

# Mewlax's Professor Oak Challenge Guide

## Pokemon Diamond and Pearl



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## 1. The Basics

### 1.1. What is a Professor Oak Challenge?

Professor Oak has always had a dream to fill the pokedex, but he's too old to do it! It's up to you as a new trainer to complete that pokedex as much as you can independently by catching, evolving and breeding as many pokemon as possible. Professor Oak also isn't getting any younger, so you need to complete that dex as a priority! Maybe you should put your gym challenge on hold for a while...

In 2018, Reddit user named Chamale posted updates of a unique challenge on Pokemon Crystal which at the time didn't have a name but was referred to as 'Oak Mode' or a 'Professor Oak Run/Challenge'. I was really intrigued by this style of gameplay and set out to play this on FireRed, writing a guide as I went

along. After the success of this run I tried it on different versions. I was also looking into how far you could "Catch 'Em All" by yourself and also between versions of each generation without transferring from older games.

The basic concept of the challenge follows these simple rules:

- You have to catch and evolve (or breed) as many pokemon as is possible in the game until you can't proceed any further until a gym badge is required e.g. needing Roark's badge to be able to use Rock Smash to advance. For example, you will need to fully evolve your starter amongst others before defeating Roark. For parts where gyms can be done in any order, always get the badge that unlocks the most pokemon (covered in this guide).
- You cannot trade with other versions. This means that trade evolutions are off the table, you'll get no version exclusives from the other version(s) and you're stuck with the decisions you make such as your starter. In-game trades are allowed as that NPC is in your version of the game.
- (Optional) – Call yourself 'Oak' or 'Prof. Oak' for fun.

## 1.2. Tips on this version

- **MUNCHLAX!!!** This is the pokemon that can potentially destroy your perfect run. Of all the honey trees in the game, only some will yield Munchlax and it's entirely dependent on your trainer ID. Start a new game and then check this website: <https://www.dragonflycave.com/sinnoh/honey-trees> If your guaranteed honey tree ISN'T Floaroma Meadow, Route 205 (north or south) or Valley Windworks then it will not be possible to catch Munchlax before your second badge. Additionally, Munchlax is a major pain in the ass to find. You need to wait 6 real time hours for the trees to spawn a pokemon and even if you have the right tree it's a 1% chance to find Munchlax. See the walkthrough below (Section 2.2) for a guide to honey trees.
  - **Grinding** – As expected, there is a lot of grinding in this challenge! For the first part of the game, grinding against wild pokemon is pretty much the only way to go. Once you've obtained 2 badges you'll have access to the Vs Seeker which is an invaluable tool. There are some excellent spots outlined in the guide itself to battle against the same trainers over and over. Obviously this all depends on the type of pokemon you are raising and what attacks it has.
  - **Learning new moves** shouldn't be taken for granted, particularly with pokemon that evolve at higher levels. During a normal game you might be quick to replace a weak move with a stronger one but getting rid of non-attacking moves is a better strategy here. On the first part of the challenge before Roark, you are battling low level pokemon and will run out of PP very quickly while that exp bar goes up very slowly. You need to maximize the amount of pokemon you can defeat, so having multiple attacking moves, regardless of how weak they are, will be beneficial. You have no need for moves like Growl or Sand Attack.
  - This challenge is a fun alternative to a regular play through and you may really appreciate having to train pokemon up yourself that you never trained before. On the other hand you may end up despising certain pokemon due to their inability to attack when you first get them or their generally poor stats/levelling up moves.
  - It's not really a rule, but my preferred method is that you train them yourself except when they can't battle themselves (i.e. Magikarp before it learns Tackle). This is all down to your own limitations that you set. I don't like using Rare Candy anymore as it defeats the purpose of the challenge and I don't like using any exp sharing items. But remember that this is YOUR challenge so feel free to add or remove restrictions as you see fit.
  - Please note that this is not a full guide to the game, I am only listing the pokemon you can catch at the earliest opportunities and any required items. I do not go into full detail on optimal exp gains or where to find the highest level for an individual pokemon etc. This playthrough and guide were done as a casual play rather than a speed run. Please consult other guides for a full walkthrough or more detailed information.
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## 2. The Guide

### Part 1 - Pre Badge #1 from Roark

#### Pokemon in this section:



#### Choices (pick one starter):



This first part will cover everything you can do from starting in Twinleaf Town up right up to Oreburgh City BEFORE you get that first badge from Roark. This WILL take a while so it will really test your patience...

#### **Twinleaf Town -**

After talking to your mother, head over to your rival's house and he will dash off to Route 201. Follow him out the north side of town and you'll quickly be given the chance to get your first pokemon. While all are completely viable for this first section, the only one you may have problems with at first is Chimchar. This is purely because there are so many rock types (and a fire type) that you'll be battling against in the wild. Obviously this will change in your favour when Monferno learns fighting type moves, so it will only be the early levels that may cause trouble.

- Turtwig-->Lv. 18-->Grotle-->Lv. 32-->Torterra
- OR
- Chimchar-->Lv. 14-->Monferno-->Lv. 36-->Infernape
- OR
- Piplup-->Lv. 16-->Prinplup-->Lv. 36-->Empoleon

When you're able to, head to Sandgem Town to the east. As you don't have any pokeballs yet, head that way ASAP and train your starter up a level or two.

#### **Sandgem Town -**

Pay Professor Rowan a visit and you'll be given a pokedex. Route 202 is your next stop (north from Sandgem) but feel free to explore. Go to the Pokemart and you'll be able to buy your first pokeballs. Revisit Route 201 where you'll find Bidoof and Starly.

- Bidoof-->Lv. 15-->Bibarel

- Starly-->Lv. 14-->Staravia-->Lv. 34-->Staraptor

### **Route 202 –**

Lucas/Dawn will be waiting for you and will show you the tutorial on catching pokemon. If you've caught the above three pokemon, obviously this is not necessary! You'll also be given five more pokeballs for free. On this route there is one pokemon to catch – Shinx. I would strongly recommend catching one with Intimidate (you'll know because it will lower your attack at the start of the battle). Its other ability is Rivalry which will lower your attack against pokemon of the opposite gender. This is an inconvenience that you don't really need. If it's night time you'll also find Kricketot but it can be caught on almost every other route too at night.

- Shinx-->Lv. 15-->Luxio-->Lv. 30-->Luxray
- Kricketot-->Lv. 10-->Kricketune

### **Jubilife City –**

Talk to the gentleman in the middle of the crossroads in town to start the Poketch mission. There are three clowns in town (all outside). Talk to them all to get the vouchers needed to get a Poketch for free from the same gentleman. Head out the west side of town and you'll find a fisherman in the gatehouse. He'll give you the Old Rod. Unfortunately these games return to only being able to catch Magikarp with this rod which you'll still need regardless. Continue out the gatehouse to Route 218 where you can fish for one.

- Magikarp-->Lv. 20-->Gyarados

### **Route 204 –**

Head north out of Jubilife City this time. In this small route you can catch Budew at all times of the day. During the night, Zubat will appear.

