

Tier	Level Cap	Quest	Z Cell	Location
0	105	Cresselia	0	
1	110	Articuno	0	
		Moltres	0	
		Zapdos	0	
		Azelf	0	
		Mesprit	0	
		Uxie	0	
		Regirock	0	
		Regice		
		Registeel		
		Entei	0	
		Suicune	1	<a href="#">New World</a>
Raikou	1	<a href="#">New World</a>		
2	115	Tornadus	1	<a href="#">New World</a>
		Thundurus		
		Landorus		
		Regigigas	1	<a href="#">New World</a>
		Cobalion	0	
		Virizion		
		Terrakion		
		Keldeo		
2.5	120	N/A	0	
3	120	Celebi	4	<a href="#">1 in Manyworld Pool, 3 in Manyworld Forest</a>
		Meloetta	0	
		Victini	4	<a href="#">Aegir Cave</a>
		Volcanion	0	
		Hoopa	1	<a href="#">New World</a>
		Magearna	0	
		Zeraora	2	<a href="#">New World</a>
		Zygarde	10	<a href="#">Twilight Desert</a>

4	125	Jirachi	1	<a href="#">Not Truly For Children (missable)</a>
		Tapu Koko	1	<a href="#">Tabula Rasa</a>
		Tapu Bulu	0	
		Tapu Lele	0	
		Tapu Fini	0	
		Diancie	2	<a href="#">Aegir Depth</a>
		Heatran	0	
		Latios	2	<a href="#">Unexplored Territory</a>
		Latias		
		Manaphy	2	<a href="#">Splash Ground</a>
5	130	Darkrai	1	<a href="#">Endgame (missable)</a>
		Genesect	3	<a href="#">Neo Blacksteam Fabrication</a>
		Marshadow	0	
		Shaymin	2	<a href="#">Idyll of Panaceance</a>
		Dialga	0	
		Palkia		
		Mew	7	<a href="#">6 in Triskeline Toybox, 1 in Chrysolia Deepwood</a>
6	135	Cosmog	1	<a href="#">Cauldron of the Future</a>
		Deoxys	0	
		Yveltal	12	<a href="#">10 in Underroot, 2 in Rhodochrine Tree</a>
		Xerneas		
		Reshiram	0	
		Zekrom		
		Kyurem		
		Lugia	3	<a href="#">Mirage Tower?</a>
		Ho-Oh	1	<a href="#">Mirage Tower?</a>
		Groudon	0	
		Kyogre		
6.5	140	Giratina	2	<a href="#">Distorted Space</a>
7	145	Rayquaza	0	
		Necrozma	2	<a href="#">Citae Prisma</a>
		Mewtwo	5	<a href="#">Neoteric Isle</a>

### Summary:

- The quest cannot be completed right in the same tier it's given (Tier 3 cap 120).
- The quest giver Marcello will be in the nightclub for several tiers.
- Although it's not completed, it will not prevent you from progressing to the next tier.
- You still have to do some actions after getting the quest to get progress to the next tier.
- The quest will be completed in a later tier, which is Tier 7 (level cap 145).
- You cannot complete the quest before reaching Tier 7 (level cap 145).
- There are 72 Z cells in the game, even though the game says there are 70.
- You do not have to collect every cell.
- The minimum you need to complete this quest is 10 Z cells.
- You get a reward and an easier progress through the quest if you collect 50 Z cells.

This quest will send you to the Twilight Factory in the Twilight Desert in Tourmaline Desert. In the Twilight Factory, there are 10 gates, and every 10 Z cells that you get will open 1 gate. Florinia will say you need to open all the gates and get to the end to get Zygarde.

However, you CANNOT possess 100 Z cells, and you CANNOT open all 10 gates by yourself because there are only 70 Z cells in the game. Furthermore, this quest can only be finished in tier 7 (level cap 145) and NOT sooner. You CANNOT complete it right after it is assigned to you. Therefore this quest will be left incomplete in the nightclub for a long time. Don't pay attention to it, leave the area and Florinia, and move on with other quests until you reach Tier 7. You still need to go to Twilight Factory and talk to Florinia in the Twilight Factory so that you can move on to the next tier.

When you go through other quests, you will encounter Z cells, and you can collect them. You are NOT required to collect ALL the Z cells to actually finish this quest. The minimum amount that you need to get is 10 cells only, and the Twilight Desert has 10 cells already.

However, there IS a practical benefit to collecting Z cells, and the benefit is that Z cells help you maximize IVs. 1 Z cell can create 1 Cell Extract, and 1 Cell Extract can maximize the IV of one stat of a Pokemon. Therefore you may want to collect Z Cells to achieve a practical benefit, which is maximizing IV for your Pokemons, and that is up to you, but you are NOT required to collect all the Z cells to finish the Zygarde quest.

When you have more cells, you can go to the facility and open more gates by yourself. 10 cells will open one gate. However, as stated above, you cannot actually progress with the quest until tier 7 (level cap 145), so even if you have opened the gates, nothing will happen. Also, the last gate is always locked, regardless of how many cells you have.

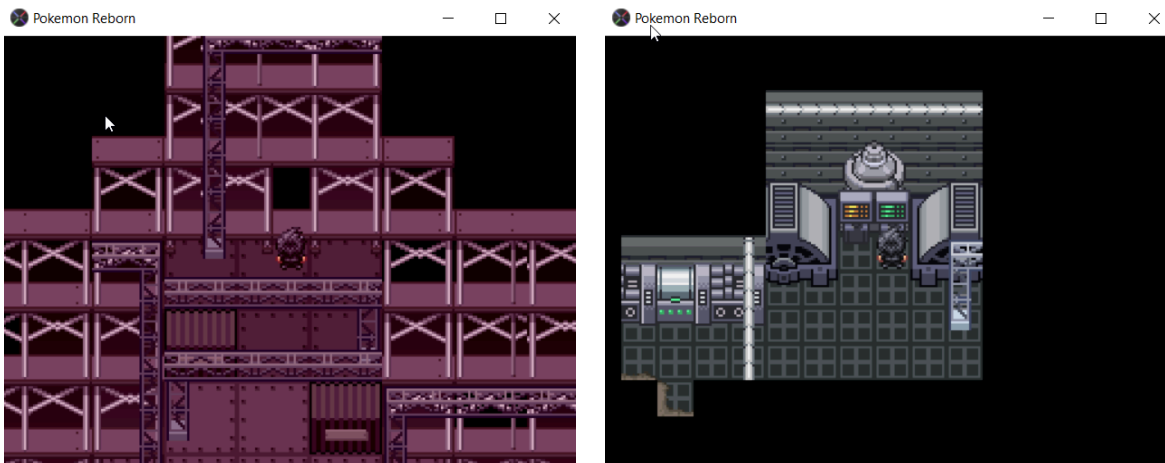
Later, during the Xerneas Yveltal quest in Rhodochrine Jungle, the story will require you to get a 100% Zygarde. However, you CANNOT create a 100% Zygarde by yourself. Therefore the Xerneas Yveltal quest will also stay incomplete for a considerable amount of time. Don't pay attention to the Xerneas Yveltal quest either and move on with other quests until you reach Tier 7.

Once you reach tier 7 (level cap 145), you can actually progress with this quest, and there will be a clear sign for that. The sign is that Marcello the quest giver jumps up and down in the night club, and when you talk to him, he will say that the Rainbow Menace has arrived at the Factory. That Rainbow Menace is Terra, and she will be in the Zygarde area. She will ask you to clear out the first 5 gates by yourself, or she can smack the computer to make them open for you. After that there are two possibilities:

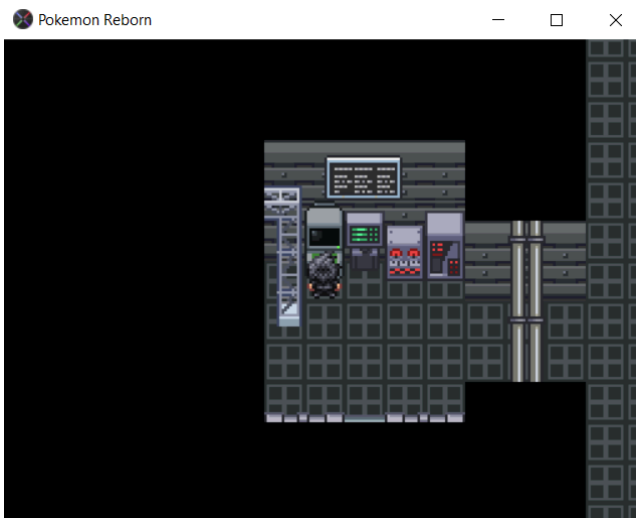
If you have 50 Z cells, you can open the first 5 gates by yourself. After 5 gates are opened, you can get access to a 50% enhancement machine, and you can make a 50% Zygarde. You will give the 50% Zygarde to Terra, and she will use a Ditto she stole from Elias to clone it to make a fake 100% Zygarde. The reward for having collected at least 50 Z cells is a perfect IV Ditto. You will not receive the Ditto in this quest though. Later when you bring the 100% Zygarde to Shelly in the Underroot to break the barrier, Zygarde will disintegrate and the Ditto will appear, and you can obtain it.

If you do not have 50 Z cells, Terra will smack the computer to open the first 5 gates, and you will have to do a gauntlet. The number of battles you have to do depends on the number of gates you can't open. For example, if you have less than 10 cells, you can't open 5 gates, so Terra will smack 5 times and you'll have to do a 5 battle gauntlet. If you have more than 10 and less than 20 cells, you can't open 4 gates, so Terra will smack 4 times, and you'll have to do a 4 battle gauntlet. After the first 5 gates are opened, Terra will ask you to bring her a 10% Zygarde. You only need to collect at least 10 Z cells to finish the quest, and the desert area in front of the facility has 10 Z cells already. Once you have given the 10% Zygarde to Terra, she will use more Dittos to clone it to make a fake 100% Zygarde and clear the remaining gates. If you let this happen you will not receive the perfect IV Ditto.

In both scenarios, you will need to create a 10% Zygarde first. To get a 10% Zygarde, you need to enter a different room in that area.



After that, if you have 50 cells, you can enhance the 10% Zygarde with this machine.

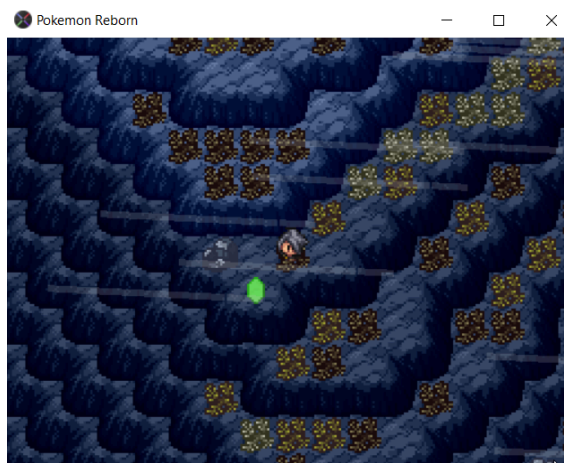
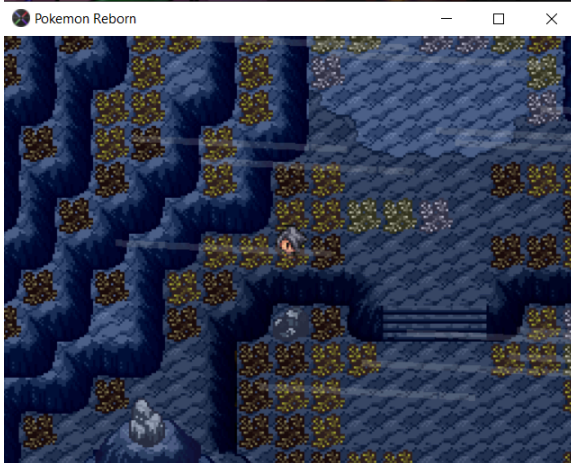


After all gates are cleared, you can go to the end of the factory and get access to a 100% enhancement machine. This machine will convert your Zygarde into a 100% Zygarde that can exist outside the battle. The Zygarde quest will be completed at this point.

After that, you can bring the 100% Zygarde to the Underroot to proceed with the Xerneas Yveltal quest.

