

Complete guide for shiny hunting Manaphy

To start off you first need the Manaphy egg. The egg is only obtainable in a post game mission in the Pokemon Ranger games. There's no legit way to get the mission in Ranger 2 and 3 since they were Wi-Fi events. However in Ranger 1 the Manaphy mission can be unlocked with a code in Ranger Net (menu option). From there you can transfer it to any gen 4 game.

Version	Code
American	P8M2-9D6F-43H7
UK*	Mg35-Cpb8-4FW8
French*	DY4g-k28S-QB9F
German	R3d4-cv2S-WC7W
Spanish	C58f-t3WT-Vn79
Italian	FH38-fwD8-5S2a

To hunt manaphy you want at least 4 eggs. Unfortunately only one Manaphy egg can be obtained from a Ranger game. **Resetting your save file will not work.** So you want to look for games that still have the egg.

- If a save doesn't have the option "**Ranger Net**", then the Manaphy egg is still on the cartridge. You'll need to complete the main story to unlock the option.
- Click on Ranger Net if you see it. Hold down "**Left+X+R**" and type the password to unlock the mission "Recover the Precious Egg". Play it to get the eggs. Takes like 15 min, mostly text.
- If the button combination didn't work then the egg is most likely gone. Try to play the mission. If it ends within a few seconds it means it's already been done.

In [Oliver_MKP](#) video you can see how transferring the egg to gen 4 works.

Getting 4 Ranger games that have the Manaphy egg is time consuming and expensive. There are some alternatives that you might consider like using an R4 or 3ds homebrew. They will save you money, but they feel less legit.

How the shiny hunt works

A Pokemon's PID has to line up with the TID and SID to be shiny. That is how the usual shiny hunt works, but for Manaphy it is different. When you transfer the Manaphy egg to gen 4 it will give you a PID that is impossible to be shiny. So to hunt you have to keep trading the egg(s) to new save files and hope that one of your PIDs matches shiny with the new TID/SID. Odds are the same, 1/8192.

Getting your eggs to 1 egg cycle

In every Pokemon game an egg has to go through egg cycles before it hatches. In gen 4 one cycle is 255 steps. Manaphy hatches after 11 cycles. That is 2805 steps in total.

If you walk 1 egg cycle with a Manaphy egg and trade it to another game, the Manaphy's egg cycle won't reset back to 11. It will instead be on the cycle it was on before you traded. **So if you walk your eggs down to their last cycle then the hatching will be much faster.**

Put all eggs in your party, then save. Walk until one hatches. It will be between 2551-2805. SR and walk a little less than what you got. Save **after** you've put the eggs in the PC (or go straight to the union room). Imagine if you are 5 steps away from hatching. It could potentially leave you unable to reach the PC/union room.

Hunting the Manaphy

Now you should have everything setup. **Game 1** is in front of the union room entrance. It should have 4 Manaphy eggs on their last cycle and 2 random pokemons. **Game 2** has just started a new save file.

- Pick Chimchar on **game 2** and buy 13 pokeballs and 1 potion at the pokemart.
- Catch 5 pokemons on **game 2** (Route 201, left of Sandgem). Attack once, then throw balls. Use the potion when needed. Lvl.3 Bidoof will be annoying, so you might want to attack it twice if the hp is still over ~70%.
- Go into the union room on both games and trade all the eggs over from **game 1** to **game 2**.
- SR on **game 1** when all eggs are traded over. Do this while both games are on the trading menu. You will get an error message on **game 2** and it will SR itself. Don't worry, your eggs will still be there.
- Hard reset **game 1** (just after SRing) when you're on the intro screen, Up+B+Select. This takes about a minute but you can turn on and off your ds when the little dot starts spinning. This saves a lot of time.
- While you play through **game 1** you hatch the eggs on **game 2**. Check the pokemon summary once all the eggs have hatched. Remember, Manaphy won't be shiny on the hatching screen. **SR the game when none are shiny. If you go into the union room when the eggs have hatched you will obviously lose your eggs.** So SR and wait in the union room while you still play through **game 1**. Trade eggs from **game 2** to **game 1** when you're ready.
- Reset **game 2** savefile and play through the game. At the same time hatch eggs on **game 1**....

Important

- Diamond and Pearl are the fastest games to hunt with (japanese versions are even faster).
- You can't trade with 5 eggs. You have to have at least 2 Pokemons in your party to be able to trade.
- Flame body/Magma armor is not needed. These abilities halves the amount of cycles, not steps. They are useless since you have 1 cycle left.
- Don't hatch the eggs in the game you originally got them in. They are shiny locked. You can start hunting when you've traded at least once.
- Manaphy will **never** be shiny in the hatching animation. Check its summary to see if it's shiny.
- There will be situations where you start running out of Pokeballs. In this case, attack the Pokemon twice. If it has less than 30% HP the catch rate is **100%**. Alternatively you can buy 15 Pokeballs instead of getting the Potion. There is an NPC in the grass on Route 201 that gives you a free Potion.
- If you [x8 hunt with 4 DS](#): You trade between the 8 eggs. Sometimes there will be connection issues while trading. It can be difficult to tell if the trade went through. The natures of the eggs are always the same, so take a picture or write them down. That way when you're hatching the eggs you can tell if you messed up.
- Optional: Use a DS Lite/DSi. They are smaller and easier to use with one hand.

There's one last thing.

Remember how the game counts repeatedly from 0-254 to determine an egg cycle?

If you trade an egg to a save file that is on its 254th step into the cycle, then the egg will hatch after one step. You will not be able to go back to the union room without 1 egg hatching. You basically lose 1 egg to hunt with at this point.

This is bad, but you can prevent it if you're careful. Each time you start a new save, the cycle counter is 0. It takes about 400 steps to catch 5 Pokemons and reach the union room. That is 145 into the cycle ($400 = 255 + 145$). Of course there will be variations every time, but it's a good estimate.

$254 - 145 = 109$. So 109 away from 254 which you want to avoid. 109 is a lot, but it can still happen. I would avoid healing Chimchar if it dies. Instead just carry on with the Bidoofs/Starlys in your party. You could also spin in the grass instead of running. It won't count as steps.

Or you can hunt with 2 or even 3 cycles left on your Manaphies. Playing through the new file

takes longer than hatching the eggs. So being on 2 or 3 cycles gives you a safety net.

In the end it isn't really $1/255$ of happening. The route you take in diamond/pearl is favored to not land on the 254th step of the cycle counter.

You can find me on discord [ben_1511](#)