

S-Rank

(written by pe5e)

Name: Abra (Trade)

Availability: Abra can be found on Route 116 with a 10% chance at level 7 in Emerald and in Granite Cave with a 10% chance at level 8 and 10 in all versions.

Stats: Abra starts out with good speed and special attack. As it evolves into Kadabra and later Alakazam, those stats only get better. All three are very frail on the physical side though, due to their low HP and defense. Their special bulk is decent enough. This turns Alakazam into a very fast and powerful special sweeper.

Typing: The Psychic typing is of rather average usefulness defensively, with only having resistances against itself and Fighting. Ghost and Dark threaten it, and otherwise attacks do neutral damage. Offensively, Psychic is similar in that it hits most things neutrally aside from itself, Steel and Dark, which is immune to Psychic. The super-effective damage against Fighting and Poison types is useful.

Movepool: Their level-up movepool is good but lacks coverage. Abra, especially, has no level-up moves. Kadabra and Alakazam learn plenty of usable Psychic attacks across the game, with Psychic, its strongest option, even being a level-up move. Otherwise, it learns some decent support moves in Reflect, Recover, Calm Mind and Disable. Aside from Psychic moves, its coverage options are sadly very lacking, with only the weak Thief and Shock Wave TMs as options. Otherwise, Alakazam can also be a Flash user.

Major Battles: Abra can't yet contribute against Roxanne. Once it evolves into Kadabra and then Alakazam, it does well against almost all gym leaders with its neutral STAB alone. Only Wattson's Magneon and Norman's Slaking can give it trouble. Thief is a good option against Tate & Liza. Alakazam also does great in all battles against your rival and Team Aqua and Magma. Their Mightynenas are a roadblock for it though, even if you carry Shock Wave. The Elite Four and the Champion are difficult for Alakazam, as Sidney and Phoebe are bad matchups, and most neutral targets survive their attacks and threaten big damage in return.

Additional Comments: Abra can't level up on its own due to lacking attacks when you catch it. This means it needs to be switch-trained or carry the Exp. Share until it gets to level 16.

Once it evolves into Kadabra, it is almost entirely self-sufficient and needs no further support. The earlier Kadabra can be traded to evolve, the better it is, but Kadabra itself is already strong enough for almost everything. The Thief and Shock Wave TMs are expendable and can therefore be used to give Alakazam important coverage. Abra has a medium-low leveling rate, which allows it to level up fast. Its abilities Synchronize and Inner Focus are situationally useful against status or the many Fake Out users, but Alakazam doesn't want to take the status or Fake Out damage despite that.

(written by Karxrida)

Name: Mudkip

Availability: Mudkip is one of the potential starters received on Route 101 at the beginning of the game. It is obtained at level 5.

Stats: Mudkip and its evolutions are your standard tanks, with high defenses and Attack but low Speed. While their Special Attack stat isn't amazing, it's still good enough to reliably secure KOs with super effective Water STAB and Ice coverage. The low Speed can be annoying since it leads to taking hits and thus frequent potion usage, but the Mudkip line's overall versatility and power more than compensate.

Typing: Mudkip starts off as a Water-type, which is already solid, but becomes Water/Ground upon evolution into Marowak. Water/Ground is an amazing combo both offensively and defensively, hitting many things for neutral or super effective damage while also only providing one weakness to Grass. While this is a double weakness, Grass-type attacks are rare and easily played around.

Movepool: Being a Water-type automatically grants Ice attacks via TM, but the Mudkip line can also be taught a few Rock- and Fighting-type moves. A couple Ground-type attacks such as Mud Shot and Earthquake are obtained via level-up, though Earthquake comes very late and likely won't be online until the Elite Four. Mudkip can also learn 5 of the game's 8 HMs, providing great out-of-battle utility if needed.

Major Battles: Mudkip has a positive or neutral matchup against almost every major battle in the game thanks to its bulk, movepool, and typing. It notably solos Roxanne and Watson, can deal with Winona's Altaria without fear of being KO'd if you teach it Ice Beam, and destroys most of Champion Steven's team. The only times it consistently has issues are during the Rival fights; the Rival will always have a member of the Treecko line when Mudkip is chosen, though a teammate can easily cover this weak spot.

Additional Comments: Even though Earthquake is Swampert's level-up movepool, it comes very late at 52. Using TM 26 is worth consideration, especially since there is little competition for the move.

(written by Punchshroom)

Name: Ralts

Availability: Ralts is found in Route 102 at a 4% encounter rate.

Stats: Rather poor to mediocre stats as Ralts and Kirlia, but Gardevoir has amazing Special Attack & Special Defense and sufficient Speed.

Typing: Psychic typing grants good neutral STAB coverage for much of the game, though Dark-types are a hassle in the early game. It can make use of its resistances against Brawly and Tate & Liza, but weaknesses to Sidney and Phoebe can prove annoying.

Movepool: Ralts first needs 2 levels to acquire Confusion to be able to fight on its own. As a Kirlia, it soon gains access to two of its most important moves, Calm Mind and Psychic, at ridiculously early levels, which tear down much of the game and are mostly all it needs. Kirlia can use the Shock Wave TM for additional coverage, which can then be upgraded to the Thunderbolt TM as Gardevoir. Double Team can possibly cheese through Ralts's few tough matchups.

Major Battles: Ralts can use Double Team and Growl to help swing the Roxanne and especially Brawly matchup to its favor. Kirlia's matchup against Wattson is considerably shakier since multiple factors such as paralysis, Supersonic, Sonicboom, and Selfdestruct can impede or undo Kirlia's setup attempts. From here on out, Kirlia/Gardevoir's main game plan is set up Calm Minds against the bosses' lead/weaker Pokemon to be able to wipe out their team with boosted Psychics and Thunderbolts, though it is to be expected that Kirlia/Gardevoir might need to be healed in the process, and Kirlia also needs to evolve into Gardevoir by the time it confronts Norman. Additional help such as Double Team boosts, X Defend/X Speed, or status-curing berries can help make a cleansweep even more comfortable or at least help save up on healing items.

Additional Comments: Ralts's ability can play a notable role in determining which matchups it can perform better in. Trace can let copy abilities such as Golbat/Crobat's Inner Focus (to prevent Bite flinches), Claydol's Levitate, and Sealeo's Thick Fat for easier setup, whereas

Synchronize can give Kirlia an edge in the Wattson matchup or just simply let Gardevoir set up on Slaking without copying Truant.

A-Rank

(written by pe5e)

Name: Abra (No Trade)

Availability: Abra can be found on Route 116 with a 10% chance at level 7 in Emerald and in Granite Cave with a 10% chance at level 8 and 10 in all versions.

Stats: Abra starts out with good speed and special attack. As it evolves into Kadabra, those stats only get better. Kadabra's physical bulk is noticeably lower than Alakazam's, which makes even neutral physical hits a big danger. Their special bulk is decent enough. This turns Kadabra into a very fast and powerful glass cannon special sweeper.

Typing: The Psychic typing is of rather average usefulness defensively, with only having resistances against itself and Fighting. Ghost and Dark threaten it, and otherwise attacks do neutral damage. Offensively, Psychic is similar in that it hits most things neutrally aside from itself, Steel and Dark, which is immune to Psychic. The super-effective damage against Fighting and Poison types is useful.

Movepool: Their level-up movepool is good but lacks coverage. Abra, especially, has no level-up moves. Kadabra learns plenty of usable Psychic attacks across the game, with Psychic, its strongest option, even being a level-up move. Otherwise, it learns some decent support moves in Reflect, Recover, and Disable. Aside from Psychic moves, its coverage options are sadly very lacking, with only the weak Thief and Shock Wave TMs as options. Calm Mind is a setup move it can get later via TM. Otherwise, Kadabra can also be a Flash user.

Major Battles: Abra can't yet contribute against Roxanne. Once it evolves into Kadabra, it does well against almost all gym leaders with its neutral STAB alone. Only Wattson's Magnetron and Norman's Slaking can give it trouble. Thief is a good option against Tate & Liza. Kadabra also does great in all battles against your rival and Team Aqua and Magma. Their Mightyenas are a roadblock for it though, even if you carry Shock Wave. The Elite Four and the Champion are difficult for Kadabra, as Sidney and Phoebe are bad matchups, and most neutral targets survive their attacks and threaten big damage in return.

Additional Comments: Abra can't level up on its own due to lacking attacks when you catch it. This means it needs to be switch-trained or carry the Exp. Share until it gets to level 16. Once it evolves into Kadabra, it is almost entirely self-sufficient and needs no further support. The Thief and Shock Wave TMs are expendable and can therefore be used to give Kadabra important coverage. Abra has a medium-low leveling rate, which allows it to level up fast. Its abilities Synchronize and Inner Focus are situationally useful against status or the many Fake Out users, but Kadabra doesn't want to take the status or Fake Out damage despite that.

(written by Karxrida)

Name: Groudon (R)

Availability: Groudon is a guaranteed story encounter in Cave of Origin at Level 45, just before Sootopolis Gym.

Stats: As a cover Legendary, Groudon has all-around amazing stats with no weak areas, with immense Attack and Defense in particular. Its more than usable Special Attack stat even makes it a great mixed attacker if you're so inclined.

Typing: Pure Ground doesn't provide much of worth defensively outside of an Electric immunity, though it's still amazing offensively. A Water weakness would normally be annoying due to the type's prevalence in the late game, but Drought's eternal Sun patches this up.

Movepool: Groudon has quite the colorful movepool. It comes with Earthquake and Bulk Up to power its way through neutral matchups, while Fire moves and SolarBeam allow it to abuse Drought. It can also be taught more fringe options such as Dragon Claw and Brick Break through TM, though these likely won't be necessary.

Major Battles: Groudon is incredibly effective for the endgame, having good matchups for most of the remaining fights. Despite its typing, it actually has a decent showing against Wallace's Water-types and Glacia's Ice-types thanks to its movepool and Drought, and handily solos Champion Steven. The only fight Groudon may struggle with is Drake due to the amount of Ground-immune Pokémon on his team, though this can be partially mitigated by a Rock move or Dragon Claw.

Additional Comments: SolarBeam comes far too late in Groudon's level-up movepool to be available before the credits, so using the TM is strongly recommended. If you don't, however, Drought can still support a Chlorophyll Grass-type like Vileplume.

(written by iSoNkei)

Name: Kyogre (S)

Availability: Kyogre is a guarantee encounter in Pokemon Sapphire after the player wins their 7th gym badge located in Mossdeep City (Tate & Liza)

Stats: Amazing bulk, Sp.Atk and defenses

Typing: Water is a great offensive-defensive typing and nothing at this stage of the game can really pose a problem.

Movepool: Kyogre knows Calm Mind/Ice Beam and Hydro Pump the moment it's caught making great at setting up on weak foes that can't hurt him and proceed sweeping everything in sight. The low PP in Hydro Pump can be a problem but can easily be swapped for the more accurate Surf and since you will be more or less be using a few CM first the power drop isn't noticeable. It can also learn Thunderbolt or a 100% accurate Thunder.

Major Battles: Kyogre can beast through what is left of the game with minimal support from items (mainly PP restoring ones). With Thunderbolt or Thunder wrecks Wallace, has no problem setting up CM in the face of Sydney's Mightyena, Phoebe's Dusclops, Glacia's Sealeo, Drake's Shelgon and Steven's Skarmory and then sweeping the battle from there by spamming it's most effective move.

Additional Comments: It is advisable to swap Hydro Pump for Surf and give Kyogre an electric move. Thunder is probably better than Thunderbolt since it's more powerful and only requires to beat the rival (which should be pretty easy with all the extra experience) rather than having to go to the New Mauville and run through the whole area. A few PP restoring items will be needed in order for Kyogre to sweep.

(written by iSoNkei)

Name Rayquaza (E)

Availability: Rayquaza can be caught in the Sky Pillar after the player awakens it for the first time to stop the clash between Groudon and Kyogre.

Stats: Amazing offensive stats and speed.

Typing: Dragon/Flying is all in all a great defensive typing but the 4x weakness to Ice can come to bite especially in a Water infested late game (since they usually carry Ice type attacks).

Movepool: Rayquaza has a stellar and expansive move pool that can be adjusted for any situation.

Major Battles: Rayquaza's great offensive stats along with its stellar move pool and the fact that it can be caught at level 70 can pretty much steamroll what is left of the game. It does need the use of items and some TM's to do so though! It destroys Juan by spamming Outrage. With Fly/Waterfall and Outrage you win Sydney but you do need X items or use of TM's to have a clean sweep vs the rest of the Elite Four.

Additional Comments: A set of Fly/ Aerial Ace/ Waterfall/ Outrage is what speedrunners use to push through the Victory Road and the Elite Four so technically Rayquaza can solo the rest of the game. Heal Powders to get rid of Confusion, some X attacks and X Speeds are always useful items for setting up before sweeping with Rayquaza. Outrage only uses 1 PP the first time is used so a well timed Outrage can take 2-3 Pokemon's with only 1 PP!

(written by Punchshroom)

Name: Shroomish

Availability: Shroomish can be found in Petalburg Woods with a 15% chance.

Stats: Good bulk with low offenses and Speed. Upon evolution, its Attack stat skyrockets to become one of the highest in the game.

Typing: Grass typing is useful for the earlier portions of the game due to its advantage against Rock and Electric. Upon gaining the Fighting type upon evolution, it gains additional favorable matchups against Norman, Sidney, Glacia, and Steven, though it dislikes the new Psychic weakness against Tate & Liza. Note that Breloom does not rely on Grass-type moves for offense.

Movepool: Shroomish relies on disruptive moves such as Stun Spore, Leech Seed, and Mega Drain to take full advantage of its bulk and make up for its lack of power. Once it evolves, it changes gears to become an attacking powerhouse, crushing foes with moves like Bulk Up, Mach Punch, Rock Tomb, Silk Scarf-boosted Headbutt / Strength, Sludge Bomb, and Sky Uppercut, most of which are very powerful attacks for when they are learned compared to most Pokemon.

Major Battles: Shroomish can solo Roxanne while being able to hinder Brawly with Leech Seed and Mega Drain. Breloom can smash Wattson, Archie, and Sidney pretty easily as well as wipe out most of Norman's trainers, while Norman himself can be dealt with by clever use of Bulk Up and Leech Seed / Counter. It loses to Flannery, Winona, Tate & Liza, and Phoebe, but otherwise its immense power makes it a threat against nearly any opponent it fights, especially with the threat of Bulk Up + X-Speed sweeps.

Additional Comments: Breloom's usefulness against Glacia is heavily decided on whether Breloom is able to outspeed her Pokemon, so it should avoid having a speed-hindering nature and feed it any Carbos you can find.

(written by Celeb)

Name: Torchic

Availability: It's a starter.

Stats: Its Attack and Special Attack are good for the whole game, however the rest of its stats are average. Final evolution improves its speed slightly, making it faster than most of the opponents.

Typing: The combination of Fire and Fighting hits 7 different types for super effective damage while only being resisted by some Flying and Water Pokemon. Defensively, the typing results in nasty weaknesses to Water, Ground, Flying and Psychic types which are common in major battles.

Movepool: For its STAB moves, it gets Ember at level 10, Double Kick upon first evolution at level 16 and Blaze Kick upon second evolution at level 36. Stronger STABs (Brick Break, Flamethrower and Fire Blast) are only accessible via TMs. Torchic can utilize Rock Tomb as well as Ground and Normal type coverage to hit certain opponents harder. Lastly, Bulk Up is a noteworthy boosting move that strengthens the power of physical attacks and simultaneously increases Defense.

Major Battles: Its performance against Roxanne heavily depends on its evolutionary stage - Torchic fails to do anything helpful but Combusken fares much better. Most of the remaining major battles are not a big threat to Torchic thanks to its good STABs and an access to a boosting move. Most notably, even despite having a type disadvantage, Blaziken can sweep Winona and a Water type gym leader. Only Tate, Liza, Drake and Emerald's Wallace prove to be too much for it to handle.

(written by Ernesto)

Name: Zangoose

Availability: Zangoose can be caught at Route 114 with a 19% chance, at levels 15-17. It's only available in Ruby.

Stats: Zangoose has very high Attack and Speed stats for the moment it's available. Its bulk is mediocre but it can allow it to live hits and set up Swords Dances and sweep.

Typing: Normal typing gives it an immunity against Ghost-type attacks and is seldom resisted offensively when combined with the Shadow Ball TM outside of Steel-type Pokemon.

Movepool: Zangoose comes Swords Dance and Quick Attack and learns Slash at level 19. It can be taught TMs such as Return, Shadow Ball, Brick Break, and Dig to hit almost every opponent hard.

Major Battles: While its typing doesn't give it any immediate advantage, the ability to set up Swords Dances and hit hard with Normal STAB allows it to do well against Flannery, Winona, Wallace, Sidney, and Glacia. With Shadow Ball it also beats Tate and Liza and Phoebe.

Additional Comments: Zangoose's biggest flaw is its experience group, Erratic. This means from the moment you catch it it'll need to defeat twice as many opponents as a Medium-Slow Pokemon so it'll likely be underleveled during the midgame. At around the seventh gym it'll begin leveling up much faster to make up for the rough start.

B-Rank

(written by Punchshroom)

Name: Absol

Availability: Absol can be found in Route 120 with a 8% chance.

Stats: Glass cannon; very high Attack stat with decent Speed and Special Attack, but poor defenses.

Typing: Dark typing is useful for its Psychic immunity and Ghost resistance, but does not serve Absol very well in the attacking department at all.

Movepool: Absol is TM-reliant, but fortunately it has a very diverse movepool that can easily be tailored to your needs. It has Swords Dance to bolster moves such as Shadow Ball, Aerial Ace, and Return to extremely powerful levels, or it can take advantage of the coverage granted by Ice Beam, Thunderbolt, and Flamethrower, which it can further augment with Calm Mind if it wants.

Major Battles: Absol technically has the movepool to contribute in nearly any major matchup, be it breaking teams with Swords Dance-boosted Shadow Ball, picking off specific targets with special attacks, or even potentially sweeping with Calm Mind. Do note that Absol's frailty and average Speed can make clean sweeps rather difficult, but Absol does fairly well in 1v1 battles due to its power or coverage, and can wipe out Tate & Liza, Steven, and Phoebe particularly easily.

(written by Punchshroom)

Name: Barboach

Availability: Barboach can be fished with the Good Rod in the lake of Route 111 with a 20% chance, varying from levels 10 to 30.

Stats: Barboach has poor stats so it wants to evolve as soon as it gets Earthquake at level 31. Whiscash has sizable HP, mediocre Speed, and average stats elsewhere.

Typing: Water/Ground typing is excellent for its wide and neutral coverage and having only one uncommon weakness, making Whiscash terrific for neutral fights.

Movepool: Surf and the Ice Beam TM are available to it immediately, and if you fished up a level 30 Barboach Earthquake is immediately learned after leveling up. Amnesia is helpful in allowing it to tank through specially-oriented fights, but if you don't need that, Whiscash can make room for another Water HM.

Major Battles: Ice Beam Whiscash beats all of Winona's Pokemon. Tate&Liza can be Surf spammed; Solrock's Solar Beam or repeated Psychics can be dangerous but Whiscash can use Amnesia to mitigate that damage if need be. Whiscash can Amnesia + Earthquake throughout the entire Wallace/Juan fight, though without X Atks and/or X Speeds, don't expect Whiscash to clean sweep without running into PP issues. The only Grass-type moves in the Elite 4 come from Sidney's Cacturne, Steven's Cradily, and Wallace's Ludicolo, but otherwise Whiscash can use its general bulk, Amnesia, and strong BP attacks to tank through most stronger opponents, with especially favorable matchups against Drake and Steven.

(written by sumwun)

Name: Carvanha

Availability: Carvanha can be found using a Good Rod on Route 118 with a 20% chance, levels 10 to 30.

Stats: Carvanha quickly evolves into Sharpedo, whose good attack stats and Speed but near-useless defense stats make it a glass cannon that wants frequent healing.

Typing: Several Psychic and Ghost opponents make Sharpedo's Dark STAB useful in the late game. Its defensive typing is also good, but its stats prevent it from having much defensive utility.

Movepool: Carvanha encountered at level 22 or higher should already know Crunch. It can immediately learn Surf for STAB and Ice Beam for covering Flying and Dragon. Additionally, Sharpedo can learn Earthquake to use its high physical Attack, as well as any of the 5 required HMs.

Major Battles: Sharpedo gets worn down too easily to solo entire battles, but its movepool lets it contribute against every gym and Elite Four member. Sharpedo's typing is perfect for destroying Winona and Tate and Liza. It does well against Phoebe, and its performance against Drake depends on your using Carbos and a nature that doesn't lower Speed. Additional Comments: Carvanha can be encountered anywhere from level 10 to level 30, so try to catch one that's at least level 25. Slow leveling rate slightly hinders Sharpedo.

(written by pe5e)

Name: Electrike

Availability: Electrike can be found on Route 110 with a 30% chance, levels 12 and 13.

Stats: Electrike and Manectric have good speed and special attack but have low bulk. This allows them to be fast, special sweepers.

Typing: Pure Electric only has Electric as a useful resistance, as otherwise almost everything hits Manectric neutrally. Offensively, Electric is quite useful against all the Water and Flying Pokemon in Hoenn. Ground types stop it on both ends.

Movepool: As with all Electric types in Hoenn, Manectric's movepool is quite bad. It's mostly only Electric and Normal moves. It lacks Electric attacks until it learns Spark at level 20, so giving it the Shock Wave TM to bridge this phase is a good idea. However, Thunderbolt and Spark are quite good moves that they can get early, and Bite is a decent coverage option. It can also carry the Strength or Flash HMs.

Major Battles: Manectric only excels in the Flying and Water gyms. Against the other gyms, its lower bulk can hinder it from going very far. Manectric is, however, quite good against most Pokemon from your rival and Team Aqua and Magma. It's also pretty solid against most of the Elite Four, with the exception of Drake.

Additional Comments: Manectric is in the slow experience group, so it levels up slower. Its Static ability can also be situationally useful, though it doesn't really want to get hit often. Electric types are great in Hoenn, and in that role, Manectric is pretty good. It has its limits, but with the help of other Pokemon against some bad matchups, it can be a great team member.

(written by sumwun)

Name: Heracross

Availability: Heracross can be found in the northeast area of the Safari Zone with a 5% chance.

Stats: Heracross's amazing physical Attack and good Speed are perfect for quickly defeating regular trainers, and its decent bulk means you don't have to heal it very often.

Typing: Fighting is a good offensive type, but its weaknesses to Flying and Psychic are rather common toward the late game. The Bug type is a hindrance as it makes Heracross weaker to Fire and Flying.

Movepool: Heracross comes already knowing Brick Break and can immediately learn Strength and Bulk Up. It usually only needs to spam Brick Break, but you can teach Heracross Earthquake to be able to touch Ghost-types. One is likely to have beaten the game before Heracross reaches level 53, so aiming for Megahorn is ill-advised.

Major Battles: Heracross can sweep Juan, Sidney, Glacia, Drake, Steven, and Wallace after a few Bulk Ups and an X Speed if necessary; certain lead Pokemon such as Juan/Wallace's Sweet Kiss Luvdisc, Sidney's Sand-Attack Mightyena, and Steven's Aerial Ace Skarmory are not ideal to set up against on the first turn, but they have other Pokemon that are much easier for Heracross to start Bulking Up on. Heracross does not fare well against opponents

such as Winona, Tate & Liza, and Phoebe, since all their Pokemon can target Heracross's weaknesses or just prove a pain to set up on in Phoebe's case.

Additional Comments: You can manipulate Heracross's nature by inserting Pokeblocks into Pokeblock feeders. Pokeblocks made of Leppa Berries increase the chance of +Physical Attack natures, while those made from Pecha Berries increase the likelihood of +Speed natures. Also, Guts is a slightly better ability.

(written by pe5e)

Name: Machop (Trade)

Availability: Machop can be found in Fiery Path with a 15% chance at levels 15 and 16.

Stats: Machop starts out with decent attack and HP but has low defenses and bad speed.

Machoke improves on this with better bulk and attack. Machamp gets even stronger and bulkier, but it is still slow. This turns it into a slow, powerful, and bulky physical attacker.

Typing: Defensively, its Fighting typing doesn't provide much aside from countering Dark types well. Its Psychic and Flying weaknesses are problems, as they also resist its STAB moves. Poison types also resist it. Hitting Normal, Rock, Ice and Dark types super effectively is very useful.

Movepool: Machop starts out with a good STAB move in Karate Chop and also learns a variety of other Fighting moves by leveling up. But none are very reliable until it can learn the Brick Break TM. Otherwise, it has to mostly go for several Normal type moves. Revenge can be a good go-second nuke, Seismic Toss can be useful early against Poison types and Vital Throw can be a solid guaranteed hit going second. The Rock Tomb and Earthquake TMs can be useful for coverage but aren't needed. Bulk Up is a solid setup option due to Machamp's bulk, so it can get pretty early. Machamp can also carry the role of a Rock Smash and Strength user.

Major Battles: Machop isn't great against Flannery because of its lower special bulk and Torko's high defense. The Norman fight is very good for Machoke, but it has to be careful of Slaking's Counter. Winona, and Tate & Liza are bad matchups for it. The water gym is okay for Machamp. Machop does well against most Pokemon of your rival and Team Aqua and Magma. But it has to be cautious of a few Flying types. Sidney and Glacia of the Elite Four are very good matchups for Machamp. It lacks coverage for Phoebe's ghost types, though. Drake and the Champion are alright for it.

Additional Comments: Machop is in the medium-slow leveling group, which makes it easier to level up. Which is good because Machop evolves rather late at level 28 to just Machoke. The earlier it can be traded to evolve into Machamp, the better it is, but Machoke itself is already decent against most things. Its Guts ability is often useful in giving it power boost for a short amount of time.

(written by sumwun)

Name: Magikarp

Availability: Magikarp can be found using an Old Rod at Dewford Town with a 70% chance at levels 5 to 10.

Stats: Gyarados has good defense stats, but its low Special Attack prevents Gyarados from effectively using its large special movepool.

