

Pokemon Sors POC Guide

Hello members of the POC Discord. I am Serpent19#1183 and I wanted to make another POC guide for a ROM hack/Fangame. I landed on Pokemon Sors, because I played the demo awhile ago and enjoyed it and the full game just released, so I thought it would be a good time to make a guide. Pokemon Sors is a story driven game with Pokemon from Gens 1-7, but not all Pokemon are in the game. Most of these are legendaries, but there are a few randoms too. This game has no gyms and instead has a tournament that you compete in throughout your adventure. This means that each section will end when you are told to return for the next round of the tournament. That's all for the intro, so enjoy the guide!

Pre-Round 1

Total Pokemon: 121

Proceed through the intro as normal until you get to pick your starter. When I played the demo, you got a choice between Riolu and Zorua, but now its just Riolu.

Riolu (25) Lucario

The professor immediately gives you Poke Balls so you can start catching immediately. Head to Route 1 to start catching some Pokemon. For all locations, the encounters are ordered from most common to least common.

Pidgey (18) Pidgeotto (36) Pidgeot

Rattata (20) Raticate

Bidoof (15) Bibarel

Starly (14) Staravia (34) Staraptor

Caterpie (7) Metapod (10) Butterfree

Weedle (7) Kakuna (10) Beedrill

Mareep (15) Flaaffy (30) Ampharos

Wooper (20) Quagsire

Nidoran (16) Nidorino

Nidoran (16) Nidorina

Cleffa (Happiness) Clefairy

Pichu (Happiness) Pikachu

The first route of the game already has two 1% encounters, so get some good grinding in while searching. It also gives you three 30+ evolutions, so yeah, this game isn't going to be the easiest. Once you make it to Sovio City, you will have a confrontation with the evil team. After the battle, you will attempt to board the metro, but a mysterious sound in the sewers causes your dad to go investigate. Follow him into the sewers and catch some Pokemon along the way.

Poochyena (18) Mightyena

Purrloin (20) Liepard

Grimer (38) Muk

Koffing (35) Weezing

Trubbish (36) Garbodor

Klink (37) Klang (49) Klinklang

Zubat (22) Golbat (Happiness) Crobat

Dunsparce

Croagunk (37) Toxicroak

Stunky (34) Skuntank

Honedge (35) Doublade

Stunfisk

The lowest floor has a few more Pokemon to catch.

Gastly (25) Haunter

Shuppet (37) Banette

Woobat (Happiness) Swoobat

Mimikyu

After saving your dad and some story, you will get to register for the tournament. It doesn't start yet, so you are tasked with heading to Azluf Town to meet up with the Professor. To get there, you need to head through Route 2, which has another bunch of encounters.

Shinx (15) Luxio (30) Luxray

Grubbin (20) Charjabug

Pikipek (14) Trumbeak (28) Toucannon

Shroomish (23) Breloom

Bellsprout (21) Weepinbell

Cherubi (25) Cherrim

Budew (Happiness) Roselia

Phanpy (25) Donphan

Gligar

Mime Jr. (Mimic) Mr. Mime

Happiny (Oval Stone) Chansey (Happiness) Blissey

When you find Happiny, it should be holding an Oval Stone. Give it to the lady outside the Daycare and it will hatch into a Togepi.

Togepi (Happiness) Togetic

In Azluf Town, you meet up with the Professor and get called back to the tournament. Don't go yet though, as there are still a few things to do. There is a lady with her Bulbasaur that will sell you some things. Among these items is a Leaf Stone which you need for Weepinbell. A Fisherman in the southeast corner of town will give you a fishing rod, so you will need to back track to get everything. Finally, Professor Oak is in one of the houses, and he will give you the Kanto starters if you have enough Pokemon in your Pokedex, which you will by the time everything else is evolved.

