

Guide of platinum pokemon.  
Made by Randal

First I will tell you how to configure the emulator to go faster.  
Press alt v, then l and check the Horizontal option.  
Then go to config, frame skip, and uncheck the Auto-minimize skipping option, then go to the same menu and mark option 3. That's it, you can start playing.

Chapter 1: Introduction:

When you load the rom and the game, a text by Professor Serbal will appear giving information about him, the pokemon world and others. Then he will ask you if you are a boy / girl (the girl option is to the right of the boy) and then you will have to type your name, here the keyboard. In the first row are the buttons to finish, lowercase, etc.

Now the other rows are.

a b c d e f g h i j comma space

k l m n o p q r s t comma apostrophe script

o v w x y z

The other row has pure blanks.

Finally, see one above the first row (the one with the letter a) and one on the left. To delete simply press b, (z)

When you write your name it will ask you the name of your rival, here the options.

Other name

Israel

Rosendo

frames

ignacio

Joni

When you finish putting your name then the typical message will appear, your pokemon adventure is about to begin! And the music will change.

Chapter 2: Hojaverde people.

The game begins with your character in his room, watching an informative about an investigation of Professor Serbal on the television. Press z to close the dialog. You will begin to hear the relaxing music of Hojaverde people.

Before doing anything I will tell you how to change the speed of the text. First press the s to go to the options menu, then go down 3 times to go to the options and press x. Now go one to the right to set the text speed to fast and finally go one up and press x 2 times. You will hear a confirmation sound that indicates that the settings have been saved. Another way to save the options is by pressing z, and then a message will appear asking if you want to save the settings, the first option is yes, below is option no.

Go one to the right and you will hear a beep indicating that a dialogue has started. It is your rival who will tell you that Professor Serval is in a sandy town and will ask you to accompany him so he can give each one a pokemon.

Leave your room by going 3 to the right, 2 up and one to the right. When you go down the stairs

a dialogue will begin with your mother who will tell you that your opponent has already left. Go all the way down, 4 to the left and another dialogue will begin with your mother, who will tell you that you cannot walk through the tall grass until you have a pokemon. Close the dialogue and leave your house by going down one. Now go to your rival's house, 12 on the left, all up and one on the right, because when you get to the door your rival will leave his house and tell you to accompany him to see the teacher, but then forget one thing in your room and you will have to follow it.

Enter the house going 2 up. To go to your room, see 4 on the left, all up and one on the right. When you go up the stairs your opponent will be keeping a bag and a diary, then seeing you will tell you that he is waiting for you on the road and leaves. Leave the room going one up and one to the left, and finally leave the house going all down, 4 to the right and one down.

Now see 6 on the right and all above. The music will change and you will hear a beep, since you will have reached Route 201 and a dialogue will begin with your rival, who will tell you that, if they pass quickly through the tall grass nothing will happen and so they can reach the laboratory. When they get ready to run, Professor Serbal arrives who stops them since neither of them has a pokemon and going through the tall grass is dangerous. On one hand, ask them if they love pokemon, to which you have to answer yes. Then, ask again, to which you have to answer again yes. After this the teacher scolds them by telling them that, if they are reckless enough to put themselves in danger going through the tall grass without having pokemon, they don't want to even think what would happen if they had pokemon. In that, your rival says that the most fair thing is that only he runs out of his pokemon, since his idea had been his. Because of his generosity, the teacher decides to entrust a pokemon to each one.

After this the music changes as Maya arrives, the teacher's assistant with his briefcase. When the music changes again it means that you can choose your first pokemon. Go one to the left and press x to open the briefcase (a blow will be heard when it happens) and then press x again to display the initial pokemon.

The first pokemon is Turtwig, On the right is Chimchar and on the right of Chimchar, Piplup. If you select a pokemon and do not want it, you just have to press z and it will return to the list. When you choose it, your opponent will choose the pokemon that has an advantage over yours. Then the teacher will say something unimportant and then leave with Maya. On the other hand, your rival will tell you the following: "We can only do one thing, you know it, right? To what you will have to say yes. When you do, your rival will say a few more things and start the battle! Only the fight option will appear, since you don't have any pokemon to change, you don't have a backpack, and you can't run away.

Press select until you hear the sound that is heard when a dialogue opens, when you hear that it means that you have entered a menu, in this case, the fight menu. Then choose the attacks and wing.

When the battle is over both will go to their respective homes. You will tell your mother what happened, she will tell you to go to the village laboratory Arena to thank the teacher and give you the sports shoes. When the dialogue closes, leave your house by going 3 down.

Chapter 3: towards sand town. The adventure begins!

Go to route 201. Of course, 5 on the left and all above. A beep is heard, it is your rival who will tell you to accompany him to the lake, since they say that there lives a legendary pokemon and

his plan is to capture him. When the dialogue closes, see 3 above, all to the left, all above, one to the left and 2 above. A dialogue will begin with your opponent who will say that they are almost at the lake, then they will arrive at the Truthful Shore and the music will change. In that place is a strange guy who only reveals his name. Helio, from the galaxy team. Then he will leave and the cry of Mesprit will be heard, and your opponent realizes that he has no pokeballs and therefore, they will not be able to capture any pokemon. Then he will tell you to go with Professor Serbal to ask for pokeballs, and he will leave. Go 2 going down.

Route 201

Pokemon that appear: Starly, Bidoof, Kricketot.

Then I will tell you where you can train. First go all down, all right, go back 7 steps to the left, all up, all left and talk. He is an employee of the store who will give you a potion.

If you want to train, move up and down, and when you finish, go all up, 2 down and all right. The music will change and you will reach Pueblo Arena, you will hear the beep as a dialogue begins with Maya, who will take you to the teacher's laboratory.

When they are going, your rival will appear, who is somewhat upset, will say that the teacher is crazy and will leave.

Note: for the following I recommend skipping the dialog with z, since in one part ask if you want to give your pokemon a name. When you change the music then skip the dialog with x, as it asks if you want to complete the pokédex.

Upon entering, After a little talk, the teacher will give you the pokedex for you to complete, and finally Maya tells you that it helps the teacher to complete the pokedex, and if you need help you can go to it.

When you close the dialog, leave the laboratory by going down until you hear the output sound.

When you do, the teacher will give you the mt 27, backward and maya will teach you all the people. The pokemon center, the pokemon store, will tell you to let your mother know that you are going on a trip and will leave.

If you take two steps up you will enter the pokemon store, everything above is the employee.

Here you can buy the following.

Pokeball, 200 Pokémon.

Potion, 300 Pokémon.

antiparaliz, 200 pokéyen.

antidote, 250 pokéyen.

When you finish leave the store going 5 down. Now go through the pokemon center, 10 to the left and one up.

Heal your pokemon and go down until you leave. Now, you have to go back home to say goodbye.

Before there are some small menu items that I will explain.

1. The battle menu is like crystal pokemon again.

Battle, change pokemon

Backpack, escape

Now, when you go to the backpack (in a battle) the objects will appear by categories, medicinal objects (only those objects that give hp to your pokemon) and pokeballs to the right. Below the category of medicinal objects will be objects that cure the state such as awakening, antidote,

etc. And to the right of that category will be the booster objects, such as attack X, Defense X, etc. The objects of each category appear in lists of 3, to go to the second list you just have to go to the right and there will be the other objects. Here an example.

If you want to give your pokemon a potion then you have to go to the backpack menu, select to go to the first menu that is medicinal objects and there the potion will appear. Now if you want to capture it you will have to go backpack, pokeballs (one on the right) select and the pokeballs will appear.

By the way, at the end of each category, in the first row (the one on the left) there will be a button to show more objects, if any. It would be something like a second screen of objects.

2. To see the info of a pokemon is the same as ruby pokemon, the only difference is that you cannot select from the info menu, but you have to close it with z. Here an example

I have 3 pokemon, Chimchar, Bidoof and Starly. I want to see Starly's position to put it first, then I go to the pokemon menu, I go to some pokemon and then, to info. Chimchar's shout sounds, down arrow, Bidoof shout, down arrow, Starly. To change position I can not press x as in ruby pokemon, but I have to close the info menu with z, press x again to get the info options, change, etc.

3. To change position to a pokemon this time is different, for good. I will continue with the example.

I go to the change option, the difference is that now the up arrow advances two positions, to advance only one you have to press the left or right arrow, that depends on the position of your pokemon. In this case, since Starly is in position 3, I can go 2 to the left to put it in position 1, or one up, since it will advance 2 positions up.

4. To find out what attacks your pokemon knows and change the position of the attacks, go to the pokemon info, 3 on the right and press select. You will have entered the attack menu. If you want to know the order of the attacks, the description appears at the end. The first attack that appears is the first attack your pokemon knows, that is, the one on the left in the top row. Below would be the second attack of the pokemon, that is, the attack that is on the right in the top row. Below is the third attack, in battle would be the attack on the left in the bottom row. And below, the fourth attack, is the one on the right in the bottom row. To change positions you only have to go to one of the two attacks to change, press select, go to the other attack and press select, here is an example.

My Chimchar knows the scratch attacks, malicious and embers. Scratch and malicious are in the top row (scratch on the left and malicious on the right) and embers, in the bottom row. I want you to be in the first attack of the top row, that is, to the left. So to change the position with scratch I go to the menu of the pokemon, info of Chimchar, 3 to the right, select pulse to enter the screen of the movements, and the first movement is scratch. I press select again to select that attack, under twice to get to the third attack (embers) pulse select and ready, I will already have embers in the first attack of the upper row, and scratch will have remained in the first attack of the lower row .

That's it.

Go one down and all to the left to get to Route 201. Then go 4 down, all left and 16 down and you will reach the town of Hojaverde.

To go home see 22 below, 6 on the right and one above. Your mother is going one to the right

and one up. When you speak, he will heal your pokemon and, after a few words, he will give you a diary. It serves to write down what you do every day, that is, your character will write it down. After a little more talk, your rival's mother will arrive who will give you a package for him. You can leave, one on the left and 2 below. Now return to Pueblo Arena to go to Route 202. First 5 on the left and all up to get to the route, then all on the right, 7 on the left, all above, 2 below and all on the right, You will reach the town. When you hit the wall on the right, go 12 to the left and one up, if you go up one you will enter the pokemon center, that will be the reference point (the exit of the pokemon center)

Arena people.

locations.

Pokemon store: 10 to the right and one up.

Entrance: 10 to the left.

Exit to route 201: one below and 18 on the left. If you want to train on this route go all to the left, everything up and move down and up, and when you want to return to the center pokemon stick to the wall above, go 2 down, all right, 12 left and 2 up .

Departure to route 202: 7 on the right and 12 above.

Departure to Route 219: 7 on the right and 21 below.

Entrance: 20 above and 7 on the left.

That's it.

I recommend that you train at least until level 7, since on the next route come battles. When you're ready, go to route 202.

Chapter 4: route 202, first battles.

Route 202

Pokemon that appear: Starly, Bidoof, Shinx, Kricketot

When you arrive go 3 up and to the left until you hear the beep. The music will change, since you will have met Maya who will teach you to capture pokemon and give you 5 pokeballs. When the dialogue closes, you see everything on the left, everything on the top and everything on the right. battle!

Young Richi, pokemon wearing: Starly level 5

When you defeat it, see everything on the right, 5 below and everything on the right. battle!

Nati girl, pokemon wearing: Bidoof level 3.

When the defeat sees everything on the right. If you want to train in this part move up and down, and when you finish go all up, 2 to the left, all up, all left and select. battle!

Young shea, pokemon wearing: Burmy level 5.

When the defeat sees 2 below, all left and select, the object is a potion.

Finally go 7 to the right, all up and you will reach Jubilee city.

Chapter 5: Jubilee city and the dojo.

Before doing anything, see everything on the left, all above and select, the object is a star dust.

With this object in hand, see 2 below, 5 on the right and all above, you will hear a beep and the music changes, since you have met Maya who will say unimportant things. Then, they will find a policeman named Handsome, who will give you a fighting camera. Finally, Maya will say that your opponent is in the dojo and will leave.

When the dialogue closes see 2 below, 5 to the right and if you go one up you will enter the

pokemon center. This will be the reference point.

Locations:

Dojo: 12 on the left and one on the top.

Entrance: 12 on the right.

Pokemon Store: 7 on the left, 10 on the top, 6 on the right and above.

Entrance: 6 on the left, 10 on the bottom and 7 on the right.

House (optional, you won't be able to go until you have the poke-clock) 4 on the left, 21 on the top, 4 on the right and one on the top When you enter see 3 on the left, all above and speak. It is an npc that will give you a quick grip. Leave the house going 3 to the right and down until you hear the input / output sound.

Entrance: 4 on the left, 21 on the bottom and 4 on the right.

Departure to Route 204: 5 on the left and 42 above. In this route you can capture Budew (pre evolution of roselia) If you are interested go 10 up and start a battle with petra girl, whose only pokemon is a Shinx level 7. When the defeat sees one up and move from left to right until that the pokemon appears, and to return to the entrance of the city and then follow the indications, stick to the wall on the right and see 12 below.

Entrance: 41 below and 5 to the right

Exit to Route 203: 5 on the left, 19 on the top and 17 on the right.

Entrance: 16 on the left, 19 on the bottom and 5 on the right.

Exit to route 202: 4 on the left, all below, one on the left and 4 below.

Entrance: 6 above, 4 to the right, all above and one to the right.

Exit to Route 218: 5 on the left, 19 up and a long way to the left until you hear 2 input / output sounds.

Entrance: 47 on the right, 19 on the bottom and 5 on the right.

That's it.

The first thing you have to do is cure your pokemon if you have not done so. Then go to the dojo to deliver the package.

When you enter see everything above, one on the left and select. It is your rival who will give a little talk and then you will deliver the package. When you open it, find two maps and give one to you. Then you will look at the map and go to Pirita, the city where the first gym is located. That will be your next destination, although first there is one more thing you can do.

Go all to the left, one below, all to the left and select, the object is an X attack. From here go all to the right, all above, all to the right, 6 below, 5 to the right, all above and speaks. They are coaches who will want to have one with you, battle!

Schoolboy Joaquin, pokemon he uses: Starly level 6.

When you defeat it see 2 on the right, one up and talk. battle!

School Araceli, pokemon that uses: Bidoof level 6.

When you defeat her, she will tell you to talk to her friend so she can give you an object. Go 2 to the left, one up and talk, the npc will give you a potion.

Leave the dojo going all down, 5 to the left and one down. Then return to the pokemon center and if necessary heal your pokemon.

Now go 4 to the left and one up, you will hear the beep. It is an npc who will tell you that he will give you a poke-time in exchange for 3 coupons. These coupons are obtained by looking for

some payazos that are around the city, they will ask you a question and if you answer it well, they will give you a coupon.

The first is going one to the left, 15 up, all to the left, all up and one to the left. When you talk to him, he will tell you that it is a payazo and the question he will ask you is, can pokemon carry objects?

When you answer correctly it will give you a coupon.

The second one is going all down, 11 on the right, 7 down, all on the right one down and one on the left. If you talk to him and nothing happens see one above, select, one below and select until you hear the typical din.

The question he will ask you will be, does a pokemon grow by defeating others and earning experience points?

Finally the third is going 3 down, 8 left, 16 up, all left, 3 down, 12 left, 5 up and all left. Your question will be, there are different types of pokemon. Are there also different types of movements?

To return to the npc that will give you the poke-time go all down, all right, 3 up, 20 right, all down and select. We cannot use this object, since you have to click on a point on the screen. But, it is necessary to have it to be able to follow the game.

Now go 7 down, 6 to the right and if you go up you will enter the pokemon center. You know, if you want to buy, sell ... and when you're ready, go to Route 203.

Chapter 6: Route 203. Towards the city of Pirita!

Route 203

Pokémon that appear: Starly, Bidoof, Shinx, Abra, Cricketot,

Go 4 to the right and you will meet your opponent who will challenge you to a battle!

Rival, pokemon that uses: Starly level 7 (initial with advantage to yours) level 9

When you defeat him he will go to Pirita city.

If you need it Go to the pokemon center (remember to do 5 on the left to return to the entrance) and when you are ready go (from the route) 12 on the right (7 if you have not gone to the pokemon center) all above and select. battle!

Young tonio, pokemon who uses: Cricketot level 7, Zubat level 6.

When you defeat it see 2 on the left, 4 on the top, 6 on the right, 3 on the bottom, one on the right and select, the object is a pokeball. With this object in hand see everything below and everything on the right. battle!

Young Julno, pokemon he uses: Shinx level 8.

When you defeat it, see everything on the right, 3 above and 3 on the right. battle!

Young Sebastian, pokemon he uses: Machop level 7.

When you defeat it, see one above and 14 to the right. battle!

Anita girl, pokemon wearing: Bidoof level 4, Starly level 4, Budew level 4, Open level 4.

When the defeat sees 3 above and 3 to the left. battle!

Mercedes girl, pokemon wearing: Psyduck level 8.

When the defeat sees 9 on the left, one down and select, the object is a defense X. With this object in hand, it sees everything above, all on the left and select, the object is a repellent. I do not recommend using the repellent now, better leave it for later, because you will really need it.

Ok, enough objects for today. Go all to the right, 4 down and 5 to the right, you will enter a

tunnel.

Pyrite Door

Pokemon that appear: Zubat, Psyduck, Geodude,

When you enter see 3 on the right and you will hear the beep, it is an npc that will give you the rock hit mo.

Close the dialogue and continue to the right. battle!

Camper Enrique, pokemon he uses: Starly level 7, Shinx level 7.

When you defeat it all goes to the right. battle!

Dominguera Diana, pokemon she uses: Budew level 5.

When the defeat sees 4 on the right and you will arrive in Pirita city.

Chapter 7: pyrite city. First medal!

Pyrite city.

First see 8 on the right. A dialogue will begin with an npc that will tell you that, if you don't have a medal, the coaches will see you as a small thing. Then it will take you to the gym, but there will be no one inside, and the dialogue will close. Go all up, all right and speak, it is your rival who will say that the leader has gone to the Pirita mine.

That's where you should go, but first go to the pokemon center. One below, 22 on the right and 2 above.

Locations

Pokemon gym: 21 on the left and up.

Entrance: 21 on the right.

Pokemon Store: 16 on the left, all above, 2 on the left and above.

By the way, one on the left and above the first employee will collide with another employee who will sell a card (unimportant object) but the objects that matter are the other two. Sana ball and Mesh ball. The healthy ball catches a pokemon and cures its ps and state problems, and the mesh ball only serves to catch water and bug type pokemon. This will be the case in other cities and towns. Whenever I say the employee on the left I will be referring to that. Remember that to leave the store from that employee before going all down, go to the right.

Entrance: 2 on the right, 10 on the bottom and 16 on the right.

Exit to Puerta Pirita and Route 203: 12 on the left, 8 above and 34 on the left you will arrive at Pirita Gate. The route is going 24 to the left.

If you want to train on this route stick to the wall below and move from left to right, and when you want to return to the center pokemon go all right, 10 up, all right, 8 down, 12 right and up.

Departure to Route 207: 5 on the left and 22 on the top.

Entrance: 24 below and 5 to the right.

Get out of the pokemon center and go a long way down until you hear the entrance / exit sound, you will reach the mine. Now go all down until you go down some stairs. Here I recommend using the repellent.

From here you see everything below, one to the right, everything below, one to the left, everything below, everything to the right, everything below, everything to the left, everything above and select, the object is a potion.

With this object in hand, see 3 below, all on the left, one below, 2 on the left, one above and speak. He is the leader of the gym, who will say that the rock hit mo is quite useful for



destroying the rocks, then one of his pokemon will use rock hit and finally he will return to the gym.

When the dialogue is closed, you see everything on the left, everything on the top, everything on the left and select, the object is a fleeing rope.

Now, if you don't need to train, use the fleeing rope, now, if you need it, follow these instructions, first I will make you fight with some trainers and then I will leave you in a place where you can train.

Go all right and select. battle!

Laborer Hugue, pokemon he uses: Geodude level 9, Machop level 7.

When you defeat it, see one below, all to the right, all above, one to the right, 4 above, all to the left and select. battle!

Laborer Manuel, pokemon he uses: Geodude level 9.

To train go one to the right, all down, one to the left, all down and move from left to right. When you want to leave use the fleeing rope.

Return to the pokemon center by going all the way up to enter, heal your pokemon and when you're ready, go for your first medal!

Pokemon gym in Pirita city.

Leader: Roco.

Type: rock

Ok, for this gym you have several options. If you chose Piplup or Turtwig you will have no problem defeating him. Now, if you chose Chimchar you can raise it to level 14 so that it evolves in monferno, since it learns Ultrapuño, movement of type fight.

When you enter see everything above: battle!

Young Joreco, pokemon he uses: Geodude level 11.

When you defeat it see everything above. battle!

Young Darío, pokemon he uses: Geodude level 9, onix level 9.

When you defeat it, go all up and you will bump into the leader. When you speak, the battle will begin!

Roco leader, pokemon he uses: Geodude level 12, Onix level 12, Cranidos level 14.

When you defeat him, he will give you the Lignito medal, which will allow you to use the rock blow out of combat. In addition he will give you the mt 76, trap rocks.

Get out of the gym going all down and heal your pokemon.

Note: from now on the objects of the stores are more, this is the list.

Pokeball, 200 Pokémon.

Potion, 300 Pokémon.

Overpointing, 700 pokéyen,

Antidote, 100 Pokémon.

Antiparaliz, 200 pokéyen.

Wake up, 250 Pokémon.

Antiquemar, 250 Pokémon.

Frost, 250 pokeéyen.

Rope run away, 550 Pokémon.

Repellent, 350 pokéyen.

I recommend buying repellents, since, as you can see, wild pokemon are very, very annoying. When you are ready, go to Route 203, as you must return to Jubilee City to take the route that will lead you to Vetusta City. By the way, when you are arriving at Puerta Pirita, you will meet your rival who will say that the next city is Vetusta city and that you will not be able to go on route 207 since you need a bike, and for this reason you will have to arrive from Jubilee city. When the dialogue closes, see 4 steps to the left to reach Pirita Gate.

Note: you will need to show rock blow to one of your pokemon, if you do not want to take any movement from a pokemon that you already have, you can capture a Bidoof to teach the MO. The method is equal to ruby pokemon.

Note 2: I recommend training Bidoof until it evolves into Bibarel (level 15) as it can learn more. If you are lazy to train it later you can capture them.

Chapter 8: return to Jubilee city. The appearance of the Galaxy team!

When you get to the route go all left, 8 down (remember to wait half a second after hearing the shortcut sound) 38 on the left and you will reach Jubilee city. Then see 3 steps to the left and a dialogue will be presented with Handsome who will say unimportant things and then leave.

From here go to the entrance of the pokemon center (13 on the left, 19 below and 5 on the right) and if you need it, cure your pokemon.

Your next destination is Route 204. When you do 34 steps above, a scene will be presented.

First, Professor Serbal will say to put in his place some villains who are talking nonsense. then, they will tell the teacher to give them their research and in return, Maya will not be hurt. Then a double battle will begin, you and Maya against two soldiers of the galactic team. I recommend reading the dialogue, it is very fun to see how the teacher trolls the galaxy team. LOL.

The only thing that changes in double battle is order. Below your opponent's second pokemon (the one on the right) will be your second pokemon or, in this case, your partner's pokemon.

When a pokemon falls, the place of the fallen pokemon will remain, although empty, unless your opponent calls another pokemon that occupies that place. Finally, the battles are no longer restarted when changing shifts, but the place of the pokemon you last selected in your previous turn with each pokemon is selected. Here an example.

If I have Chimchar and Starly, and my opponent takes out Piplup and Bidoof. I order Chimchar to use embers on Bidoof, and Starly to use wing attack on Piplup. On my next turn, when I attack with chimchar, the place of Bidoof will already be selected, and when I attack with starly, the place of Piplup will be selected.

Recruits Galaxy, pokemon they use: Glameow level 11, Stunky level 11.