- Budew-->Happiness (day)-->Roselia
- Zubat-->Lv. 22-->Golbat-->Happiness-->Crobat

No Shiny Stones yet to evolve Roselia but don't worry, the opportunity will come after getting a badge.

### **Ravaged Path –**

Enter the cave at the northern end of the route. It's extremely cramped until you get Rock Smash but you can at least catch a Psyduck and a Geodude. If it's daytime and you couldn't catch Zubat on Route 204, it will be here at all times of the day.

- Psyduck-->Lv. 33-->Golduck
- Geodude-->Lv. 25-->Graveler

Geodude is our first trade evolution pokemon so it will never evolve...

### **Route 203 –**

Back to Jubilife City and leave through the final exit (east) to Route 203. One new pokemon awaits you – Abra. Throw a pokeball straight away. If it keeps breaking out, you may want to consider saving your game so you don't run out of pokeballs (there's still some more pokemon to catch!).

- Abra-->Lv. 16-->Kadabra

### **Oreburgh Gate –**

This is a small cave connecting Route 203 to Oreburgh City. Talk to the hiker at the entrance for HM06 Rock Smash. You'll need it later to progress.

### **Oreburgh City –**

Home of the first pokemon gym in the game. But we're not ready for that yet. The gym is currently closed, you'll find the gym leader, Roark, in the Oreburgh Mine. This can be found in the south east corner of town. Within the mine you can catch yourself an Onix. We can't do this trade evolution into Steelix but it CAN be caught in the wild later on.

- Onix

### Route 207 –

Through the north east exit of town is a big patch of grass. This is the only accessible part of Route 207 for now. At least there is a new pokemon to catch:

- Machop-->Lv. 28-->Machoke

The third of the original trade evolutions and another pokemon you won't be able to fully evolve. With all pokemon caught it's time to evolve them!

**Levelling up tips –** Another early game struggle. While Oreburgh Mine can be ideal, I found Onix too rare and Zubat too common for it to be particularly viable. My preferred training ground is Route 207 but only during the day time. At night and in the mornings, Zubat and Kricketot appear which both give pathetic exp. Machop and Geodude will be your only opponents during the daytime! Quite a few pokemon to train in this section and a fair few that evolve in their 30s. Aside from having a few pokemon with no attacking moves (Magikarp, Abra, Kricketot) it's a pretty straight forward grind.

### End of part 1:

Caught 29, Remaining 122

## Part 2 – Pre Badge #2 from Gardenia

### Pokemon in this section:



### Diamond Exclusive:



### Pearl Exclusive:



With the ability to use Rock Smash I ventured into the lower level of Oreburgh Gate to pick up some items but there were no new pokemon here. I proceeded to Ravaged Path so that I could reach Route 204 North which also has no new pokemon.

### Route 205/Valley Windworks –

Once you reach Floaroma Town there's not much to do at present other than picking up the Sprayduck can. You want to head east and go to the Valley Windworks. There are new pokemon here! You can catch:

- Shellos-->Lv. 30-->Gastrodon
- Buizel-->Lv. 26-->Floatzel
- Pachirisu
- (Friday only AFTER defeating Team Galactic inside the building) Drifloon-->Lv. 28-->Drifblim

Catch an additional Buizel for a trade later on. Battle the Team Galactic grunt outside the building and then head back to Floaroma Town and in the North West corner you can reach Floaroma Meadow and defeat two more grunts.

### Honey Trees –

You now have access to the honey trees! The man in Floaroma Meadow will sell you Honey at P100 or 10 for P1,000. There are three trees available immediately (and if you took my advice earlier, you have the right Munchlax trees). One is in Floaroma Meadow, the second outside Valley Windworks and the third is on Route 205. A fourth tree is available on route 205 on the north side after passing through Eterna Forest. These are the only four trees prior to Gardenia. The rest of the trees in the game will have no relevance on this run as you will have caught everything by the time you get your next badge. The new pokemon available are:

- Wurmple-->Lv. 7-->Silcoon-->Lv. 10-->Beautifly
- Wurmple-->Lv. 7-->Cascoon-->Lv. 10-->Dustox
- Aipom-->Level up with Double Hit-->Ambipom
- Burmy (female)-->Lv. 20-->Wormadam
- Burmy (male)-->Lv. 20-->Mothim
- Cherubi-->Lv. 25-->Cherrim
- Combee-->Lv. 21-->Vespiqueen
- Heracross
- Munchlax-->Happiness (anytime)-->Snorlax

This will be what slows down your progress on this run. Having to wait 6 real time hours before anything will appear can be annoying. Thankfully I found my Munchlax within 3 or 4 days. On top of low encounter rates for pokemon like Heracross (5%) and Munchlax (1%), you need to catch a male and female Burmy and a female Combee (12.5%). Catch at least two Wurmple to get both evolutions. If it doesn't evolve into the right cocoon at Lv. 7 then you may need to catch another one until it does evolve correctly! You can also catch Wurmple in Eterna Forest if you find it easier though you'll likely encounter a few in the trees while looking for Munchlax. Buying honey will eat through your savings. Having a Combee with Honey Gather can help you out but I find the rate of obtaining honey after a battle is pretty low. Levelling up Combee to increase those chances isn't fun as it's really weak and only knows three moves. An alternative method of getting money is to get pokemon with Pickup (Aipom, Pachirisu and MUNCHLAX lol) and level them up enough that they start collecting rarer items to sell. Having the Poketch app open that shows your team will help so you don't have to go into the party screen after every battle to check for items. You'll have to level up a Pickup pokemon anyway for some stones so now would be a good opportunity. Mining in the Underground and selling loot (revives, extra stones etc) is another good idea.

In terms of checking trees, you have two things to watch out for. One is that the trees might not shake. Still check them anyway for a possible encounter. If it says there is a sweet scent in the air, the honey failed and there are no pokemon to encounter. The second is that the mechanics are a bit finicky with just checking a tree and slapping honey on it again as this may trigger the same pokemon over and over. The best strategy is to check the trees in a cycle. I like to start with Floaroma Meadow, then Valley Windworks, then Route 205. Once they've all been checked, start the cycle again, putting honey on the tree at Floaroma Meadow, then Valley Windworks, then Route 205.

### **Eterna Forest –**

Go north from Route 205. When you enter Eterna Forest you'll be greeted by Cheryl. She will partner up with you and all encounters in the forest will be double battles. Additionally, she will heal your pokemon after every battle. This is a fantastic training opportunity and you should really take your time to take advantage of this. Every pokemon I had at the time was around 18-19 before I moved on. Once you reach the other exit of Eterna Forest, Cheryl will leave and you won't be able to partner up. Her Chansey also doesn't take any exp meaning that you get the full experience from both pokemon you defeat in battle. I was able to train a Burmy with only Protect thanks to this until it learned Tackle! You can catch some more pokemon here but bear in mind that you can only catch them if there's one wild pokemon remaining. At night you will find your first version exclusives!