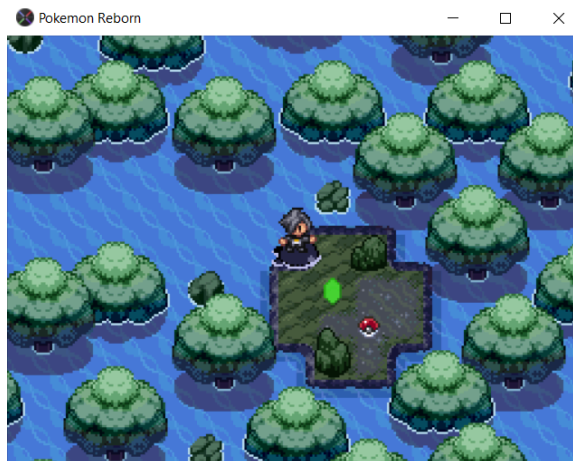
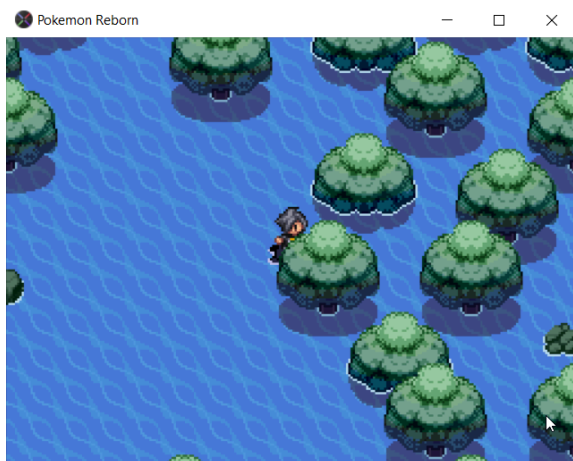
## Raikou

1/



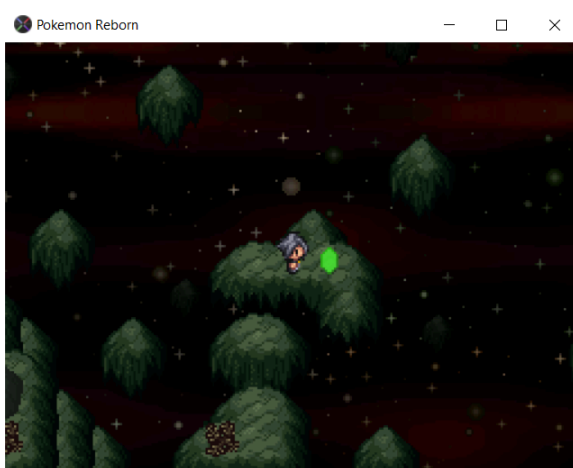
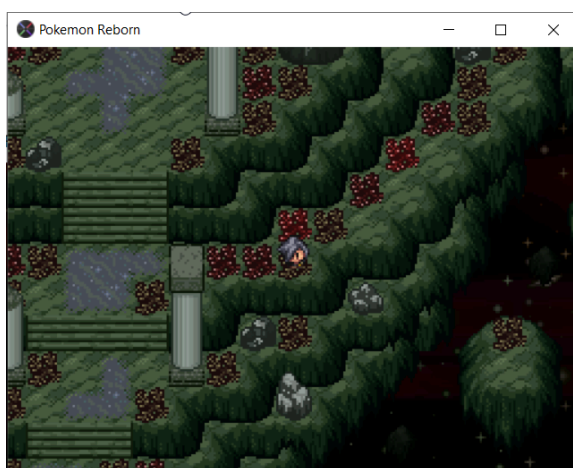
## Suicune

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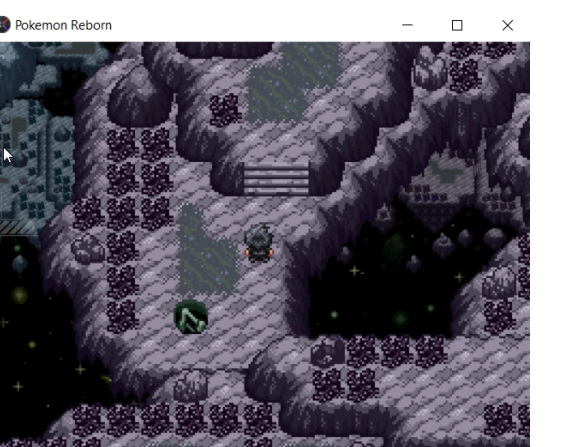
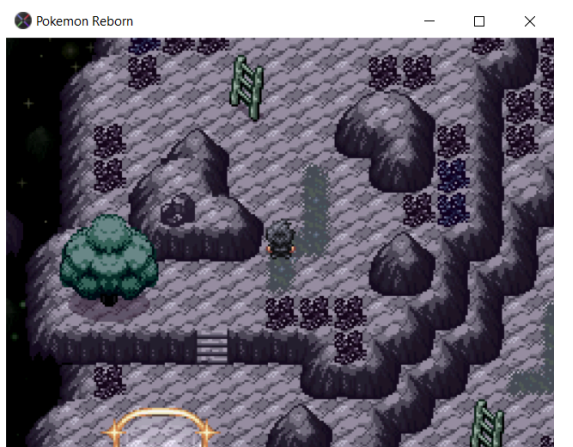
## Regigigas

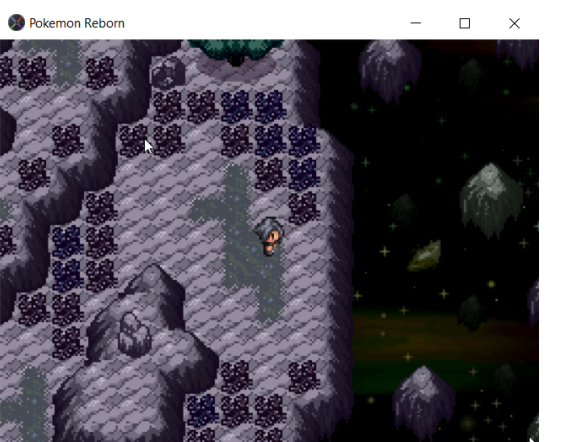
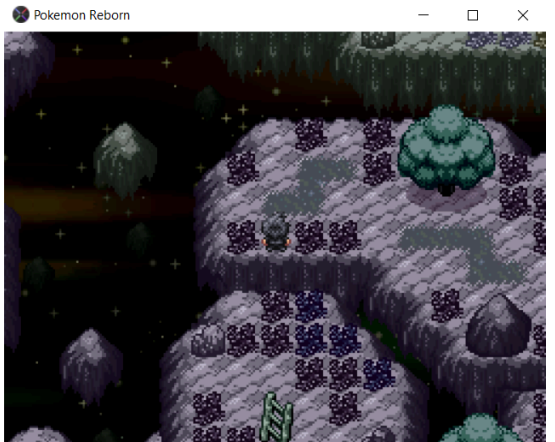
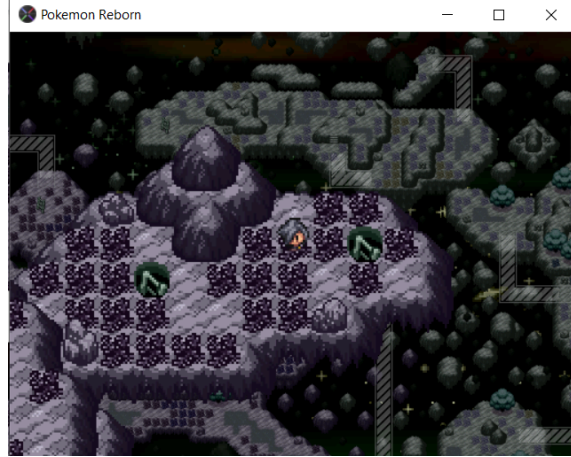
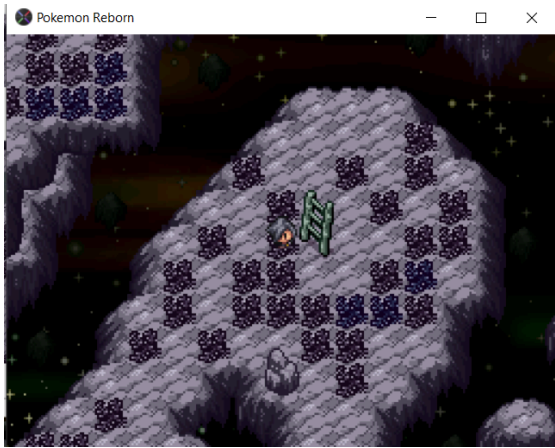
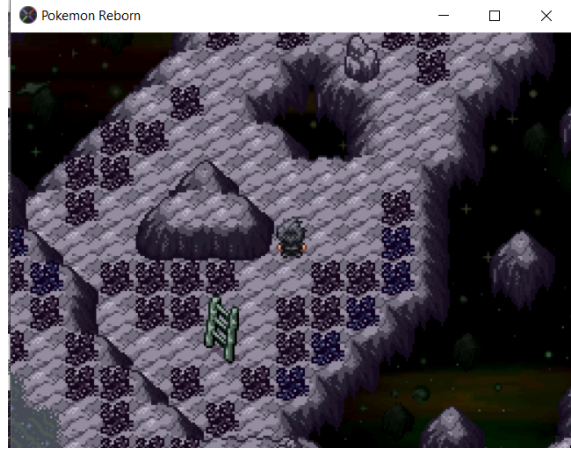
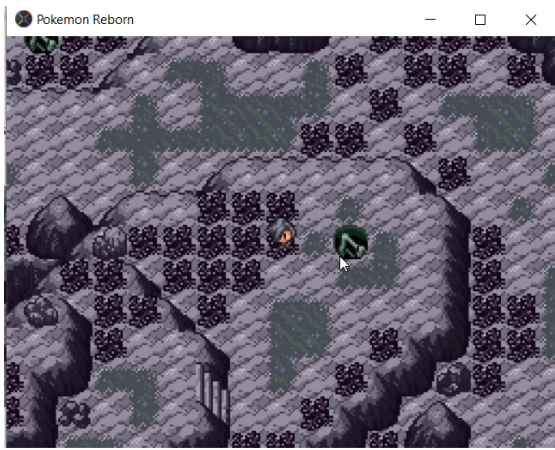
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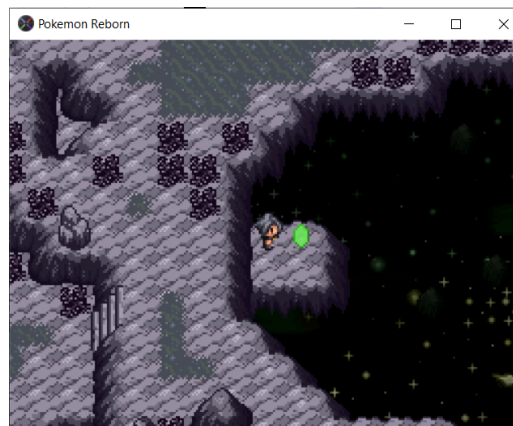
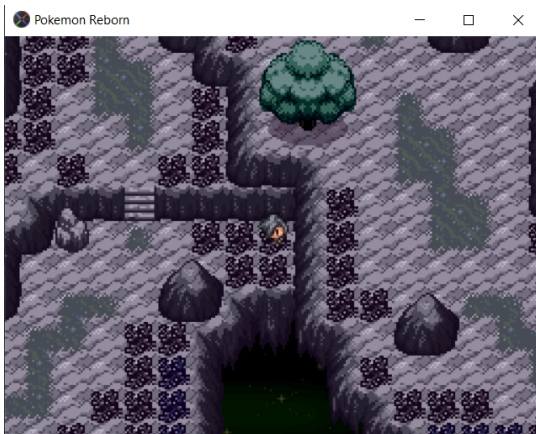
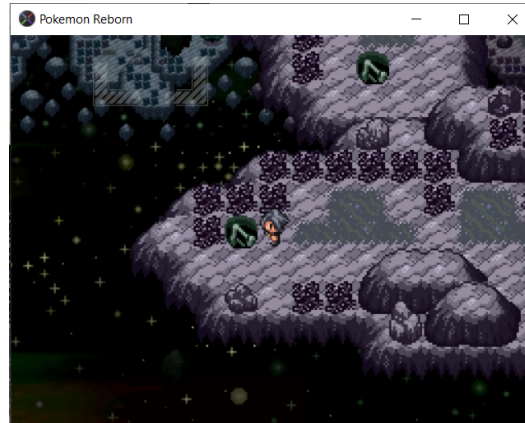
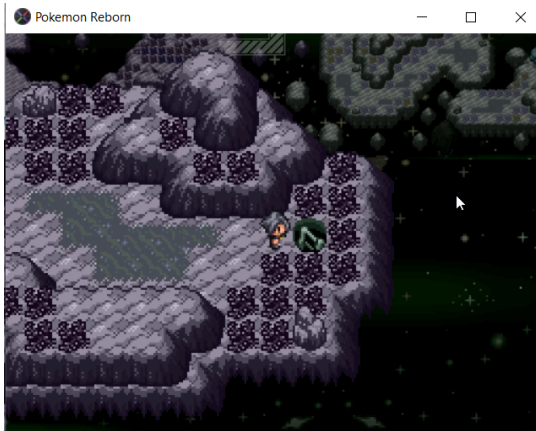
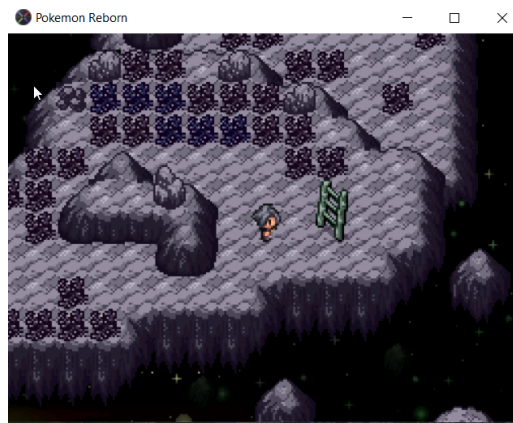
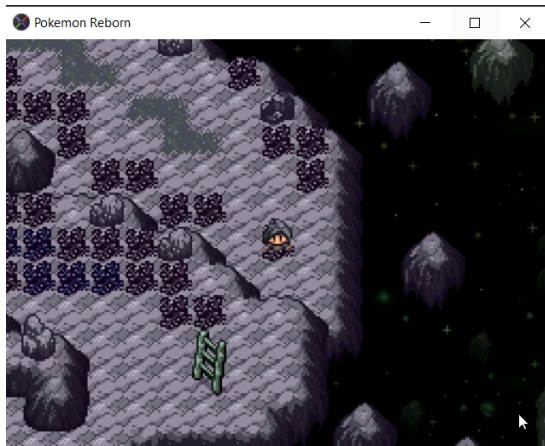