Azluf Town:

Victreebel (Leaf Stone)

Bulbasaur (16) Ivysaur (32) Venusaur

Charmander (16) Charmeleon (36) Charizard

Squirtle (16) Wartortle (36) Blastoise

Finneon (31) Lumineon

Remoraid (25) Octillery

Tentacool (30) Tentacruel

Carvanha (30) Sharpedo

Skrelp (48) Dragalge

Route 2:

Magikarp (20) Gyarados

Feebas

Mantyke (Remoraid + LV UP) Mantine

Sovio City:

Poliwag (25) Poliwhirl (30 + Raining) Politoed

Binacle (39) Barbaracle

Route 1:

Dewpider (22) Araquanid

Shellder

Now that everything has been caught, it is time to grind. The Phanpy found on Route 2 have Pickup as their ability, so get 5 of them to Level 21. For some reason the Sovio Sewers has higher level Pokemon than Route 2, despite you going there before you had access to Route 2. The slightly different variety of Pokemon in the basement floor give higher exp, so go there. By the way, there is no exp scaling, so the grind isn't as bad as it could be. Save the Rare Candies

for Skrelp and Klink as they both evolve close to Level 50. If you have extras, use them on any of the high Level 30 evolutions.

Pre-Round 2

Total Pokemon: 264

After you win the round, Frio challenges you to a race in Mt. Gerhana. On your way back through Route 2, the scientist in the Daycare will give you an egg for Chespin. Hatch and evolve it.

Chespin (16) Quilladin (36) Chesnaught

Next on your list is Mt. Gerhana. If you take the ladder, you see as soon as you enter, it will lead to a secret path with a "Cure Flower". The man in the lighthouse will give you an Exp. Share if you give him the flower which will be useful. Mt. Gerhana has a lot of Pokemon to catch, so catch them all! Don't forget to accept Roark's quest, as he will give you all the fossils when you complete it.

Level 1:

Geodude (25) Graveler

Roggenrola (25) Boldore

Shellos (30) Gastrodon

Drilbur (31) Excadrill

Makuhita (24) Hariyama

Aron (32) Lairon (42) Aggron

Mienfoo (50) Mienshao

Whismur (20) Loudred (40) Exploud

Gulpin (26) Swalot

Carbink

Onix (40 + Iron Tail) Steelix

Level 2:

Tympole (25) Palpitoad (36) Seismitoad

Pawniard (52) Bisharp

Paras (24) Parasect

Diglett (26) Dugtrio

Mawile

Sableye

When you get to the giant crystal, Frio is already there. He talks for a bit before an Aggron attacks! You calm it down, but faint and wake up in Inizio Isle. You get transported to the Professor's lab, where she gives you an Eclipsed Pidgey! Despite still being a Pidgey, Eclipsed Pokemon have a separate spot in the Pokedex, so you will be needing all of them.

Pidgey E (18) Pidgeotto E (36) Pidgeot E

Make your way back through Mt. Gerhana again, and when you get to the spot where you found Frio, you will have to battle some Siara Grunts. After you defeat them, the path to Samurion City is clear. In Samurion, you meet Frio again, and you are told to head back into Mt. Gerhana, albeit a different section. This new section has new Pokemon.

Krabby (28) Kingler

Rockruff (25) Lycanroc

Wimpod (30) Golisopod

Nosepass (Magnet + LV UP) Probopass

Nincada (20) Ninjask + Shedinja

Meditite (37) Medicham

Dwebble (34) Crustle

Noibat (48) Noivern

Larvitar (30) Pupitar (55) Tyranitar

While clearing out the Grunts is your main objective, you can also find a Water Stone here. You can use this to evolve one of two mons. Also, Nosepass has a 5% chance of holding a Magnet. You will need three of these.

Cloyster/Poliwrath (Water Stone)

Vikavolt (Magnet + LV UP)

After beating Flo, you can explore the rest of Samurion City. You will get a message saying to head to Amor City, but like last time, there are still more things to do. In one house, there is a boy looking for a Bibarel. He will give you a Frookie in exchange.

Frookie (16) Frogadier (36) Greninja

Instead of heading north to Route 4 like the game tells you, head south to the now open Route 3.