- Buneary-->Happiness (anytime)-->Lopunny
- (D) Murkrow
- (P) Misdreavus

### **Route 205 and Eterna City –**

There's no new pokemon in this part of route 205 but the final honey tree of the section is here. There is a trade you can do in Eterna City - Your spare Buizel for a Chatot.

- Chatot

In the house next to the pokemon center you'll find the Underground Man who will give you the Explorer Kit. Head into the Underground and keep mining until you find a Skull or Armor Fossil (depends on your version) and since you're here, look for a Moon Stone as well. You will need it for this section. Head all the way back to Oreburgh (yes, it's a long walk) and get the fossil revived at Oreburgh Museum for:

- (D) Cranidos-->Lv. 30-->Rampardos
- (P) Sheldon-->Lv. 30-->Bastiodon

### **Route 211 –**

East of Eterna City you will hit Route 211. There are a few extra pokemon lurking here:

- Meditite-->Lv. 37-->Medicham
- Chingling-->Happiness (night time)-->Chimecho
- Ponyta-->Lv. 40-->Rapidash
- (Night) Hoothoot-->Lv. 20-->Noctowl

### **Mt Coronet –**

You are limited to a small room but that's enough to find the last wild pokemon of this section:

- Cleffa-->Happiness (any time)-->Clefaury-->Moon Stone-->Clefable

This is the last area for catching new pokemon so it's evolving time!

### **Stones –**

There are three pokemon you can evolve with stones. First is Clefable as already mentioned with a Moon Stone from the Underground (or 5% chance of Cleffa holding one). The rest will require you to level up a pokemon with Pickup (either Aipom/Ambipom or Pachirisu) to at least Lv. 31 for a chance to pick up a



Dusk Stone and then Lv. 41 for a Shiny Stone. Levelling up to Lv. 51 will give you the full range of extra stones introduced in gen 4 but you don't need to level up that high at present!

- Roselia-->Shiny Stone-->Roserade
- (D) Murkrow-->Dusk Stone-->Honchkrow
- (P) Misdreavus-->Dusk Stone-->Mismagius

#### Levelling Tips:

As mentioned, abuse the training with Cheryl as much as possible. I could have fully evolved everything prior to Eterna City but I really wanted that extra honey tree. There's FOUR pokemon that evolve via happiness, unfortunately we can't obtain the Soothe Bell until the next section! Ensure you keep as many of them in your team as you can so that their happiness increases from running around. Easier said than done since you also want a Pickup pokemon and preferably Honey Gather which fills your team of 6 already! After Cheryl has gone, I found that Route 211 and Mt Coronet were certainly the best places for exp. Alternatively, if your pokemon can't hurt Geodude, stick to Route 205 north just because the pokemon are simple to take down, are similar to those in Eterna Forest and have slightly higher levels. The odd Silcoon/Cascoon is greatly welcomed and the rare 1% Dustox/Beautifly gives great exp.

#### End of part 2:

Caught 72, Remaining 79

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## Part 3 - Pre Badge #3 and #4 from Maylene and Crasher Wake

#### Pokemon in this section:



#### Diamond Exclusive:



#### Pearl Exclusive:





Now this is where the challenge gets interesting as your pokedex completion explodes during this section! You'll be venturing through FOUR towns/cities before it's time for another badge.

As soon as that 2<sup>nd</sup> badge is in hand, Cut will now be usable and you can enter the building in the north end of town. Here you will face some Team Galactic members. This is a good chance to get some serious experience for your Pickup pokemon as you will want to jump from Lv41 to Lv51 by the end of this next section so you'll gain a few levels if you defeat every grunt. Once you have defeated the commander you will be thanked by the man who owns the bike shop. Clear a slot in your team and head to the bike shop to collect your reward.

### **Ghosts at the Old Chateau –**

Head into the Old Chateau situated in Eterna Forest. Throughout the building you'll encounter Gastly. There is another pokemon to catch here but not until post-game. You can also grab the Soothe Bell.

- Gastly-->Lv. 25-->Haunter

### **Route 206 –**

There's two parts to this route, the cycling road which is full of trainers and the lower road with wild pokemon. Head to the southern end of the road to be able to access it. At the northern end of the lower area, you can enter Wayward Cave. I would advise NOT to proceed any further into the cave yet. The reason being that there's another doubles partner deep in the cave who will leave once you exit the cave so it really is a one shot deal. Come back later when you have more pokemon to train.

- (D) Stunky-->Lv. 34-->Skuntank
- Bronzor-->Lv. 33-->Bronzong

### **Route 207 –**

Our old training grounds from before our first badge... We're not here for the pokemon though. There is a nice shortcut to Oreburgh via the cycling slope. Instead of heading south to Oreburgh, head east towards another Mt Coronet entrance where you will receive the Vs Seeker for trainer rematches. See levelling tips for ideal spots. Head into Mt Coronet and out the other side as there are no pokemon here you haven't caught yet.

### **Route 208 –**

There are also no new pokemon here, so crack on to Hearthome City.

### **Hearthome City –**

Home of the contest hall and a gym leader who's not in at present. Visit the contest hall to see what all the fuss is about and, once you've finished your business here, leave town via the eastern side of town. There's a hiker you can speak to here who has a Happiny egg for you to hatch. The Oval Stone required to evolve it can be found in the Underground or in Lost Tower (coming up). You can also catch a wild Chansey on the next route. You also have the Soothe Bell now to speed up the happiness evolution.

- Happiny-->Lv. Up holding Oval Stone-->Chansey-->Happiness (any time)-->Blissey

### **Route 209 –**

Leave through the eastern exit out of Hearthome City onto a new route. There is another version exclusive:

- (D) Mime Jr-->Level up knowing Mimic-->Mr Mime
- (P) Bonsly-->Level up knowing Mimic-->Sudowoodo

The Lost Tower contains no new pokemon but you can obtain HM04 from the top floor. Speak to the fisherman on the pier to get the Good Rod!

### **Good Fishing Tour –**

OK so there's not a huge selection of new pokemon to catch with the Good Rod. Goldeen, Barboach and Finneon are all you can catch at present. Below are the easiest locations to revisit to catch them:

- (Route 209) Goldeen-->Lv. 33-->Seaking
- (Mt Coronet) Barboach-->Lv. 30-->Whiscash
- (Route 205 south) Finneon-->Lv. 31-->Lumineon

#### **Solaceon Ruins –**

Before embarking on anything else in town, drop into the ruins accessed via the top right of Solaceon town. Within the ruins you'll find one pokemon – Unown.

- Unown

#### **Route 214 –**

There's a bit of a jump here. There's two routes between Solaceon and Veilstone, neither of which have any new pokemon. So skip through them all, battling the trainers for exp and then skip through Veilstone City and head South to Route 214. Girafarig can be found here.