When you defeat him the professor will congratulate you, he will say that when the pokemon evolve they release a mystical energy that we cannot control, but the Galaxy team seeks to control it. Then Maya will release a roll of dialogue about evolution and, finally they will leave, a man from the TV channel will approach you and will give you a heart box, it is used to dress your pokemon. Something unimportant.

If you want to return to the center pokemon see 36 below, 6 to the right and above. If not, go to route 204, 6 above.

Chapter 9: Route 204 and desolate path.

Route 204

Pokemon that appear: Zubat, Starly, Bidoof, Budew, Kricketoot, Shinx, Wurmple.

When you get to the route see 10 above. If you have gone before nothing will happen, but if not, one will begin, battle!

Petra girl, pokemon she uses: Bidoof level 7.

When the defeat sees 3 above and 4 to the left. battle!

Young Guille, pokemon he uses: Magikarp level 7.

When you defeat see one on the right and 5 above. battle!

Veronica girl, pokemon wearing: Budew level 7.

When the defeat sees one on the right, all above, one on the left and 2 above, you will enter a cave.

Desolated Path

Go all up and everything on the left you will hit a rock to destroy. Continue going to the left and you will collide with another rock, destroy it. Now go two to the left, all up and destroy the rock. Finally see one above, one on the left and select, the object is the mt 39, grave rocks.

From here, see two below, all on the right, 2 below, one on the right, destroy the rock, 7 on the right and 3 below to exit on the other side.

It is time for more battles and some objects.

Go 8 to the left, 7 above, all right and select. battle!

Miss Aroma Rosa, pokemon she uses: Budew level 11, Cherubi level 11.

When the defeat sees 3 below, all right and select, the object is an awakening.

Now go all right and 10 up. battle!

Huntress Hernando, pokemon he uses: Wurmple level 10, Kricketot level 11.

When you defeat it, go all up, all left and select. battle!

Twins Luz and Alba (double battle) pokemon they use: 2 Pachirisu level 11.

When the defeats see one down, all to the left, one down and select, the object is the recurring mt.

With this object in hand see everything above, 8 to the right and 9 above. The music changes, since you have arrived in Aromaflor town.

Chapter 10: Aromaflor People. Another encounter with the Galaxy team!

Scent town:

Locations: first see 4 above, 6 to the right and above you will have the pokemon center.

House mt collection: 5 on the left and 13 above. To get the mt go 2 to the left, all above and speak (you have to say yes when asked) To leave the house go all down, 2 to the right and one below.

Entrance: 12 below and 5 on the right.

Pokemon Store: 4 on the right, 6 on the top, 4 on the right and 4 on the top.

Entrance: 3 below, 4 on the left, 6 below and 4 on the left.

Florist: 4 to the right and 16 above.

When you enter see 3 above, all right and speak. It is an npc that will give you a berry. This npc will give you a berry praise every day.

Now go 8 to the left, one above and select. It is an npc that will give you a watering can.

To exit see 3 on the right and 4 below. From here go 2 to the left, one above and select, is a tree with orange berries. Then see 4 on the right, one above and select, it is a tree that contains spawn berries. Now turn 2 to the left and you will be at the entrance of the house.

Entrance: 15 down and 4 left.

Prado Aromaflor: 14 on the left and up until you hear the input / output sound.

Entrance: 25 below and 14 to the right.

Exit to Route 205: all right, 5 up and 3 right.

entry: 2 on the left, 5 on the bottom and 13 on the left

Departure to Route 204: 6 on the left and 5 below.

That's it.

You know, if you want to buy, sell ... and when you're ready, to route 205!

Route 205

Pokemon that appear: Bidoof, Pachirisu, Buizel, Shellos (west) Drifloon (Friday only)

Then I will say where you can train, how to capture Drifloon and the whole roll.

When you get to the route, go all the way to the right until you hear a beep, it is a girl who will tell you if you can help her father in the wind valley. When the dialogue is closed, follow everything to the right, everything below, everything to the right, everything above and select.

The object is a potion.

With this object in hand see everything above, 3 to the left, all above and select. He is a recruit from the Galaxy team that is blocking the door and will challenge you to a battle!

Recruit Galaxy, pokemon that uses: Glameow level 13.

When you defeat him, he locks himself in the building, but not before adding that the copy of the key is held by other recruits in the Aromaflor meadow.

Go 4 to the left. If you want to train go all up and move from left to right, and when you finish go all down, all to the left, one up and 4 to the left. Your next destination is the Aromaflor meadow.

When you arrive see 6 above and a scene will be presented. It is two recruits from the Galaxy team who are threatening a man, asking for honey. Seeing you, they challenge you to one, battle!

Recruit Galaxy, the pokemon he uses: Stunky level 13.

When you defeat him, the other recruit will challenge you.

Recruit Galaxy, pokemon that uses: 2 Zubat level 11.

When the defeats both will go to the valley. On the other hand, the man you saved will give you the key left by the recruits and, to thank you, he will give you a unit of honey. It is used to put it in the trees and attract bug-type pokemon, I will honestly not say how to use this, especially since it is something that nobody uses, since you have to wait a few hours for a pokemon to come out. Now you have to return to Route 205.

Return to the village going 7 down, and then to the pokemon center, 25 down and 14 to the right. Heal your pokemon and go to Route 205.

When you are on the route see everything on the right, all on the top, one on the right, one on the right and open the door by pressing select and giving yes to the question. When you open it, go up one.

Upon entering a scene begins with the first recruit you have faced on this route, who upon seeing you will go to notify the commander.

Go 9 to the left, all above and select. battle!

Recruit Galaxy, the pokemon he uses: Zubat level 13.

When you defeat it, see one on the left, 3 on top, all on the right, all on top, All right and select.

battle!

Recruit Galaxia, pokemon using: Glameow level 11, Stunky level 11.

When you defeat it, see everything below, everything on the right, one below and 3 on the right. Whistle! It is the commander of the Galaxy team who has kidnapped the girl's father. Drop the typical dialogue of, we try to create a new world and blah blah blah ... Then challenge you to one, battle!

Commander Venus, pokemon using: Zubat level 15, Purugly level 17.

When the defeat the Galaxy team leaves, the daughter of the lord you rescued arrives, tells you about a pokemon that appears in the valley, then they thank you and leave. You can now continue your way.

Leave the building going all to the left, all above, all to the left, 3 below, all to the left, all below, 11 to the right and 3 below.

When you leave Handsome will arrive to expel the galaxy team from the place, but I think he has arrived a little late ... Anyway, then he releases a little talk and leaves.

If you are interested in capturing Drifloon, you can find him on Friday during the day, from 10 am to 8 pm. From the entrance to building 2 on the left, all down and select. Its types are ghost and flying, and it is level 15. When you capture it see 2 on the right and 4 above to be at the entrance of the building and not get lost with the return indications.

Go to the pokemon center, you probably need it. One on the left, all below, all on the left, one above and 4 on the left to reach the city, 2 on the left, 5 below, 13 on the left and above to reach the pokemon center. You know, buy, sell, train ... and when you're ready, on Route 205!

Chapter 11: route 205 and Vetusto forest.

When you get to the route go 11 to the right, all above and select, it is a tree with peach berry. Then go all right, one down, 2 right and 14 up. battle!

Camper Jacobo, pokemon using: Ponyta level 14.

When you defeat see one below, all on the left (you will pass through grass) and 10 above. battle!

Mountaineer Daniel, pokemon he uses: 3 Geodude level 11.

When you defeat it, you see one below, all on the right, one below and select, the object is a special defense X. With this object in hand, see 7 on the left, 5 on top and all on the right. battle!

Miss aroma Azucena, pokemon you use: Roselia level 14.

When the defeat sees 3 on the left, 6 above and select, the object is a star dust. Then see 6 below, 4 on the left, 5 above and one on the right. battle!

Camper Florian, pokemon he uses: Aipom level 14.

When you defeat it, see one on the left and everything above. battle!

Mountaineer Nicolas, pokemon he uses: Onix level 14.

When you defeat it, see one on the left, all above, one on the right and 6 above. battle!

Fighter Joana, pokemon using: Machop level 15.

When the defeat sees one above, all to the left, one below and select, the object is a repellent. From here go 5 above and 5 on the right. battle!

Dominguera Marga, pokemon she uses: Piplup level 14.

When the defeat sees 6 to the right and 3 above. You will enter a house where you can heal your pokemon. 2 on the right and 2 above is the person who invites you to rest. Leave the

house going 2 to the left and 3 down.

There are still some objects and a coach to defeat. When you leave the house see everything on the right, 10 below, everything on the right, everything below and select, the object is a super potion. Now see 8 below (shortcut sound at 7 steps) and 4 on the left. battle!

Dominguera Delia, pokemon using: Bidoof level 12, Pachirisu level 12.

When the defeat sees 3 to the left and one up you will hit a peach berry. On the left and above you will hit an orange berry. From here see 4 below, 7 on the left, one above and select, the object is a healthy ball.

That's it. Go 11 to the right, all below, all to the left, 2 below, 4 to the left, all above, one to the right, all above, 2 to the left and ... Guess? Sep, a long way up until you hear the input / output sound. You will have reached the Vetusto forest.

Vetusto Forest.

Pokemon that appear: Wurmple, Cascoon, Silcoon, Dustox, Beautifly, Buneary, Murkrow, Hoothoot, Gastly, Kricketot and Budew.

When you go one step up a dialogue will begin. She is a girl who will ask you for help to get to the exit of the forest, then she will join your group. The fighting will be double, she will use a Chansey. The wild pokemon will also be two.

Now, this is the best place to train. Why do I say this? Because after any fight the ps and pp of your pokemon attacks are restored thanks to Chansey, unless the pokemon is fainted. If you want to capture a pokemon, first you have to defeat the one you don't want, or one of them if two appear. Then you capture the other normally.

Then I will say where you can train. First see 5 above, 14 on the left, all above and select, the object is an antidote. From here you see one below, all right, all above, Do right and all up. battle!

Valentine's Hunt and Girl Irabia (double battle) pokemon using: Wurmple level 11, Pachirisu level 16, Silcoon level 13, Beautifly level 15.

When the defeats see everything above, 2 to the right, all above and select, the object is an antiparaliz. Then see 4 below, 2 on the left and all below. If you want to train go all down and move from left to right, and when you finish stick to the wall on the right and go all up, all right, all up, all right and all down. battle!

Medium Aura and Azoye (double battle) using pokemon: 2 open level 15.

When the defeats see one below, one on the left, all below and select, the object is a ball mesh. Now go all right. battle!

Hunt Patricio and Guane (double battle) pokemon using: Burmy Arena level 14, Wurmple level 11, Burmy trash level 14, Cascoon level 13, Dustox level 15.

When the defeats see 19 on the right, one up and select. The object is a potion. Then see one below, 9 on the left and all above. battle!

Medium Boom and Airama (double battle) pokemon using: Psyduck level 17, Meditite level 17. You can leave the forest now. All above, 9 to the right, all above, 8 to the left, 11 above and 6 to the right. You will hear the beep, it is Malta who, as a thank you for taking her to the exit, gives you a relief bell and leaves. Exit going one down and 5 to the right.

Chapter 12: some fighting, Vetusta city and second medal!

It is time to fight with some fishermen. see 3 on the right, 7 below, 8 on the right, one below and

select. battle!

Fisherman Brais, pokemon he uses: Goldeen level 17.

When you defeat it go all right and select. battle!

Pescador Andrés, pokemon that uses: Magikarp level 8, Magikarp level 10, 2 Magikarp level 12, Magikarp level 14 and magicarp level 16.

When you defeat it see everything below, all right and select. battle!

Fisherman Mateo, pokemon he uses: Magikarp level 14, Goldeen level 16, Magikarp level 14.

When you defeat it see one above, 5 to the right, all below, all to the left and select, the object is a protect ESP. With this object in hand see 7 on the right, all above, all on the right, 4 above and select, the object is a super potion. Finally see 11 below, 3 on the right and you will reach Vetusta city.

Vetusta city.

First see 12 on the right, 11 on the top, 3 on the right and you will hear a sound of shock. It is your rival, who will take you to a statue of a legendary pokemon. There is Elio, who says unimportant things and then leaves. The same with your rival, who says things without importance and also runs away. Now go 3 up and all left until you hear a beep. A dialogue begins with Cintia, who will come forward and give you the mo 01, cut, and then leave.

When the dialogue closes, see 4 on the left, 8 below and 5 on the right. If you go one up you will enter the pokemon center, that will be the reference point.

Locations:

Mole man's house: one below, 5 to the right and 2 above. Go 2 to the right, 2 above and speak, it is the mole man who will give you an explorer kit, it serves to dig and find treasures and fossils. What matters is the second. Then he will ask if you are ready for the challenge, say no. Actually, that is to learn how to use the kit and so on. To exit see 2 on the left and 3 below.

Entrance: one below, 5 on the left and one above.

Pokemon Store: 18 below, 4 to the right and above.

Entrance: 4 to the left and 18 above.

House (optional) 19 below, 10 to the right and 2 above.

When you enter see 4 on the right, all up and one on the left to go up to the second floor. From here you see everything below, everything on the right, everything on the top, one on the left and talk. It is an npc that will give you the mt 67, recycling. Go down the stairs going one down, 10 to the left, all up and one to the right. Now you have two options: you can leave the house (2 down, 9 to the left and down to exit) or you can exchange a Buizel for a Chatot going 4 down, 10 to the right and one up. To leave the house from the exchange npc see everything below, 6 on the right and one below.

Entrance: one below, 10 to the left and 19 above.

Pokemon gym: 32 below, 7 to the right and above.

Entrance: 7 on the left and 32 on top.

Departure to Route 205: 3 below and 18 on the left.

Entrance: 17 to the right and 3 above.

Exit to route 206: all down until you hear two input / output sounds. If you want the exact number is 51.

Entry: 41 above.

Exit to route 211: 4 on the left, 6 on the top, all on the right, 6 on the bottom and 27 on the right.  
Entrance: 26 on the left, 6 on top, 24 on the left, 6 on the bottom and 4 on the right.

That's it.

As a curious fact, the city is hanging around galaxy team recruits ... What will they try this time?  
When you're ready, it's time to go for your second medal!

Note: when you are arriving at the gym you can only do 6 steps to the right and then and at the seventh step you will bump into something. That something is the leader you will have to talk to, it will tell you that no one can face it without having faced the trainers and then will enter the gym. I honestly don't know why he says this, if in all gyms it is like that ... anyway. To enter see one on the right and above, just for this time.

Vetusta city pokemon gym.

Leader: Gardenia.

Type: plant.

When you enter a dialogue with an npc is presented, close it, it does not say anything important.

Ok, the puzzle of this gym is quite simple. There are some clock-shaped platforms that will move when you defeat a gym coach. When you defeat at 3, you can reach the leader.

The first coach is going 5 up, all right and select. battle!

Carolina girl, pokemon wearing: Cherubi level 17, Roselia level 17.

When you defeat her she will explain how the puzzle works and then you will hear a sound, it is the clock moving. When finished moving it will make a confirmation sound.

The second one is going 2 to the left, 8 up (remember to wait half a second after the shortcut sound) 9 to the right, all down and select. battle!

Miss Aroma Petunia, pokemon you use: Budew level 15, Budew level 16, Budew level 17.

When she defeats will say something unimportant and the clock will move. When you stop (this time you hear a sound from a source) see 3 above, 17 to the left, all above and select. battle!

Miss Aroma Hydrangea, pokemon you use: Roselia level 19.

When you defeat the clock hands will move, leaving the free passage so that you will fight with the leader. First close the dialogue that opens with the last girl, and then see 5 below, 9 on the right and everything above you will collide with the leader.

Gardenia leader, pokemon he uses: Cherubi level 19, Turtwig level 19, Roserade level 22.

Note: the order of the pokemon can change.

When she defeats will give you the forest medal. With it, all pokemon up to level 30 will obey you. In addition he will give you the mt 86, grass loop.

After the hands of the clock turn out of the gym going all the way down, then heal your pokemon.

Chapter 13: the old mansion.

First of all I recommend bringing repellents.

In the Vetusto forest there is a tree that hides an abandoned mansion, where you can get the pokemon rotom.

Note: if you are not interested in capturing it, look for chapter 14 in your text editor.

Show the movement cut to a pokemon, then go to Route 205. When you are there, go all to the left, all above, all to the left, all above and 2 to the left to enter the forest. Now go 12 to the left and all up you will hit a tree to cut. Cut it and follow it all up until you hear the sound of entry /



exit, you will have entered the abandoned mansion, whose melody is very pleasant ...: P  
Before going to Rotom I will tell you how to get some objects.

First see 2 on the left, 5 on the top, 6 on the left, 4 on the left and one on the left to enter a room. When you are in it, see one below, 2 on the left and select, the object is a plus bar. Exit going one up and 3 to the right. Now go 4 down, 8 right and up until you hear the input / output sound. From here see 14 on the left, all above and select, the object is a caramel. With this object in hand you see everything below, 30 on the right, 5 on the top, all on the right and select, the object is a large pearl. Exit going one to the left, all down, 16 to the left and one down. There are only two objects left. Go 4 below, 6 to the right, all above, 6 to the left and one above to enter a hallway with many rooms. Let's start on the right side. Go 15 to the right and 3 above to enter a room, then go 2 above and select, the object is the 90 mt, substitute. Go 3 going down. OK, let's continue. Go 2 below, 30 to the left and 3 above. You will enter another room, go one to the left, 2 above and select, the object is a dark board, it serves for a pokemon that is captured later. Close the dialog that appears when you take the table and go one to the right and 3 below.

Now, with all those objects in your possession, there is only one thing left to do. See one below, 7 on the right and 2 above. In this room there is a TV that is reached by going all up and pressing select. Wait, inside the TV is there a pokemon? Press select 3 times. That scream is Rotom's scream. The music will change and the combat will begin. This pokemon is level 20, it costs a bit to capture it. But is it worth it. Being an electric and phantom type, it has immunity to 3 types. Fight, normal and earth.

You can leave the place, First see everything below. Then see one below, 8 on the right and all below. and finally 6 on the left, all down, 6 on the right and down until leaving the mansion. Before returning to the city, I will take you to some objects that I did not put today so as not to bundle the guide. go all right, all up and select, the object is a tab the bug. Close the dialog that appears when you take a table, then go 2 below, to the right and select, the object is an ether. That's it. To go back to the city, see everything below, 6 on the left, everything below, cut the tree, 4 below, everything on the right (you will leave the forest) 4 above, all on the right, 13 below and 3 on the right to reach to the city.

Chapter 14: Towards the Lair of the galaxy team!

Get out of the pokemon center and show a pokemon cut. Then go 5 to the left, 8 above, 4 to the right and all above you will hit a tree to cut. When you do, follow everything up, 4 to the right, everything up and everything to the right is another tree. When you cut it follow everything to the right, everything below, everything to the right and select, The object is mt 46, thief.

Now yes, return all to the left, one up, all left, 5 down, 3 left and up. You will have entered the lair of the Galaxy team. When you enter you will meet Handsome, who will say that in that building there are two stairs, and one of them is false. That means they will take you to the next floor, but you will be in a kind of dead end.

To slaughter recruits! Go all up, 2 right and all up. battle!

Galaxy recruits (double battle) pokemon using: Zubat level 17, zubat level 16, Stunky level 17, Glameow level 18.

When the defeats go one down, 2 on the right, all up and 2 on the left to climb some stairs. Now go 2 below and select. battle!

Recruit Galaxy, the pokemon he uses: Croagunk level 19.

When you defeat it you see one on the left, all below, one on the right, all below and select, the object is an X velocity.

Do you remember that upon entering the Handsome building he told you that there were false stairs? Well, this is one. Either way, I will lead you to these false stairs so that you gain experience and get some items.

Go down the stairs going all up, one on the left, all up and 2 on the right. Now go 7 down, all to the right, all up and 3 to the left to climb some stairs.

Then go all down, one to the right, all down, one to the left, all down, 12 to the right, all up and one to the left to climb some false stairs. Then see one below. battle!

Recruit Galaxia, pokemon using: Stunky level 16, Croagunk level 16, Glameow level 16.

When you defeat it, see one on the left, 4 below, all on the right and select, the object is a special X. Go down the stairs going all to the left, all above and 2 to the right. From here see 9 below, 5 on the left, 4 above, all on the left and select. battle!

Recruit galaxy, pokemon using: Glameow level 19.

When you defeat it go all up and one on the left to climb to the third floor. From here see 8 below, 18 on the right and all above. battle!

Federico scientist, pokemon using: Kadabra level 20. At the beginning of the fight he will use a special X.

When you defeat it, go all up and one to the left to climb some false stairs, then all down and select, the object is a blue part.

Go down the stairs going all up and one to the right. Then go 8 down, 6 on the left, all up and one on the left to go up to the next floor.

If you need it heal your pokemon, since now you will face a commander.

Go 9 down, 10 to the right, all up, one to the right and talk. It is the commander, who after saying a few words will challenge you to one, battle!

Commander Ceres, pokemon he uses: Zubat level 21, Skuntank level 23.

When the defeats will tell you that they have finished their investigations in that city, that their leader is investigating the legendary pokemon and then he will leave. On the other hand, the galaxy team had kidnapped the owner of the bike shop, who thanks you for releasing him as well as his pokemon and will tell you to go to his store to be able to thank you properly.

You can leave the building now. First see 6 below, 10 to the left, 9 above and one to the right to go down to the third floor. Now go 8 down, all to the left, all up and 2 to the right to go down to the second floor. From here see 9 below, 7 on the left, all above, 2 on the right, all above, one on the left, 2 above and one on the right. Finally, going all to the right, all down, 11 to the left and 3 down.

To go to the center pokemon go all down, cut the tree, follow everything down, 4 to the left, 6 down, 4 to the right and one up. Here I recommend leaving an empty space on your computer, since Cintia will give you a pokemon egg.

Do you remember that the man you saved said you make peace for his shop? as well. From the entrance of the pokemon center, see 10 below and 3 on the right. The beep will sound as a dialogue with Cintia begins, so that it gives you the egg you have to say yes. Once the dialogue closes go 2 to the right and 2 above to enter the store.

When you enter see 2 above, 4 to the left, all above and speak. It is the store owner whoHe will thank you for rescuing him and will give you a bike. Now, this bike has two gears. It is advisable to use only the first one, since it is easier to control it. to change the gear you have to press the b (z) button

Leave the store going 4 to the right and 6 below, and to return to the entrance of the pokemon center go one below, 5 on the left and 10 above.

Your next destination is Route 206. It is necessary to carry repellents and a fleeing rope. When you hear an input / output sound ride your bike and continue down until you reach the route.

Chapter 14: route 206 and 207.

Route 206

Pokemon that appear: Ponyta, Geodude, Machop, Gligar.

You know, on the bike you can move as fast as you want.

When you get to the route see everything below. battle!

Cyclist Alejo, pokemon he uses: Pikachu level 21.

When you defeat it wait about 3 seconds and press select. battle!

Cyclist Casimir, pokemon using: Ponyta level 21.

When you defeat it, you see everything on the left, everything above and without stopping pressing the up arrow (because otherwise the bike will go down) press select. battle!

Cyclist Marisol, pokemon using: Staravia level 21.

When you defeat it, you barely hear that the music on the route goes up the volume sees everything on the right and waits for about 4 seconds. battle!

Cyclist Joan, pokemon using: Starly level 18, Staravia level 20.

When you defeat him, you barely hear that the music goes up the volume sees everything above. If nothing happens see everything below, everything above ... battle!

Cyclist Dalina, pokemon using: Starly level 17, Starly level 18, Starly level 19.

When you defeat it make sure you are hitting the right wall and wait a few seconds. battle!

Cyclist Amelia, pokemon using: Pikachu level 21.

When the defeat sees everything on the left, everything up and select. battle!

Cyclist Raquel, pokemon using: Ponyta level 20, Shinx level 18.

When the defeat sees 3 on the right and down until you hear two input / output sounds. you will have entered a booth, and then, you will have gone out to the green route. If you want you can already disassemble your bike.