Tailow (22) Swellow

Wingull (25) Pelipper

Lotad (14) Lombre

Seedot (14) Nuzleaf (Leaf Stone) Shiftry

Panpour

Pansage (Leaf Stone) Simisage

Plusle

Minun

Corphish (30) Crawdaunt

Kecleon

Castform

Swablu (35) Altaria

Once you have caught everything on Route 3, head to Route 4, which has different encounters depending on if you are on the North or South side of the Route.

South:

Fletchling (17) Fletchinder (35) Talonflame

Litleo (35) Pyroar

Patrat (20) Watchog

Lillipup (16) Herdier (32) Stoutland

Spearow (20) Fearow

Ducklett (35) Swanna

Silcoon (7) Beautifly

Cascoon (7) Dustox

Spunkin' (32) Grumpig

Abra (16) Kadabra

Ralts (20) Kirlia (30 + Male/Female) Gallade/Gardevoir

Fishing:

Goldeen (33) Seaking

Horsea (32) Seadra (45 + Dragon Pulse) Kingdra

Staryu

Clamperl

Dratini (30) Dragonair (55) Dragonite

North:

Pidove (21) Tranquill (32) Unfezant

Meowth (28) Persian

Magnemite (30) Magnetron (Magnet + LV UP) Magnezone

Electrike (26) Manectric

Skitty

Glameow (38) Purugly

Elgyem (42) Beheeyem

Blitzle (27) Zebstrika

Voltorb (30) Electrode

Emolga

Pachirisu

When you get to Amor City, literally everything is blocked off, so that is the end of the section. The best place to grind is Route 3, since Plusle, Minun, Kecleon and Castform all give out lots of exp. They are rare, but the other Pokemon there aren't bad either. Save your candies for all the Level 50+ evolutions, and if you have extras, use some on the Level 40+ ones. Also, I picked up a Moon Stone somewhere, but for the life of me, cannot remember where. You can use this on one of the following.

Nidoking/Nidoqueen/Clefable/Huntail/Delcatty (Moon Stone)

Pre-Round 3

Total Pokemon: 320

The first thing to do is take the Metro to either Sovio or Azluf so you can breed your Beautifly or Dustox to get Wurmple. You were prevented from backtracking before, so now is the time to do it.

Wurmple (Breed)

Now more of Amor is open, but all you can do is go to Route 6. Have a battle with Valora and catch some Pokemon!

Timburr (25) Gurdurr

Bunnelby (20) Diggersby
Skiddo (32) Gogoat
Swadloon (Happiness) Leavanny (Breed) Sewaddle
Spinarak (22) Ariados
Ledyba (18) Ledian
Growlithe
Darumaka (35) Darmanitan
Cutiefly (25) Ribombee
Salandit (33 + Female) Salazzle
Bonsly (Mimic) Sudowoodo
Farfetch'd

Accept the miner's quest to find his dynamite, and when you do find it, you will be attacked by a Gible. There is also a Thunder Stone on this Route that you can use to evolve Pikachu.

Gible (24) Gabite (48) Garchomp
Raichu (Thunder Stone)

In Destino City, there is a person who will give you a Fennekin for a Darmanitan. Once you have evolved Darumaka, come here to throw away your hard work.

Fennekin (16) Braixen (36) Delphox

Your next objective is to go into the mines, where you must battle Siara yet again. There is another bunch of Pokemon here. Accept the quest you see as soon as you enter to find his lost Eevee.

Numel (33) Camerupt
Golett (43) Golurk

Cubone (28) Marowak

Baltoy (36) Claydol

Trapinch (35) Vibrava (45) Flygon

Shuckle

There is also a Fire Stone in the mine which you can use to evolve Growlithe. After you return the Eevee to the guy, he will sell you all the evolutionary stones. This allows us to get a lot more Pokedex entries

Arcanine (Fire Stone)

4/5 of Nidoking, Nidoqueen, Clefable, Huntail, Delcatty (Moon Stone)

Aegislash (Dusk Stone)

Roserade (Shiny Stone)

Togekiss (Shiny Stone)

Poliwrath/Cloyster (Water Stone)

Ludicolo (Water Stone)

Simipour (Water Stone)

Starmie (Water Stone)

Gorebyss (Sun Stone)

For grinding, the best spot is the mine, although Route 6 is better if you find more Swadloon, since they can give out 300+ exp. This section wasn't as bad as the first two, but it still has some high-level evolutions such as Garchomp, Golurk and Flygon.