## Landorus, Tornadus, Thundurus (Route 4)

1/







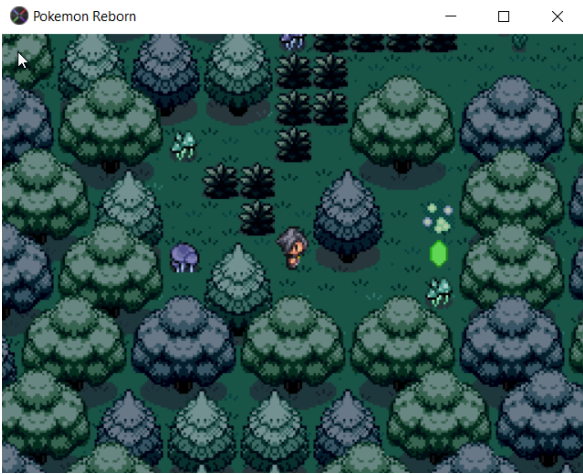
## Celebi

1/Turn right and press the Action key

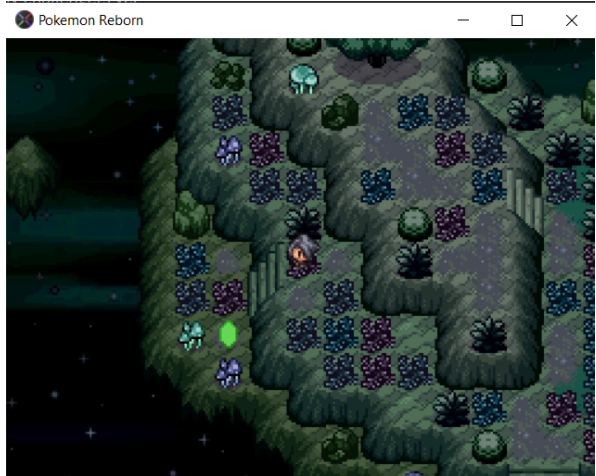
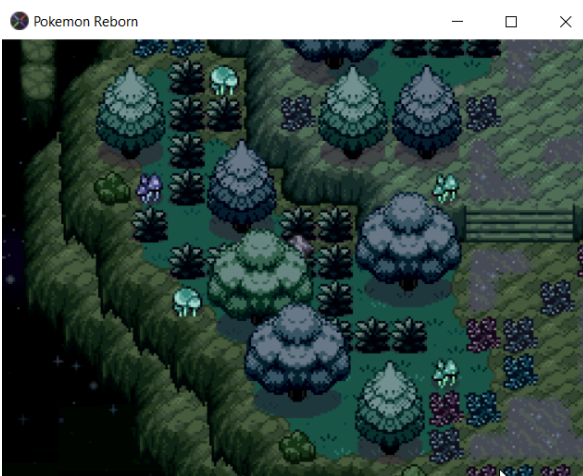




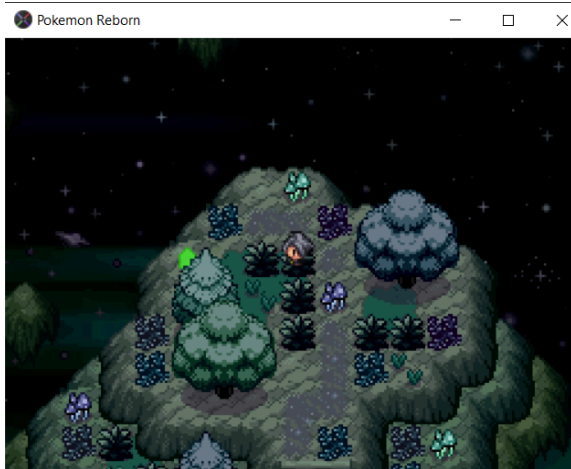
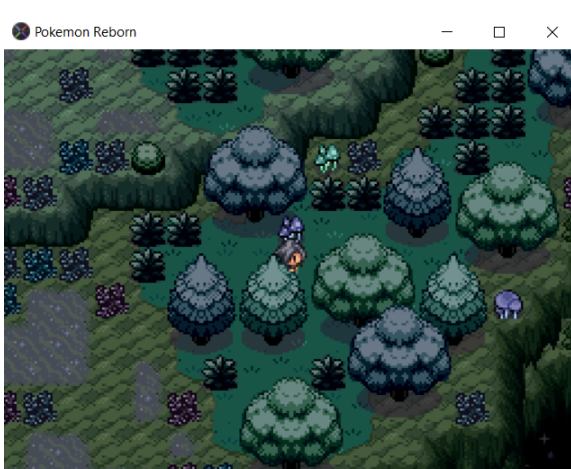
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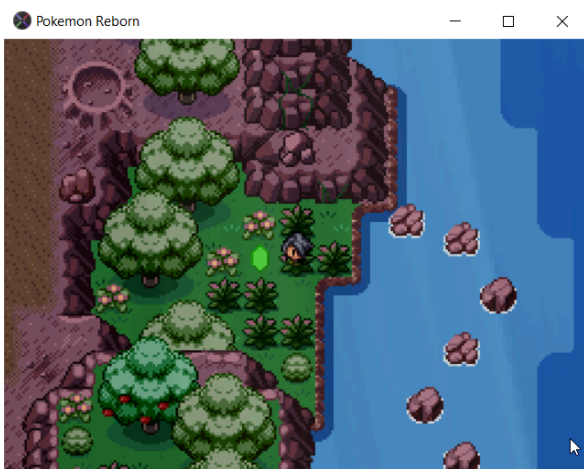


## Victini

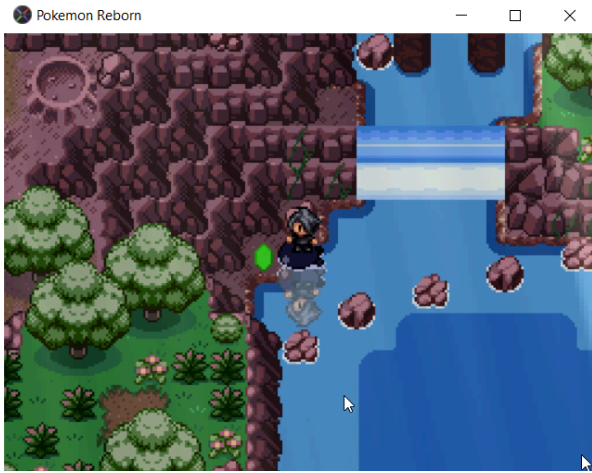
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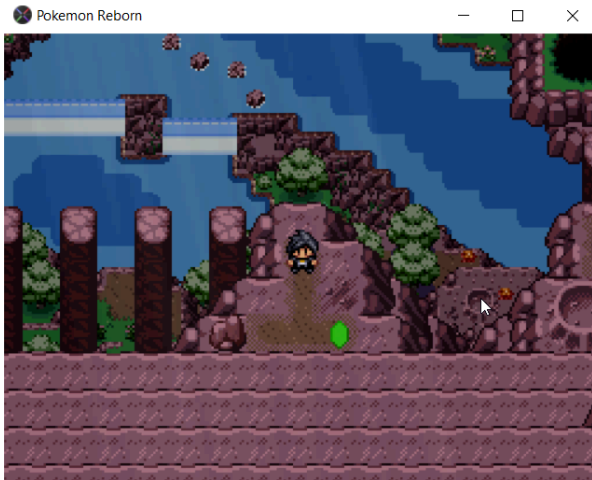
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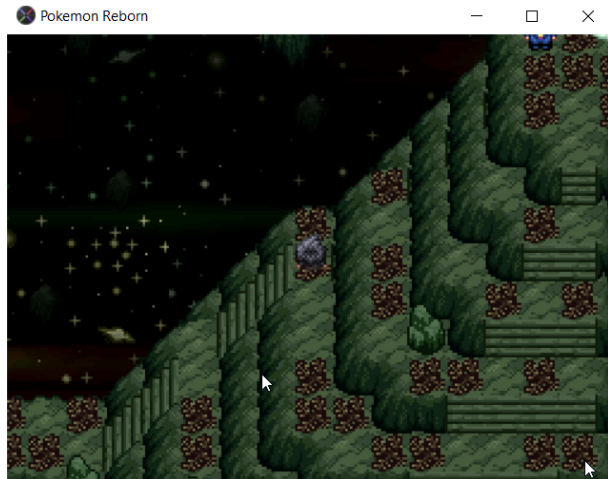
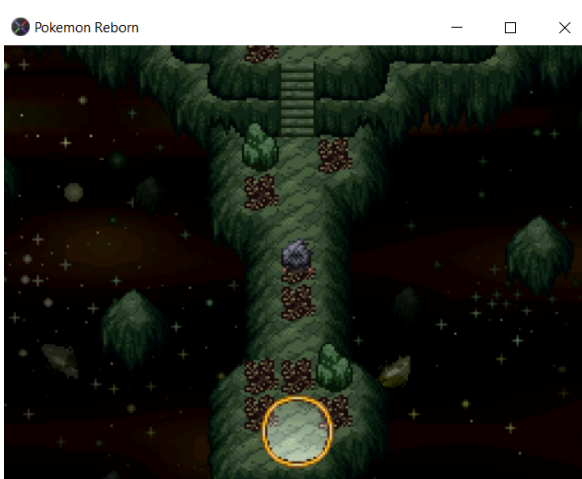
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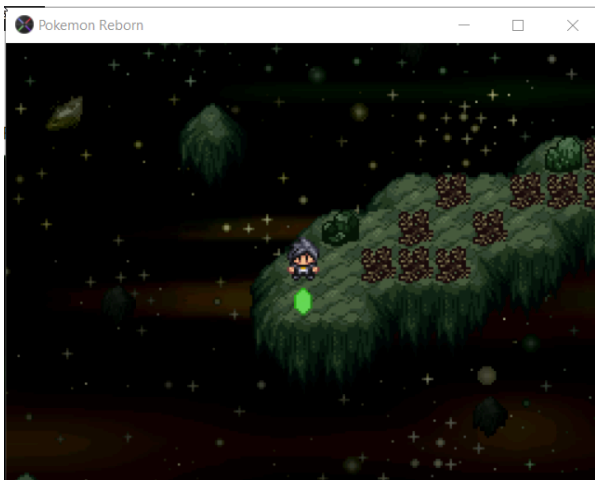