Typing: Water Flying is a good defensive combination because Electric attacks become rare after Wattson. Water is unfortunately a special type, so Gyarados's Water STAB moves use its low Special Attack.

Movepool: Magikarp wants exp. share training until it evolves and learns Strength. Lack of physical STAB prevents Gyarados from effectively using its high physical Attack. It usually relies on different-type physical moves, namely Strength, Thrash, Return, or Earthquake. Surf and Ice Beam are good options for coverage moves.

Major Battles: Magikarp is useless against Brawly. Wattson and Phoebe are particularly difficult because they can target Gyarados's weaknesses. Gyarados's good matchups depend on its coverage moves. Dragon Rage (and being female) are good against Flannery, Ice Beam is good against Winona and Drake, and Thunderbolt is good against Wallace. Additional Comments: Slow leveling rate slightly hinders Magikarp. Intimidate is useful for weakening any physical attacker and, in Emerald, reducing wild Pokemon encounter chances.

(written by sumwun)

Name: Magnemite

Availability: Magnemite can be found in New Mauville with a 50% chance at levels 22 to 26.

Stats: Magnetron has excellent Special Attack. Its speed is slightly above average, so it should eat Carbos in order to outspeed as much as possible. Mediocre HP and Special Defense make Magnetron take a lot of damage from Fire and Water attacks.

Typing: The Electric Steel combination resists all but 4 types of attacks, but Ground attacks often OHKO Magnetron. Its Electric attacks are useful against the many Water opponents in the second half of the game.

Movepool: Spark, Thunder Wave, and Thunderbolt are Magnetron's 3 good moves. No matter what move is in the last slot, it's usually useless. Magnetron's tiny movepool makes it lose to most Ground Pokemon.

Major Battles: Magnetron can deal significant damage just by spamming Thunderbolt against the last 3 gyms and Phoebe, as long as its teammates take out their Earthquake user. The other Elite 4 members and the Champion are more threatening because they use Electric resists or strong special attacks.

(written by sumwun)

Name: Makuhita

Availability: Makuhita can be found in the ground floor of Granite Cave with a 50% chance at levels 6-10, or the first floor basement of Granite Cave with a 10% chance at levels 10-11.

Stats: Enormous HP lets Hariyama tank stuff and use lots of Bulk Ups, and strong Physical Attack after a rather early evolution lets it 1v1 most things with or without Bulk Up. However, low defenses and Speed means it takes annoying status moves and consumes lots of potions when you fight regular trainers.

Typing: Fighting is a good offensive type throughout the game. The Psychic weakness occasionally hinders Hariyama.

Movepool: Makuhita learns Vital Throw at level 13, which is a really powerful attack at this point in the game and serves Hariyama well for much of it. Hariyama can learn Bulk Up, which it makes good use of easily due to its high HP. Much later, Hariyama can learn the slightly higher PP and non-negative priority Brick Break. Hariyama's movepool outside of Fighting-type attacks is really shallow, so moves such as Dig, Strength, or Earthquake provide much needed additional coverage against opponents that resist Fighting.

Major Battles: The Brawly matchup is unfavorable since his Makuhita is likely stronger and has Bulk Up. From here on, Hariyama can just brute force its way through most major battles with Bulk Ups, albeit with hefty Potion support. Consequently, Tate and Liza and the

champion are the only really difficult fights. Of course, some opponents (namely Winona, Phoebe, and Drake) require more Bulk Ups than others.

Additional Comments: Thick Fat is the better ability because it makes Flannery and Glacia much easier. Note that Hariyama will consume much of your Potion reserves due to its high HP, low initial bulk, bad Speed, and heavy use of setup.

(written by Ernesto)

Name: Meditite (R/S)

Availability: Meditite can be caught in the exterior of Mt. Pyre with a 30% chance, at levels 27 and 29. It's only available in Ruby and Sapphire.

Stats: Meditite's stats are low at the moment you catch it. Medicham has high Speed and passable Attack stat which becomes really high when you take Pure Power into consideration.

Typing: Meditite's unique Fighting/Psychic typing gives it a disadvantage against Flying- and Ghost-type Pokemon while hitting Dark-, Ice-, and Steel-type Pokemon hard. Being neutral to Psychic means it has a better matchup against Tate and Liza than other Fighting-types such as Blaziken or Hariyama.

Movepool: Meditite starts with only Hidden Power as a way to do damage and learns Hi Jump Kick at level 32. It can be taught TMs such as Bulk Up, Shadow Ball, and Brick Break to hit most opponents hard.

Major Battles: Medicham can defeat Sydney and Glacia with Fighting STAB alone, while Bulk Up and Shadow Ball allows it to beat Tate and Liza, Wallace, and Phoebe and knock out at least four of Champion Steven's Pokemon.

Additional Comments: Pure Power and access to Shadow Ball to handle Psychic- and Ghost-type Pokemon are the biggest advantages it has over its fellow Fighting-types.

(written by sumwun)

Name: Marill

Availability: Marill can be found at Route 104 with a 20% chance at levels 4 to 5.

Stats: Marill's stats are rather weak even with Huge Power, so it can be a slight hindrance before evolving. Azumarill has usable defense stats and Special Attack, and its physical Attack is strong if boosted by Huge Power.

Typing: Water is a strong defensive type because Electric and Grass attacks become rare after Wattson. Water is a special type, so Azumarill unfortunately can't boost any attack with both STAB and Huge Power.

Movepool: Marill can learn any of the 5 required HMs without evolving. It also doesn't require any HMs to catch, so Marill is one of the best HM slaves. In battle, Marill always has access to Huge Power-boosted Normal attacks, such as Tackle, Strength, or Return. Its coverage moves include Water Gun, Bubblebeam, Dig, Surf, and Brick Break.

Major Battles: The worst matchups are Brawly (Marill is likely still unevolved at that point), Wattson, and Phoebe. Other than those, Azumarill consistently deals damage simply by spamming its strongest move, and it does particularly well against Roxanne and Flannery. Azumarill's performance against Norman and Glacia depends on access to Dig and Brick Break, respectively.

Additional Comments: Try to catch a female Marill (with Huge Power, of course) so it does better against Flannery, Juan, and Glacia. Marill benefits slightly from fast leveling rate.

(written by Punchshroom)

Name: Oddish (Vileplume)

Availability: Route 110, 10%, Level 13

Stats: High Special Attack, middling Attack stat, and has good general bulk, but is slow.

Sunny Day + Chlorophyll helps to patch up the speed issue though.

Typing: Gets access to strong mid to late game STABs and good resists, though its Poison typing can reveal some annoying weaknesses later in the game.

Movepool: Early game Oddish will be reliant on Bullet Seed and powder moves such as Poisonpowder, Stun Spore, and Sleep Powder for a substantial portion of the game. After acquiring Surf, more TMs such as Giga Drain, Sludge Bomb, Sunny Day, and Solarbeam become available. Not having any worthwhile non-STAB moves means Vileplume will struggle to beat Poison- and Steel-types.

Major Battles: Early-game Oddish will usually be harassing tough opponents with powder moves but generally won't be doing a lot of damage, meaning it has mediocre to outright bad matchups against nearly all the pre-Surf Gym Leaders. Vileplume is obtainable before fighting Winona as the Leaf Stone as well as the Sunny Day and Solarbeam TMs are in rather close proximity to each other around Fortree City, though Vileplume is only expected to beat Winona's Pelipper. Vileplume solos Sidney with ease, whereas SunnyBeam is especially useful in allowing Vileplume to heavily threaten Tate & Liza, Juan, Wallace, and to an extent Glacia, while providing solid damage against neutral targets such as Dusclops, Flygon, and Aggron. Vileplume's weaknesses against Psychic can be a nuisance when taking on Tate & Liza and Phoebe, and can only resort to powder moves against the likes of Drake's Altaria and Salamence, and Steven's Skarmory and Metagross.

Additional Comments: Oddish is also much more commonly available on Route 119 post-Surf, with the advantage of requiring less babying to reach the coveted Sunny Beam and Solarbeam TMs. One could even go after the high-leveled Glooms in Area 3 of the Safari Zone, where the SolarBeam TM is conveniently located.

(written by pe5e)

Name: Pinsir

Availability: Pinsir can be found in Area 3 of the Hoenn Safari Zone with a 5% chance at levels 27 and 29.

Stats: Pinsir has great attack, good defense and decent speed. Its HP and special defense stats are below average. Because of this, Pinsir is a strong physical sweeper with decent staying power.

Typing: Pinsir's Bug typing is a mixed bag defensively. Most attacks hit it neutrally, but it also has good resistances in Fighting, Ground and Grass. However, Pinsir also has weaknesses to common types in Fire, Rock and Flying. Offensively, its Bug typing doesn't matter, as Pinsir learns no relevant STAB moves and has to settle for mostly Fighting and Normal moves. This type combination offers good coverage, even if Normal can't hit targets super effectively. Ghosts are a big roadblock for Pinsir though, as it is unable to hit them with most of its available moves.

Movepool: Pinsir's level-up movepool is okay, even if it lacks any Bug moves. In fact, Pinsir's only STAB move it can learn is the very weak Fury Cutter via move tutor. Brick Break is a good level-up move to have, though. Pinsir can also learn a plethora of Normal attacking moves, with Strength being its most consistent option. Pinsir can also use the Cut and Rock Smash HMs. The Earthquake TM can be given to Pinsir as a strong neutral option that also hits Poison types harder. Swords Dance via level-up and Bulk Up via TM are setup options it can use.

Major Battles: Pinsir isn't great against Tate & Liza because of the typing of their Pokemon and Pinsir's weaker special defense. But it is solid against the last gym, your rival, and Team Aqua and Magma. The Elite Four is okay for Pinsir, with Sidney and Glacia being favorable matchups, but Phoebe, Drake and the Champion give it trouble.

Additional Comments: Pinsir comes a bit underleveled, so it needs some time to catch up due to its slow leveling rate. Its Hyper Cutter ability is very useful against the many Intimidate users. Pinsir's inability to hit ghost types and lack of a good STAB move make its strong-looking offense a decent bit weaker than it seems.

(written by Texas Cloverleaf)

Name: Slakoth

Availability: Slakoth can be found in Petalburg Woods with a 5% chance

Stats: Great physical tank stats supplemented by high speed and effective special attack after evolution. Slaking has the highest Attack stat of any accessible Pokemon and better bulk than Swampert.

Typing: Normal type trades a weakness to Brawly for an advantage against Phoebe. Few enemies resist Normal in game which allows for comfortable 1 and 2HKOs from STAB attacks.

Movepool: Slakoth learns Encore and Slack Off and Vigoroth learns Bulk Up after defeating Brawly, forming an unstoppable sweeping set. Slaking's movepool is incredibly diverse and can be customized to defeat any opponent; options include Return, Shadow Ball, Earthquake, Flamethrower, Ice Beam, Thunderbolt, Brick Break, the aforementioned Bulk Up, and Hyper Beam - from Slaking this is the single strongest attack in the game.

Major Battles: Bulk Up+Encore+Slack Off enables Vigoroth to sweep cleanly through Wattson, Flannery, and Norman, as well as Winona if it is still unevolved. Slaking easily OHKOs most enemies among Winona, Juan, and Tate and Liza, while also tanking effectively in the double battle. Each of Sidney, Phoebe, Glacia, and Drake can be defeated by a Bulk Up using Slaking, or will see key enemies picked off by Hyper Beam; each of Wallace's Pokemon can also be picked off, or 2HKOed with Return.

Additional Comments: Vigoroth is one of the best mid-game Pokemon available. Slaking carries any fight it enters single handedly. The sole reason Slakoth is ranked only in the B tier is the Truant ability. The painful training period of a Slakoth and the drain on time and resources imposed by Truant are simply too much to justify a higher ranking, even as Slaking matches or exceeds the abilities of other S tier entries. Wallace's Tentacruel should be OHKOed with Hyper Beam as its Hydro Pump is able to 2HKO in return.

(written by pe5e)

Name: Staryu

Availability: Staryu can be found in Lilycove City using the Super Rod with a 15% chance, levels 25 to 30.

Stats: Staryu has low bulk but is fast and decently strong. Once it evolves into Starmie, it improves significantly in every stat. Its high speed and good special attack make it a fast and strong sweeper.

Typing: Its Water / Psychic typing gives it plenty of useful resistances, including Water, Fire, Ice, Psychic and Fighting. It has to be careful of some types as well, such as Dark, Electric and Ghost. Offensively, it can hit a lot of Pokemon super-effectively and most things neutrally, besides a few Dark / Water and Dark / Grass Pokemon. Though it has coverage options for those.

Movepool: Staryu's level-up movepool is mostly unremarkable, which isn't a big problem as you want to evolve it with a Water Stone soon anyway. Starmie relies heavily on TMs and HMs to achieve its amazing moveset. Besides Surf and Psychic, it has access to Thunderbolt and Ice Beam which have fantastic coverage and power. It can also carry the other Water HMs if necessary.

Major Battles: Due to being obtainable so late, Starmie can't contribute in a lot of major battles. Its good against the last two gyms as well as Archie with the right moves. Sidney and Phoebe give it trouble, but it stomps the remaining Elite Four and Champion with coverage moves.

Additional Comments: Staryu has quite a high opportunity cost. Aside from the need for powerful TMs, which require sidequests or coins, it also needs a Water Stone and the Super Rod to get it in the first place. Plus, it's in the slow experience group. After you get the Super Rod in Mossdeep City, you will need to return to Lilycove City. The Water Stone is also tricky to get. Either from the Abandoned Ship or by trading a Blue Shard with the Treasure Hunter near Mossdeep City. Both of which require Dive, which means you won't have access to Starmie for the 7th gym yet. So while Starmie is a great return, it's also a big investment.

(written by Punchshroom)

Name: Taillow

Availability: Route 104, 10%, Levels 4-5.

Stats: Terrific Speed and decent Attack, but bad defenses.

Typing: Normal/Flying typing gives access to good STABs early on, though that typing's usefulness will wane as the game progresses.

Movepool: Taillow is never out of reach of high powered STAB moves, with a potent early-game level-up movepool and taught moves such as Wing Attack, Secret Power, Fly, Return and even Hyper Beam. However, Taillow doesn't have any other worthwhile attacking options.

Major Battles: Taillow's speed and strength lets it easily prey on route trainers, but outside of Brawly, Taillow doesn't actually outright excel in any important battles. While it can generally contribute in the majority of major fights by picking off their weaker Pokemon, it is usually heavily outmatched by the boss's ace Pokemon. Swellow tends to operate as a hit-and-run Pokemon that can trade blows with 2 Pokemon at most and thus is usually unable to cleanly sweep an important fight.

(written by pe5e)

Name: Tentacool

Availability: Tentacool can be found in Dewford Town using the Old Rod with a 30% chance, levels 5 to 10.

Stats: Tentacool is very frail on the physical side due to its low HP and defense stats until it evolves into Tentacruel. It starts out with solid speed and good special bulk, though. After its evolution, Tentacruel has very good special defense and speed, as well as decent special attack and average physical stats. This allows it to be a great special tank that outspeeds most opponents and threatens decent damage.

Typing: Its typing gives it useful resistances against Water, Ice, Fire and Poison. Its STAB types give it perfect offensive coverage outside of other Tentacool / Tentacruel. It has to look out for ground moves that target its weak physical defense.

Movepool: Tentacool's level-up movepool is not good. Before it learns its first special STAB move in BubbleBeam at level 25, it has to use weak Poison and Normal moves coming from

its low attack. After the fifth gym, it gets solid attacking options. Surf and Sludge Bomb are great STAB moves, and Ice Beam and Giga Drain are good coverage moves. It can also use all three Water HMs as well as Cut.

Major Battles: Tentacool only excels against Flannery and the Water gym. Brawly is troublesome even with Tentacool's resistance due to Bulk Up and having to rely on weak physical moves and stats at this point. Norman exploits Tentacool's weak physical defense as well, and Wattson and Tate & Liza have favorable matchups against it. Ice Beam is enough for Winona. Tentacruel is good in all rival battles and fights against Team Aqua and Magma. It is okay against Sidney but struggles a decent amount against Phoebe. Glacia and Drake can be defeated with the right coverage moves. Tentacruel is solid against Wallace, but struggles again against Steven.

Additional Comments: Tentacool's slow leveling rate and high evolution level mean it takes a decent amount of experience before it can evolve. Its abilities, Clear Body and Liquid Ooze, can situationally be useful against stat-lowering effects like Intimidate or HP-draining moves. Tentacruel does have a low opportunity cost outside of the Ice Beam TM and is largely self-sufficient. It's possible to encounter Tentacool in the water routes by surfing up to level 35 after the fifth gym. If a Repeal is used with a leading Pokemon that is between levels 30 and 35, the only Pokemon that can be encountered are high-level Tentacool. This requires a temporary other Surf user. But this makes it possible to skip Tentacool's weak early game. You can level it up with a Rare Candy to evolve to Tentacruel, give it Surf, Sludge Bomb and Ice Beam and have a functional team member right away. The Sludge Bomb and Ice Beam TMs can be acquired on the journey back from Petalburg City to Slateport City.

(written by pe5e)

Name: Wingull

Availability: Wingull can be found on Route 103 with a 20% chance, levels 2 to 4. In Ruby and Sapphire the encounter chance is 10%.

Stats: Wingull has good speed but bad bulk and weak offenses. Pelipper gets slower but also has better special attack and defense. Its HP and special defense are average, and its attack remains bad. Pelipper is a slow, bulky, special attacking tank that fails to make the most of its flying typing due to its low attack.

Typing: Pelipper's Water / Flying typing offers many useful resistances, such as Fighting, Water and Fire as well as an immunity to Ground. Defensively, it only has to really worry about Electric attacks. Pelipper's STAB combo is basically perfect, with only the Lanturn line resisting it. It can hit many important types such as Ground, Fire, Rock, Grass and Fighting super effectively.

Movepool: Wingull has a good early level-up movepool with solid STAB options in Water Gun and Wing Attack but lacks stronger options for the later parts of the game. It can use the Surf HM and the Ice Beam and Shock Wave TMs to rectify this. Shock Wave, especially, is a very important and useful TM for Pelipper, despite its weak base power, that lets it defeat opposing Water and Flying types. Pelipper can also use Fly as its main Flying STAB. Unfortunately, it is unable to learn any Water HMs besides Surf.

Major Battles: Wingull and Pelipper are great against Roxanne, Brawly, and Flannery. Winona, Tate & Liza as well as the water gym are good for it due to the coverage moves and type advantages. Norman is solid too, because of Pelipper's high defense. Only Wattson is not beatable due to its glaring Electric weakness. Pelipper also does very well in all rival and Team Aqua and Magma fights. It is decent against the Elite Four, but its lower special bulk

can make for some tough matchups. Drake and the Champion can be beaten with the right coverage moves.

Additional Comments: Wingull has a medium-low leveling rate, which allows it to level up fast. Pelipper is solid throughout most of the game despite its unimpressive stats. Its typing carries it a lot, but the fact that it can't use its Flying STAB very well means it's mostly a Water type with the advantages of a Flying type tacked on.

(written by Karxrida)

Name: Zigzagoon (R/S)

Availability: Zigzagoon is a common Pokémon that can be found on a large number of grassy routes, being encountered as soon as Route 101 at the beginning of the game and as late as Route 123. If caught as early as possible, it will be either Level 2 or 3.

Stats: Zigzagoon has high Speed and not much else of note. Once it evolves into Linoone it wields a passable Attack stat relative to its acquisition and even higher Speed, but Linoone's damage will eventually lag behind as the game progresses.

Typing: Pure Normal doesn't provide much offensively or defensively outside of a decent STAB, but it also doesn't come with many drawbacks due to having only one weakness to somewhat uncommon Fighting-types.

Movepool: Zigzagoon obtains a very strong STAB option in Headbutt at Level 7, allowing it to do good damage immediately despite its unimpressive Attack stat. It doesn't get much else of note naturally outside of Belly Drum; while this might allow sweeps as Linoone, this option comes very late. Zigzagoon and Linoone may also be taught a large number of TMs for better coverage, with Linoone also being capable of learning four of the game's six HMs.

Major Battles: Zigzagoon has no outright good matchups during important fights, especially in the early parts of the game. It is walled by Roxanne, gets easily KO'd by Brawly's Fighting-types, and Wattson's team has two Steel-types that are also impenetrable. While bad matchups are less common after Wattson, Linoone's inability to deal damage as the game goes on makes it a terrible pick in the vast majority of situations. It can still contribute in the last legs of the game if Belly Drum is abused, but the move is still learned incredibly late and does not help against the final battle against Steven's Rock- and Steel-types.

Zigzagoon is probably best utilized as a route cleaner in the early game when Headbutt is still doing high damage.

Additional Comments: As Zigzagoon is a subpar combatant, its viability is heavily propped up by Pickup. The drops you can get in Ruby and Sapphire are not tied to level like in later games, so you may obtain powerful items like Rare Candies, Nuggets, and Ultra Balls immediately and with decent probability. This gives Zigzagoon unrivaled utility, especially when combined with its capacity as a passable HM Slave.

C-Rank

(written by Celeb)

Name: Chinchou

Availability: It has a 30% chance to appear underwater on Routes 124 and 126.

Stats: Aside from its amazing HP, it has unimpressive stats. Its Attack, Defense and Speed are below average.

Typing: The combination of Water and Electric hits 5 different types for super effective damage (from which Water is particularly noteworthy) but it is resisted by Grass as well as

Dragon types. Defensively, weakness to Ground and Grass attacks is less noticeable than 5 resistances.

Movepool: If caught on a 25 level or higher, it starts with Spark and can be immediately taught Surf. Stronger electric STABs (Thunderbolt and Thunder) are only available via TMs. Its only noteworthy coverage option is Ice Beam but Lanturn makes a great use of it. Confuse Ray and Thunder Wave are optional level-up moves that are able to disrupt opponents.

Major Battles: It provides a valuable help against the Water type gym leader as well as the whole Elite Four, usually defeating certain targets or outright sweeping the whole team with some item support. Despite having a type advantage over both champions, Lanturn struggles to do much against them because of their access to Ground and Grass coverage.

Additional Comments: It is highly recommended to catch Chinchou on level 26 or higher to evolve it immediately.

(written by Punchshroom)

Name: Doduo

Availability: The Northwest (aka Mach Bike) area of the Safari Zone contains Doduo at 15% rarity and, ideally, Dodrio at 5% rarity.

Stats: Dodrio has high Atk, good Speed, but low HP and defenses.

Typing: Normal/Flying frankly does not offer good advantages at this point in the game, especially when its weaknesses become more common.

Movepool: Tri Attack is the main Normal-type STAB of choice since Dodrio is unlikely to build Return to max power (or even out damage Tri Attack) without substantial investment or sidetracking. Fly is the Flying-type STAB while Hyper Beam is recommended to let Dodrio capitalize on its power and potentially minimize its bulk issues by KOing opponents when it otherwise might have taken damage instead. Nothing else is worth running, though Taunt can be hilarious to shut down Phoebe's lead Dusclops.

Major Battles: Dodrio is a good route cleaner, but its main role in fights is primarily to weaken neutral targets with Tri Attack into Hyper Beam KO range. If it cannot accomplish this against certain opponents before it gets KOed itself, consider them bad matchups for Dodrio. This is to say that Dodrio has middling at best success against some/most of Winona, Sidney, Wallace/Juan, and Drake's teams, but is likely going to be outmatched against Tate & Liza, Phoebe, Glacia, and the Champion.

Additional Comments: Drill Peck is the best Flying-type move available in the game, which Doduo can learn at level 37 compared to Dodrio's significantly later level 47. However, Drill Peck doesn't offer much over Tri Attack and Fly in the long run to warrant being stuck as a Doduo for at least 6 levels longer than usual, so don't be tempted by this. It is also recommended to reach Lilycove City after catching Doduo/Dodrio before going back to fight Winona, so that you can cut back on further backtracking by simply Flying to Lilycove City.

(written by pe5e)

Name: Geodude (Trade)

Availability: Geodude can be found in Granite Cave with a 10% chance, levels 6 to 9.

Stats: Geodude starts out with good attack and high defense. As it evolves up to Golem, its attack and defense reach even higher levels. It is slow and vulnerable on the special side, though. This makes Golem a great physical tank that dishes out big damage.

Typing: It's typing isn't great defensively. While Golem's immunity to Electric is great, it doesn't have many useful resistances and a lot of weaknesses to common attacking types

like Fighting, Ground, Ice and most importantly, Water and Grass, which threaten it. Offensively, Golem's STAB combo is great, though, with only a few rare pokemon like Breloom, Claydol and Flygon resisting it.

Movepool: Geodude gets access to really good early STAB moves in Magnitude and Rock Throw. It can later learn Rock Blast and Earthquake via level-up. Its other moves can be HMs in Strength and Rock Smash or even Double-Edge to potentially make use of its Rock Head ability.

Major Battles: Geodude struggles with Brawly. It's amazing against Wattson, Flannery, Norman and Winona though. But it's pretty bad against the last two gyms. Geodude is okay against most Pokemon from your rival, as well as Team Aqua and Magma. Aside from Phoebe, it's also not very good against the Elite Four and Champion.

Additional Comments: Geodude is fantastic in the early and mid game but falls off in the later stages when it encounters a lot of bad matchups, like the many water routes. Due to its medium slow leveling rate, it levels up very fast early.

(written by Punchshroom)

Name: Gulpin

Availability: Gulpin can be found in Route 110 at a 15% chance.

Stats: Good HP and defenses, but average power and mediocre Speed.

Typing: Poison typing is nice for resisting Brawly, but its usefulness wanes as the game progresses as Psychic- and Ground-type attacks become more common.

Movepool: STAB Sludge at level 14 as Gulpin and Body Slam at level 26 as a Swalot are considerably powerful attacking options at their respective points in the game. Bullet Seed and Shock Wave can be used as momentary coverage options until you get the Ice Beam TM, as well as Sludge Bomb for your main STAB. It has rare utility moves such as Yawn, Amnesia, Encore, and even Toxic by level-up, which it greatly needs at least one of to fully make use of its potential, with Yawn generally being the most useful.

