODDISH	153	218	SLUGMA	172
149	DRAGONITE	164	230	KINGDRA	174	138	OMANYTE	163	235	SMEARGLE	174
147	DRATINI	164	99	KINGLER	159	139	OMASTAR	163	238	SMOOCHUM	175
96	DROWZEE	159	281	KIRLIA	179	95	ONIX	158	215	SNEASEL	172
51	DUGTRIO	154	109	KOFFING	160	46	PARAS	153	143	SNORLAX	164
206	DUNSPARCE	171	98	KRABBY	159	47	PARASECT	153	361	SNORUNT	188



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