## Hoopla

You can go back to this area from the Hoopla door in the New World area in Route 3, where you catch the Cobalion

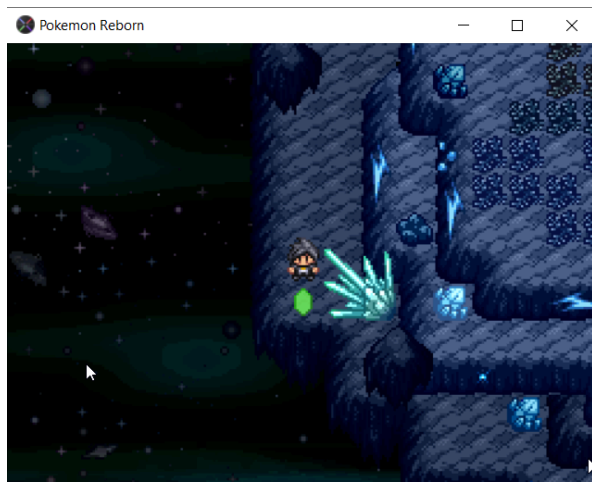
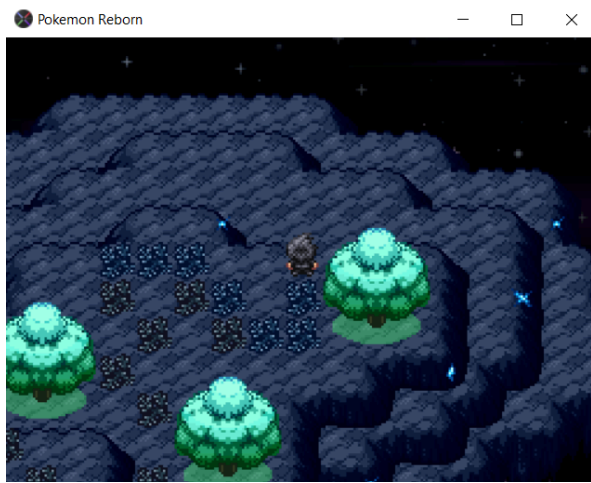
1/ Before walking up to face Corin Rouge, go left.



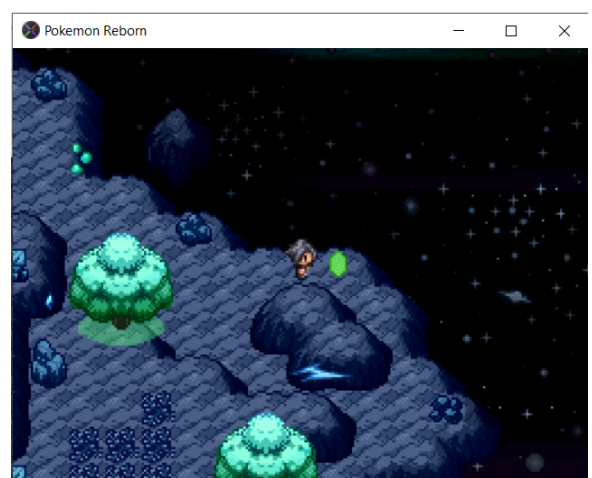
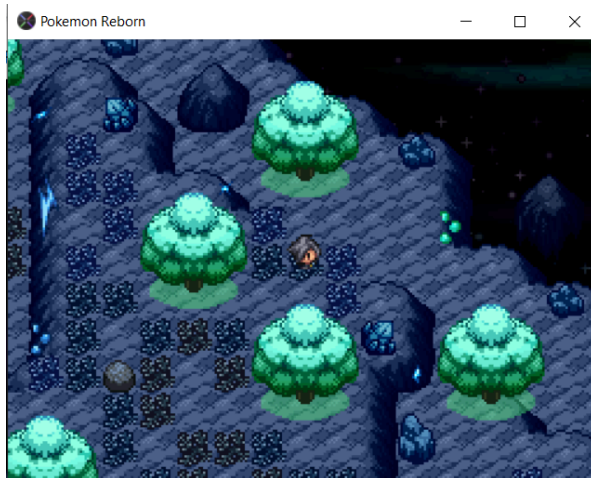


## Zeraora

1/

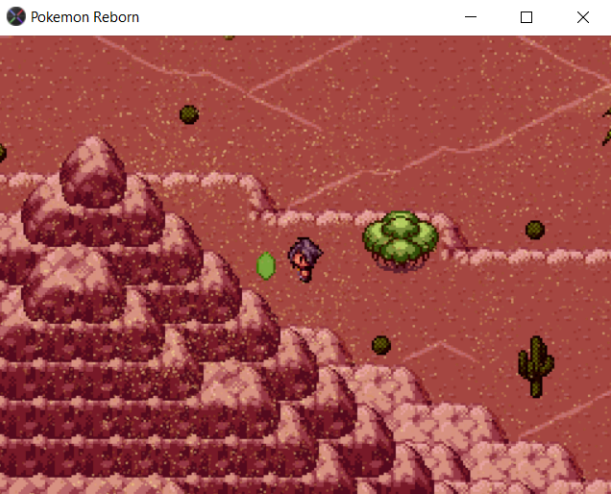


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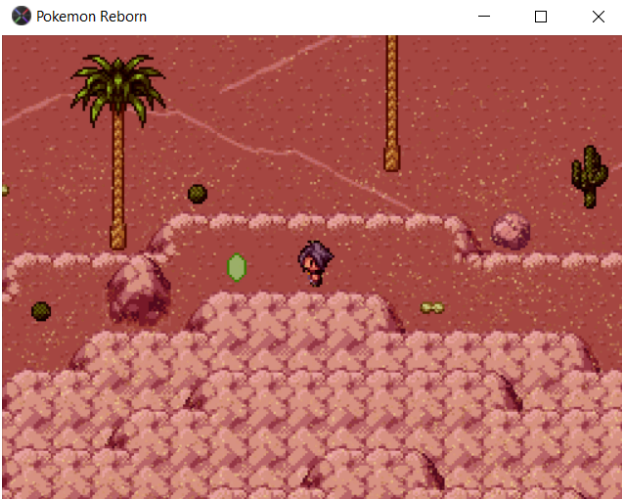


## Zygarde

1/



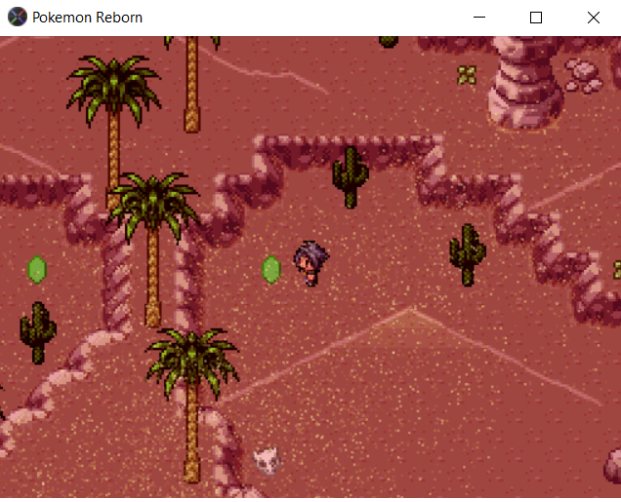
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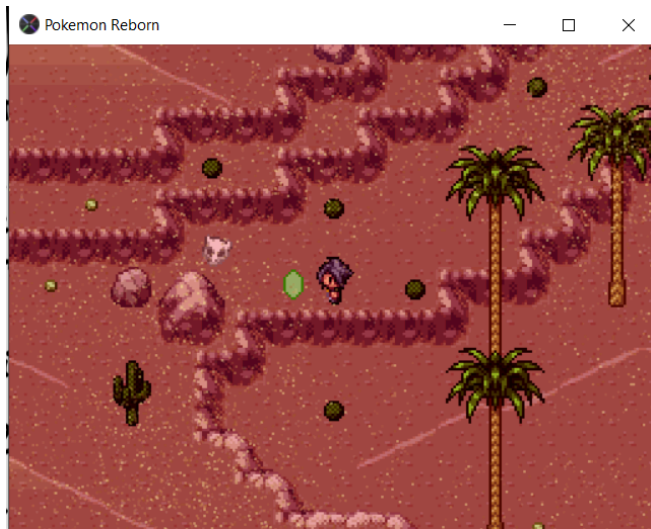
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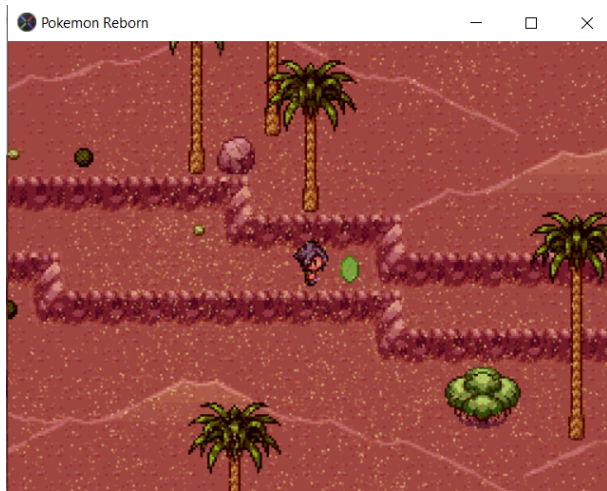
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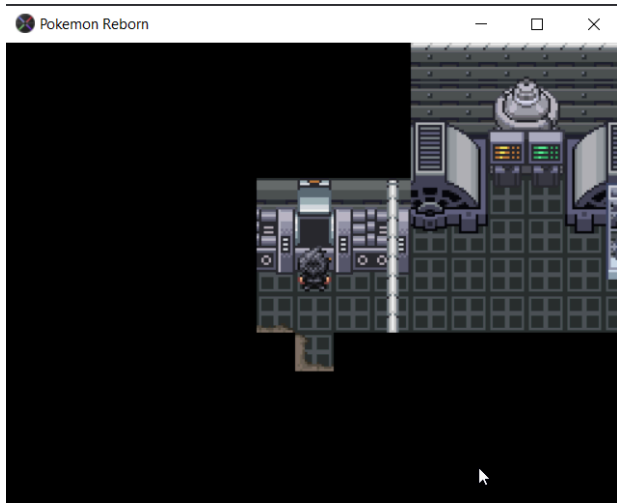
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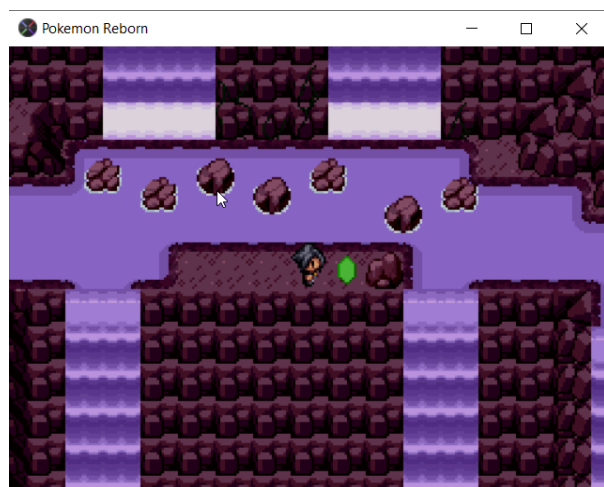
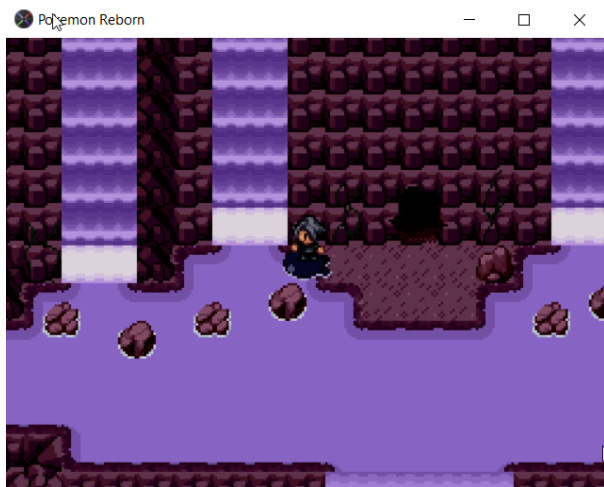