- Girafarig

#### **Ruin Maniac's Cave –**

You'll find the maniac digging his way into Solaceon Ruins, but aside from wild Geodude you'll also encounter the rare Hippopotas:

- Hippopotas-->Lv. 34-->Hippowdon

#### **Route 213 –**

Pass through Valor Lakefront and the Grand Lake Hotel and you'll hit the beach. Go west and the patch of grass within this route will yield Wingull. Crack out that Good Rod for a chance to hook a Remoraid. Consider catching a second Remoraid which is required for an evolution later.

- Wingull-->Lv. 25-->Pelipper
- Remoraid-->Lv. 25-->Octillery

#### **Pastoria City –**

This is where your pokedex will get a massive boost thanks to the Great Marsh which is the Sinnoh equivalent of the Safari Zone. The problem that you'll have with catching everything here is that the rotation of some pokemon changes (Skorupi/Drapion, Croagunk/Toxicroak and Carnivine). For your first couple of visits I would suggest just exploring each area to see what's there and picking up any items. Once you have the majority of the pokemon, check the binoculars upstairs in the entrance building to see if that pokemon appears. You will need to try several times to get a good idea if it's there and also memorise the area that it appears in as it looks very similar! If the pokemon does not appear, come back again tomorrow and check the binoculars. Note that the Sea Incense to breed Azurill is not available until you can Surf so you will need to catch an Azurill here

- Wooper-->Lv. 20-->Quagsire
- Azurill
- Marill-->Lv. 18-->Azumarill
- Carnivine
- Skorupi-->Lv. 40-->Drapion
- Croagunk-->Lv. 37-->Toxicroak

#### **Trophy Garden –**

Go west from Pastoria and through Route 212. Enter the mansion on this route. Go into the trophy garden where you'll find a few new pokemon, namely Pichu and Pikachu. Now all you need is a Thunderstone which you will have to get from the Sinnoh Underground.

- Pichu-->Happiness (any time)-->Pikachu-->Thunder Stone-->Raichu

And with that done, you can carry on to Hearthome City and you've cleared all the areas in this section.

### Levelling Tips –

Teaming up with Mira is great due to the healing after every battle. You can only team up with her once, since she'll leave once you exit the cave, so consider bringing a full team of Pokémon that you want to level up since it's a one time deal. With the Vs Seeker in mind, there are three trainers that I found useful to rematch over and over. The Breeder with a Happiny on Route 210 is a godsend for weaker pokemon. Happiny knows Sweet Kiss, Charm, Copycat and Refresh. So it's only actual attacking move is potentially Copycat. Route 214 was probably my favourite route for rematches. There's two Collector trainers with fantastic teams for gaining exp although admittedly not as good as in Platinum. On the northern side of the route running between two fences is a Collector with a team of three Ponyta. The second Collector is at the very southern tip of the route. He has three Roselia. Aside from the rematches, the café at Lake Valor Hotel is a great source of exp with all the double battles that are available every day. Don't forget that you can defeat the trainers in the gyms and there are a fair few of them!

### End of part 3:

(Diamond) Caught 110, Remaining 41

(Pearl) Caught 108, Remaining 43

Pearl players will fall behind slightly due to the version exclusive counterpart to Stunky not being available yet. Like with the original Red/Blue games, it's possible to get two thirds of the regional pokedex with only two badges!

## Part 4 - Pre Badge #5 from Fantina

There's two gyms to pick from and both need to be defeated to advance the plot, so grab two badges in a row. Do Maylene's first from Veilstone City. Afterwards you'll need to help Lucas/Dawn get their pokedex back. Then get Crasher Wake's badge from Pastoria City. A Galactic Grunt will appear outside the Great Marsh who you can start chasing down to obtain the SecretPotion from Cynthia. Head all the way up to Celestic Town to continue the plot and return to battle Fantina. That's right, three gym leaders in a row without any pokemon.

### End of part 4:

(Diamond) Caught 110, Remaining 41

(Pearl) Caught 108, Remaining 43

## Part 5 - Pre Badge #6 from Byron

### Pokemon in this section:



### Pearl Exclusive:



OK, now you can start to get some new pokemon! You can now use Surf which means there's a few new areas you can reach.

### Route 218 –

West of Jubilife City you can finally venture further than the pier. Surfing on the water you'll encounter a Tentacool. If you're playing Pearl, you can finally catch up with Diamond by catching and evolving a Glameow.

- Tentacool-->Lv. 30-->Tentacruel
- (P) Glameow-->Lv. 38-->Purugly

### Canalave City and Iron Island –

If you've caught everything so far, now is the time to do this section with another temporary double battle partner (i.e. free healing). In the south western part of Canalave City you'll find a sailor next to a boat who will take you to Iron Island. You'll also pick up Strength HM on the way in. If you venture far enough into the cave you'll meet Riley who will team up with you and his Lucario. On this floor you have the rare opportunity to catch a wild trade evolution pokemon – Steelix! Run around the small section before you meet Riley for the chance to catch it solo. Completing this area of the cave and meeting Team Galactic will end your quest here. Riley will give you an egg, make sure you have a spare slot in your team. The egg will contain a Riolu which cannot be found in the wild. Another happiness evolution, I'm sure you know the drill by now.

- Steelix
- Riolu-->Happiness (day time)-->Lucario

### Levelling Tips –

There isn't really much to say about this section of the game, You have few pokemon that actually need to level up properly and you have plenty of new trainers to battle, particularly along the sea routes to Route 221.

### End of part 5:

Caught 115, Remaining 36

## Part 6 - Pre Badge #7 from Candice

### Pokemon in this section:



Once you've cleared the gym you'll officially start the main Galactic part of the plot. Go to Canalave Library to meet Prof Rowan and you'll soon be sent on a mission to check out the lakes of Sinnoh. Let's do a detour first.

### Wayward Cave –

Instead of going through the normal entrance, there's a hidden one hiding underneath the cycling road. With Strength you can enter the cave to find the dragon type, Gible, found in the basement levels.

- Gible-->Lv. 24-->Gabite-->Lv. 48-->Garchomp

Getting a Garchomp will take a while! Reaching the end of this stretch of the cave will reward you with the Earthquake TM. Teaching this to Gible is a great idea as its best Ground type move from levelling up is Dig. Garchomp will also be ready for the Elite Four later ;)

Back to the Team Galactic plot, you'll first be tasked with Lake Valor which is south of Veilstone City. Beat the Galactic Commander there to move on to Lake Verity, right next to your hometown. Defeat the Commander.

### **Mt Coronet -**

The last lake is Lake Acuity in the very northern reaches of Sinnoh. To get there, Fly to Celestic Town and enter Mt Coronet from that side. Using Strength you'll access new floors of the mountain. You will eventually pass a huge lake within the cave. This is the famous fishing spot for Feebas! Out of all the water tiles, only four of these will give a 50% chance of hooking a Feebas (with any rod). This changes daily and there's a lot of ground...er, water...to cover. I would suggest going left to right on the top row of water and zig zag your way across and then down to cover every tile. I would also recommend fishing at least twice in each space, that way unless you have seriously bad luck, you should find one by the time you've checked every tile.