Major Battles: Swalot's performance in important fights is significantly dependent on its movepool. Gulpin isn't going to fare well against Wattson's Steel-types, though Amnesia and Poison could potentially allow it to take on Manectric. Yawn and Encore can disrupt Norman's Slakings, though Swalot is unlikely going to beat them on its own. Ice Beam lets Swalot contribute against Winona and Drake, though be wary of Earthquakes. Amnesia is key in allowing Swalot to sweep Flannery and Glacia by setting up on the right target, such as Slugma and level 50 Glalie, with Yawn, Toxic, or Encore making the fight even easier, though beware of Magnitude from Emerald Flannery's Numel. Amnesia Swalot can handle Champion Wallace's Tentacruel as well as Ludicolo (especially if Swalot has Liquid Ooze), and Amnesia + Toxic even gives Swalot the potential to take on Wallace's Milotic. Swalot will be a liability against Tate & Liza, but otherwise it can at least contribute in most fights with Yawn.

Additional Comments: None

(written by pe5e)

Name: Lunatone (S)

Availability: Lunatone can be found in Meteor Falls in Sapphire with a 20% chance at levels 14, 16 and 18.

Stats: Lunatone has good special attack and HP, as well as average defenses and speed. Its attack is mediocre. This makes Lunatone a somewhat powerful mixed attacker who struggles to make the most of its physical moves.

Typing: Its Rock / Psychic typing gives Lunatone a plethora of weaknesses, including Water, Grass, Dark and Ghost. Its Levitate ability turns its Ground weakness into an immunity instead, though. But Lunatone also has some decent resistances in Normal, Poison, Fire and Psychic. Offensively, Lunatone's STAB combo is quite good though, with only Steel types resisting it, while it hits important types in Fighting, Flying, Poison, Fire and Ice super effectively.

Movepool: Lunatone's level-up movepool is good, with solid early game options in Confusion and Rock Throw. It learns the important Psychic naturally too. Hypnosis and Explosion are solid options as well. The Ice Beam, Shadow Ball and Earthquake TMs allow Lunatone to hit even more targets. Calm Mind, Reflect and Light Screen are options for setup moves as well. Lunatone can also carry out the role of a Flash user.

Major Battles: Lunatone has favorable type matchups against Flannery, Norman and Winona. Tate & Liza are beatable as well with Shadow Ball or Ice Beam. It struggles against the Water gym though. Lunatone is solid against most Pokemon of your rival and Team Aqua and Magma. The Elite Four and the Champion are not good for Lunatone, with only Drake being an okay matchup with Ice Beam.

Additional Comments: Lunatone has a fast growth rate, allowing it to quickly level up, which is good because it comes a bit underleveled when you catch it.

(written by pe5e)

Name: Numel

Availability: Numel can be found on Route 112 with a 75% chance, levels 14 to 16.

Stats: Numel has very low stats with bad speed and defenses and middling offensive stats. Once it evolves into Camerupt, its offenses become much better but it still has bad speed and below-average bulk. It possesses similar high attack and special attack, allowing it to be a slow, mixed attacker. Its low bulk makes it not much of a tank.

Typing: Camerupt's typing gives it a useful Electric immunity as well as resistances against Fire and Poison. Its weaknesses to the common Ground and especially Water moves are a problem, though. Camerupt's STAB types give it nearly perfect coverage offensively, and those exceptions like Altaria can be hit by Rock Slide.

Movepool: Camerupt has a fantastic level-up movepool with good early filler moves in Magnitude and Ember and later powerhouses in Rock Slide and Earthquake. The Flamethrower and Overheat TMs can round out their special attacking sides. This gives Camerupt great high-powered STAB, coverage moves, and a nuke in Overheat. Camerupt can also fulfill the role of a Strength and Rock Smash user.

Major Battles: Camerupt matches up well against Flannery. Norman and Winona are difficult until Numel evolves and gets Flamethrower and Rock Slide. Tate & Liza are also tough because Camerupt can't use its STAB and coverage moves effectively, and Claydol has Earthquake (Emerald only). Camerupt is helpless in the Water gym. Camerupt is good in all rival battles and fights against Team Magma and Aqua, as Archie has no Water moves on his Sharpedo. The Elite Four is harsh for Camerupt, but it can fight against Sidney and Phoebe decently. Glacia, Drake, and the Champion overwhelm it.

Additional Comments: Numel's leveling rate is average. Numel's opportunity cost is somewhat demanding, as it needs some healing support early on and really wants the expensive Flamethrower TM from the Game Corner for a strong Fire STAB. It is quite nice that Camerupt is one of the very few Pokemon that learn Rock Slide and Earthquake by level up. So the important Earthquake TM can be saved for another team member.

Outspeeding is really important for Camerupt, so a +Speed nature and Carbos are very

helpful. Camerupt can also make use of three type-enhancing items in Soft Sand, Charcoal and Hard Stone, that you get early on to increase the damage output of its high-powered moves.

(written by Punchshroom)

Name: Pikachu

Availability: Pikachu can be found in the southern areas of the Safari Zone with a 15% chance.

Stats: High Speed but lackluster stats everywhere else. Offenses improve upon evolution or equipping the Light Ball item, though it is very rare.

Typing: Electric typing has great use against Winona, the upcoming water routes, and Water-type bosses such as Juan, Wallace, and Glacia.

Movepool: Level 25 Pichus come with Thunder Wave and learn Thunderbolt in 1 level, whereas Level 27 Pichus already come with Thunderbolt, but needs to be relearned Thunder Wave, so take your pick on which is more valuable for you. As an Electric-type, Pikachu's movepool is pretty sparse, but it does get Brick Break and Light Screen to improve its coverage and utility, respectively. Because Pikachu doesn't need anything from its level-up movepool that can't be taught by TM, it is advised to evolve it immediately after learning Thunderbolt.

Major Battles: A quick backtrack lets Raichu grind for experience against Winona's Gym and take out everything except for Winona's Altaria. Raichu can fry most of the Water-types of Juan, Wallace, and Glacia and use Light Screen to help buffer hits better. Thunder Wave can help to neuter Drake's Salamence, while Brick Break has some mild use against Glacia's Light Screen Glalie as well as Sidney in general.

Additional Comments: While Pikachu does not need the Thunderbolt TM, it is still necessary to travel through New Mauville to acquire the Thunderstone, unless you're lucky enough to catch a Pikachu holding a Light Ball, though it is only a 5% chance. One could also manipulate Pikachu's nature with the Pokeblock feeder, with dry berries increasing the likelihood of +SpA natures and sweet berries making +Spe natured Pichus more common.

(written by pe5e)

Name: Psyduck

Availability: Psyduck and Golduck can be found in Area 3 of the Hoenn Safari Zone with a 100% chance while surfing at levels 20 to 40.

Stats: Psyduck has bad stats all around, with only its special attack being just below average. Golduck's stats are much better, with decent attacking stats, bulk and speed. Its best stat is its good special attack. These balanced stats give Golduck the option to be a decently fast and powerful mixed or special sweeper.

Typing: Water is a great defensive typing with only two special weaknesses in Grass and Electric and good resistances in Water, Ice and Fire. Offensively, Water hits important types like Fire, Ground and Rock super effectively while only being resisted by itself, Grass and Dragon.

Movepool: Psyduck's level-up movepool is lacking, with nearly no relevant moves. Golduck is the master of HM usage though, with it being able to learn every HM outside of Cut and Fly. Its offensive movepool mainly consists of the typical Water type coverage in Surf and Ice Beam. It has access to a few other physical options, like Brick Break, Aerial Ace and Dig but none are all that useful for it. It can make good use of the Calm Mind TM to set up sweeps.

Major Battles: Tate & Liza are good for Golduck due to the secondary typings of their Pokemon. It has no advantage in the Water gym aside from its resistance, but it can slowly chip its way to victory with Calm Mind and support. Golduck is helpful in the remaining battles against your rival and Team Aqua and Magma. It can be decent against the Elite Four, but Golduck has no good way past the Water types of Glacia and Wallace. It has a favorable matchup against Drake and Steven though.

Additional Comments: Psyduck has pretty bad stats and evolves late at only level 33, so it's advisable to try to catch a higher-level one with the help of Repels. Golduck is a pretty generic Water type that lacks any real standout attributes outside of Calm Mind and being able to learn a lot of HMs. It is functional, but nothing more than that.

(written by pe5e)

Name: Skarmory

Availability: Skarmory can be found on Route 113 with a 5% chance at level 16.

Stats: Skarmory has one of the highest defense stats in the game at 140. Its attack is average, and its HP, special defense, and speed are slightly below average. Thanks to its skyhigh defense, Skarmory is one of the best physical walls in the game, taking very little damage from most physical attackers.

Typing: Its Steel / Flying typing gives it only weaknesses to the special Electric and Fire moves. Otherwise, Skarmory resists or is immune to 7 out of 9 physical types in the game, with Fighting and Rock only being neutral against it. It even resists five special attacking types. Offensively, its STAB combo isn't bad. With most targets taking neutral damage, a few types taking double damage, such as Grass, Fighting and Rock and only Electric and Steel completely resisting it.

Movepool: Skarmory's movepool is not great. It pretty much only learns Normal and Flying moves plus Steel Wing. Its available moves are also fairly weak. It can easily carry Cut or Rock Smash because, aside from its STAB moves in Steel Wing and Fly, none of its other options are impressive or needed.

Major Battles: Skarmory is useless against Flannery. Norman, Winona and Tate & Liza can't really touch Skarmory outside of Solrock's Flamethrower. So Skarmory can slowly chip the Pokemon down. The Water gym isn't favorable due to Skarmory's low damage output and weaker special bulk. Skarmory is solid in all rival battles and fights against Team Magma and Aqua, as it resists almost all attacks aside from a few stray Embers. Sidney and Phoebe from the Elite Four are much the same. Very few moves actually touch Skarmory. Glacia, Drake and Wallace (Champion) give it a hard time, though. Steven (Champion) is beatable. Skarmory needs a lot of time and moves to actually defeat opponents most of the time, though.

Additional Comments: Skarmory needs to take a lot of hits to kill things, so while it often just doesn't die, it's also not very good at going quickly through the game.

(written by Celeb)

Name: Solrock (R/E)

Availability: Solrock has a 20% chance to appear on the first floor of Meteor Falls, however only in Ruby and Emerald. It is inaccessible in Sapphire.

Stats: None of its stats are particularly great or horribly bad. Its Attack and Defense are pretty good. Its Special Attack is low.

Typing: The combination of Rock and Psychic hits 6 different types for super effective damage and is only resisted by Steel types as well as a Baltoy line. Solrock has many

weaknesses but only Water, Dark and Ghost ones are noteworthy. Resistance to Flying, Fire, Normal and Psychic attacks is helpful in major battles.

Movepool: It starts with Confusion and Rock Throw. The former can be replaced by Psychic TM from Game Corner. The latter is overshadowed by Rock Slide at level 37. Solrock has access to convenient physical coverage in the form of Shadow Ball and Earthquake. On a special side, it is able to learn Calm Mind, Solarbeam and Fire type coverage, however its low Special Attack makes those moves less than optimal. At level 31, Solrock gets Cosmic Power which can help survive certain threats.

Major Battles: Immediately after capture, it has a series of favorable matchups against the closest gym leaders. It reliably beats Flannery and Winona, however Norman fights back with troublesome Dark type attacks. In the late game, Solrock provides good support against Tate and Liza with Rock Slide as well as Shadow Ball but it's useless against Juan/Wallace. In League, it is simply a dead weight against everyone, excluding Phoebe whose Dusclops does not attack Solrock if it receives boosts from X items.

Additional Comments: Levitate is an excellent ability since it transforms one of Solrock's weaknesses into an immunity. Ground attacks are common enough to make it noticeable.

(written by sumwun)

Name: Spoink

Availability: Spoink can be found in Jagged Pass with a 20% chance.

Stats: Spoink is only strong enough to defeat a few regular trainers. Grumpig's high special stats make it a good tank in many major battles, as long as you watch out for physical attacks.

Typing: Psychic is not a great type. Opponents resist Psychic more often than they are weak to it.

Movepool: Spoink comes with Psybeam and can immediately learn Shock Wave. Grumpig learns no stronger coverage moves and consequently has trouble with Psychic-resistant opponents. Spoink learns Psychic at level 34, so you might want to delay evolution for this. Grumpig can learn Calm Mind, which lets it set up on a weak opponent and sweep.

Major battles: The unevolved Spoink can 1v1 some of Flannery's team and is mostly deadweight against Norman. Once evolved, Grumpig can use Psychic and Shock Wave to deal major damage to Winona. It is not helpful against Tate and Liza unless you teach it the otherwise useless Shadow Ball. Calm Mind lets it sweep the last gym and Glacia (except Explosion Glalie), but Grumpig's type makes it worse against Sidney, Phoebe, and Steven. Grumpig can 1v1 several of Drake's and Wallace's Pokemon.

Additional comments: Grumpig benefits from its fast leveling rate. Try to catch a female Spoink with Thick Fat, so it has an easier time against the last gym and Glacia.

(written by sumwun)

Name: Treecko

Availability: Treecko can be received on Route 101 at level 5.

Stats: The Treecko family have strong Special Attack and can outspeed nearly everything. Their physical Attack is sometimes usable, and their defenses are mediocre.

Typing: Grass starts good, but it gradually gets worse as opponents use more Fire and Steel Pokemon. Past Lilycove, Grass is good offensively and bad defensively, because Water Pokemon and Ice attacks simultaneously become common.

Movepool: This is Treecko's biggest downside. Until you get the third badge and the Strength HM, its strongest attack is Bullet Seed, and Sceptile never learns anything more

powerful than Leaf Blade. The Treecko family can learn Rock Tomb, Dig, Strength, Brick Break, or Dragon Claw to cover various Grass-resistant opponents.

Major Battles: Treecko can usually solo Roxanne just by spamming Bullet Seed, but Brawly, Wattson, Flannery, and Winona are all difficult. Sceptile gets better against the last two gyms' Grass-weak Pokemon. Its matchups against Norman, Sidney, and Drake strongly depend on knowing Dig, Brick Break, and Dragon Claw, respectively.

Additional comments: None

(written by sumwun)

Name: Tropius

Availability: Route 119, mid-late, 9%, levels 27 to 29

Stats: Low attack stats and Speed mean Tropius has difficulty sweeping, slows down the game, and uses a lot of potions.

Typing: Tropius's weaknesses, mainly Ice but also Fire and Flying, become increasingly crippling near the end of the game. However, it's often useful against Water opponents without Ice attacks.

Movepool: Tropius is one of only two unevolved Pokemon that learn Rock Smash, Fly, and Strength. Combined with its good (relatively to Rayquaza) availability, this makes Tropius by far the best Fly slave in the game. It can also learn Cut, Flash, or Sweet Scent if you want. If for some weird reason you're using Tropius in battle, then its main STAB is still Fly, and other useful moves might include Sunny Day, SolarBeam, Synthesis, or Earthquake.

Major Battles: Tropius can 1v1 several of Tate and Liza's and Sidney's Pokemon, but it can't contribute much else in battles. Tropius is especially useless against the last 3 Elite Four members.

Additional comments: None

(written by pe5e)

Name: Voltorb

Availability: Voltorb can be found in New Mauville with a 50% chance at levels 22 to 26 or from static encounters at level 25.

Stats: Voltorb has good speed but otherwise has bad bulk and offenses. Electrode gets even faster and also has average bulk and special attack. Electrode is an incredibly fast special sweeper with average damage output.

Typing: Pure Electric only has Electric as a useful resistance, as otherwise almost everything hits Voltorb neutrally. Offensively, Electric is quite useful against all the Water and Flying Pokemon in Hoenn. Ground types stop it completely and Grass and Dragon types also wall it.

Movepool: Voltorb's level-up movepool is solid, with Spark as a good STAB move. It can use niche moves such as SonicBoom and Light Screen as well as Selfdestruct. Electrode really wants the Thunderbolt TM for a stronger STAB move. Outside of its Electric moves, Electrode has few coverage options because of its low attack. The weak Thief TM is its only special coverage move that it can learn. Electrode can also use the Flash HM.

Major Battles: Electrode is solid and good against the remaining gym leaders. It makes quick work of Winona and the Water gym and is solid against Tate & Liza as well, though it has to be careful of Claydol's Earthquake. Electrode is good against most Pokemon of your Rival and Team Aqua and Magma, with only a few Ground types stopping it. It is overall solid against the Elite Four as well, but its average special attack can sometimes not be good enough. Drake is also a bad matchup for it, but Glacia and Wallace are favorable.

Additional Comments: Electrode is a one-trick pony, but Electric types are very useful, even if they aren't very versatile. Electrode is also one of the few Pokemon that can make use of the Macho Brace without much trouble due to its skyhigh speed stat. This allows it to gather EVs much faster to buff up its somewhat unimpressive stats. Electrode's abilities Soundproof and Static can also sometimes be useful.

(written by Karxrida)

Name: Zigzagoon (E)

Availability: Zigzagoon is much less common in Emerald due to its removal from a number of routes and a significantly lower encounter rate. It's still found as soon as Route 101 at Level 2 or Level 3, though at a 10% chance. Stats: Zigzagoon has high Speed and not much else of note. Once it evolves into Linoone it wields a passable Attack stat relative to its acquisition and even higher Speed, but Linoone's damage will eventually lag behind as the game progresses.

Typing: Pure Normal doesn't provide much offensively or defensively outside of a decent STAB, but it also doesn't come with many drawbacks due to having only one weakness to somewhat uncommon Fighting-types.

Movepool: Zigzagoon obtains a very strong STAB option in Headbutt at Level 7, allowing it to do good damage immediately despite its unimpressive Attack stat. It doesn't get much else of note naturally outside of Belly Drum; while this might allow sweeps as Linoone, this option comes very late. Zigzagoon and Linoone may also be taught a large number of TMs for better coverage, with Linoone also being capable of learning four of the game's six HMs.

Major Battles: Zigzagoon has no outright good matchups during important fights, especially in the early parts of the game. It is walled by Roxanne, gets easily KO'd by Brawly's Fighting-types, and Wattson's team has two Steel-types that are also impenetrable. While bad matchups are less common after Wattson, Linoone's inability to deal damage as the game goes on makes it a terrible pick in the vast majority of situations. It can still contribute in the last legs of the game if Belly Drum is abused, but the move is still learned incredibly late and does not help against the final battle against Steven's Rock- and Steel-types.

Zigzagoon is probably best utilized as a route cleaner in the early game when Headbutt is still doing high damage.

Additional Comments: Emerald Zigzagoon's battle performance is largely identical to that of Ruby and Sapphire, and is ranked lower due to the severe nerfs applied to Pickup. However, it still might be worth consideration since Pickup remains useful despite the nerfs.

Additionally, Zigzagoon is still a competent HM Slave and early game route cleaner.

(written by Punchshroom)

Name: Zubat

Availability: Zubat can be found in the second floor basement of Granite Cave B2F with a 30% chance.

Stats: Amazing Speed, good Attack and respectable bulk.

Typing: Typing grants many 4x resistances which help in the early game, but weaknesses to Psychic, Ice, and Rock become more pronounced towards the late game.

Movepool: The Steel Wing TM is needed to let Zubat competently fight on its own until it learns Wing Attack, while the Sludge Bomb TM is mandatory to achieve maximum damage output. All other moves it learns are helpful but not necessary. Note that even with Steel Wing, Zubat struggles against Rock-types, and Crobat is incapable of touching Steel-types.

Major Battles: Zubat can take on Brawly (albeit not very quickly) and does decently at route sweeping, but otherwise has average to terrible matchups against all other bosses, usually faltering against their ace Pokemon, especially those that are resistant or immune to Sludge Bomb. Crobat's role tends to be relegated to tossing out fast and strong attacks that can beat weaker trainers or KO one/two of the boss's Pokemon, or potentially harassing tough opponents with its fast Confuse Ray.

Additional Comments: Zubat is also available at Meteor Falls up to a more manageable level 20 and at a much higher 80% rate, but the drawback is being stuck with the mediocre Golbat stage for longer.

D-Rank

(written by pe5e)

Name: Aron

Availability: Aron can be found in Granite Cave with a 40% chance at levels 10 to 12.

Stats: Aron starts out with good defense and solid attack but otherwise has very low stats.

Lairon gets a lot more defense and also a bit more attack; its other stats remain low, though.

Finally, Aggron ends with skyhigh defense and great attack, but its other stats are underwhelming, especially its low speed. This turns Aron into a slow but strong physical tank.

Typing: Aron's Steel / Rock typing is a very mixed bag as it gives it plenty of good resistances like Normal, Flying, Psychic, Dark and Rock but also two horrible weaknesses in Fighting and Ground as well as Water. Offensively, its STAB move combination is pretty solid, though, with only a couple Steel and Water Pokemon resisting it.

Movepool: The Aron family has a good level-up movepool. Aron starts out with good early game moves in Headbutt and Metal Claw. Shortly before its first evolution, it learns the powerful but inaccurate Iron Tail for a very strong STAB attack. Take Down and later Double-Edge can be strong middle ground attacks. Rock Tomb is an important TM for Aron to get a Rock STAB move. It can make use of the Aerial Ace, Dig, Earthquake and Brick Break TMs as well. Aggron can also be a Rock Smash, Strength, Cut and even Surf user.

Major Battles: Aron struggles against Brawly, Wattson and Flannery due to its typing and weak special defense. Its matchups against Norman, Winona and Tate & Liza are good to great, aside from a few specific Pokemon like Claydol. The Water gym is bad for it. Aron beats up most of Team Aqua and Magma, as well as your Rival. Aggron takes care of Sidney, Phoebe and Glacia, aside from Earthquake Dusclops and Glacia's Surf users. It can also help with about half of Drake's and Steven's Pokemon. Aggron is helpless against Wallace, though.

Additional Comments: Aron is in the slow experience group, which means it takes a longer time to level up. Which isn't good because Aron and also Lairon evolve really late at level 32 and 42. Aron's ability Rock Head removes the recoil of Take Down and Double-Edge, making them riskless. Aron's Steel typing can patch up its somewhat poor speed and special defense, and its resistances against many common attacking moves of the early to mid game let it wall a lot of Pokemon.

(written by pe5e)

Name: Baltoy

Availability: Baltoy can be found at Route 111 with a 24% chance at levels 19 to 21.

Stats: Baltoy has decent special defense but otherwise low stats. Claydol improves with a great special defense and good defense. Its other stats are only average. Because of this, Claydol is a bulky mixed attack with decent strength.

Typing: Defensively, Claydol has weaknesses to common attacking types in Water, Grass, Ice, Dark and Ghost. However, it also has good resistances to Fighting, Psychic and Rock as well as immunities to Electric and Ground. Offensively, the Psychic / Ground combination is good with only the Natu and Nuzleaf families and Skarmory resisting it. Claydol also hits important types like Fighting, Poison, Rock, Fire and Electric super effectively.

Movepool: Baltoy comes with Psybeam and Rock Tomb as solid early moves. Self-destruct, Explosion and Hyper Beam can also have their uses. The Dig TM can be used for a good STAB move in the midgame. Psychic, Ice Beam and Shadow Ball can be taught via TM to give Claydol important coverage. Later, the Earthquake TM can be used for a powerful STAB move. Claydol is also able to use Flash, Strength and Rock Smash.

Major Battles: Baltoy is still too weak to take on Norman, but Claydol can beat Winona and Tate & Liza with Ice Beam and Shadow Ball. The Water gym is bad for it unless it carries Sunny Day and Solarbeam. Claydol has no problem taking on Team Aqua and Magma as well as your Rival. The Elite Four is bad for Claydol, with Sidney, Phoebe, Glacia and Wallace being bad matchups for it. The fights against Drake and Steven can be okay.

Additional Comments: Its Levitate ability is very useful to avoid Ground attacks. Baltoy's evolution is a bit high at level 36 but it being in the medium slow experience group mitigates it somewhat, even if it comes a bit underleveled.

(written by pe5e)

Name: Oddish (Bellossom)

Availability: Oddish can be found on Route 110 with a 10% at level 13.

Stats: Oddish has okay special attack and defense but otherwise low stats. Gloom gets better overall stats, but they are still below average, and its speed remains low. Bellossom has good, balanced stats but is still on the slower side. Bellossom is a decently powerful and bulky sun sweeper.

Typing: Oddish and Gloom's Grass / Poison typing is a mixed bag. It has useful resistances in Fighting, Grass, Water and Electric, but Flying, Fire, Psychic and Ice attacks also hit it super-effectively. Bellossom's pure Grass typing trades in the Fighting resistances for a Ground resistance, but it also gains a Poison weakness. On the offensive side, Grass / Poison is a decent attacking combo. Only Steel and Poison Pokemon resist it, while Ground, Rock, Water and Grass types are hit super-effectively.

Movepool: Oddish has a good level-up movepool. It learns all three powder moves of PoisonPowder, Stun Spore and Sleep Powder, with the last one being especially useful. It has to rely on the weak Absorb and Acid for STAB moves, though. The Bullet Seed TM can be given to Oddish for a slightly better early STAB move. Moonlight and Petal Dance are later options for Gloom. Bellossom can relearn Magical Leaf for a good STAB move. Sludge Bomb is a good TM move for it to add an additional STAB and coverage move. Giga Drain is also an option. It is advisable to give Bellossom the Sunny Day and Solar Beam TMs that allow for setup sweeps. All three Pokemon in this evolution line can learn the Flash and Cut HMs.

Major Battles: Gloom has a good matchup against Brawly and Wattson, but it has a hard time taking down Wattson's Magneton. It can't contribute against Flannery and Winona. It can help against Norman with its utility moves, though. Bellossom is great against Tate & Liza and the Water gym with Solar Beam. Gloom and Bellossom can take on most Pokemon

of your Rival and Team Aqua & Magma reasonably well, but they have to look out for the Numel and Zubat lines. In the Pokemon League, Bellossom can help out against Sidney and the Champion, but its only decent offenses can be a problem.