This route connects with another part of Route 206, which is to the east, and Route 207, to the south. First I will take you to Route 206 so you can get some pretty good objects and catch the pokemon that appear there, if you feel like it.

Go 8 below, all to the left and all above, you will bump into a frambu berry. One on the right and one above is another berry of those. Now see 4 below, all right and all above you will hit a tree to cut. When you do, go 12 above and everything on the right you will hit another tree. Cut it, follow everything to the right and select, the object is one more pp.

From here I recommend using repellents.

With this object in hand you see everything on the left, 27 above, all on the left and select, the object is an antiquemar. Then go all left, 16 above and select, the object is a mini mushroom.

Finally see 19 on the right, all above and select, the object is a superpeller.

Now go 3 to the left and 8 above. battle!

Mountaineer lander, pokemon using: Onix level 18, Onix level 20.

When you defeat it see 3 on the right, 3 on top, all on the left, all on the bottom and select, the object is a poisonous arrow.

For this part there is a cave called lost cave where there are a lot of powerful objects and pokemon like Gibble or Bronzon. This cave is divided into two parts. Dark zone and secret zone, which is where Gibble appears. It is called that because the place is not visible. First I will take you to the secret zone, and then to the normal zone. To go see one above, 7 to the right, and all above to enter.

Lost Cave, Secret Zone.

Pokemon that appear: Zubat, Geodude, Onix, Bronzor and Gibble.

In this part there are ramps that you will have to jump using your bike. To do this, you have to take speed. It is not as difficult as it seems, but you only have to take into account one thing, the gears: As I said before, the gears are changed with the b (z) button, the first gear is the one that has the least prolonged sound, and logically, The second gear is the one with the longest sound. If you have trouble controlling the bike, you can get off and do everything walking, except when you need to use the second gear, there you will have to use the bike. There are 2 or 3 particular cases in which you have to jump a ramp with the first gear and you have no other option. In those cases I will say, go to that direction to jump a ramp.

That said, let's start!

First go one up and 3 to the left to climb some stairs. From here you see everything on the left, one above, 2 on the left and select, the object is a night stone. If you want to train, move from right to left, and when you finish stick to the wall on the left, go 2 to the right, 2 down, ride your bike, switch to the second gear and go all up. When you hit the wall it changes to the first gear, go one down, one to the left, switch to the second gear and go all right. If you have heard 4 shortcut sounds then you have done well. Those sounds are ramps that you have jumped with the bike.

Now switch to the first gear, go one to the left, one up and select, the object is a max ether. With this object in hand, you see everything above, all on the left, one below to jump a ramp, and one on the right to jump another ramp. Then change to the second gear and go all down, all right, all up, all left, change to the first gear, go one to the right, 4 up (don't worry if you hear a sound) change to the Second gear and go all right, one up and select, the object is a grapple hook.

From here, if you want change to the first gear and go one up, one on the right, change to the second gear and go all left to take a small jump. Then switch to the first gear, go one down, 4 left, all down, switch to the second gear, go all up, all right, switch to the first gear, all left, all down, one at the left, one above, one on the left and select, the object is a caramelorraro.

Now is the time to go for one of the best mt, earthquake. First go 3 to the left to jump a ramp.

Then go 3 up, all to the left, one down, 3 to the left, switch to the second gear and go all right to jump two ramps.

This is the hardest part. First switch to the second gear and go all to the left, all up and all to the right. In this part there is a rock that you have to jump taking speed. To do this, what you have to do is go down and, before hitting the wall, go left to jump it. The way to do this is to save the game in a slot, go all down, calculate the time it takes to hit the wall (usually it is a second and a

half) and then, when you know how long it takes, before you crash , go left until you jump. The waiting time to go to the left (after going down) is one second and a little more, but less than a second and a half. Anyway, you can always load the slot and try until you get it, it took me more than 20 attempts to master it.

When you jump the rock, change to the first gear and go 30 down and all right to climb some stairs. Then see one below, one on the right and select, the object is mt 26, earthquake. Exit the cave using the fleeing rope.

Now is the time to go to the normal zone. From the exit of the cave, go 5 below, 12 to the right, all above, one to the left and one above to enter.

When you enter see 11 above and everything on the left there is a rock that you will have to break. When you do see one on the left, all above, all on the right, one below and select, the object is a green part. With this object in hand, you see everything on the left, one below and everything on the left there is another rock to break, destroy it and go one on the left, 13 above and everything on the left there is another rock to destroy.

With this rock out of your way, go 11 to the left, all below, 12 to the left and all below. battle!  
Dora Girl and Young Alvar (double battle) pokemon they use: Staravia level 17, Buneary level 22, Ponyta level 20, Shellos west level 20.

When the defeats see one below, destroy the rock, one below, all on the right and select, the object is mt 32, double team. With this object in hand, see 3 on the left, 15 above, all on the right, destroy the rock, 4 on the right and all below. battle!

Mountaineer Lorenzo and Montañero Gerar (double battle) using pokemon: Onix level 22, 2 Geodude level 20.

When the defeats see everything below, one on the left, one below and select, the object is a red part. From here you see everything above, one on the right, 10 above, 2 on the left, all above, all on the right, 12 above, all on the left, destroy the rock and see 6 on the left and all below. battle!

Sunday read and camper diego (double battle) pokemon using: Psyduck level 22, Aipom level 22.

When the defeats see one below, 2 on the right and select, the object is a revive. With this object in hand see 2 on the left, 12 above, all on the right, destroy the rock, see 14 steps on the right, all below and select, the object is a fleeing rope.

Now go all to the right, everything below, 9 to the right and everything below you will hit a rock to break. When you do see one below, 22 on the right and all below. battle!

Camper Gustavo and Dominguera Amaia (double battle) pokemon using: Buizel level 20, Hoothoot level 22, Shinx level 20.

When the defeats see 4 below, one on the left and select, the object is a super ball. Then see everything above, all on the left, 2 above, 17 on the left, all below, destroy the rock, one below, 9 on the right, all below, destroy another rock, one below, 15 on the right, 13 above , 11 to the right and everything below. battle!

Ruinamaníaco Demetrio and Pokécolector Robi (double battle) pokemon using: Geodude level 19, Gible level 22, Bronzor level 21.

When the defeats see 2 below and select, the object is a blue part. Then go 23 above, all to the left, destroy the rock, one on the left, all above, all on the left, one below, 3 on the left, all below,

one on the left and select, the object is a part Yellow. Then go one up and talk, if nothing happens go 2 left and talk, and if nothing happens go all up, select, all down, select, until you hear the typical blin.

It's Maiza, who will ask you for help to get out of the cave and join your group.

As in the Vetusto forest, the battles will be double and at the end of each battle, she will heal your pokemon. Your pokemon is a level 26 Kadabra.

If you want to train move up and down, and when you finish stick to the wall above, go one down, 14 to the right, 18 down, 4 to the right, 10 down, all to the left, all down, one to the right, all down, 13 left, 12 up, 9 left, 11 up, 4 left, all up, 9 left, all up, all left, one down, 8 left, all down, 9 to the right, all down, 3 to the right, all down, 4 to the right and all down until you hear a beep. Since they have reached the exit, Maiza says goodbye and leaves. Exit the cave going one to the left and one down.

There is nothing left for this route, it is time to continue on route 207. When you go out, go one to the right, everything below, 3 to the right, everything below, 3 to the left, a long way down, one to on the left, all down, you will collide with a tree to cut, cut it and follow everything below, 6 on the left and 12 below. You will have reached route 207.

From here you see everything on the left and everything above is an orange berry. On the right and above there are Freza berries. To the right and up there is a berry dram. And finally, on the right and above there is another Aranja berry. From here see 2 below, all on the right, 4 below and all on the right. battle!

Camper Acaymo and Dominguera Susi (double battle) pokemon using: Pachirisu level 22, Chimchar level 22.

When the defeats see 7 on the right, all down and select, the object is a super potion. Then see 3 above, 2 on the right and wait. battle!

Montañero Santiago, pokemon he uses: Geodude level 20, Nosepass level 20.

When you defeat it, you see everything on the left, one below, 4 on the left, all below, 6 on the right, one below and all on the right. battle!

Young Abelardo, pokemon he uses: Buizel level 18, Luxio level 18, Gligar level 21.

When you defeat it see one above, one on the left, 2 above and 3 on the right. battle!

Fighter Elena, pokemon who uses: Machop level 21, Meditite level 21.

When the defeat sees one down, 7 to the right, 5 up, 2 to the left and select, the object is a revive. With this object in hand, see 3 on the right, 5 on the bottom, all on the left, 2 on the top and all on the left. battle!

Montañero Camacho, pokemon that he uses: 2 Geodude level 17, Geodude level 19, Onix level 19.

When you defeat it see 2 above, 7 on the left and select, the object is a caramel.

Finally see everything below, 7 on the right, 10 below, all on the right and select, the object is a revive.

You only need to go to the crown crown! One on the left, all above, all on the right, 3 below, all on the right, one below, all on the right, 6 above, 6 on the left, 3 above and all on the right. The music will change, since you will have met Maya. In short, it will first make you choose left or right hand. Choose the one you choose will give you two things that will not help us at all. The pager, which is used to find coaches who want to fight you again, and will add a function to your

poke-time called sahorí, to search for hidden objects.

When you go see everything on the right, one up and 2 on the right to enter.

Chapter 15: Monte Corona, Route 208 and Ciudad Corazón.

Monte Corona

Pokemon that appear: Zubat, Machop, Geodude, Cleffa, Meditite, Chingling, Bronzor.

When you enter see 15 below and 10 to the right. A dialogue will begin with an NPC that will release a nice scroll about the mountain, unimportant things.

When the dialogue closes see 6 above, one on the left and select, the object is an ether. With this object in hand you can leave, since to get the other objects you need to have other MOs.

One on the right, all above, all on the right, one below, all on the right, 2 above, all on the right, 7 below and one on the right to exit, you will have left Route 208.

Route 208

Pokemon that appear: Zubat, Psyduck (surfing) Meditite, Ralts, Bibarel, Budew.

First go all right. battle!

Mountaineer Briano, pokemon he uses: Onix level 22.

When you defeat it, see one on the left and 10 above. battle!

Karateka Niyohua, pokemon he uses: Machop level 13.

When you defeat see one above, 8 to the left, all below and select. The object is a superball.

From here see 6 above, all on the right, 11 below and all on the right. battle!

Montañero Roberto, pokemon he uses: Nosepass level 22.

When you defeat see 2 on the right, all above, all on the left, use rock hit, follow on the left and select, the object is an ether. With this object in hand, see 10 on the right, 5 below and all on the right. battle!

Miss aroma Margarita, pokemon you use: Roselia level 18, Combee level 22.

When the defeat sees 2 on the right and everything above you will collide with latano berries.

On the right and above there are frambu berries. On the right and above there are oram berries, and finally, on the right and above there are Pinia berries.

Now go 3 to the left and everything below. battle!

Artist Donato, pokemon who uses: Mime Jr. Level 20, Bonsly level 20.

When you defeat it see everything below, one on the right and speak, it is a karateka that will give you a spirit stone. With this object in hand, you see everything above, 5 to the right and 9 above. You will enter a house, more specifically the house of the bayologist. When you enter see one on the right, 2 above and speak. It is the bayologist who will give you a praise berry.

Leave the house going 2 down, one to the left and one down.

Now go 10 down and to the right until you hear two input / output sounds and you will have reached the Heart city.

Heart City

First see 7 on the right. You will hear the beep and you will find a Buneary, then find your owner who was looking for him. Then he will introduce himself, is telma, one of the judges of the pokemon contests, he will thank you and tell you to approach the auditorium so that he can thank you accordingly. When the dialogue closes see 27 on the right, 10 on the top, 8 on the left and 5 on the top. If you go one up you will enter the pokemon store, that will be the reference point since the pokemon center is very far from everything.

Locations:

Pokemon center: one down, 12 to the left and up to enter.

Entrance: 14 below, 12 to the right and one above.

House (optional) from the entrance to the center pokemon 5 on the right and one above, or from the reference point one below, 8 on the left, all above, one on the right and above. When you enter see everything above and talk. It is key, the person in charge of the boxes where the pokemon are stored who will give you an Eebee if you take a space on your computer, then you can evolve it to Leafeon or Glaceon. If you are interested, look for an extra chapter in your text editor. Leave the house going 3 down.

Entrance: one to the left, 14 below, 8 to the right and one above.

building: 17 on the right and one up. When you enter see everything above, 8 to the right and everything above. You will enter the elevator that will take you to the top floor and then, the character will automatically exit. When you do, go 4 below, 7 on the left, one below and speak. It is an npc that will give you a pretty cool object, a shell bell. With this object, your pokemon will recover some ps each time it damages its adversary. Go back to the first floor going 7 to the right and 5 up, and when your character leaves, go all down, 8 to the left and one down to exit the building.

Entrance: 17 on the left.

Pokemon gym: 22 on the right, all above, one on the right and one above.

Pokemon center (from the gym) 34 on the left and one up.

Exit to route 208: 5 below, 9 to the right, 10 below and to the left until you hear two input / output sounds. If you want to train on this route go all left and move from right to left, and when you finish go to the right until you hear two input / output sounds.

Entrance: 34 on the right, 10 on the top, 9 on the left and 5 on the top.

Exit to Route 209: 9 on the right, 16 below and all on the right until you hear the input / output sound twice.

Entrance: 19 on the left, 16 on the top and 9 on the left.

That's it, at the moment Fantina is not in the gym.

When you are ready, go from the reference point: one below, 9 on the left, all above, 11 on the right and all above until you hear a sound, that sound indicates that you have entered the place where the competitions are held.

As soon as you enter you will hear the beep and a dialogue will begin with Telma and your mother, who is there. The truth is that they don't say anything relevant, Telma will give you a glitter and your mother a tuxedo. Nothing useful, they are things for contests.

When they leave see 6 on the right, one up and talk. It is fantastic, who after a few unimportant words will say that he is waiting for you at the gym and will leave. Exit 6 going to the left and 4 down, then go 6 down, 11 left, 15 down, 9 right and one up to return to the reference point.

It's time to go to the gym for your third medal!

Heart city pokemon gym.

Leader: Fantina.

Type: ghost.

When you enter an npc it will explain how the puzzle of this gym works. There are 3 dark rooms, with lamps that make up a randomly generated labyrinth. In turn, you must choose, from among



three possible, the correct door. To do this, first you have to look for a symbol and then the door that has that symbol below. If you make a mistake you will appear at the entrance. As the maze is generated randomly, I have not put all the gym coaches.

First see everything above, then 4 to the right and one above. If nothing happens wait. battle!  
Young damián, pokemon that uses: Gastly level 20, Drifloon level 22.

When you defeat him press the up arrow until you enter through a door. Then go all right, 3 up and if nothing happens wait. battle!

Schoolgirl Chema, pokemon he uses: Gastly level 23

As soon as the defeat sees everything above, one on the right, all above, all on the right, all above, 4 on the right, 6 above, 8 on the left and all above you will collide with the leader.

Fantine leader, pokemon he uses: Duskull level 24, Haunter level 24, Mismagius level 26.

When the defeat will give you the Relic medal. He will also give you the mt 65, umbria claw.

Get out of the gym going down until the music changes, then heal your pokemon and when you're ready, go to Route 209. When you're arriving you'll find your rival who will challenge you to a battle!

Rival, pokemon that uses:

If you chose Chimchar: Staravia level 25, Primpup level 27, Ponyta level 23, Roselia level 23.

If you chose Turtwig: Staravia level 25, Buizel level 23, Roselia level 23, Monferno level 27.

If you chose Piplup: Staravia level 25, Buizel level 23, Ponyta level 23, Grotle level 27.

When you defeat him, he will go to Sociego village. Go 6 steps to the right to get to route 209.

Chapter 16: Route 209 and Sociego people.

Route 209

Pokemon that appear: Bidoof, Starly, Staravia, Bibarel, Roselia, Zubat, Gastly (at night)

Chansey, Ralts, Duskull,

When you get to the route go 4 to the right and everything up. If you want to train, move from right to left, and when you finish, go all right, one up and select, the object is a Superball. With this object in hand see 5 on the left, 4 below and select, the object is another superball. From here see everything below. battle!

Breeder Álvaro, pokemon he uses: Roselia level 20, Bonsly level 20, Eevee level 20, Pichu level 20.

When you defeat him, he sees one on the right, everything below, everything on the right, one on the top, everything on the right and he speaks, he is a fisherman who, if you say yes, will give you a good rod. With this object in hand, see 4 on the left, all above, 11 on the right and select, the object is a superrepeel. Then go 2 to the right, 7 above, 9 to the left and everything above is an Atania berry. On the left and above there is a Zanama berry.

Now see one below, all right, 6 below, all right and select. battle!

Twin Aina and Vic (double battle) pokemon they use: Mime jr. Level 22, Bonsly level 22.

When defeats see 2 below, all right and select. battle!

Pokéchica Trini, pokemon he uses: Pichu level 22.

When the defeat sees 2 on the left, all below, all on the right, all above, one on the right and select, the object is a hyperporation. Then see one on the left, all below, 7 on the left, all above, 6 on the right, all above and select. battle!

Breeder Jimena, pokemon using: Budew Level 20, Mime Jr. Level 20, Eevee level 20, Cleffa

level 20.

When the defeat sees 2 on the right, 8 above and select, the object is an ether.

From here see 4 below, 7 to the right, 14 above, one to the right and select, the object is a star dust. Then see one on the left, 4 below, 3 on the right and one above you will hit a berry frambu. To the right and above is another berry of those.

Now, for the last object! 9 on the left, all above, all on the right, one below, cut the tree, 3 below, one on the left and select, the object is mt 47, steel wing. With this object in hand, see 6 above and 12 on the left. battle!

Young couple Hugo and Zoe (double battle) using pokemon: Buizel level 23, Buneary level 23.

When the defeats see 4 below. battle!

Cowgirl Sabela, pokemon wearing: Ponyta level 23.

When the defeat sees one on the right and all above. The music changes, since you have reached the town of Sociego. You will hear a beep, it is your rival who will say that you will explore the ruins of the town and other unimportant things, then he will leave.

Chapter 17: Sosiego ruins and lost tower.

Peaceful people.

First see 12 above and 4 on the right. If you go one up you will enter the pokemon center.

Locations:

Pokemon Store: 5 on the left, 11 on the bottom, 10 on the right and 3 on the top.

Entrance: 2 down, 10 to the left, 11 up and 5 to the right.

Nursery: 2 below, 9 on the left, 10 above, 4 on the left and 4 above. To return to the old woman from the PC go 2 below and 5 to the right, and to exit (from the old woman) go all the way down until you hear the input / output sound.

Entrance: 3 below, 4 to the right, 10 below, 9 to the right and 2 above.

Ruins of the town: 5 on the left, 17 on the top, 29 on the right, all on the bottom, 2 on the right, all on the bottom, 3 on the right and above until you hear the sound of input / output.

Entrance: 5 down, all left, all down, all left Erda, all below, all to the left, all above, 12 to the left and 3 above.

Departure to Route 209: 4 on the left and 15 below.

Entrance: 14 above and 4 to the right.

Departure to Route 210: 4 on the left and 18 above.

Entrance: 18 below and 4 to the right.

That's it. When you are ready, go to the ruins of the town as there is a mo waiting for you.

Ruins of the town.

In these ruins the unown appear. In addition there are many objects, for them!

When you enter see 8 above, all on the left and select, the object is a fire stone. With this object in hand go two to the right to go down the stairs.

Now go 3 to the right to climb other stairs, one to the right, 7 below, all to the left (you will climb two stairs) and select, the object is a water stone. With this object in hand see 2 steps to the right to go down the stairs, one to the right and all up. If nothing happens press select. battle!

Ruinamaníaco Carles, pokemon he uses: Geodude level 19, Geodude level 21, Bronzor level 23.

When you defeat it, you see one on the right, 4 steps up and one on the right to climb some

stairs, 7 up and one on the left to climb others, and finally 7 down, all right and select, the object is a thunder stone.

From here go two to the left to go down the stairs, 7 up and 5 to the left to go up stairs, and finally 7 down and 3 to the left to go up other stairs. This is the final camera where you can find the mo clear along with other objects.

First see 4 on the left, all down and select, the object is a nugget. Follow everything below and press select, the object is a mental board. Remember to close the dialog that comes out when you take a table, go 2 to the right, one above and select, the object is mo 05, clear. Finally see everything below and select, the object is a rare incense. You already have all the objects that can be obtained in this place and, most importantly, the mo clear. Exit the cave using the fleeing rope.

Go to the pokemon center, if you need it, heal yourself, show him how to clear a pokemon and go to route 209.

When you are on the route go 12 down, 6 to the right and up until you hear the input / output sound, you will have entered the lost tower.

Lost Tower

Pokemon that appear: Zubat, Golbat, Gastly.

I recommend using repellents.

Go all to the left, all up, one to the left, all up and one to the right to go up to the first floor.

lost tower p1:

First see 5 below and 3 on the left. battle!

Young Oliver, pokemon who uses: Mothim level 20, Chatot level 21, Barboach level 19.

When you defeat it see one above and select, the object is an oval stone. Then go all to the left, all above, one to the left, all above and 2 to the right to go up to the second floor.

Lost tower p2.

Go all down, one to the right, all down, one to the left, all down and 4 to the left. battle!

BaldServando, pokemon he uses: Cleffa level 23.

When you defeat it you see one above, all to the left and select, the object is a revive. Then see 4 on the right and 7 above. battle!

Pokéfan Amadeo, pokemon he uses: 2 Pichu level 19, Pikachu level 22.

When you defeat it, go all up, 2 on the left, all on top and one on the right to go up to the third floor.

Lost tower p3.

See 8 below. battle!

Pokéfan Vanesa, pokemon he uses: Bonsly level 13.

When the defeat sees 3 below. battle!

Father and daughter Ían and Inés (double battle) pokemon they use: 2 Ponyta level 13.

When the defeats see one below, all on the left, one above, one on the left, one above and select, the object is mt 27, retribution. With this object in hand, you see everything on the right, one above, 2 on the right, 4 above and 6 on the left. battle!

Young couple Eus and Neus (double battle) using pokemon: Misdreavus level 23, Murkrow level 23.

When the defeats see one on the left, all above, all on the left, all below, one on the right, one

above and select, the object is a superball. With this object in hand, you see everything on the left, everything on the top, 2 on the right, all on the top and 2 on the right to go up to the fourth floor.

Abandoned tower p4.

On this floor you must use the mo clear. To do this, go to the pokemon that knows the movement and, unlike the other pokemon games, the info menu is still first. This means that you must go down one and press x twice, you will hear the scream of the pokemon and the sound of the mo. then go all down, 4 to the left, all down and talk, it is an npc that, after a few words, will give you a spell. One on the right and one below is another npc that will give you an amulet.

That's it, it's time to go back to town to go from there, go to Rocavelo city for your fourth medal.

First go all up, 3 on the right, all up and one on the left to go down the stairs. Then go two to the left, all down, all right, all down, all right, all up and one left to go down the stairs.

Now go all down, 2 on the right, all below, 5 on the right, all above, one on the right, all above, one on the left, all above and one on the left to go down the stairs.

Finally, see One on the left, all below, one on the right, 2 below, all on the right, 5 above and one on the left to go down the stairs.

To exit see everything below, 2 on the right, all below, one on the right and one below.

To go back to the Sociego village, see 5 below, 6 on the left and 15 above.

Once in the village, go 14 above and 4 to the right. If you go one up you will enter the pokemon center.

You know, if you want to buy, sell ... and when you're ready, to route 210! I recommend bringing repellents.

Chapter 18: Route 210, 215 and Rocavelo city.

Route 210. On this route the steps through the grass sound.

Pokemon that appear:

From the south: Geodude, Ponyta, Mime Jr, Bonsly, Kricketune, Chansey, Staravia, Scyther, Roselia.

From the north: Meditite, Psyduck, Machop, Bibarel, Machoke, Swablu, Scyther,

When you get to the route, see 6 above, all to the right and all above, you will hit a Perasi berry.