- Feebas-->Level up with Beauty stat at least 170-->Milotic

Then you have the mission of evolving it. Once you've found a Feebas spot, CATCH A FEMALE. This will help immensely. Wait until you've reached Snowpoint City before back tracking. You need a Feebas with either a Modest, Mild, Rash or Quiet nature, hence why you need a female so you can breed it to get the desired nature. You also need a good supply of berries that give Beauty to their poffins (Chesto, Oran, Pamtre, Wiki, Charti). You also have the difficulty that you are doing this solo so you are producing very basic poffins which requires you to have some fairly good berries to hand and you need to be good at the poffin mini game otherwise you will make weak poffins and your Feebas will have eaten all it can without reaching the required level of Beauty. I resorted to using a few Chesto berries to finish the job but mostly used Wiki berries. Contrary to popular belief, Feebas does not need maximum beauty so don't panic. I'd recommend saving the game before you start making your poffins in case you mess up. Once you've fed it all the dry poffins you can, level it up and, fingers crossed, you'll get the evolution to trigger.

### **Route 216/217 –**

Emerging from Mt Coronet you'll now be on this snowy set of routes. You'll be able to grab a Snover and a Sneasel:

- Sneasel
- Snover-->Lv. 40-->Abomasnow

We can't evolve Sneasel in this section as we can't access a Razor Claw. When you are in the part with the serious blizzards, look around for the Rock Climb HM.

### **Snowpoint City –**

Skip Acuity Lakefront, there's the same pokemon in the grass and we can't reach the lake yet. Head into town and you'll be able to Fly back here if you want to start the Feebas evolution process now. While you're in town, you may be tempted to trade a Medicham for a Haunter. Don't do it, this guy is the ultimate troll and will give you a Haunter with an Everstone attached meaning that it won't evolve!

That's as far as you can go in this fairly short sequence as you will need the badge from Snowpoint to use Rock Climb and access Lake Acuity.

### **Levelling Tips –**

Snover will be the main challenge due to its high evolution level. There are lots of trainers around routes 216 and 217 if you've avoided them. Otherwise, practice on the trainers in the gym. Failing that, go back to previous training spots. You can access almost anywhere in Sinnoh so you have a plethora of trainers

to rematch. Routes 219 to 221 may still be completely untouched if you didn't go there as there were no new pokemon.

#### **End of part 6:**

Caught 123, Remaining 28

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## **Part 7 - Pre Badge #8 from Volkner**

### **Pokemon in this section:**



### **Diamond Exclusive:**



### **Pearl Exclusive:**



Now you can use Rock Climb! Only one more badge and one more HM move stops you from exploring everywhere before the Elite Four. Head back to Acuity Lakefront and climb up the rocks to finally start the finale of the Galactic quest. You will need to go to Veilstone City and defeat Team Galactic at the Veilstone Galactic Building. Carry on and release the Lake trio. Cyrus will now head up Mt Coronet.

#### **Mt Coronet –**

Head into the section between Oreburgh and Hearthome where you'll find a wall you can scale with Rock Climb so you can start your ascent up the mountain. There are no new pokemon until you reach the top where you'll encounter Cyrus again and trigger the arrival of the box legendary, either Dialga or Palkia. Prepare for a legendary capture!

- (D) Dialga
- (P) Palkia

You can throw your Master Ball straight away but I'd personally save it for the roaming legendary that will be flying around during this section of the challenge or for a powerful post game legendary. Otherwise, bring plenty of Ultra Balls (or Dusk Balls if it's night), I personally like to alternate between Ultra/Dusk and Timer balls as the battle draws on. Try to inflict Paralysis or Sleep if you can, otherwise it will take a while to catch it!

#### **Sunysshore City –**

Head East from the Valor Lake Hotel (south of Veilstone) and you can FINALLY head towards the final gym in Sunysshore City. Route 222 has no new pokemon so just carry on to Sunysshore. Head north out of the city and Surf around these waters to find a Mantyke. Catch yourself another Remoraid if you didn't earlier, keep it in your party and level up Mantyke to evolve it.

- Mantyke-->Lv up with Remoraid in party-->Mantine

#### **The Lake Trio –**

Before you go marching into that final gym, there's three more pokemon to catch: Azelf, Mesprit and Uxie. Return to each of the three lakes and enter the caves at the center of them to find all three legendaries. Azelf and Uxie are fairly straight forward in that you simply battle them and you should follow the same strategy as with Dialga/Palkia. Mesprit is unique in that it actually flees when you interact with it and roams Sinnoh, changing its location all the time. If you don't have it yet, go to the Poketch Company in Jubilife City and speak to the President to get some free apps, one of which is the Map Marker which will show Mesprit's position and you don't need to open the pokedex over and over like with some of the older games. Mesprit will flee on the first turn of every encounter. If you are slower than it, it will flee before you can attack (it's also Lv50). Consider using priority attacks (Quick Attack etc) to chip away at its health. Also bear in mind that any status effect will STAY after it runs away. If you poison it by accident, since it flees every turn, the poison doesn't take effect. When you have its HP as low as you feel comfortable with (save between encounters to be safe), start trying to catch it. The traditional method is to use Mean Look to prevent it from fleeing, then treating it as a normal battle. I personally try to use Quick Balls as it disregards any previous encounters and treats it as the first turn.

Low HP + Status Effect + First Turn = (kind of) good chances of capture! Less than 10% but certainly doable with Quick Balls. Alternatively you can use your Master Ball if you still have it.

- Azelf
- Mesprit
- Uxie

You need to be able to use Waterfall to carry on exploring so it's final gym time!

### **Levelling Tips –**

You're mad if you need levelling tips for this part! The only pokemon that evolve in this section will do so in ONE level if you've met the requirements.

### **End of part 7:**

Caught 129, Remaining 22

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## **Part 8 - Pre Elite Four**

### **Pokemon in this section:**



### **Victory Road -**

This last badge lets you use Waterfall which lets you find...ONE new pokemon! Head back to the beach north of Sunyshore where you'll meet Jasmine from Johto who will give you the Waterfall HM. On your way through Victory Road, look out for items, specifically a Razor Claw. Attach this to your Sneasel and level it up at night to get Weavile. With that simple task done, go and beat the Elite Four!

- Sneasel-->Level up at night holding Razor Claw-->Weavile

### **End of part 8:**

Caught 130, Remaining 21

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## Part 9 - Post Game

**Pokemon in this section:**





### Diamond Exclusive:



### Pearl Exclusive:



The main story challenge has technically ended but feel free to work on that pokedex as much as you can by yourself! Go and see Professor Rowan and, if you've seen all 150 pokemon in Sinnoh (the remaining

31 would be from battling trainers. Check Serebii if you're missing any for the trainer locations and also visit Celestic Town where Cynthia's grandmother will show you a picture of the other box legendary), you'll get the National Dex and the Pokeradar. There is an island in the north eastern reaches of Sinnoh which you can visit, but before you do that, here's a few side quests in the Sinnoh mainland. For any stone evolutions, these can be found in the Sinnoh Underground with much higher spawn rates!