Additional Comments: Gloom requires a Sun Stone to evolve into Bellossom. The one Sun Stone can only be obtained in Mossdeep City near the end of the game, which would mean using Gloom with its mediocre stats for most of the game. However, wild Solrock also carry them 5% of the time. These odds can be improved to 20% if the leading Pokemon of the party is a Compound Eyes Nincada. This makes it possible to get a Sun Stone from wild Solrock in Emerald and Ruby much earlier by attacking them with Thief. The TM for the move can be obtained in Slateport City. Then it's possible to relearn Magical Leaf right away. This allows this evolution line to be stronger in stats and moveset much earlier, but it does require some time investment.

(written by pe5e)

Name: Corphish

Availability: Corphish can be found on Route 117 using the Good Rod with a 20% chance at levels 10 to 30.

Stats: Corphish has decent attack but otherwise bad stats. It is slow and frail. Crawdaunt gains a lot more attack and special attack. Its bulk improves a bit too, but it remains on the slower side. Crawdaunt is a slow, decently strong, special attacker that can throw out strong physical attacks too.

Typing: Corphish's Water typing is a great defensive type with only two weaknesses in Grass and Electric. Meanwhile, it gives resistances to Fire, Ice and Water attacks. Offensively, Water is also great. Fire, Ground and Rock types are hit super effectively, and Grass and Dragon types that resist Water can be hit with Ice type coverage. Other Water types also resist its Water STAB. Crawdaunt's additional Dark typing gives it new resistances to Dark and Ghost, as well as a complete immunity to Psychic. However, Fighting moves now hit it super effectively. Crawdaunt has no good offensive Dark STAB move to make use of its Dark typing offensively.

Movepool: Crawdaunt's level-up movepool is decent, but since it only becomes available after obtaining the Surf HM, most of its moves are outperformed by HMs and TMs. There is no reason to run the decent Crabhammer long-term when Surf is just better. Swords Dance and Taunt can be good utility moves, though, and even Guillotine is an option. Knock Off is Crawdaunt's only Dark STAB move option, as it doesn't learn Crunch, but it isn't worth it due to its weak base power. On the TM side of things, Crawdaunt can learn the powerful Ice Beam, Sludge Bomb and Brick Break TMs for strong coverage and to make use of its higher attack stat. Crawdaunt can also learn every HM, with the exception of Fly.

Major Battles: Crawdaunt is decent against Winona with Ice Beam. Tate & Liza is also good for it due to its Psychic immunity and the fact that Crabhammer only has a single target and thus doesn't get weakened by the spread penalty like Surf does. The Water gym is also decent because Crawdaunt can blow past the other Water types with physical coverage. Crawdaunt does well against the remaining Rival and Team Aqua & Magma fights.

Crawdaunt's lack of Dark STAB moves, slow speed and somewhat low bulk is a concern, but it is still a good help against every member of the Elite Four and the Champion with the right coverage moves.

Additional Comments: The Good Rod is required to be able to fish up Corphish. It is gotten from a Fisherman on the right side of Route 118, so another Pokemon that can surf needs to be caught first to get the rod. Corphish can be fished up as low as level 10, so it's important

to catch one that isn't too underleveled. But its fluctuating level growth does help it catch up rather quickly. Corphish's abilities, Hyper Cutter and Shell Armor, are situationally useful. Crawdaunt's lack of Dark STAB moves means it is mostly outclassed by Sharpedo, with similar offenses but better moves. But its better bulk is also appreciated.

(written by pe5e)

Name: Geodude (No Trade)

Availability: Geodude can be found in Granite Cave with a 10% chance, levels 6 to 9.

Stats: Geodude starts out with good attack and high defense. As it evolves up to Graveler, its attack and defense reach even higher levels. It is slow and vulnerable on the special side, though. This makes Graveler a great physical tank that dishes out good damage.

Typing: It's typing isn't great defensively. While Graveler's immunity to Electric is great, it doesn't have many useful resistances and a lot of weaknesses to common attacking types like Fighting, Ground, Ice and most importantly, Water and Grass, which threaten it.

Offensively, Graveler's STAB combo is great, though, with only a few rare pokemon like Breloom, Claydol and Flygon resisting it.

Movepool: Geodude gets access to really good early STAB moves in Magnitude and Rock Throw. It can later learn Rock Blast and Earthquake via level-up. Its other moves can be HMs in Strength and Rock Smash or even Double-Edge to potentially make use of its Rock Head ability.

Major Battles: Geodude struggles with Brawly. It's amazing against Wattson, Flannery, Norman and Winona though. But it's pretty bad against the last two gyms. Geodude is okay against most Pokemon from your rival, as well as Team Aqua and Magma. Aside from Phoebe, it's also not very good against the Elite Four and Champion.

Additional Comments: Geodude is fantastic in the early and mid game but falls off in the later stages when it encounters a lot of bad matchups, like the last two gyms. Due to its medium-slow leveling rate, it levels up very fast. Graveler misses its trade evolution, as Graveler's attack is a good amount lower than Golem's attack which reduces its offensive potential.

(written by pe5e)

Name: Girafarig

Availability: Girafarig can be found in Area 1 and 2 of the Hoenn Safari Zone with a 20% chance at levels 25 and 27.

Stats: It has good special attack as well as decent attack and speed. Its bulk is average. Because of this, Girafarig is a good and fast enough mixed or special attacker.

Typing: Girafarig's typing makes it neutral to most types in the game and also gives it a Ghost immunity. Its only relevant weakness is Dark. Offensively, Psychic and Normal are only resisted by Steel and have otherwise perfect neutral coverage while even hitting the relevant Fighting and Psychic types super effectively. Besides Steel Pokemon, Sableye, Lunatone and Solrock also resist Girafarig's STAB combo.

Movepool: It has an okay level-up movepool with Psybeam and Stomp as STAB options and a late Crunch as coverage against other Psychic and Ghost types. The Psychic TM is its strongest option for STAB. Other special options include the Thunderbolt or Thunder TMs. Girafarig can also make use of physical TMs with Shadow Ball or Iron Tail, as well as Earthquake to hit Steel types. Calm Mind is a good setup move. Flash, Strength and Rock Smash are HMs it can carry, with Strength likely being its best Normal STAB attack.

Major Battles: It can help against Tate & Liza with Shadow Ball and with Electric attacks against the Water gym. Against the remaining battles of your Rival and Team Aqua & Magma, Girafarig is solid. Girafarig is okay against the Elite Four, but Sidney is a bad matchup. It can dodge Phoebe's Ghost attacks thanks to its Normal typing, but it has to be wary of her Faint Attacks. Glacia and Wallace can be decent with Electric coverage. Additional Comments: Girafarig comes a bit underleveled but can catch up soon with its medium-fast level growth. Its abilities Early Bird and Inner Focus can be situationally useful against sleep and flinch-inducing moves. As a Safari Zone Pokemon, Girafarig also becomes obtainable a bit late into the game and, as such, isn't able to make good use of Return, as it is unable to build enough Friendship for it to become stronger than Strength.

(written by pe5e)

Name: Grimer

Availability: Grimer can be found in Fiery Path with a 2% chance at level 14 in Emerald and Ruby. In Sapphire, it can be found with a 25% chance at levels 15 and 16.

Stats: Grimer has decent attack and HP but otherwise bad stats. Its speed, especially, is very low. Muk gets much better stats. Its HP, attack and special defense increase to good levels, and its defense and special attack become average. Muk's speed remains rather low, though. Muk is a physically strong, special tank with some special attacking options.

Typing: Its pure Poison typing gives Grimer and Muk resistances to Fighting, Grass and other Poison attacks. But they also have weaknesses to common Ground and Psychic attacks. Offensively, Poison is not a good typing. It only hits Grass types super effectively and is otherwise resisted by Ground, Rock, Ghost and other Poison types, while Steel types are completely immune to Poison attacks.

Movepool: Grimer's level-up movepool is pretty barren, but Sludge is a decent STAB move it has right away. It learns Sludge Bomb via level up, but it is after level 40. So it is advisable to give it the TM for it, so it can use it much earlier for a stronger STAB move. The Dig and Rock Tomb TMs can be given to Grimer for some coverage, but their damage output is low. Once Grimer evolves into Muk, it can make better use of some special TMs like Thunderbolt, Flamethrower and Giga Drain. Brick Break and several Normal move TMs like Return are options on the physical side. Explosion is a good option from a move tutor in Pacifidlog Town that allows Muk to trade with otherwise hard-to-take-out Pokemon for its team members. While Grimer can't learn any HMs, Muk can learn Strength and Rock Smash.

Major Battles: Grimer has problems against Flannery, Norman and Winona due to its low defensive stats and speed. Tate & Liza are also very bad for it due to a bad type matchup, both offensively and defensively. Muk can be decent against the Water gym, though, because of its good special bulk. Grimer is decent against the Pokemon of your Rival but several Pokemon of Team Aqua & Magma, like Golbat, Mightyena and Camerupt, give it trouble. Muk is decent against Sidney and Glacia and can even help against Champion Wallace. Explosion can be a helpful tool. But Phoebe, Drake and Champion Steven are bad matchups for Muk.

Additional Comments: Grimer's abilities Stench and Sticky Hold can be situationally useful in regards to encountering Pokemon. Grimer has a very high evolution level, which means one has to deal with Grimer's low stats for quite some time. Muk also demands many important or expensive TMs to have coverage, which means its opportunity cost is rather high.

(written by pe5e)

Name: Koffing

Availability: Koffing can be found in Fiery Path with a 25% chance at levels 15 and 16 in Emerald and Ruby. In Sapphire, it can be found with a 2% chance at level 14.

Stats: Koffing has good defense but otherwise middling or bad stats. Its offenses are mediocre, and its special bulk and speed are bad. Weezing stats get better all around. It is still on the slower side, but much better than before. Its bulk is good on the special side and great on the physical side. Its offenses are decent. Weezing is a slow, decently durable, and strong physical tank.

Typing: Koffing's and Weezing's pure Poison typing, coupled with its ability Levitate, means it only has a single weakness to Psychic, while resisting Fighting, Grass and Poison moves and being completely immune to Ground moves. Offensively, Poison is not a good attacking type. Rock, Ground, Ghost and other Poison types resist it, and Steel is completely immune to it. Otherwise, only pure Grass types are hit super-effectively.

Movepool: Koffing needs to get by with the weak Smog or the nearby Secret Power TM until it learns the move Sludge at level 21 for a good STAB move. Koffing also learns Selfdestruct really early as an option to take out difficult Pokemon from strong trainers. Explosion is a later, stronger version for the same purpose. Otherwise, its level-up movepool is pretty shallow. Koffing needs to make use of TMs for its strongest attacking options. The Sludge Bomb TM gives it a very strong STAB move, and the Thunderbolt and Flamethrower TMs give it useful coverage. Later, Thunder and Fire Blast will be stronger available options. The Shadow Ball TM can also be used to hit Psychic types harder. Weezing only learns Flash among the HMs.

Major Battles: Koffing is too weak and frail against Flannery and Norman to be of much use, but Selfdestruct can be an option against their ace Pokemon. Winona is a neutral matchup for Koffing, but its immunity to Earthquake means it generally does fine. The last two special-oriented gyms are not good for Weezing, though. Koffing struggles a bit against your Rival and Team Aqua & Magma due to its low speed and special bulk. Poison resists and Intimidate Mightyena are also problems. Weezing can barely help against anything from the Elite Four and Champion.

Additional Comments: Koffing levels up fast but also comes a bit underleveled and has an unreasonably high evolution level at 35. Weezing is also rather TM-reliant.

(written by pe5e)

Name: Lotad

Availability: Lotad can be found at Route 102 with a 20% chance at levels 3 and 4.

Stats: Lotad has very weak stats, with even its special attack being low at 50. Lombre gains somewhat better stats but still has below-average bulk and bad speed. Its special attack is average, and its attack remains bad. Ludicolo finally gets good stats, with its special attack and special defense being good and its speed becoming okay. Its bulk gets much better, but it is still average. Ludicolo is a somewhat fast and strong special attacker.

Typing: Its Water / Grass typing gives Lotad resistances to Ground, and especially Water, but also weaknesses to Flying and Poison. Most other types hit it neutrally. Offensively, Lotad's STAB attacks can hit important types like Fire, Water, Ground and Rock. The Grass and Dragon types that resist it can be hit by Ice attacks.

Movepool: Lotad's level-up movepool is really lacking, as its earliest Water move is Surf. Before that, the very weak Absorb or the Bullet Seed TM are its best STAB moves it can get. It can also learn Thief and Strength via TM and HM but the damage output is low due to the low base power of Thief and the low attack of Lombre. The Ice Beam and Giga Drain TMs are needed additions for coverage against Grass, other Water and Dragon Pokemon. The

Brick Break TM can be used to help against Ice types. Rain Dance is also an option to boost its Water attacks and double its speed with its Swift Swim ability. Ludicolo can also carry all HMs besides Cut and Fly.

Major Battles: Lotad is good against Roxanne. It can't touch Brawly, Wattson and Norman due to its bad stats and attacks. Even Flannery is out of its reach as it doesn't have access to a Water attack yet. After it gets Surf and Ice Beam it is decent to good against Winona, Tate & Liza and the Water gym. Lombre is not good against most of the Pokemon of your Rival and Team Aqua & Magma. Ludicolo is okay against most of the Elite Four, even if its damage output isn't impressive. Glacia, Drake and Wallace or Steven are good matchups. Additional Comments: Lotad and Lombre's early game is horrible. They are constantly struggling due to their bad stats and moves. Even after Lombre gets access to good moves in Surf, Ice Beam and Giga Drain, it still has problems. The Water Stone is located in the Abandoned Ship part that requires Dive to access or is available from the Treasure Hunter in exchange for Blue Shards that are found in Dive spots. So Lombre has to make due with its bad stats until you beat the 7th gym. Giga Drain's low PP is also a bit of a concern as it's Ludicolo's only decent Grass STAB move.

(written by pe5e)

Name: Machop (No Trade)

Availability: Machop can be found in Fiery Path with a 15% chance at levels 15 and 16.

Stats: Machop starts out with decent attack and HP but has low defenses and bad speed. Machoke improves on this with better bulk and attack, but it is still slow. This turns it into a slow, decently powerful physical attacker.

Typing: Defensively, its Fighting typing doesn't provide much aside from countering Dark types well. Its Psychic and Flying weaknesses are problems, as they also resist its STAB moves. Poison types also resist it. Hitting Normal, Rock, Ice and Dark types super effectively is very useful.

Movepool: Machop starts out with a good STAB move in Karate Chop and also learns a variety of other Fighting moves by leveling up. But none are very reliable until it can learn the Brick Break TM. Otherwise, it has to mostly go for several Normal type moves. Revenge can be a good go-second nuke, and Seismic Toss can be useful early against Poison types and Vital Throw can be a solid guaranteed hit going second. The Rock Tomb and Earthquake TMs can be useful for coverage but aren't needed. Bulk Up is a solid setup option due to Machop's bulk, and it can get pretty early. Machoke can also carry the role of a Rock Smash and Strength user.

Major Battles: Machop isn't great against Flannery because of its lower special bulk and Torko's high defense. The Norman fight is very good for Machoke, but it has to be careful of Slaking's Counter. Winona, and Tate & Liza are bad matchups for it. The water gym is not great for Machoke. Machop does well against most Pokemon of your rival and Team Aqua and Magma. But it has to be cautious of a few Flying types. Sidney and Glacia of the Elite Four are very good matchups for Machoke. It lacks coverage for Phoebe's ghost types, though. Drake and the Champion are not good for it, due to its low speed and only okay bulk.

Additional Comments: Machop is in the medium-slow leveling group, which makes it easier to level up. Which is good because Machop evolves rather late at level 28 to Machoke. Its Guts ability is occasionally useful in giving it a power boost for a short amount of time.

(written by pe5e)

Name: Poochyena

Availability: Poochyena can be found on Route 101 with a 45% chance at levels 2 and 3 in Emerald. In Ruby and Sapphire, it can be found with a 10% chance.

Stats: Poochyena has incredibly low stats across the board. Even its highest stat, its attack, is still low. It is frail and slow. Mightyena has overall average to slightly below average stats aside from its decent attack stat. Mightyena is an underwhelming mixed attacker.

Typing: Their pure Dark typing gives Mightyena great resistances to Ghost and Dark, as well as an immunity to Psychic. It also has a nasty Fighting weakness, though. On the offensive side, Dark hits the same Ghost and Psychic types super effectively while being resisted by Fighting and other Dark types.

Movepool: Poochyena's and Mightyena's level-up movepool is very lacking. Bite is an okay STAB move, but it has to wait all the way to level 47 to gain the much better Crunch. Howl can be an okay setup move early on to boost its weak physical moves. Strength and Return are Mightyena's best Normal moves. Otherwise, the Shadow Ball, Dig and Iron Tail TMs can be used to give it more options, but none of those moves help Mightyena all that much. Both Poochyena and Mightyena can also be used as Rock Smash users.

Major Battles: Poochyena is too weak and frail to be of any help against Roxanne and Brawly. Even Mightyena still struggles against Wattson and Flannery. It can be okay against Norman and Winona if it manages to set up with Howl. It is decent against Tate & Liza, but its Bite can be too weak against their Calm Mind-boosted Pokemon. Mightyena also struggles to do much against the Water gym. It doesn't help too much against your Rival or Team Aqua & Magma, and struggles against other Mightyenases, especially. Of the Elite Four, only Phoebe is an okay matchup. Sidney, Glacia, Drake and the Champion are too powerful for it.

Additional Comments: Poochyena is mostly deadweight, but thankfully its evolution to Mightyena is early. However, even Mightyena is very underwhelming. Both its non-STAB physical moves, off its better attack stat, and its Dark moves, off its worse special attack, do about the same amount of low damage. Mightyena's ability Intimidate is very useful for it and its other team members, though.

(written by pe5e)

Name: Seviper

Availability: Seviper can be found on Route 114 with a 9% chance in Emerald at levels 15 and 17. In Sapphire it can be found with a 19% chance at level 17 to 19.

Stats: Seviper has good attack and special attack but otherwise below-average stats. It is a slower, mixed attacker with mediocre bulk.

Typing: Its Poison typing gives it useful resistances against Fighting, Grass and Poison but also important weaknesses against Ground and Psychic. Offensively, Seviper's STAB moves are only useful against Grass types, while other Poison, Ground, Rock and Ghost types resist them, and Steel types are completely immune to them.

Movepool: Seviper has a good level-up movepool as it starts out with a good STAB move in Poison Tail and an important coverage move in Bite against Psychic and Ghost types. It later gets a stronger Dark type move in Crunch. Poison Fang is an option to badly poison targets. Glare, Screech and Swagger can be support options. Seviper gets access to the Sludge Bomb TM for its best STAB move. The Flamethrower and Giga Drain TMs can be used for coverage against Steel, Rock and Ground types. The Dig, Iron Tail and Earthquake TMs can be considered to give Seviper more physical attacking options. It can also use the Strength and Rock Smash HMs.

Major Battles: Flannery isn't a good matchup because of Seviper's Ground weakness and low special bulk. It has similar problems against Norman with its low physical bulk. Winona is a neutral matchup, but Seviper has to be careful of Earthquake Altaria. It also suffers against Tate & Liza. The Water gym can be decent with Giga Drain. Seviper has no problem taking on the Pokemon of your Rival and Team Aqua & Magma, aside from Maxie's Camerupts. Sidney, Phoebe and Glacia of the Elite Four can be decent with its neutral Poison STAB move as well as the right coverage moves, but Seviper's low bulk and speed are factors. Drake is not good for Seviper, and Steven is also unfavorable. The Champion Wallace can be okay.

Additional Comments: Seviper comes a decent bit underleveled, but its fluctuating level growth means it catches up quick. Its Shed Skin ability is situationally useful to heal status. It is important for Seviper to outspeed the opponent, so a +Speed nature or the Quick Claw are useful to have.

(written by pe5e)

Name: Shuppet

Availability: Shuppet can be found on Route 121 with a 30% chance in Emerald and Sapphire at levels 26 and 28. In Ruby it can be found in the Interior of Mt. Pyre (4F-6F) with a 10% chance at levels 25, 27 and 29.

Stats: Shuppet has decent attack and okay special attack but its speed and bulk are rather low. Banette improves with a great attack stat and decent special attack. Its speed and bulk only reach average levels. Because of this, Banette is a slower and frail physical or mixed attacker.

Typing: Ghost has two great immunities in Normal and Fighting and also a good resistance to Poison. The important Dark and Ghost types threaten it, though. On the attacking side, Banette's STAB move hits other Ghost and Psychic types super effectively but is also resisted by Dark types and Normal types are immune to it.

Movepool: Shuppet's level-up movepool is bad. Its first attacking moves in Faint Attack and Shadow Ball are only learned after its late evolution. Will-O-Wisp and Curse can be okay support options. Because of this, it is best to immediately give Shuppet the nearby Shadow Ball TM for a consistent STAB move. A variety of Normal move TMs can be used for other physical attacking options, but otherwise Banette has to dip into special TMs like Thunderbolt or Psychic. Calm Mind is also a setup option for those. It can also learn Flash.

Major Battles: Banette is good against Tate & Liza and decent against the Water gym with Electric moves. Banette is decent against the last Rival fight but can struggle against the last few Team Aqua and Magma fights. Banette is fragile against the Elite Four and Champion, with only Phoebe being a good matchups if it manages to outspeed and KO her Ghost Pokemon.

Additional Comments: Shuppet becomes available pretty late into the game and also has a rather high evolution level of 37. And while its fast level growth helps with catching up, it and Banette's fragility and lackluster movepool and special attack mean it doesn't have many highlights in the remaining parts of the game. Banette's Insomnia can sometimes come up against sleep-inducing moves. Shuppet is also really TM-reliant, so its opportunity cost is somewhat high.

(written by pe5e)

Name: Speal

Availability: Spheal can be found in Shoal Cave with a 50% chance at levels 26, 28, 30 and 32 while walking and at a 10% chance at levels 25 to 35 while surfing.

Stats: Spheal has bad stats across the board aside from its okay HP, with its very low speed being its worst stat. Sealeo gets much better bulk and overall average stats, but still has low speed. Walrein becomes even bulkier and also has decent offenses. Its speed is still below average, though. Walrein is a slower, bulky special-attacking tank.

Typing: Its Ice / Water typing is not very good, as it only provides it with resistances against Ice, Water and also Fire thanks to its Thick Fat ability. But in return, it suffers from weaknesses to common attacking types in Fighting, Grass, Electric and Rock. Offensively, Walrein's typing is much better with only Water resisting it while hitting relevant types like Flying, Fire, Grass, Ground and Dragon super effectively.

Movepool: Spheal's level-up movepool is decent. Aurora Beam is a decent STAB attack right away, and Body Slam is an okay coverage move against other Water types. Rest and later Blizzard are solid options. Walrein doesn't have access to special coverage options outside its STAB moves. The Ice Beam TM and Surf HM are its most consistent options. The Earthquake and Iron Tail TMs can be used, but the damage output isn't impressive coming from Walrein's lower attack stat. It can also learn a variety of HMs including the three Water HMs as well as Strength and Rock Smash.

Major Battles: Spheal doesn't have many battles left where it can help. Sealeo can somewhat help against Tate & Liza but Sunny Day and Calm Mind as well as the weakened Surf make it not easy. It also can't really touch the Pokemon of the Water gym. Sealeo is solid against the last few remaining Team Aqua and Magma fights but misses the last Rival fight. Walrein can be solid against the Elite Four and Champion with Rest and Earthquake, thanks to its great bulk. Drake and Steven are good matchups.

Additional Comments: Spheal comes quite a bit underleveled. Its first and second evolutions are also really late, at level 32 and 44 but its medium-fast growth rate helps to mitigate this somewhat.

(written by pe5e)

Name: Swablu

Availability: Swablu can be found on Route 114 with a 40% chance at levels 15 to 17.

Stats: Swablu has really low stats, with even its highest stats, defense and special defense, being below average. Altaria has average stats all around and good defenses. It is a decently fast tank with underwhelming mixed offenses.

Typing: Swablu's Normal / Flying typing is not very useful as it has weaknesses in Rock, Electric and Ice. The resistance to Grass and immunities to Ground and Ghost are welcome, though. Offensively, Swablu's STAB combo is only resisted by Rock and Steel types, while hitting Fighting and Grass types super effectively. Altaria's Dragon / Flying typing is much better, with many useful resistances to Fighting, Fire, Grass and Water, as well as a Ground immunity. It is still weak to Rock but it also gained a Dragon weakness and is hit even harder by Ice attacks. Altaria's STAB combination is only resisted by Steel types and hits Fighting, Grass and other Dragon types super effectively.

Movepool: Swablu's level-up movepool is very barren. It mostly learns weak status moves and no good STAB moves until the late Take Down. Once it evolves into Altaria, it learns DragonBreath for an okay Dragon STAB move. Sing, Dragon Dance and Refresh can be solid setup moves. The Fly HM is Swablu's strongest Flying STAB move. Altaria learns Flamethrower and Ice Beam via TM for solid coverage. The Aerial Ace and Earthquake TMs, as well as several Normal move TMs can be used to make better use of Dragon Dance.

After the 8th gym, the Dragon Claw TM can be acquired to give it a better Dragon STAB move. Altaria can also be used for Rock Smash.

Major Battles: Swablu is too weak and frail to take on the upcoming gym leaders. Altaria can become available around Winona, where it is solid with Ice Beam and Dragon Breath. It can't do much against Tate & Liza and it's only decent against the Water gym due to the Ice moves on some Pokemon. Altaria is good against all Pokemon of your Rival, as well as Team Aqua and Magma. It can slowly dig its way through Sidney and Phoebe of the Elite Four but Glacia, Drake the Champion demolish Altaria.

Additional Comments: Swablu comes really underleveled and also has a terrible early game due to no good moves and its erratic level growth. It takes quite a lot of EXP investment to bring it up to level 35 to evolve it into Altaria and finally make it usable. Before that, Swablu is mostly dead weight. Because of this, it is advisable to catch it later at Route 115 instead, where it is at a higher level, to skip most of its bad early game. Altaria also requires a few important TMs to have a better offense. Its Natural Cure ability can help against status.