On the right and above there are frambu berries, and on the right and above there is a pinia berry. Finally go all left and up there is another Perasi berry.

Now see one below, 14 on the left and 2 above. battle!

Rancher Ezequiel, pokemon he uses: Ponyta level 24

When you defeat it, see everything above, 6 to the right and 3 above. battle!

Father and daughter Pepe and Ana (double battle) pokemon they use: Rapidash level 24, Ponyta level 24.

When the defeats see 11 above, 3 to the right, one below and select, the object is a superball.

Then go 3 to the left, 18 down, 6 to the right, all up, one to the left and talk. It is an npc that will give you the mt 51, I breathe.

From here go one to the right, 11 down, 5 to the left, 4 up, 6 to the left, 3 down, ride your bike, put the second gear and go all up. battle!

Twin Sun and Moon (double battle) pokemon they use: Pikachu level 23, Clefairy level 23.

When you defeat them, disassemble your bike, see 4 on the left and 8 above. battle!

Criapokemon Coque, pokemon he uses: Elekid level 23, Happiny level 23.

When the defeat sees everything above, one on the right, one below and select, the object is a super ball. Then see one on the right, all below, 2 on the right, 5 below, 5 on the right and 18 above. battle!

Emerald Criapokemon, pokemon using: Magby level 23, Togepi level 23.

When the defeat sees one up, 4 to the right, 9 up and you will enter a cafeteria, where you can have battles and buy mu mu milk, which cures 100 ps and is cheaper than the super potion.

First see everything above and select. battle!

Waitress Eliana, pokemon using: Clefairy level 25.

When you defeat it, if you want you can go one to the right and you will collide with an npc that sells mu-mu milk for 500 pokeéyen, it is better than the overlap. To buy you can do it one by one (it is the first option) or by dozens the second option. Then go all left and select. battle!

Pokécolector Bartolo, pokemon he uses: Munchlax level 25

When you defeat see one below, 3 on the left, one above and select. battle!

Pokécolector Fernando, pokemon he uses: Heracross level 25.

You can leave the place, 4 on the right and 4 below. Through this part of the route you can also access a town, but there are some Psyduck on the road and for this reason you will not be able to pass. When you leave see everything on the right and you will reach Route 215.

Route 215. On this route it is raining, and as in ruby, in each battle the weather will be rainy.

Pokemon that appear: Kadabra, Geodude, lickitun, scyther.

First see 6 below, 14 on the right, all above, 3 on the left, 4 below, one on the right and select. battle!

Ruinamaníaco Curro, pokemon he uses: Bronzor level 23, Sheldon level 23.

When you defeat it see one below, all right and select, the object is a max ether. Follow everything to the right, everything below, 5 to the right, one up and talk, it is an npc that will give you the mt 66, vendetta. Then go 2 to the right, 16 above, all to the left, all above and all to the right there is a tree, cut it and follow everything to the right. battle!

Karateca Yago, pokemon that uses: 3 Machop level 23

When you defeat it see 2 below, one on the right and select, the object is a strong board. With this object in hand, see one on the left, 2 above, 8 on the left and 6 below. battle!

Karateca Tarsi, pokemon using: Croagunk level 26.

If you want you can train in this part, move up and down and when you finish go all down, all right, one down, cut the tree, 2 down, 8 right and all up there are Oram berries. On the left and above there are peach berries. Then see one below, 7 on the left, 4 above, all on the right, 9 below, one on the right and select, the object is a hyperporation.

From here you see 16 above, all on the right, 2 below, all on the right, 9 above, one on the left and select, the object is a + pp.

Now go all down, 2 to the left, one up and select, the objThis is an ultraball. With these objects in hand, see 2 above, all to the left and select. battle!

Karateka Nauzet, pokemon using: Croagunk level 21, Machop level 24, Meditite level 24.

When you defeat see everything below, 6 on the right, one below, all on the right, use cut, go all on the right, one above and select, the object is mt 34, (Volt wave. Then see one below, all on the left, all below, all on the left, 2 below (remember to wait half a second after the shortcut

sound) one on the right and select, the object is a total cure.

With these objects in your possession, see 2 below and everything on the right. battle!

Cool coaches Iziar and Bosco (double battle) using Pokémon: Roselia level 24, Gligar level 24, Buizel level 24, Lickitung level 25, Drifblim level 25, Ralts level 24.

The order may change.

When the defeats go 12 to the right and all up, you will bump into a wiki berry. To the right and above is an Ango berry. Now, there are no more objects, no trainers. What there is is an entrance to Rocavelo city. 4 down and to the right until you hear two input / output sounds.

Chapter 19: Rocavelo City. Third medal!

Rocavelo city. This city is very large, but fortunately the important places are close to the pokemon center. There is a shopping center, where you can buy good mt. By the way, don't you think it's strange that the galaxy team has been quiet? Well, in this city there is a warehouse of the galaxy team, warehouse that you will have to visit later ...

First see Everything on the right, 10 below, 11 on the right, 10 below, 7 on the right, 6 above, 5 on the right and if you go one above you will enter the pokemon center.

locations:

Shopping center: 7 on the left, 8 on the top, 9 on the left and one on the top.

Entrance: 8 on the right, 9 on the bottom, 8 on the right and one on the top. Note: if at any time of the indications you collide with something, it is an npc that moves around the whole place.

Just move once to any side, let a second go by, come back and go your way.

Pokemon gym: 6 on the left, all below, 9 on the left, 16 below, 19 on the left, all above, one on the right and one above.

Entrance: one on the left, all below, 19 on the right, 16 above, 10 on the right, 7 above and 5 on the right.

Massage house (only if you want to increase happiness to a pokemon) 6 on the left, all below, 9 on the left, 16 below, 19 on the left, 10 above, 7 on the right and above. The npc that does massages is going one to the right and 2 above, you just have to say yes and select your pokemon. Leave the house going 2 down, one to the left and down.

Entrance: 7 on the left, all below, 19 on the right, 16 above, 10 on the right, 7 above and 5 on the right.

Exit to Route 215: all on the left, 6 below, 7 on the left, 10 above, 11 on the left, 10 above and on the left until 2 input / output sounds are heard.

Entrance: All on the right, 10 below, 11 on the right, 10 below, 7 on the right, 6 above and 5 on the right

Exit to route 214: 5 on the left, all down, 9 on the right, all down, 2 on the left and down until you hear the input / output sound twice.

Entrance: 3 to the right, 19 above, 9 to the left, 7 above and 5 to the right.

That's it.

Shopping center: if you want to skip all this just look in your text editor for the word gym.

First things first, ground floor: when you enter see two above, 8 to the left and all above is the first employee who sells the following.

Poké Ball, 200 Pokémon.

Super ball, 600 Pokémon.

Ultra ball, 1200 pokéyen.

Rope, 550 Pokeyen.

Pokémuñecom, 1000 Pokéyen.

Repellent, 350 pokéyen.

Super repel, 500 pokéyen.

Max repel, 700 pokéyen.

And the rest are letters that don't work. If you go one to the right and one up is the second employee who sells the following.

Potion, 300 Pokémon.

Superpoción, 700 pokéyen.

Hyperporation, 1200 pokéyen.

Max potion, 2500 pokéyen.

Revive, 1500 Pokéyen.

Antidote, 100 Pokéyen.

Antiparaliz, 200 Pokeyen.

Antiquemar, 250 Pokéyen.

Anti-ice, 250 Pokeyen.

Wake up, 250 Pokéyen.

Total cure, 600 Pokéyen.

Then go to the first floor, or if you want to leave go all down, 7 to the right and one below. The elevator is going two to the right, all up, 10 to the right and two up.

The panel is going one step to the left. Here the order of the buttons. By the way, the order will be the same in any plant.

The first option is fourth floor: rest area.

Third floor: decorative objects.

Second floor: technical machines to strengthen pokemon.

First floor: very useful objects for fighting between pokemon.

Ground floor: medicines and essential items for every coach.

Now go to the first floor (3 below)

Exit the elevator going one to the right and one down and then go all left, one down and everything left is the first employee who sells the following.

Speed X, 350 Pokéyen.

Attack X, 500 Pokéyen.

Defense X, 550 Pokéyen.

Pro tec. Esp, 550 Pokeyen.

Direct, 650 Pokéyen.

Precision X, 950 Pokéyen.

Special X, 350 Pokéyen.

Def. Esp. X, 350 Pokeyen.

2 below and one on the left is the second employee who sells the following.

Protein, 9800 Pokéyen.

Iron, 9800 Pokéyen.

Calcium, 9800 Pokéyen.

Zinc, 9800 Pokéyen.

Fuel, 9800 Pokéyen.

More ps, 9800 Pokéyen.

Now go to the second floor, all on the right, all up, 7 on the right and one up is the elevator.

When you leave see 7 on the left, all below, 5 on the left and one above is the first employee, this is what sells.

MT83 (Natural gift) 2000 Pokéyen

MT17 (Protection) 2000 Pokéyen

MT54 (Falsotortazo) 2000 Pokéyen

MT20 (Sacred Veil) 2000 Pokéyen

MT33 (Reflection) 2000 Pokéyen

MT16 (Light screen) 2000 Pokéyen

MT70 (Flash) 1000 Pokéyen

Everything below is the second employee, this is what sells.

MT38 (Flare) 5500 Pokéyen

MT25 (Thunder) 5500 Pokéyen

MT14 (Blizzard) 5500 Pokéyen

MT22 (Sunray) 3000 Pokéyen

MT52 (True Wave) 5500 Pokéyen

MT15 (Hyperrayo) 7500 Pokéyen

Since the third floor doesn't interest us, go to the fourth floor. All above, all to the right, all above, 7 to the right and one above is the elevator. When you leave see everything on the left, one below, two on the left and above there is a vending machine that has the following.

Fresh water, 200 Pokéyen.

Soft drink, 300 Pokéyen.

Lemonade, 350 Pokéyen.

Before leaving see everything below, 5 on the right, one above and speak. It is an npc that will give you a toxiestrella.

To leave the place go 8 to the right, all above, 3 to the left and one above is the elevator. Select ground floor (first option) exit the elevator and then go all down, 9 to the left, all down, 4 to the right and one down.

When you're ready, go to the gym. When you are about to arrive you will meet Maya who will greet you, then Mananti, the leader of the Pradera city gym who says unimportant things, appears and then they will both leave.

Pokemon gym of Rocavelo city.

Leader: Brega.

Type: fight.

In this gym there is a puzzle. You have to move boxing bags to destroy weight towers that obstruct your path.

Note: when you push a bag, two sounds will be heard, a sliding sound and another impact sound. After hearing that impact sound, wait a second before moving.

First go 3 to the right, 3 up, one to the left, one up and one to the right to push a sack, then go 4 to the right, one down, 2 to the right, 4 up, 4 to the left and select. battle!



Karateka Odi, pokemon he uses: Machoke level 23, Machoke level 25, Machoke level 27.

When you defeat it, go all the way to the right, 5 above, one to the left and one above to push a sack, then go 9 to the left and one above. battle!

Karateka Tuwe, pokemon using: Croagunk level 26, Machoke level 26.

When you defeat it see 9 on the right, 3 on top, 3 on the left and select. battle!

Karateka Kilian, pokemon using: Machop level 25, Meditite level 25, Machoke level 25.

Note: I will no longer say the phrase (to push a bag) will be very annoying, since you have to push more than 5 bags. But what I will do is a pause between sacks, for example. Go 2 to the left, one up and one to the right. 2 to the right and 2 above. This is because, as I said before, you have to wait half a second after hearing the sound, and believe me, it is annoying to have to go slowly just to not hurt a step.

When you defeat it, you see everything on the right, one above, one on the left, all above, 2 on the right, 2 above, 6 on the left, one below and one on the right. one up, 4 to the right, one down and one to the left.

Now go 3 to the left. Then 4 to the left. 3 to the left, 5 down, 4 to the left, 6 down, 1 to the right and one up. 3 above, one on the left, 2 above, 2 on the right, one below and one on the left. 5 to the left, one above, one to the left and one below. one to the left, 5 down, one to the right, 2 down, one to the right and one up.

Come on, there is little left! From here see 10 above, one on the left, one above and one on the right. And now One up and one on the left. If nothing happens wait. battle!

Karateka Takashi, pokemon using: Heracross level 28.

When you defeat it, go to the left, 2 above, 2 to the right and one below. 3 down, one to the right, 3 down, 2 to the left, one up and one to the right. 4 to the right, one below, 2 to the right, 7 above, one to the left, one above and one to the right. Finally, one on the right, 8 on the bottom, 3 on the right, 5 on the top, one on the right, and everything above will collide with the leader.

Brega leader, pokemon he uses: Meditite level 27, Machoke level 27, Lucario level 30.

When the defeat will give you the cobble medal, which will allow you to use the mo 02 (flight) out of combat. In addition he will give you the mt 60, fist drainage.

Exit the gym going all right, one up, all right, all down, one left and one down to push a sack, and then go 16 down, one to the right, 2 down, 12 to the left and 3 down.

When you leave you will meet Maya who will ask for help, since the galaxy team has its pokédex and they do not want to return it. But first go to the pokemon center.

When you are ready, go all left, 6 down, 7 left, 10 up, 11 left, 12 up, all right and talk. It is Mayan who will tell you again that they have their pokédex and do not want to return it, and then ask if you want to fight with her with the two recruits. when you say yes, the battle will begin!

Recruit galaxy (double battle) pokemon using: 2 Zubat level 24, Croagunk level 26, Stunky level 26. Your partner's Pokemon: Clefairy level 25.

When the defeats will say that they have already transported all the things from the warehouse to Pradera city and will return the pokédex to Maya. She will say unimportant things, then Handsome arrives, your character will go with him to explore the store and in it they will find the mo 02, flight. The policeman will tell you to take that mo and the dialogue will close.

To take the move see 5 on the right, all above and select, then leave the warehouse by going 2 down, 5 to the left and one down.

Before continuing I will tell you how to go for two objects. See 3 below, 8 on the left, all above and select, the object is a piece of star. From here see 7 below, 4 on the left and select, the object is calcium.

That's it, now Return to the pokemon center by going 5 to the right, 16 down, 11 to the right, 9 down, 7 to the right, 5 up, 5 to the right and up. Heal your pokemon, if you need to buy, sell ... and when you're ready, to route 214!

Chapter 19: route 214 and shore value.

Route 214

Pokemon that appear: Ponyta, Geodude, Graveler, Stunky, Sudowoodo, Girafarig, Kricketune, Rhyhorn, Houndour.

On this route there are two roads, one on the left and one on the right. And to the south is the shore value.

When you get to the route see everything below. battle!

Medium Abigail, pokemon using: Chingling level 23, Drifloon level 25, Kirlia level 27.

When the defeat sees 10 down and to the left until you hear the input / output sound. You will have entered a cave where Hippopotas and Geodude appears, but there is also a mt that you can get if you go one up, 3 to the left, all up, one to the right and select, it is the mt 28, dig. Exit the cave going all down, all to the right, one down and one to the right.

From here go all to the right, 6 above, all to the right and all above you will hit a grana berry. On the left and above there is a berry Atania. On the left and above, a zidra berry and finally, on the left and above there is a zreza berry. Then go 13 below and 2 on the left. battle!

Jugón Carlos, pokemon he uses: Goldeen level 30.

When you defeat it you see one on the left, all down and select, the object is a max repel. With this object in hand, see 4 on the right. battle!

Pokécolector Basilio, pokemon that he uses: Skorupi level 21, yanma level 21, Tropius level 21, Carnivine level 21, Croagunk level 21, Tangela level 21.

When you defeat it, see everything on the right, everything on the bottom, everything on the left, 3 on the bottom, everything on the right and select. battle!

Bella Liliana, pokemon she uses: Wormadam plant level 24, Wormadam arena level 24, Wormadam trash level 24.

When the defeat sees one above, all to the right, all above, one to the right and select, the object is a large mushroom. From here you see everything below, one on the left, everything below and one on the left. battle!

MédiumJuacu, pokemon using: Duskull level 26, Kadabra level 26.

When you defeat it see everything below, everything on the left, everything below, 4 on the right and 7 below. battle!

PokécolectorManrique, pokemon using: Jolteon level 24, Flareon level 24, Vaporeon level 24.

When you defeat it see 7 on the left, all above and select, the object is a large root. With this object in hand you see everything below, 9 on the left, all on top, 2 on the right, all on top and 4 on the right. battle!

Ruinamaníaco Roland, pokemon he uses: Sheldon level 27.

When you defeat it, see one on the right, all above, all on the left, all above, 5 on the right and 6 below. battle!

Pokécolector Juray, pokemon he uses: Porygon level 27.

When you defeat it, see one below, 5 on the right, one below and select, the object is an acute fang. With this object in hand go for the last coach, 5 to the left and 12 up. battle!

Ruinamaníaco Cayetano, pokemon he uses: Bronzor level 24, Cranidos level 26.

When you defeat it see 4 above, 5 on the left and select, the object is a magmatizer. Now is the time to go to the shore value. Go 5 to the right, 8 below, 5 to the left, all below, all to the right, all below, all to the left, all below, all to the left, 5 below, 15 to the right and 17 below.

Shore value.

In this place there is the restaurant five forks in which there will be coaches to fight, the house of the director of the game and the hotel great IAug, but we are only interested in the restaurant, since in the other two places nothing useful is achieved. There are also several objects, for them!

First see everything below, 2 on the left, 5 below, all on the left and select, the object is an ultra ball. Then go all left, all up and select, the object is a large mushroom.

Now, here is an npc that if you talk to him, he will say that he has lost the key to the suite. To find it, go all the way down, 6 to the right, a long way down, 4 to the left, 4 down, 9 to the left, 4 down, 4 to the left, 20 down and select to take the key.

To go to the npc see 20 above, 4 to the right, 4 above, 9 to the right, 6 above, 2 to the left and speak. When you give the key the npc will enter the house, do the same by going to the left, all up and talk. As a thank you for helping her, she will give you a white flute, which serves to increase the chances of encountering wild pokemon. Leave the house going down until leaving.

The next quite interesting place is the one I've named before, the restaurant five forks. To go see 3 on the right, 9 below, 12 on the left and one above.

The interesting thing about this place is that you can have double battles every day, and with different trainers. The appearance of the coaches is random and therefore, I recommend looking for the restaurant five forks on the wiki to know their team.

First see 3 on the left, one up and talk. If you say yes, the first battle will begin.

When the defeats go 5 to the left, 3 up and talk. battle!

When you defeat those coaches, see 7 on the right, all above and select. battle!

When the defeats go for your fourth battle. 5 to the right and one up.

And finally, fifth battle! one down.

When the defeats leave the restaurant, 4 to the left and all down.

Now is the time to go to Route 213, but first to get some objects that are in passing. Go 9 down, 13 left, one down, one left and select, the object is a max revive. With this object in hand see 4 below, 4 on the left, 6 below, one on the right and select, the object is a + pp. And the last object is going all up, all right, 5 up, 9 right, 8 down, 4 left, all up, all left and talk. It is an npc that will give you the mt 92, rare space. Leave the house going all down, 3 to the right and one down.

Now, to go to the route see 3 below, 5 on the right and 5 below. Before reaching the route is the hotel, where your pokemon will heal. To go with the npc that heals them see 3 below, 3 on the right, one above and speak.

With your team ready to battle, leave the hotel going 3 to the left and 6 down.

Chapter 20: route 213 and prairie city.

Route 213

Pokemon that appear: Buizel, Shellos, Chatot, Wingull.

First see one below, 7 on the left, 2 above, one on the right and select, the object is a yellow part. With this object in hand, see 2 below, 6 on the right, 3 below and one on the left. battle!

Mar T-shirt, pokemon wearing: Marill level 28.

When the defeat sees everything on the right, 3 down, 2 on the left and select, the object is a pearl. Then one on the right, 4 down and select, the object is a heart scale. With this object in hand see everything below. battle!

Playero Manu, pokemon he uses: 3 Shellos level 25.

When you defeat it see 2 above, 12 on the left and select, the object is a pearl. Then go all left, all down, a long way to the left, all down, all left, 2 up and select, the object is a pearl. Then go 9 to the left, 6 down, one to the left and select, the object is another pearl. From here see 7 on the left, 3 below and select, the object is a heart scale. Enough with the objects! See one below, all right and select. battle!

Ibai fisherman, pokemon using: 2 Remoraid level 25, Gyarados level 28.

When you defeat see one above, 2 on the right and 18 above. battle!

Bella Itzel, pokemon she uses: Glameow level 29.

When the defeat sees one below, all on the left, use rock hit, 2 on the left, 2 above, 6 on the left, one above, one on the right and select, the object is a Hyperporation. With this object in hand see 2 below, all on the right, one below, all on the right, one above, all on the right, use rock hit, one on the right, 3 below and select, the object is mt 40 air strike

You're almost to the next city. Go 3 above, 3 to the left, all above (in this part wild pokemon appear) 15 to the left and all above you will collide with a pabaya berry. On the left and above you will hit a berry safre. To the left and up there is another berry of those. And finally, on the left and above there is a guava berry. That's it, now head to the city. 3 down and left until you hear two input / output sounds.

Prairie City.

First see everything on the left, one below, all on the left, 3 below and 3 on the left, you will be at the entrance of the pokemon center.

Locations

Note: remember that now you can use the mo fly to return to the pokemon center, anyway, I will put the locations to return walking.

Movement tutor's house: 3 on the left, all down, 7 on the right, 5 on the bottom, 7 on the right and one on the top. The tutor is going 4 up and 3 to the right. You know how it works, in exchange for a heart scale it will teach your pokemon a movement, be it movements that you have forgotten or movements that can only be learned with a tutor at a predetermined level. To leave the house see 3 on the left and 5 below.

Entrance: 7 on the left, 5 on top, 7 on the left, all on top and 3 on the right.

Pokemon Store: 6 on the left, 9 on the bottom, 9 on the right, 4 on the bottom, 4 on the right, all on the bottom, 6 on the left and one on the top.

Entrance: 6 on the right, all above, 4 on the left, all above, all on the left, all above and 6 on the right.

Pokemon gym: 3 on the left, 12 on the bottom, 8 on the left and one on the top.

Entrance: 8 on the right, all above and 3 on the right.

Exit to route 213: all right, 3 up and right until you hear two input / output sounds.

Entrance: stick to the wall above and then all to the left, 3 below, all to the left, 3 below and 3 to the left.

Exit to route 212: 3 on the left, all below, 7 on the right, 5 below, all on the left, all below and 19 on the left.

Entrance: 19 on the right, all above, 10 on the right, 5 above, 7 on the left, all above and 3 on the right.

That's it, when you're ready, go to the gym. When you are arriving there will be a dialogue with your opponent who will challenge you to a battle!

Rival, pokemon that uses:

If you chose Chimchar: Staravia level 34, Primplup level 36, Ponyta level 32, Roselia level 32.

If you chose turtwig: Staravia level 34, Monferno level 36, Buizel level 32, Roselia level 32.

If you chose Piplup: Staravia level 34, Grotle level 36, Buizel level 32, Ponyta level 32.

When you defeat him, if you need him go to the pokemon center, or if not, enter the gym by going up one.

Pokemon gym in Pradera city.

Leader: Mananti.

Type: water

The puzzle of this gym is about stepping on switches that will fill the gym with water. One, it will fill the entire gym. The other will fill only half. And the other will empty it. On the other hand, there are rafts that will allow them to pass over them depending on the water level.

Let's start! First go all up, 10 to the left and down until you hear a sound that indicates that you have stepped on a switch. From here go 8 to the right. battle!

Mariano beach player, pokemon he uses: Bibarel level 32.

When you defeat it see 2 on the left, all above, 7 on the right, all above, 3 on the left, 11 above, all on the left and select. battle!

Tadeo fisherman, pokemon he uses: Whiscash level 33.

When you defeat it, go all up and 7 to the right to step on a switch, then 3 to the left, all below, 2 to the right, all below, all to the left, all below and 4 to the right. battle!

Sailor Jaiden, pokemon using: Wingull level 31, Pelipper level 31.