### **Ghost at the Haunted Chateau –**

Visit the Old Chateau at night and head to the room upstairs which has the TV. Save your game and encounter Rotom! It plays the music for legendary pokemon but it isn't one ;)

- Rotom

### **Hearthome City –**

Enter the house to the right of the pokemon center and talk to Bebe who will give you an Eevee. Getting a female would be beneficial but you can obtain a Ditto with the Pokeradar.

- Eevee-->Fire Stone-->Flareon
- Eevee-->Water Stone-->Vaporeon
- Eevee-->Thunder Stone-->Jolteon
- Eevee-->Happiness (daytime)-->Espeon
- Eevee-->Happiness (night time)-->Umbreon
- Eevee-->Lv up in Eterna Forest-->Leafeon
- Eevee-->Lv up on Route 217-->Glaceon

### **Another Roaming Pokemon –**

Go to Canalave City and enter the house next to the boat that takes you to Iron Island. Speak to the boy and his mother, then speak to the sailor who will take you to a new island where you can interact with Cresselia who will flee and start roaming too. Cresselia can be found on the Map Marker app like with the Lake Trio.

- Cresselia

### **The Antimatter Legendary –**

Go to Sendoff Spring which is north east from Valor Lakefront Hotel. When you enter Turnback Cave you'll need to find Giratina amongst the maze. You can either do this randomly and hope for good luck or check out a guide on how to solve it quickly. Once you find Giratina, save your game and prepare to catch it at a whopping Lv70. Either use your Master Ball if you still have it or bring your strongest 'mons (or come back later once you're stronger). Dusk Balls work great and so do Timer Balls if the battle drags on.

- Giratina

### **Daily Swarming Pokemon –**

This will contribute a lot towards your National Dex. Every day, go to Lucas/Dawn's house in Sandgem Town and speak to their little sister who will tell you of a swarm of pokemon not native to Sinnoh on a certain route. This changes every day. Sadly, there's no way to soft reset to get the desired pokemon. Changing the clock gets a bit tricky with timings but you're not going to cheat are you? I won't list their routes since the girl will tell you, but the pokemon available are:

- Pidgey-->Lv. 18-->Pidgeotto-->Lv. 36-->Pidgeot
- Magnemite-->Lv. 30-->Magnetron-->Lv up in Mt Coronet-->Magnezone
- Farfetch'd
- Doduo-->Lv. 31-->Dodrio
- Drowzee-->Lv. 26-->Hypno
- Krabby-->Lv. 28-->Kingler
- Voltorb-->Lv. 30-->Electrode
- Cubone-->Lv. 28-->Marowak
- Lickitung-->Lv up knowing Rollout-->Lickilicky

- Natu-->Lv. 25-->Xatu
- Dunsparce
- Snubbull-->Lv. 23-->Granbull
- Swinub-->Lv. 33-->Piloswine-->Lv up knowing Ancientpower-->Mamoswine
- Corsola
- Delibird
- Phanpy-->Lv. 25-->Donphan
- Smoochum-->Lv. 30-->Jynx
- Zigzagoon-->Lv. 20-->Linoone
- Surskit-->Lv. 22-->Masquerain
- Slakoth-->Lv. 18-->Vigoroth-->Lv. 36-->Slaking
- Makuhita-->Lv. 24-->Hariyama
- Nosepass-->Lv up in Mt Coronet-->Probopass
- Skitty-->Moon Stone-->Delcatty
- Electrike-->Lv. 26-->Manectric
- Spink-->Lv. 32-->Grumpig
- Spinda
- Absol
- Beldum-->Lv. 20-->Metang-->Lv. 45-->Metagross

#### **Pokeradar –**

Another big contributor, if you use the Pokeradar within patches of grass you will have a chance of finding pokemon that are otherwise unobtainable. Some of these routes are part of the new areas yet to be mentioned in this walkthrough.

- (Route 201) Nidoran f-->Lv. 16-->Nidorina-->Moon Stone-->Nidoqueen
- (Route 201) Nidoran m-->Lv. 16-->Nidorino-->Moon Stone-->Nidoking
- (Route 202) Sentret-->Lv. 15-->Furret
- (Route 203) Ralts-->Lv. 20-->Kirlia-->Lv. 30-->Gardevoir
- (Route 203) Ralts (male)-->Lv. 20-->Kirlia (male)-->Dawn Stone-->Gallade
- (Route 204 North) Sunkern-->Sun Stone-->Sunflora
- (Route 205 North) (P) Slowpoke-->Lv. 37-->Slowbro
- (Route 205 South) Hoppip-->Lv. 18-->Skiploom-->Lv. 27-->Jumpluff
- (Route 206) Baltoy-->Lv. 36-->Claydol
- (Route 207) (P) Stantler
- (Route 207) (D) Larvitar-->Lv. 30-->Pupitar-->Lv. 55-->Tyranitar
- (Route 210 North) (D) Kecleon
- (Route 210 North) (P) Bagon-->Lv. 30-->Shelgon-->Lv. 50-->Salamence
- (Route 210 South) Tauros
- (Route 210 South) Miltank
- (Route 211 East) Swablu-->Lv. 35-->Altaria
- (Route 211 West) Tyrogue-->Lv. 20 Attack higher than Defense-->Hitmonlee
- (Route 211 West) Tyrogue-->Lv. 20 Defense higher than Attack-->Hitmonchan
- (Route 211 West) Tyrogue-->Lv. 20 Attack same as Defense-->Hitmontop
- (Route 212 North) Smeargle
- (Route 212 South) Grimer-->Lv. 38-->Muk
- (Route 213) Swellow
- (Route 214) (P) Houndoom
- (Route 214) (D) Mightyena
- (Route 216) Snorunt-->Lv. 42-->Glalie
- (Route 216) Snorunt (female)-->Dawn Stone-->Froslass
- (Route 218) Ditto
- (Route 224) Duskull-->Lv. 37-->Dusclops
- (Route 225) Mankey-->Lv. 28-->Primeape
- (Route 227) Torkoal
- (Route 228) Trapinch-->Lv. 35-->Vibrava-->Lv. 45-->Flygon

- (Route 229) Venonat-->Lv. 31-->Venomoth
- (Route 230) Togepi-->Happiness-->Togetic-->Shiny Stone-->Togekiss
- (Eterna Forest) Nincada-->Lv. 20-->Ninjask
- (Eterna Forest) Nincada-->Lv. 20 with spare slot in party-->Shedinja
- (Fuego Ironworks) (D) Aron-->Lv. 32-->Lairon-->Lv. 42-->Aggron
- (Lake Verity/Valor) Wobbuffet
- (Mt Coronet external snowy area) Loudred-->Lv. 40-->Exploud
- (Valley Windworks) Mareep-->Lv. 15-->Flaaffy-->Lv. 30-->Ampharos

Because we can't get trade evolutions, Pearl only gets 8 out of 9 version exclusives from the pokeradar. And as a few of these are already evolved, there's a few eggs to hatch:

- Swellow-->Breed-->Taillow
- Wobbuffet-->Breed holding Lax Incense-->Wynaut
- Loudred/Exploud-->Breed-->Whismur
- (P) Houndoom-->Breed-->Houndour
- (D) Mightyena-->Breed-->Poochyena

#### Daily Trophy Garden Pokemon –

Return to the mansion on Route 212 and go to Mr. Backlot's office and SAVE the game before you speak to him. Unlike the swarms, the daily pokemon that are added to the garden CAN be soft-reset to get the desired pokemon. Mr. Backlot will claim that he saw a certain pokemon in the garden and his butler will rush off to populate the garden with these pokemon to stop his master from being branded as a liar! A lot of these will be baby pokemon that you already own, but there are a few new additions.