(written by pe5e)

Name: Torkoal

Availability: Torkoal can be found in Fiery Path with a 18% chance at levels 14 to 16.

Stats: Torkoal has mostly average stats aside from its gigantic defense stat. It is very slow, however. Torkoal is a slow, mixed-attacking, physical tank.

Typing: Fire gives Torkoal resistances to Grass and Ice. However, a pure Fire typing also gives it ugly weaknesses against Ground, Rock and Water. Fire hits Bug, Grass, Ice and Steel types super effectively, while other Fire, Water, Rock and Dragon types resist it.

Movepool: Torkoal has a great level-up movepool. Ember is a good early STAB move. Later, it learns the stronger Flamethrower, and even the rare Heat Wave. It learns Body Slam very early on and also has access to Curse, Iron Defense and Amnesia to set up. Natural Protect before Norman is also very useful against his Slaking. Outside of stronger Fire moves like Fire Blast or Overheat, Torkoal sadly doesn't have any other special coverage moves. But it is able to learn Sludge Bomb and Iron Tail via TM, which offer okay physical coverage.

Major Battles: Torkoal can beat Flannery by setting up with Curse. Norman is a good matchup for Torkoal with its high defense, Curse, Flamethrower and Protect. Pelipper and Altaria are somewhat of a roadblock, but Torkoal is able to get past them with Curse-boosted Body Slams or Sludge Bombs. The last two gyms are bad matchups for Torkoal, and it is not able to contribute. Torkoal is good against your Rival and Team Aqua & Magma. It is solid against Sidney and Phoebe, but Glacia, Drake and the Champion give it trouble.

Additional Comments: Torkoal's low speed only becomes a bigger issue later in the game. But it will always go second outside of using the Quick Claw, which is a big downside. White Smoke is a very good ability that prevents opponents from dropping its stats.

(written by pe5e)

Name: Trapinch

Availability: Trapinch can be found in the desert part of Route 111 with a 35% chance at levels 19 to 21. In Emerald, it can also be found in Mirage Tower with a 50% chance at levels 20 to 24.

Stats: Trapinch has good attack but otherwise bad stats. Its speed is terribly low. Vibrava loses some attack but gains a lot of speed. Its other stats also very slightly improve. Finally, Flygon has good attack and speed but otherwise average stats. Their roles shift from a

decently powerful but frail and slow physical attacker to a decently fast and powerful physical or mixed attacker.

Typing: Trapinch pure Ground typing has useful resistances against Rock and Poison as well as an Electric immunity. But it also gives weaknesses to the common Water, Grass and Ice attacks. Vibrava's and Flygon's added Dragon typing removes the Grass and Water weakness and also adds a Fire resistance. But Ice attacks hit them even harder, and Dragon attacks are now also a weakness. Due to their Levitate ability, they are also immune to Ground. Offensively, Flygon's STAB combo provides perfect neutral coverage aside from Skarmory while hitting important types in Electric, Fire, Rock and Dragon.

Movepool: Its level-up movepool is lacking. It doesn't learn a useful Ground STAB move. However, upon evolution it gets DragonBreath for a decent Dragon STAB move. Crunch is a decent move as well. The Dig TM gives Trapinch an okay Ground STAB move. Giga Drain is an option for other Ground and Rock types. Flygon can later make use of the Flamethrower, Earthquake and Dragon Claw TMs for a much better move set. It can also use the Fly, Strength and Rock Smash HMs.

Major Battles: Trapinch and Vibrava have too low stats to help against Norman. Winona is a neutral matchup, but her Altaria is too strong for Vibrava. Flygon can help against Tate & Liza. The Water gym is sketchy due to some Ice moves. Vibrava is lacking against your Rival and the remaining Team Aqua and Magma fights. Flygon is decent against the Elite Four, but it needs to be fast and strong enough for Drake, and Glacia is a hard stop. Champion Wallace is also not a good matchup, but Flygon is good against Champion Steven.

Additional Comments: Trapinch's evolution levels are really high at 35 and 45. Even Trapinch's good medium-slow level growth rate doesn't make up for it due to Trapinch's and Vibrava's lackluster stats. Flygon also has a rather high opportunity cost due to all the needed TMs to make the most of it.

(written by pe5e)

Name: Wailmer

Availability: Wailmer can be found on Route 110 using the Good Rod with a 20% chance at levels 10 to 30.

Stats: Wailmer has great HP, below-average speed and mixed offenses but bad defenses. Wailord has gigantic HP, decent mixed offenses, but its speed stays the same and its defenses are still bad. Wailord is a slower tank with mixed offenses.

Typing: Water is a great defensive type with only two weaknesses in Grass and Electric. Meanwhile, it gives resistances to Fire, Ice and Water attacks. Offensively, Water is also great. Fire, Ground and Rock types are hit super effectively and Grass and Dragon types that resist Water can be hit with Ice type coverage. Other Water types also resist its Water STAB.

Movepool: Wailmer's level-up movepool is decent. Water Pulse is a good early Water STAB attack. Rollout can be okay against some trainers. Rest and Amnesia can be decent stall options. Later, Wailord gets Water Spout and Hydro Pump for powerful Water STAB attacks. Wailmer has access to important Ice type coverage TMs in Ice Beam or Blizzard. Physical attacks like Return, Double-Edge and Earthquake off of Wailmer's equally good attack stat are options against other Water types. It can also learn a large variety of HMs, including all three Water HMs as well as Strength and Rock Smash.

Major Battles: Wailmer is decent against Winona with either Ice Beam or Rollout. Wailmer can struggle against Tate & Liza due to its lesser bulk, as well as Sunny Day and Calm Mind weakening the damage of its Surf. The battle becomes much better if Wailmer has already

evolved and has access to the much stronger Water Spout. Wailord is also good against the Water gym if it carries physical moves like Earthquake, Return or Double-Edge to combat the other Water types. Wailmer can have slight problems against the Grass types of the two remaining Rival battles. The Pokemon of Team Aqua and Magma give it no issues. Wailord can muscle its way through the Elite Four and Champion with some item support. Drake and Steven are good matchups.

Additional Comments: Wailmer's fluctuating level growth is overall a plus, as it lets it level up faster than most Pokemon up to level 40. Which Wailmer really needs, as its bulk is a bit underwhelming and its evolution is really late. Wailmer and Wailord's high HP also means that more powerful healing items are required to heal them to full HP. Water Spout is Wailord's most powerful attack, so it prefers not to be hit, but its below-average speed makes this difficult in the later stages of the game.

E-Rank

(written by pe5e)

Name: Cacnea

Availability: Cacnea can be found in the desert section on Route 111 with a 6% chance in Emerald at levels 20 and 22. In Ruby and Sapphire it can be found with a 20% chance at level 19 to 21.

Stats: Cacnea has decent mixed offenses but otherwise bad stats. It has low bulk and speed. Cacturne mixed offenses get even better. Its bulk and speed also improve, but they are still below average or low. Cacturne is a slow, mixed attacker with underwhelming bulk. Typing: Grass / Dark typing gives Cacturne a lot of weaknesses. Although rare, Bug attacks hit it for a lot of damage, and its weaknesses to Fighting, Flying, Poison, Fire and Ice are all problems. Resistances to Grass, Water, Electric, Ground, Dark and Ghost, and also an immunity to Psychic are good to have, though. Offensively, its STAB combo is much better, as it has nearly perfect coverage, aside from the Combusken and Nuzleaf lines. Dealing super-effective damage against Water, Ground, Rock, Psychic and Ghost Pokemon is great. Movepool: Cacnea's level-up movepool is decent. Although, as with all Grass and Dark types, its best STAB moves have rather low base damage. Faint Attack and its signature move, Needle Arm, are good enough, though, and also have some decent upside. Growth, Leech Seed and Sandstorm can be good support moves. Cacturne can also make good use of Substitute and Focus Punch. Cacturne is able to carry the Strength, Cut and Flash HMs. Major Battles: Cacturne's low bulk is a problem against Norman, but a Substitute set with Leech Seed and Focus Punch can do work. Winona is a bad type matchup. Tate & Liza are good for Cacturne but it has to be careful of Solrock's Flamethrower. The Water gym is yet again favorable. Cacturne has some troubles against some Pokemon of your Rival as well as Team Aqua & Magma. The Elite Four is decent for Cacturne. Phoebe is a favorable type matchup and Cacturne can be okay against some Pokemon from Sidney and Glacia. Drake is not good for it, though, and its low speed and bulk are a problem against both Champions and make their fights not easy.

Additional Comments: Cacnea evolves rather soon to Cacturne, once you caught it. But its low speed and many weaknesses require it to be used carefully.

(written by pe5e)

Name: Castform

Availability: Castform is given to the player at level 25 by a professor at the Weather Institute after defeating the Team Aqua trainers there.

Stats: Castform has an average base 70 in all its stats. Because of this, it's a fast and strong enough special attacker with okay speed. It also has the option to be a mixed attacker.

Typing: Its Normal typing leaves it with only one weakness to Fighting. Castform has no resistances but does have an immunity to Ghost. Everything else hits it neutrally. Similarly, its Normal moves hit most things neutrally, aside from Rock and Steel, which resist them, and Ghost which is immune to them. But Castform has the option to change its typing to Water, Fire, and Ice to change its STAB move and type matchups accordingly.

Movepool: Castform has a short but good enough level-up movepool. It learns all three weather moves that allow it to transform into its other forms. At level 30, it learns its signature move, Weather Ball, which starts out as a 50 base power Normal move but changes its type with the set weather and doubles its power to base 100. It will be the main STAB move Castform uses. It can specialize in the three different weathers with TMs.

Thunder and Solar Beam get buffed by Rain Dance and Sunny Day. Blizzard, unfortunately, doesn't get its accuracy boosted in gen 3. Ice Beam, Flamethrower and Thunderbolt are solid coverage options. Castform can also become a mixed attacker with Return and Shadow Ball. It can be a Flash user as well.

Major Battles: Castform is solid against the last three gym battles with the right coverage moves and weather type. It is decent against the remaining Rival and Team Aqua & Magma fights. Castform can help against the Elite Four and Champion but its average stats don't allow it to sweep.

Additional Comments: Castform is a gimmick Pokemon, but as far as gimmick Pokemon go, it is decent as weather effects are very powerful. However, it needs to set up to do any meaningful damage. And Castform's lower stats, especially its speed and the low PP of weather moves, can be cumbersome.

(written by pe5e)

Name: Clamperl (Gorebyss)

Availability: Clamperl can be found underwater in seaweed on Route 124 or 126 with a 65% chance at levels 20 to 35.

Stats: Clamperl has decent defense, but only average special attack, bad special defense, and very low HP and speed. Gorebyss still has low HP and speed but gains a great special attack stat and good defense. Its special defense becomes average. Gorebyss is a strong but slow, special-attacking rain sweeper.

Typing: Water is a great defensive type with only two weaknesses in Grass and Electric. Meanwhile, it gives resistances to Fire, Ice and Water attacks. Offensively, Water is also great. Fire, Ground and Rock types are hit super effectively, and Grass and Dragon types that resist Water can be hit with Ice type coverage. Other Water types also resist its Water moves.

Movepool: Clamperl only has four level-up moves that it starts out with that are not good enough at the point of the game where you catch it. Once it evolves, Gorebyss has much better level-up moves in Agility (which needs to be relearned), Psychic and Hydro Pump. The Surf HM and Ice Beam TM give it some good coverage moves. Rain Dance is a required TM so that Gorebyss can make use of its Swift Swim ability, which allows it to fix its low speed and set up sweeps. It can also learn the other two Water HMs in Waterfall and Dive.

Major Battles: Clamperl is too slow, frail and weak to help against Tate & Liza. Gorebyss doesn't have the coverage and power to contribute too much in the Water gym. It is decent against the last Team Aqua or Magma fight, though. Against the Elite Four, Gorebyss can attempt to sweep with Rain Dance against Sidney, Phoebe and Drake reasonably well. Glacia and Champion Wallace are bad matchups for it. It can deal with Champion Steven, though.

Additional Comments: Clamperl can only be encountered underwater in seaweed, and as such, the Dive HM needs to be usable, which requires beating the 7th gym first. Clamperl can come quite a bit underleveled and is also in the erratic level growth group. The Water routes are also not an easy location to level up Gorebyss, which makes it hard for it to catch up to your other team members. Clamperl needs to be traded while holding a Deep Sea Scale to evolve into Gorebyss. The Scale can be obtained from Captain Stern in Slateport City in exchange for the Scanner from the Abandoned Ship on Route 108. Clamperl becomes available very late into the game, and Gorebyss is not a good return on your investment, given the TM investment and side tracking.

(written by pe5e)

Name: Duskull

Availability: Duskull can be found on the Summit and in the Interior (4F-6F) of Mt. Pyre in Emerald and Sapphire with a 13% or 10% chance at levels 25 to 30. In Ruby, it can be found on the lower floors of the Interior and the Exterior at levels 22 to 29 as well.

Stats: Duskull has good defenses but otherwise incredibly low stats. Dusclops has gigantic defenses, but its HP and speed are very low, and its offenses are mediocre. Dusclops is a slow, passive wall.

Typing: Ghost has two great immunities in Normal and Fighting and also a good resistance to Poison. The important Dark and Ghost types threaten it, though. On the attacking side, Dusclops's STAB move hits other Ghost and Psychic types super effectively but is also resisted by Dark types and Normal types are immune to it.

Movepool: Duskull has a weak level-up movepool. Astonish and Pursuit are its only early attacking moves. Disable, Curse and Will-O-Wisp are decent support moves, but it is hard to make them work with its bad speed. Dusclops learns Shadow Punch upon evolution, but it is better to give it the stronger Shadow Ball via the TM. Dusclops has very few other options. Earthquake and Focus Punch are physical options, and Ice Beam and Psychic can be used on the special side. None of those moves are all that useful to Dusclops, though. Duskull can only learn Flash, but Dusclops can use the Strength and Rock Smash HMs as well.

Major Battles: Dusclops is okay against Tate & Liza but not very useful in the Water gym. Duskull can't compete in the last remaining Rival battle, and Dusclops has real problems battling some of the Pokemon of Team Aqua & Magma, as it has no good way of beating their Dark types. Dusclops is of no help in the Pokemon League.

Additional Comments: Duskull comes rather late into the game and also has a very late evolution at level 37. But its fast level growth helps to mitigate this somewhat. However, Duskull is completely dead weight until it evolves, and even Dusclops is not of much help, as it is so passive, slow, and often victim to getting stuned. Its only coverage moves are expensive and important TMs that are better given to better teammates.

(written by pe5e)

Name: Kecleon

Availability: Kecleon can be found as a stationary encounter on Route 120 at level 30.

Stats: Kecleon has great special defense and a decent attack stat. But its other stats are below average, and its speed is low. Kecleon is a slow, special defensive tank.

Typing: Normal only has one weakness in Fighting but also no resistances. It has a Ghost immunity, though. On the offensive side, Normal doesn't hit anything super effectively and is resisted by Rock and Steel. Ghost types are completely immune to Normal attacks.

Movepool: Kecleon's level-up movepool is decent. Slash is a solid STAB move. Faint Attack and Psybeam offer good coverage. Kecleon has an incredibly deep TM movepool as well. Return, Shadow Ball, Brick Break, and Iron Tail are solid physical options. It can also dip into powerful special attacking options like Thunderbolt, Flamethrower and Ice Beam, but its lower special attack means they don't hit as hard as its physical moves. Kecleon can also carry plenty of HMs in Cut, Strength, Flash and Rock Smash.

Major Battles: Kecleon is decent against the last three gyms but doesn't excel against any of them. It is good enough in most fights against your Rival and Team Aqua & Magma. It can't help much against the Elite Four and Champion, though, aside from a few specific Pokemon.

Additional Comments: Kecleon's ability is mostly a downside, as it can't reliably control its type shifting, so it is difficult to use it to its advantage. For the most part, the ability just causes Kecleon to lose its STAB on its Normal moves.

(written by pe5e)

Name: Lileep

Availability: Lileep can be restored from the Root Fossil by a scientist located on the second floor of Devon Corporation in Rustboro City at level 20.

Stats: Lileep has underwhelming stats. Its speed is very low, and its offenses are mediocre. It has an okay bulk, though. Cradily's stats are better, but still not good. It has good bulk, but its speed is still low, and its other stats are only average. Cradily is a slow, decently bulky tank with mediocre offenses.

Typing: Rock / Grass is not a good defensive typing. Only Normal and Electric are resisted by it, while Fighting and Ice hit it super effectively. Offensively, Cradily's STAB combo is much better, as only Steel types and Breloom resist it.

Movepool: Lileep's level-up movepool is horrible. It learns no STAB move until it evolves, and even then, its only STAB move will be Ancient Power. Its best attacking move that is learned before this is the very weak non-STAB Acid. The other moves it learns are mostly useless utility moves. Lileep needs help from TMs to be able to do anything. However, before it evolves, Lileep's best offensive moves will be Bullet Seed and Sludge Bomb, as only Cradily can learn Rock Tomb. Solar Beam, powered by Sunny Day, will be the best moves Cradily will ever use. The Giga Drain TM is an okay option too, however. While Lileep can't learn any HMs, Cradily can learn Strength and Rock Smash.

Major Battles: Lileep is far too passive to help against Norman. And with no Rock STAB move, Lileep can also not contribute against Winona. Cradily is somewhat okay against Tate & Liza and the Water gym with either Giga Drain or Solar Beam. Cradily has no hope of being useful against any of the Elite Four members or the Champion.

Additional Comments: Lileep is in the bad erratic level growth group, comes underleveled, and has a very high evolution level at 40. That, combined with its lack of good moves and bad offenses, makes Lileep deadweight for most of the game. Even Cradily needs a lot of TMs to even function.

(written by Baconfry)

Name: Mawile (R)

Availability: Mawile can be found in Granite Cave at lv10-12 with a 20% chance on B2F in Ruby.

Stats: Mawile has a decent Attack and Defense stat, and its other stats are bad. Its low Speed in particular is a detriment when so much of its early offense consists of flinching moves.

Typing: Mawile boasts the unique pure Steel typing, with many resistances and only a Fire, Ground, and Fighting weakness. Its offensive typing is irrelevant. Due to its poor SpDef, it is not as resilient against strong resisted special hits as one might hope.

Movepool: Mawile's movepool notably does not contain any STAB moves. Its early offense mainly consists of using Fake Tears as many times as necessary, then scoring the knockout with Bite (and later, Crunch). Its reliance on Fake Tears means that it can get some use out of its strangely expansive special movepool, with options like Ice Beam, Flamethrower, and Fire Blast. On the physical side, it can use Sludge Bomb, Rock Tomb, Brick Break, or Strength, with Strength spam being its best form of mid game offense. It learns Baton Pass, but can only pass Iron Defense, which is not very different from Intimidating the opponent and switching out.

Major Battles: Mawile does very little to Brawly and Wattson other than being sacrificed to land a SpDef drop. It is thoroughly terrible against Flannery and cannot even use Fake Tears against Torkoal. It is good against Norman, but not as a damage dealer. Mawile's stats fall off after midgame and it mostly functions as an Intimidate pivot and SpDef debuffer, though it can try to use Fire Blast or fish for Sludge Bomb poison if there's nothing better for it to do. Its late game performance is poor overall, mainly due to Earthquakes and strong special moves getting thrown at it.

Additional Comments: Intimidate is its better ability and can be easily confirmed upon encountering it.

(written by pe5e)

Name: Minun

Availability: Minun can be found on Route 110 with a 15% chance at level 13 in Emerald and Ruby. In Sapphire, its encounter rate is 2% at levels 12 and 13.

Stats: Minun has good speed and average special attack. Its special bulk is decent, but it is frail on the physical side. Minun is a fast special attacker with decent special bulk.

Typing: Pure Electric only has Electric as a useful resistance, as otherwise almost everything hits Minun neutrally. It has to look out for Ground type attacks. Offensively, Electric is quite useful against all the Water and Flying Pokemon in Hoenn. Ground types stop it completely, and Grass and Dragon types also resist its Electric attacks.

Movepool: Minun has an okay level-up movepool. Spark and Thunder are good STAB moves. Thunder Wave and Encore are useful utility moves. Agility and Baton Pass can be used to set up sweeps for slower team members. Minun can be a Flash user.

Major Battles: Minun doesn't have the tools to get past Wattson. It is also not able to beat Flannery due to her Ground type Pokemon. Norman is not a good matchup due to Minun's low physical bulk. Winona is a good matchup, but Altaria is dangerous with Earthquake. Charm and Encore can help here. Tate & Liza are also not a very good matchup. But Minun is able to sweep through the Water gym aside from Whiscash and Kingdra. Minun is decent against your Rival and Team Aqua & Magma. It can't take on their Numels and Camerupts, though. Minun is only okay against some specific Pokemon from the Elite Four as well as the Champion.

Additional Comments: Electric types are very useful in Hoenn, and while the available ones are pretty interchangeable, Minun is kind of underwhelming, even with its early availability.

(written by pe5e)

Name: Natu

Availability: Natu can be found in Area 1 and 2 of the Hoenn Safari Zone with a 10% chance at level 25. Natu and Xatu are also available at higher levels in Area 4, which requires the Acro Bike to be accessed. Natu can be caught with a 15% chance at levels 27 and 29, and Xatu can be caught with a 5% chance at levels 29 and 31.

Stats: Natu's bulk and attack are rather low, but its special attack and speed are average. Xatu has average bulk and attack, and its special attack and speed become good. Xatu is a decently fast and strong special attacker with the option of being a mixed attacker with its lower attack stat.

Typing: Its typing gives Xatu useful resistances to Fighting, Grass and Psychic, as well as a Ground immunity. However, it also gives it important weaknesses to Rock, Ghost, Dark, Ice and Electric attacks. Offensively, its Psychic / Flying STAB attacks give it nearly perfect coverage, with only Steel types, and Lunatone and Solrock resisting it.

Movepool: Natu's level-up movepool is terrible. It is really barren and has no good attacking moves until it learns Psychic at level 65. To make good use out of Xatu, it needs to be taught several TMs and HMs. It can carry the Flash and Fly HMs, with the latter being its best option for a Flying STAB move. Shadow Ball and Steel Wing are physical options for coverage against other Psychic and Ghost types, as well as Rock and Ice types. The Psychic TM is essential for Xatu for a reliable special STAB move. The Giga Drain TM is an option for coverage against Rock, Ground and Water types. Calm Mind and the Screen TMs are potential utility moves.

Major Battles: Xatu is good against the remaining two gym battles with the right coverage moves. It is also solid against the remaining Rival and Team Aqua & Magma battles, but the Mightyenas can give it some trouble. Xatu is not good against the Elite Four. Sidney, Phoebe and Glacia have a type advantage, and Xatu's stats are just not good enough for Drake and the Champions.

Additional Comments: Natu nearly instantly evolves to Xatu once it is caught, and it also levels up fast. It isn't a bad choice for a late Fly HM Pokemon.

(written by pe5e)

Name: Nincada (Ninjask)

Availability: Nincada can be found on Route 116 with a 20% chance at levels 6 and 7.

Stats: Nincada has really low stats aside from its good defense. It is slow, weak and somewhat frail. Ninjask gets lightning fast and has a decent attack stat. Its bulk keeps being low, though. It is a very fast, physical sweeper.

Typing: Nincada's Bug / Ground typing gives it useful resistances against Fighting, Ground and Poison as well as an Electric immunity. However, it also has weaknesses in Flying and Water. Offensively, Nincada's STAB types don't really matter, as it has no good STAB moves to use. Ninjask's Bug / Flying typing gives it additional glaring Rock weakness and turns Nincada's Electric immunity into a weakness. The Fire and Ice weaknesses also start to matter now. Ninjask gains a new Bug and Grass resistance as well as a Ground immunity. Offensively, Ninjask's Bug typing is useless as it learns no good Bug moves. Its Flying STAB move is useful against Fighting, Grass and other Bug types, though. Rock, Steel and Electric types are often a hard stop for it.

Movepool: Nincada's level-up movepool is terrible. It doesn't learn any STAB moves aside from the horribly weak Leech Life. The only decent moves in its level-up movepool for early game are way beyond level 30. Nincada's earliest Ground STAB move is the Dig TM. By that point, Nincada will already have evolved, so it doesn't gain STAB from it anymore, but Dig is still an okay coverage move against Electric and Rock types. Furry Cutter is too weak to be useful, so Ninjask will have to get by with the Cut HM and Dig TM until it gets access to the Aerial Ace and Shadow Ball TMs. The Return TM is an option as well. Ninjask learns a good setup move in Swords Dance early to give it a better chance of sweeping. It can also use the Flash HM.

Major Battles: Despite having a type advantage, Nincada is nearly useless against Roxanne, Brawly and Wattson due to its bad stats and lack of good moves. Flannery is bad for Ninjask as well. It can set up a sweep against Norman with some support. Winona is yet again bad for it. Ninjask can be good against Tate & Liza with Shadow Ball, but it has to be careful of Flamethrower Solrock and Ancient Power Claydol. The Water gym is a neutral matchup, but Aerial Ace and Swords Dance can be good against Double Team Kingdra. Nincada isn't great against the first few Rival and Team Aqua & Magma fights, but Ninjask has mostly no problem taking them on. Ninjask can attempt to set up a sweep against Sidney and Phoebe, but is otherwise too frail and weak for the remaining Elite Four and Champion.

Additional Comments: Nincada's very slow level growth due to being in the erratic level group means it takes a longer time until it finally evolves. Its bad stats and lack of moves also mean it has a very rough early game. It needs some TMs to function okay, but even then, it doesn't have a high peak. Nincada has a very strong ability in Compound Eyes but no real way to make use of it. Ninjask's ability Speed Boost helps it sweep and also allows it to carry the Macho Brace to double its gained EVs without much of a downside.