When you defeat him go 2 to the right to step on a switch, then 3 to the left, 10 below, 13 to the right and one above. Battle

T-shirt Cleo, pokemon wearing: Azurill level 27, Marill level 29, Azumarill level 31.

When the defeat sees everything above, one to the right, 8 above, one to the left and select. battle!

Fisherman Triso, pokemon he uses: Goldeen level 28, Gyarados level 31, Seaking level 31.

When you defeat it, see All above and one to the left to step on a switch, then 4 to the right and all below to step on another. Finally, see everything above, all on the left, one below, all on the left, 9 below, all on the left and all above. battle!

Sailor Cristóbal, pokemon he uses: Wingull level 29, Shellos level 30, Golduc level 31.

When you defeat him see 2 above to step on the last switch, the leader is going 3 down, 10 right and all up. When you speak to him the battle will begin!

Mananti leader, pokemon he uses: Gyarados level 27, Quagsire level 27, Floatzel level 30.

When defeating it will give you the Ciénaga medal, which will allow you to use the mo surf out of combat. In addition he will give you the mt 55, brine.

Exit the gym going one to the right, 2 above, all to the right, all below, all to the left, all below, 3 to the left and one below, when you leave there is a dialogue with your rival who, after a bit of unimportant talk, will say that there is a recruit of the galaxy team at the door of the observatory and has said something about a bomb. When the dialogue closes go to the pokemon center.

Chapter 21: persecution! Towards Caelestis village!

With a new gym medal in your inventory and your pokemon already recovered, head to the lab going 11 to the right and all up. You will collide with your opponent to whom you owe You are talking to him. In the middle of the conversation an explosion will be heard, and then the recruit saying that he has bundled it. Mananti, who logically meets you to defend the city, asks what he has done and the recruit will simply say that he has received a package with the bomb and had orders to press the button to explode it, then he will run away, and you must chase him.

To do this, first see 2 below, 26 on the right, one above and speak. He will say that you stop following him and he will go to Lake Valor. Keep going to the right until it crashes and speaks, thinking out loud it will say that they needed the energy of the wind valley, and seeing that you have heard it will continue to run.

Continue following it, 18 to the right, all down, 2 to the left, 7 down, all to the right, 2 up, one to the right and talk. Again thinking out loud, he will say some meaningless things, and seeing you he will continue running. Then Handsome appears and will tell you to keep chasing him.

Then see one above, a long path to the right, all above, 3 to the left and above until you hear 2 input / output sounds. Then follow 22 above, 13 to the right, one above and speak. The same recruit, who still thinks out loud. Seeing you will continue to run, although you have already tired. Finally go all up, 4 right, all up and talk. It is the athlete who, tired of running, will challenge you to a battle!

Recruit Galaxia, the pokemon he uses: Croagunk level 31.

When you defeat him he will leave and then Cintia will arrive, who will say that apparently in that lake inhabits a pokemon mirage. Then the weight of your opponent will come and as always, he will say nonsense and leave. Then, Cintia will give you a secret potion, to help the Psyduck of Route 210. The fastest way to get there is by flying to the Sociego people. To do this, once you are in the flight menu (a sound is heard when the map is displayed) 2 on the left and 3 above, if it does not work go one down, select, one up, select ... Upon arrival go to route 210, 4 to the left and 18 above.

Route 210, second visit.

With no coaches or anything like that, the path to reach the psyduck will be relatively short. Ride your bike, put the second gear, go all up, if you want to disassemble, 2 on the left, one up and select. When you give them the potion, Cintia will appear and say if you can take a talisman to her grandmother, who lives in Caelestis village. After a little talk, he will leave.

Go 3 above, all to the left, all above and select, the object is a max repel. With this object in hand see 16 on the right and all above. battle!

Ninja Xure boy, pokemon he uses: 2 Croagunk level 31.

When you defeat it see 5 above, one on the right and select, the object is a hyperporation. Then see 5 on the right, 5 below and select, the object is another hyperporation. From here see 5 on

the right and all above. battle!

Ninja Boy Hacomar, pokemon he uses: Stunky level 33.

When you defeat it see one above, one on the right and select, the object is an ultraball. Then see one on the left, one below, 15 on the left and select, the object is another ultraball. With this object in hand, see 5 on the left and everything below. battle!

Jailo ninja boy, pokemon wearing: Zubat level 30, Skorupi level 32.

When you defeat it, you see one above, 2 to the left, 2 below and select, the object is a total cure. Then go all to the right, all above, 2 to the left, 12 above, all to the right, one above and select, the object is a ball nest. With this object in hand you see one below, 3 on the left, all above, 7 on the left, all above, 2 on the right, 6 above and 3 on the left. battle!

Eneko ninja boy, pokemon wearing: Zubat level 29, Golbat level 29, Stunky level 29, Skorupi level 29

When you defeat it, see 2 on the left, 5 below, all on the left, one above and select, the object is a red part. Then follow 3 above, all left and select. battle!

Cool trainer Almudena, pokemon she uses: Aipom level 32, Grotle level 33, Girafarig level 32

When the defeat sees 2 above, 6 to the left and 3 above. battle!

Duo Pau and Paz, pokemon they use: Raichu level 36, Gyarados level 36.

When the defeats see everything above, 3 to the left, all above and 5 to the left. battle!

Cool Torel coach, pokemon he uses: Scyther level 32, Luxio level 34, Probopass level 31.

Note: in this part you can save the games after each movement, since there are bicycle ramps that, of course, can only be passed while being mounted on them.

When you defeat him, ride your bike and go all the way to the left. battle!

Ninja boy Miquele, pokemon he uses: Motim level 33.

When you defeat it, without dismantling the bike, you see one on the right, all below, all on the left, use rock blow, follow everything on the left, one above and select, the object is the mt 30, shadow ball. Then go 8 to the right, all above, all to the right, disassemble your bike, return all to the left and all below. battle!

Karateka Aztlan, pokemon that u sa: Machoke level 34.

When you defeat it, see one below, 4 on the left, 6 on the top and all on the right. battle!

Darian ninja boy, pokemon wearing: Stunky level 31, Golbat level 31

When you defeat it see one on the right and select, the object is a smoke ball. With this object in hand, see everything on the left. battle!

Alondra ornithologist, pokemon using: Hoothoot level 31, Noctowl level 33.

When the defeat sees one on the left, 4 above and all on the left. battle!

Veteran Francho, pokemon he uses: Tangela level 32, Buizel level 32, Ponyta level 32.

When you defeat it, go 15 to the left and you will have reached the Caelestis people.

Pueblo Caelestis: in this town there is no pokemon store, instead there is a house where you can buy and sell. The house sells the same items found in the store, but there are also new items that I will add below. The seller is all up, just like in stores. Your name in the locations will be home.

Locations: First see 3 on the left, 8 below, 4 on the left and above you will reach the pokemon center.

house: all on the left, 2 below, all on the left, 2 above, 3 on the left, a long way up, 2 on the left

and one above. The employee on the left sells the following.

Air chart, 50 Pokémon.

Sunset ball, 1000 Pokémon.

Fast ball, 1000 pokéyen.

Turn ball, 1000 pokéyen.

Entrance: 2 on the right, 23 below, 3 on the right, 2 below, 7 on the right, 2 above and 10 on the right

Exit to route 210: 4 on the right, 8 on the top and 4 on the right.

Entrance: 3 on the left, 8 on the bottom and 4 on the left.

Exit to route 211: all on the left, 2 below, all on the left, 2 above, all on the left, 9 above and 4 on the left. If you want to train on this route, go all the way to the left and move down and up, and when you finish, fly to the pokemon center, from the flight option one on the right.

Entrance: 3 to the right, 9 down, 4 to the right, 2 down, 7 to the right, 2 up and 10 to the right.

That's it.

When you're ready go 7 to the left and one above. A dialogue will be presented with an NPC who will say that there is a strange astronaut in front of the ruins who has threatened to exploit the town with a bomb. Before going for that astronaut I will take you to some objects that are in town. The first is going 9 up, all right, all down, all left and select, is a dragon fang. With this object in hand, see 2 on the right, 4 on top, all on the left, one on the bottom, all on the left, one on top, 2 on the left, 6 on top, 2 on the right and select, the object is a rock King.

Now yes, go for the recruit! 2 on the left, 4 below, all on the right, 3 below, 4 on the right, all above, one on the left and talk. When you say yes, the battle will begin!

recruit Galaxy, pokemon using: Houndour level 32, Golbat level 30.

Upon defeating him he will leave and Cintia's grandmother will appear, to whom you will hand over the talisman. Then he will tell you to see the ruins, to go see one on the left and one above.

When you enter, see everything above, everything on the left, everything above, 2 on the right, everything above, 4 on the right, everything above and talk. There are three figures, when examined the old woman will tell you the legend of the three legendary Sinno. In that appears Helio, the leader of the galaxy team, and asks to know more about the legend.

In short, he will say that he wants to change the world, but those three legendary pokemon prevent it, since they are the ones who keep the balance. Following this, since the old woman does not give him information, he threatens to destroy the painting, and as you object, he challenges you to a battle!

Helium galaxy leader, pokemon using: Sneasel level 34, Golbat level 34, Murkrow level 36.

When you defeat him he will leave and the old woman, as a thank you, will give you the mo surf.

Exit the ruins, all on the left, 2 below, all on the left, all below, 6 on the right and below until leaving. When you leave, you will meet Cintia who will explain how to get to Canal city, the next city where you will win your sixth medal. Close the dialogue and go to the pokemon center, 2 to the left, all below, 2 to the right, 2 below, 9 to the right and one above. Heal your pokemon and teach some to surf.

Chapter 22: Route 212 and 211. It's time for a training!

Note: this chapter is optional, if you are not interested fly to Jubilee city, from flight menu 10 to the left and 7 below. Then jump to chapter 23.



From the pokemon center of Caelestis village, go to route 211.

#### Route 211

Pokemon that appear: Meditite, Machoke, Graveler, Ponyta, Chingling, Bronzor.

In this route there are not so many objects, but there are several trainers.

First see 10 on the left and everything below. battle!

KaratekaSirdo, pokemon using: Croagunk level 31, Machoke level 31, Meditite level 31.

When you defeat it see 5 above, 4 on the left and select, the object is a fuel. With this object in hand, see one on the right and everything above, collide Rás with a peach berry plant. On the right and above there is a Perasi berry. To the right and above there is a pabaya berry. And finally, on the right and above there is a uvav berry. From here go 2 below, 4 on the right, all above, all on the left, use rock blow, 3 on the left, 2 above and 2 on the left. battle!

Aurora ornithologist, pokemon using: Noctowl level 34.

When the defeat sees everything below, one to the left, everything below, everything to the left and 2 above. battle!

Ruinamaníaco Silvano, pokemon he uses: Bronzor level 28, Bronzor level 30.

When you defeat it, see 2 below, 2 on the right, one below and speak. It is a npc that scratches a bit saying, I am strong! How strong I am! But after so much roll you get the 77 mt, more psyche. With this object in hand, you see one above, 2 to the left, 2 above, 2 to the left and all above. battle!

Ninja boy Andoni, pokemon wearing: Skorupi level 32, Croagunk level 30.

That's it, when you defeat it flies to prairie city. From flight option 5 on the right and 9 below.

When you arrive, go to route 212.

#### Route 212, South Zone.

Pokemon that appear

Through the grass: Bibarel, Wooper, Roselia, Kricketune, Buizel, Shellos, Croagunk, Quagsire.

Surfing: Wooper, Quagsire, Tentacool, Tentacruel, Shellos, Gastrodon.

On this route there are several objects and trainers, but the most interesting thing is Mr.

Fortuny's pokemon mansion, where rare pokemon like kirlia can be captured. There is also a movement tutor who will teach a movement in exchange for a number of parts that you can find on the wiki. By the way, there is also a path with mud. The particular thing about mud is that there are black areas that if you step on them, you sink. For this reason I recommend saving the game when it says that you have to turn to pick up an object, since in most parts where there are objects, there is a black zone. You know, you just have to turn the character. If you take a step, you sink. But, as not everything is bad, when walking through the mud you hear the steps. That said, let's start!

When you arrive, see 6 on the left, 6 on the top, one on the right, 3 on the top, one on the right, turn down (pressing with a little touch) and select, the object is a hyperporation. Then see one on the left, 2 above and select, the object is an ultraball. From here go 2 above, 9 to the left, turn down and select, the object is an alba stone.

With these objects in your possession, see one on the left, all below, 7 on the right, all below and all on the left. battle!

Pokémon Ranger Joni, pokemon he uses: Carnivine level 28, Luxio level 30.

When you defeat it see 4 on the left, all down and select, the object is mt 06, toxic. Then see 4

above, 9 on the right, all above, one on the right and select, the object is a revive. Now go one to the left, all below, 3 to the right and 2 above you will hit a Meloc berry. To the right and up there is a Pinia berry. To the right and above is another one of those. And on the right and above there is one more. From here go one to the left, all down, cut the tree, 2 down, 5 left, ride your bike, all up, if you want to disassemble, all left, one down, all left, 2 up and one on the left. battle!

Scientist Baldomero, pokemon he uses: Magnemite level 30, Kadabra level 26.

When you defeat it see 4 above, one on the right and select, the object is a hyperporation. With this object in hand, see 3 below, 5 on the left, 3 below, 6 on the left, 2 above and 5 on the left. battle!

Parasol lady Sabrina, pokemon wearing: Wooper level 26, Quagsire level 28

When the defeat sees everything on the left, 2 down and select, the object is zinc. With this object in hand, see one on the left and 3 below. battle!

Parasol lady Moni, pokemon wearing: Goldeen level 27, Bibarel level 27,

When the defeat sees 2 below, 4 to the right and one above. You will have entered the guardian's house, its owner is one on the right and one on the top. It works like any tutor, you select the pokemon, then you choose the movement that your pokemon can learn, you select, you give the parts and your pokemon learns it. Logically, the most powerful movements ask for more parts. Leave the house going one to the left and 2 down.

After leaving see 4 to the right, 5 down, 5 to the right, 5 up, turn right and select, the object is a super repel. Then see 2 below, 4 on the right and select, the object is an elixir. With this object in hand see 8 below, 2 on the right and select, the object is a rare candy.

Note: this object is buried in the mud, so you will have to step on the black areas to sink and thus reach the object. When you say salt from the mud, you must press (at the speed you want) left arrow and up arrow 3 times. This would be: left, up, left, up, left, up. When you leave you hear a sound similar to the shortcut sound.

The object is going 2 to the left, 8 to the top, 4 to the right, 3 to the top, 3 to the d upright, 6 down, one on the left to bury you, get out of the mud, one on the left, get out of the mud, again one on the left, get out of the mud and press select, the object is a total cure. Bury yourself going to the left, get out of the mud and go all to the left, one up, all to the left and select. battle!

Fisherman Juan, pokemon he uses: Gyarados level 29.

When you defeat it, see one below, all to the left, all above and select. battle!

Fisherman Josh, pokemon he uses: 2 Goldeen level 27.

When you defeat it see everything below and one on the left. battle!

Fisherman Pedro, pokemon using: Barboach level 24, Gyarados level 26, 2 Barboach level 25.

When you defeat it see one above, all to the left, one above and select. battle!

Pokécolector Dino, pokemon using: Umbreon level 27, Espeon level 27,

When you defeat it, see one below, 5 on the right, one below, surf, 3 below, 4 on the left, one above and select, the object is a max ether. With this object in hand, see 4 on the right, all above, 3 on the left, all above, ride your bike, all on the right, one below and select, the object is mt 62, silver wind.

Then go all to the left, if you want to disassemble, 10 below, all on the right, all above, all on the left, cut the tree, all on the left, all below, one on the left, all below, ride on your bike, 7 down, if

you want to disassemble, all on the left, one on the bottom, ride, all on the left, turn down (if it is difficult to turn with the bike disassembled) and select, the object is a large mushroom.

Reassemble if you have disassembled and go all to the right, one above, all to the right, one above, all to the right, 9 above, all to the left, disassemble and go 4 below and 2 to the left. After the shortcut sound you see everything above and everything on the right. battle!

Dani police, pokemon using: Hoothoot level 26, Machop level 28.

When you defeat it, you see one above, 11 on the right, all below, one on the left, surfing, follow everything on the left, all below and select, the object is mt 84, noxious puya. With this object in hand, see everything above, surf, follow everything above, 8 to the right, 4 above, all to the left, a long way down, all to the left, all below and one to the left. battle!

Scientist Quique, pokemon he uses: Kadabra level 30.

When you defeat it see 3 on the left, one down and select, the object is a total cure. Then all to the left, all above and select, the object is a blue part. From here 2 below and everything on the right. battle!

Pokémon Ranger Idoia and Pokémon Ranger Javier (double battle) using Pokémon: Monferno level 31, Marill level 29, Leafeon level 29.

When the defeats go 3 to the right and all up, you will have noticed that it stopped raining. This is because you have reached the northern part of Route 212.

Route 212, north zone.

Pokemon that appear:

By the grass: Budew, Starly, Staravia, Roselia, Marill, Kirlia.

The good thing about this part is that, there is no more mud! In addition there are many battles and some quite interesting objects. In addition, in this part is the mansion of Mr. Fortuni. By the way, in this area there are policemen who will want to have a battle with you, but only at night. That's why I recommend going to this route at night, 20 pm. If you don't want to wait you can change the time of your pc. Anyway, if you're not interested, follow the directions normally, since I adapted this part to go at night or day. That said, let's continue!

Before doing anything see one on the left and select, the object is an elixir. With this object in hand, see one above, surfing, everything on the left and everything above you will hit a ziuela berry. On the right and above there is a tamate berry. From here you see one below, all on the right, surfing, all above, use cut, follow all above, 5 on the left, a long way up, one below, one on the right and select, the object is mt 11 , sunny day. Then see 14 below, one on the right, surf, follow everything on the right and select, the object is a floral incense.

Now go one to the left, surf, everything to the left, everything below, everything to the right, 5 above, 11 to the right, one above and select, the object is an ultraball. With this object in hand go 15 to the left and all above, you will hit a perasi berry. On the right and above there is a cider berry. Then go 3 to the left. battle!

Marquesa Estrella, pokemon that she uses: Roselia level 27.

When the defeat sees one on the left and 2 above. battle!

Duke Tristan, pokemon he uses: Chatot level 27.

Well, it's time to go to the mansion. When you defeat it, see everything below, one on the right, 5 on the bottom, 12 on the right and up until you enter.

In this mansion is the trophy garden, in which pokemon from previous generations such as

pichu, pikachu, clefa, etc. can be captured. If you are interested, go from the entrance, everything up and move from left to right, and when you finish stick to the wall on the left, go 4 to the right, down until you hear an input / output sound Give and 13 below to return to the entrance.

What we are interested in this place is, first the left wing of the mansion. Here you can, apart from obtaining some objects, fight with 5 maids, which you will have to defeat in the number of turns they ask for. For example, if you are asked to defeat at 5 in 5 turns, you will have to defeat each pokemon in a single turn. Now, if they ask you to defeat them in 8 turns, you will have to use other moves so that the turn advances and thus be able to defeat them in the requested number of turns. If you do, you can fight with Miss Africa who will use a level 35 Blissey. The interesting thing about this pokemon, apart from the amount of experience they will give, is that it has a caramel machine equipped. If you use the thief movement, obtained earlier, you can get it. This is a quick way to obtain these objects, since the challenge can be done once a day.

First for those objects. Go 8 above, 12 on the left, 3 above to enter a room, 2 on the right and select, the object is a protein. Before leaving see 3 above and select, it is a bed where you can rest and heal your pokemon. Leave the room going 2 to the left and 4 down. Now go to another room, one below, 8 on the left, all above, one below, one on the left and talk. If nothing happens see one below, select, one above, select. It is an npc that will give you a relief bell. Leave the room going one to the right and down until you hear the input / output sound. Go to the next room, one below, 8 on the left, all up and select, the object is a luxury ball.

And now yes, the good is coming! Leave the room going down to exit, then one down, all left and talk. It is an npc that will tell you if you want to challenge the 5 maids, basically it explains what I have just said, then what is a turn ... Anyway, before fighting it will tell you the number of turns, they can be between 5 and 9 The only thing that could bother you is the stamina movement. If you have been told that defeats in 5 turns and use that move in one turn, you will no longer have a chance. But good! You can always save the game before fighting and try as many times as you want. Anyway, if you fail, you can also try the next day.

When you say yes, the battle will begin with the first maid.

Maid Melita, pokemon she uses: Clefairy level 25.

When the defeats will begin the fight with the second.

Maid Otilia, pokemon she uses: Clefairy level 27.

Then follow the third.

Maid Emilia, pokemon she uses: Clefairy level 29.

Then the fourth.

Maid Iliana, pokemon he uses: Clefairy level 31.

And finally, the fifth.

Maid Indara, pokemon she uses: Clefairy level 33.

When defeating the fifth, if you have defeated all in the amount of turns that have been asked you will start the fight with damsel Africa. Otherwise, they will tell you to come back the next day.

The last thing to do in this mansion is to get some things in Mr. Fortuni's office, to go go a long way to the right, 7 to the left, all above, 5 to the right, all above and select, is mt 87 wiggle Then go all to the left, one below, 2 on the left, one below and select, is a book that giving the option yes, you will read it and thanks to this you will get information about Manaphy, this is necessary

for later.

Now you can leave the mansion, 2 on the left, all down, 2 on the right, all down, 15 on the left and down until you leave.

Before doing the little that remains on this route, go all to the right, 5 above, one to the left and select, the object is a green part. From here see 13 below, 4 on the left and one above. battle! Child well Benjamin and Damisela Mireia (double battle) pokemon they use: Cherubi level 27, Prinplup level 27.

When the defeats see one below, 6 on the left, one above and select, the object is a pearl. Now go 3 to the right, 21 below, 12 to the left, all above, one to the left, one to the right and one above. battle!

Idelfonso police, pokemon using: Hoothoot level 26, Machop level 24.

When you defeat it see everything above, one on the left and 8 above. battle!

Police Alex, pokemon he uses: Hoothoot level 25, Machop level 25.

When you defeat it, see one on the right, all above, surfing, 3 above, all on the right and select, the object is Iron. With this object in hand, see one on the left, surfing and everything above. battle!

Iñaki police, pokemon using: Hoothoot level 24, Machop level 26.

And that is all that this route offers. When you defeat it, see everything above, 2 to the right, all above, 2 to the left and above until you hear two sounds of entry / exit, you will have arrived at Heart City. From here fly to Jubilee city, from flight menu 9 on the left and one below.

Chapter 23: route 218 and Canal city. Training on Hierro Island!

First heal your pokemon if you have not done so and go to route 218.

Route 218

Pokemon that appear: FloAtzel, Shellos, Gastrodon, Mr. Mime, Glameow, Wingull, Chatot.

Surfing: Tentacool, Tentacruel, Wingull, Pelipper, Shellos, gastrodon.

First see everything above, all on the left, one below, one on the left, surfing, everything on the left, one below and select, the object is a hyperporation. Then see one above and select. battle!

Fisherman Miguel, pokemon who uses: 2 Gyarados level 33.

When you defeat it, see one on the right, surf, all above, one on the left, all above and select. battle!

Fisherman Lucas, pokemon he uses: 2 Remoraïd level 29, Remoraïd level 30, Remoraïd level 31 and Gyarados level 31.

When you defeat it see 3 below, surf, 9 on the right (you will get out of the water) all above and select, the object is precision X. With this object in hand see everything above, surf, one above, all on the right and select, The object is a caramel. Now turn one to the left, surf and see everything on the left. battle!

Sailor Vladimir, pokemon wearing: Mantyke level 32, Machoke level 32.

When you defeat it see 3 on the right, 9 on the bottom, one on the right and select. battle!

Tricio guitarist, pokemon using: Kricketune level 33, Magnemite level 33.