Pre-Round 4

Total Pokemon: 340

The first new area of this section is Route 12. It is quite a long Route with lots of trainers. Don't forget to pick up a Link Cable along the way.

Linoone (Breed) Zigzagoon

Teddiursa (30) Ursaring

Aipom (Double Hit) Ambipom

Machop (28) Machoke

Pancham (32 + Dark Type) Pangoro

Stufful (27) Bewear

Absol

Tropius

Rufflet (54) Braviary

Vullaby (54) Mandibuzz

Use the Link Cable found on this Route to get of these Pokemon.

Alakazam/Machamp/Golem/Gengar/Gigalith/Conkeldurr (Link Cable)

In Jarro Town, you meet up with the Professor and Cynthia before being called back to the tournament. Cynthia will give you an Odd Keystone that you can take back to the cave on Route 6 to get Spiritomb, although it must be at night.

Spiritomb

If you talk to the guy by the Cubone and accept his quest, he will give you the Pickaxe if defeat the Marowak. This doesn't unlock anything now, but it is useful to have. For grinding, just grind on Route 12. If you have Rare Candies, use them on Rufflet and Vullaby.

Pre-Round 5

Total Pokemon: 417

After winning the round, you can finally go west of the Pokemon Center in Destino City. The literal first house has Professor Elm, who will give you the Johto starters if you have enough Pokemon registered in your Pokedex, which isn't a concern obviously.

Chikorita (16) Bayleef (32) Meganium

Cyndaquil (14) Quilava (36) Typhlosion

Totodile (18) Croconaw (30) Feraligatr

Next is Route 11. Catch Pokemon.

Buizel (26) Floatzel

Psyduck (33) Golduck

Cottonee (Sun Stone) Whimsicott

Petilil (Sun Stone) Lilligant

Drifloon (28) Drifblim

Natu (25) Xatu

Elekid (30) Electabuzz

Magby (30) Magmar

Sandygast (42) Palossand

Togedemaru

For the first time in a while, there are also some fishing encounters.

Frillish (40) Jellicent

Basculin

Clauncher (37) Clawitzer

Luvdisc

Goomy (38) Sliggoo (50 + Rain) Goodra

In Galinor City, there is a boy who will give you an Eevee. Save in case it is not female and breed it to get 7 more. Some evolutions are changed, so this is how you get them all.

Eevee

Vaporeon (Water Stone)

Jolteon (Thunder Stone)

Flareon (Fire Stone)

Espeon (Happiness + Day)

Umbreon (Happiness + Night)

Leafeon (Leaf Stone)

Glaceon (Shiny Stone)

Sylveon (Moon Stone)

There is also a quest that you should accept in this city. A sailor will give you Strength for completing it, which like Rock Smash, doesn't have any use right now. Meet up with Harry, and he will take you to Solare Island, which has new Pokemon to catch of course! Make sure to get everything before you leave, as you can not return later in this section.

Ferroseed (40) Ferrothorn

Phantump

Unown

Spewpa (12) Vivillon (Breed) Scatterbug

Wormadam (Breed) Burmy (20 + Male) Mothim

Joltik (36) Galvantula

Sigilyph

Yamask (35) Cofagrigus

Karrablast (Shelmet + LV UP) Escavalier

Shelmet (Karrablast + LV UP) Accelgor

Passimian

Oranguru

Once you are done at Solare Island, you will be sent back to Amor City for the next round. However, the mall has opened, and you can buy evolution items here, so this allows you to get all the following.

5/6 of Alakazam, Machop, Golem, Gengar, Gigalith, Conkeldurr (Link Cable)

Trevenant (Link Cable)

Electivire (Electrizer + LV UP)

Magmortar (Magmarizer + LV UP)

Milotic (Prism Scale + LV UP)

Gliscor (Razor Fang + LV UP)

Unfortunately, you can't go back to Solare Island, so you are stuck with grinding on Route 11. These last few sections have been pretty short in terms of new Pokemon, so it shouldn't take too, too long.