(written by pe5e)

Name: Nincada (Shedinja)

Availability: Nincada can be found on Route 116 with a 20% chance at levels 6 and 7.

Shedinja will appear in a free space of the party once Nincada evolves into Ninjask at level 20.

Stats: Nincada has really low stats aside from its good defense. It is slow, weak, and somewhat frail. Shedinja gets a good attack stat, but its speed stays the same. Its HP reaches the lowest possible value of 1. Because of this, Shedinja is a slow, physical glass cannon.

Typing: Nincada's Bug / Ground typing gives it useful resistances against Fighting, Ground and Poison as well as an Electric immunity. However it also has weaknesses to Flying and Water. Offensively, Nincada's STAB types don't really matter, as it has no good STAB moves to use. Shedinja's Bug / Ghost typing along with its Wonder Guard ability, gives it immunities to 12 types that don't hit it super effectively. But it is also weak to very relevant types in Fire, Flying, Rock, Dark and Ghost. Offensively, only its Ghost typing is relevant, as it still doesn't learn any good Bug moves. Ghost is a good offensive type, though, that hits most types neutrally aside from Dark and Normal and is also super effective against Ghost and Psychic.

Movepool: Nincada's level-up movepool is terrible. It doesn't learn any STAB moves aside from the horribly weak Leech Life. The only decent moves in its level-up movepool for early game are way beyond level 30. Nincada's earliest Ground STAB move is the Dig TM. By that point, Nincada will already have evolved, so it doesn't gain STAB from it anymore, but Dig is still an okay coverage move. Furry Cutter is too weak to be useful, so Shedinja will have to get by with the Cut HM and Dig TM until it gets access to the Aerial Ace and Shadow Ball

TMs. The Return TM is an option as well. Shedinja gets access to a good setup move in Swords Dance early to give it a better chance of sweeping. This can only be by delaying Nincada's evolution to Ninjask until level 25, where it learns the move, as Shedinja itself doesn't learn Swords Dance. It can also use the Flash HM.

Major Battles: Despite having a type advantage, Nincada is nearly useless against Roxanne, Brawly and Wattson due to its bad stats and lack of good moves. Shedinja can sweep Brawly and Wattson due to Wonder Guard. It has to worry about Voltorb's Rollout and Magnetron's Supersonic, though. Flannery and Winona are bad for Shedinja. Norman is sketchy, as most of his Pokemon have Faint Attack and status moves. Shedinja can be good against Tate & Liza with Shadow Ball, but it has to be careful of Flamethrower Solrock and Ancient Power Claydol. The Water gym is a great matchup for Shedinja as it can sweep by itself because none of the Water Pokemon can damage it outside of Luvdisc's Sweet Kiss. Nincada and Shedinja aren't good against most Rival and Team Aqua & Magma fights due to poor type matchups. Shedinja is deadweight against the entire Elite Four and Champion Steven but is able to sweep Champion Wallace almost by itself as only Toxic Tentacool and Leech Seed Ludicolo can hurt it.

Additional Comments: Nincada's very slow level growth due to being in the erratic level group means it takes a longer time until it finally evolves. Its bad stats and lack of moves also mean it has a very rough early game. It needs some TMs to function okay. Nincada has a very strong ability in Compound Eyes but no real way to make use of it. Shedinja is a very polarizing and unreliable Pokemon, as it is completely dead weight for some fights while being almost invincible in others due to its Wonder Guard ability and only 1 HP.

(written by pe5e)

Name: Nosepass

Availability: Nosepass can be found in Granite Cave by using Rock Smash on the breakable rocks in B2F, with a 30% chance at levels 10 to 20.

Stats: Nosepass has great defense and decent special defense, but otherwise awful stats. Its offenses and speed are alarmingly low. Nosepass is a slow wall with non-existent offenses.

Typing: Pure Rock is a bad defensive typing. Only Normal, Fire, Poison and Flying get resisted by it, while the common Ground, Grass, Water and Fighting moves hit it for super effective damage. On the offensive side, the type is slightly better. Flying, Fire, Ice and Bug Pokemon are hit for additional damage, but Ground and Fighting Pokemon resist it.

Movepool: Nosepass's movepool is bad. While Rock Throw and later Rock Slide via level-up are great, it doesn't learn any other attacking moves. Thunder Wave and Rest can be helpful. Nosepass can learn Thunderbolt, Earthquake, and a row of Normal moves via TMs but with its horrible offensive stats, it is not worth it to waste those important TMs on Nosepass. Its best attacking option will be Rollout from the Move tutor in Mauville City, giving it the ability to dish out real damage after a couple of turns. Double Team can be used in combination with Thunder Wave to set up a Rollout sweep, as it's one of the only ways for Nosepass to contribute in harder fights. But it is still highly inconsistent.

Major Battles: Nosepass can attempt a Rollout sweep against Flannery, Norman and Winona when it sets up Thunder Wave and Double Team against the right Pokemon, but it can still fail to succeed. The last two gyms are terrible for Nosepass, as its weak Rollout gimmick doesn't work against them anymore. Nosepass is not of much help against your Rival and Team Aqua & Magma. Either it has a bad matchup or it is just unable to move due

to flinches and confusion. Nosepass has no hope of helping in any way against the Elite Four and Champion.

Additional Comments: As Rock Smash is only able to be used in the overworld once the third gym has been beaten, one needs to backtrack to Granite Cave from Mauville City to catch Nosepass. Nosepass is incredibly passive and can't do much of anything outside of Rollout. After Winona, its gimmick is simply not good enough anymore, and Nosepass' stats and typing don't allow it to contribute anymore. Nosepass is a one-trick pony, and its one gimmick is not even very good.

(written by pe5e)

Name: Phanpy

Availability: Phanpy can be found in Area 4 of the Hoenn Safari Zone with a 30% chance at levels 27 and 29.

Stats: Phanpy's stats are underwhelming, but they also don't really matter as it evolves with the next level up. Donphan has fantastic attack and defense, as well as solid HP. Its speed and special defense are on the lower side, however. Donphan is a strong and durable physical tank.

Typing: Pure Ground has only Poison and Rock as resistances but also Electric as an immunity. The common Water, Grass and Ice attacks hit it super effectively, though.

Offensively, Ground is much better, hitting Electric, Fire and Rock types for double damage. Pure Grass types resist it, and Flying types are immune to Ground.

Movepool: Donphan's level-up movepool is barren. Rollout is decent, but it has to wait until level 49, or until the TM, for its only available Ground STAB move in Earthquake. It can't learn Dig, which means it will have to rely on non-STAB physical moves like Strength or Return for a long time. Iron Tail is also a later option. Donphan can learn Rock Smash as well.

Major Battles: Donphan can't help at all in the last two gyms. It is decent in the last Rival and Team Aqua or Magma fight, though. With Earthquake, Donphan is able to contest Sidney and Phoebe, but it is only a neutral matchup. The other members of the Elite Four and the Champion are mostly out of reach.

Additional Comments: Donphan's lack of a Ground STAB move means that for a long time its damage output is not as good as its great attack stat would suggest. Slow Pokemon that are weak to Water and special attacks in general also have a hard time in the later parts of the game due to a lot of bad matchups.

(written by pe5e)

Name: Plusle

Availability: Plusle can be found on Route 110 in Sapphire with a 15% chance at level 13. In Emerald and Ruby, its encounter rate is 2% at levels 12 and 13.

Stats: Plusle has good speed and a decent special attack. Its bulk is below average, though. Plusle is a fast and decently powerful special sweeper.

Typing: Pure Electric only has Electric as a useful resistance, as otherwise almost everything hits Plusle neutrally. It has to look out for Ground type attacks, though. Offensively, Electric is quite useful against all the Water and Flying Pokemon in Hoenn. Ground types stop it completely, and Grass and Dragon types also resist its Electric attacks.

Movepool: Plusle has one of the best level-up movepools among the Electric types in Hoenn. Spark and Thunderbolt are its go-to great attacking options, but Thunder is also

available via level-up. Thunder Wave, Encore and Fake Tears are useful utility moves. Light Screen via TM is also an option to go with Fake Tears. Plusle can be a Flash user.

Major Battles: Plusle is able to sweep Wattson with Encore and Fake Tears. Plusle is not able to beat Flannery due to her Ground type Pokemon. Norman is a neutral matchup but he can be tough due to Plusle's low physical bulk. Winona is a good matchup, but Altaria can be somewhat dangerous with Earthquake. Tate & Liza are also not a very good matchup. But Plusle is able to sweep through the Water gym aside from Whiscash. Plusle is great against your Rival and Team Aqua & Magma. It can't take on their Numels and Camerupts, though. Plusle is decent against a lot of Pokemon from the Elite Four as well as the Champion.

Additional Comments: Electric types are very useful in Hoenn, and while the available ones are pretty interchangeable, Plusle is one of the better ones due to its early availability and good support moves.

(written by pe5e)

Name: Regice

Availability: Regice can be found in Island Cave on Route 105 as a static encounter at level 40 after completing the puzzle in the Sealed Chamber on Route 134.

Stats: Regice has a gigantic special defense stat, as well as good defense and special attack. Its speed and attack are low, however. Regice is a slow, special tank.

Typing: Pure Ice is a bad defensive typing. It only resists itself but is weak to common attacking types in Fighting, Fire and Rock. Offensively, Ice is much better. Hitting Flying, Ground, Grass and Dragon types super effectively while only being resisted by Fire, Water, Steel and itself.

Movepool: Regice has plenty of interesting level-up moves but can't use them all very well. Its attack stat is too low to make good use of Ancient Power and Superpower. Explosion is strong enough despite that, however, and can be relearned with a Heart Scale. It has access to utility moves in Icy Wind, Curse and Amnesia, but those moves don't really help Regice in a meaningful way. Zap Cannon is too unreliable. The Ice Beam and Thunderbolt TMs give Regice its best, but also its only, special attacking options. Substitute and Toxic can also be used to some success. Regice is able to use the Strength and Rock Smash HMs.

Major Battles: Regice is somewhat decent against the remaining Water gym with Thunderbolt. It can also help against Glacia and Drake as well as Champion Wallace with Substitute. The other members of the Elite Four and Champion Steven are not that good for it.

Additional Comments: To be able to enter Island Cave, the player needs to access the Sealed Chamber with Dive and Dig. Reading the inscription on the back wall in the second room with Relicanth at the top of the party and Wailord at the bottom of the party causes an earthquake to occur that opens the door of Island Cave. Note that the party positions must be reversed in Pokémon Emerald. Relicanth and Wailord are not easy to acquire due to their rarity or high evolution level. Route 134 is also pretty late. So Regice requires a lot of time investment to get. And the reward is not all that impressive.

(written by Baconfry)

Name: Roselia (R/S)

Availability: Roselia can be found on route 117 at lv13-14 with a 30% chance in Ruby and Sapphire.

Stats: Roselia has good SpAtk and average SpDef. Its Speed is below average and its physical bulk is terrible.

Typing: Grass/Poison is an alright typing, with its Electric resistance being the most useful in the short term. It also destroys Water-types that don't carry Ice Beam. Matchups against opposing Grass-types tend to end in an ugly stalemate due to Leech Seed immunity.

Offensively, it plays like a pure Grass-type.

Movepool: Roselia has most of the support tools that exemplify Grass-type Pokemon, with access to Stun Spore, Leech Seed, Growth, and Grasswhistle (sadly, no Sleep Powder). It also has access to good Grass STAB moves like Mega/Giga Drain and Magical Leaf. It is one of the few Pokemon that learn Toxic naturally.

Major Battles: Roselia is not terrible against Wattson, being able to stall somewhat with Leech Seed while Stun Spore allows it to level the playing field. Sonicboom does hurt a lot due to its low base HP, however. Flannery's Pokemon are slower but all OHKO Roselia. In most battles, it can typically survive a single strong neutral move or weak super-effective move and use Leech Seed, though this is obviously not as good as outspeeding the opponent and using Leech Seed. The passive recovery from Leech Seed is good for pivoting, at least. It does not sweep Wallace as cleanly as one would like, due to its poor Speed and low base power moves. It takes neutral Earthquakes very poorly.

Additional Comments: Both of its abilities are useful, though Natural Cure leaves things more in the player's control. A Roselia with Poison Point may be less incentivized to run other status moves like Stun Spore or Grasswhistle. Note that enemy Trainers' Roselia all have Natural Cure.

(written by pe5e)

Name: Sableye

Availability: Sableye can be found in Granite Cave with a 20% chance at levels 9 to 12.

Stats: Sableye has mediocre stats. Its HP and speed are bad, and its other stats are average to underwhelming. Sableye is a slow, frail, mixed attacker.

Typing: Dark / Ghost is the only typing in gen 3 that has no weaknesses. Sableye even has three immunities to Normal, Psychic and Fighting. It has a single resistance to Poison and otherwise everything else hits it neutrally. On the offensive side, Sableye's typing hits most things neutrally while dealing super-effective damage to Psychic and Ghost types. Steel and other Dark types resist its STAB combo, though.

Movepool: Sableye's level-up movepool is okay. Night Shade is a decent early game move. It learns Faint Attack and Shadow Ball for reliable STAB attacks. TMs such as Dig, Aerial Ace and Brick Break can give good coverage. Return and Focus Punch are also options. Sableye can also go into a more special attacking role with Psychic and Calm Mind. It can carry the roles of a Cut, Rock Smash or Flash user as well.

Major Battles: Brawly is a very good matchup for Sableye, as none of his Pokemon can touch it while it wears them down with Night Shade. Wattson and Flannery aren't good because it lacks good STAB moves yet and its bulk is too low. Norman is yet again a very good matchup, as his Pokemon can only hit Sableye with very weak Faint Attacks while it chips them down slowly. Winona is a neutral matchup. Against Tate & Liza, Sableye has access to Shadow Ball by then, so it is good against them. The Water gym is again a neutral matchups which can be decent with Calm Mind. Sableye is overall solid against your Rival as well as Team Aqua and Magma. Mightyena is a bit of a roadblock, though. Sableye is good against Phoebe, and decent against Sidney and Glacia with Brick Break. Against Drake and the Champion, its low stats prevent it from contributing much, though.

Additional Comments: Sableye is a pretty underwhelming Pokemon due to its poor stats, but its typing is incredible against several important trainers. There is also a 50% chance that

Sableye has the ability Stall, which causes it to always move last. And while it has poor speed to begin with, catching a Sableye with this ability is another bad downside for it. One should look out to catch one with the rather useless Keen Eye instead.

(written by pe5e)

Name: Sandshrew

Availability: Sandshrew can be found on Route 113 in Ruby and Sapphire with a 25% chance at levels 14 to 16. In Emerald, it can be found in the desert part of Route 111 with a 35% chance at levels 19 to 21, as well as in Mirage Tower with a 50% chance at levels 20 to 24.

Stats: Sandshrew has decent attack and defense but otherwise very low stats. It is slow and weak to special attacks. Sandslash has good attack and defense, and also improves its other stats. However, its speed and special bulk are still on the lower side. Sandslash is a physically bulky and strong tank.

Typing: Pure Ground has only Poison and Rock as resistances but also Electric as an immunity. The common Water, Grass and Ice attacks hit it super effectively, though.

Offensively, Ground is much better, hitting Electric, Fire and Rock types for double damage. Pure Grass types resist it, and Flying types are immune to Ground.

Movepool: Sandshrew's level-up movepool is incredibly barren. It learns no good Ground STAB moves. Only the early Slash is a good all-around physical move. The Dig TM should be given to Sandslash for a decently powerful STAB move. Later, the Earthquake TM gives it the strongest possible attack it can get. Rock Tomb, Aerial Ace, Brick Break and Iron Tail are solid coverage options. Rollout can also be used early. Sandslash can be a Cut, Rock Smash or Strength user.

Major Battles: In Ruby and Sapphire, Sandslash can be solid against Flannery with Rollout and Dig, but Sunny Day boosted Overheats threaten it with an OHKO. It is solid against Norman and Winona with its good defense, as well as Dig or Rollout. The last two gyms are not good for Sandslash, however. Sandslash is not of much use in the Elite Four or against the Champion, aside from a few specific Pokemon.

Additional Comments: Sandshrew levels up almost instantly once it has been captured.

Sandslash is pretty reliant on important TMs, which other Pokemon may need more to get a solid moveset.

(written by pe5e)

Name: Seedot

Availability: Seedot can be found on Route 102 with a 20% chance in Ruby and Sapphire at levels 3 and 4. In Emerald, it can be found with a rare 1% chance at level 3.

Stats: Seedot has bad stats across the board, with its highest stat being its defense at 50. Nuzleaf stats increase to below average, but its defenses remain bad. Shiftry finally gets good stats. Its offenses are good, and its speed is decent. Its bulk is average. Shiftry is a decently fast and powerful, mixed attacker.

Typing: Seedot's pure Grass typing gives it weaknesses to early Bug, Flying and Poison moves. Nuzleaf and Shiftry typing is a very mixed bag. On the one hand, it gives them important resistances to Ground, Electric, Water, Grass, Ghost and Dark, and even an immunity to Psychic. But on the other hand, they gain an additional Fighting weakness and are also weak to later types in Fire and Ice. Offensively, its STAB combo is much better, as it has nearly perfect coverage, aside from the Combustion and Nuzleaf lines. Dealing super-effective damage against Water, Ground, Rock, Psychic and Ghost Pokemon is great.

Movepool: Seedot and Nuzleaf's level-up movepool is awful and very barren. Their only early Grass STAB move is the really weak Bullet Seed TM. Nuzleaf learns Nature Power upon evolution, which can become several powerful other moves but will mostly be a non-STAB Swift, as most good terrains don't come up very often. Before Nuzleaf learns its only other and also best Dark move, Faint Attack, at level 31, its only other early option for a Dark STAB move is the weak Thief TM. The Rock Tomb, Dig, Aerial Ace and Brick Break TMs can be used to give Shiftry more coverage. The Giga Drain TM is its most consistent Grass STAB move it gets but it can also go with Sunny Day and Solar Beam to make use of its potential Chlorophyll ability in an attempt to sweep teams. Shiftry can also fulfill the roles of being a Cut, Strength, Flash and Rock Smash user.

Major Battles: Seedot is good against Roxanne. But unfortunately, Brawly, Wattson and Flannery are all bad for it due to its bad stats, lack of access to good moves, or type disadvantage. Norman is also bad because Nuzleaf can't evolve yet, and its bulk and weak attacks are not good enough. Winona is again a bad type matchup. The last two gyms are great matchups for Shiftry, however. After Nuzleaf and Shiftry get decent moves, they are doing well against most Pokemon of your Rival and Team Aqua and Magma. But some Fire types, Mightyenas and the Zubat line give it trouble. Shiftry is good against Phoebe of the Elite Four and can also be good against Sidney, Glacia and the Champion with Brick Break, Solar Beam and Sunny Day. Drake is not good, though.

Additional Comments: It is possible to receive a Seedot in Rustboro City by trading a Ralts for it. While this Seedot will receive 1.5x EXP due to being a traded Pokemon, it has very bad IVs and a speed-reducing nature. A Leaf Stone to evolve Nuzleaf into Shiftry can be found on Route 119, just before the 6th gym. However, since stone evolutions lose out on further level-up moves, Shiftry won't be able to learn Extrasensory later.

(written by pe5e)

Name: Skitty

Availability: Skitty can be found on Route 116 with a 2% chance at levels 7 to 8.

Stats: Skitty has incredibly low stats across the board. Even its highest stats, HP and speed, are still low. It is frail and weak. Delcatty still has mostly below-average stats, with its special attack and defense being its worst. Delcatty is an underwhelming, weak and frail physical attacker.

Typing: Normal only has one weakness in Fighting but also no resistances. They have a Ghost immunity, though. On the offensive side, Normal doesn't hit anything super effectively and is resisted by Rock and Steel. Ghost types are completely immune to Normal attacks.

Movepool: Skitty has an okay level-up movepool but has to rely on the weak and inconsistent DoubleSlap for quite some time. Attract, Sing and Charm can be used to weaken opponents. Even though Faint Attack works off Delcatty's weaker special attacker, it allows it to hit Ghost types until it can access the Shadow Ball TM. Double-Edge is likely not available via level-up as Delcatty loses Skitty's level-up moves. The Return TM or Strength HM are its strongest Normal STAB moves. The Dig or Iron Tail TMs are options to hit Steel and Rock types. Delcatty can also use some special TMs like Thunder or Blizzard. Besides Strength, Delcatty learns the Rock Smash and Flash HMs.

Major Battles: Skitty is too weak and frail to help in any way against Roxanne, Brawly or Wattson. Once it evolves into Delcatty with the Moonstone, it can at least help with the remaining gym leaders, but its damage output and frailty prevent it from defeating any of them alone. Skitty is once again not of much help against your Rival, but Delcatty is decent against them as well as Team Aqua & Magma. Delcatty can be okay against Sidney or

Phoebe but is otherwise too weak and frail against the other Elite Four members and the Champion.

Additional Comments: Until Skitty evolves with the Moon Stone from Meteor Falls, it is mostly dead weight. The Return TM is also very important for it, so the Soothe Bell is worth getting. Skitty has a fast level growth. Attract and its Cute Charm ability are surprisingly useful, as infatuated Pokémon have a 50% chance of being "immobilized by love" each turn and unable to attack.

(written by pe5e)

Name: Snorunt

Availability: Snorunt can be found in the Ice Room of Shoal Cave with a 10% chance at levels 26, 28 and 30.

Stats: Snorunt's stats are awful. It only has base 50 in each stat. Glalie is a mediocre, mixed attacker.

Typing: Pure Ice is a bad typing. It only resists itself but is weak to common types in Fighting, Fire and Rock. Offensively, Ice is much better. Hitting Flying, Ground, Grass and Dragon types super effectively while only being resisted by Fire, Water, Steel and itself.

Movepool: Snorunt's level-up movepool is good. It learns Ice Beam as a great STAB move very soon. Crunch and Headbutt are solid coverage moves. It also learns Icy Wind and Blizzard as other Ice move options. The Shadow Ball and Earthquake TMs give it more powerful physical attacks. Rollout from the move tutor is decent against other Ice types. Glalie can also carry the Flash HM.

Major Battles: Glalie can be okay against the last two gyms, but it doesn't excel at either. It is decent against the last Team Aqua or Magma fight. In the Pokémon League, Glalie can hold its water against Sidney and Phoebe, while being able to attempt sweeps against Glacia and Drake with Rollout and Ice Beam. It isn't of any help against the Champion, though.

Additional Comments: Snorunt comes a decent bit underleveled and has a very high evolution level of 42. Until it evolves, Snorunt is dead weight. Glalie's stats also leave something to be desired, considering the last part of the game.

(written by pe5e)

Name: Vulpix

Availability: Vulpix can be found on the Exterior of Mt. Pyre with a 20% chance at levels 25, 27 and 29. In Emerald, the encounter chance is 30%.

Stats: Vulpix has low stats, with even its best stats—special defense and speed—being just below average. Vulpix's stats don't really matter, however, since it is possible to immediately evolve it with a Fire Stone once it has been caught. Ninetales has good speed and special defense, but otherwise, its stats are just average. Ninetales is a fast, decently powerful, special attacker.

Typing: Fire gives Ninetales a lot of resistances like Grass and Ice. Its Flash Fire ability even gives it a Fire immunity. However, a pure Fire typing also gives Ninetales ugly weaknesses against Ground, Rock and Water. Fire hits Bug, Grass, Ice and Steel types super effectively, while other Fire, Water, Rock and Dragon types resist it.

Movepool: Ninetales entire movepool is rather barren. For the most part, it only learns Fire moves. An immediate Flamethrower via level-up is very nice to have, though. And the Fire Blast and Overheat TMs provide more fire power. Will-O-Wisp can be decent support.

Return, Dig and Iron Tail can be used as physical coverage, but their damage output is underwhelming. Ninetales can not learn any HMs.

Major Battles: Ninetales does not do well against the last two gyms, as it has a type disadvantage in both. The few remaining Rival and Team Aqua & Magma fights are also not good for it. In the Elite Four, Ninetales is simply too weak to contribute much.

Additional Comments: A Fire Stone to evolve Vulpix into Ninetales can be found in Fiery Path after gaining the Strength HM. However, since stone evolutions lose out on further level-up moves, it is advisable to wait until level 29 to evolve Vulpix. Otherwise, Ninetales loses out on Flamethrower via level-up.

(written by pe5e)

Name: Whismur

Availability: Whismur can be found on Route 116 with a 30% chance at levels 6 and 7 in Ruby and Sapphire. In Emerald, its encounter chance is 20% at level 6.

Stats: Whismur has very low stats. It is slow and frail. Loudred is still on the slower side, and its bulk and offense are below average. Exploud has good HP and decent offenses. Its other stats are below average. Exploud is a mixed attacker with decent bulk and okay speed.

Typing: Normal only has one weakness in Fighting but also no resistances. It has a Ghost immunity, though. On the offensive side, Normal doesn't hit anything super effectively and is resisted by Rock and Steel. Ghost types are completely immune to Normal attacks.

Movepool: Whismur has Uproar as a decent early STAB move. Howl is an okay setup move early. Loudred learns Stomp as a better Normal STAB move but can also use Strength and Return as stronger options later. Overheat and Shock Wave are good special attacking options. Ice Beam and Flamethrower are also options. On the physical side, Loudred and Exploud can learn Shadow Ball, Brick Break and Earthquake via TMs to help with coverage. Besides Strength, Loudred and Exploud can also learn Rock Smash.

Major Battles: Whismur and Loudred aren't very good against most of the early gym leaders. Flannery and Winona can be okay with Rollout. Exploud is decent against Tate & Liza as well as the Water gym. The evolution line is overall fine against your Rival and Team Aqua & Magma. In the Pokemon League, Exploud can be okay against Sidney and Phoebe but is otherwise of no use against the other Elite Four members and the Champion.

Additional Comments: Whismur evolves decently early at level 20, but the Exploud evolution is really late at level 40. And all three Pokemon in this evolution line have rather underwhelming stats during the parts of the game they are usable in.