When you defeat it see one below, 8 on the right and one above you will hit a Safre berry. To the right and up there is a caquic berry. To the right and up there is a higog berry. And finally, On the right and above there is a pinia berry. From here go one below and everything on the left, you will enter the Canal city booth, and you will hear a beep. He is the father of Maya, who will

update your pokedex. When the dialogue closes go to the left until you enter the city and get ready for a relaxing music ...

Canal City

First fly to the pokemon center.

Locations:

Pokemon shop: 2 on the right, 18 on the bottom, 7 on the left and one on the top. The employee on the left sells the following.

Air chart, 50 Pokémon.

Fast ball, 1000 pokéyen.

Turn ball, 1000 pokéyen.

Gathering ball, 1000 pokéyen.

Entrance: 7 on the right, 18 on the top and 2 on the left.

Pokemon gym: all on the left, 10 below, 7 on the right and 2 above.

Entrance: one down, 7 on the left, 10 up and 26 on the right.

House removes movements: 2 on the right, 10 on the bottom, 7 on the left and one on the top.

This npc can make a pokemon forget any movement, including mo. It is going 2 to the left and one up. When you talk to him, the first time he will make a small introduction, explaining who he is. press 4 times select and it will ask you if you want a pokemon to forget a move. The method is the same as always, option yes, choose the pokemon (you can see which pokemon you choose because the scream is heard) and then the movement. Leave the house going 2 to the right and 2 down.

Entrance: 7 on the right, 10 on the top and 2 on the left.

Iron Island: all on the left, 27 below, all on the right and select, is an npc that, if you answer yes, will take you to the island by boat.

Entrance: all on the left, 27 above and 26 on the right.

Exit to Route 218: 2 on the right, 31 below and on the right until you hear 2 input / output sounds. If you want to train go 2 down, all to the right and move left and right, and when you finish stick to the wall on the left, go 2 up and left until you hear two input / output sounds.

Entrance: 3 on the left, 31 on the top and 2 on the left.

That's it.

First see 11 on the left. Your opponent will appear who, after releasing a bit of talk, will challenge you to a battle!

Rival, pokemon that uses:

If you chose Chimchar: Staraptor level 36, Roserade level 35, Empoleon level 38, Rapidash level 35, heracross level 37.

If you chose Turtwig: Staraptor level 36, Floatzel level 35, Infernape level 38, Roserade level 35, Heracross level 37.

If you chose piplup: Staraptor level 36, Floatzel level 35, Torterra level 38, Rapidash level 35, Heracross level 37.

When you defeat him, before leaving he will recommend you train on the iron island to tan a little more. But first go to the pokemon center, 11 on the right and above. I recommend carrying an empty space on your computer. When you're ready, go to the island, it's a good place to train. Especially since there is an npc that heals you at the end of each fight! In addition there

are many cool objects, including a day stone, which serves to evolve Roselia.

Iron Island

Pokemon that appear: Graveler, Onix, Steelix, Zubat, Golbat, Crobat, Geodude.

First see everything on the right, 2 below, all on the right and select, the object is a star piece.

Note: if you are interested in obtaining colored parts, do not sell these pieces. Then everything above, everything on the right, everything above and talk, is an npc called Quinoa who will give you the mo 04, strength. Then, he will tell you that if you want you can accompany him to train the island. When the dialogue closes see 2 above to enter.

Once inside, go 5 above and 3 on the left to enter a cave, then all below and 3 on the left. battle!

Lorien camper, pokemon using: Aipom nivel 34, Floatzel level 36.

When you defeat it see two below, 5 on the left, all above, 3 on the right, all above, 5 on the left, one below and select, the object is a protector.

With this object in hand, you see everything on the right, everything on the bottom, 3 on the left, everything on the right, everything on the right, everything on top, one on the right, everything on top, everything on the left, one on top, everything on the left, 7 below, 5 to the right, one above and select, the object is a yellow part. From here, see 5 on the left, all above, all on the right, one below and on the right until you hear two stairway sounds. Then see 6 below, 6 on the right, all below, all on the left and select, the object is a fleeing rope.

Now go 5 to the right, all above, one to the left, 4 above, all to the right, 3 above, 5 to the right, all below and select, the object is a max repel. After 12 above, 2 on the left, 5 below, all on the left, one below and select, is a star piece. With this object in hand, see 7 on the right, 5 below and one on the left. battle!

Dominguera Doris, pokemon he uses: Raichu level 37

When the defeat sees 2 on the left, 2 on top, all on the left, all on the bottom, all on the left, one on the left and select, the object is a revive. Now is the time to go to an elevator that is going up one, all right, 8 up, 4 right, all down, all right, again all down, all right, all down, 10 on the left and 2 below.

Once you hear the sound of a blow see 3 below, on the right until you hear the sound of stairs, one on the right and one below. battle!

Laborer Kino, pokemon he uses: Magnemite level 34, Magnemite level 36.

When you defeat it, see one below, 12 on the right, 3 on the top, one on the right and select, the object is an elixir. With this object in hand, see 3 below, all to the left, all below, 2 to the right, 2 above, 2 to the right, 4 below and one to the left. battle!

Laborer Bernardo, pokemon he uses: Steelix level 37.

When you defeat it see one below, 3 on the left, 3 below, all on the right and select, the object is mt 23, iron tail. Then turn everything to the left, 3 down, all right, 3 up, 4 left and select, the object is a star piece. Return on your steps, 4 to the right, 3 down, all to the left, 6 up, 5 to the right, 5 up, 2 to the left, 2 down, 2 to the left, 8 up and all to the left. You will hear a beep, it is Kinoa who will tell you that the wild pokemon are nervous and must join forces, then join your group.

Now, Kinoa will use a Lucario level 41. As I said before, he will heal the ps and pp of your pokemon at the end of each fight. But before you start training, go 8 on the left, one on the left and one on the left. battle!

Mountaineer Mauricio and mountaineer Tomi (double battle) pokemon using: Graveler level 35, Nosepass level 35, Rhyhorn level 35, Onix level 35, Steelix level 34.

Now, if you want to train go one down, all to the left and move from right to left, and when you finish stick to the wall on the left, go 2 up, one on the left and select, the object is a sunset ball. From here you see one on the right, 6 below, 5 on the left, all above, all on the left, all below and select, the object is a magnet. With this object you return everything up, 5 to the right, 5 down, 8 to the right and all down. battle!

Worker Milo and worker Roge (double battle) pokemon using: Magnemite level 34, Geodude level 33, Machop level 34, Machoke level 36, Graveler level 34, Geodude level 33.

When the defeats see 4 on the left, all above, 5 on the left, all above and select, the object is a max. Then see everything below, 5 to the right, all below, one to the left, 7 below, 3 to the right, all above, all to the right, 4 above, 3 to the left and select, is a piece of star. Follow everything to the right, all down and select, the object is more ps. Now go another way, 6 above, 3 to the left, 4 below, all to the left, all below, 3 to the left, 7 above, one to the right, all above, all to the right, 13 above, all on the right, everything below, everything on the right, everything below and 3 on the right. battle!

Alison fighter and Koichi karateka (double battle) using Pokémon: Medicham level 38, Toxicroak level 38.

When the defeats see one on the right, 12 below, 2 on the right, all above, one on the left, one below and select, the object is an ultraball. With this object in hand, you see one on the right, all below, 3 on the left, 3 below, 3 on the left and select, the object is a steel board. Close the dialog that appears when you find a table and see everything on the right, 3 above, 2 on the right, 5 above, all on the left, all above, all on the left, all above and select, the object is a part red From here you see everything below, all on the right, 4 below, one on the left and select, the object is a star piece.

With these obJetos in your power see 3 above, 5 on the left and 5 below. battle!

Cool coach Jerónimo and Cool coach Zaira (double battle) pokemon using: Lopunny level 38, Quagsire level 35, Medicham level 35, Hippopotas level 38, Staraptor level 36, Kirlia level 36.

And now, for the last fight! all down and 4 to the left, a dialogue begins with Kinoa and some recruits from the galaxy team who say they are stealing the pokemon from the island and Kinoa challenges them to a battle in which you will have to help him.

Galaxy recruits (double battle) pokemon using: Glameow level 34, Zubat level 34, Croagunk level 34, Golbat level 34, Stunky level 34, Houndour level 34.

When the defeats they will leave, and as a thank you for helping him, Kinoa will give you an egg that contains Riolu. Then he will leave. Before leaving, go 3 down and one to the left to take the elevator, 4 down and to the left until you hear the sound of stairs, then 5 to the left, 4 up to take another elevator, all up, 4 to the left, all Above, 9 to the right, 4 below and select, the object is a day stone. With this object in hand, you see everything above and select, the object is a metallic coating. And finally, 4 on the left, one above and select, is a nugget. Now leave that room going 4 to the left and down until you hear the sound of stairs.

With your backpack a little fuller and your team already trained and ready for your next gym battle, leave the cave going all the way to the left, 3 down and one to the left. Then fly to Canal City, from flight menu 2 to the left and 7 below. Or if you want to walk, 2 down (shortcut) 3 down



(another shortcut) 6 down and everything on the left is the sailor who will take you back to Canal City. Once there go to the pokemon center, heal your pokemon and head to the gym.

Chapter 24: routes 219, 220 and 221.

Note: this chapter is optional, in these routes apart from having battles, you can get objects such as pearls, mushrooms, etc. But the most valuable thing here is the mt 81, scissor X. If you're not interested, look for chapter 25 in your text editor.

First fly to the sand town and then go to route 219, 7 to the right and all down. Once there, stick to the wall on the left, all down, surf and continue down until you exit the sea. If nothing happens see one below. battle!

Nacho beach player and Estela (double battle) Pokémon wearing: Marill level 31, Shellos level 31, Marill level 33, Shellos level 33.

Note: this combat can be presented individually, but after finishing defeating one swimmer the fight will start with the other.

When the defeats see one below, all on the right, one below, one on the left and select, the object is zinc. With this object in hand, see one on the left, one below, surfing and 14 below. battle!

Swimmer Talina, pokemon using: 2 Goldeen level 30, Goldeen level 31, Seaking level 33.

When you defeat see 2 below. battle!

Swimmer Erika, pokemon wearing: Finneon level 35.

When the defeats see 4 below, all right and select, the object is a max repel. Then turn everything to the left, surf, follow everything to the left, everything below and select, the object is a lymph board. Close the message that appears when you take a board and see everything on the right, surf, follow everything on the right and one below. battle!

Swimmer Adrián, pokemon using: Remoraid level 32, Tentacool level 30, Octillery level 34.

When you defeat it see everything below, all on the right, one on the bottom, one on the right, surfing, 3 on the right (you will get out of the water) 4 on the right, 4 on top, 2 on the left, one on top and select, the Object is a fuel.

From here you see everything on the right, 4 below, 2 on the right, surf, follow everything on the right, 2 below and 7 on the right. battle!

Virginia swimmer, pokemon wearing: Golduck level 35.

When the defeat returns all to the left, one up and to the left until it comes out of the water, make sure you are hitting the wall on the right and see two on the left, all above, all on the left, 2 above, surfing and all above battle!

Vicente swimmer, pokemon wearing: Pelipper level 33, Gastrodon level 33.

When you defeat it, you see everything on the left, one above, surfing, 3 on the left, 12 above, all on the right, 7 below, all on the right, one above and one on the right. battle!

Agustina swimmer, pokemon wearing: Buizel level 32, Medicham level 32, Seaking level 32.

When the defeat sees one above, all to the right, one below, all to the right, all below, all to the right, all below, all to the right, 4 below and 23 to the left. battle!

Érico swimmer, pokemon who uses: Tentacruel level 35.

Chiqui swimmer, pokemon wearing: Floatzel level 35.

Note: This combat can be presented twice, if this is the case the order of the pokemon would be: Floatzel level 35, Tentacruel level 35. Otherwise, the swimmer who has not faced you will

barely finish a battle with one of them.

When the defeats go 25 to the right. battle!

Swimmer Urko, pokemon you use: Remoraid level 33, Floatzel level 33.

When you defeat it see 2 on the right, 6 on top, all on the right and select, the object is a protein.

With this object in hand, see one on the left, surf, all down, on the right until you get out of the sea, make sure you are hitting the wall on the left and go 2 on the right, all down and select. battle!

Hodei fisherman, pokemon he uses: Finneon level 30, Finneon level 32, Finneon level 34.

When you defeat it see 2 above, all right and select, the object is an ultra ball. Then see 12 on the right, 6 below and select, the object is a hyperporation. With this object in hand see 5 on the right, 4 above and select, the object is a max revive. Now see 6 below and 5 on the right. battle!

Cool coach Mariau, pokemon she uses: Cherim level 34, Azumarill level 34, Lopunny level 35.

When the defeat sees one on the right and everything above you will hit a Zanama berry. On the right and above there is a peach berry. To the right and up there is an ango berry. And finally, on the right and above there is a meluce berry. Return one step to the left, one down and select, the object is an ultraball. Now see 15 steps to the right, one down and select, the object is mt 81, scissor X. With this object in hand go 13 to the right, one up and select, the object is a fuel. Return 6 steps to the left and 3 up. battle!

Cool coach Camilo, pokemon he uses: Staraptor level 35, Girafarig level 36.

When you defeat him go for the last coach, 4 above and all left. battle!

okécolector Iván, pokemon he uses: Togetic level 35.

When you defeat it see 27 on the left, all above, all on the left, all above, all on the left and select, the object is a pure Incense. With this object in hand Return all to the right, all below, one to the right, one below, 7 to the right, all above, one to the right, all above, 4 to the left, one above and select, the object It is a big mushroom.

That's all, but first see 4 on the right, 4 below, all on the left, one on the top, one on the left and one on the top. You will have entered a house, it is the old man's house on Route 221. The old man is going 2 to the left and all up. With it you can get three objects. They are: black belt, expert tape or focus band. To get them you must talk to him and he will say a random number from 1 to 100. If you have a pokemon at the level of the number he said in the first position, he will give you one of these 3 objects. Leave the house going 2 to the right and down until leaving, and then fly to Canal city.

Chapter 25: sixth medal. The fight with the galaxy team!

Canal city pokemon gym.

Leader: Acerón.

Type: steel

The puzzle of this gym consists of taking elevators that will transport you to different parts of the gym until you reach the leader.

First see 8 on the left and all above. battle!

Karateka Gab, pokemon he uses: Steelix level 38.

When you defeat it, go 4 up and 3 to the right to take an elevator, then all up, all right and select. battle!

Worker Auxo, pokemon who uses: 3 Magnemite level 34.

When you defeat him go 3 to the left and down until you take an elevator, then 4 below and everything to the right. battle!

Worker Guillermo, pokemon he uses: Magnemite level 37.

When you defeat him go 2 to the right, up to take an elevator, 5 to the right, down to hear the sound, all down and 2 to the left. battle!

Cool coach Augusto, pokemon he uses: Scizor level 40.

When you defeat it, see 6 on the left, up until you hear the sound, 3 on the left to take another elevator, all on the left, all on top, 6 on the left, 6 on the right and 3 on the right to take one, 3 a left and 4 up.

From here, see 4 above, all on the right, all above, 2 on the right and select. battle!

Gerardo worker, pokemon he uses: 2 Magnemite level 35.

When you defeat it, see one below and everything on the right. battle!

Karateka Lupahe, pokemon he uses: 2 Steelix level 35.

When you defeat it, see 2 on the right, down until you hear the sound, 2 below, 3 on the right and all above. battle!

Cool coach Choir, pokemon he uses: Bronzor level 35, Bronzor level 36, Bronzor level 38.

Now, for the leader! When the defeat sees one up, all on the left, 5 down, 2 on the right to take an elevator, and on the left to take the last elevator. The leader is all up. As always, when you speak, the battle will begin!

Acerón, pokemon he uses: Magnetron level 37, Steelix level 38, Bastiodon level 41.

When you defeat him he will give you the mine medal, which will allow you to use the mo force out of combat. Also, pokemon up to level 70 will obey you. It will also give you the mt 91, glow spotlight.

Exit the gym going 3 to the right to take an elevator, 3 to the right, down to take an elevator, 3 below, to the left until you hear the sound, 3 to the left and 3 up to take another and finally, 3 above and to the right until you take the last elevator that will leave you at the exit of the gym. To exit definitely see everything below, 9 on the right and one below. When you leave, a dialogue will begin with your rival who will congratulate you and tell you to accompany him to the library. But first, go to the pokemon center and heal your pokemon.

When you leave the pokemon center go to the library, 21 on the left, all up and talk, it is your rival who will say that you are slow and will enter, do the same by going 2 up. First go all up and one on the left to go up to the second floor, and finally go 2 down, 7 on the right, 2 up and one on the left to go up to the third floor.

As soon as you enter, a dialogue will begin with the npc in that room, Professor Serbal, your rival and Maya. What follows is a long conversation in which, in a nutshell, the teacher sends each one to investigate each lake in the region in order to capture their legendary pokemon. To Maya, he sends her to Lake Veraz. To your opponent, send him to Lake Acuity. And you are sent to the lake of courage. In the middle of the conversation everything starts to shake, and on television they announce that there has been an explosion in the lake of courage.

The teacher will tell you to leave the building, for this you first see 3 on the left, 4 up and one on the right to go down to the second floor, and 2 down, 7 on the left, 2 up and one on the right to go down to the first floor. Now go all down. When you leave a dialogue with the teacher begins, nothing important, just say be careful and blah blah blah ... close it and fly to Rocavelo city.

Once there, head to Route 214 and then head to Lake Valor, the road is long.

When you get to the route go all down, 2 to the right, all down, all left, all down, use rock hit, follow all down, 5 right, 8 down, 6 left, all down, one on the right, all below, all on the right, all below, all on the left, all below, 2 on the left, 4 below, 14 on the right and all below. Lake value at last!

From here go 2 to the left, all down and to the left until you hear the entrance / exit sound, you will have reached the lake that is currently dry and full of weakened Magikarp thanks to the lack of water, but the equipment is also found galaxy. Once inside, go all left, one down, 2 left, all down, all left, again all down, all left, 3 down and 4 left. battle!

Recruit Galaxy, pokemon using: Glameow level 35, Murkrow level 35

When you defeat it, you see everything to the left, everything above, everything to the left, one above, 4 to the left, one below, one to the left and select, the object is one more ps. With this object in hand, you see one above, 5 on the right, one below, 6 on the right, all below, all on the left, 6 below, 6 on the left and all below. battle!

Recruit galaxy, pokemon using: golbat level 37.

When you defeat it, you see everything on the right, one below and everything on the right. battle!

Recruit galaxy, pokemon using: Croagunk level 33, Houndour level 33, Stunky level 33, Glameow level 33.

When you defeat him, he sees everything on the right, one below, 4 on the right, everything above (you will have entered the cave of the lake) and he speaks, it is Commander Saturn who will challenge you to a battle!

Commander Saturn, pokemon using: Golbat level 38, Toxicroak level 40, Bronzor level 38.

When the defeats will say that they will capture the 3 legendary and that, surely the commander Venus will have already captured the legendary pokemon of the truthful lake. That's where you should go to help Maya. Go down until you leave and fly to Hojaverde village. Enter your house by going up one and talk to your mother to heal your pokemon, 2 above and to the right. Leave your house going 3 down and head to the truthful lake

First go to Route 201, 5 on the left and 23 above. To go to the True Shore, see 8 above, all to the left, all above, one to the left and 3 above to enter. As soon as you arrive you will start a dialogue with Professor Serbal, who will say that the galaxy team wants to capture the legendary pokemon and will ask you to help Maya.

When the dialogue closes you see one above, 2 to the left and all above. battle!

Galaxy recruits (double battle) pokemon using: Glameow level 33, Croagunk level 37, Golbat level 33, Murkrow level 33.

When the defeats see everything above, 4 to the right and all above. battle!

Galaxy recruits (double battle) pokemon using: Houndour level 34, Stunky level 35, Glameow level 36, Houndour level 35.

When the defeats see one down, all right, 5 up, all right, one up and talk. It is commander Venus. By the way, on the left is Maya, if you talk to him he will say that the galaxy team has captured the legendary of this lake and could not do anything to avoid it. Anyway, after a few words of the commander the battle will begin!

Commander Venus, pokemon using: Golbat level 38, Bronzor nive l 38, Purugly level 40.

When the defeats will say that they have already captured the legendary and will leave. Before leaving the place see everything below, all on the left, 2 below, all on the left, surfing, follow everything on the left, 7 below, 7 on the right, one below and select, the object is mt 38, flare.

Chapter 26: second visit to the pyrite door. lethal objects!

Note: this chapter is optional, what you can get here are 3 objects. Mt 71, demolition, mt 01, accurate fist, and terrax board. If you're not interested, look for chapter 27 in your text editor.

First fly to Pirita city, show the strength to a pokemon and go to Pirita door. Once there, go 15 to the left, all above, one to the left, one above, use rock blow, follow everything up and to the right until you go down some stairs. Now go 3 to the right, all down, surf, 30 to the left, all above, one to the right, 3 above and select, the object is mt 31, demolition.

With this object in hand see everything below, one on the left, surf and follow everything on the left. battle!

Veteran Norberto, pokemon he uses: Riolu level 34, Graveler level 34, Staraptor level 34.

When you defeat it, you see one below, all on the left, active force, see everything on the left, one below and select, the object is the terrax board. And finally see 4 above, 2 on the right, all above, use rock hit, see one above, all on the left, all above and select, the object is mt 01, accurate fist. Exit using digging or a fleeing rope.

Chapter 27: Monte Corona, routes 216 and 217. Towards Puntaneva city!

Note: you need to have in your pokemon team that they know the movements rock hit, surf and force.

First fly to caelestis village and go to route 211. From there you have to go to the crown crown, all on the left, one on the left, all on the left, 4 on the top and 5 on the left.

Before going on the route I will take you to some objects. Some are a bit remote, but worth it!

First see 5 on the left and select, it is a star piece. Then return 4 steps to the right, 4 up, one to the right, one up, activate force and go 8 up, all left, use rock hit, 2 left, one up, use rock hit again, one Above, all on the left, destroy the rock, follow everything on the left and select, the object is a caramel. With this object in hand, return all to the right, all above, 14 to the left, one above and select, the object is a red part.

Now go all to the left, use rock hit, one on the left and select, the object is an ultraball. One on the left, one below and select and you will find a green part. With these objects in your possession, see one on the right, 10 above, all on the left, 10 above, 3 on the right, all above, use rock blow, follow all above, activate force, 2 above, one on the right, all above, destroy the rock, follow all above and select, the object is a fine sand.

Return all down, one to the left, 13 down, 2 left, 10 down, all right, 21 up, one left, destroy the rock, one to the left, one up and select, it's a part blue. From here you see one on the right, 8 below, one on the right, surfing, follow everything on the right and select, the object is a reflection. Go one on the right, surf, 2 on the right, all up (you will get out of the water) one on the right and select, it is a max elixir. Then everything on the left, use rock hit, 2 on the left, all above and select, it is a star piece.

With this object in hand see one below, 4 on the right, one above, 2 on the right, one above and select, it is a revive. After 2 down, all to the right, use rock blow, follow everything to the right, one below, destroy the rock, follow everything below, destroy another rock, all below and select, it is a restoration all. Return all above, all to the left, destroy the rock, 22 to the left, 10 above,

one to the right and select, it is a caramel.

Now go 4 to the right to go up some stairs, 5 to the right, 9 up, one to the left and select, it's a yellow part. All up to climb other stairs and select, is an antiderretir. One on the left, 2 above and select to catch a nugget. And finally, one to the right and down until you go down the stairs, then one down and to the left until you hear the sound of stairs. The music changes, since you have reached route 216.

Route 216

Pokemon that appear: Snover, Meditite, Sneasel, Graveler, Zubat, Snorunt,

On this route there is snow, and thanks to that the steps will sound. In addition, the weather will be snowy.

First see 5 on the left, 6 below, 12 on the left and select, it is a plus pp. With this object in hand, see 5 on the right, all above, all on the left, one above, all on the left and select, the object is a total cure. Return 7 steps to the right, all down and 6 to the left. battle!

Cool coach Maria, pokemon she uses: Golduck level 38, Sudowoodo level 38, Rapidash level 39.

