

Pokemon Desolation : Episode 5 – 100% guide

Summary

I. Overview	1
II. Desolation Step-by-Step guide	2
II-A) Prologue – Redcliff Town	2
II-B) Route 1- Celeste Labyrinth	16
II-C) Silver Mountain	37
II-D) Blackview City	59
II-E) Cellia – Rosetta	78
II-F) Cellia – Aaron	101
II-G) Cellia – Garret	123
III. Major items Locations	145
III-A) TMs	145
III-B) Mega Stones & Z-crystals	146
III-C) Major Battle items	147
III-D) Rare Items	149
IV. Cellia Manor	150

I. Overview

Hi there! Here's my attempt at making an as-complete-as-possible guide of Pokemon Desolation. Here's just a bit forewarning of what I'm meaning by that, so we're all on the same page.

-I won't be covering all story paths, mostly because I don't have the willpower to test every possible permutation. I'll be mentioning all the choice options I take and will be going for what can be described as the optimal ending. If you want to try another path and notice a significant difference with the guide, by all means do mention it, I'll try to keep this up to date.

-I won't be giving advice about team composition or how to get through a fight. I'll be mentioning the team composition of major battles, down to attacks, abilities and items, and giving some very general advice for the very early game and some occasional advice later on, but for the rest, that's on you.

-I will be, however, covering all side quests available as soon as they can be done/advanced, with occasional advice on whether or not you'd just rather put them off for a second so you can save yourself another backtrack thirty minutes later.

-I'll also be covering all visible items/NPC gifts you can find exploring the map, along with hidden items I've managed to find, with a screenshot of where exactly for those.

-Lastly, I'll be covering each location and their encounter tables, directly lifted from Encounters.txt. New pokemons that you can catch will be bolded to make it easier to identify.

-Important items will be bolded whenever you actually obtain them, to make it easier for people skimming through the guide with Ctrl F to know if this section is relevant or not.

Aight, now that this much is clear, let's go!

II. Desolation Step-by-Step guide

II-A) Prologue – Redcliff Town

After the intro cutscene and creating your character, you'll be left to control your character. You can visit the other rooms on the ship and talk to the sailors in the kitchen, but nothing too important. As you try to climb the stairs to the right, you'll hear a commotion. Enter the only room you weren't able to access so far, fourth one starting from the left, and talk to Ava. Answer "Yes" to gain relationship points with her. After that, you're free to climb the stairs. Again, nothing of value to get, but you can always talk to everybody. When you feel ready, simply exit through the left and take a seat next to Ava at the table. After more dialogue, simply go back inside the ship and take the stairs leading upwards to witness another cutscene. Go back down the stairs back to where the cabins were to witness a scene with one of the gang members. Climb up the stairs and enter the last cabin you hadn't been able to enter so far and talk to the red-haired boy. Go back down the stairs again and enter the cabin next to the red-haired boy. Walk around the packages and examine the shining spot on the right.



After that, just follow the only possible path and let the intro reach its end.

More cutscenes later, it's time to choose a starter! Your possibilities are **Skiddo**, **Litleo**, **Electrike**, **Rockruff**, **Venipede**, **Pancham**, **Spheal**, and **Doduo**.

For sheer availability, if you care about that, Skiddo, Litleo, Electrike, Pancham and Doduo can be obtained later in the game, unlike the other three.

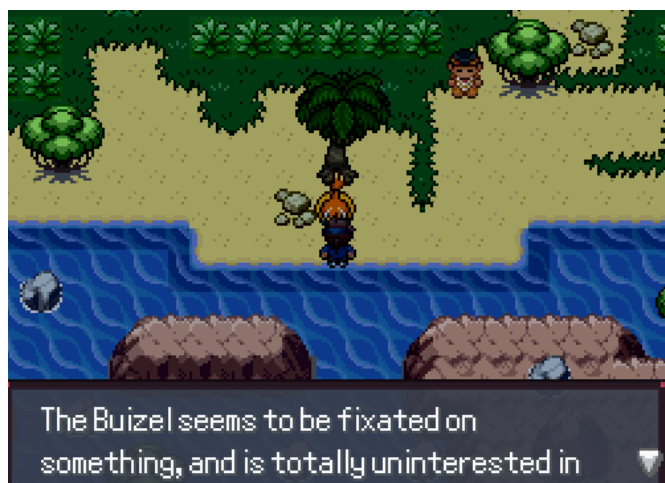
Connor will also give you 7 poke balls. It's far from enough to catch everything up until the next pokemart, so for now try to focus on catching things you could see yourself using for a team up to level 20, as there's some pretty tough battles for the early game ahead before you get the chance to

really prepare yourself. A team of 5 would be enough, as you'll get the opportunity to choose a starter pretty soon to complete your team.

Keneph Beach:

<u>Grass: Morning & Day</u>	<u>%</u>	<u>Grass: Night</u>	<u>%</u>
Pidgey	30	Hoothoot	25
Zigzagoon	30	Rattata	35
Surskit	24	Surskit	20
Bidoof	10	Zigzagoon	14
Lotad	6	Lotad	6

As you make your way through the grass and the trainers of the Area, you'll notice a Buizel on the way.



Can't do anything about him for now, but worth remembering for later. For now, Enter Keneph Forest. Your only option here is to go north, but you'll quickly be forced to backtrack toward the entrance to open up another passage and start moving onwards from here.

Keneph Forest:

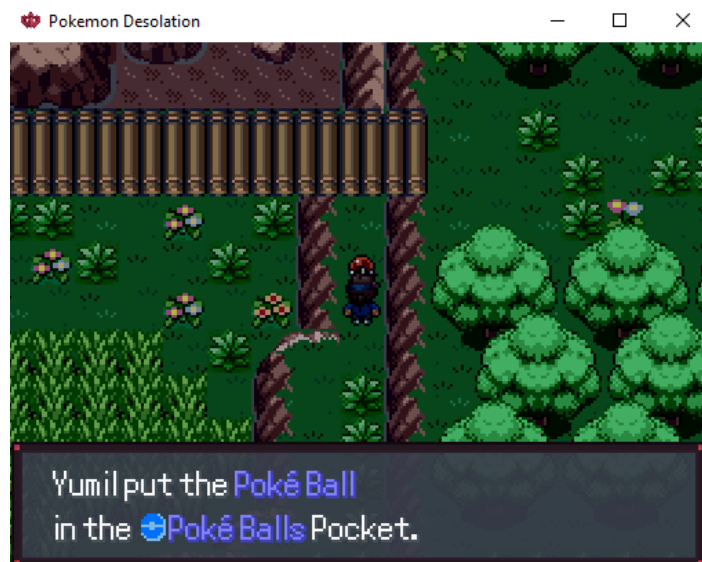
<u>Grass: Morning & Day</u>	<u>%</u>	<u>Grass: Night</u>	<u>%</u>
Pidgey	20	Hoothoot	20
Scatterbug	20	Scatterbug	20
Kricketot	10	Spinarak	10
Caterpie	10	Caterpie	10
Weedle	10	Weedle	10

Wurmple	10	Wurmple	10
Silcoon	5	Silcoon	5
Kakuna	5	Kakuna	5
Metapod	5	Metapod	5
Cascoon	5	Cascoon	5

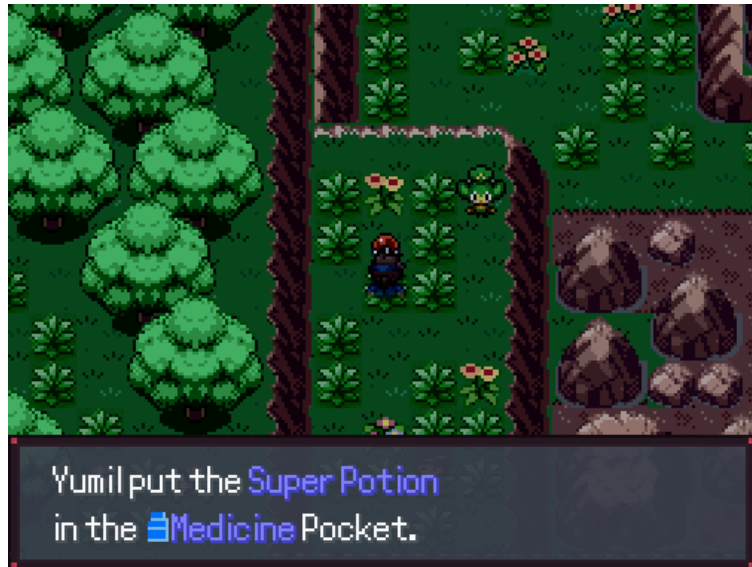
Shortly after this, you can encounter a Pansage here:



This starts a little chase that will span most of the forest. North of where you found the Pansage, you can find a Poke ball.



After that, cross the bridge to get the plot going. Before following the new path opened by Connor, you can go down the stairs to pass below the bridge and find the second spot with the Pansage, along with a Super Potion



FUTURE NOTE: A side quest will soon require to give one of those, so I'd suggest trying to keep it, or at least keep one around until then.

As you progress down the path, you'll enter Keneph Village. Don't forget to grab the potion next to the entrance.



Keneph Cave Entrance (right before going down the ladder)

<u>Cave</u>	<u>%</u>
Poochyena	60
Yungoos	34
Meowth	6

From then on, you'll be teamed up with Connor, which means you'll be healed between fights, so that's pretty great, since he'll give you a nice opportunity to freely grind wild mons, and this will be your best grinding method for now.

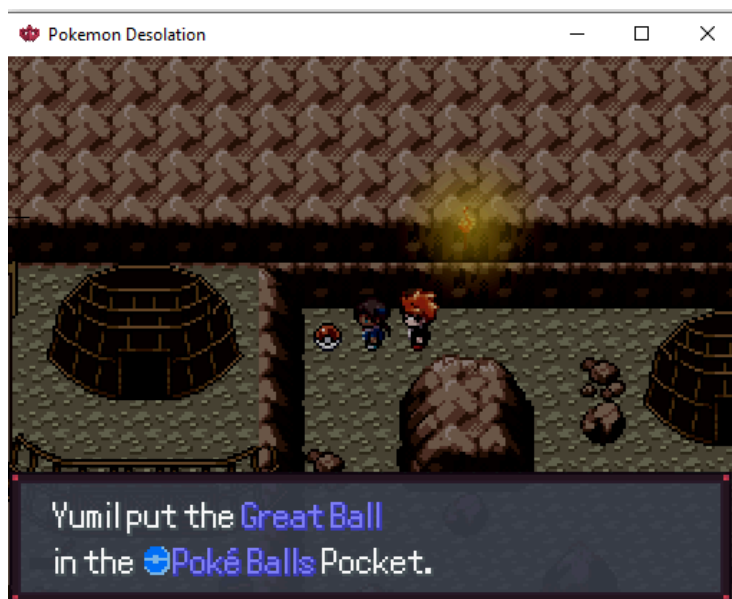
Keneph Caves:

<u>Cave</u>	<u>%</u>
Poochyena	40
Numel	15
Diglett	10
Sentret	25
Grubbin	8
Meowth	2

Pass behind the first house to find a secret ladder containing the **TM20 Safeguard**. This place will become blocked off later on so make sure to get it now. This cavern also uses the encounter table with the Yungoos, just in case.

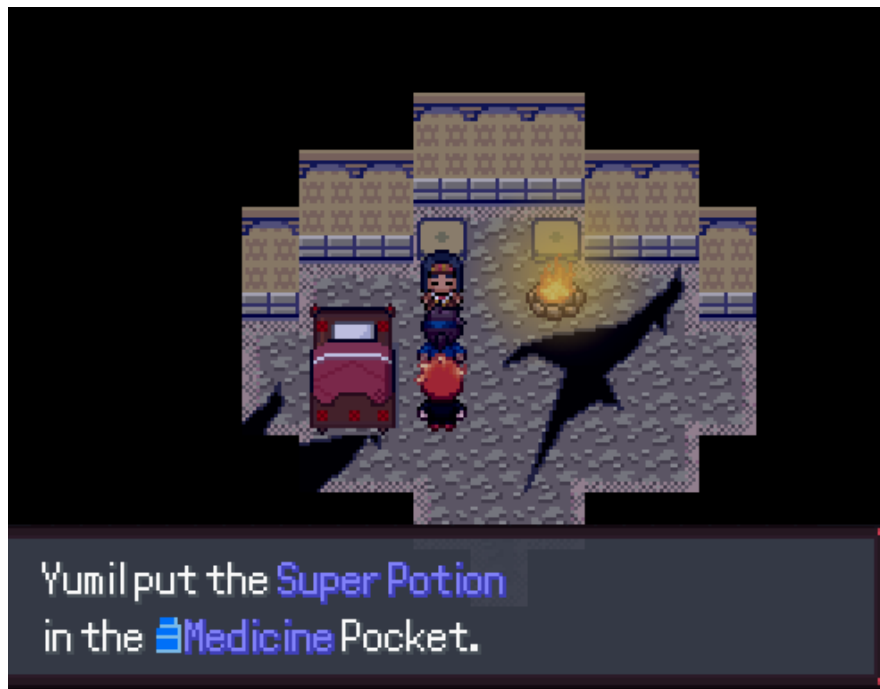


On the left of this house, on the ground is a Great Ball for you to pick up.



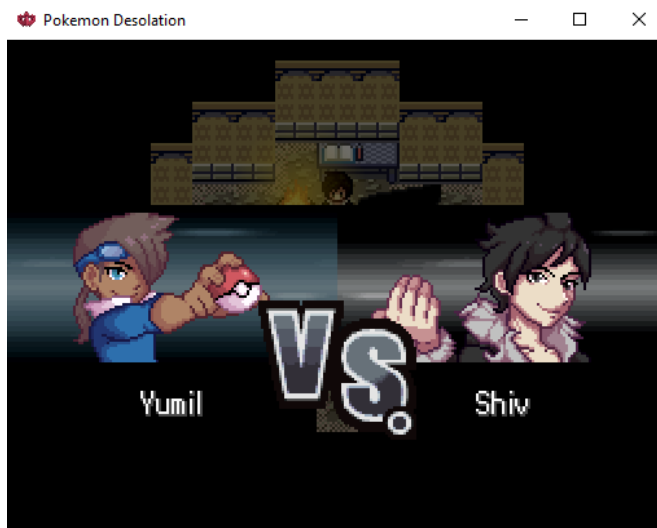
Make your way through the village talking to everyone and fighting the various trainers. There's an Antidote to grab on the way.

Talking to the lady in the hut after the one on-screen nets you another Super Potion.



After some time, you'll reach a lever. To the right of it is a Repel.

Visit the house to the left of the lever, read the diary, push the lever, save your game and get at least 2-3 mons on your team around level 13+, because it's time for a battle that's more than capable of walling your entire team if you don't train a bit.



Battle: Shiv (Cavern Field)

- Aipom, Level 14 (Oran Berry).
 - Tail Slap
 - Agility
 - Astonish

- Tickle
- Roselia, Level 12.
 - Poison Sting
 - Stun Spore
 - Mega Drain
 - Growth
- Sneasel, Level 12.
 - Quick Attack
 - Beat Up
 - Icy Wind
 - Leer

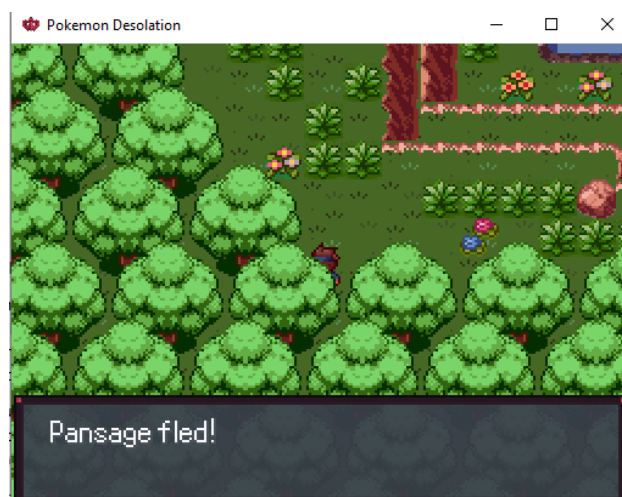
The main threat here is the Aipom. It's fast, holds an Oran berry, making it quite durable, and tail slap has an annoying tendency to screw you over and ruin your mons before they can act. If you can manage to deal with him without sustaining too much losses, the rest will be pretty straightforward.

After you manage to win, you can read the book Shiv was writing on to get plot foreshadowing, exit the hut, open the door next to it and pull the second lever, after which you can immediately return to the entrance and use the powder on the Vileplume that was blocking the path.

Keneph Lake:

<u>Grass: Morning & Day</u>	<u>%</u>	<u>Grass: Night</u>	<u>%</u>
Surskit	30	Surskit	30
Poliwag	26	Poliwag	26
Ledyba	10	Spinarak	10
Zigzagoon	24	Zigzagoon	24
Lotad	10	Lotad	10

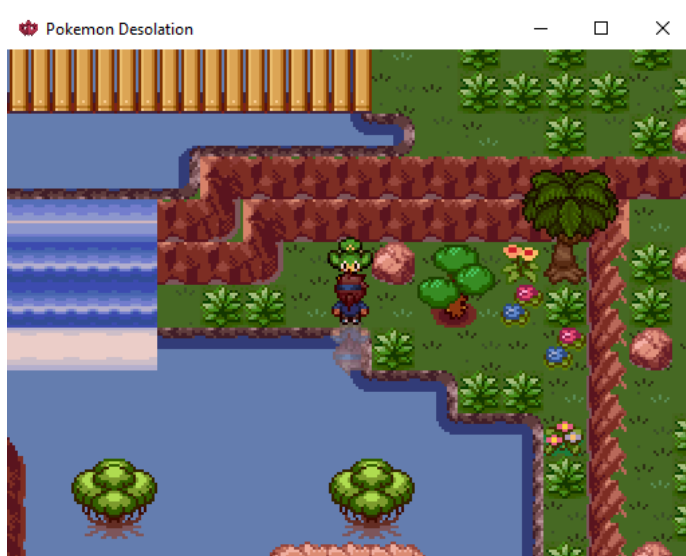
Soon after following the path, you'll get the third encounter with the Pansage.



As you proceed further, you'll find some stairs leading to the right. Climb those down and go up to find a Paralyze heal and another Spice powder that is needed to move another Vileplume soon.



Now go back south and circle the lake, picking up the Repel blocking the way, and reaching the waterfall.



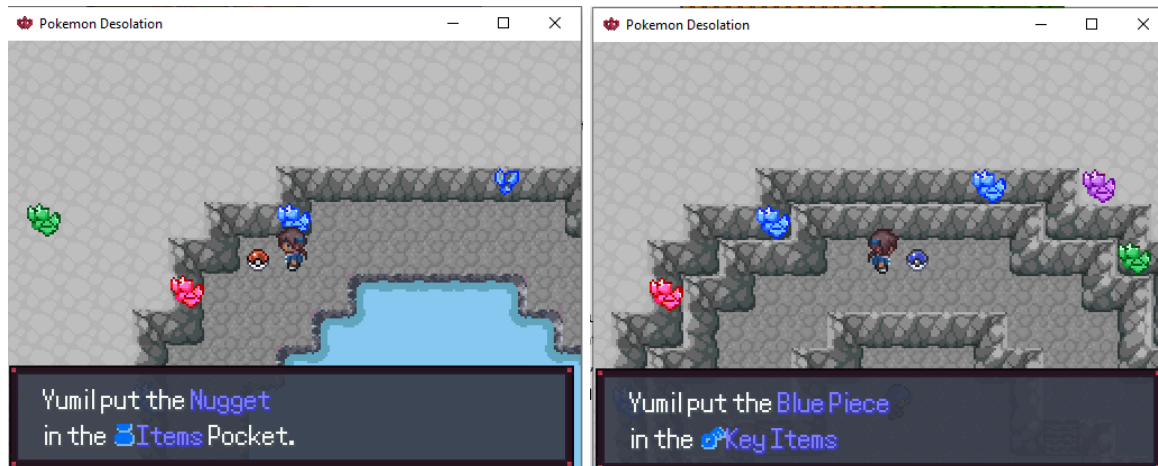
Here, you'll find the last spot of the **Pansage** chase, and will finally be able to battle and capture it. After that, keep going left until you get behind the waterfall, and press up to enter a Hidden Cave.

In it, you'll find a Nugget, and to the right, a panel you can interact with. Keep interacting with the sign until it opens up a passage to another part of the cave, which contains a **Croagunk** and a pokeball containing the **Blue Piece**.

Hidden cave:

<u>Cave</u>	%
Noibat	25
Rattata	34

Spinarak	20
Poochyena	15
Meowth	6



After that, go back up the stairs and continue to the north to find the Vileplume and use the Spice powder on it to get it to move. Grab the antidote on your right as you enter the clearing and jump down the next part of the village, where a poke ball and a healing machine awaits you.

After a couple more battles, you'll reach a small temple. Grab the potion to the left, and check the hut with the lever on the right to get the **TMX7 Rock Smash** along with the password to enter the temple, where another boss battle awaits you.



Battle: Kuiki

1x Potion

- Dustox, Level 16.

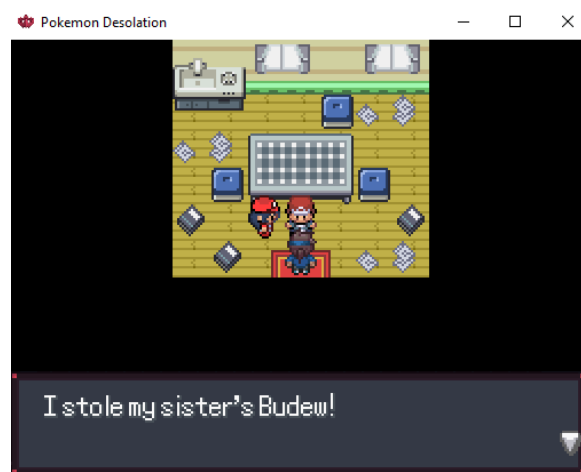
- Gust,
- Confusion,
- Poison Powder
- Komala, Level 15 - Comatose
 - Defense Curl
 - Rollout,
 - Yawn
 - Rapid Spin
- Drowzee, Level 17, Citrus Berry.
 - Confusion
 - Hypnosis
 - Dream Eater
 - Headbutt

Similar to the previous fight, this can be a bit of a wall if your team hasn't been grinded up to level for that fight. Also, the Drowzee also packs a Citrus berry, making it once again pretty resilient.

After you win, follow the only path available to reach Redcliff town and finally gain access to a PC and a Pokemart, where you can buy poke balls to go back and catch everything you feel like catching. But before you go back, remember to buy at least one poke Snack so you can actually nab the **Buizel** back at the beach.

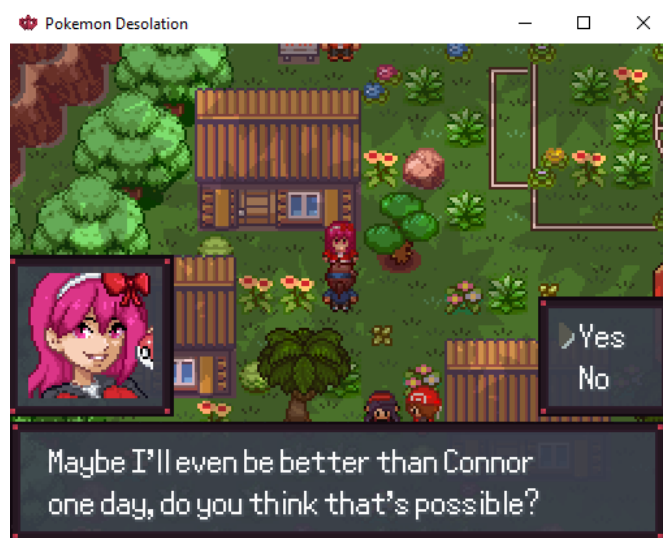
Now for some side quests in town!

On the house left of the pokemon center, talking to the kid prompts the opportunity to trade a Lombre for a **Budew**. You can easily acquire the Lombre by training up a Lotad from earlier, or by catching a Lombre on route 1 later in the game. There's no repercussion for doing the trade, despite what the dialog may indicate.



The breeder trainer on the left of that house can be infinitely battled to level your team, which will come handy for preparing against Connor's battle.

Slightly further up is Scarlett, to whom you can talk to prompt a dialog choice. Selecting yes will raise the relationship with Scarlett and lower Connor's, while selecting no will cause the opposite to happen. I went with Yes.

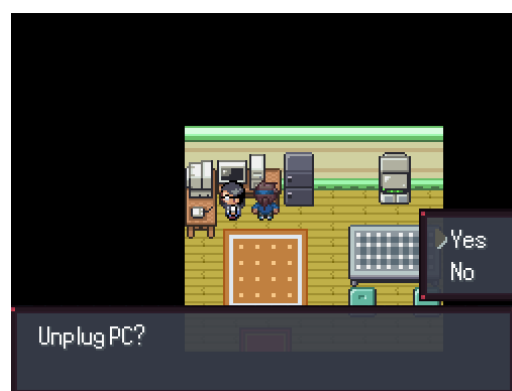
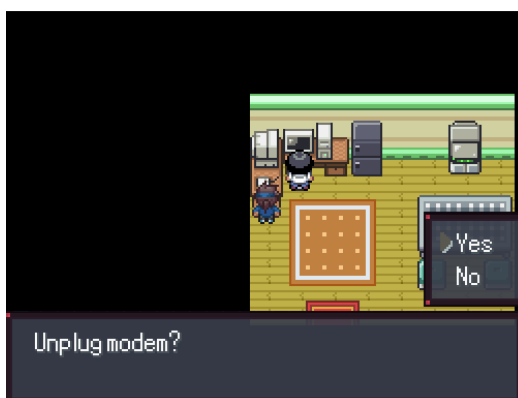


In the house right next to her is a lady who can sell you reverse candies, as well as jars of paint to make your mons shiny for \$125000.

Right up is a lady guarding the entrance to a cave.

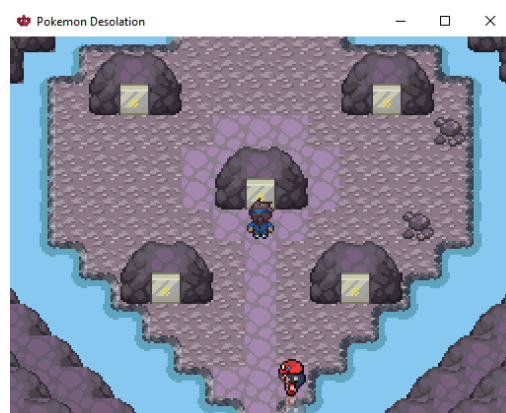


To get her to move, enter the southeasternmost house, with the man playing games on the computer, and unplug the modem and the computer.

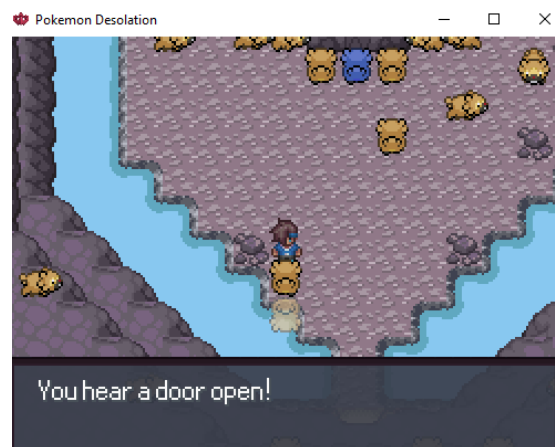


Go back to talk to the lady and she'll move out of the way to let you explore the cave.

The cave contains a Rare candy, which is great since you can sell those for 10000 \$, which you probably need more than a Rare candy right now. To solve the puzzle of the room, interact with the five Panels in that order : Center, Northeast, Southwest, Southeast, Northwest, Northeast, Southwest, Southeast, Northwest, Center.



Next room is full of Bidoofs, and contains a Dusk Stone. Interacting with the blue Bidoof prompts another riddle, which is solved by interacting with the four westernmost Bidoofs from top to bottom. You need to talk to the blue Bidoof before talking to the four to trigger the puzzle solution.

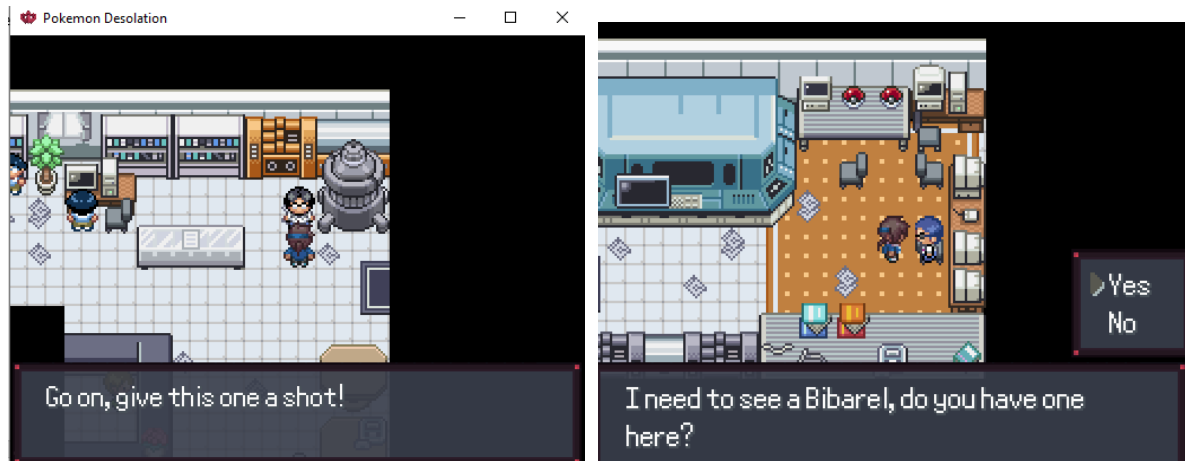


In the final room, you'll be rewarded by the **Green Piece**.

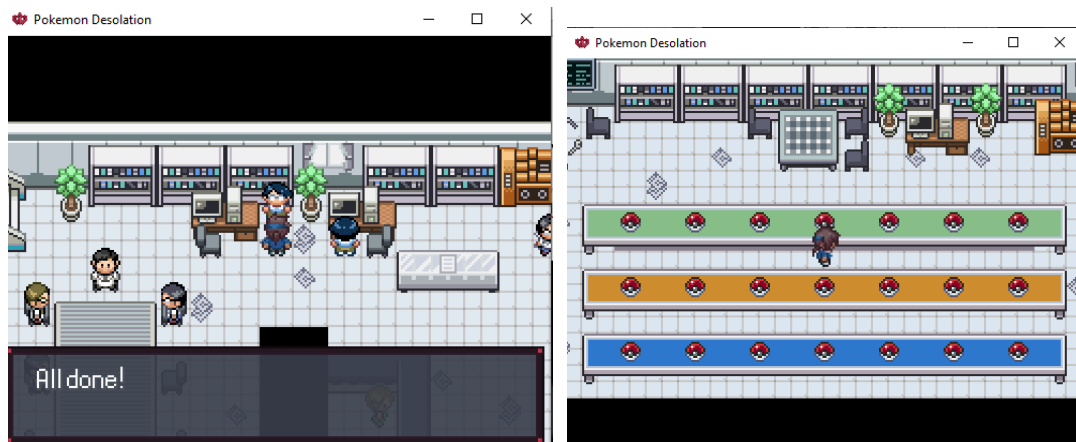
Enter the town hall on the right of the town and talk to this guy to receive a Revive.



Talk to the lady to the left to hear her complain about the Wi-Fi. Finally, talk to the Elder to receive the authorization to battle Connor. But before that, check out the lab which has been unlocked. Talk to this guy to unlock the first Beamer Grid warp point, which will become useful later, then visit the room on the right to receive a request to show a scientist a Bibarel – You can easily evolve a Bidoof by fighting the breeder trainer. Doing so rewards you with a Hyper Potion.



Next up, talking to the people in the main room seemingly updates your pokedex. Not 100% sure what it does. Finally, the professor takes you to the second floor and lets you choose any starter from the mainline games, which will probably make a great addition to your team. In case you care about availability, Treecko, Turtwig and Squirtle are all available later in the game, but not the other 18.



Notice the computer in the room where you choose a starter. Switch it off and talk back to the girl in the town hall after beating Connor to receive another Revive.

It's finally time to take on Connor. Get your team up to level and go talk to him to initiate the battle.



Battle : Super Nerd Connor (Forest Field)

2x Potion

- Vulpix, Level 17 - Drought.
 - Baby-Doll Eyes,
 - Flame Burst,
 - Will-O-Wisp
 - Hex
- Torracat, Level 18 - Intimidate.
 - Flame Charge
 - Double Kick,
 - Fake Out
 - Roar
- Pignite, Level 18 - Blaze.
 - Flame Burst
 - Arm Thrust
 - Yawn
 - Rock Tomb
- Magby, Level 18 - Flame Body.
 - Thunder Punch,
 - Flame Burst,
 - Smokescreen
 - Smog
- Growlithe, Level 18 - Flash Fire.
 - Flame Wheel
 - Morning Sun,
 - Bite,
 - Howl
- Fletchinder, Level 19, Citrus Berry - Gale Wings.
 - Flame Charge
 - Aerial Ace
 - Tailwind
 - Steel Wing

After winning, talk to the professor to receive the **TM10 Hidden Power**.