Pre-Round 6

Total Pokemon: 522

Before heading in the direction, the game wants you to, head back to Jarro Town. Silver will be next to the house that requires Rock Smash to enter. He will give you the Hoenn Starters.

Treesto (16) Grovyle (36) Sceptile

Torchic (16) Combusken (36) Blaziken

Mudkip (16) Marshtomp (36) Swampert

Now head to Route 16. Where you can catch even more Pokemon.

West:

Scraggy (39) Scrafty

Minccino (Shiny Stone) Cincino

Doduo (31) Dodrio

Buneary (Happiness) Lopunny

Kricketune (Breed) Kricketot

Tynamo (39) Eelektrik (Thunder Stone) Eelektross

Illumise

Volbeat

Gothita (32) Gothorita (41) Gothitelle

Solosis (32) Duosion (41) Reuniclus

Lickitung (Rollout) Lickilicky

Chatot

East:

Inkay (30) Malamar

Misdreavus (Dusk Stone) Mismagius

Murkrow (Dusk Stone) Honchkrow

So, you get Surf on this Route. As you can imagine, you will have to do a lot of backtracking to get some Pokemon. On this Route you can get a few new ones before heading back to previous areas.

Barboach (30) Whiscash

Wishiwashi

Lapras

Take the Metro to Sovio and go back to Lancio Town. There are some Pokemon to catch here of course, but there is a house of the coast. Inside is Professor Rowan, and he will give you the Sinnoh starters.

Chinchou (27) Lanturn

Turtwig (18) Grotle (32) Torterra

Chimchar (14) Monferno (36) Infernape

Piplup (16) Prinplup (36) Empoleon

Go to Azluf Town and dip onto Route 3 to catch a Mareanie.

Mareanie (38) Toxapex

That's all the backtracking for now, so head back to Route 16 and get to Aurin Town. In the southernmost home, you can revive your fossils finally.

Omanyte (40) Omastar

Kabuto (40) Kabutops

Aerodactyl

Lileep (40) Cradily

Anorith (40) Armaldo

Cranidos (30) Rampardos

Shieldon (30) Bastiodon

Archen (37) Archeops

Tirtouga (37) Carracosta

Tyrunt (39) Tyrantrum

Amaura (39) Aurorus

Head north to the Aur Factory. The encounters vary depending on where you are in the place.

Outside:

Arbok (Breed) Ekans

Munna (Moon Stone) Musharna

Granbull (Breed) Snubbull

Smeargle

Klefki

Primeape (Breed) Mankey

Zangoose

Seviper

Inside 1:

Drowzee (26) Hypno

Wobbuffet (Breed) Wynaut

Heliolisk (Breed) Helioptile

Durant

Axew (38) Fraxure (48) Haxorus

Tyrogue (20) Hitmonlee, Hitmonchan, Hitmontop

Inside 2:

Meowstic (Breed) Espurr

And that is it for this section! A bit harder than the previous sections, but not too bad. The Aur Factory exterior is the best place to grind.

Pre-Round 7

Total Pokemon:

The first new area this section is Route 13, which has different Pokemon depending if you are on the cliffs or not.

Normal:

Ponyta (40) Rapidash

Pansear (Fire Stone) Simisear

Yanma (Ancient Power + LV UP) Yanmega

Vespiqueen (Breed) Combee

Tangela (Ancient Power + LV UP) Tangrowth

Sunflora (Breed) Sunkern

Heracross

Scyther (37 + Metal Claw) Scizor

Tauros

Miltank

Cliffs:

Rhyhorn (42) Rhydon (Protector + LV UP) Rhyperior

Gumshoos (Breed) Yungoos

Mudsdale (Breed) Mudbray

Hippopotas (34) Hippowdon

Skorupi (40) Drapion

In Maple Town, you can find Barry, and he will give you the Alola starters.

Rowlet (17) Dartrix (34) Decidueye

Litten (17) Torracat (34) Incineroar

Popplio (17) Brionne (34) Primarina