When the defeat sees everything on the left, one below, everything on the left erda and select, the object is a revive. Return all to the right, one above, 7 to the right, 14 above, all to the right, one below, 3 to the right, all below, all to the right, 7 above, all to the left and select. battle!

Cool coach Dane, pokemon he uses: Ambipom level 39, Porygon2 level 40.

When you defeat it, you see one above and everything on the left. battle!

Cool coach Laura, pokemon she uses: Tropius level 42.

From this point you will be with the snow to the waist, so your steps will have to make them a little slower.

When the defeat sees 13 on the left. battle!

Skier Eduardo, pokemon using: Sneasel level 39,

You can now go at normal speed.

When you defeat it see 12 on the left and 3 above, you will have entered a house where you can heal by going 3 above, one on the left and select, it is an npc that will make you rest so that you heal your pokemon. Leave the house going 4 down.

Then go 4 to the left and 3 above. battle!

Cool coach Gregorio, pokemon he uses: Mr. Mime level 37, Scyther level 39, Dusclops level 39.

When you defeat it, see one on the left, all above, 6 on the right, all above, one on the left and all above. A dialogue begins with Brega who will release a bit of irrelevant talk and leave. by the way, you will have reached route 217.

Route 217

Pokemon that appear: Snover, Sneasel, Swinub, Snorunt.

First see everything above, one on the right and 5 above. battle!

Cool coach Gilberto, pokemon he uses: Electabuzz level 40, Magmar level 40.

When you defeat it see 14 above and select, the object is a revive herb. Then go 3 below, all to the left and select, it's a blue part. With this object in hand, see 18 on the right and 3 above. battle!

Skier Quico, pokemon using: Snover level 35, Snover level 36, Snover level 37.

When you defeat it, you see one on the right, 7 above, 2 on the left and select, the object is a

total cure. With this object in hand, see 4 below and 5 on the left. battle!

Ninja boy Acheron, pokemon he uses: Golbat level 39.

When you defeat see one on the right, one above and select, the object is an ultraball. After 3 above, 18 on the left and 4 above. battle!

Skier Julia, pokemon wearing: Snorunt level 39.

When the defeat sees one above, 2 on the left, all above, all on the left, one above, one on the right and select, the object is a nugget.

Now you will walk much slower thanks to the snow. When you have to go 22 down, 14 right and 25 up, go one step per second. Then you can go a little faster, but slower than normal. When you can go at normal speed I will say so.

Return all to the right, 22 below, 14 to the right, 25 above, all to the left, 2 above, one to the right and select, the object is iron. After 2 above, all right and select, is another iron. 6 above, 8 to the right and select, is an ultraball. With these objects in your possession, see 3 above and all to the left. battle!

Xian ninja boy, pokemon wearing: Skorupi level 37, Golbat level 37.

When you defeat it, already at normal speed see 2 above, 7 on the right and select, it is protein. 3 above, one on the right and select, is mt 07, hail. 8 above, 5 on the right and select, is a max repel. 8 to the left, 2 above and select, is mo 07, treparocas.

Now return 6 down, 3 to the left and up, you will enter a house. All up there is a mountaineer who, if you speak to him, will tell you that he has lost the mo 07, climbing. Your character tries to give it to you, but he gives it to you, and it also gives you an icy board. Leave the house going 3 down, then go 3 to the right, 3 up, all right and select to take a caramel. With this object in hand see 6 above, 2 on the right and select, it is a max potion. From here one to the right and one above. battle!

Dacio skier, pokemon using: Swinub level 36, Sneasel level 38.

When you defeat him go one to the left, 2 above, one to the right, 9 above, one to the left and select to catch a max revive. With this object in hand, see one on the left, all up to enter a house and speak, it is an NPC that will give you a spell. Leave the house going 3 down, to go 4 down, all left and 2 up. battle!

Skier Leire, pokemon using: Piloswine level 37, Glaceon level 37.

When the defeat sees one below, one on the right, 8 below, one on the right and select, it is an ultraball. Then go 2 to the right, all above, one to the left and one above. battle!

Karateka Avago, pokemon using: Croagunk level 37, Machoke level 37, Riolu level 37.

When you defeat it, go at a slow speed: one on the left, 10 on the top, all on the right and all on the top. battle!

Cool coach Olivia, pokemon she uses: Kirlia level 38, Buneary level 38, Seaking level 39.

When the defeat sees, already at normal speed, everything above, 3 to the right and 15 above, a dialogue will begin with your rival who will tell you that you need the medal of the city gym Puntaneva to climb the rocks that will allow you to reach Lake Agudeza. When the dialogue closes, see 2 above, all to the right, one above, all to the right, one below, all to the right, all above, all to the right and select to catch an ultraball. With this object in hand head to the city, 8 below and all to the right.

Chapter 28, part one: seventh medal.

Puntaneva city.

First fly to the pokemon center, or if you want to walk: 6 down, 13 to the right, 19 up, 8 to the right, 8 down and 4 to the right.

Locations

Pokemon shop: everything on the left, everything on the top, everything on the left, bottom, 5 on the left and one on top.

Entrance: 5 on the right, 7 on the top, all on the right, 8 on the bottom and 4 on the right.

Pokemon gym: all to the left, all above, 7 to the left and 4 above.

Entrance: 3 below, 8 to the right, 8 below and 4 to the right.

Exchange house (optional) all on the left, all above, 12 on the left, 11 above, 3 on the left, 6 above, 6 on the left and one above to enter. In this house you can exchange a medicham for a haunter, but it will be of no use since the pokemon will have an eternal stone equipped that will not allow it to evolve. Anyway, if you are interested in the npc one is going to the right and 2 up. The method is normal, you say yes and select the pokemon. Leave the house going all down, one on the left and one below.

Entrance: all to the right, all down, 3 to the right, 11 down, 13 to the right, 8 down and 4 to the right.

Guardian's house in parts (optional) all on the left, all above, 14 on the left, 11 above, 14 on the right, 6 above, 5 on the right and above to enter. The movements that can be learned here are: snoring, rancor, reinforcement, synthesis, leviton, last trick, speed and uproar. To know the necessary parts I recommend using the wiki, so as not to extend the guide so much. The tutor is going 2 left and 3 up. The method is the same as with any tutor, you select the pokemon, and then the available movements appear. To learn them simply press select on the movement you want, your character will deliver the parts and the rest you already know. Leave the house going 2 to the right and 4 below.

Entrance: all on the left, all below, 14 on the left, 11 below, 15 on the right, 8 below and 4 on the right.

Objects in the city (optional) The objects are two. The first one is going all to the left, all above, one to the left, 6 above, 7 to the right (listen to the steps carefully, since you will walk slower because you will sink in the snow) and select, the object is a caramel. With this object in hand you see everything on the left, 3 below, 4 on the left, 22 below, all on the right and select, it is an ultraball. Return flying to the pokemon center, or if you want to walk, 4 to the left, 19 above, 8 to the right, 8 below and 4 to the right.

Exit to Route 217: all on the left, all above, 7 on the left, 16 below, all on the left, 4 above and 2 on the left.

Entrance: one on the right, 4 below, all on the right, 16 above, 8 on the right, 8 below and 4 on the right.

That's it. When you're ready, go to the gym.

Pokemon gym in Puntaneva city.

Leader: Winter.

Type: ice

The puzzle of this gym consists of sliding to destroy snowballs and in this way reach the leader. As you have to slide, you have to do the steps and wait a few seconds, if you have played



Pokemon Crystal you will know what I am talking about, since the mechanics are the same as those of the ice puzzles there.

Let's start! First see 3 above, 2 to the right, wait a second for you to finish sliding and one above to push snowballs. After the sound see one above. battle!

Cool coach Perico, pokemon he uses: Glalie level 44.

When you defeat see everything on the right and one below. battle!

Cool coach Cristin, Pokemon wearing: Snorunt level 39, Snorunt level 40, Glalie level 42.

When you defeat it slide, waiting a second and a half after each step, 2 times to the left, 2 times down, now one to the left, wait 3 seconds, slide 2 times to the left (waiting a second and a half after each step) and one up. battle!

Cool coach Sergio, pokemon he uses: Snover level 41, Sneasel level 42.

When you defeat him, waiting a second and a half after each step, slide 3 times to the right (the second step will hit a snowball) one down, 2 times to the left, one down, 2 to the left waiting 2 seconds in Each step, down, 3 to the left, one up, wait 3 seconds and one to the right to destroy more snowballs.

Now wait 3 seconds at each step. One to the left, one below, 3 to the left, 2 above, one to the right and 2 below. battle!

Cool coach Nicolasa, pokemon who uses: Sneasel level 40, Snover level 41, Snorunt level 40.

When the defeat sees one on the right and select battle!

Cool coach Isaiah, pokemon he uses: Piloswine level 44.

When you defeat it, slide (waiting 2 seconds after each step) one down, 4 to the left, 2 up, one to the right, one down and one to the right to destroy a snowball. Then one on the left, 2 below, 2 on the left and one below. Now, if you want to go with the leader, see one on the right and everything above. If you want to gain a little more experience, go 2 to the left, one below, 3 to the right, 3 above, 2 to the right, one above and one to the left. battle!

Cool coach Alicia, pokemon she uses: Sneasel level 40, Sneasel level 43.

When you defeat it, if you need it, heal your pokemon with potions and slide towards the leader, waiting 2 seconds after each step. one below, 3 to the right and all above.

Leader Inverna, pokemon using: Sneasel level 40, Piloswine level 40, Abomasnow level 42, Froslass level 44.

When the defeat will give you the icicle medal, which will allow you to use the treparrocas mo out of combat. It will also give you the MT 72, Alud. Get out of the gym going down until you leave, go to the pokemon center, heal your pokemon and teach some treparrocas to someone.

Extra chapter: so many objects with a single mo?

Note: this chapter is optional, what I will do is take you to the different places where you can use the treparrocas mo to get objects, some valuable as the mt 16, ice ray. There will also be some battles. If you're not interested, look for chapter 28 in your text editor.

Note 2: you will need to carry on your pokemon team that they know the following mo: strength, rock hit, surf, flight and, of course, treparrocas.

First fly to Vetusta city and go to route 211. Once there, you must go to the crown mount. To do this, see one below and all right until you arrive. There may be a battle with Montañero Manolo, who will use a Geodude level 14 and Onix level 18. If it happens, when you defeat it, continue to the right until you hear the sound of stairs.

As soon as you arrive you see one on the right and select, it is an energy powder. With this object in hand, you see everything above, all to the right, one above, use rock hit, one above, 2 to the right, one below and select, it is an antifreeze. Follow everything to the right, one down and select, is another star dust. From here see 2 above, activate the mo force, follow everything above, all to the left, one above, all to the left and select, the object is mt 69, polish. Return all to the right, one below, one to the right, all below, one to the left, 2 below, all to the right, one below, 2 to the right, one below, use rock hit, one below, 7 to the right, one down and select, is a fleeing rope.

From here you see 11 above, one on the right, all above, one on the left, all above and on the left until you climb some stairs. Then one up, 5 on the left, a long way up and on the right until you climb other stairs. Finally go 5 to the right, 9 up and to the left until you go down some stairs, you will have reached route 216.

Once on the route (remember to move a little slower through the snow) go one to the left, 2 above, 51 steps to the left and one above. Or if you want a simpler path, but at the same time longer, one on the left, one on top, all on the left, 3 on the bottom, all on the left, 4 on top, 22 on the left and one on top. Use treparrocas, see one above, all right and select. battle!

Karateka Kenora, pokemon he uses: Machoke level 40.

When the defeat sees one above, all to the right, all above, all to the right and 2 above. Wait for me to see you and, battle!

Skier Belinda, pokemon using: Swinub level 36, Snover level 38.

When the defeat sees 4 on the left and 5 below. battle!

Skier Beltso, pokemon using: Snorunt level 36, Snover level 36, Swinub level 36.

When you defeat it, you see everything on the right, 3 above, 3 on the right, one below and select, it is a mental herb. With this object in hand follow one below, 6 to the right, all above, all to the right and select, is one more ps. Now go (a little slower) 5 below. battle!

Skier Andrea, pokemon wearing: Snover level 39.

When the defeat sees, already at normal speed, 3 to the right, all down and select, it is a max potion. And finally, 8 to the right, all above and select, is the mt 16, ice ray. Having obtained this mt, fly to Pradera city and go to route 213.

When you are on the route see everything on the right, 8 below, one on the right, use treparrocas, 6 on the right, one on the right, one on the right and select, the object is a plus ps. Then go one to the left, all down and select, is the mt 05, roar. Return 5 above, all to the left, climb, 10 to the left, all below, 2 to the right, surfing, all to the right, 4 above, all to the right, all below, all to the right, all below and 2 to the right. battle!

Swimmer Ania, pokemon using: Psyduck level 31, Azumarill level 35.

When the defeat sees everything on the right. ;j battle!

Sailor Paulo, pokemon he uses: Tentacool level 31, Pelipper level 31, Machoke level 34.

When you defeat him see one on the right, all above, surfing, one above, all on the right, one above and 5 on the right. battle!

Swimmer Breixo, pokemon using: Golduck level 32, Golduck level 34.

When you defeat it see 3 on the right and 3 above. battle!

Swimmer Maura, pokemon wearing: Fineon level 33, Pelipper level 33.

When the defeats see 6 above, one on the left and select, is a water stone. With this object in

hand, see one below, surf, follow everything below, 2 on the right, surf, all below, surf, one on the left to leave the sea, then 7 on the left, 2 above and select, it is a pearl big.

Return 2 steps down, all to the right, surf, all up, surf, all up, one to the left, all up, surf, 3 up, all left, one down, one left, all down, all on the left, surf, 3 on the left, all down and 15 on the left. battle!

Asier swimmer, pokemon who uses: 3 Gyarados level 32.

When the defeat sees one on the left, one above, all on the left (you will leave the sea) one above, one on the left, one above, one on the right and select, is a large pearl. Then 4 to the right, all above and select, is a max revive. Return 6 below, one on the right, surf, all on the right, one below, 14 on the right, all above, all on the left, one above, all on the left, 4 above, all on the left, 6 above and all left to get out of the sea.

Now is the time to get the hotel objects from Lake Value. To go there, see 5 above, all to the right, surfing, a long path to the right, all above, one to the left, one above, use treparrocas, one to the left, 2 above, use treparrocas again, each other the left, one up, climbs once more and select, is a solar stone. With this object in hand, see one below, climb, one on the right, one below, climb, one below, one on the left, climb, 3 below, 5 on the left, one above to enter a house, 2 above, 2 on the right and select to catch a max revive. Leave the house going 2 to the left, 3 down, and then go 4 to the right, one down, climb, 4 down, one to the right and select, it is a protein.

With these objects in your power, see everything above, climb, one on the left, all on top, climb, 21 on the left, all on top, climb, 5 on the left, 4 on top, one on the right, climb, all on the right, one below, climbs, everything to the right, one above, climbs, everything to the right, climbs, one above and select, is iron. Then see one below and select, it is the mt 85, comeueños.

Now fly to Caelestis village and go to Route 210.

When you are there, see 30 on the right, all below, 6 on the right, 6 below, 6 on the right, 20 above, all on the right, one below, one on the right, use treparrocas, all on the right and climb . battle!

Domadragón lago, pokemon that uses: Gible level 34.

When you defeat it see 6 below, 6 on the left, all above, 3 on the left and select, it is a day stone. Return all to the right, all below, 6 to the right, 9 above, 7 to the right, 6 below, one to the left and select, it is zinc. Now go one to the right and up to enter a house. It is the house of Grandma Ela who is one on the right and 2 above. This old woman will teach the attack comet draco to some pokemon you select (if you can learn it)

Note: to get to the house from the second wall (the one you climb before fighting with the coach) go all up, 7 to the right and 3 up.

Leave the house going all down, one on the left and one below, fly to the town (from flight option 3 on the left) and go to route 211. Being already on the route go all left, one below , all on the left, 10 above, all on the right, 2 above, 2 on the right, use rock blow, 2 on the right, one above, use treparrocas, all on the left and select, it is mt 29, psychic .

Finally fly to Rocavelo city, see 6 on the left, all below, 20 on the left, all above, use treparrocas, one above, one on the left and select, it is a slow incense. That's it, now fly to Puntaneva city.

Chapter 28, part two: Lake Agudeza. Battles in the headquarters of the galaxy team!

Go to Route 217, from there, go to Lake Agudeza.

Once on the route see 10 on the left, all above, all on the left, 2 below, all on the left, use treparrocas, 2 below and select, the object is a terrible fabric. With this object in hand, see one above, all to the left, one below and, waiting a second after each step (through the snow) 8 to the left and above until you hear the sound of entry / exit, you will have reached the lake.

As soon as you arrive there is a dialogue. It is your rival who has not been able to prevent the galaxy team from capturing Uxie and, right now, is talking to Commander Ceres. She, after insulting him and his pokemon, will say that he will go to the base in Rocavelo city. Then your opponent will say he needs to get stronger and leave. Before leaving, when the dialogue closes, you see everything above, surfing, everything on the right, everything on the top, everything on the left and select, the object is the 14 mt, blizzard. With this object in hand, you fly to Rocavelo city.

When you arrive in the city you should talk to a soldier who is near the galaxy headquarters. To do this, see 5 on the left, 7 below, 11 on the right, all above, 2 on the left, one above and talk. He is a team recruit who, seeing you, will remind you and run away, saying he doesn't know anything about any store keys. In that will come Handsome who will say that he has the secret key to access the door of the warehouse (that warehouse in which you have found the flight) and you must follow it there. But first, go all to the left, all above, 2 to the left, all above and select to get a rare candy. Now, to go to the warehouse return all down, 10 to the right, 4 down, 2 to the right, all down, one to the right, 4 down, 18 to the left, 10 up, 11 to the left, 12 up, 7 to the right and up to enter.

Once inside, go 4 steps up and a dialogue will begin with handsome who will open the door. Now, let the fun begin! but first see 4 above, one on the left and select, it is a night stone. With this object in hand go one up and 6 to the right to climb some stairs, then all right, one up and select. battle!

Recruit galaxy, pokemon using: Golbat level 41

When you defeat it, you see one on the left, all above, all on the right, all above, all on the right and select, it is zinc. With this object in hand, see 3 on the left, all below and all on the right. battle!

Recruit galaxy, pokemon using: Houndour level 38, Murkrow level 40.

When you defeat him, he sees everything on the right, everything up and on the right until he hears the sound of stairs, then everything up, everything on the right, one up and one on the right to climb other stairs. Then 3 on the right, all down and 8 on the left. battle!

Recruit galaxy, pokemon using: Glameow level 41.

When the defeat sees one on the left, all above and one on the right to step on a teleport panel (will make two sounds) then all above and select, it is mt 49, theft. Go back down until you hear the sound, 2 on the left to step on another panel, all on the right and all below to step on another panel, all above and 4 on the right to climb some stairs, and follow everything to the right. battle!

Recruit galaxy, pokemon using: Glameow level 37, Croagunk level 39, Murkrow level 38.

To your right there are some stairs that if you climb them, you will reach two doors that are currently closed. Then, you have to look for the key. To do this, when you defeat him see 2 on the left, 2 below, all on the left, 2 above to step on a panel, 7 on the right, all above, one on the right to climb some stairs, 3 below and all to the left. battle!

Scientist Fran, pokemon who uses: Kirlia level 40, Kadabra level 40.

When you defeat it, you see one below, all on the left, one on the top, one on the left and select, it is a strange disk. From here go 6 to the left, all up and one to the left to go down the stairs, 21 to the left, all down and select, is the mt 36, mud pump. Follow 9 to the left, all above and select, the object is the galaxy key. With it, you can open all the doors of the team headquarters. To the left is the door that leads to the exit, but do you remember that there were other closed doors? One of them can already be opened, before leaving go there.

Note: this is optional, what you get are a few battles and the 21 mt, frustration. If you're not interested, go 3 down, 5 to the left, one up and open the door (pressing select until you hear the sound you hear when you enter the pokemon center) then go 4 up, all left, 11 down and left until going down some stairs, 5 to the left and down until leaving the warehouse. Finally, look for chapter 29 in your text editor.

Return 3 down, all to the right, all up and to the right until you climb the stairs. Then 2 down, all to the right, one down, 5 to the right, all up and one to the left to go down the stairs, all to the left, 2 down and one to the left to step on a panel. You will have returned to the room that I have named before (the one with some stairs and the closed door on the right)

Now go to the stairs, 2 down, 11 on the right, 2 up and one on the right. Then everything below, everything on the left, again everything below, everything on the left and select. battle!

Recruit galaxy, pokemon using: Stunky level 41.

When you defeat it see one above, 2 on the left, all below and 8 on the right. battle!

Recruit galaxy, pokemon using: Murkrow level 39, Stunky level 39.

When you defeat it, go all the way to the right, 2 up and open the door. To do this press select until you hear the sound you hear when you enter the pokemon center, shop, etc. Then go 8 above, all to the right and select to take the mt 21, frustration. Now return to the exit, 7 to the left, all down, all left, 17 up, all right, one down, all right, one up, one to the right, 2 up and one to the left To go down some stairs.

From here, go 2 below, all to the left and 2 above to step on the panel, 7 to the right, all above, one to the right to climb some stairs, 4 below, all to the left, 2 below, 7 to the left, all up and one to the left to go up other stairs, and to go to the door all to the left, 6 down, 12 to the left, one up, open the door, 4 up, all left, 11 down, to the left until going down some stairs, 5 to the left and all down to leave the warehouse.

Chapter 29: more battles with the galaxy team. Rescuing the legendary!

Being out of the warehouse, head to the pokemon center. All down, 7 to the left, 12 down, 11 to the right, 10 down, 7 to the right, 7 up, 5 to the right and one up. Heal your pokemon and then go to the headquarters of the galaxy team, 5 to the left, 7 down, 11 to the right, all up, 3 to the left and up to enter. This is another entrance to the building, where you can get one more pp. One up, 2 to the right and select. Exit that part, (2 to the left and 2 below) to go to the other entrance, 3 to the left and up.

First see 6 on the left and all above, you will hit a closed door that you can open with the key obtained in the warehouse. You know, select until you hear the sound. Continue all up and to the left until you climb some stairs, then all down and all to the right. battle!

Recruit galaxy, pokemon using: Golbat level 40, Golbat level 38.

When you defeat it, see one on the right and one below. battle!

Recruit galaxy, pokemon using: Golbat level 39, Houndour level 39.

When the defeat sees 4 below, all to the right, all above (you will step on a transportation panel) and select, the object is a max potion. Then go 2 to the right and select to take a green part. Go back one down, 2 to the left, all down to step on another transportation panel (not counting the one you've stepped on before) go to the right, 2 up to step on another panel, 9 down, 3 left and select, it's a Max revive.

Return 3 to the right, up to step on the panel, all to the left, 2 down to step on the other panel, 13 to the left, all up and select. battle!

Scientist Anselmo, pokemon he uses: Porigon2 level 42.

When you defeat it, go all the way to the left and down until you step on a panel, all down and 4 to the left. A dialogue begins with Handsome who will tell you to observe the galaxy team meeting. Then there is an applause, and Elio's speech begins. This is what it says.

Comrades of the galaxy team! Listen to me My name is, as some of you will know, Helio. This world of ours is very primitive ... In a word, it is incomplete. There has always been, and always will be, a struggle for survival in the world. We humans, as well as Pokémon, are also incomplete. Being so deficient, we fight, we cause harm ... It's embarrassing. I hate all this imperfection. I hate with my whole body and my being that we are all so incomplete. The world should be perfect. The world must change. And then who will change it? The Galaxy Team. Yes, all of you. Together we have studied each myth in detail, to unravel its secrets. Together we have captured legendary Pokémon. Now Team Galaxy has got energy to change the world! The power of dreams is within our reach! You must understand, comrades! My most longed for dream, a new world, is about to come true. All those who go to Monte Corona, and those who stay here ...

Although our mission is different, our hearts beat together. Long live the Galaxy Team!