Now that you've completed this battle, go back talking to the researcher who asked for a Bibarel. This time, he asks for a Meowth. You can find those in the caves of Keneph Jungle. You'll be given a Max Revive for your trouble.

To truly cap off this part, venture forth to route 1, and receive the **TM43 Flame Charge** from Connor.

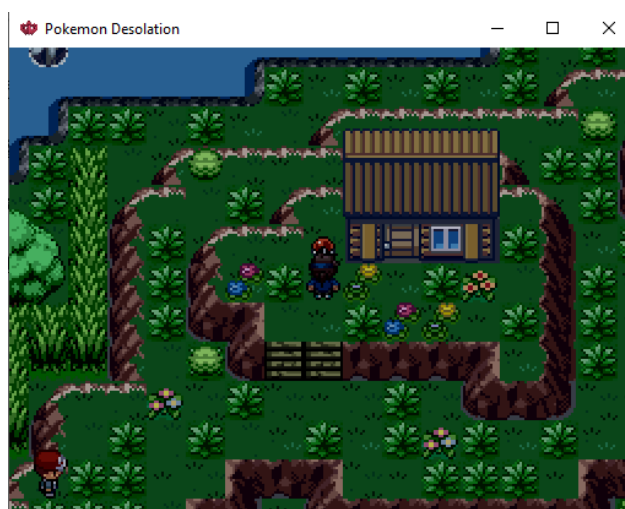
II-B) Route 1- Celeste Labyrinth

Now that we're done with Redcliff town, it's time to move up north. I suggest buying a couple more Poke treats if you haven't already, we're gonna need those for some side quests.

Route 1:

<u>Morning & Day</u>	%	<u>Night</u>	%	<u>Old rod</u>	
Lombre	20	Seedot	20	Goldeen	70
Wooper	30	Wooper	20	Finneon	30
Paras	10	Nuzleaf	10		
Oddish	10	Paras	10		
Bellsprout	10	Patrat	15		
Spritzee	5	Bellsprout	10		
Fomantis	5	Stunky	10		
Panpour	5	Panpour	5		
Glameow	5				

Climb up the stairs on route 1 and follow the path until you reach a house.

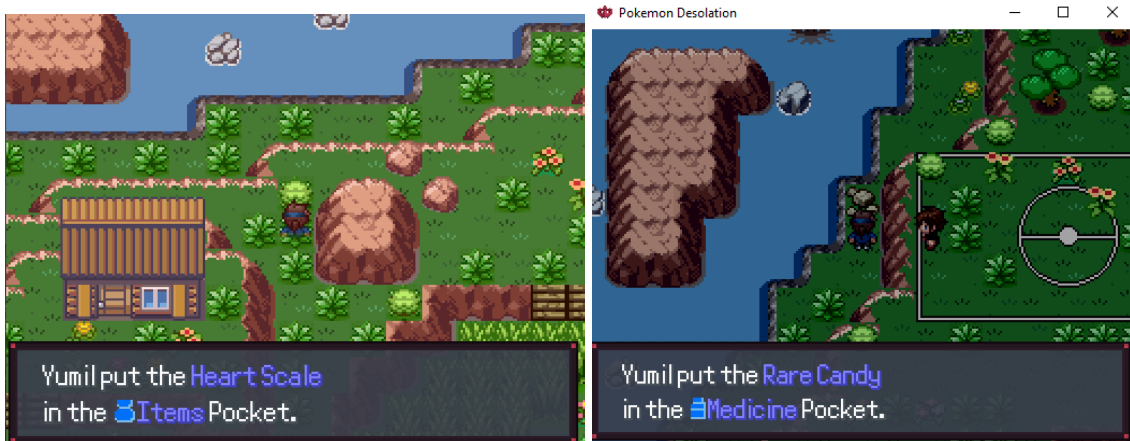


The woman in the house runs a grooming service that can raise your pokemon's affection, useful if you want to get the Budew to evolve quickly, among other things.

Talk to the little girl to her right and give her the super potion she asks for, to be rewarded with 2 Credits. Again, no negative repercussions, weirdly enough.

Credits are used as a secondary currency throughout the game, and while you can use them to buy TMs, pokemons and ability capsules/paint jars in pokemon centers, they're also used as parts of side quests. They also come in limited quantities for most of the game, so I recommend stocking up on those unless you really want something from the shops. You'll need a total of 208 Credits for all of the side quests in the game, and you'll be given approximately 313 in total, save for the farming spot, to give you an idea. While this may look like you've got some leeway, most of the leeway will come after you're done with most expenses, so I'd really advise to spend as little as possible unless you really want something for your team.

Examine the bush behind the house to find a Heart Scale. There's a paralyze heal lying around in the grass, and if you circle the whole hill by the left and stick close to the water, you'll arrive in a dead end with a great ball for your effort. Examine the stone right behind the great ball to find a Rare Candy.



Once you've collected everything in sight, there isn't much else to do but proceed ahead and talk to the guy next to the Zorua blocking the way. Here's another boss fight coming our way!



Battle: Hardy (Forest Field)

1x Super Potion

- Zorua, Level 21, Citrus Berry- Illusion.
 - Scary Face,
 - Feint Attack,
 - Aerial Ace,
 - Leer
- Growlithe, Level 19 - Intimidate.
 - Fire Fang
 - Will-O-Wisp,
 - Double Kick
 - Bite
- Larvitar, Level 19 - Guts.
 - Bite
 - Sandstorm
 - Rock Slide
 - Pursuit
- Scyther, Level 19 - Swarm.
 - Bug Bite,
 - Wing Attack,
 - Focus Energy
 - Agility
- Kirlia, Level 20 - Synchronize.
 - Magical Leaf
 - Confusion,
 - Double Team,
 - Draining Kiss

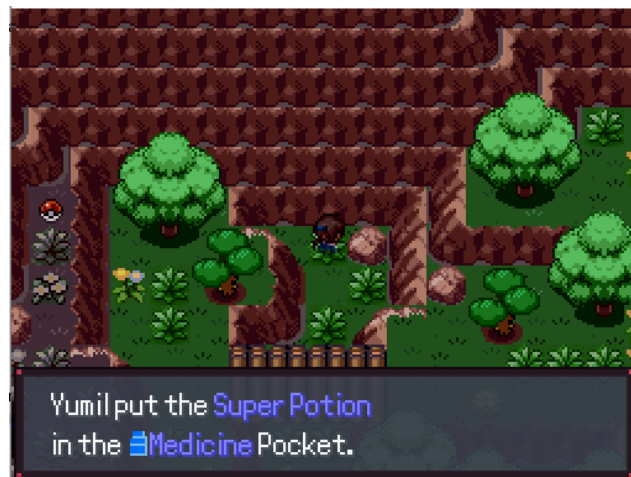
After winning, move up north until Ava catches up with you. Move to your left and down to find a fisherman, and talk to him to acquire the **Old Rod** after a battle with a Wishiwashi.

The Old Rod enables you to fish **Goldeen** and **Finneon** in practically every body of water of the game, so you don't need to backtrack to the beach to catch anything new, they share the same table as the one of this area.

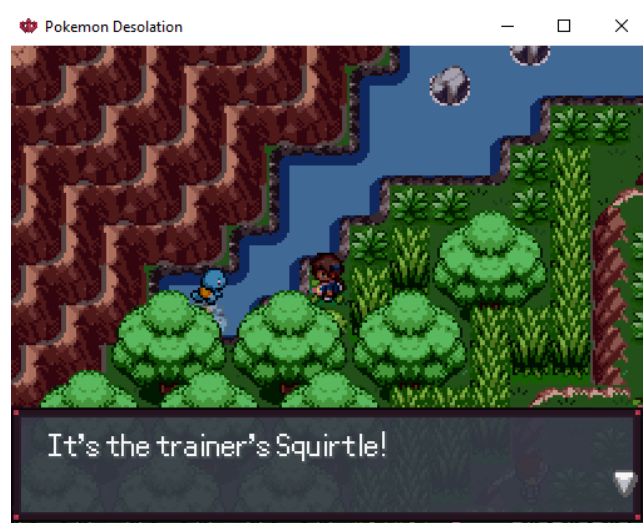
Directly north of this, you can encounter a **Psyduck** who'll join your team for a Poke Treat. Remember to make a trip back to Keneph Forest before entering Vejyr, and talk to Connor for free relationship points with both Connor and Scarlett.



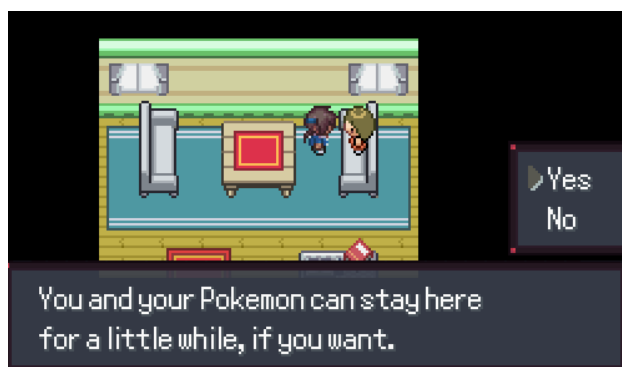
After going back and crossing the bridge above the water, you can grab a Super potion by going all the way left. Right after this, you can pass under another bridge to find another Super Potion hidden on the rocks.



Enter the first house on the road to hear about a missing Squirtle. He's at the start of the area, on the southeast border of the lake. After giving it a Poke treat, it'll return to its owner, who will reward you with 3 Credits.



The house right after the previous one acts as a pokemon center and lets you heal whenever you want.



After passing another house, you have the possibility to climb some stairs and go right to collect a Moon Stone.



Go back to the left, watch the cutscene, grab the Super Repel next to Vejyr's entrance, and enter the cave.

Vejyr:

<u>Entrance and Exit Room</u>	%	<u>Rest of the mountain</u>	%
Slugma	40	Slugma	40
Numel	30	Numel	30
Sandshrew	10	Sandshrew	10
Pansear	9	Pansear	5
Geodude	9	Geodude	10
Cubone	2	Houndour	5

FUTURE NOTE: You'll be offered to trade a Houndour for an Elekid shortly after this segment, so you may want to catch a spare one. You'll also be offered to trade a Marowak for a Solosis much, MUCH later in the game (right before the sixth badge).

Outside of Cubone being only available in the entrance and exit room, the Area is pretty straightforward. Visit each room, use rock smash on the pillar, move forward until you can free up a passage in the central room. Although, there's a hidden **Heat Rock** item in the northeastern room. Right to the entrance of that same room is a Fire gem for you to pick up, and a Super Repel on the next section.



After smashing all the pillars in the area, the path will open. After a short battle against a Crescent Ace, you'll be able to keep going forward. When Ava asks you if you were worried about her, answer "No" to gain relationship points with her. (Answering Yes loses you some points).



After exiting the mountain, be ready, as you have a battle with Scarlett awaiting you.



Battle: Trainer Scarlett (Forest Field)

1x Super Potion

- Ponyta, Level 25 - Flame Body.
 - Fire Spin,
 - Sunny Day,
 - Stomp,
 - Flame Wheel
- Goomy, Level 26 - Gooeey.
 - Dragon Breath
 - Protect,
 - Water Pulse,
 - Hidden Power
- Musharna, Level 26 - Synchronize.
 - Psybeam
 - Heal Bell
 - Hypnosis,
 - Shockwave
- Eevee, Level 19, Normal Gem - Adaptability.
 - Swift,
 - Charm,
 - Quick Attack,
 - Bite
- Minccino, Level 27, Wide Lens - Skill Link.
 - Tail Slap,
 - Sing,
 - Encore,
 - Knock Off

Winning gives you relationship points.

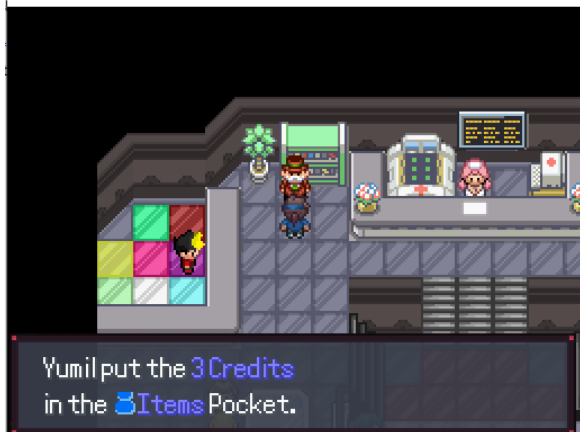
Route 2:

<u>Morning & Day</u>	%	<u>Night</u>	%	<u>Old rod</u>	%
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Pidgeotto	20	Noctowl	20	Goldeen	70
Pidove	20	Pidove	20	Finneon	30
Tranquill	10	Raticate	10		
Mankey	10	Mankey	10		
Burmy	10	Burmy	10		
Drowzee	10	Drowzee	10		
Teddiursa	10	Teddiursa	10		
Swirlix	5	Ekans	5		
Gulpin	5	Gulpin	5		

FUTURE NOTE: You will one day be tasked with showing a Pidove and trade an Unfeazant to someone for a side quest, so I recommend catching either a Tranquil or a Pidove in prevision of that moment.

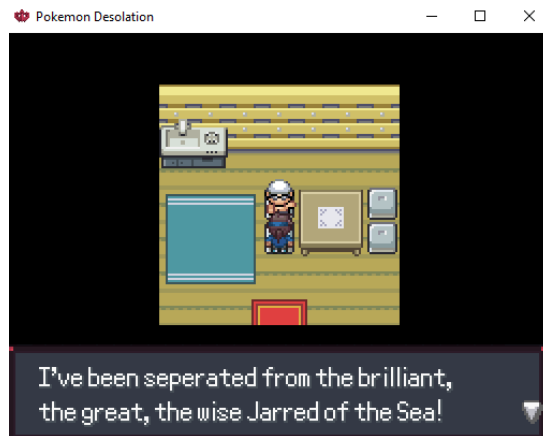
Now that we're here, go to the right, then north, and make a stop by the village in the middle of the route. Talk to Ava for free relationship points. Talk to the man up on the left to receive 3 Credits.



The merchant on the left sells : **Growlithe** (9 Credits), **Electrike** (13 Credits), **Sewaddle** (8 Credits), Paint jar (15 Credits), **Ability Capsule** (10 Credits), **TM60 Quash** (2 Credits), **TM42 Façade** (11 Credits), **TM45 Attract** (6 Credits), **TM 56 Fling** (4 Credits).

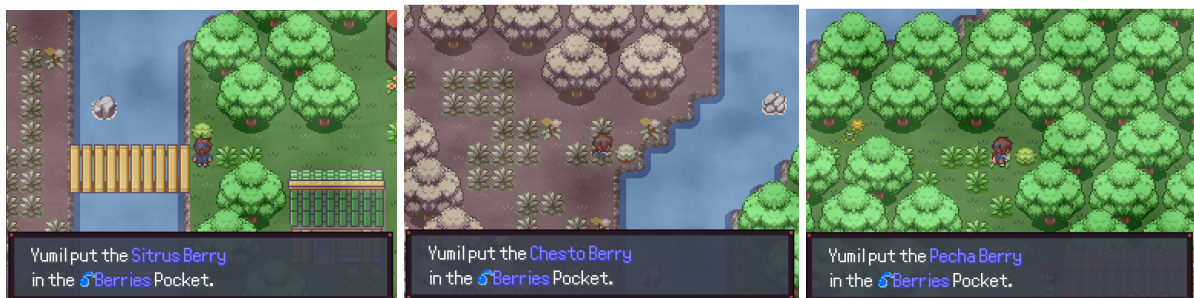
Electrike and Sewaddle's evolutions are ultimately available in the wild much later, so unless you plan on using one this playthrough and use it right now, you can skip those two altogether. Growlithe is only available through the shops, but I'd recommend saving credits for now.

After that, visit the house south of the pokemon center to hear a man's request to help him find his friend Jarred. He's in Celeste City so just keep that in mind for now.



The other two houses don't contain anything of value. The guy telling you to come back with more badges means "more badges than available in this build of the game", so you can safely forget him and never look back.

Around the little town are a Sitrus, Chesto and Pecha berry hidden in bushes.



Now get into the Ranger building to the north and Join the Rangers. Register the grid teleporter, and start taking jobs. There's a lot of quests to go through. Ranger stuff will be our most consistent source of credits. For now, we can't do all jobs, but we can do a good amount of them, so I'll tackle those immediately. Talk to the black-haired guy on the right, all of his jobs are doable right now. First one requires you to beat up a kid bullying other kids. He's right in front of the Moltres Statue in the center of the village. Completing this will reward you with 1000\$, 1 Credit, and a Rare Candy.

FUTURE NOTE : Someone is going to ask for a rare candy early on in the Silver Rise section, so keeping one on hand might be a good idea.

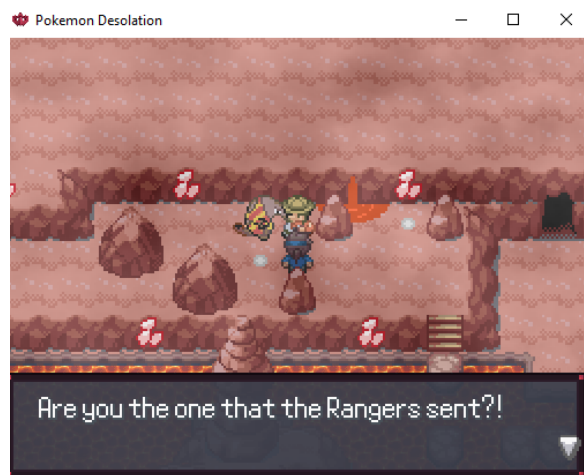
Next up, beating up a venusaur on Route 1, right outside of Vejyr.



- Venusaur, Level 30, - Overgrowth.

- Leech Seed
- Sleep Powder
- Magical Leaf
- Sludge

It's level 30 makes it a bit tougher than most mons, but it's a 1V6 so you shouldn't have too many problems taking it down. Your reward is 2 Credits and 1200\$. Next up, finding a trainer who lost their way in Vejyr! He's in the northeastern corner of the main room, attacked by a Heatmor. Taking it down and returning to the Ranger outpost will reward you with 2000\$, a Revive, and 2 Credits.



Next up, finding a lost Ponyta in Vejyr (Yes, again. Don't worry, we'll be done soon.)

While you're in Vejyr for the last time, now that you've joined the Rangers, this room is accessible. After some basic Rock Smash puzzles, you'll be able to catch a wild **Magby**. As for the Ponyta, he's in the room next to where you just fought the Heatmor.

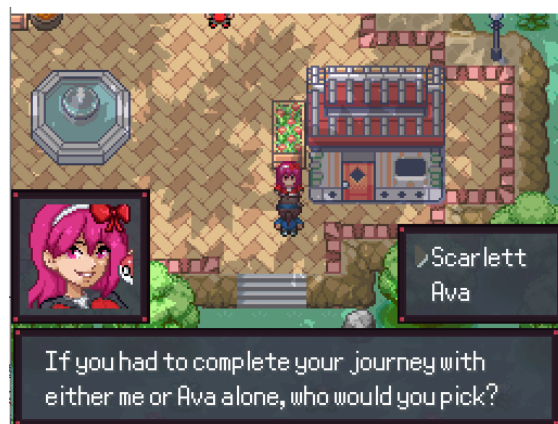


Sending him back will reward you with 2 Credits and 600\$.

That's all of the sidequests we can do before entering Celeste City, so take the job of finding a Trubbish before leaving. On the lower left side of the village, there's a bridge you can cross to find a hungry **Lillipup**. Give it a poke treat to get him to join your team.



As you arrive in town, go north and talk to Scarlett.

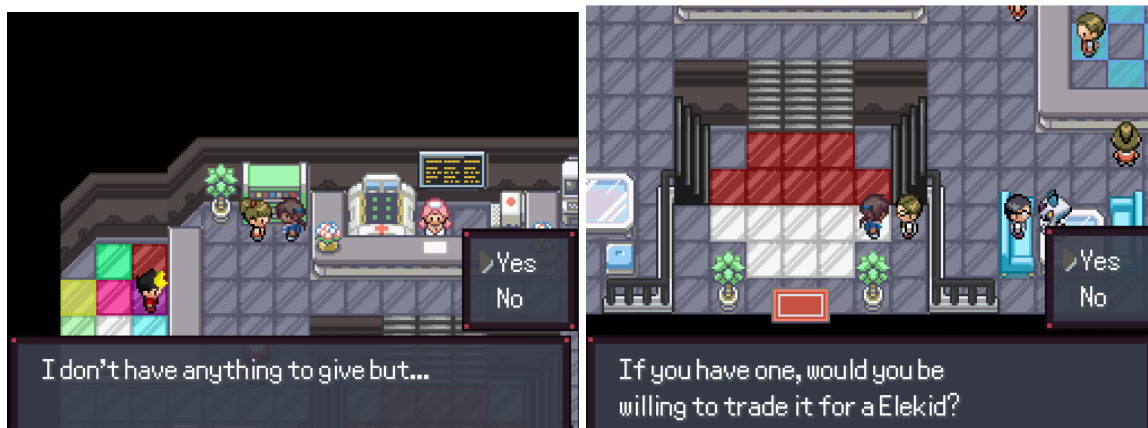


You gain points for whoever you chose and lose points for whoever you don't. I personally picked Scarlett on that choice.

On the far west of the entrance is a **Chingling** who'll ask for a treat to join your team.



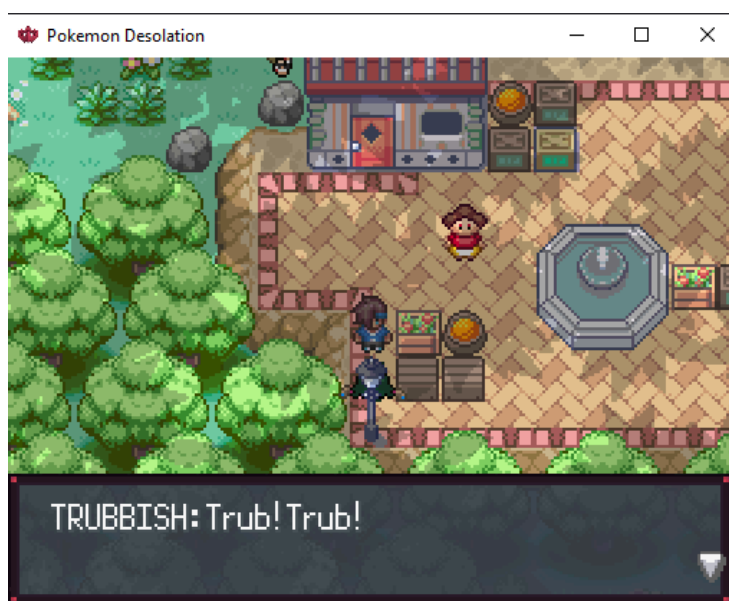
Enter the pokemon center, and talk to the lady in the upper left corner to trigger another sidequest. You can also talk to the man next to the entrance to trade a Houndour for an **Elekid**. The fisherman, on the other hand, will never give you his rod, not even after the 7th badge, so for now, you can safely forget him.



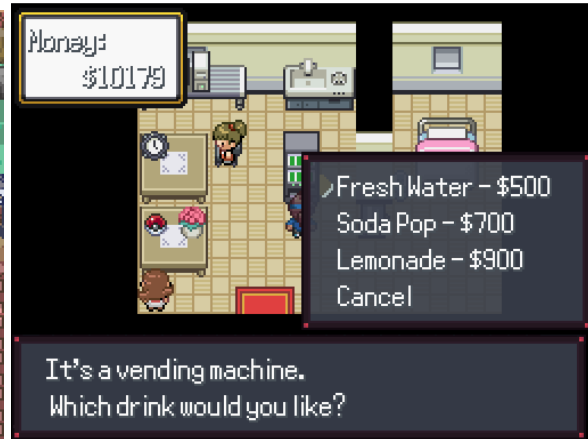
Credit shop sells: Growlithe (9 Credits) (Same as route 2), **Slowpoke** (13 Credits), **Cacnea** (9 Credits), and the same selection of TMs and items than the Route 2 Shop.

On the right of the pokemon center is a breeder that can be infinitely rematched to grind out mons if you need to.

On the left block of the town, you can find the Trubbish you've been looking for hidden behind the lamp.



Report back to the guild to get 1 Credit and 600\$, and take the "Convince a Trainer" Job from Lucas. It also takes place at Celeste City so there's no reason not to do it right away. He's in this house. He'll ask you to bring him a Lemonade first, which can be bought in the house right of the Pokemon Center. He'll then battle you.



Beating him and collecting your reward will get you a **Soothe Bell** and 3 Credits, but you can save yourself a backtrack for now and do that one later as we're about to go back there anyway for plot reasons.

Next up, visit the easternmost house to hear a lady's request to find a book in a place called Weeping Depths. Visit the westernmost house to find the kid the lady in the pokemon center asked you to talk to, to receive a **Black Belt**. Talking to the lady back in the center will additionally reward you with 2 Credits.



Next up, move to the north section of the town and enter the first house in sight to find Jarred. Talk to him to advance his quest. Exit the house and talk to the girl in the middle of the boxes to receive a **Skitty**.



Finally, it's time to talk to Aderyn. She's just outside of her gym. She'll ask that you explore the Weeping Depths for her, giving you the authorization to enter the place. It's the cave entrance back on route 2 West. Before going there, don't forget to visit the village on Route 2 to collect your reward from the ranger guild, and a Water Stone from Jarred's friend. While you're at it, pick the "Explore the Depths" Quest from the Rangers, since it takes place in the Weeping Depths. Enter the tunnel and exit from the other side to enter Weeping Hill.

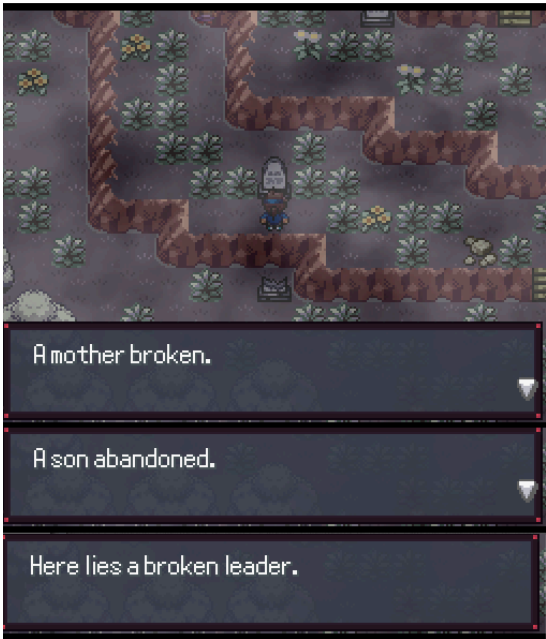


Weeping Hill:

<u>Always</u>	%
Shuppet	30
Venonat	35
Pumpkaboo	15
Whismur	15
Drifloon	5

This section is really straightforward, just follow the path until you reach the cave to enter Weeping Depths, so instead here's three funny questions : Why is there a gravestone for Ava in this place, why

is there a gravestone for the Blackview City gym leader in this place, and is that stone supposed to reference someone in the story ?

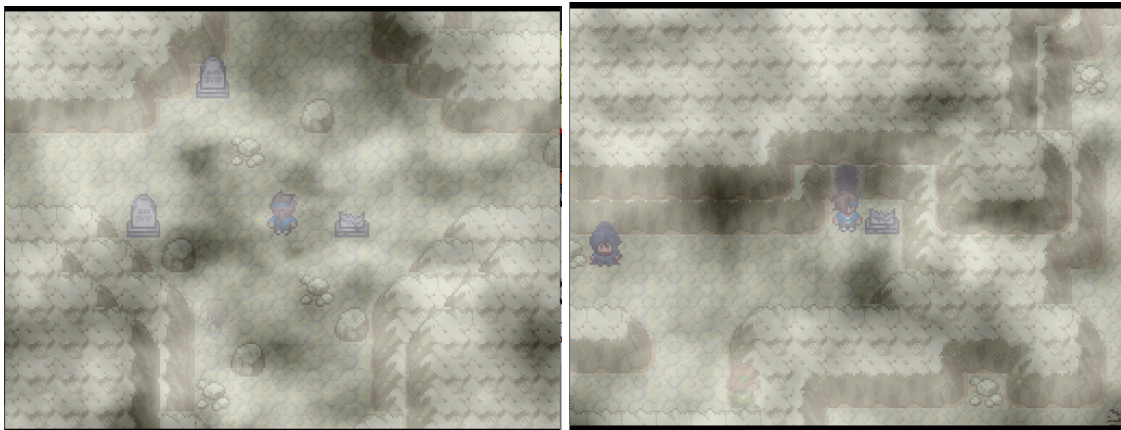


Because I sure as hell don't know.

Weeping Depths:

Cave	%
Unown	100

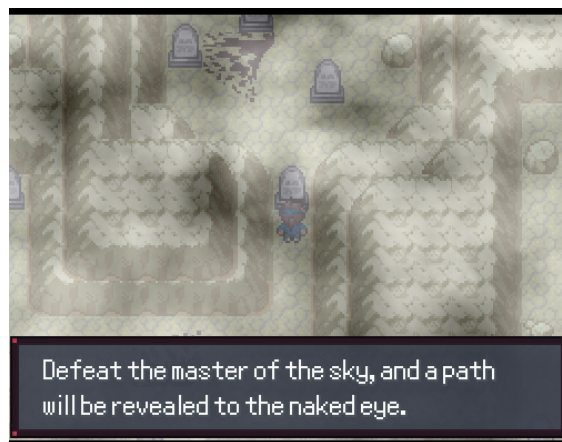
The first parts of the place are straightforward, but you'll eventually enter a large room with several sprawling paths.



Make sure to interact with every broken gravestone you find in this section, as reading them all will eventually open up a secret room.

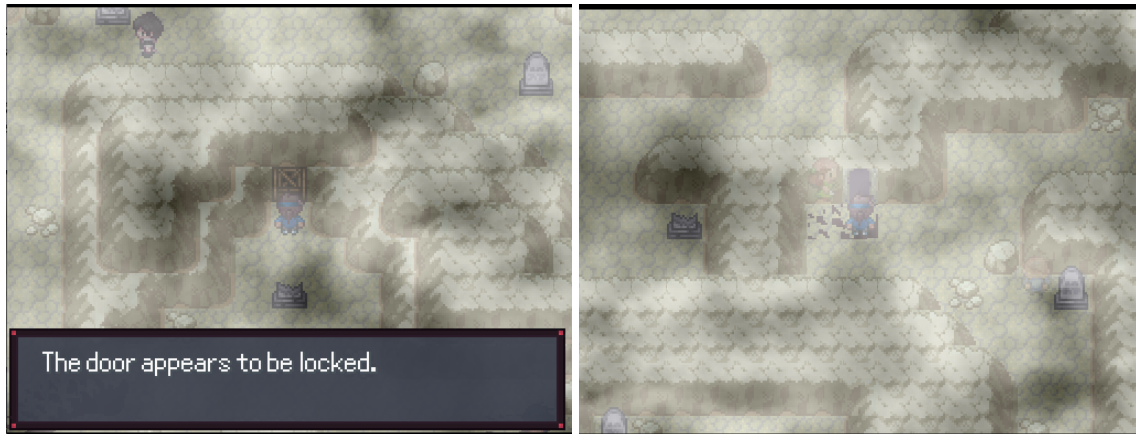
Up and right eventually converge, so for now head left. Eventually, you'll reach another entrance here, leading to a place with several gravestones. Examine the top row, second grave from the left to discover a passage towards another room, where you'll find an Odd Doll, completing the rangers request.

Time to go back to the starting point. Follow the way up to stumble on a gravestone blocking your path. This gravestone will be removed once we acquire our second badge, so make a mental note for later.



You'll also pass a locked door. You'll get the key for that one for completing every Ranger request in route 2, so we'll go get those two things shortly after getting the second badge.

At this point, you should be able to receive the prompt stating a door opened somewhere. It's to the left of the locked door. Enter to battle and hopefully catch a wild **Aron**.



Make your way through the cave and the plot, heal at the station when you have the opportunity, and enter the cave to start a fight against Nova.



Battle: Team Crescent Head Nova (Cavern Field)

- Stantler, Level 28 - intimidate.
 - Zen Headbutt,
 - Stomp,
 - Confuse Ray,
 - Protect
- Lampent, Level 29 - Infiltrator.
 - Will-O-Wisp,
 - Hex,
 - Flame Burst,
 - Shockwave
- Clefairy, Level 30, Wise Glasses - Magic Guard.
 - Disarming Voice
 - Echoed Voice
 - Sing,
 - Fake Tears
- Gothorita, Level 31, Citrus Berry - Competitive.
 - Psyshock,
 - Hidden Power (Rock),

- Flatter,
- Fake Tears
- Absol, Level 30 - Super Luck.
 - Rock Tomb,
 - Night Slash,
 - Taunt,
 - Quick Attack

After this battle, you'll be presented with a plot-significant choice. I chose to give the stone to Shiv. Our job here is done for now, all that's left to do is check on the grave in the middle of the room, in case you wondered what ever became of Kuiki after the prologue. You'll be offered to skip the return trip, which is a good idea since we've got nothing particular to gain from walking back manually.