(written by pe5e)

Name: Wurmple (Beautifly)

Availability: Wurmple can be found on Route 101 with a 45% chance at levels 2 and 3. It is also possible to catch a Silcoon in Petalburg Woods with a 10% chance at level 5.

Stats: Wurmple and Silcoon's stats are not relevant for long as they evolve very soon to Beautifly. It has decent special attack and okay attack, but also below-average speed and bad bulk. Beautifly is a frail, slow, mixed attacker with mediocre damage output.

Typing: Wurmple and Silcoon's pure Bug typing is not relevant for long as they evolve very soon to Beautifly. Its Bug / Flying typing leaves it with good resistances in Fighting and Grass, as well as a Ground immunity. But it also has bad weaknesses to Flying, Electric, Fire, Ice and especially Rock. Offensively, its typing is much better, as only Steel resists its STAB moves. Beautifly also hits Fighting, Grass, Psychic and Dark super effectively.

Movepool: Beautifly's level-up movepool is good. Gust is an okay early game Flying STAB move. Absorb and later Mega Drain are important against early Rock, Ground and Water types. Stun Spore and Morning Sun are decent utility moves. Later, it learns Silver Wind as

its best Bug STAB move, and Giga Drain as a better Grass type move. The Aerial Ace TM can give it a better Flying STAB move, and the Psychic TM is Beautifly's strongest special move that it can learn. It can learn Shadow Ball via TM but has no real use for it. Beautifly can also carry Flash.

Major Battles: Beautifly is too vulnerable against Roxanne to help with its Grass coverage. Brawly is a very good matchups thanks to its quadruple Fighting resist and STAB Gust. Wattson and Flannery have a type advantage against Beautifly, which means it is dead weight against them. Beautifly stats are too low to be useful against Norman. Winona also has a type advantage over Beautifly. It can be somewhat helpful in the last two gyms, but Beautifly's bad stats are giving it trouble at this point in the game. Beautifly is okay against some of the Pokemon of your Rival and Team Aqua and Magma, but it also has several bad matchups. In the Elite Four, Beautifly can somewhat be okay against some of Sidney's Pokemon but otherwise is useless against the rest of the Elite Four and Champion.

Additional Comments: Due to Wurmple's evolution to either Silcoon or Cascoon being based on an unknown personality value, it is advisable to catch a Silcoon in Petalburg Woods instead to guarantee a later Beautifly.

(written by pe5e)

Name: Wurmple (Dustox)

Availability: Wurmple can be found on Route 101 with a 45% chance at levels 2 and 3. It is also possible to catch a Cascoon in Petalburg Woods with a 10% chance at level 5.

Stats: Wurmple's and Cascoon's stats are not relevant for long as they evolve very soon to Dustox. It has decent special defense, but also below-average speed and physical bulk, as well as bad offenses. Dustox is a somewhat slow and bulky, mixed attacker with bad damage output.

Typing: Bug / Poison gives useful resistances to Fighting, Grass and Poison but also weaknesses to Flying, Rock, Fire and Psychic. Offensively, Dustox's STAB combo is hitting Grass, Psychic and Dark super-effectively. Poison, Ghost and Steel Pokemon resist it, though.

Movepool: Dustox has a decent level-up movepool. Confusion and Gust are good early game moves against the Fighting types of Brawly. Later, Psybeam offers a stronger Psychic option. Silver Wind will be its best Bug STAB move. Protect, Moonlight and Toxic are all useful utility moves via level-up. The TM for Toxic can also be used on Dustox to have access to this move earlier. The Psychic and Giga Drain TMs offer stronger special attacking options. On the physical side, Sludge Bomb, Shadow Ball and Aerial Ace are available.

Dustox can use the Flash HM as well.

Major Battles: Dustox can't help against Roxanne, Flannery, Winona and Tate & Liza.

Dustox's best matchup is against Brawly, where its 4x Fighting resistance and access to an early Confusion let it easily beat him. Dustox can somewhat help against Norman with Protect and Toxic and against the Water Gym with its good special defense and additional access to Giga Drain. Dustox is close to useless against the Elite Four and the Champion.

Additional Comments: Dustox has low offenses, which means it has trouble dealing meaningful damage. Outside of the fight against Brawly, it has no highlights. Its ability Shield Dust is a good one, though.

F-Rank

(written by pe5e)

Name: Anorith

Availability: Anorith is received from a scientist located on the second floor of Devon Corporation in Rustboro City at level 20.

Stats: Anorith has good attack and decent speed. Its other stats are all low. Armaldo has great attack and good defense. Its speed gets nearly halved, and its other stats are average. Armaldo is a slow, bulky, strong, physical attacker.

Typing: Rock / Bug is not a good typing defensively. It only provides resistances to Normal and Poison while giving weaknesses to Rock, Steel and Water. On the offensive side, its Bug typing is not relevant as it doesn't learn any good Bug moves. Armaldo's Rock typing lets it hit a lot of relevant types like Flying, Fire and Ice, though.

Movepool: Anorith's level-up movepool is okay. Metal Claw is a decent early game move. Later, it learns Ancient Power for a Rock STAB move. Rock Blast is its latest move and will be its strongest Rock type option. It does not learn any good Bug moves worth using, as Fury Cutter is too weak. Anorith can use several TMs, like Dig, Aerial Ace and Rock Tomb for the mid game. Armaldo can later make use of more powerful TMs like Brick Break, Earthquake and Iron Tail. Armaldo can carry several HMs in Strength, Cut and Rock Smash.

Major Battles: Norman is a good type matchup for Anorith, but its bulk is so low and it will still be underleveled that it will still have problems against his Normal Pokemon. Winona is a decent matchup. Armaldo can help against Tate & Liza, but its best move to hit the levitating Psychic types is the weak Metal Claw, and it has low speed and special bulk, so it still struggles a bit. In the Water gym, Armado is seriously threatened and thus can't contribute. Anorith and Armaldo have no problem against the Pokemon of your Rival and Team Aqua & Magma. Against the Elite Four, Armaldo can only help against a few specific Pokemon but is otherwise mostly deadweight.

Additional Comments: Anorith's biggest problems are that it comes underleveled and is in the Erratic level growth group. Which means, it takes a ton of EXP to bring it up to level 40 to evolve it into Armaldo. It also never learns any good STAB moves and has to rely on strong non-STAB physical TMs. Its speed drop upon evolution is a nuisance, and its typing doesn't provide much over other Rock Pokemon.

(written by pe5e)

Name: Bagon

Availability: Bagon can be found in the second room of the basement of the second floor of Meteor Falls with a 25% chance at levels 25, 30 and 35.

Stats: Bagon's stats mostly don't matter, as it will evolve soon or at the next level. But it has a decent attack but otherwise low stats. Shelgon gets more attack and a good defense stat. Its HP and special attack are below average, and its special defense and speed are still poor. Salamence has fantastic attack, great special attack and speed, and good bulk. It is a fast and very powerful, physical or mixed sweeper.

Typing: Bagon's and Shelgon's pure Dragon typing gives them useful resistances to Water, Electric, Fire and Grass, but also a weakness to Ice and other Dragon attacks. Salamence gains a Ground immunity as well as a Fighting resistance, but also a new Rock weakness. Ice attacks hit it even harder. Salamence's Dragon / Flying STAB combo is only resisted by Steel types and also hits Fighting, Grass and other Dragon types super effectively.

Movepool: Shelgon's level-up movepool is okay. Headbutt and DragonBreath are decent offensive moves. The Double-Edge move tutor in Sootopolis City can be used to make use of its Rock Head ability and give it a strong neutral move. If Shelgon's evolution is delayed

until level 56, then it learns Crunch earlier than Salamence. Salamence can learn several powerful TMs like Dragon Claw and Aerial Ace for decent STAB moves, and also Earthquake, Flamethrower, Iron Tail and Brick Break for coverage. It can also carry several HMs like Strength, Rock Smash and Fly, which it learns upon evolution.

Major Battles: Bagon is only accessible after the 8th gym, so it can't contribute in any gym, Rival or Team Aqua & Magma battles anymore. Against the Elite Four, Shelgon is too weak and can't help. Salamence, however, is able to help against Sidney, Phoebe and Drake. Glacia and the Champion have a type advantage against it, though.

Additional Comments: Bagon is only available after the last gym and also has the highest final evolution level in the game. Bagon and Shelgon are not really of any help this late. Only Salamence can still contribute against the trainers of Victory Road and the Pokemon League. However, Bagon is also in the slow experience group, so the roughly 20 levels until Salamence are a tall order since not many trainers are left in the game. Collecting and saving some Rare Candies to skip levels 40 to 50 is recommended. Unfortunately, this also leaves Salamence with few EVs, so some Vitamins may be needed to outspeed and kill important Pokemon in the Pokemon League. Some TMs are also required for Salamence. All in all, Salamence is a huge investment of several resources, and the reward is not really worth it. While Salamence is powerful, it can barely contribute anymore, as the game is almost over by the time it becomes available.

(written by pe5e)

Name: Chimecho

Availability: Chimecho can be found on the Summit of Mt. Pyre with a 2% chance at level 28.

Stats: Chimecho has a good special attack, but its other stats are below average. It has somewhat low speed and bulk. Chimecho is a slower, decently strong special attacker.

Typing: The Psychic typing is of rather average usefulness defensively, with only having resistances against itself and Fighting. Ghost and Dark threaten it, and otherwise attacks do neutral damage. Offensively, Psychic is similar in that it hits most things neutrally aside from itself and Steel. Dark is immune to Psychic. The super-effective damage against Fighting and Poison types is useful.

Movepool: Confusion is a decent early STAB move, and it learns Psychic via level-up, although a bit late. It is better to give it the TM for it. Otherwise, only Yawn is worth noting among its level-up moves. The Shock Wave TM offers Chimecho decent coverage. It can learn Shadow Ball for dealing with other Psychic types, but its low attack stat does not make it ideal. Calm Mind, Reflect and Light Screen are useful setup moves. It can also use Flash.

Major Battles: Chimecho is decent against Tate & Liza with its ground immunity and Psychic resistance, but fails to seriously threaten their Pokemon. The Water gym is also favorable for it. Chimecho is decent in the last remaining Rival fight and also against Team Aqua & Magma, but it has to look out for Bite and Crunch. Chimecho has no real use against the Elite Four and the Champion, but it can attempt to set up a sweep with Calm Mind against Glacia and Champion Wallace.

Additional Comments: Chimecho comes pretty late into the game and also has a low encounter and catch rate. It has a fast level growth to compensate for that, but its stats are underwhelming. Its Levitate ability is very useful, though.

(written by pe5e)

Name: Clamperl (No Trade)

Availability: Clamperl can be found underwater in seaweed on Route 124 or 126 with a 65% chance at levels 20 to 35.

Stats: Clamperl has decent defense, but only average special attack, bad special defense, and very low HP and speed. With the DeepSeaTooth, Clamperl is a strong, but slow and frail, special attacker.

Typing: Water is a great defensive type with only two weaknesses in Grass and Electric. Meanwhile, it gives resistances to Fire, Ice and Water attacks. Offensively, Water is also great. Fire, Ground and Rock types are hit super effectively, and Grass and Dragon types that resist Water can be hit with Ice type coverage. Other Water types also resist its Water STAB.

Movepool: Clamperl only has four level-up moves that it starts out with that are not good enough at the point of the game where you catch it. It needs the Surf HM and Ice Beam TM for attacking moves. The Waterfall HM gives Clamperl a single target Water attacking move. Substitute can be a useful TM for giving Clamperl protection against status moves and more chances for throwing out attacks. Otherwise, Clamperl has no other usable move options. Its movepool is very barren. It can learn the Dive HM as well.

Major Battles: Clamperl is not really of much use against the last gym anymore. The last Team Aqua or Magma fight is decent for it. It can do some work against Sidney, Phoebe and Drake of the Elite Four, as well as Champion Steven, but fails to completely sweep any of them due to its low speed. Clamperl is unable to do anything against Glacia and Champion Wallace.

Additional Comments: Clamperl can only be encountered underwater in seaweed, and as such, the Dive HM needs to be usable, which requires beating the 7th gym first. Clamperl can come quite a bit underleveled and is also in the erratic level growth group, which makes it somewhat hard for it to catch up to your other team members. The DeepSeaTooth doubles the special attack of Clamperl and is required for Clamperl to power up its attacks to strong levels. The Tooth can be obtained from Captain Stern in Slateport City in exchange for the Scanner from the Abandoned Ship on Route 108. Clamperl becomes available very late in the game, and its low speed and bad bulk are a constant problem. The DeepSeaTooth gives it a very strong damage output, though.

(written by pe5e)

Name: Clamperl (Huntail)

Availability: Clamperl can be found underwater in seaweed on Route 124 or 126 with a 65% chance at levels 20 to 35.

Stats: Clamperl has decent defense, but only average special attack, bad special defense, and very low HP and speed. Huntail still has low HP and speed but gains good attack and special attack stats as well as good defense. Its special defense becomes average. Huntail is a decently strong but slow, mixed or special attacking rain sweeper.

Typing: Water is a great defensive type with only two weaknesses in Grass and Electric. Meanwhile, it gives resistances to Fire, Ice and Water attacks. Offensively, Water is also great. Fire, Ground and Rock types are hit super effectively, and Grass and Dragon types that resist Water can be hit with Ice type coverage. Other Water types also resist its Water STAB.

Movepool: Clamperl only has four level-up moves that it starts out with that are not good enough at the point of the game where you catch it. Once it evolves, Huntail has better level-up moves in Crunch and Hydro Pump. The Surf HM and Ice Beam TM give it some good coverage moves. Rain Dance is a required TM so that Gorebyss can make use of its

Swift Swim ability, which allows it to fix its low speed and set up sweeps. Its only good physical attacking options that can make use of its good attack stat are Double-Edge from the move tutor or Return with the TM. The latter requires the player to pick up and feed Huntail a lot of special berries, like the Kelpsy Berry, to max out its friendship. Otherwise, it won't be able to max out the power of Return anymore. It can also learn the other two Water HMs in Waterfall and Dive.

Major Battles: Clamperl is too slow, frail and weak to help against Tate & Liza. Huntail doesn't have the coverage (besides Return) and power to contribute too much in the Water gym. It is decent against the last Team Aqua or Magma fight, though. Against the Elite Four, Gorebyss can attempt to sweep with Rain Dance against Sidney, Phoebe and Drake somewhat well. Glacia and Champion Wallace are bad matchups for it. It can deal with Champion Steven, though.

Additional Comments: Clamperl can only be encountered underwater in seaweed, and as such, the Dive HM needs to be usable, which requires beating the 7th gym first. To max out its friendship, it is advised to catch Clamperl with a Luxury Ball, and give it the Soothe Bell before feeding it the special berries. Clamperl can come quite a bit underleveled and is also in the erratic level growth group. The Water routes are also not an easy location to level up Huntail, which makes it hard for it to catch up to your other team members. Clamperl needs to be traded while holding a Deep Sea Tooth to evolve into Gorebyss. The Tooth can be obtained from Captain Stern in Slateport City in exchange for the Scanner from the Abandoned Ship on Route 108. Clamperl becomes available very late into the game, and Huntail is not a good return on your investment, given the TM and Berry investment along with the side tracking.

(written by pe5e)

Name: Corsola

Availability: Corsola can be found on Route 128 using the Super Rod with a 15% chance at levels 30 to 35.

Stats: Corsola has rather underwhelming stats. Only its defenses are somewhat decent. Its special attack is mediocre, and its attack and speed are low. Corsola is a weak and slow wall that doesn't do a good job at walling anything.

Typing: Water / Rock is a mixed bag. It offers resistances to Normal, Flying, Poison, Ice and Fire moves but also gives nasty weaknesses to Fighting, Ground, Electric, and Grass especially. On the offensive side, the typing is much better, as it gives nearly perfect coverage, with Breloom being the only Pokemon in Hoenn to resist it.

Movepool: Corsola doesn't have the best level-up movepool. Recover is nice, and Rock Blast and Ancient Power offer okay Rock STAB moves. Rollout can also be learned from the move tutor. Surf will be its best Water STAB move, and the Ice Beam TM gives it good coverage against Grass types. The Psychic TM is also an option. Calm Mind is a good setup move for it to bolster its bad stats. Other physical options include Rock Tomb, Earthquake and Shadow Ball. Besides Surf, it can also carry the Strength and Rock Smash HMs, but it can't learn the Waterfall HM.

Major Battles: Corsola is too weak and frail to help against Tate & Liza. It also has no good way of threatening the other Water types in the last gym. Rollout or setting up with Calm Mind will be its best bet, but neither will give good results. Corsola is somewhat okay against the last Team Aqua or Magma fight. In the Pokemon League, Corsola is completely useless, though. It is simply too slow, weak and frail to accomplish anything, even with Calm Mind.

Additional Comments: Corsola is in the fast-level growth group, so it levels up rather fast. However, due to becoming available so late, it will not get enough EVs to bolster up its bad stats. Its Hustle ability can bring its attack to a usable level. However, the associated accuracy drop is a death sentence for the slow Corsola, especially if its Rock STAB move is Rock Blast or Rollout. Natural Cure might therefore be the preferred ability of Corsola.

(written by pe5e)

Name: Feebas

Availability: Feebas can only be found in six random water tiles on Route 119 with a 50% chance at levels 20 to 25.

Stats: Feebas stats are all very low aside from its special defense and speed. Milotic has fantastic bulk, a high HP and great special defense. It has a high special attack as well, and it is decently fast. Milotic is a decently strong, special tank.

Typing: Pure Water is a great defensive typing with only two weaknesses in Grass and Electric, which are both special. Milotic resists Fire, Ice and other Water attacks. Offensively, Water is also good, hitting Ground, Rock and Fire types super effectively. Only Grass, Dragon and other Water types resist it.

Movepool: Feebas has only three useless moves in its level-up movepool but is able to learn TMs and HMs before evolving, unlike Magikarp. Milotic has a decent level-up movepool, but it likely needs to relearn some moves like Water Pulse or Recover if Feebas evolved later. Hydro Pump is its strongest STAB move. It can learn all three Water HMs, with Surf being its most consistent STAB move. Ice Beam or Blizzard are good coverage options, but otherwise, Milotic has no good options for additional coverage. Water and Ice attacks are the only special moves it can learn, so it has problems against other Water types. Toxic is also an option in combination with Recover to stall out certain Pokemon.

Major Battles: Feebas is useless in battle. Milotic is good against Tate & Liza with its great special bulk. Some for the water gym, but it has trouble taking the other Water types down without Toxic. Milotic is great against the remaining Rival and Team Aqua & Magma fights. It is also good against all trainers of the Elite Four as well as the Champion. Its bulk and strong Water and Ice attacks give it a good matchup against all. Only Champion Wallace can be harder. Toxic is needed for some Water types.

Additional Comments: Finding Feebas on Route 119 takes a lot of time. It is best to fish only once in each water tile with the Old Rod until you find a Feebas tile. Evolving Feebas requires it to level up while it has at least 170 Beauty. This is achieved by feeding it strong enough blue or indigo Pokeblocks. Collecting the six Kelpsy and Bluk Berries from Route 115 is enough to blend Pokeblocks with three NPCs that are strong enough to raise Feebas' Beauty above the threshold. A Pokéblock Case is required before Pokéblocks can be made. In Pokémon Ruby and Sapphire, the Pokéblock Case can be obtained by speaking to a small girl in the Contest Hall in Slateport City. In Pokémon Emerald, she is in the Contest Hall in Lilycove City. Once one evolves Feebas into Milotic, it is a great Water Pokemon. But the time investment to find and evolve it is huge. Milotic also has trouble knocking out other Water types due to its bad coverage. Feebas has an erratic level growth, which means it takes longer to level it up. If one doesn't use the EXP share to level Feebas up in the back until it can evolve into Milotic, then it will be underleveled. Marvel Scale is a good ability, though, that allows Milotic to be even bulkier on the physical side in case it gets statused.

(written by pe5e)

Name: Goldeen

Availability: Goldeen can be found in Petalburg City using the Old Rod with a 30% chance at levels 5 to 10.

Stats: Goldeen has overall below-average stats, with its HP, special defense, and especially its special attack being rather low. Seaking improves on Goldeen, but its stats are still mediocre, with even its best stat in attack being just decent. Seaking is an underwhelming and mediocre, mixed-attacking rain sweeper.

Typing: Pure Water is a great defensive typing with only two weaknesses in Grass and Electric, which are both special. Seaking resists Fire, Ice and other Water attacks.

Offensively, Water is also good, hitting Ground, Rock and Fire types super effectively. Only Grass, Dragon and other Water types resist it.

Movepool: Goldeen has an incredibly lacking level-up movepool. Its only Water STAB move option is the very late Waterfall, after it has already evolved. Otherwise, only Horn Attack, as an okay early game attacking move for Goldeen, is acceptable. Even its TM movepool is barren. Ice Beam and Surf are its only reliable and good special attacking options. The Return TM is the best physical move Seaking can learn to make use of its higher attacking stat. The Rain Dance TM is a must to allow Seaking to somewhat fix its low speed with its Swift Swim ability. Besides Surf, Seaking can also learn the Dive and Waterfall HMs.

Major Battles: Goldeen is of no use against any gym leader until it gets access to Surf and Ice Beam. Seaking is okay against Winona. A strong single-target Water STAB move in Waterfall is good against Tate & Liza, but Seaking's lack of speed, bulk and power means the matchup is still not great. Seaking can somewhat help with Return in the Water gym. Goldeen and Seaking are doing okay against your Rival and Team Aqua & Magma. Against the Elite Four, Seaking can attempt a sweep against Sidney and Drake with Rain Dance. The other members and the Champion are out of reach.

Additional Comments: Swift Swim is a very important ability for Seaking, so it is important to catch a Goldeen with this ability. Goldeen is very underwhelming until it gets to Seaking and access to Surf and Ice Beam. Even then, it never excels at any point during the game and is simply way outclassed by better Water type options.

(written by pe5e)

Name: Horsea (Trade)

Availability: Horsea can be found on Route 134 using the Super Rod with a 15% chance at levels 25 to 30.

Stats: Horsea has average defense, special attack and speed but also incredibly low HP and special defense, making it very frail. Seadra has good defense and special attack, as well as decent speed. But its HP and special defense are still low. Kingdra has good base 95 in attack, defense, special attack and special defense. Its HP and speed are decent. Kingdra is a bulky, decently powerful setup sweeper.

Typing: Pure Water is a great defensive typing with only two weaknesses in Grass and Electric, which are both special. Horsea and Seadra resist Fire, Ice and other Water attacks.

Offensively, Water is also good, hitting Ground, Rock and Fire types super effectively. Only Grass, Dragon and other Water types resist it. Kingdra's additional Dragon typing gets rid of its Electric and Grass weaknesses but also gives it a new weakness to Dragon attacks. Ice attacks hit it neutrally now. Offensively, Kingdra's Dragon typing is not relevant.

Movepool: Seadra and Kingdra theoretically have a decent level-up movepool. But Hydro Pump and Dragon Dance are both beyond level 50, which likely means it won't be using them. Agility can be decent, and the weak Twister is Kingdra's only Dragon STAB move. The

Surf HM and Ice Beam TM are its best attacks. The Rain Dance TM is very useful to set up sweeps. All three can learn Dive and Waterfall as well.

Major Battles: Only Kingdra does well against Tate & Liza, as Horsea and Seadra are incredibly frail on the special side. Kingdra can muscle its way through the Water gym but it doesn't have a good way to damage the Water types besides its weak Twister, which is weaker than a resisted Surf. Seadra and Kingdra are good in the last Team Aqua or Magma fight. Kingdra can sweep Sidney, Phoebe and Drake of the Elite Four with Rain Dance. Glacia and Champion Wallace stop it cold, however. But it can also sweep Champion Steven.

Additional Comments: Horsea can only be fished up with the Super Rod. The rod can be obtained in Mossdeep City, which is very late. It's best to try to fish up Horsea on Route 134, east of Slateport City, as soon as possible. Horsea will soon evolve into Seadra. However, Seadra will need a Dragon Scale and a trade to evolve into Kingdra. The Dragon Scale can only be found on wild Horsea with a low 5% chance. The odds can be improved to 20% with a Compound Eyes Nincada in the lead slot of the party. Acquiring a Dragon Scale can take a long time due to the low odds, encounter rate and Super Rod fishing duration. The Kingdra evolution is very much needed, though, as Seadra doesn't have the Swift Swim ability, only Kingdra does. Without rain, it loses a lot of its sweeping potential.

(written by pe5e)

Name: Horsea (No Trade)

Availability: Horsea can be found on Route 134 using the Super Rod with a 15% chance at levels 25 to 30.

Stats: Horsea has average defense, special attack and speed but also incredibly low HP and special defense, making it very frail. Seadra has good defense and special attack, as well as decent speed. But its HP and special defense are still low. Seadra is a somewhat frail, decently powerful setup sweeper.

Typing: Pure Water is a great defensive typing with only two weaknesses in Grass and Electric, which are both special. Horsea and Seadra resist Fire, Ice and other Water attacks. Offensively, Water is also good, hitting Ground, Rock and Fire types super effectively. Only Grass, Dragon and other Water types resist it.

Movepool: Seadra theoretically has a decent level-up movepool. But Hydro Pump and Dragon Dance are both beyond level 50, which likely means it won't be using them. Agility can allow it to sweep against faster teams. The Surf HM and Ice Beam TM are its best attacks. It can learn Dive and Waterfall as well.

Major Battles: Seadra does not do well against Tate & Liza, as Seadra is too frail on the special side. Seadra also doesn't do too well in the Water gym, as it has no way past other Water types. Seadra is good in the last Team Aqua or Magma fight. Seadra can sweep Drake of the Elite Four with Agility and Ice Beam. The other members and Champion Wallace are out of reach. But it can be decent against Champion Steven.

Additional Comments: Horsea can only be fished up with the Super Rod. The rod can be obtained in Mossdeep City, which is very late. It's best to try to fish up Horsea on Route 134, east of Slateport City, as soon as possible. Horsea will soon evolve into Seadra.