- Jigglypuff-->Moon Stone-->Wigglytuff
- Porygon
- Plusle
- Minun
- Castform
- Meowth-->Lv. 28-->Persian
- (D) Bonsly-->Lv up knowing Mimic-->Sudowoodo
- (P) Mime Jr-->Lv up knowing Mimic-->Mr Mime

And of course, breed Jigglypuff:

- Jigglypuff/Wigglytuff-->Breed-->Igglybuff

#### More Great Marsh Daily Pokemon –

Yes you heard right, additional pokemon are now in rotation as part of the 'binocular' pokemon selection. I'm excluding Carvanha as it can be caught without being one of the daily pokemon shortly. Have a look through the binoculars to see if any of these new additions is around:

- Paras-->Lv. 24-->Parasect
- Exeggcute-->Leaf Stone-->Exeggutor
- Kangaskhan
- Shroomish-->Lv. 23-->Breloom
- Gulpin-->Lv. 26-->Swalot
- Yanma-->Lv up knowing Ancientpower-->Yanmega

#### Doin' more Diggin' –

Head to the Sinnoh Underground. Not only are you likely to start swimming in evolution stones which are now much more common, you may also stumble across extra fossils. In fact, every other fossil excluding the one you couldn't get earlier (Cranidos/Shieldon) can be found meaning that you now have these ancient dudes in your dex:



- Omanyte-->Lv. 40-->Omastar
- Kabuto-->Lv. 40-->Kabutops
- Aerodactyl
- Anorith-->Lv. 40-->Armaldo
- Lileep-->Lv. 40-->Cradily

### **Victory Road revisited –**

Enter Victory Road from the Pokemon League side and there is a cave on the right hand side that previously had someone blocking it. This is now open for you to visit. Down here you will team up with another double battle partner (Marley and her Arcanine). You can explore the room in full with her accompanying you but best to come back afterwards with Surf to make it easier. Surfing could yield a Lapras!

- Lapras

### **Route 224 –**

Emerge from Victory Road to find a new seaside route. There are new pokemon here but since you can't Fly back here, either make the most of this visit or catch them all on a different route. Weepinbell and Gloom are the main pokemon to look for here.

- Gloom-->Leaf Stone-->Vileplume
- Gloom-->Sun Stone-->Bellossom
- Weepinbell-->Leaf Stone-->Victreebel

Once you're back in civilization, don't forget to breed them!

- Gloom/Vileplume/Bellossom-->Breed-->Oddish
- Weepinbell/Victreebel-->Breed-->Bellsprout

### **To the Battle Park –**

Take the ferry from Snowpoint City which will take you to the island in the north eastern part of Sinnoh where the climate is much warmer. You'll first be given an intro to the Battle Park, after which you are free to explore. If you have the National Dex (which of course you do!) then you can leave the Fight Area and see other routes. Talk to the fisherman by the pier to get the Super Rod!

### **Super Fishing Tour –**

The Super Rod will catch pokemon that are part of the National Dex. A few routes to revisit are:

- (Pokemon League) Luvdisc
- (Route 219/221) Clamperl
- (Route 220) Chinchou-->Lv. 27-->Lanturn
- (Canalave City) Staryu-->Water Stone-->Starmie
- (Iron Island) Qwilfish
- (Route 205) Shellder-->Water Stone-->Cloyster
- (Great Marsh) Carvanha-->Lv. 30-->Sharpedo
- (Celestic Town) Corphish-->Lv. 30-->Crawdaunt
- (Mt Coronet waterfall room) Dratini-->Lv. 30-->Dragonair-->Lv. 55-->Dragonite
- (Route 223) Wailmer-->Lv. 40-->Wailord

### **Route 225 –**

OK so let's return to the Fight Area and head north to Route 225. This complicated route holds a few new pokemon to catch. Banette is the only one that will only appear at night, the others appear at all times of the day:

- Spearow-->Lv. 20-->Fearow
- Rattata-->Lv. 20-->Raticate
- Banette

Breed your Banette of course!

- Banette-->Breed-->Shuppet

Use a Good Rod to catch a Poliwhag and/or a Super Rod for Poliwhirl:

- Poliwhag-->Lv. 25-->Poliwhirl-->Water Stone-->Poliwrath

#### **Route 226 –**

You can have a respite at the Survival Area and then leave the eastern side to reach Route 226 which requires Rock Climb. There's nothing new in the grass but the water areas hold a couple of pokemon obtained from fishing. Horsea can be caught with a Good Rod while Relicanth (and Seadra) can be found with a Super Rod.

- Horsea-->Lv. 32-->Seadra
- Relicanth

And surfing in the waters will let you encounter Spheal (Pearl) or Seel (Diamond)

- (P) Spheal-->Lv. 32-->Sealeo-->Lv. 44-->Walrein
- (D) Seel-->Lv. 34-->Dewgong

#### **Route 228 –**

Skip Route 227 for now, we'll head there last. Route 228 is covered in sandstorms! Throw yourself into the grass to find a few more pokemon to add to the collection:

- Diglett-->Lv. 26-->Dugtrio
- Cacnea-->Lv. 32-->Cacturne
- Rhydon

And then breed your Rhydon for a Rhyhorn:

- Rhydon-->Breed-->Rhyhorn

#### **Route 229 –**

South from Route 228 is a lush, grassy route with plenty of grass and bug types. Quite a few new pokemon here:

- (Day time) Ledian
- (Night time) Ariados
- Volbeat
- Illumise
- (D) Scyther
- (P) Pinsir

And then obviously breed your new bugs:

- Ledian-->Breed-->Ledyba
- Ariados-->Breed-->Spinarak

#### **Route 227 –**

There's nothing interesting for your dex at the Resort Area, though you may want to go there to enable you to Fly there. Route 230 also has nothing new, so backtrack to Route 227 and embark on the final stretch! This is the last time you'll need to use your pokeradar to get Torkoal. Through regular encounters you will find:

- Skarmory



- Numel-->Lv. 33-->Camerupt
- Weezing

And you can either catch a Koffing within Stark Mountain (rare) or breed Weezing:

- Weezing-->Breed-->Koffing

### **Stark Mountain –**

You will team up with Buck here, so it's a great opportunity to train the mountains of pokemon you've caught since you beat the Elite Four. I found this very handy to level up the late evolvers (Pupitar, Dragonair, Shelgon etc). Only one evolution line to catch here:

- Slugma-->Lv. 38-->Magcargo

Once you've reached Team Galactic at the very back of the mountain, Buck will leave with the Magma Stone. Return to the Survival Area and go to the battleground café to confront him and he will return the stone. Go back to the room in Stark Mountain to battle Heatran! Timer and Dusk balls will be your friends here.