Before going back to Celeste, make a stop by the route 2 village to turn in the quest for 2500\$ and 5 Credits. Take the "find my Aipom!" quest before taking off to the city.

After the cutscenes, enter the gym and make your way through to fight Aderyn.



Battle: Ranger Aderyn (Open Sky Field)

2x Hyper Potion

- Swellow, Level 33, Muscle Band - Guts.
 - Aerial Ace,
 - U-Turn,
 - Facade,
 - Steel Wing
- Gligar, Level 33 - Immunity.
 - Tailwind,
 - Bulldoze,
 - Acrobatics,
 - Agility
- Xatu, Level 34, Leftovers - Magic Bounce.
 - Psychic
 - Ominous Wind
 - Air Slash,
 - Confuse Ray
- Pom-Pom Oricorio, Level 33, Sitrus Berry - Dancer.

- Tailwind,
- Revelation Dance,
- Work Up,
- Air Slash
- Swanna, Level 34, Wide Lens - Big Pecks.
 - Feather Dance,
 - Icy Wind,
 - Scald,
 - Air Slash
- Honchkrow, Level 35, Lum Berry - Moxie.
 - Aerial Ace
 - Roost
 - Night Slash
 - Taunt

If your team struggles against her, trading the Houndour for the Elekid in town and training it up can prove very effective. Beating her will grant you the **TM40 Aerial Ace**. After that, enter the Celeste Labyrinth to the northwest.

Celeste Labyrinth:

<u>Morning & Day</u>	%	<u>Night</u>	%
Ledian	20	Noctowl	20
Hoppip	30	Ariados	30
Furret	15	Furret	15
Pikipek	10	Pikipek	10
Blitzle	10	Blitzle	10
Cherubi	5	Nuzleaf	5
Spewpa	5	Spewpa	5
Skiploom	5	Misdreavus	5

As you enter the labyrinth, go right all the way, move up and turn left at the first chance you'll get, then follow the path until you reach a house. Enter it and talk to the old man on the left. Agree to join them and give them the 5 credits they demand. Drop down the ladder and register the Beamer Grid machine to the right. Talk to the scientist and give them the 10 credits they ask for to receive a Sun Stone. Give them another 10 credits to get the lab expanded. (Yeah, that's a lot, I know. The story will eventually give you back the money you spend here, but don't feel too bad for not paying beyond the 5 first.) Talk to the guy above him and show him the Pidove he asks for to get 1 Credit. Hey, it's free real estate.

Jinx Guild Credit Shop: Growlithe (9 Credits), **Pichu** (8 Credits), Houndour (9 Credits), usual TMs/Items.

Yeah, none of this is any good. The only new mon is Pichu and you'll be able to catch it in the wild in literally five minutes, and Houndour's been available already at Vejyr.

After getting out, come back where you came from and go up at the junction. In the dead end to the right is a Leaf Stone on the bush.



Follow the path to the left to find a Super Potion past a trainer.

Go back to the easternmost part of the labyrinth and keep going up. At the next junction you're offered, go straight ahead and follow the path to find a Miracle Seed. Now take the path to the right to find the missing Aipom for the Ranger's quest.

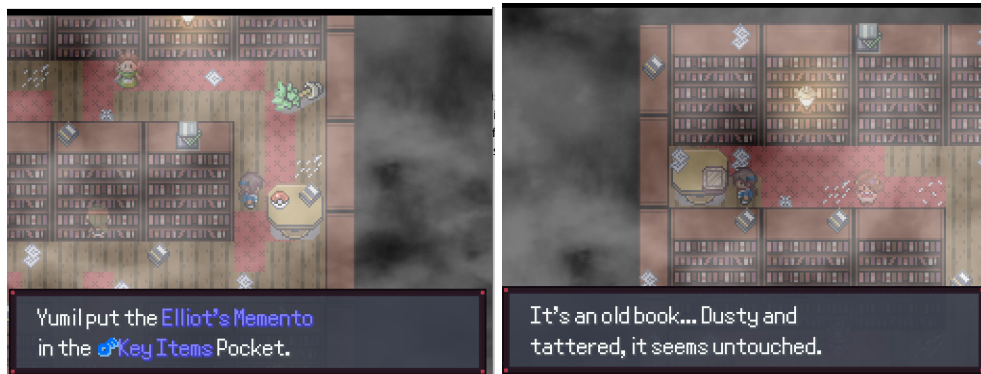


Aight, now's a good time to do some backtracking, as we've got quite a bit of stuff to collect. Go back to the Ranger's Outpost, either by taking the Jinx Guild teleporter or by walking back. Collect the reward for the last quest of 600\$ and 1 Credit, then talk to the man in the middle of the room to receive a key that opens the door we mentioned earlier in the weeping depths. It's time to go back down here. First, take the north way and take the path that was previously blocked by a stone.



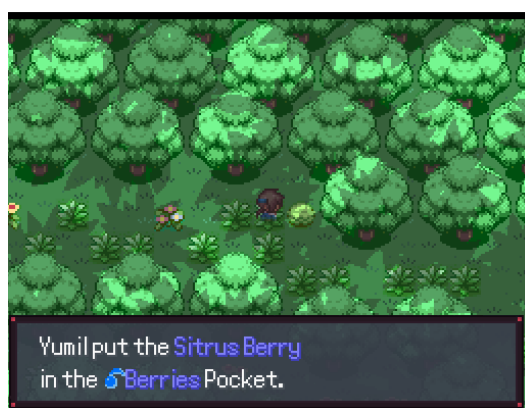
Enter the cave and read the text in the middle. From there, you need to circle the wall the text is written on, counter-clockwise. You need the doll from the Ranger side quest that you had to do in the depths a bit earlier for this to work. Doing this will open a passage in the stone that will let you find the **Red Piece**. Here's a gif if a visual explanation is more your thing : <https://gph.is/g/Z2pwbXD> (Thanks to Lucifer Morningstar for their save, forgot to do this with my own save back then).

Now, go to the locked door we saw earlier towards the end of the section and use the key to enter. Collect Elliot's Memento and the Weeping Book for the lady in Celeste Town, and leave the place. We're done for good with Weeping Depths! (not the hill though, we'll come back there one day.)



Giving the memento will reward you with 6 Credits, **TM27 Return**, and 3000\$. Give the book to the lady in Celeste City to gain 5 Credits.

Alright! Now we're ready to finish this section of the guide for good. Return to the Celeste Labyrinth and make your way towards the exit. On your way, examine this bush next to the exit to find a Citrus Berry, before entering Celeste Grotto.



Celeste Grotto:

<u>Morning & Day</u>	%	<u>Night</u>	%
Cherubi	30	Noctowl	30
Sunkern	20	Ariados	30
Skiploom	10	Espurr	15
Espurr	15	Phantump	10
Sunflora	10	Pachirisu	9
Pachirisu	9	Yanma	5
Yanma	5	Pichu	1
Pichu	1		

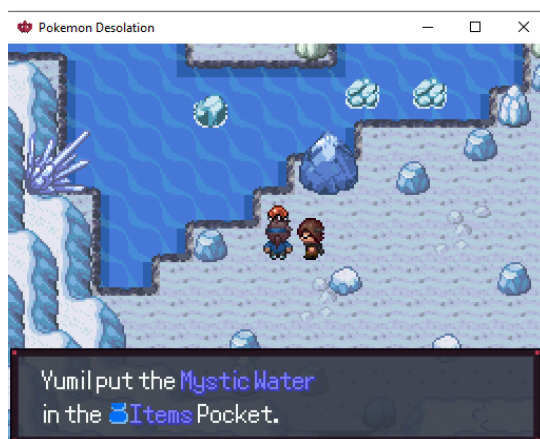
After catching what you want, make sure you've got everything you need since it'll be a short while before we get to come back freely. Talk to the girls to advance the plot. Now onto the REAL backtracking hell.

II-C) Silver Mountain

Silver Rise Peak:

<u>Morning & Day</u>	%	<u>Night</u>	%
Cubchoo	40	Cubchoo	40
Snoover	30	Snoover	30
Vanillite	15	Vanillite	15
Delibird	10	Delibird	10
Furfrou	5	Furfrou	5

Yay, a dual section with another trainer! Free healing between every fight! Simply follow the path down the mountain. Make note of the existence of the house locked at the summit for later. As you advance, you'll come across an optional cave. Enter it to grab the **Mystic Water** and make a mental note to come back here later. Note that you can fish here and elsewhere on the mountain to catch **Wishiwashi**.



Exit the cave and follow the way. A merchant near the house can sell you Repels, which can be a good idea considering we're about to do a lot of backtracking, if you have the money to afford it. Past the house is a Freeze heal on the ground, and a Revive is tucked in a small passage to the right. Enter the cave and commence your descent through Silver Rise.

Silver Rise:

<u>B1F Cave</u>	%	<u>Main Cave</u>	%	<u>Old rod</u>	%
Cubchoo	30	Cubchoo	30	Finneon	70
Vanillite	30	Vanillite	20	Wishiwashi	30
Delibird	15	Alolan Sandshrew	10		
Seel	10	Delibird	15		
Swinub	10	Seel	10		
Cryogonal	5	Swinub	10		
		Cryogonal	5		

Start with the left path and activate the crystal at the end of the path. There's also a Star piece to collect in a nearby rock.



Now go back to the entrance and take the right path. Take the stairs to the left when you have the opportunity, and pick up the **TM 86 Grass Knot**, then proceed further to activate yet another crystal.

Go back down to the intersection and go north. Grab the Star Piece on your way.



Follow the path, climb down the ladder and grab the Ultra Ball. Do some light Ice Puzzle sections, grab the super repel on the ice, climb up the ladder, go left and grab the Ice Gem on the rock.



Activate the crystal and nab the Rare Candy directly south of it. You can backtrack by jumping down the slope to the right. Now go back to the left side of the entrance, take the fork to the right to enter a small cave, cross the various ice bridges you have activated and activate the next crystal.



Go back all the way to the right of the entrance and go back to where Tristan noticed a bridge should appear, and take that newly-formed bridge. Follow the path and grab the Super Repel near the water when you get the chance, along with the Super potion later.

After climbing some stairs and arriving at a crossroad, go north to grab the Shed Shell, along with **Never-Melt-Ice**.



Go back to the crossroad and go right this time, climb the stairs and go north to enter the small cave and activate another crystal. Now go south and follow the path until you reach another fork, and go south towards the unformed bridge to grab a Heart Scale on a rock.



Now go north and follow the path and get through the ice puzzle to reach a ladder.

Go back to the entrance of the mountain and enter the other cave you couldn't get through. The last crystal you activated created a bridge here, allowing you to get the **TM69 Rock Polish** and the **Dull Key**.



Now go back to the normal path and go down this ladder after crossing to the eastern part of the mountain and activate the crystal.



Climb back up, continue to the south, follow the path and go through the ice puzzle to the south and climb the ladder, cross the bridge, activate the crystal, go back from where you came from, jump

down the slope for a quick shortcut, go right and cross the final bridge to get out of Silver Rise. Don't forget to grab the Full heal right before moving on!

Grab the revive in the next cave and go down the ladder to finally find the exit.

Out of the mountain, talk once to the Makuhita, and keep going to get some cutscenes. Answer Yes to Tristan for some easy points.



Enter the house to register another Grid teleporter. Nice, now we can go to the rest of the map again. There's one thing in particular to do right now: At the end of the Celeste Labyrinth, you can pick up Scarlett's **Old Bow**. Picking it up will impact the plot later down the line.



Now back to Silver rise. Talk to the man on the left to start another quest we'll have to deal with, then talk to the man northeast of him to trigger the Makuhita quest.



Talk to the lady in the bottom east part of the camp and give her the Rare Candy she asks for to receive 3 Credits. You can cross that from the list of things you had to keep track of.



Now go back up and talk to the **Makuhita** until it attacks you.

- Makuhita, Level 35, Focus Sash- Thick Fat.
 - Wake-Up Slap
 - Heavy Slam
 - Knock-Off
 - Ice Punch

Defeat him to get the choice to add him to the team. Once you're done, go south of the village and enter Silver Forest.

Silver Forest:

<u>Morning & Day</u>	%	<u>Night</u>	%
Snover	30	Snover	30
Cubchoo	20	Cubchoo	20
Vanillite	10	Vanillite	10
Delibird	10	Delibird	10
Snorunt	15	Snorunt	15

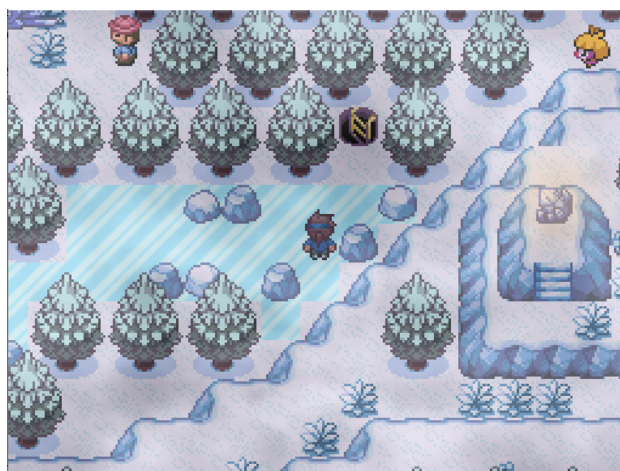
Tangela	10	Tangela	10
Vanillish	5	Vanillish	5

Just move forward until you enter another cave with a **Roggenrola**. Talk to it to engage it in battle and catch it. Follow the path and enter Silver Forest's main place. ALRIGHT. There's gonna be a lot of side paths to explore and the area is one big circle with both paths from the left and the right leading to the exit to the south. If you don't care about the side quests, just pick one and keep going south to find the exit. Otherwise, strap on for that one. I'd suggest making a couple first runs just circling the map so you can clear most of the trainers and avoid subsequent healing runs.

In any case, let's start by going left and taking the first right turn we can. Go north as soon as you can to get attacked by a Hiker. Go left to find a super potion. Go back north, then left. Pass between the trees to find a passage to the south, that leads to a crystal to activate, alongside a Nugget.



Go back to north of the hiker and go right this time, and follow the path to get a Full Restore. Go back to before the hiker and continue on the path leading to the right. Fight the other Hiker there, notice an Ice rock blocking the way for now, make a mental note of it, and go back to the outer circle. Go south until you meet an ice puzzle with an opening on the right, and follow it until you go down a ladder. Solve the Ice Puzzle to find a Diary Page. One of our goals is to find two more of those in this area.



Go back to the outer circle and keep going south. Climb up the stairs next to the entrance of the cavern and go through an Ice puzzle to activate a crystal.



Now that we're (almost) done with the left side, let's go back up to start from north-east. Start going south and grab the reverse candy on the way.

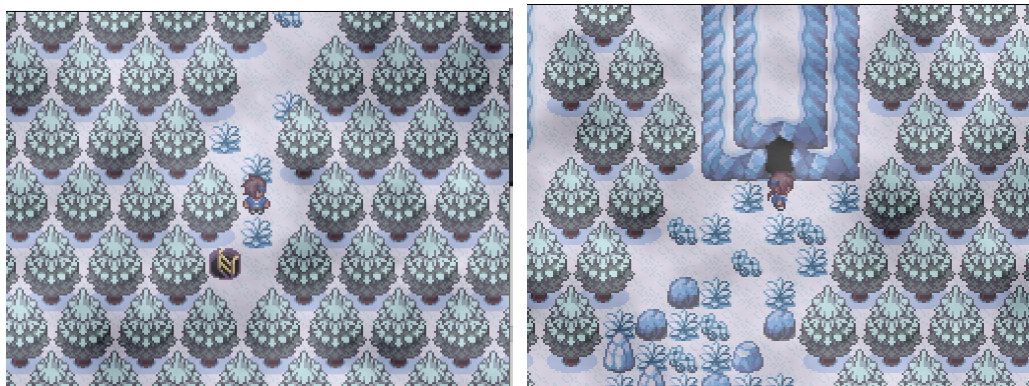


Climb the stairs you find shortly after. The manor holds nothing of interest for now, so let's put it aside for now, and let's go to the ladder south of it instead. Take the Diary Page and the Hyper potion you'll find, and climb back up.

Back outside, go to the right, climb down the stairs, then go north to grab a **King's Rock**.



Keep going further to find another crystal to activate. After that, go back to the stairs and go south, jump down the slope and keep going south. Go left at the first chance to find a wild **Smoochum** to catch. Now go back to the previous path and go south until you get the chance to go right, then go south to find another ladder to climb down to find the **TM 07 Hail**. Go back north and climb the stairs, take the Full Heal, and enter the cave to the north.



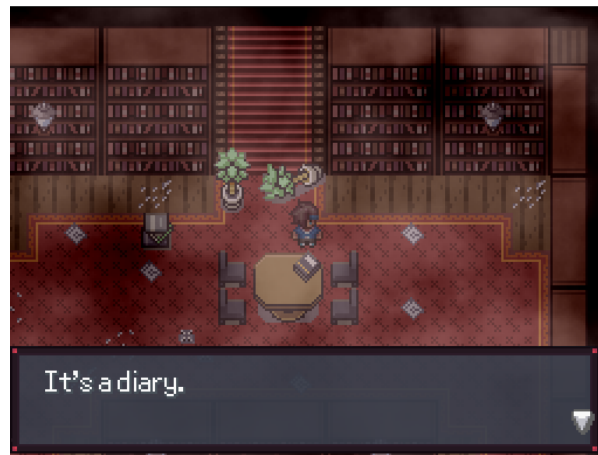
Then go through the cave, grab the Ultra Ball and keep going north to find another ladder and find the last Diary Page.



Go back to the outer ring and keep going until you find some stairs north of the exit. Follow the path and jump down the slope to keep going. Fight the trainer and activate the last crystal.



Now that we've got everything, it's time to go back to the manor. Go to the second floor and read the diary on the table, using the pages you found earlier.



After reading the diary, grab the **Brass Key** that spawned on the pedestal.

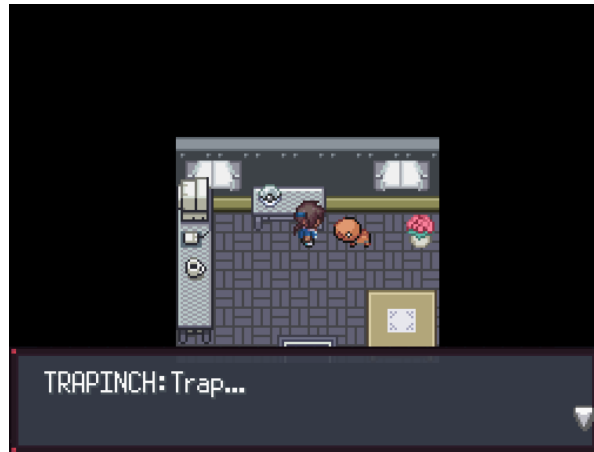
Now that we've activated all the crystals, go back to the left side of the area where you were previously stopped by a rock, and climb the stairs. Go north in a first time to get the **Icicle Plate**.



Take the last remaining path that spirals out to the top of the mountain and climb down the ladder to find the **Shiny Key** and a wild **Froslax** to catch.

Now that we're finally done with this place (For now at least...), it's time to go back at the top of the mountain to use the Brass Key we got earlier on the house at the top. Buy some repels and travel the mountain backwards.

Inside the house, you'll find a **Trapinch**, an **Abomasite**, and a computer to interact with. Go back to the ranger camp and talk to the guy who asked you to fix the Wi-Fi to get 3 Credits.



Now that this is all over, you can finally go back to the forest and go down. Watch the cutscene and go down.

Route 3 Tunnel:

<u>Cave</u>	%
Cubchoo	30
Vanillite	25
Delibird	10
Bergmite	15
Purrloin	15
Mightyena	5

A very short section, just go down and Reach Route 3. Good news, the first home on your way acts as a pokemon center.

Route 3:

<u>Morning & Day</u>	%	<u>Night</u>	%	<u>Old rod</u>	%
Male Nidoran	20	Male Nidoran	20	Goldeen	70
Female Nidoran	20	Female Nidoran	20	Finneon	30
Furret	15	Furret	15		
Trumbeak	10	Trumbeak	10		
Fearow	10	Noctowl	10		
Gloom	10	Gloom	10		
Taillow	5	Illumise	5		

Stufful	5	Stufful	5		
Litleo	5	Litleo	5		



Make sure you're at peak performance, as you'll get a battle with Hardy when you try crossing the bridge.

Hardy (Forest Field)

2x Hyper Potion

- Zoroark, Level 42, Black Glasses - Illusion.
 - Dark Pulse,
 - Extrasensory,
 - Grass Knot,
 - Torment
- Arcanine, Level 40 - Intimidate.
 - Will-O-Wisp,
 - Flamethrower,
 - Sunny Day,
 - Solar Beam
- Type:Null, Level 41, Chesto Berry - Battle Armor
 - Take Down
 - Toxic
 - Rest
 - Aerial Ace
- Gallade, Level 42 , Coba Berry - Steadfast.
 - Psycho Cut,
 - Ice Punch,
 - Drain Punch,
 - Cut
- Scizor, Level 41 - Technician.
 - Bug Bite,
 - Bullet Punch,
 - Roost,

- Cut
- Pupitar, Level 41, Focus Sash- Shed Skin.
 - Rock Slide
 - Bulldoze
 - Stealth Rock
 - Payback

After that battle, move south to reunite with Ava. Answer “No” to her question for relationship points. While you’re at it, talk to the old man before the village to accept another quest. Finally, Enter Addenfall Town.



Addenfall Town Credit Shop : **Carvanha** (14 Credits), **Oricorio** (16 Credits), **Mareep** (12 Credits), **Ralts** (30 Credits), **TM 01 Work Up** (10 Credits), TM 42 Façade (11 Credits) **TM 54 False Swipe** (7 Credits), TM56 Fling (4 Credits), Ability Capsule (10 Credits), Jar of Paint (15 Credits)

Some actually new stuff in here, and pretty good, on top of that ! As usual, there’s also a breeder outside of the center to help you get the team up to level. Check the house on the right of the Pokemon center and talk to the man on the right, it advances the quest of the old man north of the town. Return there and face a grunt to receive a Link Stone.



Next up, enter the Ranger outpost to register this Grid Beamer as a valid teleport point. Take the quest “Find my Seviper”. This one is gonna be pretty hard, but is available right now. You can always just do it later if your team isn’t up to the task, but I’ll cover it right now.

Go back to Silver Forest and go right as much as possible until you get back to the clearing right before the cavern before the last Diary Page. There’s only one problem: you’ll have to get through a level 56 Raikou to get him.

- Raikou, Level 56 - Pressure.
 - Discharge

- Reflect
- Extrasensory
- Iron tail

Beating him and Reporting to the Reward Lady will net you 3 Credits, 3000\$ and a Thunder Stone. While you're at it, take the "My son is lost!" quest, we'll tackle this one soon enough.



Enter the house with all the flowers and talk to the guy to the right to agree to find his Turtwig. You'll find him near the house at the entry of the road. Defeat him and go talk to the guy to receive 4 Credits.



After dealing with this, enter the house left of the previous one to watch the plot unfold. Enter Addenfall Woods to go on.

Addenfall Woods:

<u>Morning & Day</u>	%	<u>Night</u>	%	<u>Old rod</u>	%
Cutiefly	20	Cutiefly	20	Goldeen	70
Petilil	20	Noctowl	20	Finneon	30
Parasect	20	Parasect	20		
Teddiursa	15	Teddiursa	15		
Comfey	10	Volbeat	10		

Slakoth	10	Slakoth	10		
Shinx	5	Shinx	5		

A pretty straightforward section. Follow the path while grabbing the Big root. You'll be presented with a fork toward the end of the area. The left side holds four more grunts, a healing machine, and the boss, but the right one leads to rescuing the kid from the quest from a level 60 Hypno, along with a Hyper Potion.

- Hypno, Level 56 - Inner Focus.
 - Hypnosis
 - Dream Eater
 - Shadow Ball
 - Brick Break

Don't let the level intimidate you, he's a pushover, compared to Raikou. Once you're ready, advance past the healing machine and take on Amelia, the leader of the Foxes.

<u>Addenfall Grove</u>	%	<u>Night</u>	%
Cutiefly	20	Cutiefly	20
Petilil	20	Noctowl	20
Parasect	20	Parasect	20
Teddiursa	15	Teddiursa	15
Comfey	10	Volbeat	10
Slakoth	5	Slakoth	5
Shinx	5	Shinx	5
Mime.Jr	5	Mime.Jr	5



Battle: Black Fox Amelia (Forest Field)

Hyper Potion

- Crobat, Level 42, Black Sludge - Infiltrator.
 - U-Turn,
 - Toxic,
 - Tailwind,
 - Giga Drain
- Blaziken, Level 44, Citrus Berry - Speed Boost.
 - Sky Uppercut,
 - Blaze Kick,
 - Will-O-Wisp,
 - Acrobatics
- Cacturne, Level 43, Shell Bell - Water Absorb
 - Growth
 - Cut
 - Spiky Shield
 - Sucker Punch
- Zangoose, Level 43 , Muscle Band - Toxic Boost.
 - Swords Dance,
 - Slash,
 - Ice Punch,
 - Giga Drain
- Midnight Lycanroc, Level 42 - No Guard.
 - Zen Headbutt,
 - Rock Slide,
 - Fire Punch,
 - Thunder Punch
- Milotic, Level 43, Mystic Water- Competitive.
 - Scald
 - Confuse Ray
 - Haze
 - Icy Wind

A pretty tough battle, mostly because the Crobat will spam U-Turn and refuse to die unless something faster than it nails it on the spot, and because Speed Boost Blaziken is no slouch either. After winning, go back where Ava was fighting to free the villagers to pick up the **Black Glasses**. Immediately above that place, you can catch a **Swablu** by giving it a Poke Treat.



With the events completed, collect your reward from the Hypno battle of 3100\$ and 4 Credits. Pick up the "Infiltration" Job while you're there, it's the next one we'll be able to complete.

After that, go talk to the lady on the bench in the middle of the village and agree to help her. Her date is in the forest, you may have run into him a couple times on the way.



While you're at it, explore the path behind him to enter a small cavern and confront what looks like some kind of Ghost Shiv.

- Ambipom, Level 55, Citrus Berry - Skill Link.
 - Tail Slap
 - Fake-out
 - Acrobatics
 - Shadow Claw

If you manage to take it down, another part of the cave will open and let you catch an **Aipom**. Talking to the fisherman back in town will also award you 2 Credits.

After that, you're free to visit the gym to the southwest of the town. After watching the cutscene, visit route 4 and head toward your battle with Tristan.

Route 4:

<u>Morning & Day</u>	%	<u>Night</u>	%	<u>Old rod</u>	%
Furret	30	Furret	30	Goldeen	70
Ducklett	20	Ducklett	20	Finneon	30
Weepinbell	10	Weepinbell	10		
Teddiursa	15	Teddiursa	15		
Hypno	10	Hypno	10		
Sudowoodo	5	Sudowoodo	5		
Dedenne	5	Ariados	5		
Snubbull	4	Snubbull	4		
Granbull	1	Granbull	1		



Battle: Ninja Tristan

2x Hyper Potion

- Staraptor, Level 43, Muscle Band - Intimidation.
 - U-Turn,
 - Aerial Ace,
 - Close Combat,
 - Roost
- Exploud, Level 44 - Scrappy.
 - Boomburst,
 - Fire Blast,
 - Shock Wave,
 - Extrasensory
- Sawsbuck, Level 45, Miracle Seed - Sap Sipper.

- Grass Whistle
- Horn Leech
- Stomping Tantrum,
- Wild Charge
- Pyroar, Level 45, Passho Berry - Rivalry.
 - Hyper Voice,
 - Flamethrower,
 - Noble Roar,
 - Will-O-Wisp
- Mega-Lopunny, Level 50, Lopunnite - Scrappy.
 - Drain Punch,
 - Facade,
 - Fire Punch,
 - Fake Out
- Wigglytuff, Level 44, Leftovers - Cute Charm.
 - Hyper Voice
 - Toxic
 - Dazzling Gleam
 - Hidden Power (Fire)

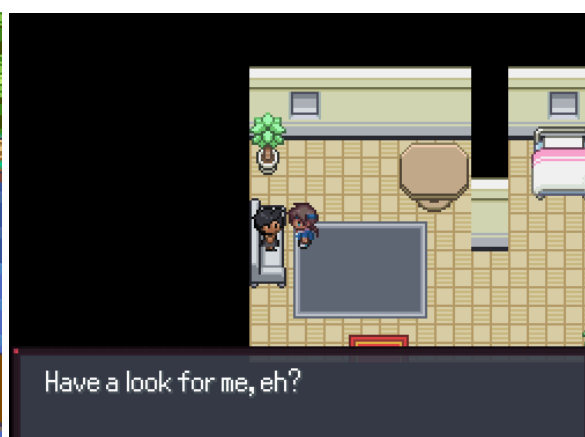
Not unlike the Amelia fight, your main difficulties will be the Staraptor that just won't stay on the field for a minute because of U-turn, and his ace Mega-Lopunny who's capable of sweeping your team. Outside of that, nothing impossible to take down.

Once you've won, you get your third badge, but no TM, and you're free to keep going on the route. Talk to the woman you meet shortly after to advance the pot. Keep going down until you see a ship on the right. Talk to the girl here to deal with the Ranger side quest.



Pretty straightforward, just follow the path, talk to everyone until a cutscene triggers, get out, fight off the grunts on the way, mission accomplished. You'll be rewarded with 5 Credits and a **Shell Bell**.

Take the "Fight the Foxes" quest while you're at it. Now go back to route 4 and talk to this guy. Enter the house nearby and talk to the NPC to learn about another quest we'll tackle soon.



Then go back to the previously-locked house north on the route and follow the plot. After some cutscenes, you'll be free to go left at the bottom of the route and approach Hardened Mountain. Rather than entering it immediately, go to the right, then up, pick up the **Lagging Tail**, then go down left to pick up a **Hard Stone** hidden on a rock. Finally, enter the cave from the East-facing entry.



Hardened Mountain:

<u>Cave</u>	%
Phanpy	20
Graveler	30
Woobat	15
Boldore	10
Dwebble	10
Sandlash	10
Donphan	5

From the entrance, go right and climb down the ladder to get to the bottom level. From there, go south and battle the Black Foxes to complete the quest. Keep going south and exit the cave to pick up the Soft Sand.



Time to go back to Addenfall, one last time. Get your reward of 4200\$, a White Herb, and 4 Credits. Now, take the "The Grand Rogue" quest. This one is gonna keep us up for a little while, since we're gonna need to reach Blackview City to finish it. First, talk to the girl on the left of the village. Then go back to route 4 and keep going until you reach a house you can enter, and talk to the NPCs present there.



Time to go back to hardened mountain, but this time take the entrance to the left and start going up. Follow the path until you're presented with a choice of exiting the cave or going down a ladder, and take the ladder, then exit the cave to pick up the Red Card.



Go back up the ladder and take the exit this time, and follow the path. Read the mural when you pass it by, and keep going until you reach a healing station. Exit the mountain and examine the rock on your left to get a Shiny Stone.



Time for a battle. Nothing particular going on, just beat them up. After the cutscene ends, examine one of the rocks of the area to find the Parcel someone asked you to find. Return it to the man in the southmost house of Route 4 to receive 4 Credits and a **Toxic Orb**. Now that this is done, you can go back to the top of the mountain where a Hiker was blocking you from taking a ladder and follow the path to exit the cave to access Blackview City Outskirts.