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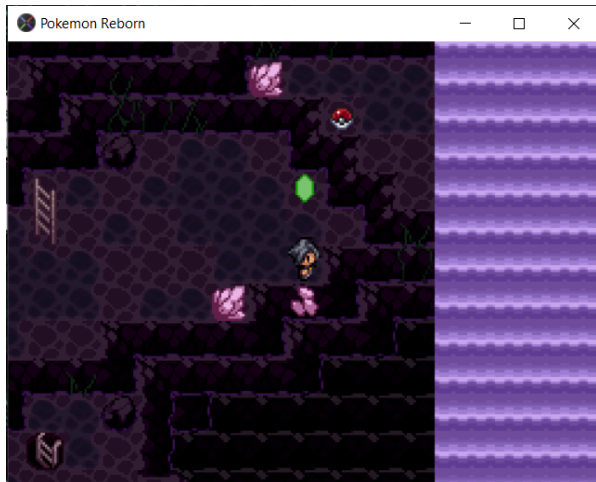


## Diancie

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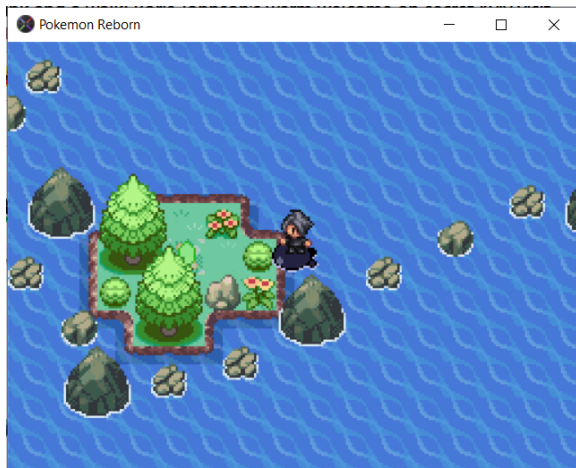
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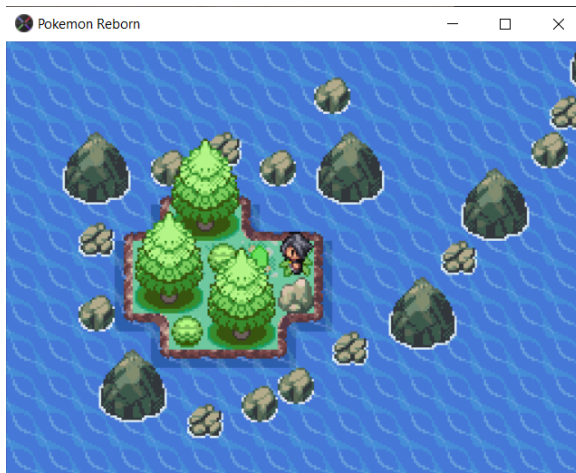


# Latias Latios

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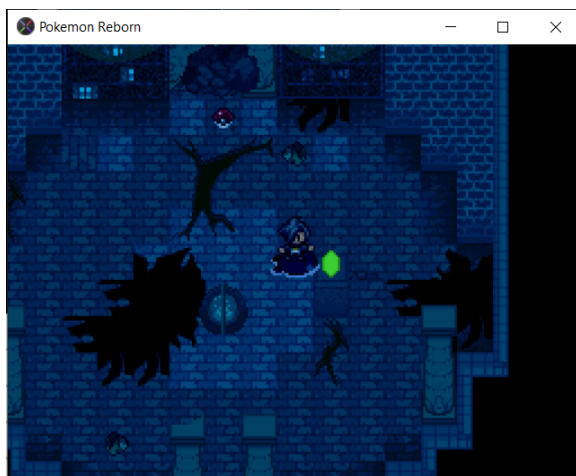


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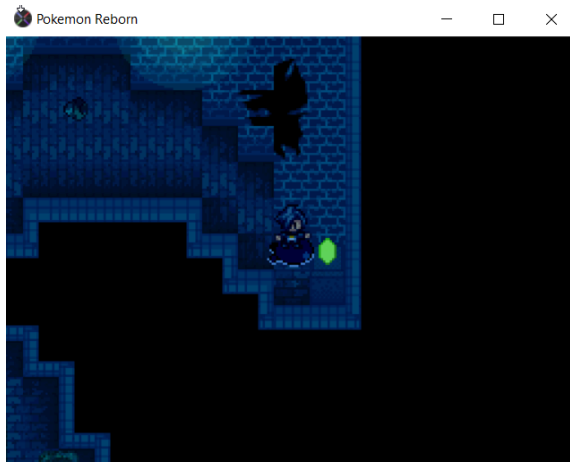
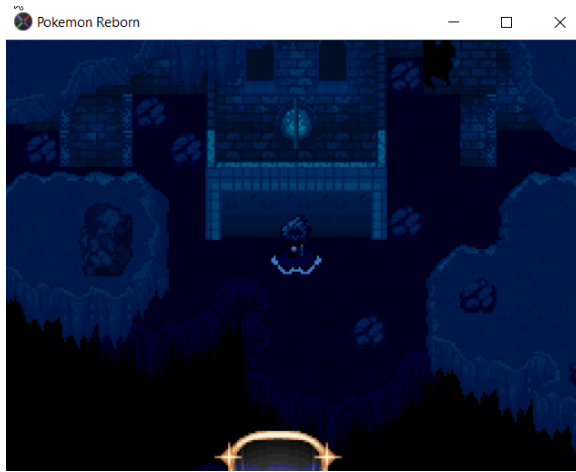


# Manaphy

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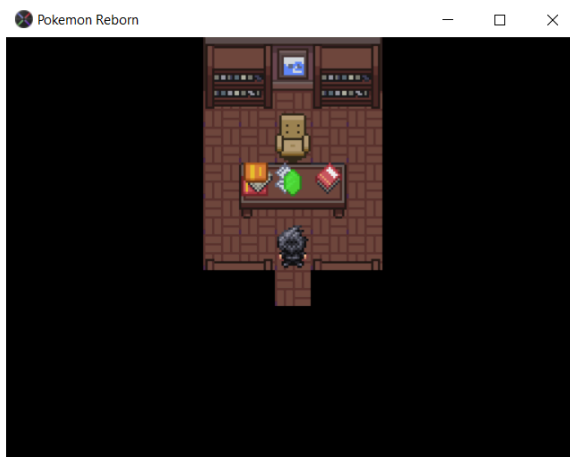


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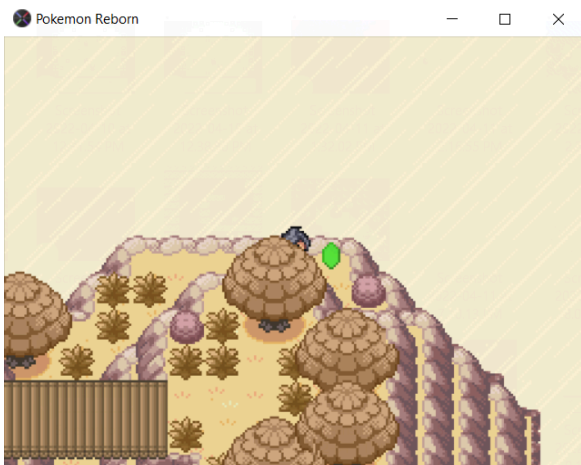
## Jirachi

1/ Go back to the stair on the right after the battle with Euphie. This cell is missable.



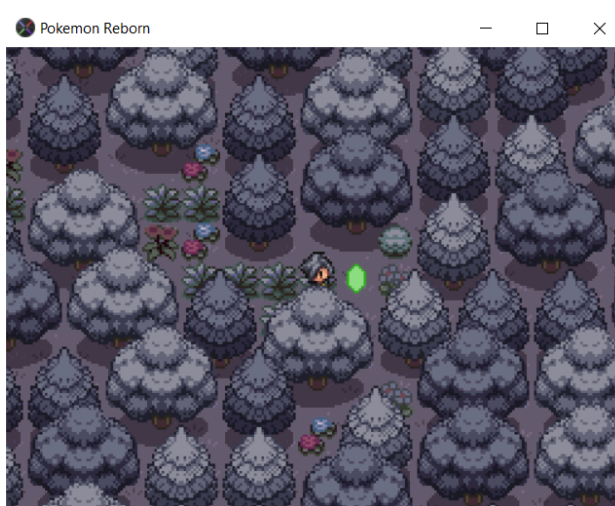
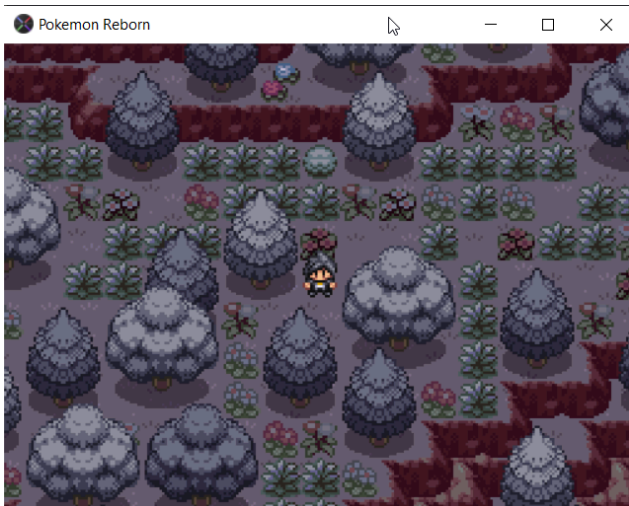
## Tapu Koko

1/



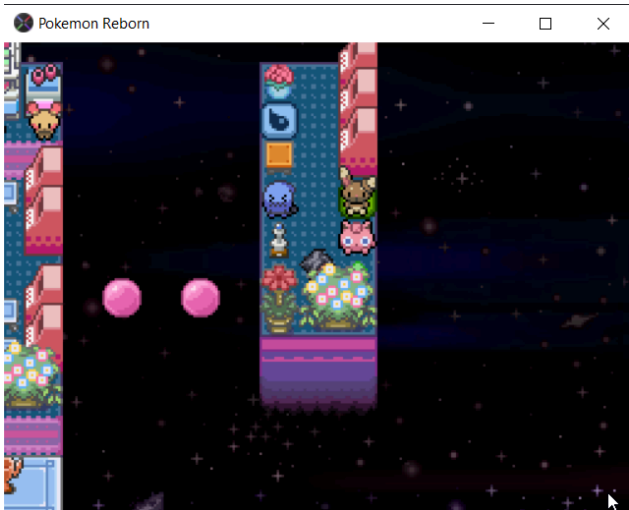
## Darkrai

1/ Near the exit in the north after Shiv has shown you the way, there's a path going down. This cell is missable.