(written by Baconfry)

Name: Illumise

Availability: Illumise can be found on Route 117 with a 18% chance at levels 13 and 14 in Ruby and Emerald. In Sapphire, the encounter rate is a rare 1% at level 13.

Stats: Illumise has mediocre stats across the board. Its speed and bulk is okay but its other stats are below average, and its attack stat is very low. Illumise is a weak, mediocre, special attacker.

Typing: A pure Bug typing gives Illumise resistances to Fighting, Grass and Ground. However, it is also weak to Fire, Rock and Flying. On the offensive side, its Bug typing is irrelevant, as Illumise doesn't learn any Bug moves.

Movepool: Its level-up movepool is pretty bad. It has no good attacks in its level-up movepool. Only Moonlight and Encore are useful as utility moves. Otherwise, Illumise has to use TMs for a functional moveset. Shock Wave and Thief are useful for early game, and Thunderbolt, Giga Drain and Water Pulse are special attacking options for later. Illumise has some physical TM options but due to its low attack stat, those are not worth using on Illumise.

Major Battles: Illumise has no good matchup against any gym leader. At best it can help other team members out somewhat, but nothing more. Illumise also has some problems against your Rival as well as Team Aqua & Magma, due to its typing and lacking coverage moves. Illumise is of no help in the Pokemon League.

Additional Comments: Illumise has to rely on non-STAB TM options to do anything, and due to its mediocre attack stat, it will not be dealing a lot of damage. It is mediocre throughout the entire game and has no highlights.

(written by pe5e)

Name: Jigglypuff

Availability: Jigglypuff can be found on Route 115 with a 10% chance at levels 24 and 25.

Stats: Jigglypuff has great HP but otherwise abysmal stats. It is very slow, frail and weak. Wigglytuff has even higher HP, but its other stats are very mediocre. Its attack and special attack are average, but its defenses and speed are low. Wigglytuff is a weak, slow and somewhat frail mixed attacker.

Typing: Normal only has one weakness in Fighting but also no resistances. It has a Ghost immunity, though. On the offensive side, Normal doesn't hit anything super effectively and is resisted by Rock and Steel. Ghost types are completely immune to Normal attacks.

Movepool: Jigglypuff has an okay movepool. Body Slam, Hyper Voice and Double-Edge are good STAB moves. Sing and Disable are solid utility moves. However, since Wigglytuff is a stone evolution, it loses all of Jigglypuff's level-up moves. Dig, Shadow Ball and Brick Break from TMs can give decent coverage to its Normal attacks. Secret Power, Facade and Return are also TMs worth considering. Wigglytuff also has a lot of special options in Ice Beam, Thunderbolt, Flamethrower and Psychic with TMs. Both Jigglypuff and Wigglytuff can also use the Strength and Flash HMs.

Major Battles: Wigglytuff is too weak and lacks the speed or resistances to be of much help against any gym leader. Winona and the Water gym are its best performances, but they are still disappointing. Wigglytuff is mostly fine against your Rival as well as Team Aqua & Magma. Wigglytuff is also of no help in the Pokemon League. Even with its Ghost immunity, it doesn't do well against Phoebe.

Additional Comments: Jigglypuff is only reachable with Surf, and it is far too lacking for a post gym 5 Pokemon. It misses out on the useful Body Slam if the Moon Stone from Meteor Falls is used to evolve it right away. Otherwise, it will need to raise 10 levels, during which Jigglypuff will be deadweight. Its fast level growth does not help much. A lot of its best movepool options are also important or costly TMs that are better saved for other Pokemon.

Its Cute Charm ability is surprisingly relevant, though, as infatuated Pokémon have a 50% chance of being "immobilized by love" each turn and unable to attack.

(written by pe5e)

Name: Luvdisc

Availability: Luvdisc can be found on Route 128 using the Super Rod with a 40% chance at levels 30 to 35.

Stats: Luvdisc has good speed but otherwise horrific stats. It is frail and very weak. Luvdisc is a fast but weak rain sweeper.

Typing: Pure Water is a great defensive typing with only two weaknesses in Grass and Electric. Luvdisc resists Fire, Ice and other Water attacks. Offensively, Water is also good, hitting Ground, Rock and Fire types super effectively. Only Grass, Dragon and other Water types resist it.

Movepool: Luvdisc doesn't have a single useful level-up move. Only the inconsistent Attract is somewhat usable. Luvdisc's remaining movepool is not much better. Surf and Ice Beam are its only relevant attacks. Rain Dance can be used to increase its speed and power with its Swift Swim ability. Luvdisc struggles to come up with a useful fourth move. It should likely be for the Dive or Waterfall HM.

Major Battles: Luvdisc is far too weak to be of any help against the last two gyms. Even with a type advantage against Tate & Liza, it fails to leave a mark, and it doesn't have any moves to challenge the Water Pokémon of the last gym. Luvdisc is barely usable in the last Team Aqua or Magma fight. But it is absolutely useless in the Pokémon League. Even a four-times super-effective Ice Beam or Blizzard is not enough for Luvdisc to knock out Drake's Dragons.

Additional Comments: Luvdisc becomes available incredibly late and is way too weak to achieve or contribute anything anymore. It is a pure resource sink and not worth using over other Water types.

(written by pe5e)

Name: Mawile (E)

Availability: Mawile can only be encountered in Victory Road in Emerald. It can be found with a 5% chance at levels 42 and 44 in B2F.

Stats: Mawile has okay attack and defense but otherwise rather low stats. Mawile is a slow and somewhat frail physical tank.

Typing: Pure Steel is an amazing defensive typing. It resists 11 different types, including Normal, Flying, Rock, Grass, Psychic, Dark, Ghost, Ice and Dragon, and is even completely immune against Poison. However, Steel is weak to very relevant attacking types of Fighting, Ground and Fire. Mawile's Steel typing doesn't matter offensively, as it doesn't learn any Steel moves.

Movepool: Mawile level-up movepool is terrible. It learns a lot of Dark moves, despite not being a Dark type or even a special attacker. It also can't learn a single Steel STAB move. Return will be Mawile's strongest neutral attack if its friendship gets maxed out with berries. But it can also be a decent Focus Punch user with Substitute. Brick Break and Sludge Bomb are other physical TM options. Despite its low special attack, Crunch can be an okay move for coverage against Ghost types that resist or are immune to its other best moves. Mawile can also use Strength and Rock Smash.

Major Battles: Mawile comes too late to participate against any gym leader, your Rival or Team Aqua & Magma. Its Steel typing allows Mawile to be somewhat okay against Sidney

and Phoebe of the Elite Four, but the other members and the Champion are too much for Mawile.

Additional Comments: Mawile is in the fast-level growth group, but this barely matters as it comes so incredibly late. Substitute is also a tutor move, which requires leaving Victory Road to get onto Mawile. Hyper Cutter and Intimidate are both good abilities for a Focus Punch set.

(written by pe5e)

Name: Regirock

Availability: Regirock can be found in the Desert Ruins on Route 111 as a static encounter at level 40 after completing the puzzle in the Sealed Chamber on Route 134.

Stats: Regirock has a gigantic defense stat, as well as good attack and special defense. Its speed is low, however. Regirock is a slow, physical tank.

Typing: Pure Rock is a bad defensive typing. Only Normal, Fire, Poison and Flying get resisted by it, while the common Ground, Grass, Water and Fighting moves hit it for super effective damage. On the offensive side, the type is slightly better. Flying, Fire, Ice and Bug Pokemon are hit for additional damage, but Ground and Fighting Pokemon resist it.

Movepool: Regirock comes with good level-up moves. Ancient Power and Superpower are good physical moves, and Curse allows Regirock to set up. Explosion can be relearned. Earthquake and Focus Punch are great TM options for it, and Rollout and Substitute are good setup moves. Rock Tomb and Brick Break are less potent alternatives. Regirock can also use the Strength and Rock Smash HMs.

Major Battles: Regirock does not do very well against the remaining Water gym. It fares well against the last Team Aqua or Magma Battle, however. Regirock shines against the Elite Four. With Substitute, Focus Punch and Rollout, it is able to set up and sweep Sidney, Phoebe and Glacia. Only Drake and the Champion are out of reach.

Additional Comments: To be able to enter the Desert Ruins, the player needs to access the Sealed Chamber with Dive and Dig. Reading the inscription on the back wall in the second room with Relicanth at the top of the party and Wailord at the bottom of the party causes an earthquake to occur that opens the door of the Desert Ruins. Note that the party positions must be reversed in Pokémon Emerald. Relicanth and Wailord are not easy to acquire due to their rarity or high evolution level. Route 134 is also pretty late. So Regirock requires a lot of time investment to get. However, Regirock is pretty solid if one goes through the effort of obtaining it. Its Clear Body ability is also useful.

(written by pe5e)

Name: Registeel

Availability: Registeel can be found in the Ancient Tomb on Route 120 as a static encounter at level 40 after completing the puzzle in the Sealed Chamber on Route 134.

Stats: Registeel has huge defensive stats, but its speed is low and its offenses are only average. Registeel is a slow, somewhat passive, mixed tank.

Typing: Pure Steel is an amazing defensive typing. It resists 11 different types, including Normal, Flying, Rock, Grass, Psychic, Dark, Ghost, Ice and Dragon, and is even completely immune against Poison. However, Steel is weak to very relevant attacking types of Fighting, Ground and Fire. Offensively, Steel is not very good, hitting only Rock and Ice types super effectively, while Fire, Water and Electric types resist it.

Movepool: Registeel comes with solid level-up moves. Metal Claw and Superpower are good physical moves, and Curse allows Registeel to set up. Explosion can be relearned.

Earthquake and Focus Punch are great TM options for it, and Substitute is another solid setup move. Registeel can also use the Strength and Rock Smash HMs.

Major Battles: Registeel can easily sweep the last gym with Curse and Substitute. This converges into the Pokémon League, where Registeel is able to sweep Sidney, Phoebe and Glacia easily with Curse, Substitute and Focus Punch. Drake and the Champion are harder to set up on, but Registeel should be able to sweep them too once it maxes out its stats with Curse.

Additional Comments: To be able to enter the Ancient Tomb, the player needs to access the Sealed Chamber with Dive and Dig. Reading the inscription on the back wall in the second room with Relicanth at the top of the party and Wailord at the bottom of the party causes an earthquake to occur that opens the door of the Ancient Tomb. Note that the party positions must be reversed in Pokémon Emerald. Relicanth and Wailord are not easy to acquire due to their rarity or high evolution level. Route 134 is also pretty late. So Registeel requires a lot of time investment to get. Registeel also needs to set up with Curse to pose a serious threat due to its lackluster offenses. However, it is able to do this very consistently due to its great bulk and typing. But battles do take a lot longer because of the required setup. Its Clear Body ability is also very useful.

(written by pe5e)

Name: Relicanth

Availability: Relicanth can be found underwater in seaweed on Route 124 or 126 with a 5% chance at levels 30 to 35.

Stats: Relicanth has great defense as well as good HP and solid attack. However, its special attack and speed are rather low. Relicanth is a slow, physical tank.

Typing: Water / Rock is a mixed bag. It offers resistance to Normal, Flying, Poison, Ice and Fire moves but also gives nasty weaknesses to Fighting, Ground, Electric, and Grass especially. On the offensive side, the typing is much better, as it gives nearly perfect coverage, with Breloom being the only Pokémon in Hoenn to resist it.

Movepool: Relicanth's movepool is lacking. Rock Tomb and Ancient Power offer Rock STAB moves, and Yawn can be an okay status move. Earthquake with the TM is a great coverage move. Rain Dance or Double-Edge from the TM or the move tutor can be considered depending on its ability. Surf and Ice Beam are its only good special attacking options.

Relicanth can also carry the Waterfall, Rock Smash and Dive TMs.

Major Battles: Relicanth can be decent against the remaining Water gym with its physical moves. It fares decent against the last Team Aqua or Magma fight as well. Against the Elite Four, it is generally too slow or weak, but it can help somewhat against Glacia. The other members and the Champion are too much for it.

Additional Comments: Relicanth has a slow level growth and can come a bit underleveled. Relicanth's abilities Rock Head and Swift Swim can either remove the recoil from Double-Edge or allow Rain Dance to fix its bad speed.

(written by pe5e)

Name: Rhyhorn

Availability: Rhyhorn can be found in Area 3 of the Hoenn Safari Zone with a 30% chance at levels 27 and 29.

Stats: Rhyhorn has good defense, solid attack and HP. Its special defense and speed are incredibly low, though. Rhydon has fantastic attack and defense, as well as good HP. It is still slow and weak to special moves, however. Rhydon is a slow but very powerful physical tank.

Typing: It's typing isn't great defensively. While Rhyhorn's immunity to Electric is great, it doesn't have many useful resistances and a lot of weaknesses to common attacking types like Fighting, Ground, Ice and most importantly, Water and Grass, which threaten it.

Offensively, Rhydon's STAB combo is great, though, with only a few rare pokemon like Breloom, Claydol and Flygon resisting it.

Movepool: Rhyhorn's level-up movepool is decent, but most of its powerful options, like Earthquake and Megahorn, are past level 50 for it and around level 60 for Rhydon. Hence, first the Dig TM and later the Earthquake TM are required for good Ground STAB moves.

Rock Blast via level-up is a solid Rock STAB move. If Rhyhorn has the ability Rock Head, then Double-Edge from the move tutor in Sootopolis City is a great all-around attack.

Rhyhorn can use the Rock Smash and Strength HMs, while Rhydon can also make use of the Cut and Surf HMs.

Major Battles: Rhyhorn is not good against the last two remaining gyms. It is okay against the last Rival and Team Aqua or Magma fights, though. In the Elite Four, Rhydon can only be of help against a few specific Pokemon.

Additional Comments: Rhyhorn is in the slow experience group and, as such, has a hard time reaching its high evolution level of 42. The routes after obtaining Rhyhorn are also filled with many Water types that heavily threaten it due to its low speed. Having to rely on TMs for Ground STAB is also a real cost. Rhydon has no more highlights in the remaining game and is barely of use anymore.

(written by pe5e)

Name: Slugma

Availability: Slugma can be found in Fiery Path with a 10% chance at level 15.

Stats: Slugma has very low stats for the most part. Especially because its speed is incredibly low. Only its average special attack is worth anything. Magcargo still has low HP, attack and speed. It has good defense but only middling special attack and special defense. Magcargo is a very slow, weak and frail physical tank.

Typing: Fire gives resistances to Grass and Ice. However, pure Fire typing also gives Slugma ugly weaknesses against Ground, Rock and Water. Fire hits Bug, Grass, Ice and Steel types super effectively, while other Fire, Water, Rock and Dragon types resist it.

Magcargo's additional Rock typing is very detrimental. It gives it even more glaring weaknesses to Water and Ground, and also adds another weakness in Fighting. Its new resistances to Flying, Normal and Poison are not worth the trade-off. On the offensive side, Magcargo's Fire / Rock STAB combo is much better, only being resisted by a few Ground type Pokemon. The additional Rock STAB move hits Flying and other Fire types super effectively.

Movepool: Slugma has a solid movepool. Rock Throw and Ember are good early STAB moves. Later, it learns Flamethrower and Rock Slide as stronger STAB options. Yawn also has some uses. Overheat is the only relevant TM that Slugma learns, but Magcargo has more options with Rock Tomb and Earthquake. Slugma can learn Rock Smash, and Magcargo can learn the Strength HM as well.

Major Battles: Even with a Fire resistance, Slugma is far too slow and frail to help in any relevant way against Flannery, Norman and Winona. The last two gyms are also bad for Magcargo. Slugma is not great against your Rival and Team Aqua & Magma. And Magcargo is also of no help in the Pokemon League.

Additional Comments: Slugma is entirely deadweight. It is too slow, too frail, and doesn't have the moves to be self-sufficient. Magcargo has better stats, but they are still very bad, and its horrible typing is a death sentence in Hoenn. This evolution line is not worth using.

(written by pe5e)

Name: Spinda

Availability: Spinda can be found on Route 113 with a 70% chance at levels 14 to 16.

Stats: Spinda has an underwhelming base 60 in all of its stats. It is a mediocre, physical or mixed attacker with underwhelming speed and damage output.

Typing: Normal only has one weakness in Fighting but also no resistances. It has a Ghost immunity, though. On the offensive side, Normal doesn't hit anything super-effectively and is resisted by Rock and Steel. Ghost types are completely immune to Normal attacks.

Movepool: Spinda's level-up movepool is good. Faint Attack and Psybeam offer good coverage, and Hypnosis and Teeter Dance are solid utility options. Dizzy Punch and Double-Edge via level-up are good options, but Strength via HM or Return via TM are more consistent. The late Trash can also be used, as Spinda is immune to being confused. The Shadow Ball and Brick Break TMs offer Spinda even more coverage. It can also dip into special TMs with Psychic or Water Pulse for specific targets. Spinda can use Flash and Rock Smash in addition to the Strength HM.

Major Battles: Spinda can attempt to cheese its way past Flannery, Norman and Winona with Hypnosis and confusion-inflicting moves, but it is not consistent. Overall, Spinda doesn't do very well against any of the remaining gym leaders due to its poor stats. It is strong enough with Return to take on your Rival and Team Aqua & Magma, though. In the Elite Four, Spinda can use its Ghost immunity to take on Phoebe with Shadow Ball, but its low damage output makes it difficult. The other members of the Elite Four and the Champion are too strong for Spinda.

Additional Comments: Spinda comes underleveled but has a fast level growth to quickly catch up. Spinda is very underwhelming, and despite its descent traits, it fails to contribute much besides clearing routes due to its low stats.

(written by Baconfry)

Name: Surskit (R/S)

Availability: Surskit can be found on Route 102 at level 3 with a 1% chance in Ruby and Sapphire.

Stats: Surskit has terrible Attack and Defense, and its SpAtk and SpDef are only slightly better. It has a usable Speed stat for early game. Upon evolving into Masquerain, all of its stats improve, except Speed which decreases slightly. This leaves it with average SpAtk/SpDef and mediocre stats everywhere else, though Intimidate somewhat patches up its Defense.

Typing: Surskit's Bug/Water typing is unique, though the Bug part is mostly a detriment as it causes it to be destroyed by early game moves like Peck and Rock Tomb. Masquerain has the far less interesting Bug/Flying typing that alleviates none of Surskit's previous weaknesses, removes its special STAB, and adds a weakness to Ice and Fire on top of that.

Movepool: Surskit's level-up moveset is terrible. It starts with the pathetic Bubble as its only move and has very little to look forward to until learning Bubblebeam at lv25 and gaining the ability to 2HKO things not named Geodude or Numel. Masquerain does not learn any special moves by level-up to take advantage of its better attacking stat, but it can learn Ice Beam, Blizzard, and Giga Drain by TM. It can also use Stun Spore, albeit quite late.

Major Battles: Surskit has the unique dishonor of being the only Water-type that loses to Roxanne's Geodude, with Bubble failing to OHKO and Rock Tomb OHKOing in return. It does nothing to Brawly's Fighting-types and is pure death fodder against Wattson. Surskit can contribute against Flannery if it knows Bubblebeam and Water Sport. Masquerain's role in remaining battles comes mostly from Intimidate cycling, with the ability to pick off Water- and Ice-weak opponents when the opportunity presents itself. It is a bit too slow and frail to be reliable at this, however, and its non-STAB Bubblebeam and Ice Beam frequently miss out on KO thresholds. Masquerain will experience major déjà vu from the Roxanne battle if it tries to use Bubblebeam against Maxie's Camerupt.

Additional Comments: Surskit's evolution should be delayed until at least lv25 when it learns Bubblebeam, and it should remain as a Surskit while fighting Flannery to retain its STAB and Fire neutrality. Afterwards, it can relearn Gust by Heart Scale if desired, though Ice Beam outclasses it. The Surskit line is better in the Ruby version where the Numel line is a common enemy. Surskit can be encountered at a higher level on Route 117, and does not lose out on any good matchups if obtained this way (because Surskit without Bubblebeam has no good matchups to begin with).

(written by pe5e)

Name: Volbeat

Availability: Volbeat can be found in Sapphire on Route 117 with a 18% chance at levels 13 and 14. In Emerald and Ruby, the encounter rate is a rare 1% at level 13.

Stats: Volbeat has good enough speed, average attack, bad special attack, and below average bulk. It is a mediocre physical or mixed attacker.

Typing: A pure Bug typing gives Volbeat resistances to Fighting, Grass and Ground.

However, it is also weak to Fire, Rock and Flying. On the offensive side, Bug attacks are resisted by a lot of types like Fighting, Flying, Fire, Ghost and Poison. Hitting Grass, Psychic and Dark types for super-effective damage is useful, though.

Movepool: Volbeat has a decent level-up movepool. Moonlight is an early recovery move, and Tail Glow allows it to fix its bad special attack. Signal Beam is a great Bug STAB move and one of the best Bug moves in the game. Double-Edge is a later option on pure physical sets. Brick Break, Aerial Ace and Shadow Ball can also be learned with TMs to give it more coverage. Volbeat also has some special TM options to make use of Tail Glow. Shock Wave, Thunderbolt and Thunder, as well as Giga Drain or Water Pulse give Volbeat good special coverage. The Light Screen TM is an option to make setting up safer for Volbeat. It can also use Flash.

Major Battles: None of the gym battles, but the last two gyms are favorable for Volbeat.

Against Tate & Liza as well as the Water gym, Volbeat is not bad, though. It has some troubles against some Pokemon of your Rival and Team Aqua & Magma, but overall it does fine. Against the Elite Four, Volbeat can be decent against Sidney, Phoebe and Glacia if it can successfully set up with Tail Glow. Drake and the Champion are not good for it because of Volbeat's low stats.

Additional Comments: Volbeat needs to be babysitted for about 12 levels until it can finally fight on its own with Signal Beam. This takes a while due to Volbeat's erratic level growth.

Volbeat can have the Illuminate ability, which is mostly a downside as it makes wild encounters more likely.

(written by pe5e)

Name: Wobbuffet

Availability: Wobbuffet can be found in Area 1 and 2 of the Hoenn Safari Zone with a 10% chance at levels 27 and 29.

Stats: Wobbuffet has incredibly high HP but low defenses and even worse speed. Due to its design, its offenses don't matter.

Typing: The Psychic typing is of rather average usefulness defensively, with only having resistances against itself and Fighting. Ghost and Dark threaten it, and otherwise attacks do neutral damage. Wobbuffet only uses counter attacks, and as such, it is only important that Ghost types are immune to Counter and Dark types are immune to Mirror Coat, which means Wobbuffet can't touch them with these moves.

Movepool: Wobbuffet only has access to a total of four moves. Counter, Mirror Coat, Safeguard and Destiny Bond. Wobbuffet will mostly use the former two and is not that good at using the latter two due to its bad speed. Encore is exclusive to its pre-evolution Wynaut, so it can't relearn the important move.

Major Battles: Wobbuffet is terrible against Tate & Liza due to the double battle setting, the Psychic resistance, and the lack of Encore. Wobbuffet is helpless against the status-inducing effects of the Water gym and has no way past the HP-recovering ace of the gym. Wobbuffet is unable to hurt the Dark and Ghost Pokemon of Sidney and Phoebe in the Pokemon League. It can knock out a few Pokemon of Glacia, Drake and the Champion, though.

Additional Comments: Wobbuffet is incredibly inconsistent, as one has to gamble between Counter and Mirror Coat, as many Pokemon have both physical and special attacks, and it is very hard to predict the AI trainers correctly. There are also many status moves as well as Ghost and Dark Pokemon that Wobbuffet struggles with heavily. It is also unable to deal with weak Pokemon as it needs to receive significant damage to knock out opponents. Wobbuffet also needs a lot of item support, as it requires constant healing.

(written by Baconfry)

Name: Wynaut

Availability: Wynaut hatches at lv5 from the Egg provided by the old lady next to the Lavaridge hot springs.

Stats: Wobbuffet has very high HP and bad defenses. Its offensive stats and Speed are low, but they don't matter. Wynaut has a similar stat distribution, but its stats are largely irrelevant as it is basically a Magikarp stage and cannot fight on its own.

Typing: It is a pure Psychic-type, which is only relevant defensively. It is hard countered by STAB Ghost- and Dark-type moves, not just because they hit Wobbuffet super-effectively, but because they can't be CounterCoated. It resists Psychic and Fighting, which is a double-edged (or rather, double-blunted) sword because it means that Wobbuffet only deals half as much damage to them.

Movepool: Wynaut has no way of dealing damage with a moveset consisting of Splash, Charm, and Encore. At lv15, it learns Counter, Mirror Coat, Safeguard, and Destiny Bond, and that is all that it will ever learn. All Wobbuffet should run Counter, Mirror Coat, and Encore. The last moveslot is best filled by either Safeguard or Charm, either of which can help with a teammate's setup. It is too slow to effectively use Destiny Bond.

Major Battles: It is unrealistic to use Wobbuffet against Flannery as it is still likely to be an egg. However, once it hatches and reaches lv15, it immediately gains the potential to drop things, even when underleveled. Norman's best attacking moves can be bounced back for an OHKO, and he can be Charmed or Intimidated to encourage him to use Faint Attack.

Winona gets Encored (though encoring Double Team or Sand-Attack can be annoying).

Wobbuffet is not well-suited for double battles like Tate and Liza, though Counter can easily

eliminate Claydol off a predicted Earthquake which has no spread penalty. Wobbuffet has the ability to theoretically 1v1 most tough opponents (with the notable exception of Sidney's and Phoebe's Pokemon), but always needs to be healed afterwards.

Additional Comments: Wynaut's egg will realistically require some back-and-forth Mach Bike action in order to hatch and evolve before the 5th gym. This can be sped up in Emerald by having a Slugma in the party. Wobbuffet is extremely inefficient at route clearing and relies heavily on Exp. Share. In major battles, it must either use Encore or guess the opponent's move correctly in order to deal damage, which can be frustrating if the enemy locks into a move that is annoying even when used repeatedly. If it Encores an enemy into a harmless status move, it should switch into a teammate that can take advantage of the free setup. Wobbuffet is an underdog character by design and should not fight anything that is significantly weaker than it.