II-D) Blackview City

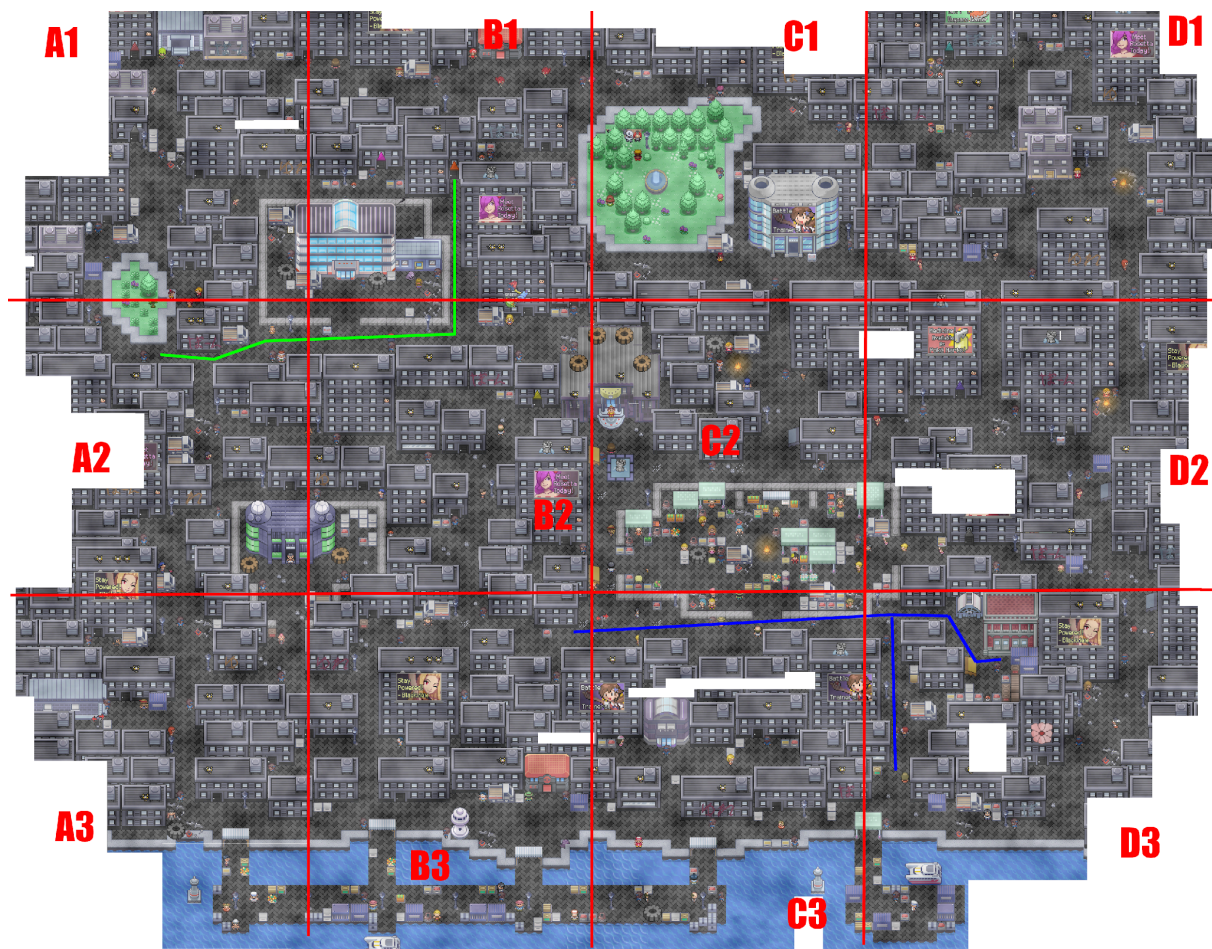
Blackview City Outskirts:

<u>Morning & Day</u>	%	<u>Night</u>	%
Purrloin	30	Purrloin	30
Trubbish	20	Trubbish	20
Gumshoos	15	Alolan Raticate	10
Koffing	15	Koffing	15
Grimer	15	Grimer	15
Liepard	5	Liepard	5
		Skuntank	5

As you enter the outskirts, talk to the lady in front of the church and agree to help her. Then, talk to the girl next to her and agree to help her with her task. Check the diary next to her to know which places we'll have to revisit. We're about to access another grid teleporter, so don't worry about going back to Addenfall again.



Now, enter the town proper, talk to Ava, then to the guy immediately to your left, then go south to watch the cutscene, then enter Ava's house on the left to watch another scene. Now we're finally free to explore the whole city, and I'm gonna make it clear straight away: I am not giving written directions in the HELLHOLE this town is. So instead, have THIS.



You know what? Have [THIS](#), actually, since I'm gonna assume you can't see shit on a picture that small.

The **Green Path** leads to the grid teleporter. I'm marking the section that's the only way to reach it, so that whenever you decide to get there, you can easily find a way to retrace the path.

The **Blue Path** is for the fight club. We'll use that one a lot too, but later.

I'm going to wait for us to get the Good Rod to cover the locations of serenity's side quest, in order to save a couple of backtracks.

I'm also going to list each side quest/thing separately, as trying to come up with some kind of optimal order of places to visit would just be more confusing than anything else.

SO.

-Item on A2 next to the purple sign closed for now is a Full heal. The item on the ground in B2 is a Heart Scale. The item on the ground on B1 coming from C1 is a Super potion. Item on the ground on D3 is a Whipped Dream. Item at the junction between B2 and C2 is a Satchet.

-The house on the east of A2 contains a Max Revive, a Dusk Stone and **TM 41 Torment**, provided you completed the Infiltration sidequest.

-In the middle of A1 is the **Name Rater**, in case you ever want to rename your mons.

-On the right of that house is a man that asks you for help finding a job. Agree to his request. In the shop with the deep blue Triangle above the door in D2 is where you can find a merchant looking for

someone to hire. Tell them about this guy, go back to tell him in A1, then go back to the shop to receive a **Macho Brace**.

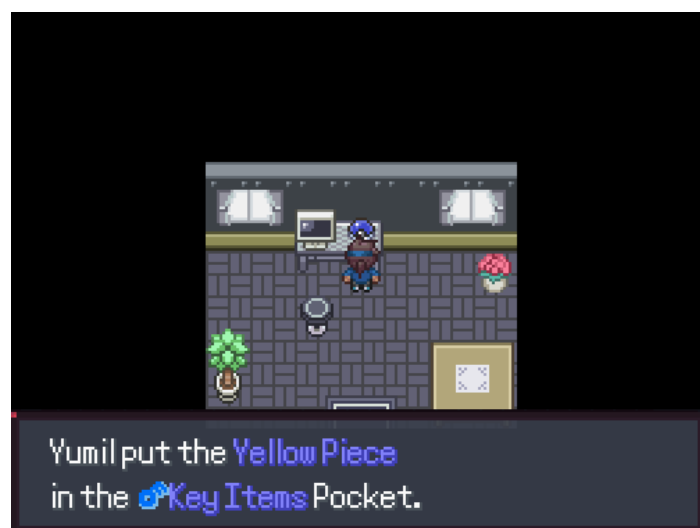


-Talk to the little girl at the junction of A1 and A2 to get a Leaf Stone.



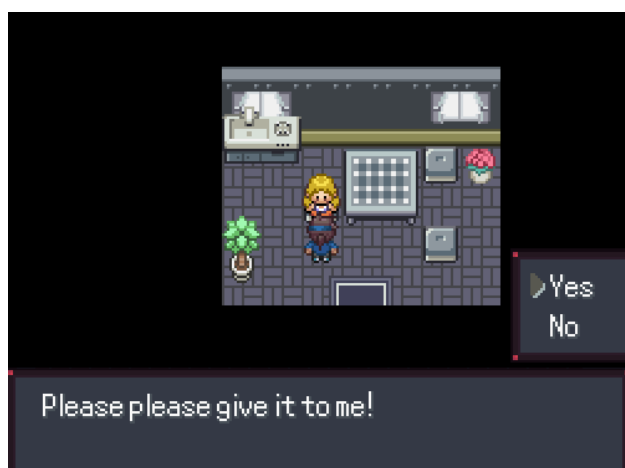
-In the house nearby is a man that will trade you a **Trecko** for a Jynx. You should have a Smoochum from back in Silver Forest, so all you have to do is evolve it.

-You can find the **Yellow Piece** in the house just left of the house directly (right side of the A2-B2 junction) below this one, by using the Shiny Key and Dull key on the door in the back.



-Meanwhile, the man in the house in the upper left corner of B3 can trade you a **Munchlax** in exchange for a Pikachu.

-In the building in the upper left corner of A3, a woman will ask you for a Poke Candy in exchange for 3 Credits.



-In the house center of the same A3, a fisherman will exchange you the **Good Rod** for 25 Credits (oof).

List of things the Good rod Enables you to go fish right now if you feel like it :

<u>Keneph Beach</u>	%	<u>Keneph Lake</u>	%	<u>Route 1/2/3/4</u>	%
Seaking	60	Seaking	80	Seaking	60
Krabby	20	Poliwhirl	20	Lumineon	20
Chinchou	20			Barboach	20
<u>Silver Rise</u>	%	<u>Addenfall Forest</u>	%		
Wishiwashi	60	Seaking	60		
Shellder	20	Lumineon	20		
Lumineon	20	Tympole	20		

As I mentioned earlier, it's time to take a break and use the grid teleporter to go back do Serenity's quest. It even lines up pretty nicely with the fishing locations if you want to do both, so it's a win-win. First location is the entry of Keneph Village. This'll trigger a fight with the two inhabitants. You'll get an **Odd Incense** for your trouble. Next up, Vejyr ! Pretty straightforward, you just have to get back to the Moltres statue and take a picture. You'll be thrown into a battle with a **Darumaka** that you can catch. Last one is on the way to Weeping Depths, and you'll have to defeat a Trevenant.



- Trevenant, Level 65- Frisk.
 - Energy Ball,
 - Shadow Claw,
 - Will-O-Wisp,
 - Horn leech

Go back to the girl and receive a **Cleanse Tag** for your efforts. Her quest stops for now, but we'll revisit this.

-Visit the pokemon Center to the North and talk to the girl to the right to receive a Rare Candy.

Both Blackview Credit Shops : **Scraggy** (32 Credits), **Magnemite** (30 Credits), **Machop** (22 Credits), Ralts (30 Credits) TM 01 Work Up, **TM 46 Thief** (8 Credits), **TM73 Thunder Wave** (16 Credits) **TM 100 Confide** (4 Credits), and the usual Jar of Paint / Ability Capsule.

Blackview Market Credit Shop : **Pancham** (16 Credits), **Oranguru** (17 Credits), **Passimian** (17 Credits), **Helioptile** (25 Credits) **TM 05 Roar** (10 Credits), **TM 12 Taunt** (10 Credits), and the usual Jar of Paint / Ability Capsule.

Scraggy will be available for free shortly after in the story, so I don't recommend buying one now.

The lady in the middle of the market sells nectar to change your Oricorio type, if needed.



-On the building on the right of the Pokemon center, enter the second floor room to start a quest about retrieving a guy who stole a Treecko. Get to the docks in B3 to find the Treecko thief. Beat him, then visit back the building in B1 to get an **Odd Key** and 3 Credits.

-By talking to the duo in the park, you'll initiate a quest about retrieving Boss's four pokemons across the island. We'll take care of that one in a while, as the fourth pokemon is in a place we don't have access to yet.



-In the upper corner of D1 is a couple asking for 12 Credits to open up the **Daycare**. Pay them up and collect the Normal gem in the alleyway.

-As you pass through C3, get in the spot near the water between two boxes with a Poke treat to fight a wild **Staryu** that you can catch.

-Enter a similar house in B3 to learn about a certain Jawline Joey. Check the corner with the truck from A1 and battle the bully. Return to the house to receive an Ability Capsule.



-Enter the house north of that place to relay the message from the girl from the outskirts. Talk to the lady back in the outskirts to conclude that quest.

-Finishing the Grand Rogue quest: Enter the bar, talk to the man on the right and agree to his proposition. He'll ask you to defeat the karate guy around the bonfire in C2. Come back to the bar, enter the fight club and talk to Jarred (blue beard guy) to learn about the location of the Grand Rogue. Next up, in A3, you can finally catch this guy and battle him.

Grand Rogue

- Mightyena, Level 47 - Intimidate.
 - Poison Fang,
 - Play Rough,
 - Sucker Punch,
 - Crunch
- Drapion, Level 48 - Sniper.
 - Knock Off,
 - Ice Fang,

- Poison Jab,
- Taunt
- Krookodile, Level 48- Moxie
 - Earthquake
 - Hone Claws
 - Power-Up Punch
 - Crunch
- Dusclops, Level 48 - Pressure.
 - Will-O-Wisp,
 - Pain Split,
 - Hex,
 - Disable
- Mega Banette, Level 49, Banettite - Prankster.
 - Shadow Claw,
 - Confuse Ray,
 - Dazzling Gleam,
 - Shadow Sneak



Your reward is a **Banettite**, an Ability Capsule, and 5 Credits.

-While we're on the topic of Ranger jobs : pick "Teach Em A Lesson !" and head for the building at the upper center of C3. Battle the people here and go collect your reward of 4000\$ and 3 Credits.

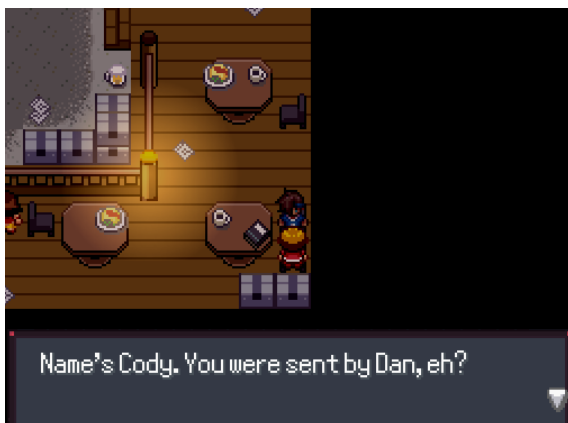
-Last job of the list : Accept "Rangers" and go back to the fight club (Blue path, if you're lost). Talk to the guy in the bottom left corner, and go rematch Brutus once more.

Battle : Brutus

- Sawk, Level 47, - Sturdy.
 - Earthquake,
 - Close Combat,
 - Work Up,
 - Rock Tomb
- Infernape, Level 48, Wide Lens - Iron Fist.
 - Close Combat,
 - Flamethrower,
 - Thunder Punch,

- Ice Punch
- Lucario, Level 48, Leftovers - Inner Focus
 - Bone Rush
 - Aura Sphere
 - Bullet Punch
 - Crunch
- Machop, Level 48 - No Guard.
 - Cross Chop,
 - Ice Punch,
 - Heavy Slam,
 - Rock Slide
- Mega Medicham, Level 49, Medichamite - Pure Power.
 - Fake Out,
 - Brick Break,
 - Rock Tomb,
 - Psychic

He has mildly touched up his team, but still gets devastated by psychic moves. Go talk back to Cody, and get to the building with a flower motif in D3 to continue. Beat the two trainers to complete the quest. Go collect 5000\$, an Ice Stone, and 6 Credits.



Now that we've covered all of the "simple" quests of Blackview, it's time to change scenery for a bit. Talk to Elliot in the Ranger HQ to learn about Bronze Island, and go to route 4 for a ship to get you here.

Bronze Island :

<u>Morning & Day</u>	%	<u>Night</u>	%	<u>Old Rod</u>	%
Natu	30	Natu	20	Finneon	70
Liepard	30	Liepard	30	Wishiwashi	30
Poliwhirl	10	Poliwhirl	10	<u>Good rod</u>	%
Dewpider	15	Masquerain	15	Seaking	60
Luxio	10	Dewpider	15	Lumineon	20

Bounsweet	4	Luxio	10	Barboach	20
Steenee	1				

Grab the **Damp Rock** north of your spawn point, then go north of your starting location and talk to Sena to start exploring the cave in duo.

Bronze Cavern :

<u>Cave</u>	%	<u>Old Rod</u>	%
Graveler	30	Goldeen	70
Boldore	20	Wooper	30
Onix	10	<u>Good rod</u>	%
Sandslash	20	Seaking	60
Carbink	5	Wooper	20
Klink	5	Corphish	20
Solrock	5		
Lunatone	5		

Follow the path, grab the Rare Candy at the route split by going north, climb the ladder, beat up the grunts, grab the **Grip Claw** while you're at it.



Battle the Rogue once more, then grab the Fire Stone before leaving the cavern.

Grand Rogue (Cavern Field)

- Mightyena, Level 49, Muscle Band - Intimidate.
 - Poison Fang,
 - Play Rough,
 - Sucker Punch,
 - Crunch
- Drapion, Level 50, Black Sludge - Sniper.

- Knock Off,
- Ice Fang,
- Poison Jab,
- Bulldoze
- Krookodile, Level 48, Passho Berry - Moxie
 - Earthquake
 - Hone Claws
 - Rock Slide
 - Crunch
- Dusclops, Level 50, Eviolite - Pressure.
 - Will-O-Wisp,
 - Fire Punch,
 - Hex,
 - Destiny Bond
- Mega Banette, Level 52, Banettite - Prankster.
 - Shadow Claw,
 - Confuse Ray,
 - Dazzling Gleam,
 - Sucker Punch
- Decidueye, Level 51, Miracle Seed - Long Reach.
 - Spirit Shackle
 - Leaf Blade
 - Roost
 - U-Turn

Now go back to the ship and go south this time and enter a clearing.

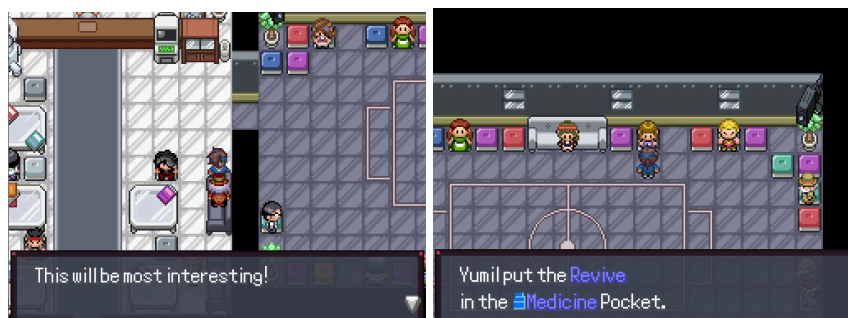
Pick up the Reverse Candy and the Grass gem on the way, enter the cavern, pick up the **Metal Coat** and talk to Sena to conclude this quest. Return to the HQ to receive an **Expert Belt**.

Now, back to Blackview for two more Side Quests.

First, go to the building with a black triangle in D2, east of the market, and register yourself for the tournament. No, not the one labelled "Sky Tower", there are two black triangle buildings in D2. The other one. Enter the big building in C1 and talk to the guy on the right to receive a Full Restore.

FUTURE NOTE : You'll need a spare Full Restore at some point for a sidequest, and not having it at the decisive moment may mean you'll lose access to the Venusaurite. It won't be until another two badges, but keep that in mind.

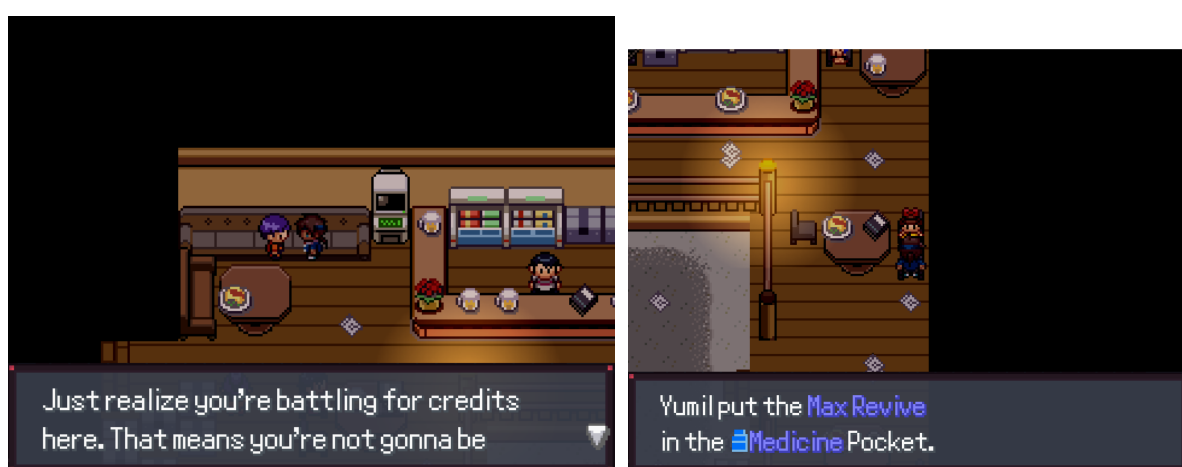
Then talk to this girl to receive a revive. Finally, talk to the receptionist to start the series of battles.



Win all matches to receive the **Exp.Share**, 5 Credits and the **Battleview Pass**. Also, bonus, you now unlocked the **Move Relearner** ! Talk to him In the hall to get him to move to his house with the Yellow Triangle in B2, and will cost you 5 Credits for each use of his services.

Now that this is done, you can go grind for credits in the fight club. There's actually a limited amount of credits you can win this way, so it's worth getting as much of those as possible, especially as we're gonna hit a giant Credit pit soon. You can also leave that for later since it's nothing pressing and it could make a decent way to gain levels after the gym battle, your call.

You'll need to win 8 instant battles to qualify for the High roller battles. They're pretty easy battles, so it shouldn't take you too long. After that, talk to the man in the upper left corner to access High Roller battles. From then, you can win 2 Credits every time you win, up until you win 7 times, at which point the credit influx stops, meaning you can win 14 Credits here. After winning your first High roller match, talk to the girl to the right to receive a Max Revive.



Now that this is done, we have one more thing left : Exploring the Old Woodland connecting Blackview and Route 1 !

Old Woodlands :

<u>Morning & Day</u>	%	<u>Day</u>	%	<u>Old Rod</u>	%
Butterfree	20	Butterfree	20	Goldeen	70
Beedrill	20	Beedrill	20	Finneon	30
Skiploom	20	Noctowl	20	<u>Good rod</u>	%
Deerling	10	Deerling	10	Seaking	60
Charjabug	10	Charjabug	10	Lumineon	20
Simisage/Zangoose/Emolga*	5	Simisage/Zangoose/Emolga*	5	Wishiwashi	20
Steenee	10	Ariados	10		
Skiddo	5	Skiddo	5		

*By default, the Area has Simisage in that spot, but in one optional area it has Zangoose instead and Emolga in another.

Grab the super potion shortly after entering and follow the path. Find a Revival herb in the bush shortly after the first trainer. Then as you start going up, go left as you see a lake and go down left from there to find a small passage between the trees.



In this small passage, you'll find a Sun Stone, along with a Rock Gem hidden on a rock, along with 3 Credits at the end of the passage. You can also catch wild **Zangooses** in this area specifically.



Go back to the main path, grab the Ether, and take the small passage between the trees to reach another area with a Mandibuzz and a Braviary. Examine the bush to find a **Sharp Beak**. Battle the Braviary and the Mandibuzz to find a **Rufflet** egg. This is also the place where you can catch wild **Emolgas**.

- Braviary, Level 60 - Defiant.
 - Brave Bird,
 - Superpower
 - Bulk Up,
 - Crush Claw
- Mandibuzz, Level 60 - Weak Armor.
 - Taunt,
 - Toxic,
 - Foul Play,
 - Roost



After this, go back to the normal path and find a Leaf Stone on that bush. There's also a Lum Berry nearby, along with a Hyper Potion in plain sight.



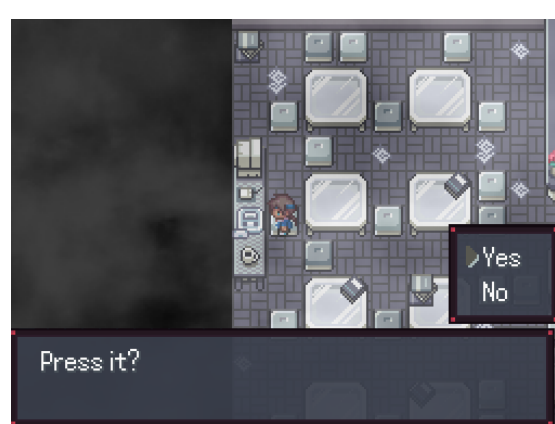
The first bush in the next section contains a Figgy Berry. There's also a heal powder in another bush, and a Citrus Berry in another.



OKAY ! We're finally done with everything we can do at this point of the story, so it's time to get it moving !

Warning : We're approaching the point where Scarlett's Old Bow becomes plot relevant, so if you want to follow that path, it's about time to go grab it if you didn't already.

Talk to the lady in front of the gym in C2, to get her to move to the house with the Purple triangle. Talk to her again in her house, then talk to Ava in her house. Then go back to the house with the Purple triangle, and climb over the broken wall. Follow the cutscenes, go to the left and click the switch.



Blackview Sewers :

<u>Anytime</u>	%
Alolan Rattata	40
Grimer	10
Koffing	10
Trubbish	20
Garbodor	10
Muk	5
Weezing	5

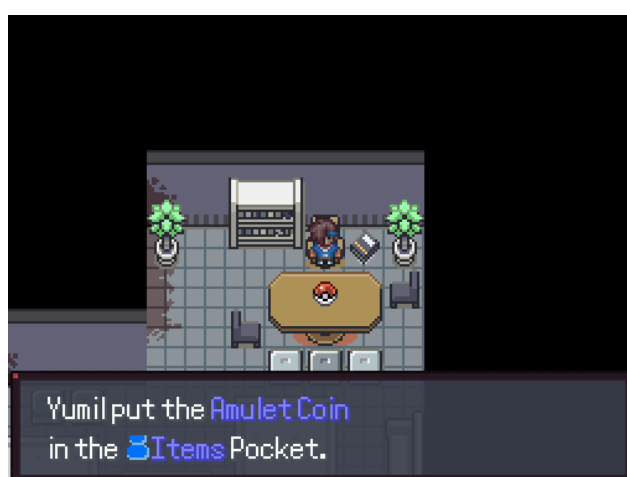
Enter the place in the back of the room, climb down, grab the revive on the right, and make your way through the grunts. Don't forget the **Poison Barb**.



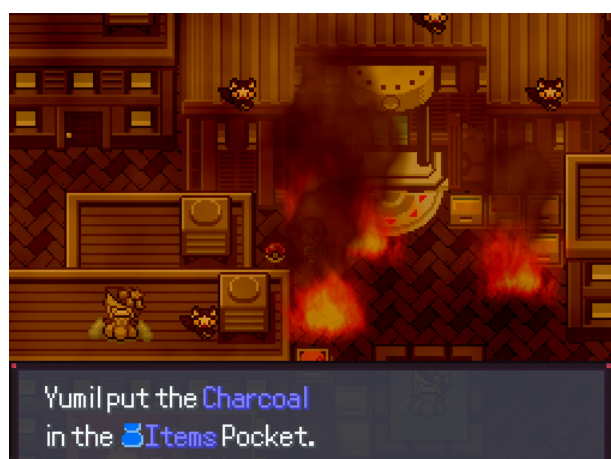
Get through the sewers and the lab, battling everything that comes at you. There's a healing machine right after the first enemy in the lab, so you don't have to backtrack too far. Fight the Teal Panther boss, free Emily, and exit the place. Visit Ava's house to advance the plot. Then visit the part and talk to the girl next to the boss. Next up, enter the disaffected Ranger base in C3 and follow the cutscenes.



Well. That didn't go as planned. Keep running around in your cell until a cutscene triggers and Amelia comes to taunt you, then examine the bars to get out. Before getting out, collect the **Amulet Coin** on the right.



Next section is extremely linear, so just follow the path while beating up the grunts and watching the cutscenes. Do remember, however, to grab the **Charcoal** next to the gym as you pass it by.



Finally, enter the tower and face Scarlett.

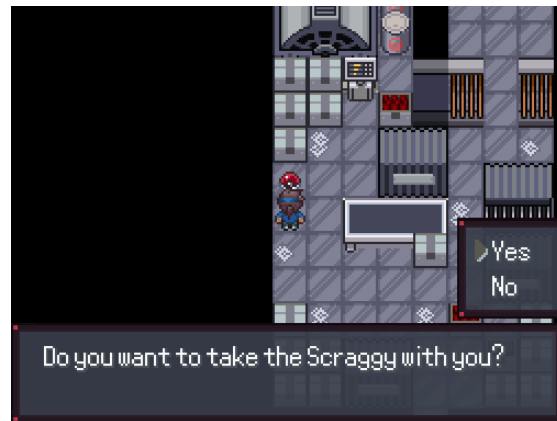


Battle : Team Crescent Scarlett

2x Hyper Potion

- Lucario, Level 49, Focus Sash - Inner Focus.
 - Bullet Punch,
 - Ice Punch,
 - Bulk Up,
 - Drain Punch
- Rapidash, Level 48, Wide Lens - Flame Body.
 - Sunny Day,
 - Wild Charge,
 - Drill Run,
 - Fire Blast
- Musharna, Level 49, Leftovers - Synchronize
 - Psychic
 - Thunder Wave
 - Dazzling Gleam
 - Protect
- Eevee, Level 49, Eviolite - Adaptability.
 - Hyper Voice,
 - Wish,
 - Shadow Ball,
 - Charm
- Mega Cincinno, Level 49, Cincininite - Skill Link.
 - Aqua Tail,
 - Tail Slap,
 - Encore,
 - Play Rough
- Sliggoo, Level 49, Wise Glasses - Gooeey.
 - Dragon Pulse
 - Muddy Water
 - Sludge Bomb
 - Infestation

Mega Cincinno can be bothersome to deal with, but outside of that, straightforward fight. After the cutscenes, we're free to do one more sidequest, but you could also put them off until after you get your fourth badge, since we're gonna be doing that right after this. Your call. But before that, you can go back to the power plant where Emily was detained and pick up the pokeball lying on the ground to get yourself a **Scraggy**.

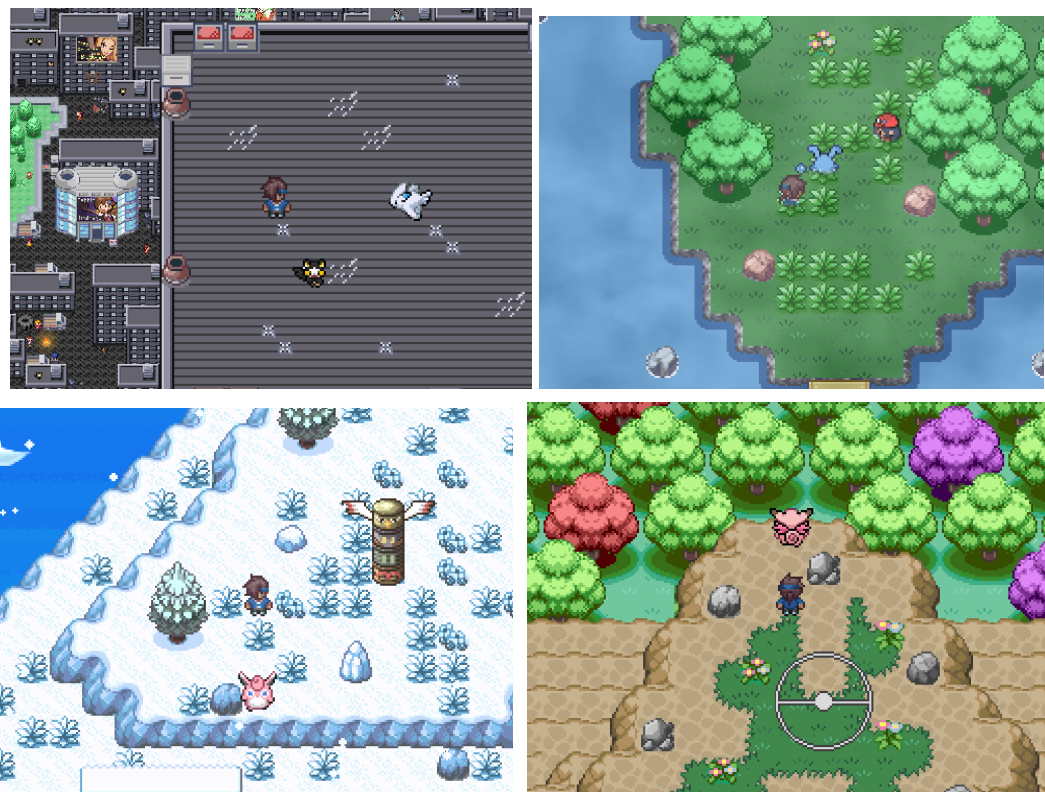


-Boss's lost pokemons

Alright. First one's a Togekiss, who's at the top of the tower where you fought Scarlett, and the reason you couldn't finish the quest. There's also a wild Emolga here for you to battle.

All of Boss's Pokemon are 15 levels ahead of the level cap, but c'mon, they're in a 1V6, you got this.

Boss's other mons are an Azumarill south of the Route 2 village, a Wigglytuff at the top of Silver Rise Peak, and a Clefable at the top of Hardened Mountain.



- Wigglytuff, Level 65 - Competitive.

- Hyper Voice,
- Attract,
- Charm,
- Disarming Voice
- Togekiss, Level 65 - Hustle.
 - Dazzling Gleam,
 - Attract
 - Charm,
 - Flamethrower
- Clefable, Level 65 - Magic Guard
 - Dazzling Gleam,
 - Attract
 - Charm
 - Thunderbolt
- Azumarill, Level 65 - Sap Sipper.
 - Liquidation,
 - Attract
 - Charm
 - Brick Break

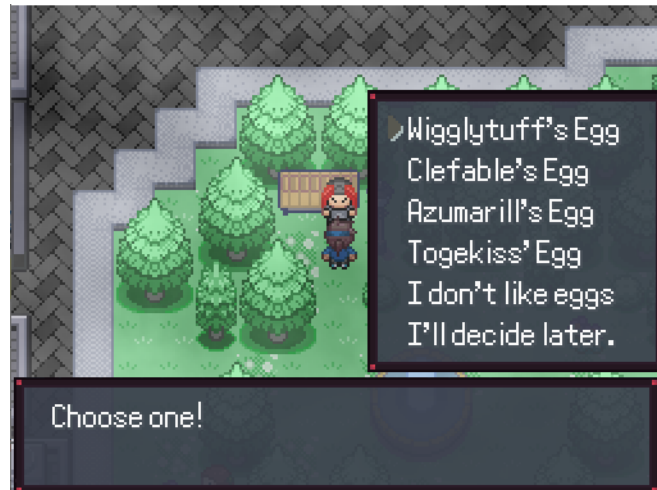
After battling all four of them, go back to Blackview and talk to Boss in the park. He wants to battle you with all four mons at once.