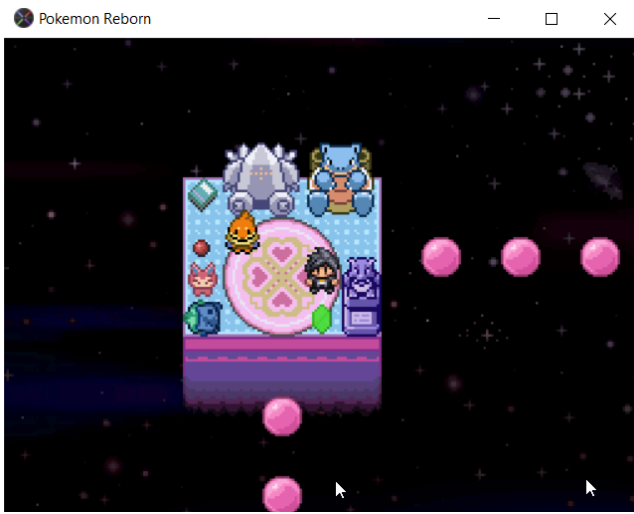


## Mew

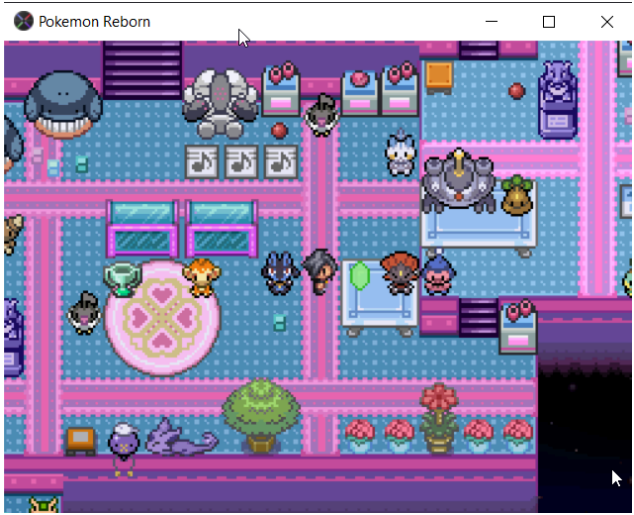
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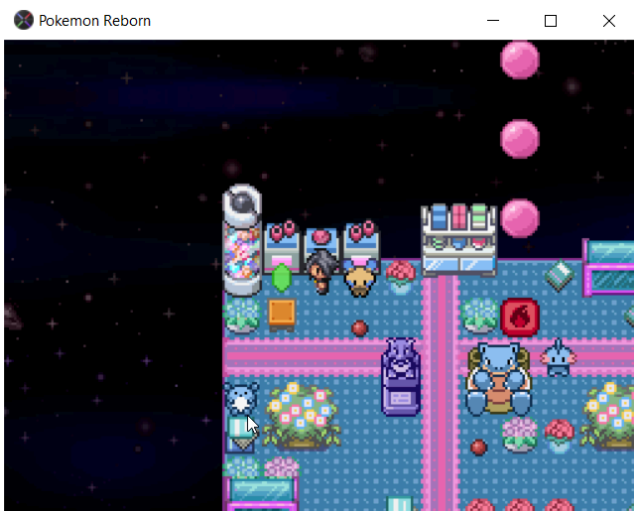
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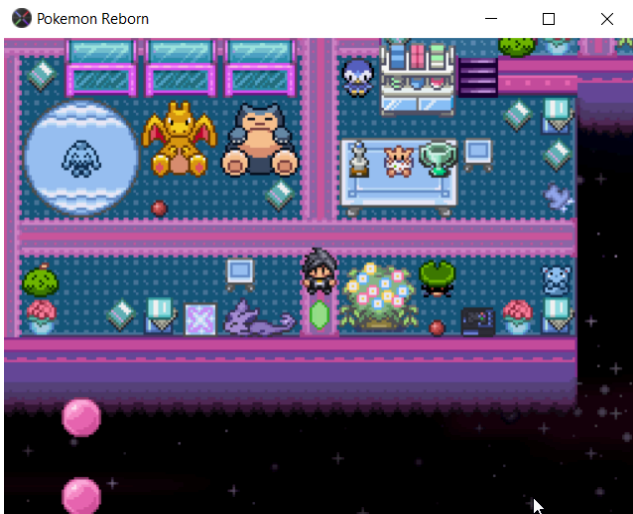
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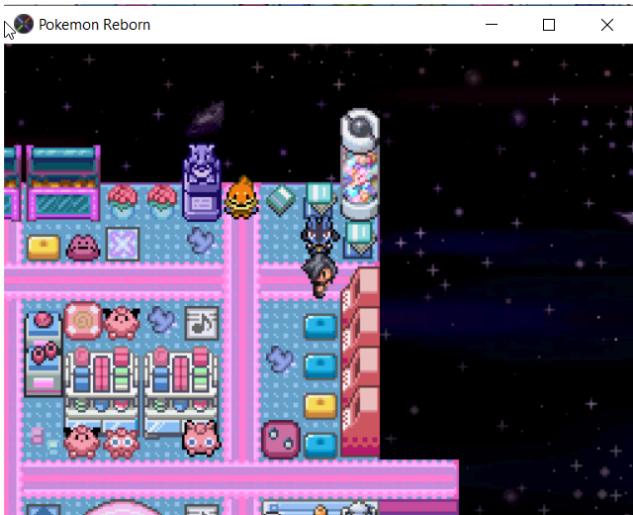
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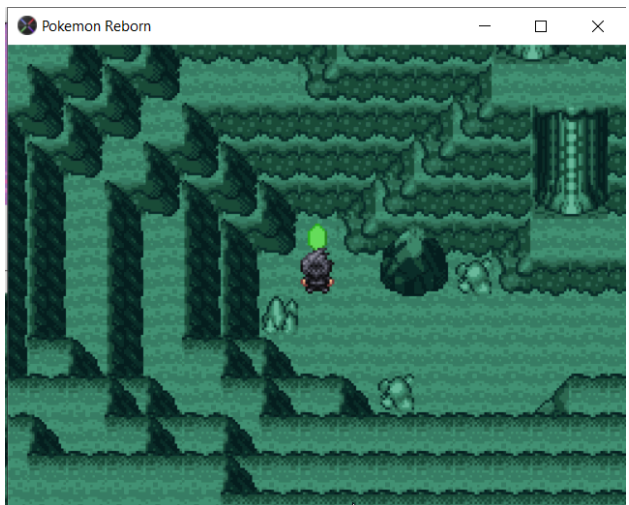
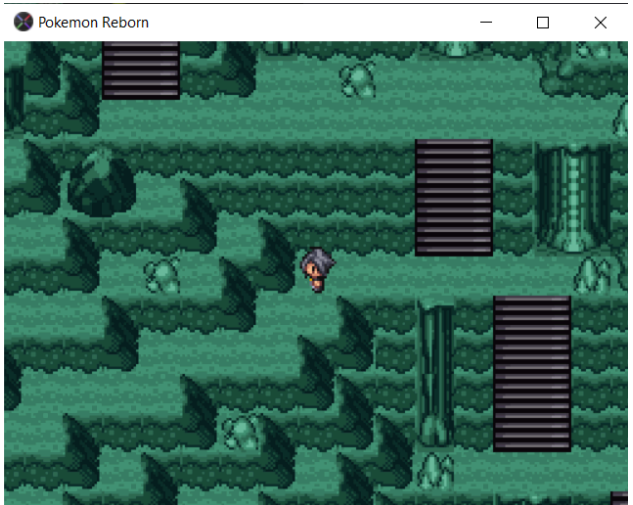
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6/

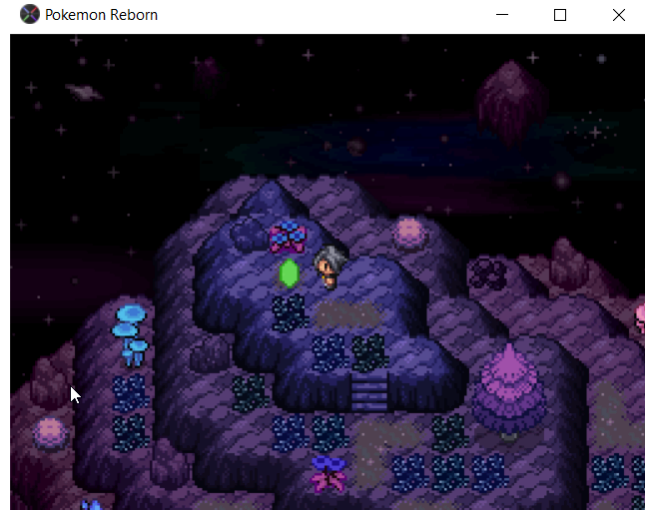
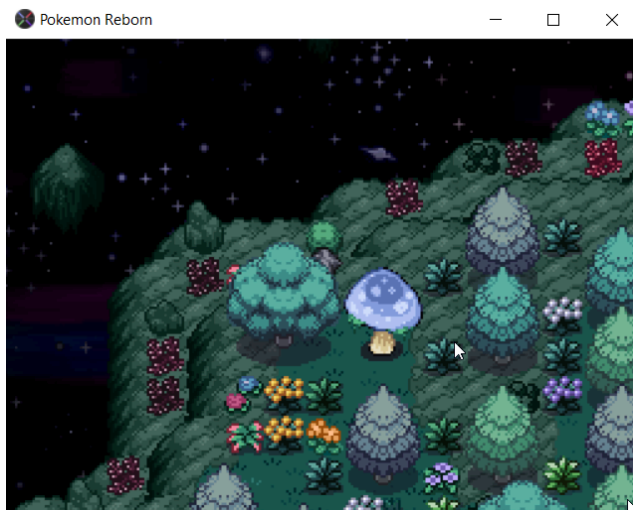