- Heatran

### **Levelling Tips –**

You have access to everywhere so the world is your Cloyster. Personally as mentioned above, I stuck to keeping Buck available as a double battle partner for endless healing but obviously train wherever you would like and re-battle whomever!

### **End of the challenge:**

Sinnoh Dex - Caught 132, Remaining 19

National Dex - Caught 357, Remaining 136

You've managed to complete just over 70% of the national dex from one game!

## **So who's missing (Sinnoh Dex)?**

### **Choices (6) -**

Only the starters for this section. With only one game you can therefore only pick one evolution line and will be missing the remaining two.



### **Version Exclusives (7):**

Like with all pokemon games, you can't catch em all without trading with other versions.

### **Diamond Players will be missing:**



### **Pearl Players will be missing:**



### Trade Evolutions (4):

We managed to catch a wild Steelix, however these other pokemon can't be obtained without linking up and trading with another game.



### Other (2):

This includes Manaphy, a mythical pokemon who is only available via an event or Pokemon Ranger games and Spiritomb who CAN be obtained but this requires linking up with another game in the Sinnoh Underground so cannot be obtained under the standard POC rules.



## So who's missing (National Dex)?

### GBA Pokemon (37):

They are technically in the game but will require a Gameboy Advance game of one of the Gen 3 games. Covered in the bonus section below!



### Starters (27):

Basically all the starters from the other regions (Kanto, Johto and Hoenn). These are all available in the HeartGold/SoulSilver games (one per game).



### More trade evolutions (12):

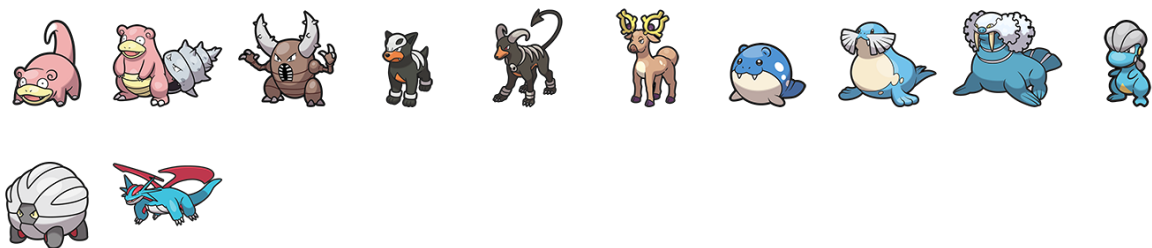
Out of the pokemon you've caught in the post game, some require trades with held items to evolve so unfortunately these aren't obtainable without breaking the POC rules.



### More version exclusives (12):

Some of the post game pokemon are also only on one version and not the other.

### Diamond Players will be missing:



### Pearl Players will be missing:



### Legendaries/Mythicals (26):

Rare pokemon that aren't found in the game (with the exception of Regigigas which requires three of the below missing pokemon. These are all found in other games (Platinum/HeartGold/SoulSilver) or require events to obtain or unlock. Phione is the odd one out which is obtainable in the game if you have Manaphy which is unfortunately not available either.



### Miscellaneous (3):

For some random reason, these THREE pokemon aren't included in the game at all. These can be obtained in all the other Gen 4 games.



## Bonus Chapter - GBA Cartridges

### Pokemon in this section:



OK, this is where the rules of the challenge start to blur. Technically you're not trading, but you are requiring another game. If you are lucky enough to still have an old DS or DS Lite that has a Gameboy Advance cartridge slot, you can get a large number of new pokemon! Having a particular game inserted will allow version exclusives from their respective games to be caught as random encounters.

With any cartridge version inserted, go to the haunted house in Eterna Forest and enter the room on the top floor which has a painting on the wall with red eyes. If you run around in this room you may encounter a Gengar!

- Gengar

With Ruby inserted, go to the following routes:

- (Route 203/204/Eterna Forest) Seedot-->Lv. 14-->Nuzleaf-->Leaf Stone-->Shiftry
- (Iron Island) Mawile
- (Route 208) Zangoose
- (Lake Verity/Acuity/Valor/Mt Coronet/Spring Path/Turnback Cave) Solrock

With Sapphire inserted:

- (Route 203/204/Route 205 North/Route 212 South) Lotad-->Lv. 14-->Water Stone-->Ludicolo
- (Iron Island) Sableye
- (Route 208) Seviper
- (Lake Verity/Acuity/Valor/Mt Coronet/Spring Path/Turnback Cave) Lunatone

With Emerald inserted:

- (Route 203/204/229/Eterna Forest) Pineco-->Lv. 31-->Forretress
- (Route 206/207/214/215/227/Stark Mountain) Gligar-->Lv up at night holding Razor Fang-->Gliscor
- (Route 224) Shuckle
- (Route 211/Lake Acuity) Teddiursa-->Lv. 30-->Ursaring

With Fire Red inserted:

- (Route 204 South) Caterpie-->Lv. 7-->Metapod-->Lv. 10-->Butterfree
- (Route 212 South) Ekans-->Lv. 22-->Arbok
- (Route 201/202) Growlithe-->Fire Stone-->Arcanine
- (Route 205 South/Valley Windworks) Elekid-->Lv. 30-->Electabuzz

And finally with Leaf Green inserted:

- (Route 204 South) Weedle-->Lv. 7-->Kakuna-->Lv. 10-->Beedrill
- (Wayward Cave) Sandshrew-->Lv. 22-->Sandslash
- (Route 209) Vulpix-->Fire Stone-->Ninetales
- (Route 227/Stark Mountain) Magby-->Lv. 30-->Magmar

And that's it! That's every pokemon you can possibly catch by yourself.

#### **End of the challenge:**

Sinnoh Dex Caught 133, Remaining 18

National Dex Caught 395, Remaining 98

## **3. The End/Thanks**

A huge thank you to Reddit user Chamale for first inspiring me to play this challenge way back in 2018. I usually play a pokemon game by catching every pokemon on a route but never evolve them all (unless they're on my team) until post-game. Since doing several POCs over the years I've truly appreciated the journey and the community that has grown as the challenge has had its voice heard. And a special thanks to Johnstone and Chaotic Meatball for making our Reddit so much more popular!

If you would like to add any comments/thoughts/advice on improving this guide such as levelling tips, please drop me a message on Reddit [u/mewlax84](https://www.reddit.com/u/mewlax84).

Until next time!

#### **Social Media Plug:**

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