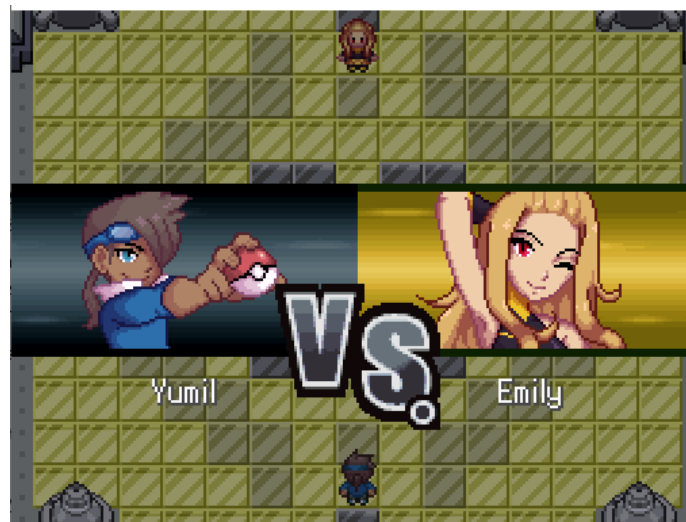
Battle : Teal Panther Boss : same team as above.

Yeah, that one is gonna be hard. You might need to come back later. But I managed to do it here, so it shouldn't be impossible.

After that, you get to choose between an **Azurill**, **Clef**fa, **Togepi** or **Igglybuff** egg. You can also pick "I don't like eggs" to get a **Leftovers**, instead. Do note that the Azurill line will be made available some time after this, so if you care about maximum dex completion, it's better to choose one of the other three.



After that, go to the ship on D3 to watch a couple scenes and be able to challenge Emily in her gym in C2.



Battle : Mascot Emily (Electric Surge Field)

2x Hyper Potion

- Galvantula, Level 48, Focus Sash - Compound Eyes.
 - Sticky Web,
 - Thunder,
 - Bug Buzz,
 - Giga Drain
- Electivire, Level 51, Expert Belt - Motor Drive.
 - Wild Charge,
 - Earthquake,
 - Ice Punch,
 - Brick Break
- Alolan Raichu, Level 49, Magnet- Surge Surfer.
 - Psychic
 - Charge
 - Surf,

- Charge Beam
- Rotom, Level 49, Leftovers - Levitate.
 - Volt Switch,
 - Hydro Pump,
 - Will-O-Wisp,
 - Pain Split
- Heliolisk, Level 50, Wise Glasses - Dry Skin.
 - Eerie Impulse,
 - Hyper Voice,
 - Charge Beam,
 - Grass Knot
- Mega Manectric, Level 50, Manectite - Intimidate.
 - Charge
 - Flamethrower
 - Thunderbolt
 - Hidden Power (Ice)

Pretty strong team, for someone who's supposedly dead and buried at Weeping Hills. Defeat her to receive the circuit badge and the **TM 57 Charge Beam**.

After that, go to D3 and talk to Serenity to continue her quest. She wants a Sawsbuck, that can be found in Silver Forest.



You can catch a **Sawsbuck** for yourself by finding another one in the area, for example, In front of the manor. After that, talk to Serenity to gain a Dawn Stone. While you're at it, enter the old Ranger HQ where you got trapped earlier and read the Diaries until you acquire **Majira's First Key**.



After that, you're free to go to the boat and try going to Cellia. A couple of cutscenes will get in the way, but everything's pretty straightforward. Aside from the plot, that is. That one's just about to make Tangela look like a straight line. But hey, off to Cellia we go !

II-E) Cellia – Rosetta

Alright, let's keep the good habits and start with a side quest! Talk to the lady near your starting point here. There's also a Revive next to the Pokemon center.



Cellia docks Credit shop: **Buneary** (13 Credits), **Wingull** (25 Credits), **TM 18 Rain Dance** (15 Credits), **TM 21 Frustration** (13 Credits), **TM 63 Embargo** (6 Credits), **TM 39 Rock Tomb** (8 Credits), Ability Capsule/ Jar of Paint

Inside said pokemon center, talk to the lady facing the Emboar to receive a Rare Candy.

As you make your way north, talk to Ava and Connor for relationship points with both.



As you arrive to the north end, talk to the girl on the left to receive a Fire Stone. Then enter the motel, and talk to one of the girls to receive a free Lemonade. Talk to the girl at the counter and go take a night of sleep in your room.



After that, exit the motel, and go back to the south of the dock and enter the previously locked house.



Get through the battles here to be able to enter Central Cellia. Speaking of, considering the town is much better organized than Blackview and has enough landmarks from which to tell directions, I'm gonna pass on screening the map of this one. Let me know if it's still unclear enough to warrant one like I did in Blackview. As you enter the city, you'll watch a small cutscene with a girl escaping a police officer. Follow her to the north, enter the house she's seen entering and watch the cutscenes to get that out of the way. Grab the Max Potion to the right of the house.



Keep going north and battle the Black Fox at the entrance of the shop. Talk to the girl next to the shop to complete her quest and gain 6 Credits. Enter her shop to agree to her next quest of helping her find out where her stock went.

Now let's go back to the southwest point and make our way east. Talk to Serenity when you see her to advance her quest.

Central Cellia Credit Shop: **Vulpix** (31 Credits), **Inkay** (22 Credits), **Flabebe** (27 Credits), TM 18 Rain Dance (15 Credits), TM 21 Frustration (13 Credits), TM 63 Embargo (6 Credits), TM 39 Rock Tomb (8 Credits), Ability Capsule/ Jar of paint

As you arrive toward the Southeast market, go north for a bit and talk to this girl to receive a Rare candy. While you're at it, you can talk to any of the four guys using player sprites to change your sprite if you feel like it, and the kid just above those four will give you something if you manage to beat Rosetta. Despite being called a market, there's nothing for us to buy here. But hey, at least you can talk to a Tristan that disappears as you interact with him instead! Yay?



Anyway, as you approach the shrine of Arceus, you should see Serenity here. Talk to her and visit the temple. Interact with the Arceus mural to trigger a series of battles. You get your team healed between every fight so it shouldn't be too big of a deal. After creating what looks like a good old stable time loop, go back talking to Serenity to receive **TM 65 Shadow Claw**. To the right of the temple, buy the **Mysterious Key** to the merchant for 8 Credits.



Now follow the east street to the north until you reach the Abandoned Power Plant and enter the place.

Abandoned Power Plant:

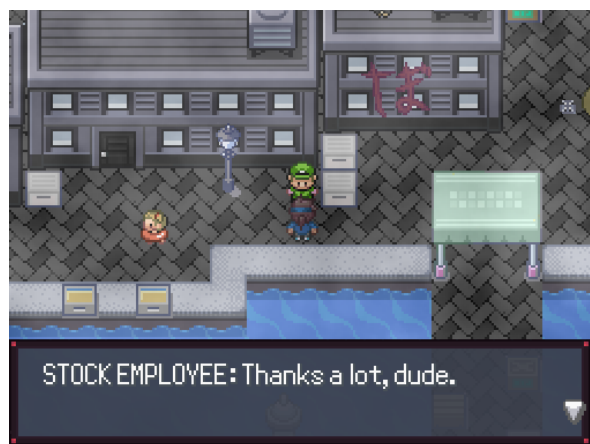
<u>Anytime</u>	%
Voltorb	40
Plusle	15
Minun	15
Pikachu	20
Electrode	5
Manetric	4
Elekid	1

This is the place where evolving a Pikachu would make it an Alolan Raichu. You can battle an Electivire level 70 to get your hands on an Electirizer.

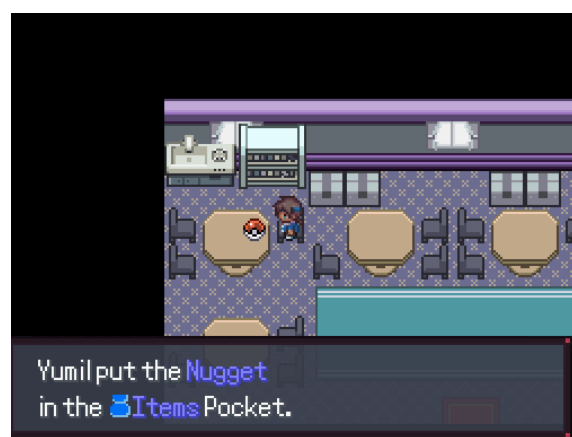
- Electivire, Level 70 - Motor Drive.
 - Thunder Punch,
 - Ice Punch,
 - Fire Punch,
 - Rock Slide

Go through the end of the path and exit to get a Thunder Stone. This is also the place where you can catch another Pikachu to trade to the guy in Blackview if you didn't feel like evolving a Pichu twice.

Slightly north of that Plant, enter the Stock Storage to learn what happened to the merchant's stock. Right as you leave the ship, you should see a Black fox mugging a guy in green. Battle him to solve the problem. Go talk back to the lady in the Stock Storage to receive 7 Credits.



Keep going north and start going east, then enter the first accessible house and talk to this guy to receive a Max Revive. There's also a nugget two houses left after this one.



You can report to the girl in her shop to finally access her wares. She sells basically any evolutionary item... at a price in credit that's way too high to buy stuff from her willy-nilly.

Cellia Evolutionary Shop : Dawn Stone (15 Credits), Deep Sea Scale (12 Credits), Deep Sea Tooth (12 Credits), Dragon Scale (17 Credits), Dubious Disc (20 Credits), Dusk Stone (15 Credits), Electirizer (20 Credits), Everstone (10 Credits), Fire Stone (15 Credits), King's Rock (18 Credits), Leaf Stone (15 Credits), Magmarizer (20 Credits), Link Stone (15 Credits), Metal Coat (20 Credits), Moon Stone (15 Credits), Oval Stone (15 Credits), Prism Scale (15 Credits), Protector (20 Credits), Razor Claw (20 Credits), Razor Fang (20 Credits), Reaper Cloth (15 Credits), Sachet (15 Credits), Shiny Stone (15 Credits), Sun Stone (15 Credits), Thunder Stone (15 Credits), Up-Grade (18 Credits), Water Stone (15 Credits), Whipped Dream (15 Credits).

Go south from the shop and interact with the lady stuck in front of her house. Give her the Mysterious Key to open her house and go catch the **Gligar** in it.

Time to go back to the plot. Enter the tournament building in the center of the city and talk to this guy to receive another Max Revive.



Talk to Rosetta on the left. Next stop, South Cellia! Just go to the south of the city and pass the building.

South Cellia is a pretty small place and a straightforward one at that, so again, no map. Start going south and grab the Hyper Potion on the ground.



South Celia Credit Shop: Vulpix (31 Credits), **Tyrogue** (20 Credits), **TM 37 Sandstorm** (15 Credits), TM 21 Frustration (13 Credits), **TM 44 Rest** (12 Credits), TM 39 Rock Tomb (8 Credits), Ability Capsule/Jar of Paint.

Left of the Pokemon Center is the **Nature Changer**, who'll reroll the nature of one of your Pokemons for 5 Credit each.

South of his house is a Paralyze Heal on the ground. Now, it's time to go back up and talk to Garret and enter the sewers.

Cellia Sewers:

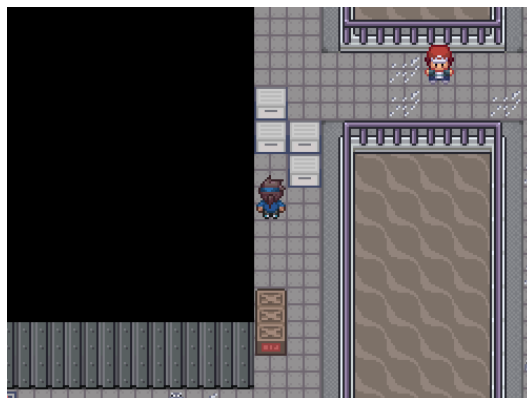
<u>Anytime</u>	%
Trubbish	20
Alolan Raticate	30
Shellos	10
Alolan Grimer	10
Zubat	15
Garbodor	10
Muk	5

The first part of the run through the sewers is extremely straightforward. Follow the path, beat the trainers, watch the scenes. Now once you're done with the Den, the place opens up and has quite a couple of things to collect. So, starting from the Fox Den: Go left on the bridge, then follow the path, go down when you have the choice to collect a Sludge Fragment.



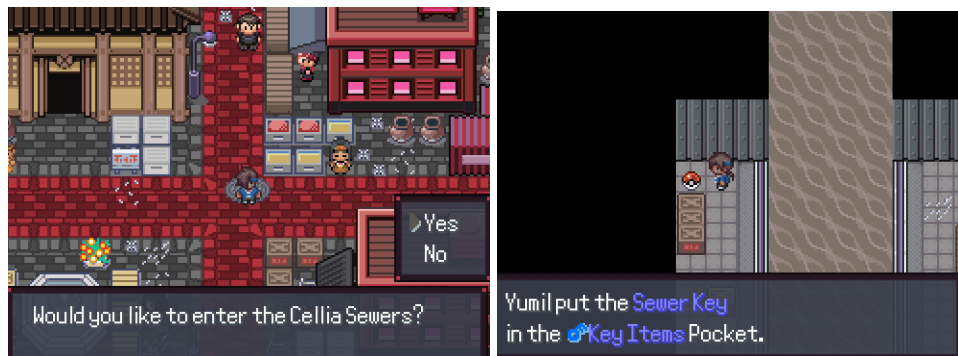
Backtrack and go right when you reach a bridge, then up. Down is useless for now, but you can always take the path and make a mental note for later. Press the button to raise a bridge that will act as a shortcut to the south district. From the place with the lady asking you for the five fragments of sludge, go up then right. Turn right when you get the choice. At the next crossroad, both paths lead to the same place, so follow whichever one you want, then go right when presented the opportunity. Go down to activate another shortcut and find another piece of sludge.

Now go back to the upper right of the lady and this time, go north. At the next path split, going north leads to a dead end, so you can just go right. The split immediately after this one is once again a circle, but do go down to pick up the third piece of Sludge, then follow the path until you can turn north. The ladder here takes you back to Cellia central, which is a good shortcut to know about. Collect the Elixir to the left of the ladder, then go right. At the crossroads, go completely north to find the fourth Sludge Fragment, then take the remaining path, then go south to pick up a Full Restore.

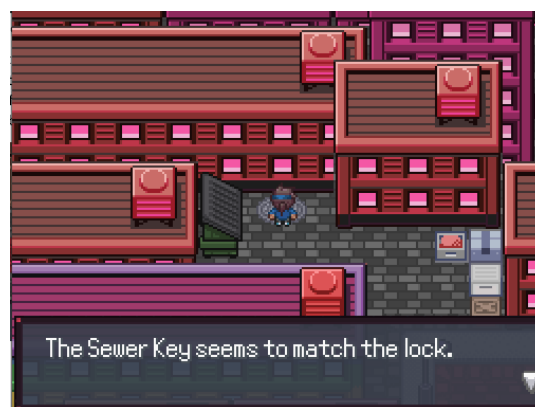


Go back and take north this time, then go right at the next branch (north is useless for now). Go up to pick the **TM 09 Venoshock**, then all the way down to pick up a Rare Candy. Alright, you're done with this part of the sewers.

Now, in the center of the market of the central district, you can also enter the Sewers. Do that, activate the switch to raise the last shortcut and connect both parts of the sewers together, enter the room to find a **Black Sludge** and 5 Credits. Remember this room, we'll go back there after a while. Then go back to the path to find a **Poison memory** and a **Sewer Key**.



The key you picked up opens the sewers from Northwest of the central district. There, you can find the fifth Sludge Fragment and a wild **Squirtle**. You can now go back and talk to the lady wanting the Sludge Fragments to receive the **TM 36 Sludge Bomb** and 7 Credits.



You can now go talk to Garret to learn Nova's hiding in the mansion in the central district. Go there, follow the cutscenes and battle Nova.



Battle: Crescent Head Nova

2x Hyper Potion

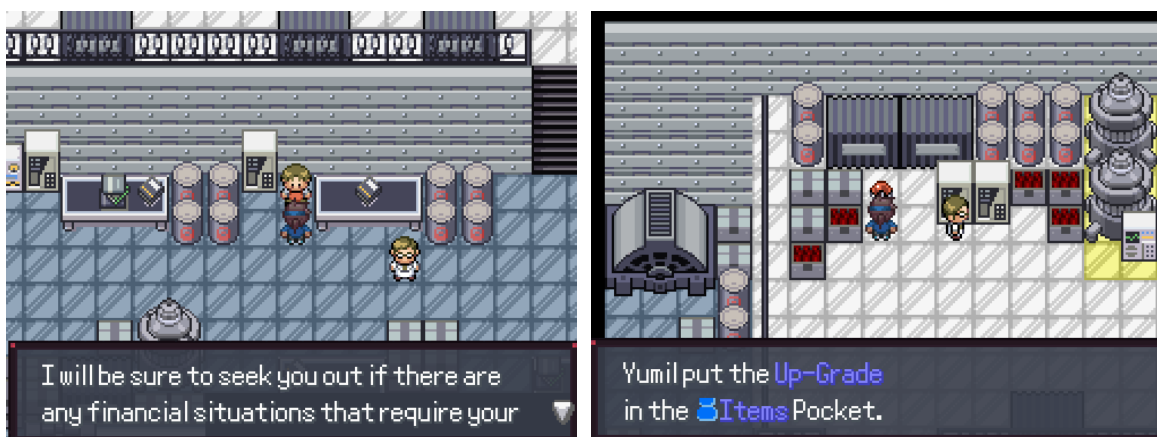
- Stantler, Level 55, Muscle Band - Intimidate.
 - Zen Headbutt,
 - Earthquake,
 - Wild Charge,
 - Body slam
- Clefable, Level 54, Leftovers - Magic Guard.

- Moonblast,
- Wish,
- Toxic,
- Ice Beam
- Roserade, Level 54, Expert Belt - Technician
 - Sludge Bomb,
 - Giga Drain,
 - Spikes,
 - Hidden Power (Fire)
- Chandelure, Level 55, Charcoal - Infiltrator.
 - Heat Wave,
 - Will-O-Wisp,
 - Shadow Ball,
 - Energy Ball
- Gothitelle, Level 56, Wiki Berry - Competitive.
 - Future Sight,
 - Psychic,
 - Fake Tears,
 - Signal Beam
- Mega Absol, Level 59, Absolite - Magic Bounce.
 - Swords Dance
 - Sucker Punch
 - Psycho Cut
 - Iron Tail

After that, report back to Rosetta and acquire the Celia Manor! Also known as **the Credit Sink!** But for now, keep talking to Rosetta to hear about her extra task she wants you to fulfill. Which leaves with two objectives. A) Go to the Stock Storage to learn about the fabrication of the piece of cloth we found to progress the main story, and B) Go to the police station to hear the request of the police officer in red. Let's go with C), checking out the manor. As it turns out, we have a room for dedicated EV training built under the manor. That's pretty damn nice. We, uh, also have a list of expenses to make to improve the manor. And. Here's the list.

-Warp point between the EV training room and Blackview City Daycare: 10 Credits

-let the Jinx Guild use the right wing of the manor: 0 Credits. In fact, if you talk to one of the scientists here, they'll give you back the 25 credits you spent on them all those hours ago! Also, have a free Up-Grade – we'll need one for a future Sidequest.



-Open up a shopping venture and recruit someone to help us find merchants: 10 Credits

SO. Here's the joke within the joke. All of those merchants cost credits to recruit, and you're gonna want to recruit as many of them ASAP, as every time you gain a badge, you'll gain credits based on how successful your business is, which is determined by how many merchants you have. Here's the expanse breakdown:

-Battle Berries: Liechi, Ganlon, Salac, Petaya, Apicot, Lum, Jaboca, Rowap, Custap Berries: 10 Credits

-Gimmicky Utility Items: Sticky Barb, Lagging Tail, Iron Ball, Binding Band, Floating Stone, Eject Button, Red Card, Ring Target, Metronome: 8 Credits

-EV training items: **Smoke Ball, Destiny Knot, Power Weight/Bracer/Belt/Anklet/Lens/Band, TM48 Round**: 8 Credits

- Even gimmickier utility items feat Air Balloon: Air Balloon, White Herb, Mental Herb, Power Herb, Absorb bulb, Snowball, Cell Battery: 7 Credits

- Held Items 3 – the quickening: Big Root, Focus Band, Zoom Lens, Scope Lens, Bright Powder, Quick Claw: 12 credits

- Type Berries: Occa, Passho, Waccan, Rindo, Yache, Payapa, Tanga, Charti, Chople, Kebia, Shuca, Coba, Haban, Kasib, Colbur, Babiri, Chilan, Roseli: 8 Credits

- EV Berries: Pomeg, Kelpsy, Qualot, Tamato, Hondew, Grepa Berries: 9 Credits

- Basic Berries: Oran, Cheri, Pecha, Rawst, Chesto, Aspear, Persim Berries: 4 Credits

Yes, as you may have noted, even with the 25 credits we made back from the Jinx guild, this whole thing will cost us 86 credits, while you should have 92 credits, assuming you haven't bought anything that wasn't Sidequest related.

internal screams intensify

I'd say the most obviously pressing things to invest in are both EV-related merchants so you can have a decent time at EV-training down in the cave. Everything else can come later, but better sooner than later. The Blackview-Daycare teleporter is probably one thing you can put off for a while too, unless you're planning on intensive breeding.

Speaking of the EV training room, here's the list of available mons:

<u>Defense Room</u>	%	<u>Special Defense</u>	%	<u>Speed Room</u>	%
Metapod	40	Skiploom	40	Ledian	40
Graveler	40	Pidgeotto	40	Hypno	40
Klang	20	Swanna	20	Shiinotic	20
<u>Hp Room</u>	%	<u>Special Attack Room</u>	%	<u>Attack Room</u>	%
Nidorina	40	Gloom	40	Arbok	40
Noctowl	40	Cherrim	40	Primeape	40
Lickitung	20	Golduck	20	Dodrio	20

Now, back to the side quests. Go talk to the police officer, then go to the north entry of the sewers (not the one with the key, the one connected to the rest of the sewers), then go right, slightly up, right, up, right, up, talk to the police officers, then battle the Nidoking.

- Nidoking, Level 70 - Sheer Force.
 - Ice Beam,
 - Earth Power,
 - Superpower,
 - Mega Horn

Go announce the news to the chief to receive 6 Credits. Report back to Rosetta while you're at it to gain relationship points with her.

Now go check the shipment building and ask about the dress. Exit the building, then go talk to Garret. He's just left of the power plant. After some Dialogue, go to the street with the manor/police HQ to enter the Undercity.

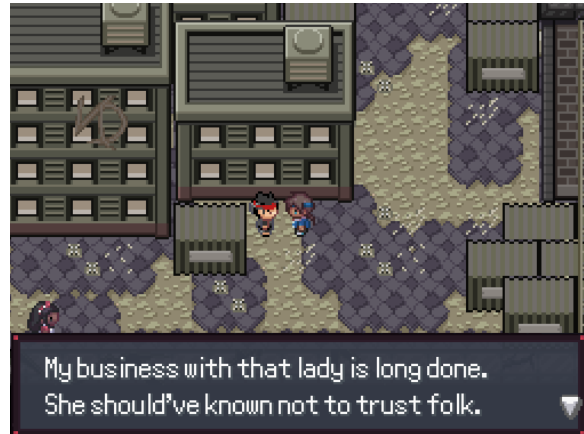


Welcome to Undercity! You still had credits after the whole manor thing? No, not anymore, you don't!

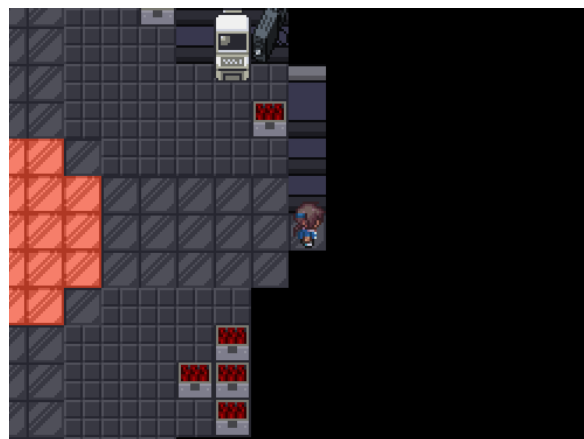
On the shop street, one merchant sells: **Eviolite** (45 Credits), **Assault Vest** (50 Credits), **Leftovers** (50 Credits), **Focus Sash** (30 Credits)

The other sells a **Ditto** for... 35 credits...

After saying goodbye to your credits for good, enter the house at the north to accept a quest about beating up thieves. The thief's in the southeast corner. Beat him and return to the lady to receive 5 Credits.



After that, go talk to Rosetta to the east of the undercity to progress the plot. Witness Amelia realize the sheer incompetence of her grunts and make your way through the base. Just remember there are side rooms in the first room and switches to activate there.



After pressing some switches, it's time for a rematch with Amelia!



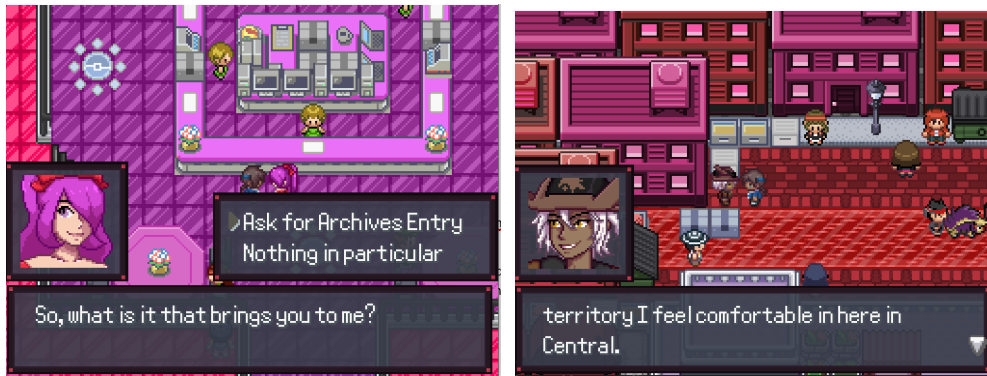
Battle: Black Fox Amelia

2x Hyper Potion

- Crobat, Level 56, Black Sludge - Infiltrator.
 - Sludge Bomb,
 - U-Turn,
 - Toxic,
 - Roost
- Milotic, Level 57, Flame Orb - Marvel Scale.
 - Scald,
 - Icy Wind,
 - Haze,
 - Recover
- Midnight Lycanroc, Level 57, Chople Berry - Keen Eye
 - Stone Edge,
 - Thunder Punch,
 - Iron Defense,
 - Zen Headbutt
- Cacturne, Level 56, Big Root - Water Absorb.
 - Ingrain,
 - Giga Drain,
 - Dark Pulse,
 - Nature Power
- Zangoose, Level 57, Muscle Band- Toxic Boost.
 - Slash,
 - Close Combat,
 - Knock Off,
 - Swords Dance
- Mega Blaziken, Level 58, Blazikenite - Speed Boost.
 - Thunder Punch
 - Blaze Kick
 - Knock Off
 - Brick Break

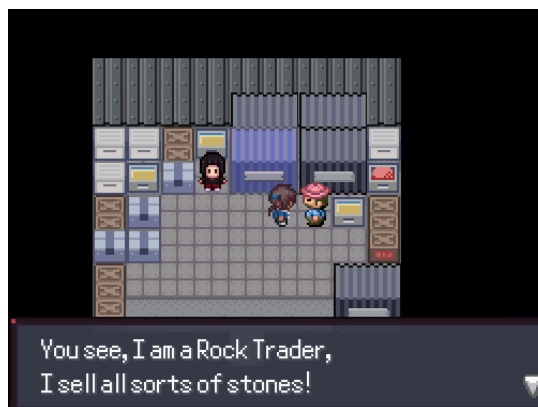
A pretty similar team to her first confrontation. The Crobat still won't hold still for a second, and Blaziken will still snowball if you don't have something to kill it good. Also, the Milotic runs Flame Orb, so Marvel Scale shenanigans it is.

After that, get out of bed and go talk to Rosetta in the tournament hall. Tell her you need to get into the Archives. If you completed the Police Sidequest, you'll gain relationship points and obtain the **Archives Key**. Now go talk to Garret.



Now, you could head up to the archives to continue the plot, but first, we've got several sidequests to do with Garret to deal with first.

First job is to check out the empty Candy Store – the game will take you here. Examine the register and press the switch, then just battle the trainers and let the plot unfold. Go back to Garret and receive 10 Credits for your trouble. When Garret asks if he can crash his entire crew at your place, agree, as it'll mean more credits in the future. Meet Garret in your basement and talk to him for the next job- it's time to take care of another job in the sewers. From the entrance in the south district : Up, all the way left, all the way down, right, up. Win the battles and talk to the Hiker in here to unlock a stone merchant in your manor for free ! Then talk to the fox to receive 6 credits.



Cellia Manor Stone Merchant: **Heat rock, Icy Rock, Smooth Rock, Damp Rock, Grip Claw, Light Clay, Everstone.**

Now talk to Garret and get the next operation on the way. Deal with the grunts and stumble upon hardy. Time for your third match.



Battle: Black Fox Hardy

2x Hyper Potion

- Arcanine, Level 57, Leftovers - Intimidate.
 - Will-O-Wisp,
 - Heat Wave,
 - Wild Charge,
 - Roar
- Krookodile, Level 58, Muscle Band - Anger Point.
 - Knockoff,
 - Bulldoze,
 - Shadow Claw,
 - Thunder Fang
- Tyranitar, Level 58, Shuca Berry - Sand Stream
 - Rock Slide,
 - Crunch,
 - Thunderbolt,
 - Ice Beam
- Silvally, Level 57, Silk Scarf - RKS System.
 - U-Turn,
 - Shadow Claw,
 - Multi Attack,
 - Iron Defense
- Scizor, Level 58, Focus Sash - Technician.
 - X-Scissor,
 - Brick Break,
 - Iron Defense,
 - Iron Head
- Mega Gallade, Level 59, Galladite - Inner Focus.
 - Psycho Cut
 - Drain Punch
 - Ice Punch
 - Shadow Sneak

Pretty straightforward battle, although... where the fuck did his Zoroark go?

Pick up the **Darkinium-Z** left behind after the battle, then go back talk to Garret to receive 15 Credits – oh woah, that’s a lot. You also gain access to Cellia’s Fight Club, underneath the bar to the north of central district. It is, however, a bit over levelled for us right now, as mons will average level 65 and spike at 69 for some trainers, which can make winning the battles more troublesome than it’s worth, so feel free to put this off for at least until the next badge. You can still visit the place to pick up a **Destiny Knot** on the way, as well as **Normalium-Z** by talking to this guy, though.



But for the sake of covering everything as soon as available, let's talk about it right now. The fight club operates on a streak principle. Every time you beat 5 trainers, you get to face an elite 6th trainer, and if you win, you get 3 Credits. This right there is the only infinite source of Credits in the game, albeit a painfully slow one. Additionally, there are various things you can do on top of that.

- After beating 1 Elite trainers, talk to the judge to receive a White Herb
- After beating 3 Elite trainers, talk to the judge to receive an Ability Capsule.
- After beating Amelia at any point, talk to her to receive a **Mightyenite**.
- After beating 5 Elite trainers, talk to the judge to receive a **Focus Sash**, then exit the club to get jumped by two idiots thinking double-teaming you is enough. After dispatching them, examine the note left on the ground.

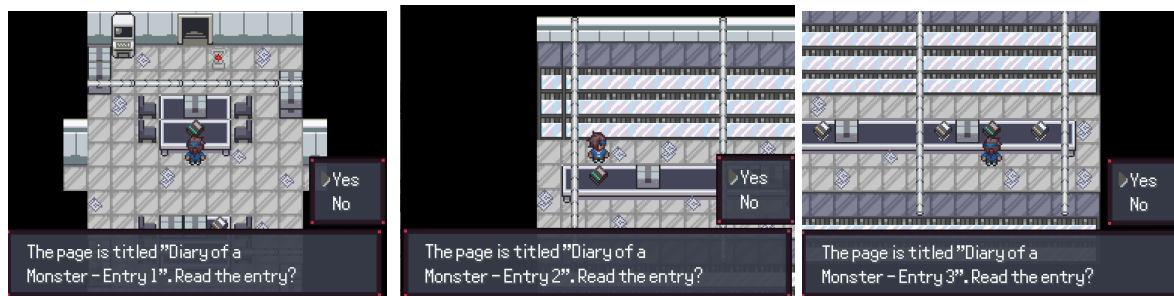


Go talk to Garret about what happened. Go to the place in Cellia Central where Garret used to hang out, and take out the trainers to receive a **Deino** egg.