7/

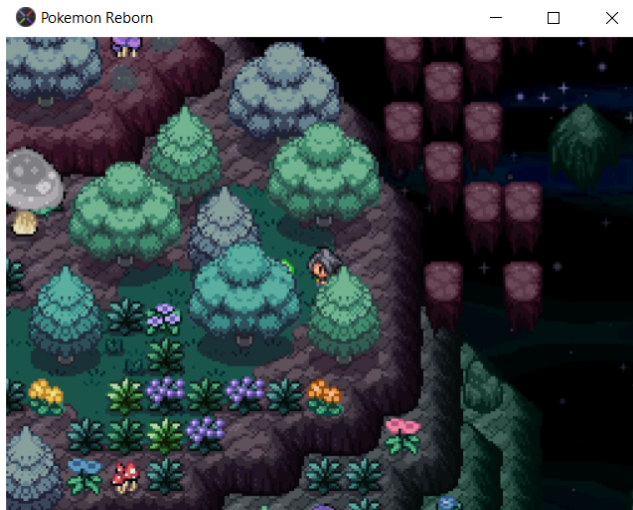


# Shaymin

1/

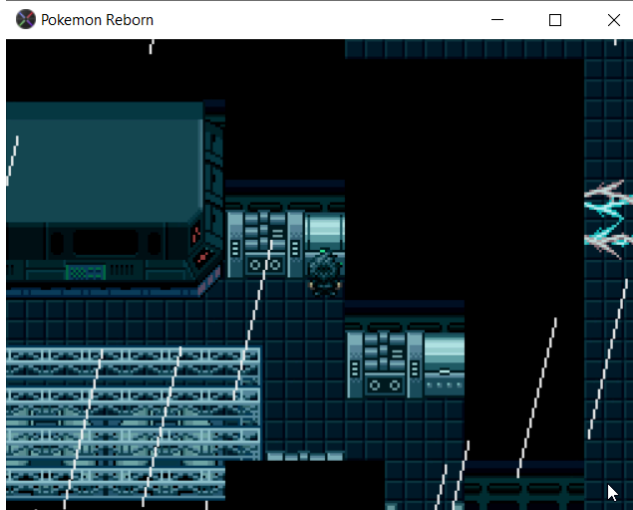


2/This cell only appears after the area is restored

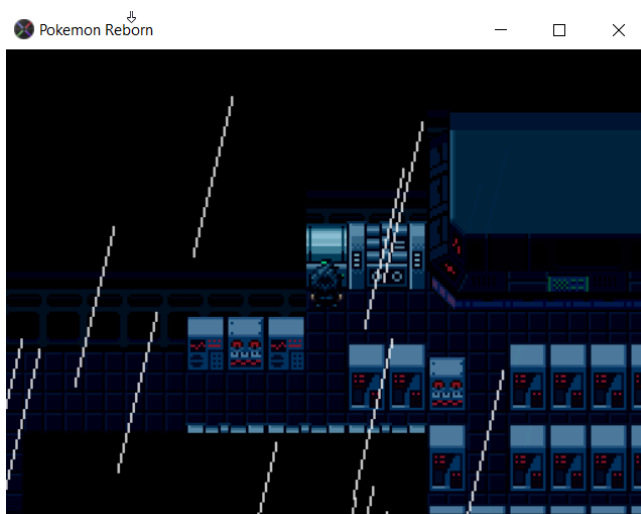


# Genesect

1/Shock Drive and Douse Drive required



2/Chill Drive and Douse Drive required, Burn Drive must be removed

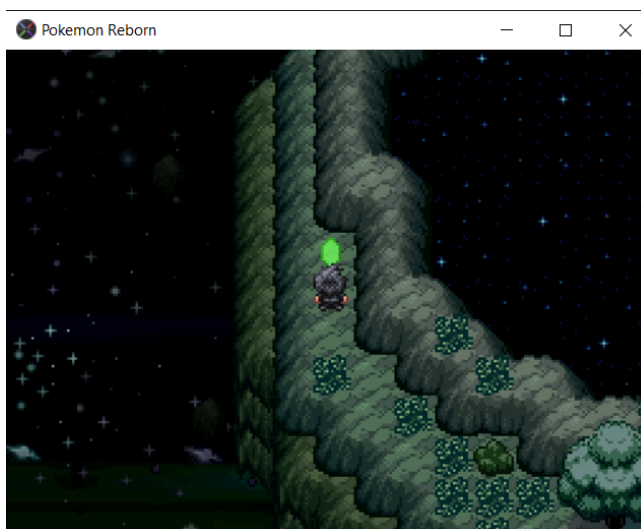


3/Burn Drive and Douse Drive required, Chill Drive must be removed



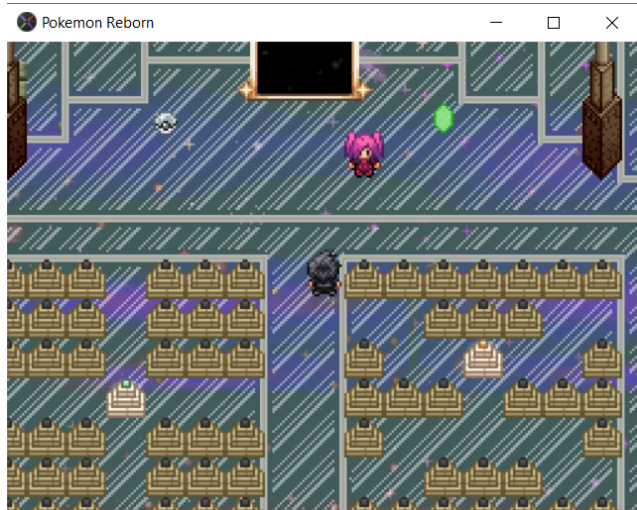
**Cosmog**

1/



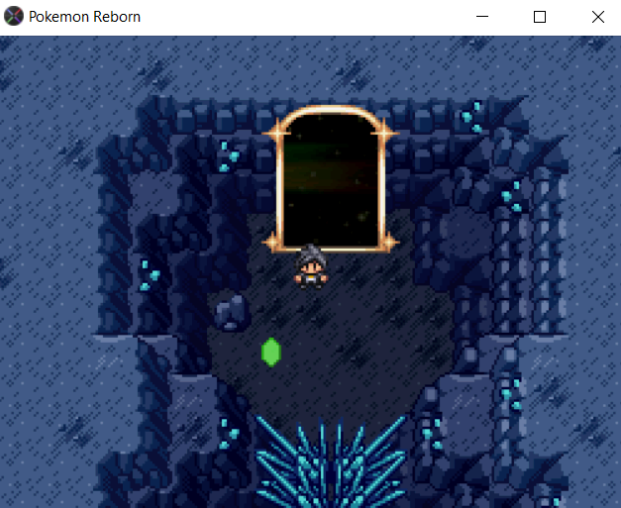
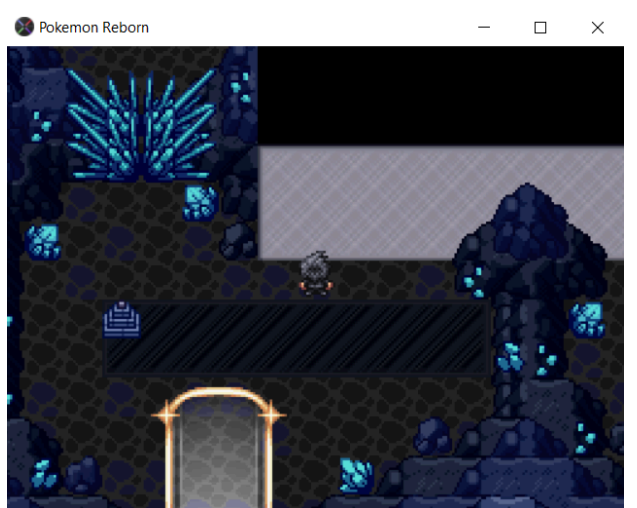
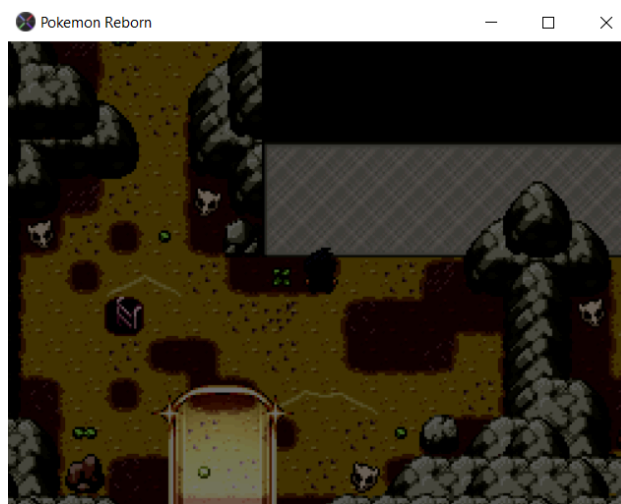
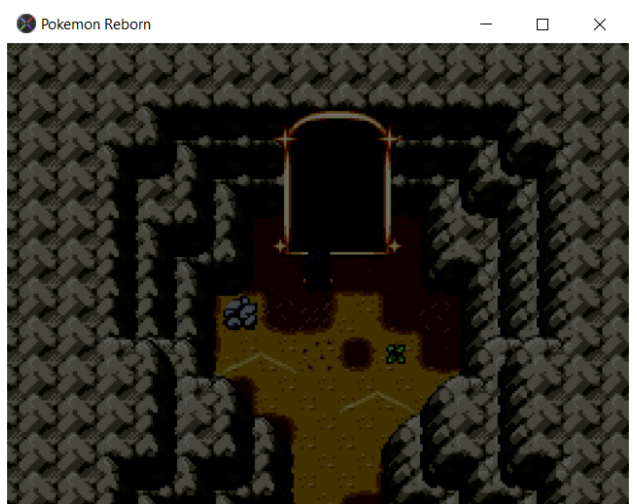
# Ho-Oh

1/



# Lugia

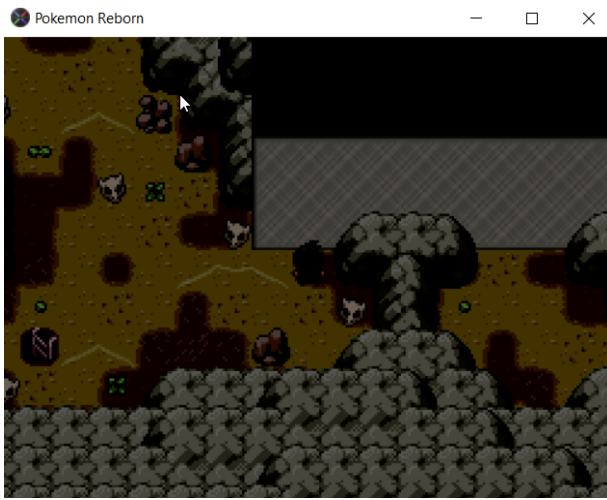
1/



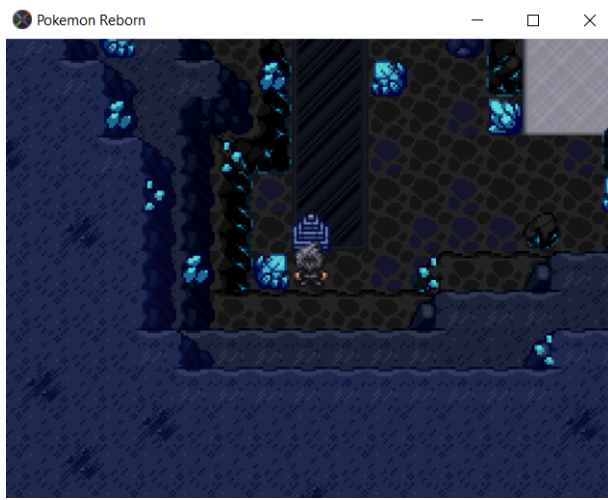


2/

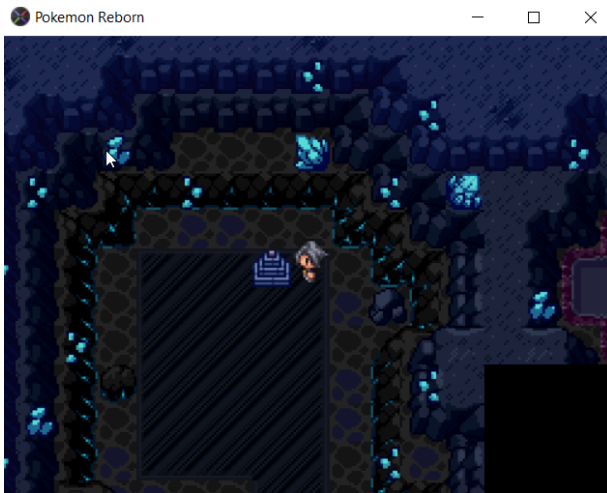
Switch to negative



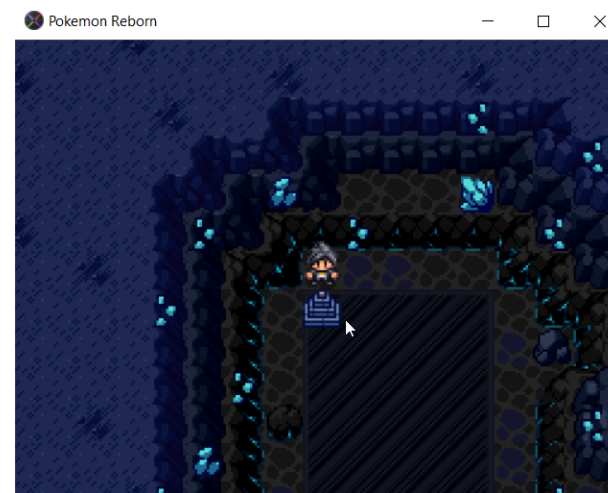
Push the block up.



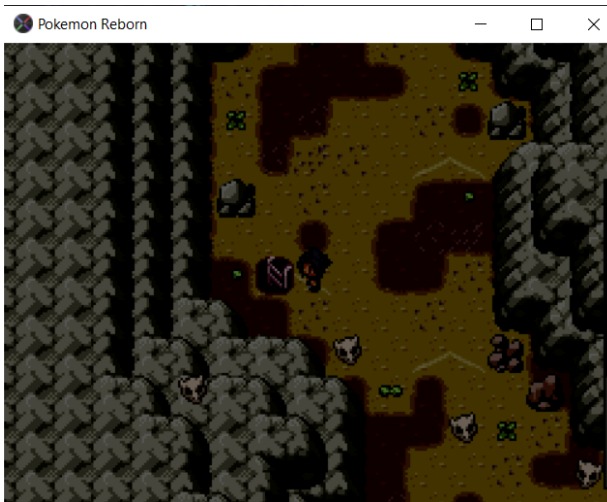
Push left



Push down

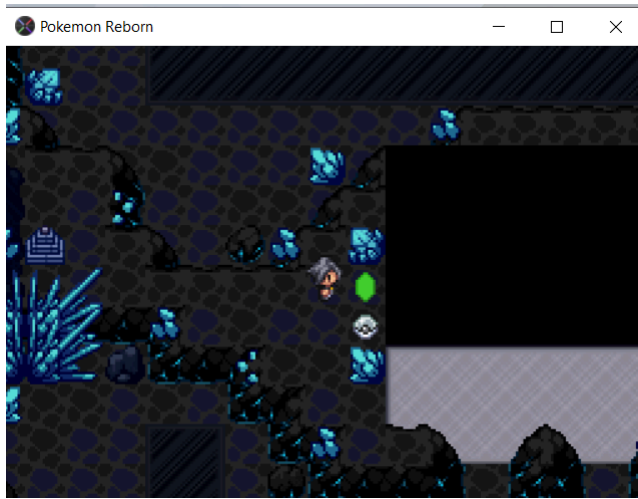


Switch to normal side and climb down

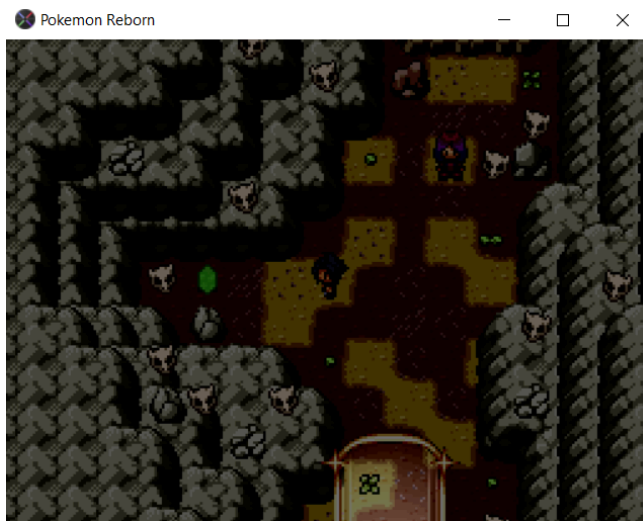


Switch to negative side





3/



## Xerneas Yveltal

The 10 cells in the Underroot are not shown because they are close together and very noticeable.

1/

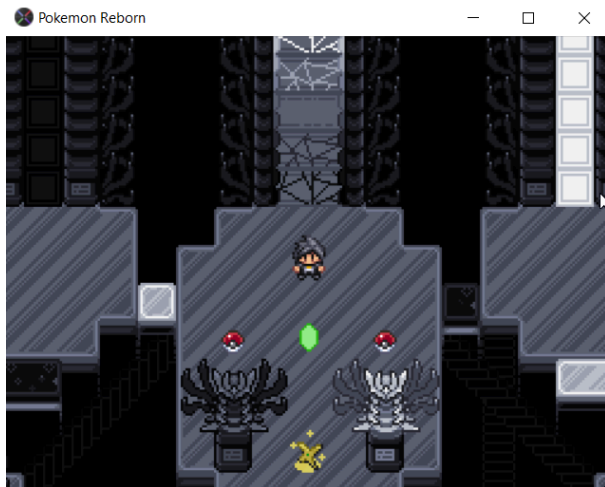


2/



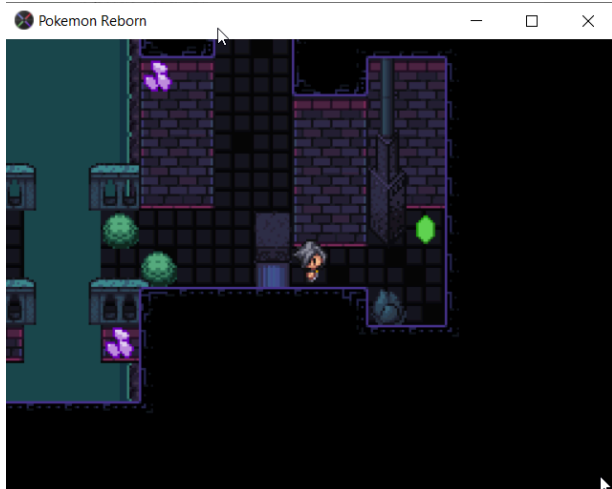
## Giratina

1/

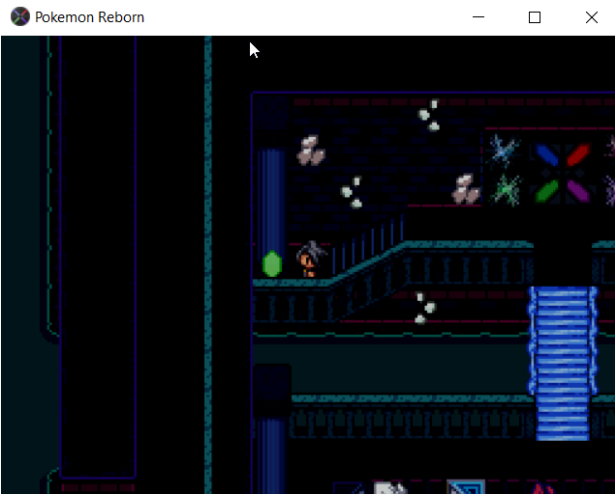


## Necrozma

1/Go toward the wall and the path will reveal itself

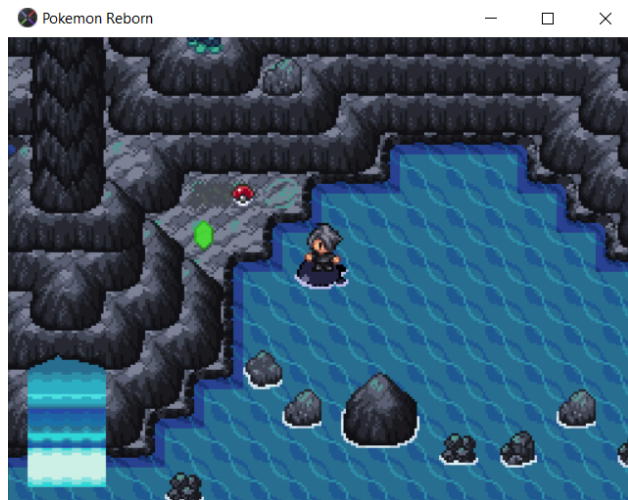
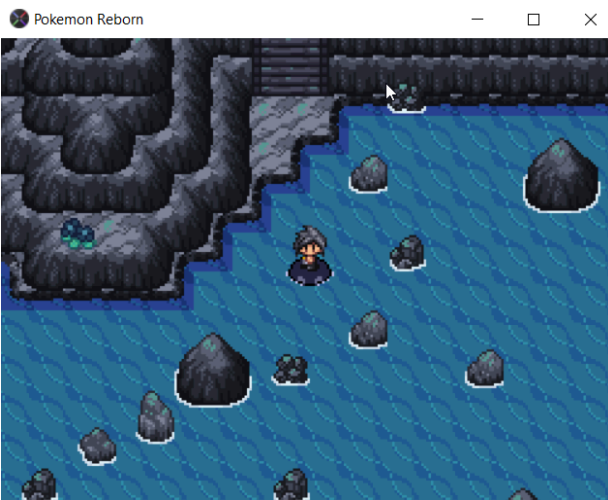
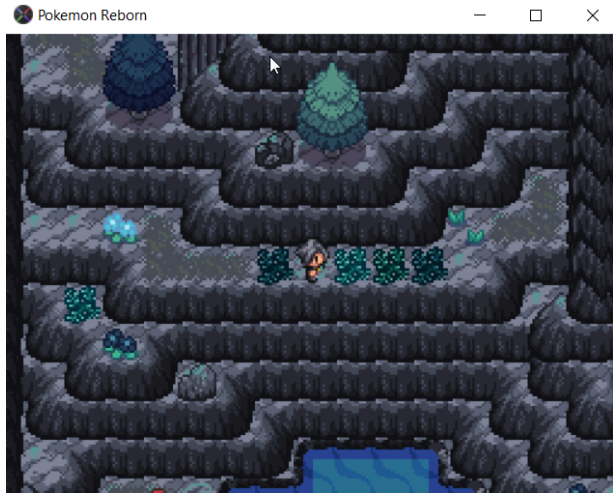
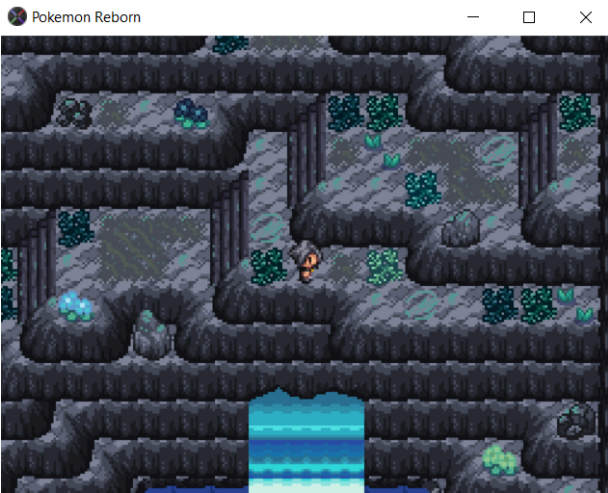


2/

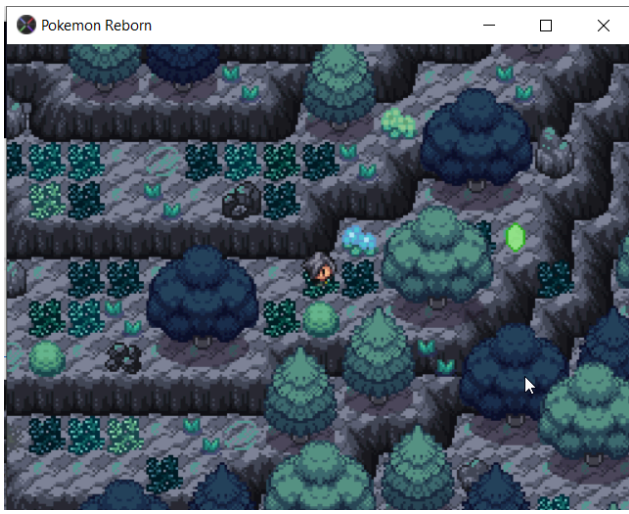


## Mewtwo

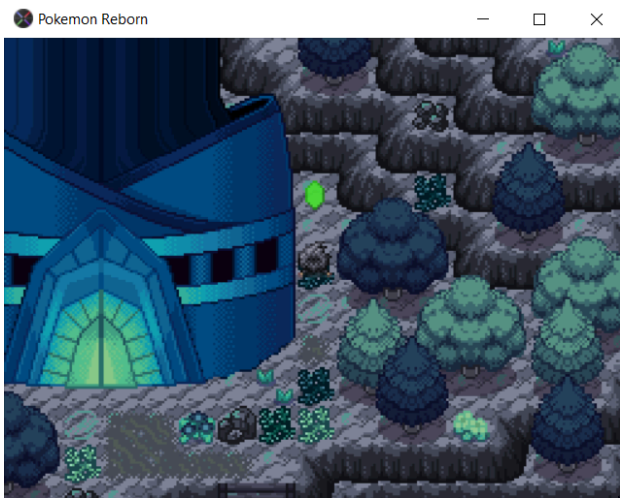
1/



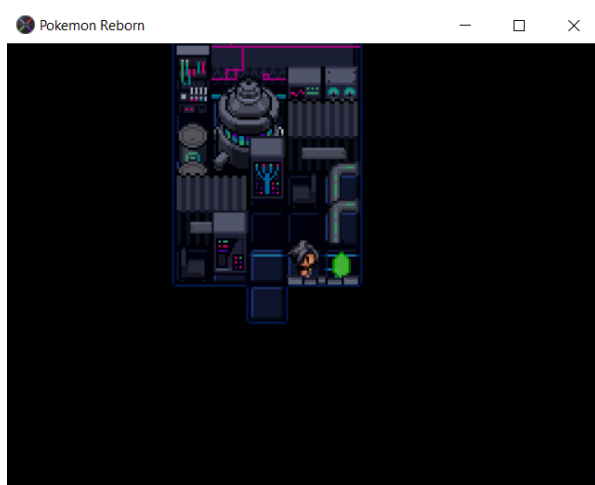
2/



3/



4/Go toward the wall and the path will reveal itself



5/Go past where Fern first appears and into the other tower