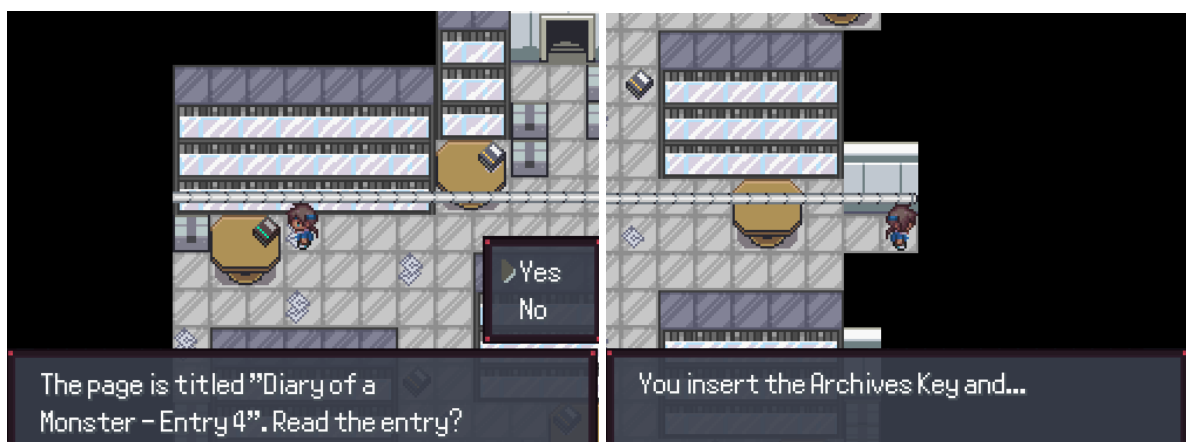


Now that this is settled, it's finally time to get the main plot on track. Enter the library and talk to Garret here. Then talk to Jarred, give him the signal, and enter the archives. Read the book on the

table for a flashback. Next up, enter the room on your left, and read the diary on the far left of the room. Next up, room on the right, same process.



Now move north and enter another room to find the fourth entry. Then, get on the right of the room in the small dead-end and interact with the wall to use the Archives Key Rosetta gave us.



After reading the diary entry in that room, go to the room to the north and take the **Silk Scarf**. Then, interact with the final diary to finish getting an understanding of the twin's backstory. After that, you'll be presented with more cutscenes, and eventually, a choice. I choose to side with Shiv and Nova on this one and battle Aurora.



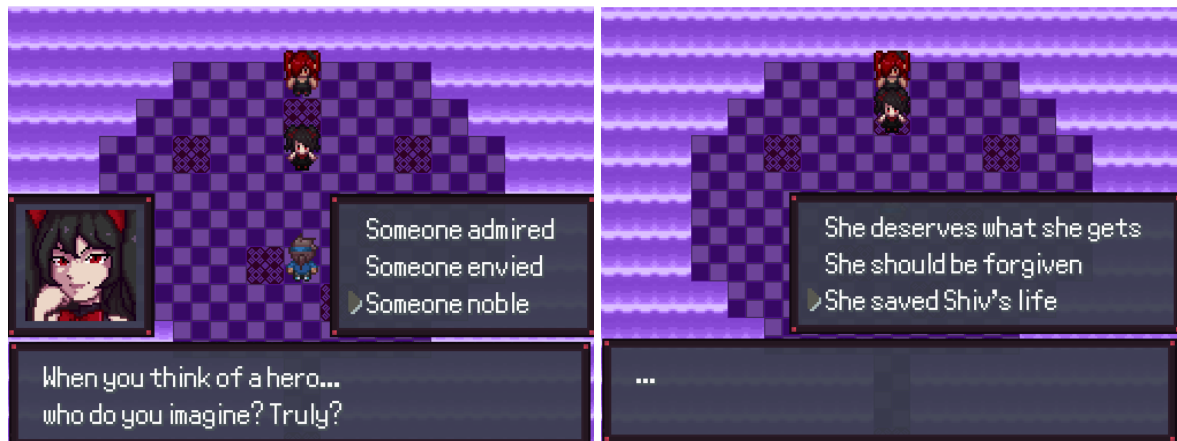
Battle: Dream Catcher Aurora

2x Hyper Potion

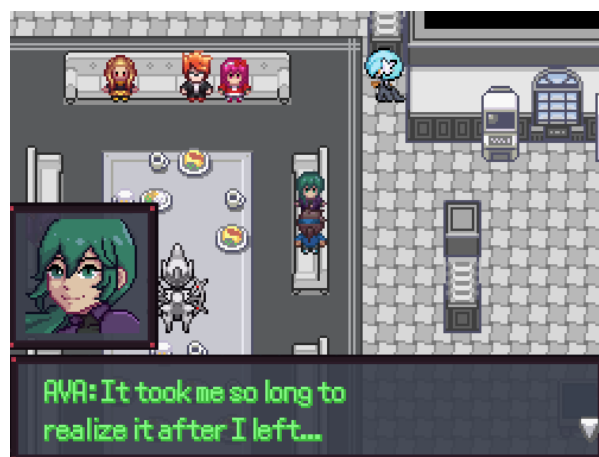
- Leavanny, Level 57, Focus Sash - Swarm.
 - Light Screen,
 - Nature Power,
 - Leaf Storm,
 - Electro Web
- Rapidash, Level 58, Charcoal - Flame Body.
 - Will-O-Wisp,
 - Wild Charge,
 - Flare Blitz,
 - Low Kick
- Honchkrow, Level 57, Muscle Band - Moxie
 - Sucker Punch,
 - Roost,
 - Drill Peck,
 - Superpower
- Mimikyu, Level 57, Lum Berry - Decoy.
 - Shadow Ball,
 - Play Rough,
 - Thunder Wave,
 - Drain Punch
- Mismagius, Level 58, Wise Glasses - Levitate.
 - Shadow Ball,
 - Play Rough,
 - Thunder Wave,
 - Drain Punch
- Mega Mightyena, Level 59, Mightyenite - Intimidate (Strong Jaw on Mega evo).
 - Shadow Claw
 - Shadow Sneak
 - Crunch
 - Play Rough

Careful, the Honchkrow has Moxie, and he can throw Sucker Punches strong enough to OHKO your weaker mons and snowball from here. Also, that Mega Mightyena gains a Ghost typing, which means it's either a fairy move or just a strong, unresisted stab to take it down.

Follow the path to get to Aurora. First, she'll ask you what makes a Hero. It doesn't seem to impact the plot for now. I personally go with C because it's the only answer that would say something about the actual person and not how others perceive them. Next up is the actually plot-relevant choice. If you haven't picked up the Archives Key/haven't read the part 5 of the diary, you won't be able to select option C. That's the only one that allows Nova to live, and this is what I went with. You'll also gain relationship points with Nova.



After you wake up in your bed, go downstairs and talk to everyone for relationship points with Ava, then talk to Rosetta to get her to move back at the dome and prepare for her “gym” battle.



As you talk to her in the building, you’ll need a Battleview Pass to progress the plot. You get that by doing the Blackview tournament from the previous section. If you initiate the discussion with Rosetta already having it, you’ll gain relationship points with her. Now that you’re registered, you can enter the little rooms on the side of the building and talk to everyone in those. You’ll get a Full Restore in the first house on the left.



Now it's time for the matches! After a first round against a minor NPC, you get a rematch against Scarlett! Well, if you saved her, I suppose...

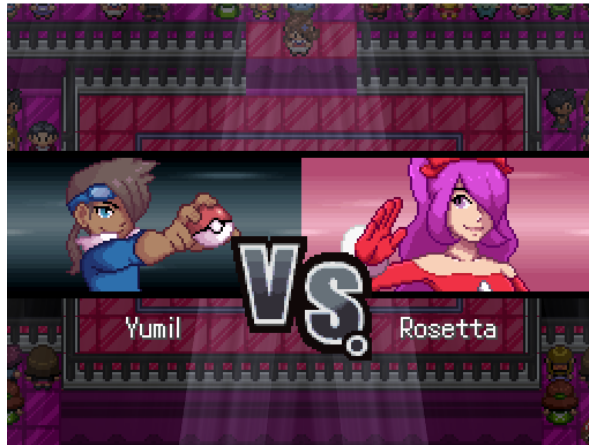


Scarlett (Starlight Field)

2x Hyper Potion

- Rapidash, Level 57, White Herb- Flame Body.
 - Will-O-Wisp,
 - Overheat,
 - Wild Charge,
 - Drill Run
- Musharna, Level 58, Leftovers - Synchronize.
 - Moonlight,
 - Psychic,
 - Thunder Wave,
 - Dazzling Gleam
- Meganium, Level 58, Light Clay - Overgrowth
 - Nature Power,
 - Synthesis,
 - Giga Drain,
 - Light Screen
- Lucario, Level 58, Focus Sash - Inner Focus.
 - Meteor Mash,
 - Drain Punch,
 - Ice Punch,
 - Bulk Up
- Mega Cincinno, Level 59, Cincininite - Skill Link.
 - Tail Slap,
 - Sing,
 - Play Rough,
 - Wake-Up Slap
- Goodra, Level 58, Wide Lens - Gooey.
 - Dragon Pulse
 - Thunder
 - Blizzard
 - Sludge Wave

Immediately after this one, you'll finally get the battle for your fifth badge against Rosetta.



Battle: Grand Idol Rosetta (Starlight Field)

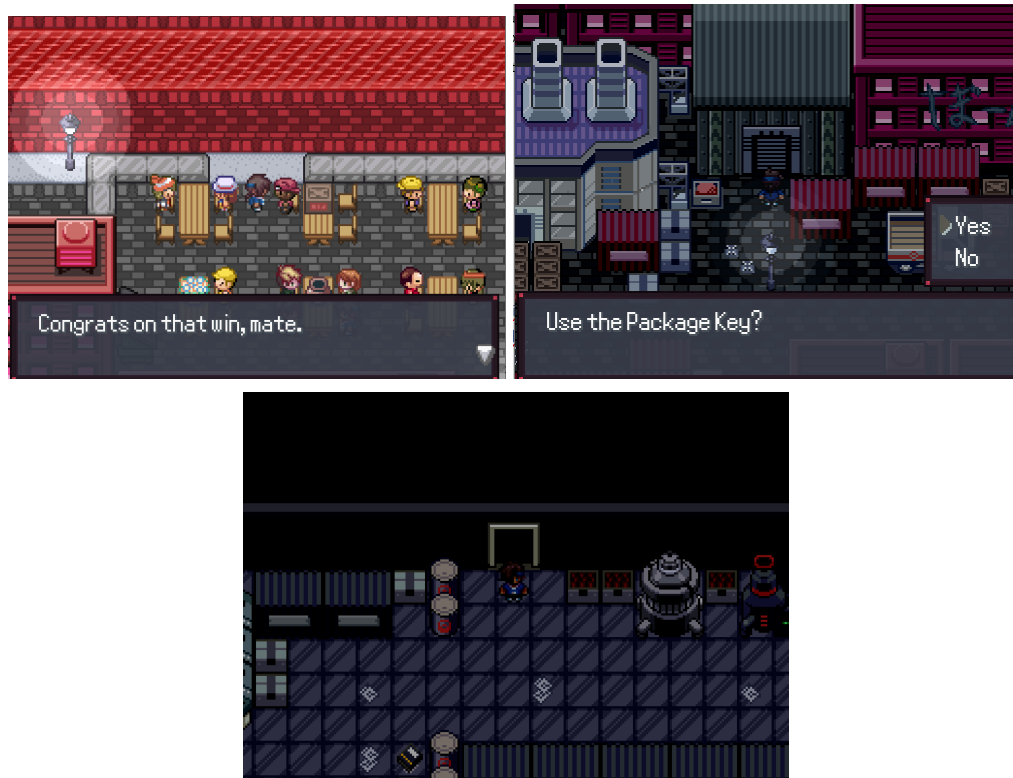
2x Hyper Potion

- Klefki, Level 58, Leftovers - Prankster.
 - Spikes,
 - Thunder Wave,
 - Flash Cannon,
 - Foul Play
- Togekiss, Level 58, Wise Glasses - Hustle.
 - Roost,
 - Air Slash,
 - Dazzling Gleam,
 - Aura Sphere
- Alolan Ninetales, Level 59, Light Clay- Snow Veil
 - Aurora Veil,
 - Aurora Beam,
 - Dazzling Gleam,
 - Dark Pulse
- Primarina, Level 59, Mystic Water - Liquid Voice.
 - Hyper Voice,
 - Moonblast,
 - Encore,
 - Substitute
- Sylveon, Level 59, Babiri Berry - Pixilate.
 - Wish,
 - Hidden Power Fire,
 - Protect,
 - Hyper Voice
- Mega-Gardevoir, Level 60, Gardevoirite - Pixilate.
 - Hyper Voice
 - Psyshock
 - Focus Blast
 - Calm Mind

Pretty tough battle, as she tries to take every advantage she can, up to and including her Alolan Ninetales casting Aurora Veil without the need for hail thanks to the field, and her Klefki will set up spikes, which can have some nasty side effects such as breaking Sturdy. Should you manage to win, you'll be rewarded with **TM 99 Dazzling Gleam**.

After your win, check out your Manor and talk to your manager to receive your cut from the shops – at this point of the game, up to 8 Credits.

Now that you've won against her, you can go back to that guy on the market and receive the **Package Key**. It opens a door in Cella South, that contains 4 Credits and a **Generator Key**. Said key, in turn, can be used back at the abandoned power plant to find a **Manectite**.



There's also this house in the market that's now accessible, and contains an **Aggronite**.



Lastly, you can enter the Ranger building and talk to Sena to battle her to obtain **Majira's Second Key**.



Battle: Sena

Ultra Potion

- Aurorus, Level 63, Leftovers - Snow Warning.
 - Ice Beam,
 - Discharge,
 - Stealth Rock,
 - Thunder Wave
- Kingdra, Level 63, Scope Lens - Sniper.
 - Flash Cannon,
 - Scald,
 - Dragon Pulse,
 - Ice Beam
- Mega Ampharos, Level 58, Ampharosite - Mold Breaker
 - Discharge,
 - Dragon Pulse,
 - Cotton Guard,
 - Light Screen
- Darmanitan, Level 63, Expert Belt - Sheer Force.
 - Flare Blitz,
 - Earthquake
 - Hammer Arm,
 - U-Turn
- Granbull, Level 62, Pixie Plate - Quick Feet.
 - Play Rough,
 - Fire Punch,
 - Close Combat,
 - Thunder Punch
- Swellow, Level 63, Flame Orb- Guts.
 - Facade
 - Brave Bird
 - Protect
 - U-Turn

Annnnnnd, that's it! We're free to go back to the manor and go to our room to advance the plot. It's time to get some well-deserved sleep. Oh, wait, never mind, it's time to go all the way to the mind screw.

II-F) Cellia – Aaron

Well. That's new, that's for sure. For now, follow the path until you reach the manor. You can catch some **Munna**, Espurr and Misdreavus on your way. There's also a wild **Seviper** and a Paralyze Heal on the left of the Manor Entrance. Now talk to Aurora and enter the manor. It's time to read some books.

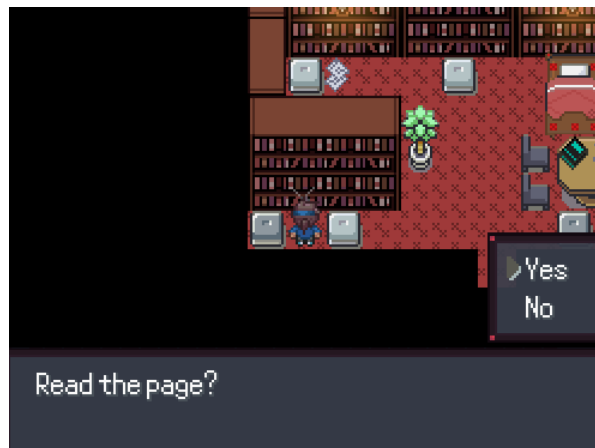
Alright, our goal here is to get nine of those "A feeling of curiosity washes over you" prompts, as it's key to getting the good ending. If you saved Nova earlier, you only need seven of those, but I'm still gonna cover all nine.

Read the red book on the table. As a matter of fact, read all the colored books you can find for some nice lore. Then go upstairs and interact with the shiny thing on the bookshelf. Now go to the left wing of the manor and examine another shiny.



Go a bit further and enter the room that opened to find a **Houndoominite**. Read the book there and examine the shiny. Then go back to talk to Aurora, go upstairs and examine another shiny on the left. Then go to the room to the right to find yet another one. That's five prompts already.





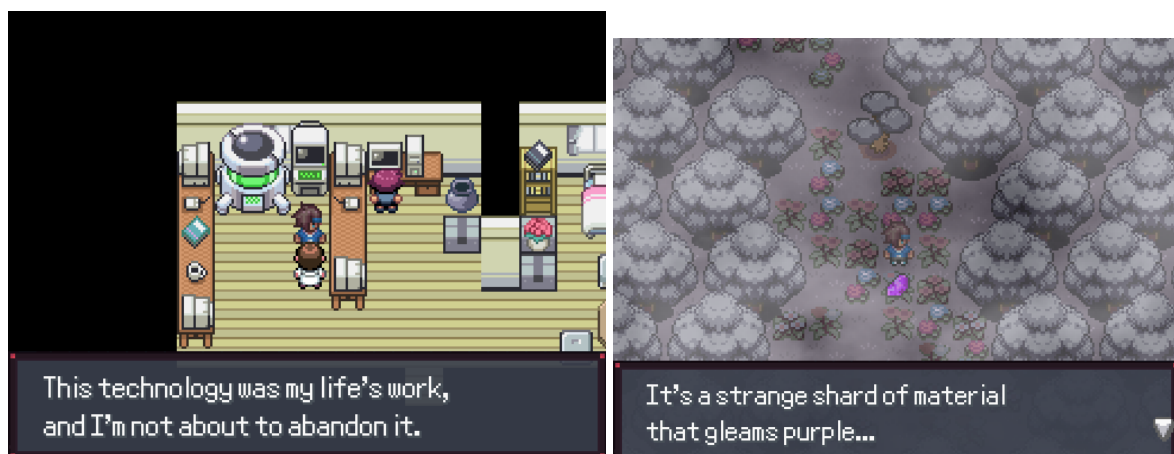
Now talk to Aurora in Shiv's room to get your new direction : Odis Village. After our reunion with Tristan, enter the Town Hall, then go back outside and talk to Tristan. Time to explore the village a bit. You can talk to this guy, then examine the rock next to him to find a Max Potion.



You can enter the house to the right to start a little questline.



Talk to the girl outside of the house, then go talk back to that guy to receive 1 Credit. Next, you can enter the house on the far left that serves as a pokemon center and talk to the scientist there. We'll be needing three fragments of the Dreamscape to complete his quest, and we can find one simply by going back where we woke up in the first place.



After that, enter the library with Tristan to learn our next task : finding three books scattered across the Dreamscape. Despite not being listed as one of the three places, let's start by going south, as there's plenty of sidequests to do that either take place or start here.

South Settlement : Munna, Misdreavus, Espurr, Makuhita

Let's start by picking up the Ultra Ball on the left, then entering the house to the right to receive the quest of finding a boy in the south settlement. Go slightly down, then left and down until you reach a small pond with a Water Stone next to it. Then go back up and then all the way right to find an Antidote, along with the path to continue. Go down, then right, and when you have the opportunity, go up then left to find a full Heal, then turn back and go right to reach a house. We get a continuation from the earlier quest here. Don't forget to pick up the escape rope slightly south of the house. Now go back to Odis village and confront the guy in his house about it. You can agree to believe him and end the quest prematurely, receiving 2 Credits, or you can deny him and fight him to learn the girl was right, then go back to talk to the girl to receive the **Wildlands Key**. Obviously, I'm going with that route. Go back to the spot on the left and go down this time, but don't forget to pick up the Ultra Potion left of the stairs.

As you arrive into the settlement proper, talk to the guy near the pond to learn about the whereabouts of the kid.



Now enter the cave and make your way to the end. There's a **Duskull** you can catch toward the end of the cave, along with the **TM 95 Snarl**. Fight the fox to read the mural on the wall and get your sixth prompt. That wraps it up for the South Settlement for now. Time to go back to Odis. Talk to the guy in

the fisherman outfit to learn the kid went to the East. Can't do more about this for now so let's move north.

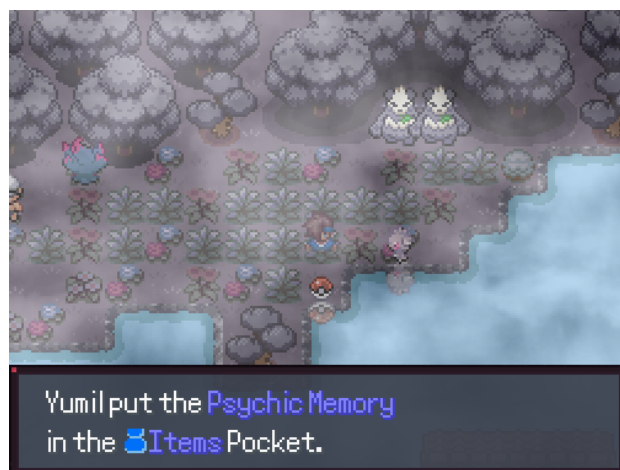


North Settlement: Azurill, Munna, Corsola, Espurr, Misdreavus

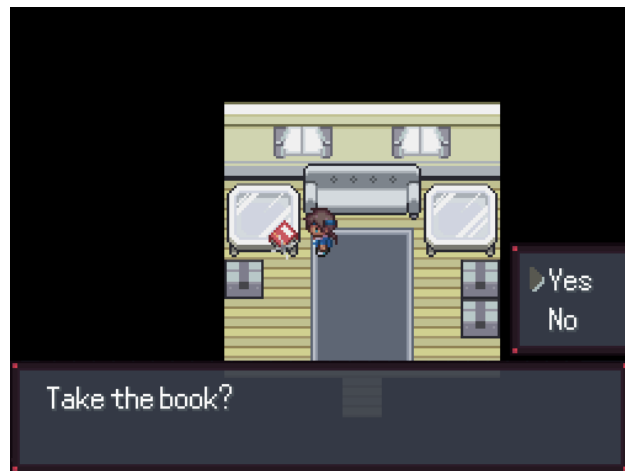
Let's start taking the right path. Pick up the Escape rope, then enter the house at the end and talk to the guy there to start a quest that can end in three different ways.



Then go back south and at the first occasion go right, then north. Keep going north past the house and pick up the Hyper Potion, then keep going until you reach the Waterscape entrance to pick up the **Psychic Memory**.



Go back south and stick to the left, and enter the house you haven't visited yet to find one of the books you must retrieve!



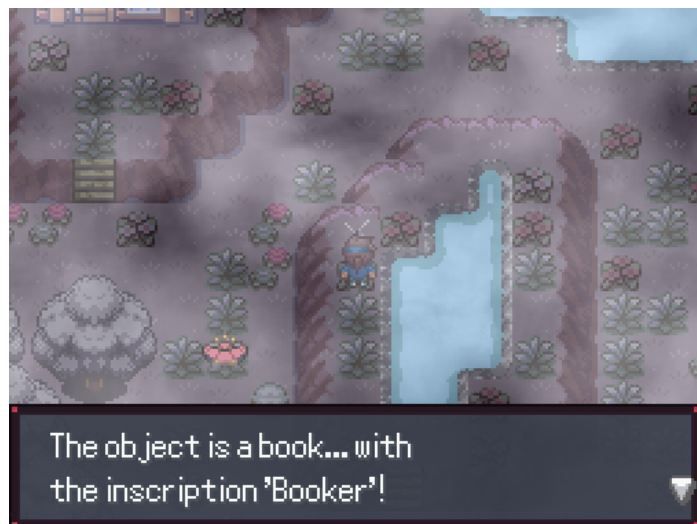
Next up, West Settlement!

West Settlement: Seviper, Skitty, Misdreavus, Mightyena, Munna, **Spoink**

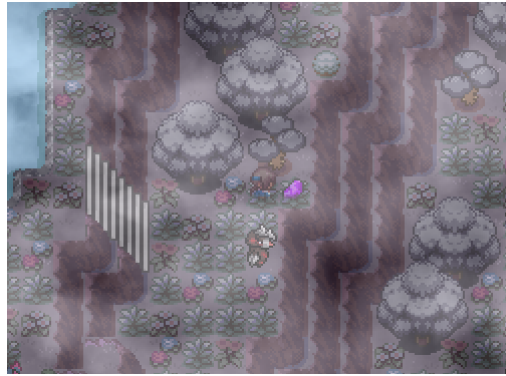
Follow the path, then, at the crossroads, go north then right to pick up the **TM32 Double Team**, along with find a wild Spoink.

Now examine the southwest house to use the Wildlands Key on it and enter. The house contains a **Ponyta** for you to take, along with a book that will be our 7th prompt.

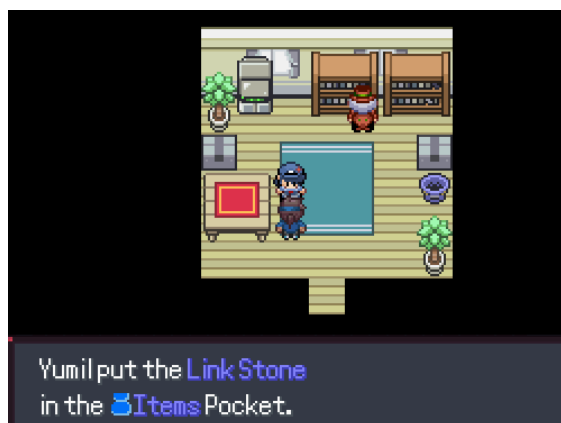
Slightly south right of the house is a shiny of the second book we're looking for.



After that, enter the remaining two houses on the right. In the rightmost one, talk to the kid to initiate a little Sidequest with some back and forth between here and Odis. The entrance leads to another part of the South Settlement, where you can pick up a **Spell Tag**, along with the second Dreamscape Fragment. Can't do anything about the Excadrill for now though.



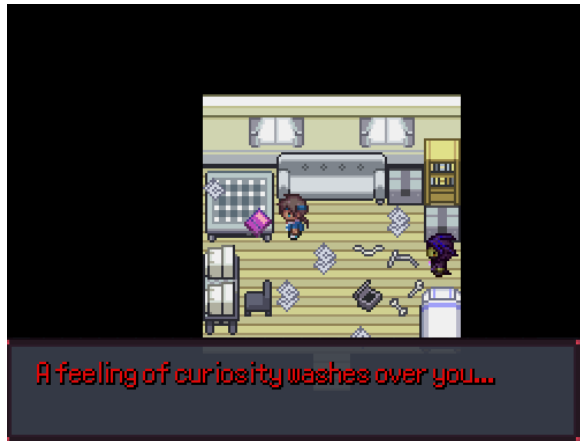
Now, we can go back to Odis and talk to the man in the house with the fisherman in front of it to continue a quest. Go back tell the news to the kid in West Settlement, then go back talk to this guy to initiate a battle. After winning, return to the West Settlement one last time to receive a Link Stone and 3 Credits.



Finally, it's time to deal with the last settlement, to the east.

East Settlement: Lunatone, Misdreavus, Munna, Houndour, Gulpin, Hypno, Drifloon.

Start by going all the way to the right, until you find an Energy Root. Then go slightly back, then down, then right. At the end of the path, you'll reach two houses. If you've accepted the quest from the North Settlement, the leftmost one will be open, while it isn't if you didn't. Talk to the woman in it, and you'll be prompted with a choice about what to tell her. If you answer both times without telling her about Fred, she'll offer to you her **Sneasel**. Unfortunately, this results in you not being able to get one of the prompts shortly after this, so both other options are preferable. If you tell her about Fred right away, or if you select "tell her your name", "tell her about Fred", "Dream", after you come back here from talking with Fred, you'll find the house empty and a **Ghastly** lying around. If you select "Tell her your name", "Tell her about Fred", and "Reality", talking with Fred after that will net you 4 credits, then following him back to Gabrielle's house will get you a **Riolu** for your trouble. In all cases that don't result in you getting Sneasel, you're free to look at the book in Fred's home and get the 8th prompt as soon as he leaves his home. I'll go with the Riolu route since it rewards you with Credits and is overall the happiest one.



Now that all of this has been dealt with, it's time to go back to the entrance of the settlement and go south this time. Go all the way south and talk to the kid here, and agree to help him with his brother's problem. Pick up the 3 Credits on the ground. The kid can be found in the West Settlement. Battle him, then return talk to his brother to receive 5 Credits.



Now go back up the stairs and take the only remaining path in the East Settlement, to the right. Ignore the cutscene for a moment and keep going right to pick up a Full Restore (most likely the last one you'll get before the quest that requires you to give one away). From there, go south and stumble upon the kid you've been searching for, along with the third Dreamscape Fragment.



- Hypno, Level 75, Twisted Spoon - Insomnia.
 - Hypnosis,
 - Meditate,
 - Drain Punch,
 - Psycho Cut

Beat the Hypno to help the kid and talk to him to send him back home. We'll go collect our reward in a minute, but for now, since we're done with the side quests of this place, let's deal with the plot and battle the rogue fox who's bothering Tristan.

Battle: Team Crescent Ace Ruby

2x Ultra Potion

- Chandelure, Level 60 - Infiltrator.
 - Overheat,
 - Will-O-Wisp,
 - Shadow Ball,
 - Energy Ball
- Magnezone, Level 61, Light Clay - Sturdy.
 - Discharge,
 - Hidden Power Fire,
 - Light Screen,
 - Thunder Wave
- Vespiquen, Level 59 - Unnerve
 - Attack Order,
 - Tailwind,
 - Pursuit,
 - Toxic
- Reuniclus, Level 60 - Magic Guard.
 - Psyshock,
 - Signal Beam,
 - Flash Cannon,
 - Recover
- Primarina, Level 61 - Torrent.
 - Iron Tail,
 - Scald,
 - Protect,
 - Moonblast
- Cofragrigus, Level 60 - Mummify.
 - Will-O-Wisp
 - Shadow Ball
 - Infestation
 - Imprison

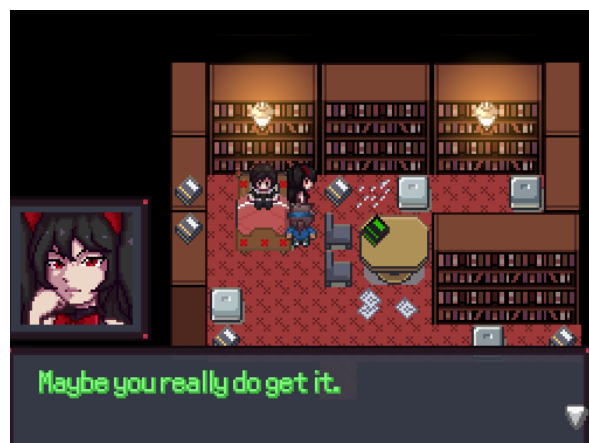
After that battle, you get presented with a choice. Telling him about the visions lower is equal to a -1 prompt, so you might want to go with option B.



After that, get back to the village. Hand over the fragments to the scientist to receive a **Porygon**. Then check the house just south of the village to collect 4 Credits and an **Air Balloon** for saving the kid.

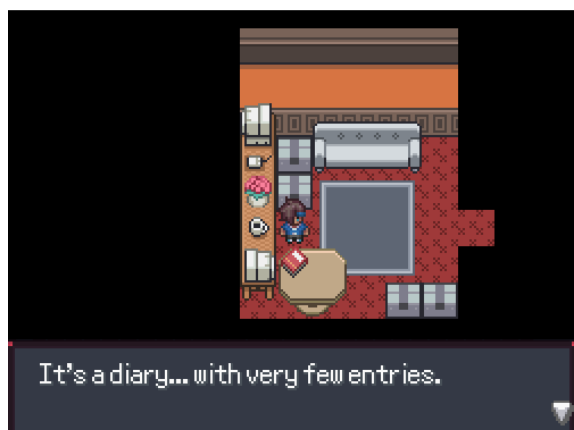


Next up, it's time to follow the plot. After some cutscenes, you'll be presented with a choice. The outcome is the same either way – we're going back to Ayrith, but selecting the first option nets your relationship points with Aurora.



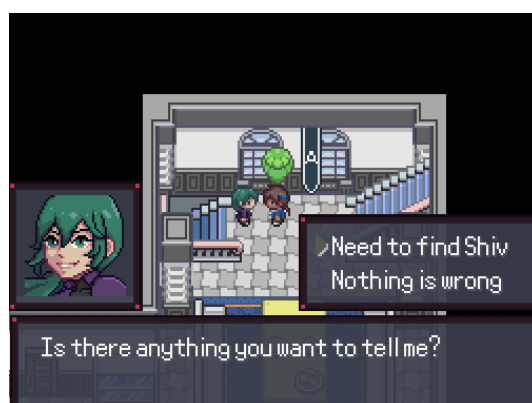
After this conversation, GET OUT OF THE MANOR AND GET BACK TO THE TOWN HALL. This is the only time frame you have to do this, and if you didn't save Nova, it's necessary for the good ending, so it's imperative to do it now. Talk to Tristan and the Minister to finally get the kid in the other room to

move out. Enter the room he just left and read the diary to get your 9th and final prompt. Aight, from then on, you're on the good ending route.



Now that this has been settled, go back to the manor, talk to Aurora and go to bed. Time to go back to Celia town.

After waking up, you'll meet up with Ava. I go with option A, if only because option B gives negative points with her.



Before going to the Celia North battle, we have one little more thing to take care of. Go back to the Celia dock place where you fought the Foxes, to get a **Komala** and an **Eelektrik**. Attempt to take the Type:Null for it to run away in the sewers. Remember the entrance in the middle of the market? He's down there, in the room at the end of the path to the right of the entrance.



Pick up the **Grass Memory** on the ground when you get there and battle the grunt. Then talk to the pokemon to finally get a **Type:Null**.

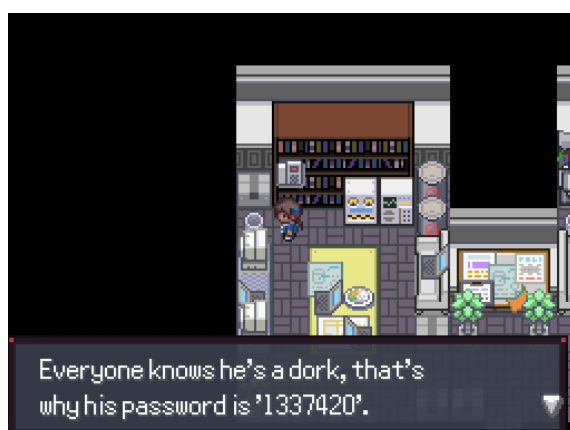
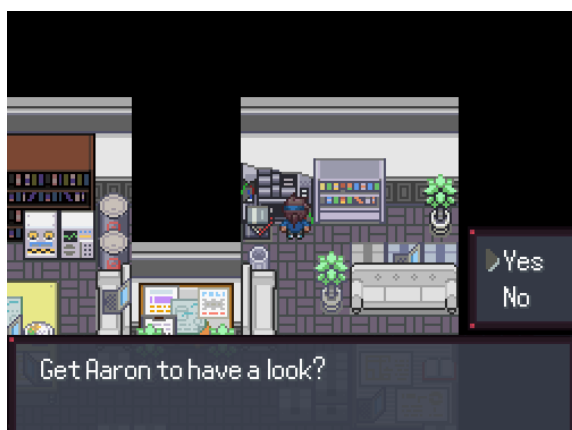
Now, time to get to Celia North. After watching the cutscene, go straight up north and talk to Ava to give her the Full Restore for relationship points with her. You can now cross that from the list of things you have to worry about.



Now follow the path and battle the Foxes on the way, along with grabbing the Hyper potion.



After some time, you'll enter a building to explore. You can interact with pretty much everything, but you get the plot going, you need to interact with this machine and have Aaron examine it, then examine the garbage bin to find the password for a laptop.



Enter the password on this laptop and read the files. After learning about the “GRID” password, go back to the landline and enter 7 18 9 4 to progress.



After some cutscenes, pick up the Hyper Potion and the Escape Rope before going down the ladder.

??? :

<u>Anytime</u>	%
Baltoy	20
Graveler	20
Boldore	20
Bronzor	15
Nosepass	10
Elgyem	9
Bronzong	5
Wobbuffet	1

To your right after entering the place is a **Ground Memory**. Follow the path north and enter the complex. Go north and interact with the machine and read the archives. Read all of the diaries on the way, then enter the room in the back and inspect the diaries to find a computer chip. Go back to the previous room and put that chip in the machine to open up a cabinet containing a **Turtwig**.



After that, interact with the yellow pokeball on the throne to get the plot going. After going back to Cellia, you'll receive 5 Credits from the police chief. We're not quite out of the inferno, though, as we'll get into a battle with Hardy shortly after this.



Battle : Fox Lieutenant Hardy

2x Ultra Potion

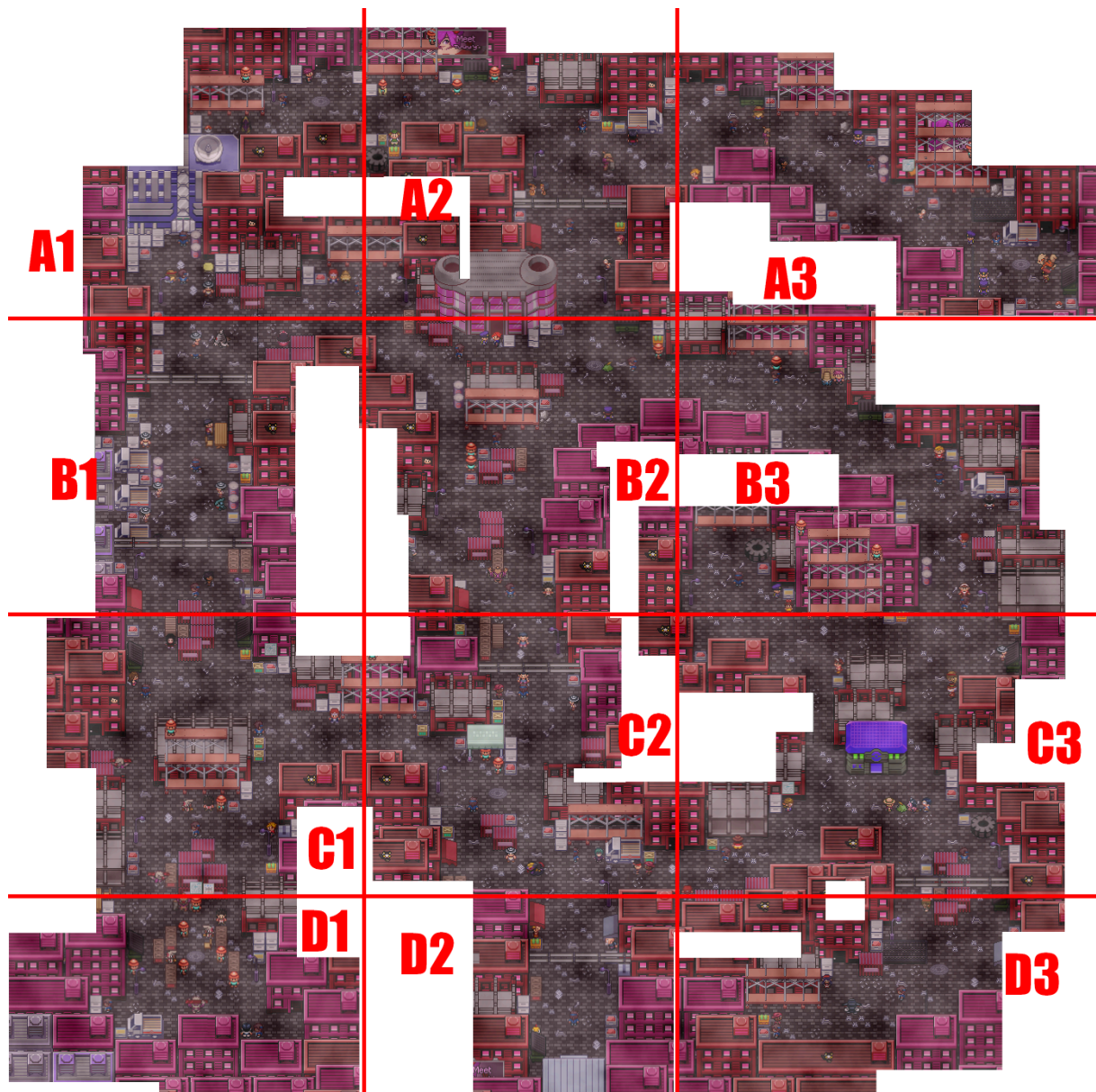
- Arcanine, Level 61, Leftovers - Intimidate.
 - Will-O-Wisp
 - Wild Charge
 - Heat Wave
 - Morning Sun
- Tyranitar, Level 62, Scope Lens - Sand Stream.
 - Ice Beam
 - Thunderbolt
 - Stone Edge
 - Crunch
- Silvaly, Level 61, Water Memory - RKS System.
 - Multi-Attack
 - U-Turn
 - Thunderbolt

- Flash Cannon
- Krookodile, Level 62, Expert Belt - Anger Point.
 - Earthquake
 - Brick Break
 - Knock Off
 - Thunder Fang
- Scizor, Level 62, Focus Sash - Technician.
 - X-Scissor
 - Bullet Punch
 - Swords Dance
 - Iron Head
- Mega Gallade, Level 63, Galladite - Inner Focus.
 - Psycho Cut
 - Close Combat
 - Shadow Sneak
 - Ice Punch

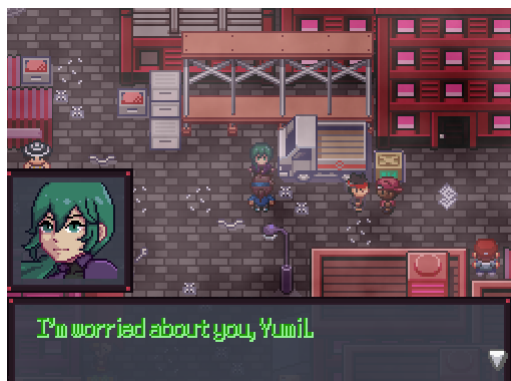
More cutscenes after that. As Ava asks you for your opinion on Aaron's humor, answer yes for relationship points with Aaron.

We're finally free to explore Cellia North ! This'll be the last big bit of exploration for the remainder of the game, after which we'll basically be following the plot and only stopping for remaining sidequests.

And since that area is actually pretty big and not very clear to navigate, have [THIS](#).



So. Starting in D2, After the little cutscene, examine the garbage bin to your left to find 1 Credit. Then talk to Ava in C2 for relationship points, and while you're at it, if your affinity with her is high enough, receive a **Venusaurite**.



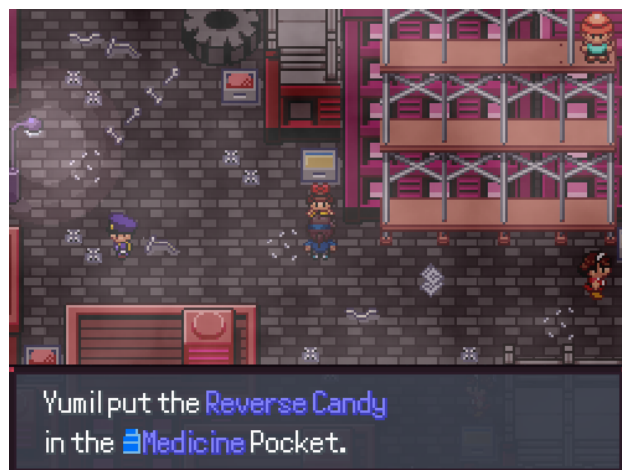
North Celia Credit Shop : Tyroque (20 Credits), **Salandit** (30 Credits), **TM 11 Sunny Day** (15 Credits), TM 21 Frustration(13 Credits), TM 44 Rest (12 Credits), **TM 47 Low Sweep** (8 Credits), Ability Capsule/Jar of Paint.

-The kid at the bottom left of D3 wants to trade a Marowak for a **Pinsir**.

-Enter the house next to the kid in D3 and agree to help Clarke with recruitment. Also, enter the Ranger building in B3 to learn about their search of a leader. One of the potential recruits can be found in D3 next to the construction crew. Another is found in B1, it's the man wearing red clothes. Last one is the guy A2 next to his truck. After that colossal failure, report back to Clarke to get the **TM 66 Payback** and 4 Credits.

-Talk to Clarke again to get him to try to join the rangers. Talk to him again in the ranger building, then go check the official building in Central Celia, talk to the police officer, then report back. Then check out the Ranger building in central Celia and talk to Clarke to get to the next task. Talk to Elliott in Addenfall, then come back talk to Clarke. While you can immediately go to Ruby Island, Put that on hold for now, as you'll be blocked pretty quickly by your lack of TMX Surf. Don't worry, we're about to remedy that.

-You can get a Reverse Candy by talking to the little girl in B3.



-Next up, talk to the Guy with the Omanyte and said Omanyte. You'll be rewarded with a **Diancite**.

-There's an Elixir all the way at the southwest end of A3.

-In the northern house of A2, a man will trade you a **Solosis** for an Unfeazant.

-Talk to the merchant right on the line between B2 and C2 to initiate a quest about retrieving his goods. Enter the building next to the A2/A3 border and battle the foxes there to advance this. Next up, find a guy hiding on the right of B1 and battle him. Report back to the merchant and battle him to get him to join your shopping venture in your manor.

Battle : Allistair

Ultra Potion

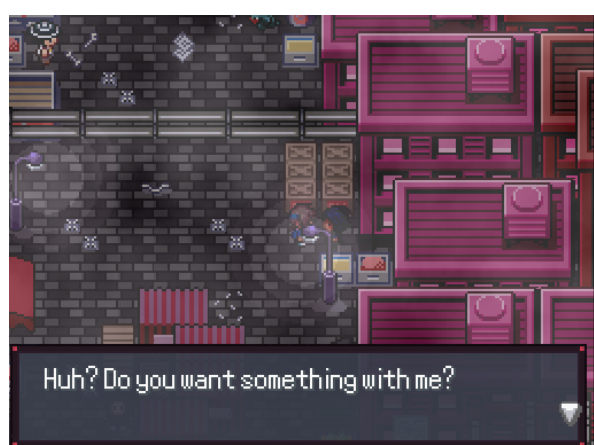
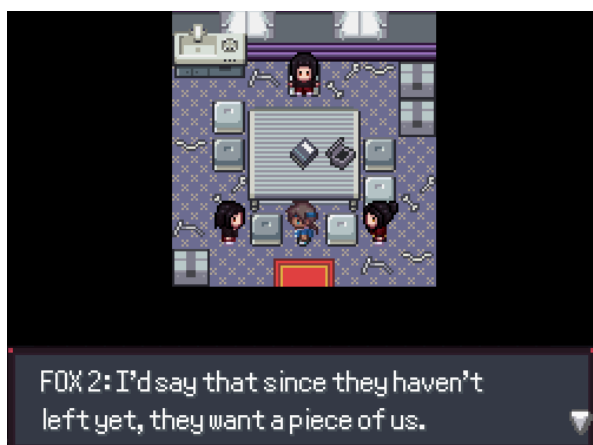
- Emolga, Level 61, Magnet - Motor Drive.
 - Volt Switch,
 - Roost,
 - Air Slash,
 - Tailwind

- Dusknor, Level 61, Leftovers - Pressure.
 - Substitute,
 - Focus Punch,
 - Ice Punch,
 - Shadow Punch
- Samurott, Level 62, Life Orb - Shell Armor
 - Air Slash,
 - Scald,
 - Ice Beam,
 - Sacred Sword
- Bouffalant, Level 62, Normalium Z - Sap Sipper.
 - Earthquake,
 - Outrage,
 - Head Charge,
 - Aerial Ace
- Rhyperior, Level 62, Rocky Helmet - Solid Rock.
 - Ice Punch,
 - Earthquake,
 - Rock Slide,
 - Aqua Tail
- Victini, Level 63, Charti Berry- Victory Star.
 - V-Create
 - Shadow Ball
 - Brick Break
 - Grass Knot

He's the high-quality regular item seller we've been waiting for a little while now, and boy does he deliver.

Allistair : Ultra Ball, Ultra Potion, Full Heal, Super Repel, Max Repel, Reverse Candy, Poke Candy, Carbos, Zinc, Iron, Protein, PP Up, **TM 58 Sky Drop**.

The prices of the PP Up want you deader than dead, but that aside, great deal. He also bumps up your credit income to 10, assuming you had everything else already, so it's great.



- Talk to the builders in D3 and agree to help them with some jobs. You'll hear about a Skuntank bothering the crew in the north part of A1.

- Skuntank, Level 80, Black Sludge - Keen Eye.
 - Play Rough,
 - Flamethrower,
 - Crunch,
 - Sludge Bomb

This will let you grab the Ability Capsule behind it, and 3 Credits from reporting back to the chief.

-Talk to the leftmost builder next to the garbage can to start another quest about talking to a relative named Max. Talk to the guy in the ranger building on the left to learn he joined the Black Foxes, then report back to the guy to receive 2 Credits.

-Talk to the builder south of the Timburr under the chief and agree to help him retrieve his Houndour. He's found on the left side of B2, left of the Conkeldurr. You'll receive 2 Credits.

-Enter the building on the left side of C1 to find the Cellia Storage branch. You can redeem the key you got from the Treecko thief questline all the way back from Blackview to gain 7 Credits and the **Sharpedonite**.

-Examine the Closed factory in A1 and talk to the girl nearby to learn the owner is somewhere in the district. He's found on the house on the C2-D2 border, and will give you the key for 17 Credits. Inside you'll find a **Magnet**, **Electric Memory**, a Full Restore, **TM 91 Flash Cannon**, and this is where you can evolve Magneon, Charjabug, and Nosepass.

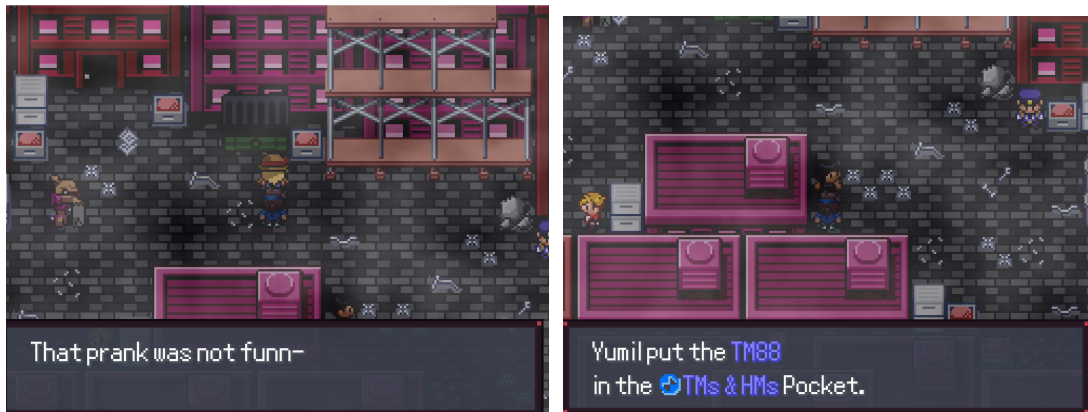
Old Factory :

<u>Anytime</u>	%
Aron	20
Klink	20
Klang	20
Lairon	15
Magneon	15
Togedemaru	10

-Talk to the guy next to the garbage dump in A3, close to where you fought the foxes, to battle a level 75 Garbodor.

- Garbodor, Level 75, Shuca Berry- Weak Armor.
 - Gunk Shot,
 - Seed Bomb,
 - Drain Punch,
 - Toxic Spikes

Defeat it to gain 3 Credits. Talk to the guy just below to get the **TM88 Sleep Talk**.



- As you approach the gym at the top of B2, talk to the Police officer and the guy blocking the entry. Agree to help him and get the mission on the way. Go to the end of the Fox Base and examine the throne in the back room twice. There's a pretty tough Double Battle ahead, mostly because it's a 6V8, so be prepared for that.

Fox Cedric

Ultra Potion

- Bisharp, Level 62, Chople Berry - Defiant.
 - Night Slash,
 - Psycho Cut,
 - Iron Head,
 - Stealth Rock
- Lanturn, Level 61, Leftovers - Volt Absorb.
 - Discharge,
 - Thunder Wave,
 - Scald,
 - Icy Wind
- Gliscor, Level 62 Toxic Orb- Poison Heal.
 - Bulldoze,
 - Aerial Ace,
 - Night Slash,
 - X-Scissor
- Flygon, Level 62, Dragon Fang - Levitate.
 - Earth Power,
 - Dragon Dance,
 - Dragon Claw,
 - Fire Punch

& Fox Lieutenant Serene

Ultra Potion

- Zebstrika, Level 61, Muscle Band - Lightning Rod.
 - Magnet Rise,
 - Wild Charge,
 - Double Edge,
 - Flame Charge
- Milotic, Level 61, Mystic Water - Competitive.
 - Muddy Water,

- Recover,
- Light Screen,
- Aqua Ring
- Druddigon, Level 62 Rocky Helmet- Rough Skin.
 - Superpower,
 - Glare,
 - Thunder Punch,
 - Dragon Claw
- Mismagius, Level 62, Colbur Berry - Levitate.
 - Dazzling Gleam,
 - Shadow Ball,
 - Calm Mind,
 - Thunderbolt

You'll receive 5 Credits for your victory. After that, go check your manor, talk to Mana, and go to the roof to battle another trainer and receive an **Eevee**.



Battle : Agent Cedric

2x Ultra Potion

- Bisharp, Level 62, Chople Berry - Defiant.
 - Night Slash,
 - Psycho Cut,
 - Iron Head,
 - Stealth Rock
- Lanturn, Level 61, Leftovers - Volt Absorb.
 - Discharge,
 - Thunder Wave,
 - Scald,
 - Icy Wind
- Gliscor, Level 62 Toxic Orb- Poison Heal.
 - Bulldoze,
 - Aerial Ace,
 - Night Slash,
 - X-Scissor

- Flygon, Level 62, Dragon Fang - Levitate.
 - Earth Power,
 - Dragon Dance,
 - Dragon Claw,
 - Fire Punch
- Volcarona, Level 64, Focus Sash - Swarm.
 - Quiver Dance,
 - Heat Wave,
 - Giga Drain,
 - Bug Buzz
- Mega Toxicroak, Level 64, Toxicroakite - Anticipation (Adaptability on Mega Evo).
 - Sludge Wave
 - Drain Punch
 - Fake Out
 - Dark Pulse

You already know most of his team from the Double Battle, but the Mega-Toxicroak can catch you off-guard.

Alright, it's time to have a little Gym Battle ! Enter Aaron's gym and talk to him, then engage the fight.



Battle : City Director Aaron

2x Ultra Potion

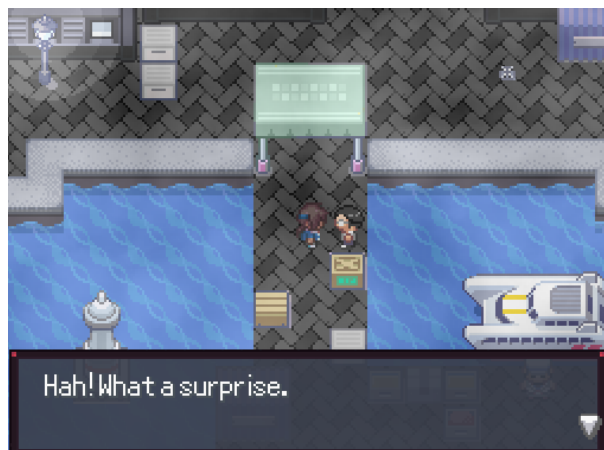
- Bronzong, Level 63, Light Clay- Levitate.
 - Psychic
 - Reflect
 - Gyro Ball
 - Light Screen
- Durant, Level 63, Focus Sash - Hustle.
 - Iron Head
 - X-Scissor
 - Rock Slide
 - Shadow Claw

- Klinklang, Level 64, Occa Berry - Plus.
 - Shift Gear
 - Wild Charge
 - Gear Grind
 - Return
- Magnezone, Level 64, Air Balloon - Sturdy.
 - Signal Beam
 - Flash Cannon
 - Hidden Power Grass
 - Discharge
- Empoleon, Level 64, Shuca Berry - Torrent.
 - Surf
 - Scald
 - Ice Beam
 - Flash Cannon
- Mega Aggron, Level 65, Aggronite - Filter.
 - Heavy Slam
 - Thunder Wave
 - Iron Defense
 - Earthquake

Winning against him will reward you with the **TMX 3 Surf**.

II-G) Cellia – Garret

Aight, obviously there's quite a bit of backtracking to do now that we've acquired Surf, but let's finish a couple side quests first. Talk to the builder in chief to get your next mission, which involves retrieving an ex-engineer. He's the guy near his truck in B3. He wants an Up-Grade, which is why I insisted on keeping the one you were given for free. He'll reward you with 3 Credits. Return to the quest giver to receive another 4 Credits. Next up, talk to him again to get another quest, and check on the Stock Storage to learn that their cargo is stuck in Blackview. Head there and talk to the first guy you see once you step outside the ship.



Go back to Bob to receive 6 Credits and the possibility to take the **Timburr** on the lower part of the place with you. Additionally, you unlock a place a new part of the sewers in the northwest of the district, in Northern A1. You'll find a **Rock Memory**, as well as a nugget, in the sewers proper.

Cellia North Sewers:

<u>Anytime</u>	%
Golbat	30
Garbodor	20
Muk	20
Weezing	20
Seviper	10

From there, enter the hole in the wall and climb down the ladders to reach a new place.

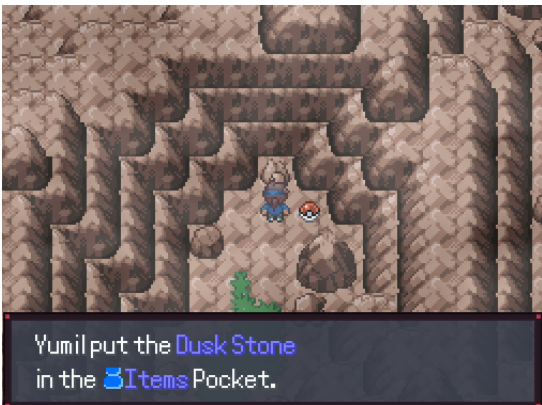
The Depths:

<u>Anytime</u>	%
Graveler	20
Boldore	30
Onix	15
Yamask	15
Sableye	10
Solrock	5
Lunatone	5

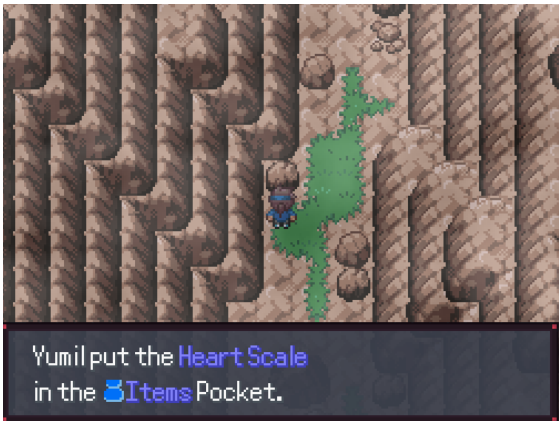
The path splits in three soon enough. Start by going right. At the end of the path is a Heart Scale in one of the rocks, next to the visible Moon Stone.



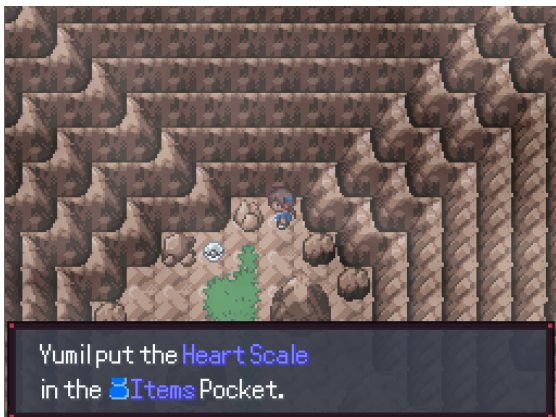
Go back to the start and go center this time. Next to the Dire Hit is a Dusk Stone in one of the rocks.



Time to go left. There’s another Heart Scale in one of the rocks shortly after the path split. There’s a **Smooth Rock** on the right side of the next Crossroads, then both paths converge before splitting up in three again. Go to the right to find a **Lagging Tail** and a Full Restore, as Well as a Star piece in the rock at the end.



Now go center and find the **Purple Piece**. Finally, follow the remaining path on the left to find a Protector and **Rockium-Z**, as well as a Heart Scale in a rock.



Now get to the docks and depart for Ruby Island.

Ruby Island :

Morning & Day	%	Night	%	Surfing	%
---------------	---	-------	---	---------	---

Pidgeotto	30	Noctowl	30	Seaking	60
Glameow	20	Glameow	20	Wooper	30
Swellow	10	Swellow	10	Lumineon	5
Zebstrika	10	Zebstrika	10	Qwilfish	4
Minccino	10	Phantump	10	Quagsire	1
Simipour	10	Simipour	10	<u>Old rod</u>	%
Mothim	5	Mothim	5	Goldeen	70
Stantler	5	Stantler	5	Finneon	30
				<u>Good rod</u>	%
				Seaking	60
				Lumineon	20
				Clauncher	20

There's a Max potion at the southeast end of the island. From there, go right to find a secret passage in the trees that lead up to the **TM 81 X-Scissor**.



There's an **Earth Plate** north of that up on a hill, along with a Heart Scale on a nearby rock.

There's a Revive center of the island, a Heart scale on another rock west of it, and another one next to a cave entrance.



Catch up to Sena and follow her in the hut. Read the books and talk to Sena again, then get out and go to the clearing north of the place.

Ruby Clearing:

<u>Morning & Day</u>	%	<u>Night</u>	%
Pidgeotto	30	Noctowl	30
Glameow	20	Glameow	20
Swellow	10	Swellow	10
Nincada	10	Nincada	10
Exeggcute	10	Exeggcute	10
Wormadam	10	Phantump	10
Swadloon	5	Swadloon	5
Tropius	5	Tropius	5

Go north and talk to Aderyn, then go to the cave. Pick up the Ice Heal

Ruby Cavern :

<u>Anytime</u>	%	<u>Surfing</u>	%	<u>Old Rod</u>	%
Graveler	30	Seaking	60	Goldeen	70
Boldore	20	Wooper	30	Wooper	30
Onix	15	Quagsire	9	<u>Good rod</u>	%
Sandslash	20	Corphish	1	Seaking	60
Carbink	10			Wooper	20
Stunfisk	5			Corphish	20

There's another Heart Scale here. Go up the ladder to pick up the **Water Memory**. There's an Everstone in a rock above it.



After that, you're free to explore the north cave. There's a Revive hidden in a rock above the stairs, and a Stardust further, and a credit down of that.



Go upstairs and find another Credit in the rocks, a Nugget up the stairs, a **Hard Stone** visible on the ground to the south, and another Heart Scale just before the Rare Candy.



Take the other ladder and keep going down until you find an Elixir. Then talk to the Rhyhorns, then advance and pick up a(nother) Heart Scale, then go down the ladder.



At this floor, you can catch wild **Mawiles** on top of regular encounters.

<u>Anytime</u>	%
Graveler	30
Boldore	20
Onix	15
Sandslash	10
Mawile	10
Carbink	10
Stunfisk	5

Move forward and battle the squad of Rhyhorns to pick up the Old Relic, then talk to the **Rhyhorn** north of that to catch it.

- Rhydon, Level 60 - Rock Head.
 - Horn Drill,
 - Rock Slide,
 - Drill Run,
 - Superpower
- Rhydon, Level 60 - Rock Head.
 - Horn Drill,
 - Rock Slide,
 - Drill Run,
 - Stealth Rock
- Rhyhorn, Level 70, Passho Berry - Rock Head.
 - Double-Edge,
 - Rock Slide,
 - Drill Run,

- Thunder Punch
- Rhyhorn, Level 70, Expert Belt - Rock Head.
 - Thunderbolt,
 - Ice Beam,
 - Earth Power,
 - Flamethrower
- Rhyperior, Level 80, Power Herb - Solid Rock.
 - Thunder Punch,
 - Rock Wrecker,
 - Drill Run,
 - Fire Punch



Now return to the clearing and watch the scenes to confront Aderyn one more time in a Double Battle.



Battle : Ranger Aderyn

2x Ultra Potion

- Archeops, Level 65, Flying Gem - Defeatist.
 - Acrobatics,
 - Rock Slide,
 - Earthquake,
 - Cut
- Xatu, Level 64, Leftovers - Magic Bounce.
 - Wish,
 - Psychic,

- Air Slash,
- Tailwind
- Gliscor, Level 65, Toxic Orb - Poison Heal.
 - Earthquake,
 - Tailwind,
 - Stone Edge,
 - Cut
- Honchkrow, Level 66, Power Herb - Moxie.
 - Sucker Punch,
 - Sky Attack,
 - Superpower,
 - Taunt
- Mega-Pidgeot, Level 66, Pidgeotite - No Guard.
 - Hurricane,
 - Heat Wave,
 - Substitute,
 - Roost
- Virizion, Level 67, Coba Berry- Justified .
 - Seed Bomb
 - Sacred Sword
 - Stone Edge
 - Synthesis

Tricky battle. Watch out for that Honchkrow. And that Mega Pidgeot. And that Archeops. And Virizion. And Gliscor. Well, you get the idea. Should you manage to win this one, you'll receive **Majira's Third Key**, and the **Frozen Orb**. After that, return to the Ranger building and talk to Clarke to receive a **Pidgeotite**. Coming back to the clearing in Ruby Island after this adventure will let you find a **Murkrow**.

Now, while we have a couple of mons we can catch by backtracking and surfing in previous locations, I'd advise holding out for a second, as we're about to get another quest that will ask us to revisit a lot of locations that match up pretty well with surf locations, so for now let's go back to Garret.



Next sequence is very self-explanatory, just follow the cutscenes until you're tasked with going back to route 1. There's something new to find in the old woodlands, so might as well go that way. Do remember to collect your 10 credits from the shops in your manor, though !

Shortly after entering the woodlands, go up and right until you find a body of water you can cross with surf to find the **Grassium-Z**.



Now let's go back to Route 1 and meet an unexpected figure.



After the cutscene, get back at Cellia. The grid portal to your manor is temporarily off, so you can either take the ship in Blackview, or the teleporter from the Daycare to your EV training room. After some emotional scenes with Garrett, exit your manor to trigger a quest from the Grid Scientist. Turns out we need to revisit all areas with portals in the game and find a Grid Fragment in each of those. That's the opportunity we've been waiting for to revisit everything.

Here's the encounter tables for surfing in pretty much everywhere (to the exception of Silver Rise).

<u>Beach</u>	%	<u>Route 1/2/3</u>	%	<u>Bronze Island Clearing</u>	%
Seaking	60	Remoraid	60	Remoraid	60
Remoraid	35	Seaking	30	Seaking	30
Lumineon	4	Lumineon	10	Palpitoad	10
Mantyke	1	<u>Bronze Island</u>	%	<u>Old Woodland</u>	%
<u>Keneph Lake</u>	%	Remoraid	60	Seaking	60
Seaking	65	Tentacool	30	Wooper	30
Wooper	30	Seaking	5	Lumineon	9

Quagsire	5	Lumineon	5	Quagsire	1
<u>Hidden Cave</u>	%	<u>Bronze Cavern</u>	%	<u>Addenfall Woods</u>	%
Goldeen	65	Seaking	60	Seaking	60
Seaking	35	Wooper	30	Lumineon	30
<u>Route 4</u>	%	Corphish	9	Palpitoad	10
Remoraid	60	Quagsire	1		
Tentacool	30				
Seaking	5				
Lumineon	4				
Mantyke	1				

My personal advice would be Beach => Addenfall Woods => Route 4, as it's near most of the places we have to revisit and covers everything.

I've also excluded Silver Rise from the list because we're gonna have more reasons to come back there after just a bit more plot progression, so I strongly recommend to wait out for this one unless you really want any of the following ASAP : Wailmer, Dewgong, Glalitite.

Let's start with Keneph Forest. The shard is right outside of the village. You'll be attacked by a Simisage as you pick it up.

- Simisage, Level 90, White Herb - Overgrowth
 - Leaf Storm,
 - Gunk Shot,
 - Rock Slide,
 - Knock Off



Next up is route 2. For this one, surf on the river and follow it north to reach a little spot of ground with the shard on it.



Your next destination is Silver Forest. You'll easily notice the shard if you go down the left path. Give a Poke Candy to battle the Dunsparce guarding it to recover the shard, and catch the **Dunsparce**, albeit much weaker than when fought, while you're at it !

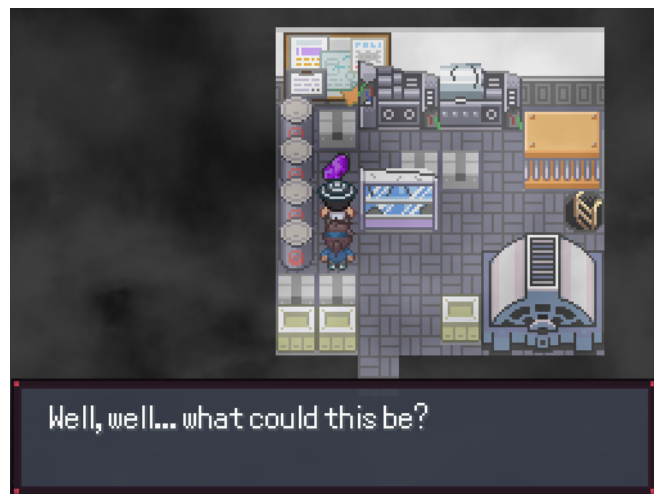
- Dunsparce, Level 100, Leftovers - Serene Grace.
 - Rock Slide,
 - Dragon Rush,
 - Roost,
 - Double-Edge



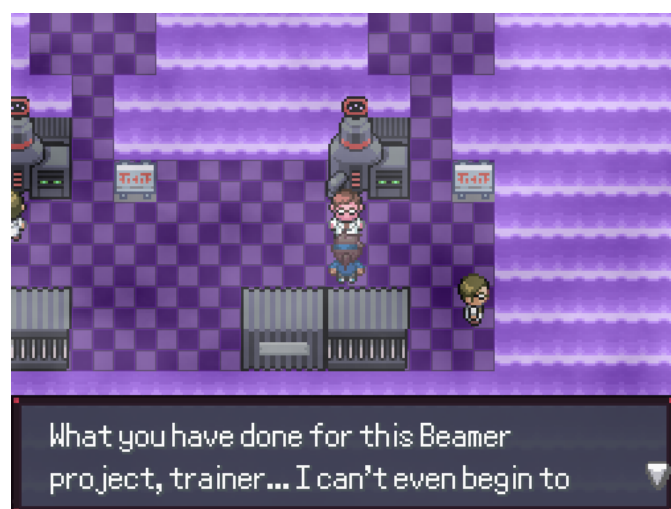
Now onto Addenfall. This shard is in the Woods, near the cave where you fought Weird-Ghost-Shiv's Ambipom. There's also a Revive you can find by surfing in the woods.



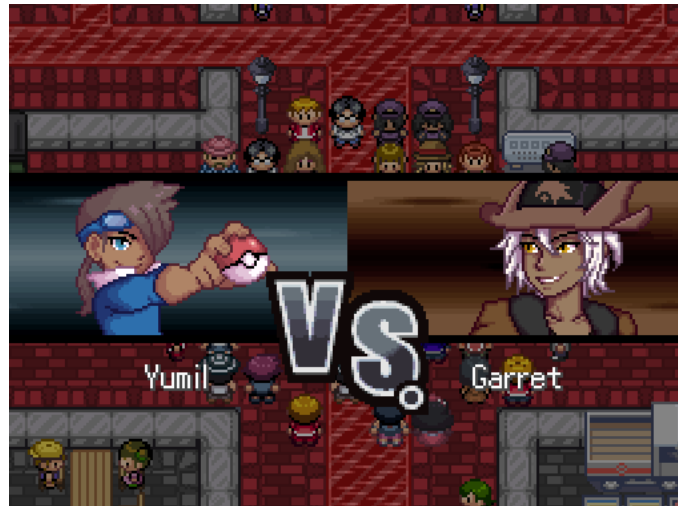
Finally, our last shard is in Blackview City, in the Trade center, not far from the grid beamer. Battle the trainer and pick up the shard. Don't take him too lightly, his Drapion has a Z-crystal.



Now that this much is done, we can return talk to the scientist in the grid and follow him to the lab to receive the **Mega-Z-Ring** !



That's really nice! Now that we've got this, it's time for us to battle Garret!



Battle : Trainer Garret

2x Ultra Potion

- Mienshao, Level 65, Life Orb - Inner Focus.
 - Knock Off,
 - Rock Slide,
 - Brick Break,
 - Poison Jab
- Infernape, Level 64, White Herb - Blaze.
 - Grass Knot
 - Overheat
 - Will-O-Wisp,
 - U-Turn
- Hitmontop, Level 64 Leftovers - Intimidate.
 - Pursuit,
 - Fake Out,
 - Close Combat,
 - Protect
- Conkeldurr, Level 65, Coba Berry - Iron Fist.
 - Drain Punch,
 - Knock Off,
 - Poison Jab,
 - Thunder Punch
- Scrafty, Level 64, Fightinium Z - Moxie
 - Bulk Up,
 - Brick Break,
 - Crunch,
 - Iron Head
- Mega Lucario, Level 66, Lucarionite - Adaptability.
 - Ice Punch
 - Brick Break
 - Extreme Speed
 - Meteor Mash

Yeah, uh, I was packing like four to five pokemon who could exploit the weaknesses of his team so, not the best judge of how hard the fight is. Still, watch out for the Scrafty, that thing has Moxie.

Defeating him earns you your 7th badge, along with **TM 31 Brick Break**. Don't forget to go collect your 10 Credits in the manor too.

After that, go to the tournament building to hear the latest news from Rosetta. Bountilia Island is our next destination. You'll get relationship points with Rosetta during that exchange. Now go to Cellia south to take the boat to the island.

Bountillia Island :

<u>Morning & Day</u>	%	<u>Night</u>	%	<u>Surfing</u>	%
Nidorino	20	Nidorino	20	Seaking	60
Dodrio	20	Dodrio	20	Floatzel	35
Exeggcute	20	Exeggcute	20	Marill	5
Sudowoodo	20	Sudowoodo	20	<u>Old rod</u>	0
Staravia	10	Noctowl	10	Goldeen	70
Durant	5	Durant	5	Basculin	30
Chatot	5	Chatot	5	<u>Good Rod</u>	0
				Seaking	60
				Barboach	20
				Bruxish	20

There's a Max Revive in the northeast corner of the lake right before the entrance to the cavern.



Once you're prepared, enter the cavern.

Bountilia Cavern :

<u>Anytime</u>	%
Numel	20
Graveler	20
Magcargo	20
Camerupt	10
Torkoal	10
Heatmor	5
Simisear	10
Turtonator	5

Yeah, catching those may be a bit tricky, considering Garret's Mienshao is going to spam Rock Slide like there's no tomorrow, but it's doable. There's a Fire Gem in a rock after the first trainer battle here. A bit further, go down the first set of stairs you find to grab a **Fire Memory** and a Magmarizer.



The rest of the path is straightforward. You'll finally retrieve Shiv right before the end. You'll gain relationship points with him if you saved Nova back at Cellia, and a second time if you agree to fight with him.

Battle : Team Crescent Head Baron

Ultra Potion

- Gengar, Level 65, Wide Lens - Cursed Body.
 - Shadow Ball,
 - Focus Blast,
 - Hypnosis,
 - Sludge Bomb
- Eelektross, Level 66, Expert Belt - Levitate.
 - Wild Charge
 - Superpower
 - Flash Cannon

- Fire Punch
- Seismitoad, Level 65, Rindo Berry - Poison Point.
 - Earthquake,
 - Stealth Rock,
 - Scald,
 - Ice Punch
- Mega-Heracross, Level 65, Heracronite - Skill Link.
 - Rock Blast,
 - Close Combat,
 - Pin Missile,
 - Iron Defense
- Serperior, Level 66, Leftovers - Contrarian
 - Leafstorm,
 - Nature Power,
 - Synthesis,
 - Hidden Power Fire
- Hydreigon, Level 67, Life Orb, Levitate.
 - Dark Pulse
 - Dragon Pulse
 - Fire Blast
 - Flash Cannon

Team Crescent Ace Leonard

Ultra Potion

- Liepard, Level 63, Normal Gem - Prankster.
 - Dark Pulse,
 - Fake Out,
 - Yawn,
 - Grass Knot
- Lunatone, Level 64, Colbur Berry - Levitate.
 - Rock Slide
 - Shadow Ball
 - Psyshock
 - Earth Power
- Palossand, Level 64, Leftovers - Sand Veil.
 - Earth Power,
 - Shore Up
 - Shadow Ball,
 - Giga Drain
- Jolteon, Level 64, Magnet - Absorb Volt.
 - Discharge,
 - Iron Tail,
 - Shadow Ball,
 - Iron Defense
- Dhelmise, Level 63, Muscle Band- Steel Worker
 - Anchor Shot,
 - Power Whip,

- Shadow Claw,
- Thunderbolt
- Klinklang, Level 65, Cell Battery, Plus.
 - Gear Grind
 - Zap Cannon
 - Shift Gear
 - Discharge

Ally: Shiv

Ultra Potion

- Aipom, Level 69, Life Orb - Skill Link.
 - Tail Slap,
 - Fake Out,
 - Shadow Claw,
 - U-Turn
- Roserade, Level 66, Black Sludge - Technician.
 - Giga Drain
 - Toxic Spikes
 - Nature Power,
 - Sludge Bomb
- Mega Charizard X, Level 66, Charizardite X - Tough Claws.
 - Earthquake,
 - Dragon Claw,
 - Poison Jab,
 - Rock Slide
- Weavile, Level 65, Focus Sash - Pressure.
 - Night Slash,
 - Icicle Crash,
 - Low Kick,
 - Knock Off
- Metagross, Level 65, Assault Vest - Clear Body
 - Ice Punch,
 - Earthquake,
 - Zen Headbutt,
 - Iron Head
- Gyarados, Level 65, Leftovers- Intimidate.
 - Waterfall
 - Substitute
 - Earthquake
 - Stone Edge

A climactic battle, but not an impossible one – Shiv is more than capable of pulling his weight, especially once he pulls out his Mega-Charizard X.

After that battle, we're back to the Dreamscape. We're almost at the end of the current build, but we've got a couple things we can do before what's de facto the final boss for now. Just exit the manor before jumping into the portal.

There's a Rare Candy you can pick up in the West Settlement, and a **Mimikium-Z** in the North Settlement, towards the end.



Lastly, you can go talk to the minister of South Settlement, then to the guy in charge of the construction crew to get a quest involving dealing with an Excadrill. It's the one you can find in the part of South Settlement that can only be accessed from West Settlement.



You can complete this quest in two different ways. You can battle the excadrill to receive 3 Credits, a **Weakness Policy** and help the workers, or you can leave the Excadrill alone after talking to it. Doing so will anger the workers, but the next time you get there, you'll find a **Drillbur** for you. This is the only quest I don't see an obviously better ending over the other, so do what you want.

- Excadrill, Level 80, Soft Sand - Mold Breaker.
 - Iron Head,
 - Brick Break,
 - Aerial Ace,
 - Earthquake

Now that all of this is settled, it's time to end the dream. Jump into the portal in the manor, follow the path and battle Lilith.



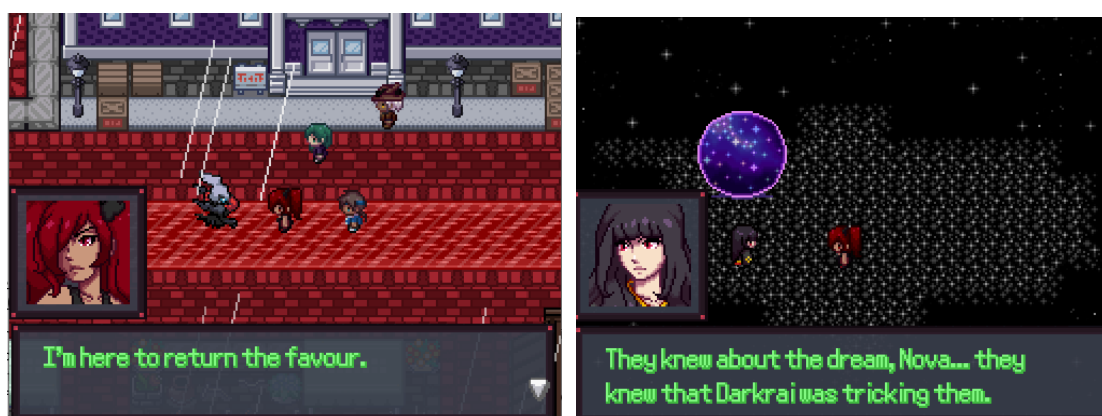
Battle : Black Fox Boss Lilith (Darkness Field)

2x Ultra Potion

- Froslass, Level 65, Focus Sash - Cursed Body.
 - Shadow Ball,
 - Ice Beam,
 - Light Screen,
 - Thunder Wave
- Ninetales, Level 64, Leftovers - Drought.
 - Heat Wave
 - Ominous Wind
 - Will-O-Wisp,
 - Substitute
- Garchomp, Level 67, Assault Vest - Rough Skin.
 - Earthquake,
 - Dragon Claw,
 - Poison Jab,
 - Rock Slide
- Excadrill, Level 65, Groundium Z - Mold Breaker.
 - Iron Head,
 - Hone Claws,
 - Earthquake,
 - Shadow Claw
- Meloetta, Level 67, Wise Glasses - Serene Grace
 - Shadow Ball,
 - Psychic,
 - Hyper Voice,
 - Focus Blast
- Perfect Umbreon, Level 68, Darkrite - Magic Bounce.
 - Dark Pulse
 - Psyshock
 - Moonlight
 - Moonblast

I recommend a good, fast bug stab to dispose of both Meloetta and perfect Umbreon. If you've selected Scolipede as your starter, speed boost Megahorn will shred those two. Overall, if you've come this far, your team probably has the tools to deal with it. Now it's time to reap the fruit of your efforts. Follow the path, get presented with the choice of following Darkrai or rejecting him. You can follow him and get the regular ending where you end up their unwilling pawn, or reject him. Rejecting him is where the curiosity prompts come into play, as it determines whether or not you end up with a bad ending that stops the game, or free yourself. If you've done your homework correctly, you should be able to get the good ending and resist him.

If you saved Nova, you'll get relationship points with her, and you should get points with Lilith anyway.



Alright ! Now that we're done with the story, let's finish that journey by getting a legendary ! head out to Silver Rise.

Silver Rise (surf) :

<u>Surf</u>	%
Seel	60
Lumineon	30
Dewgong	5
Wailmer	4
Qwilfish	1

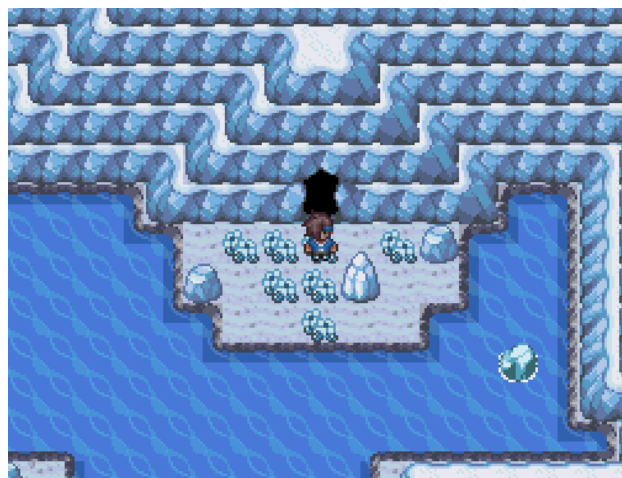
From the entry from the ranger outpost, walk back through the mountain until you reach a place where you can surf. Keep going right until you can enter a cave.



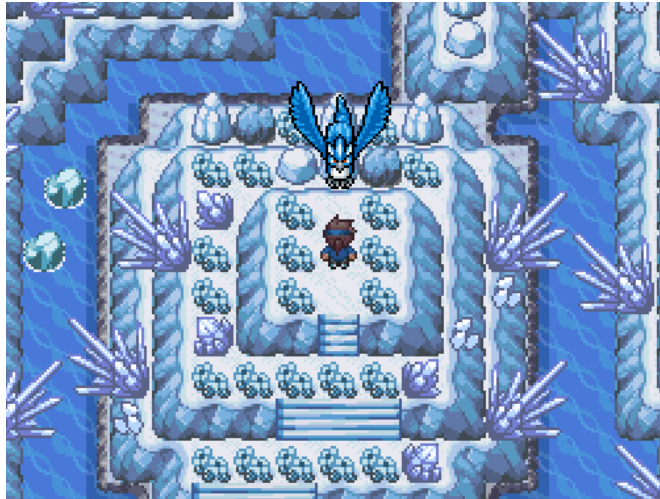
From the other side, go right until you reach a band of land and a cavern entry to the south. Enter there and climb down the ladder. Grab the Hyper Potion, then grab the **Glalitite** after surfing.



After this, go back to the previous area and go slightly right to find another cave entrance. Up until completing this episode, this entrance wouldn't have been there, which is why I suggested waiting before going back there.



Enter the cave and get past the little ice puzzles to find a wild **Articuno** at the end of the cave.



This concludes our guide ! Congratulations on making it this far. I hope this guide was useful to you.

III. Major items Locations

III-A) TMs

TM 01 Work Up : Addenfall Woods Credit Shop (10 Credits)

TM 05 Roar Blackview Market Credit Store (10 Credits)

TM 07 Hail : Silver Forest, eastern point, near the place where the side quest involving a Raikou and a Seviper takes place

TM 09 Venoshock: Cellia Sewers, near the north entrance of the sewers.

TM 10 Hidden Power : After beating Connor, talk to the professor in Redcliff Town.

TM 11 Sunny Day: North Cellia Credit Shop (15 Credits)

TM 12 Taunt Blackview Market Credit Store (10 Credits)

TM 18 Rain Dance: Cellia Docks/Central Credit Shop (15 Credits)

TM20 Safeguard: Keneph Caves, down a ladder behind one the first hut (Missable, thanks to the item guide for this one)

TM 21 Frustration: Cellia Docks/Central/South/North/ Credit Shop (13 Credits)

TM 27 Return: Clear all quests on route 2 Ranger Outpost, then find Elliot's Memento in the weeping depths for him to give it to you.

TM 31 Brick Break: Plot Mandatory, obtained after beating Garret.

TM 32 Double Team: Dreamscape, West Settlement

TM 36 Sludge Bomb: Collect all 5 Sludge Fragments in Cellia Sewers and talk to the lady near the southern entrance.

TM 37 Sandstorm: Cellia South Credit Shop (15 Credits)

TM 39 Rock Tomb: Cellia Docks/Central/South/North Credit Shop (8 Credits)

TM 40 Aerial Ace: Plot Mandatory, given by Aderyn after her Gym Battle.

TM 41 Torment: Blackview City, house in the east of A2, need to complete the “Infiltration” sidequest.

TM 42 Facade: Credit Stores: Route 2, Celeste City, Jinx Guild, Addenfall Woods (11 credits)

TM 43 Flame Charge : Plot mandatory, given by Connor when exiting Redcliff Town.

TM 44 Rest: Cellia South/North Credit Shop (12 Credits)

TM 45 Attract: Credit Stores: Route 2, Celeste City, Jinx Guild (6 credits)

TM 46 Thief: Blackview City Credit Store (8 Credits)

TM 47 Low Sweep: North Cellia Credit Shop (8 Credits)

TM 48 Round: Cellia manor, EV training shop

TM 54 False Swipe: Addenfall Woods Credit Shop (7 Credits),

TM 56 Fling: Credit Stores: Route 2, Celeste City, Jinx Guild, Addenfall Woods (4 credits)

TM 57 Charge Beam: Plot-Related, awarded by Emily for beating her in her gym at Blackview.

TM 58 Sky Drop: Alistair merchant in Cellia Manor.

TM 60 Quash: Credit Stores: Route 2, Celeste City, Jinx Guild (2 credits)

TM 63 Embargo: Cellia Docks/Central Credit Shop (6 Credits)

TM 65 Shadow Claw: Cellia Central District, complete Serenity’s quest with the Arceus mural.

TM 66 Payback: Cellia North, after doing Clarke’s recruitment quest.

TM 69 Rock Polish: Silver Rise, just below the Summit, in the cave behind the locked Ranger Outpost, requires to have activated the crystal that creates the bridge.

TM 73 Thunder Wave: Blackview City Credit Store (16 Credits)

TM 81 X-Scissor : Ruby Island, in a secret passage in the trees to the southeast of the Island.

TM 86 Grass Knot: Silver Rise, near the entry from the top of the mountain.

TM88 Sleep Talk: Cellia North, talk to a guy in A3

TM 91 Flash Cannon: Cellia North, Old factory

TM 95 Snarl: Dreamscape, South Settlement cave

TM 99 Dazzling Gleam: Plot mandatory Cellia Central, defeat Rosetta during the tournament

TM 100 Confide: Blackview PC Credit Shops

TMX 3 Surf: Plot mandatory, defeat Aaron in his gym battle.

TMX 7 Rock Smash: Plot mandatory, given right before taking down Kuiki.

III-B) Mega Stones & Z-crystals

Normalium-Z: Cellia Fight Club, talk to the guy in the bottom right corner.

Darkinium-Z: Win the battle against Hardy in the Undercity Fox Den in Garret questline.

Grassium-Z: Old Woodlands, require Surf

Rockium-Z: North Cellia Sewers Depths

Mimikium-Z: Dreamscape, North Settlement, requires Surf

Abomasite: Silver Rise, house at the summit that opens with the Brass Key.

Aggronite: Central Cellia, house in the market that opens up after defeating Rosetta

Banettite: Addenfall woods/Blackview City, complete the “The Grand Rogue” quest.

Diancite: Talk to the Omanyte in Cellia North

Glalite: Silver Rise, requires Surf

Houndoominite: Dreamscape, in the secret room of the Twin’s Manor.

Mightyenite: Defeat Amelia in the Cellia Fight Club.

Manectite: Cellia Abandoned Power Plant, behind the door locked by the Generator Key.

Pidgeotite: Central Cellia, Rangers building after clearing Ruby Island

Sharpedonite: Cellia North Storage Branch, after redeeming the key from the Treecko thief questline.

Venusaurite: Cellia North, given by Ava after talking to her, if her affinity is high enough.

III-C) Major Battle items

Air Balloon: Cellia manor, Battle items shop, Dreamscape, reward for saving a kid from an Hypno

Assault Vest: Cellia Undercity merchant (50 Credits),

Black Sludge: Cellia Sewers, Market entry

Eviolite: Cellia Undercity merchant (45 Credits)

Expert Belt: Reward from exploring Bronze Island from Elliott.

Focus Sash: Cellia Undercity merchant (30 Credits), reward for defeating 5 Elite Trainers in the Cellia Fight Club

Grip Claw: Bronze Island, toward the end of the cave, Cellia Manor Shop

King’s Rock: Silver Forest, east of the manor.

Lagging Tail: Hardened Mountain, outside the entrance, Cellia Manor shop, North Cellia Sewers Depths

Leftovers: Blackview City, possible reward for completing Boss’s Lost Pokemons quest / Cellia Undercity (50 Credits).

Light Clay: Cellia Manor Stone Merchant

Silk Scarf: Cellia Archives

Shell Bell: Complete the “Infiltration” Ranger Side Quest in Addenfall Woods

Toxic Orb: Retrieve the Parcel at the top of Hardened Mountain and give it to the man on route 4.

Weakness Policy: Dreamscape, South Settlement, after beating the Excadrill

Amulet Coin: Blackview City, in the house with the cell you're put in as part of the plot.

Cleanse Tag: Reward for completing the first part of Serenity's quest.

Destiny Knot: Cellia manor, EV training shop, Cellia Fight Club Entrance

Exp.Share: Blackview City, complete the Battleview tournament.

Macho Brace : Blackview city, D2/A1 help the a man find a job in the store for him to give you this.

Power Bracer: Cellia manor, EV training shop

Power Lens: Cellia manor, EV training shop

Power Weight: Cellia manor, EV training shop

Power Belt: Cellia manor, EV training shop

Power Anklet: Cellia manor, EV training shop

Power Band: Cellia manor, EV training shop

Smoke Ball: Cellia manor, EV training shop

Soothe Bell: quest reward from the Route 2 Ranger Outpost "Convince a trainer!"

Heat Rock: Vejyr, Northeastern room, hidden in the upper left rock of the room, left of the lava fall, Cellia Manor Stone Merchant

Damp Rock : Bronze Island, north of the starting point, Cellia Manor Stone Merchant

Smooth Rock: Cellia Manor Stone Merchant, North Cellia Sewers Depths

Damp Rock: Cellia Manor Stone Merchant

Black Belt: Celeste City, talk to a woman in the pokemon center asking you to check on her son, talk to him to get it.

Odd Incense: Part of Serenity's quest, after taking the picture of Keneph Village.

Hard Stone: Hardened Mountain, outside of the entrance, hidden on a rock, Ruby Island, North Cavern

Mystic Water: Silver Rise, just below the Summit, in the cave behind the locked Ranger Outpost.

Never-Melt-Ice: Silver Rise

Black Glasses: Addenfall Forest, in the place where Ava fights off grunts the first time you visit.

Metal Coat: Bronze Island, next to the door to the vault.

Sharp Beak: Old Woodland, in the hidden passage where you can find a Rufflet egg.

Poison Barb: Blackview Sewers

Charcoal: Blackview City, during the Siege, next to the gym. (Missable)

Spell Tag: Dreamscape, South Settlement from the West entrance.

Magnet: Cellia North, Old factory

Icicle Plate: Silver Forest, near the Ice pyramid thing.

Earth Plate: Ruby Island

Poison Memory: Cellia Sewers, from the market entrance

Psychic Memory: Dreamscape, North Settlement

Grass Memory: Cellia Sewers, from the market entrance, in the room where you get Type:Null once it gets there.

Ground Memory: ??? (the place you enter from Cellia north with the grid portal)

Electric Memory: Cellia North, Old factory

Fire Memory: Bountilia Island Cavern

Rock Memory: North Cellia Sewers

Water Memory: Ruby Island, East Cavern

III-D) Rare Items

Blue Piece: Keneph Forest, in the cave behind the waterfall.

Green Piece: Redcliff Town, in the cave with the puzzle.

Red Piece: Weeping Depths, after beating Aderyn.

Yellow Piece: Blackview City, B2 behind the door that needs the Dull Key and the Shiny Key to open.

Purple Piece: North Cellia Sewers Depths

Old Rod: Route 1, talk to the Fisherman NPC near the lake and fight the Wishiwashi that follows.

Good Rod: Blackview City, A3, exchanges to a fisherman for 25 Credits.

Majira's First Key: Blackview City, in the old Rangers hideout, after the siege.

Majira's Second Key: Central Cellia, obtained after defeating Sena in the Rangers building after beating Rosetta.

Majira's Third Key: Ruby Island, after beating Aderyn

Frozen Orb: Ruby Island, after beating Aderyn

Mega-Z-Ring: Cellia Manor, after clearing the Grid Fragment quest

Scarlett's Old Bow: Celeste Labyrinth exit, after your first trip here.

Battleview Pass: Blackview City, complete the Battleview tournament.

Brass Key: Silver Forest Manor, after collecting the three Diary pages and reading the diary upstairs.

Dull Key: Silver Rise, just below the Summit, in the cave behind the locked Ranger Outpost, requires to have activated the crystal that creates the bridge.

Shiny Key: Silver forest, in the Ice pyramid thing with the Froslass.

Odd Key : Blackview City, Treecko thief questline.

Mysterious Key: Cellia Central District, bought to a merchant for 8 Credits in the market.

Sewer Key: Cellia Sewers, found from the entrance to the sewers in the central market.

Archives Key: Talk to Rosetta after defeating Amelia in Undercity.

Package Key: Central Cellia, received from the guy with a package after you beat Rosetta

Generator Key: South Cellia, in the hangar locked by the Package Key

Wildlands Key: Dreamscape, South Settlement, by completing the Sidequest with the guy in the house in Odis village and the stalker girl.

IV. Cellia Manor

Available from the start :

- Warp between the EV room and the Blackview daycare : 10 credits
- Allowing the Jinx guild to open in the manor : free, refunds you 25 credits if you paid for the previous Jinx guild expenses.
- Battle Berries: Liechi, Ganlon, Salac, Petaya, Apicot, Lum, Jaboca, Rowap, Custap Berries: 10 Credits
- Gimmicky Utility Items: Sticky Barb, Lagging Tail, Iron Ball, Binding Band, Floating Stone, Eject Button, Red Card, Ring Target, Metronome: 8 Credits
- EV training items: Smoke Ball, Destiny Knot, Power Weight/Bracer/Belt/Anklet/Lens/Band, TM48 Round: 8 Credits
- Even gimmickier utility items feat Air Balloon: Air Balloon, White Herb, Mental Herb, Power Herb, Absorb bulb, Snowball, Cell Battery: 7 Credits
- Held Items 3 – the quickening: Big Root, Focus Band, Zoom Lens, Scope Lens, Bright Powder, Quick Claw: 12 credits
- Type Berries: Occa, Passho, Waccan, Rindo, Yache, Payapa, Tanga, Charti, Chople, Kebia, Shuca, Coba, Haban, Kasib, Colbur, Babiri, Chilan, Roseli: 8 Credits
- EV Berries: Pomeg, Kelpsy, Qualot, Tamato, Hondew, Grepa Berries: 9 Credits
- Basic Berries: Oran, Cheri, Pecha, Rawst, Chesto, Aspear, Persim Berries: 4 Credits

Unlocked Later :

Stone Merchant: Heat rock, Icy Rock, Smooth Rock, Damp Rock, Grip Claw, Light Clay, Everstone.

=> Is found by doing Garret's series of quests, during the second quest involving exploring another part of Cellia's Sewers.

High-Quality Common Goods : Ultra Ball, Ultra Potion, Full Heal, Super Repel, Max Repel, Reverse Candy, Poke Candy, Carbos, Zinc, Iron, Protein, PP Up, TM 58 Sky Drop.

=> Requires to do Allistair's quest line in Celia North, available around the time Aaron's gym becomes available.

Choice items merchants : currently unavailable.