What a speech, eh? Anyway, at the end of Handsome, he will say that he must investigate this matter and leave. When the dialogue closes, you see everything on the left, above to step on a panel, 7 on the left, 2 above, 5 on the left and one below. You will collide with a bed where you can rest and heal your pokemon. From here you see everything on the right, 2 down, 5 on the right, all up and one on the left to go up some stairs, then one down and all to the left. battle!

Recruit galaxy (double battle) pokemon using: Croagunk level 38, Stunky level 38, Stunky level 38, Croagunk level 40, Glameow level 38.

When the defeats see everything on the left, one below, 8 on the left, 2 below, one on the right and select, the object is a nugget. With this object in hand see 2 above, 2 on the left, one above, one on the right to step on a panel, all above, all on the right and select, is a protein. Return all to the left, 2 down to p Isar that panel, 2 on the left to step on another, 2 on the left, all down and select, is an elixir max. Turn 2 up, all left, 4 down, 2 left, one up and select to get an elixir.

Turn 2 to the right, 8 above, all to the right, 2 above to step on the panel, 2 below, 2 to the left to step on another, all above and 5 to the right to climb some stairs, follow 6 to the right, one up, open the door with the key and go 4 up. A dialogue begins with Elio who will say that this speech has been pure lie, the only true thing was his intention to create a new world. But, that world is not for people from the galaxy team spider. He wants a new world just for him. He will also add that his minions are useless and incomplete and that he knows what you have come up with. He knows that your intention is to save the 3 legendary sinno, but since he doesn't need them anymore he tells you that, if you wish, you can free them. Then he says pure

nonsense about feelings, which seems odd that you want to rescue some pokemon that have nothing to do with you ... and challenges you to a battle!

Elio galaxy leader, pokemon using: Sneasel level 44, Crobat level 44, Honchkrow level 46

When you defeat him he will say nonsense about feelings and so on, but then, for your courage and strength, he will give you a master ball. He will say that he does not need it, since he is not like the other trainers who want to become friends with the pokemon. Nor is it like those trainers who use them as tools as the galaxy team does, he just wants his energy. Finally, he will say that if you want to rescue the legendary, use the panel of the next room and go to the crown mount.

And this is where it gets good!

When you defeat it, if you need to cure your pokemon (if you don't need it, look for the legendary word in your text editor) go 4 below, all left, 3 below to step on the panel, all right, 9 above, all to the right, one up, to the right to go down the stairs, and 3 down, 5 to the left, 2 up, 5 to the left and one down will be the bed.

To return see everything on the right, 2 below, 5 on the right, all above and one on the left to climb some stairs, one below, all on the left, 9 below, on the left until you step on the panel, all above, 5 to the right to climb the stairs, 6 to the right and 6 up.

Now is the time to rescue the legendary. Go all to the right, 6 above, 4 to the right, 2 below, one to the right and select, is a carafe. Follow everything to the right and 4 up to step on a panel. At last, the music changes! Go 5 to the right, 2 above and select, it is a whole restoration. Return 2 below, follow everything to the right, all above, 3 to the left and one above to enter through a door. In this room is Saturn, but the legendary are also found inside some containers. If you want to rescue them, you will have to defeat the commander. It is found going 2 to the left, 6 above, 2 to the right and one above. When you speak, he will say a few words and begin the battle!

Commander Saturn, pokemon using: Golbat level 42, Bronzor level 42, Toxicroak level 44.

When the defeat will tell you how to free the legendary. You have to press a button on a machine that is going up one. press select 3 times. When you release them, the trio will fly away. Saturn will say that Elio has forged a red chain with the crystals extracted from those 3 pokemon, he needed it to imprison something and to create something, Then he will leave. Leave the place going 2 to the right, all down, 2 to the left and one down to go down the stairs, then 7 down, all to the left and one down to step on the panel, and all down, 3 on the left, 7 down, 2 to the right and down to step on a panel that will transport you to the ground floor. To leave the place go one to the right and down to exit.

Chapter 29: Monte Corona. Throw column!

Note: I recommend going equipped to capture a legendary. You know, ultraballs, turn balls, healing objects, etc. And as always, remember to bring repellents! He also carries pokemon who know the rock, rock climbing, climbing, surfing and strength.

First fly to Pirita city and go to route 207. Once there, go all to the right, 10 up, 4 to the right, ride your bike, put the second gear, all up, disassemble, return 13 down and to the right until you reach monte corona.

As soon as you arrive see 2 above and select, it is an energy powder. With this object in hand you see one on the right, all down, one on the right and select, it is a revive. Then see 3 above,

all on the right, 5 below, one on the right, surfing, all on the right and select, it is a dawn stone. return all to the left, surf, 10 to the left (you will leave the sea) 5 above, all to the left, 17 above, 2 to the right, surfing, 10 to the right to exit the sea, 2 to the right, all below, all left and select, is a protein.

Come back to the right, all above, all to the right, 6 below, all to the right, one above, use treparrocas, 2 to the left, 4 above and one to the right to climb some stairs.

From here you see everything above, 7 on the left, all above, 2 on the right and select, it is a max repellent. Everything on the left, one above, one on the left, one above and select, is a red part. With this object in hand, you see one on the right, all below, again one on the right, all below, all on the left, all below, active force, a long way down, one on the left, one below and select, is a fleeing rope.

Then go 2 to the left, all above, one to the left, 8 above, all to the left, 13 below and to the left until you go down some stairs. Then go one to the left, all down, one to the right and select, it's a ball turn. 2 steps up, one on the left, use treparrocas, all on the left and select, is iron. Return all to the right, climb, follow everything to the right, 8 above, and to the right to return to the mountain, 3 to the right, all above, 6 to the right, 8 above, 7 to the left, 3 below, 3 to the right, all down, 4 to the left, all down and select, is the mt 80, avalanche.

With this object in hand you see everything above, 4 to the right, 11 above, 2 to the left, 2 above, one to the left and select, it is a max revive. Now go 2 down, all right, 3 up, all right, 3 down, all left, 2 up, all left, 5 up, 4 left, and one down. A dialogue begins with Handsome who will tell you to observe a hole. In its place was a wall that blocked the road to the top of the mountain, but now it is destroyed. After saying irrelevant things he will say that the galaxy team has to do with all this, but he is not within reach. He will ask you to stop them and give you a black flute. When the dialogue closes, you see everything on the left, one above, one on the left and 2 above to go up some stairs.

From here go 8 above and to the right until you hear the sound of stairs twice, then 3 to the right, 7 below, one to the right and select, it is a star piece. With this object in hand Return 7 up and 4 to the left to go down the stairs, one to the left and all up. battle!

Recruit galaxy, pokemon using: Stunky level 43.

When the defeat sees one up, 5 to the left, one up, all left, one down and select, it is a max repellent. Then follow 4 below. battle!

Recruit galaxy, pokemon using: Murkrow level 43.

When you defeat him go one to the left, all down, one to the right and 2 down to climb some stairs. The music changes, since you have reached the top of Mount Corona, snowy peak. The pokemon that appear here are:

Abomasnow, Medicham, Snover, Machoke, Chingling, Nosepass, Absol, Golbat, Noctowl.

First see one below, all to the right, 3 above and select, the object is a max potion. Follow everything up, use treparrocas, 8 on the right and one up to climb some stairs. Then one above, all to the left, use rock blow, one to the left, one below and select, is a yellow part. Then see one above, 3 to the left, all above, use rock hit, one above and select, it is a healing powder. Return 3 down, 7 to the right, 8 up, all right and select, it is a star dust.

With these objects in your possession, see 3 on the left, all below, one on the right and one below to go down the stairs, 8 on the left, one above, use treparrocas, 2 on the right and select,



it is an energy root. 9 on the right, 3 on the top, one on the right and select, is a star piece. Now go all the way down, 12 to the left, one down, use treparrocas, 11 to the left, 9 down, all to the left, one up, 2 to the left, 5 up, one to the right and select, it's a grass to revive.

From here go 4 to the left, all below, 3 to the right, one above, use rock hit, 2 above and select, it is a blue part. Return 2 below, 3 to the left, all above, one to the right and one above to climb some stairs, all above, use treparrocas and go 5 above. battle!

Recruit galaxy, pokemon using: Houndour level 40, Golbat level 40, Houndour level 40.

When you defeat it, see one above, one on the left, use rock blow, one on the left and select, it is a solar stone. Then 3 on the right, all up, 9 on the right and select, is a total cure. Now go 5 to the right. battle!

Recruit galaxy, pokemon using: Stunky level 42, Golbat level 40.

When you defeat it, see one on the right, 6 below, 12 on the right and select, it is an ultraball.

Then 9 on the left, 3 on the bottom, one on the right and select, is a max revive. With this object in hand, you see one above, all on the right, one above and one on the right to climb some stairs, all below, use rock blow, one below, one on the left and select, it is a star piece.

Return all up, all right, one up, 3 right, 20 up, 5 left and select, it is a moonstone. Then one on the right, one below, use treparrocas, 6 below and one on the right to climb some stairs, 6 above and one on the right. battle!

Recruit galaxy, pokemon using: Golbat level 43.

When you defeat it, see one on the right, use treparrocas, 16 on the right, all below, 15 on the left, 2 below, 10 on the right and select, it is a green part. Return 10 to the left, all above, all to the right and 12 above. Battle!

Recruit galaxy, pokemon using: Murkrow level 39, Glameow level 42, Murkrow level 39.

When the defeat sees one on the left, 3 above and select, it is a caramel. With this object in hand see everything above. battle!

Recruit galaxy, pokemon using: Croagunk level 38, Stunky level 40, Croagunk level 42.

When you defeat it, you see one above, all to the left, all below, use rock blow, one below, one to the left and select, it is a green part. Return 10 steps up, 4 to the right, all down, use treparrocas, 5 to the right, 9 up and select, it is a max potion. Go back all the way down, one on the right, use rock hit, one on the right and select, it's a star dust.

Now go 5 to the left, all down, one to the right, one down, use rock hit, 2 down, one to the right, use rock hit again, one to the right and select, it is a healing powder. Then one on the left, all below, use rock blow, 3 below, 3 on the left, all below, use treparrocas, one below, 3 on the left, use treparrocas once more and go 6 below and 2 on the left to Climb some stairs.

You're almost to the spear column! First see everything below, everything on the right, everything below, 3 on the left, everything below, everything on the left, use rock hit, one on the left and select, it is a star piece. Now return all to the right, all above, all to the right, 5 above, all to the left, all above, one to the left, use treparrocas, all to the left, all above, 7 to the left, 3 above, 7 on the right and select, it is a revive herb. With this object in hand, you see 12 on the right, 2 on the top, 23 on the left and select, it is a whole restoration.

From here you see 7 on the left, 3 above, all on the right and select, it is a star dust. Return 19 steps to the left, all down, 2 to the left and select, is an energy root. Then one up and 3 to the right to climb other stairs.

Just go up you see one on the right, 5 below, 7 on the right and select, it is an elixir max. Then everything to the right (you will go up other stairs) 7 down, 2 to the right, one down and select to take a whole restaurant. With this object in hand see one above, 2 to the left and 2 below. battle! Recruit galaxy, pokemon using: Houndour level 40, Glameow level 42.

When the defeat sees 7 below, one on the right and select, is a caramel. With this object in hand, see 6 on the left. battle!

Recruit galaxy, pokemon using: Glameow level 41, Golbat level 41.

When you defeat him go one down and to the left until you climb some stairs, then 3 to the left and 9 up. battle!

Recruit galaxy, pokemon using: Golbat level 39, Croagunk level 40, Murkrow level 41.

When the defeats go up until you climb the last stairs. The music changes, as you have reached the spear column.

First see 5 above. A dialogue is presented with some recruits from the galaxy team who challenge you to a battle!

Recruit galaxy, pokemon they use: Stunky level 41, Croagunk level 39, Glameow level 41, Croagunk level 43.

When the defeats will say nonsense, close the dialogue and see 16 above. There is a dialogue with the commanders Venus and Ceres who will want to fight with you, in that will come your rival who wants revenge on Ceres and decides to fight with you. battle!

Commander Venus and Commander Ceres (double battle) pokemon using: 2 Bronzor level 44, 2 Golbat level 44, Skuntank level 46, Purugly level 46.

When they defeat them he will heal your pokemon and leave. Then, Elio will use the red chains and make Dialga and Palkia appear and in turn, the legendary lake will appear to stop them.

When the music stops Elio will continue to say some things, Giratina's shadow will appear, open a portal to the distortion world, take Elio, Dialga and Palkia and disappear. Then Cintia will arrive, the lake pokemon will enter the portal and she will give you some clues to advance.

Finally, the dialogue will close.

Chapter 30: Giratina and the distortion world. Defeating the galaxy team!

Note: in this world you have to take platforms that will make a volcano-like sound. I just want to clarify that, if I say everything on the right, it is on the right until the wall hits. When I have to go to some direction until I take a platform, I will say so. This is because there are more than 2 platforms and, to avoid having to say, on the right until you take a platform, continue on the right until you take another ... Before moving on, make sure that the sound you hear when you use a platform already don't ring That said, let's continue! Go to the right and speak until you hear a sound, you are entering through the portal. Then Cintia will say that you must look for Giratina so that the distortion does not reach the column or crush the same distortion world. When the dialogue closes, you see everything on the left, everything below, everything on the left and 4 below. A sound will be heard as you have stepped on a block and another dialogue with Cintia will be presented. He will say that he seems to move if you step on it at a predetermined point. When that dialogue is closed, see 2 below, a kind of tremor will be heard and then Cintia will say irrelevant things, close the dialogue and see everything on the left, everything below, everything on the left, one below and one on the left. You will hear the shout of one of the lake pokemon who will help you find Giratina, giving you clues. Close the dialogue.

From here you see everything on the left, one above, all on the right, one below, again all on the right, one below, all on the right, 2 above, 12 on the right (waiting a second after each step) and 2 above (already normal).

Then go up until you reach another platform (trembling sound) 2 above, all to the left, all above, one to the right and speak. It is Cintia, after saying unimportant things will say that the best option is to separate and look for it.

When the dialogue closes, you see everything on the right, one below and everything on the right. Then all down, to the left until you go down to another platform, 2 down and to the left until you go down, then go 2 to the left and up until you go down.

Now go all up, all right and 2 down to go down, 2 right to go down, all down and, after you hear two strokes, a dialogue will be presented with elio who will say that the shadow pokemon is not there . Skip the dialogue with x, since in a moment it will ask you if you know what genes are and you will have to say yes.

When that dialogue is closed, see everything below, everything on the right, everything on the top, 8 on the right (waiting a second after each step) and normal everything on the bottom, everything on the right, 2 on the bottom, everything on the right, everything on the right , 2 to the right and up until down.

From here you see everything below, everything on the left, everything above, everything on the left, everything below, 2 on the right and everything below (you will hear the shout of the second pokemon of the lake)

Close the dialogue and follow everything below, Activate force, everything below, everything to the right, everything below, 2 to the left and down to fall.

Then 10 up (waiting a second after each step) and normal one on the left, one below, activates force, all below, one on the right, one below, one on the left (close the pokemon shout dialogue) and down until down.

Now everything below, everything on the left, 2 above, on the left until you hear the scream, close the dialogue and follow everything above, all on the left, all below, one on the left, one below, one on the right, active force, one on the right (wait for the rock to fall) and return 2 steps to the left, one up, 2 left, all down, one left, all down, 2 right, 3 down, all on the right, all down, all on the right, 3 up and left until down.

Then everything below, everything to the left, everything above, everything to the left, everything above, everything to the right, everything above, one to the right, everything above, everything to the left, everything above (you will hear the scream of Giratina) all to the right, 2 below, all to the right, all above, all to the right, all below, all to the left, all below, all to the left, all below, all to the right, all below, 3 to left and down to fall.

From here you see everything below, everything on the left, 2 above, all on the left, all below, all on the right, 5 above, all on the right, all below, 2 on the left and up until you go down.

Then everything below, everything to the left, everything above, everything to the left, everything above, everything to the right, one above, all to the right, one above, activates surfing, one above and to the right until you hear the scream.

Almost there! all above, all to the right, all above, all to the left, all above, use surf, 9 above (remember to move fast because you are in the water) and to the right until you go down a waterfall.

When the sound is no longer heard see 10 above, all to the left (you will leave the sea and hear the shout of one of the pokemon of the lake, remember to close the dialogue when this happens) follow everything to the left, activate force, all at the left, all above, all to the left, 2 below, all to the left, all above, one to the left and all below.

Then all to the left, 4 above, 5 to the left, one above, one to the left, active force, all to the left, one below, one to the left and one above.

When the rock falls, close the dialogue and see 13 on the right, all above, all on the right, 4 below, 6 on the right, one below, one on the left, one above, 2 on the left and below.

Close the dialogue and go 4 to the left, all down, 7 to the left, all down and talks. It is Cintia who will say that the lake pokemon are gone, skip that dialogue and go down until it falls.

You have already reached the place where Giratina is, is what Cintia will say. Close the dialog and go up for about 5 seconds. A talk will be presented between Elio and Cintia, close the dialogue, see one above and talk. It is Elio who, after saying a few words, will challenge you to one, battle!

Elio galaxy leader, pokemon using: Houndoom level 45, Gyarados level 46, Weavile level 48, Crobat level 46, Honchkrow level 47.

When defeating him, he will say that you will not be able to with Giratina since you are in his world and blah blah blah ... followed by this, Cintia will say some unimportant things and heal your pokemon. Then he will continue to say irrelevant things about Giratina, that you will have to defeat him or capture him to save the world, etc ... skip the dialogue with z and when it closes, go for Giratina. To do this, go up until you hear the cry of the pokemon, close the dialogue and continue up until you hear a kind of shriek (heard after the flight sound) and press select until the battle begins!

Giratina will be at level 47, and in its original form. In this way he has the ability Levitation. I do not recommend using the master ball to capture it. What I do recommend is using turn balls or ultra balls.

When you capture or defeat Elio will release a speech, skip the dialogue with z and when it closes, go up one and press select until you hear a sound, you will enter through a portal that has allowed you to return to the normal world. The portal has left you at the Farewell source. Upon arrival, Cintia will thank you and tell you to go see Professor Cerbal, who was worried about you.

When the dialogue closes, it flies to Pueblo Arena. If you need it, heal your pokemon and go to the laboratory, 9 on the left and one on the top. When you enter, a dialogue begins with the teacher who will congratulate you on what you have done and will add that the lake pokemon have already returned to their respective lakes. Then he will say that you are missing the Marina city medal and the dialogue will close. Leave the laboratory going one down, fly to Pradera city and go to route 213.

Chapter 31: route 222 and Marina city. Go for the last medal!

Your next destination is Route 222, which is located east of Lake Valor. To go to the lake, once on the route see everything on the right, everything below, 10 on the left, 14 below, everything on the right, surfing, everything on the right, all above, 12 on the right, all above, one on the right and up until you hear two input / output sounds. Now, to get to the route see one on the left, all above and 31 on the right.

## Route 222

Pokemon that appear: Electabuzz, Magnemite, Magnetron, Wingull, Pelipper, Chatot, Luxio, Floatzel

When you get to the route go all right and 9 above. battle!

Child well Borja, pokemon he uses: Luxray level 45.

When you defeat it see 4 above, 3 to the right and everything above you will collide with wiki berries. On the right and above you will hit Ango berries. To the right and above there are Guaya berries. And finally, on the right and up there are Ispero berries. Return 3 steps to the left, all down, one to the right and select. battle!

Sunday climber, pokemon using: Magikarp level 42, Gyarados level 45.

When you defeat it see one above, 4 to the right and select, it is a pearl. Then one down, all right and select. battle!

Fisherman Samuel, pokemon he uses: Magikarp level 41, Gyarados level 42, Remoraidd level 41, Finneon level 41.

When you defeat it, you see one above, 13 on the right, 2 below, one on the left and select, it is a heart scale. With this object in hand go 2 to the left and select. battle!

Candido fisherman, pokemon using: Magikarp level 43, Finneon level 42, Feebas level 42.

When you defeat it go all right and select. battle!

Pescador Urdinso, pokemon that uses: 2 Gyarados level 43, Remoraidd level 40.

When you defeat it, see one above and 6 to the right. battle!

Lola shirt, pokemon wearing: Remoraidd level 44.

When the defeat sees one below, all to the right, one below, use rock hit, follow 4 below, 6 to the right, 3 above, 3 to the left and select, it is a restau all. 5 on the right and select, is a mini mushroom. Then see 2 above, 2 on the left and select, it's a fast ball. Finally see everything below, everything on the right, surfing, one below, everything on the right, everything above, 2 on the left, 4 above and select, it is a large mushroom.

With these objects in your possession, return all down, surf, all on the left, one up to leave the sea, 8 on the left, 5 up, 10 on the left, one up, one on the right and select, it is a scale heart.

From here see 4 on the right, all above, one on the left and select, is a plus pp. Then go 3 below, 4 to the left and ONE above, you will have entered a Pikachu fan club. Here you can have a battle with a coach dressed as Pikachu, he is going 2 to the right, 4 to the top, ONE to the left, one to the top and select. battle!

Pokéchica Mari, p using okemon: 2 Pikachu level 42.

When you defeat it, leave the building, one on the right, everything below, 2 on the left and one below. Then see one below, all on the left, one on top, 10 on the left, 7 on top, 4 on the right, 3 below, all on the right and select, it is a whole restoration. With this object in hand, return all to the left, 4 above, all to the right and select. battle!

Bella Irati, pokemon she uses: Lopunny level 45.

When the defeat sees one above, 10 to the right, all above, all to the right, one below, all to the right, one below, use cut, all below, one to the right and select, it is a fuel. Go back one to the left, 9 up, 30 left and select, it's an ultraball. With this object in hand see 14 on the right, all above, all on the left, all below, 8 on the right, all below and speak. It is an npc that will give you the mt 56, launch. Then see 21 on the right and one below. battle!

Migue and Mariner Marc (double battle) pokemon using: Mantyke level 45, Remoraïd level 44.  
Note: this battle can be presented simple, this being the case you will first face Playero Migue who uses Remoraïd and as soon as the battle is over, the other will begin with the sailor Marc who will use Mantyke.

When the defeats see 4 below, all right and select. battle!

Sailor Luar, pokemon he uses: Wingull level 41, Machoke level 42, Gastrodon level 43.

When you defeat it, see one below, all on the right, 4 below and on the right until you hear two entry / exit sounds, you have arrived in Marina City. As soon as you arrive, a dialogue is presented with Fausto, a member of the high command, who will say that the gym leader has lost his enthusiasm since he does not find opponents that are at his height. For this reason, he will ask you to give him a decent fight to recover his enthusiasm and he will leave.

Marina City

First see everything on the right, 2 above, 15 on the right and 3 above you will be at the entrance of the pokemon center.

Locations

Pokemon Store: 5 on the left, all above, 2 on the left and one above.

Entrance: 2 on the right, 16 on the bottom and 5 on the right.

Pokemon gym: 5 on the left, 15 on top, 4 on the left, all on top, 18 on the right, 12 on top, 24 on the left and up until you enter.

Entrance: 3 below, 24 on the right, all below, 18 on the left, all below, 4 on the right, 15 below, 5 on the right and one above.

Exit to route 222: 3 below, 15 on the left, 2 below and on the left until 2 input / output sounds are heard. If you want to train on this route go 3 above, all on the left, 2 above, all on the left and move up and down, and when you finish, fly to Marina City (from flight option 3 on the right)

Entrance: all to the right, 2 above, 15 to the right and 3 above.

Departure to Route 223: 5 on the left, all above, 4 on the left, all above, 2 on the right, all above, 2 on the right, all above and surf.

That's it.

First things first, the gym! Although, do you remember that the leader no longer wanted to fight? Well, you have to go find it. In passing I will take you to some objects scattered around the city. In total there are 3 objects. The first is going 5 to the left, 15 above, 4 to the left, all above, 2 to the right, 4 above, one to the right and select, is a Fuel. Then go 4 down, 16 to the right, 12 up, 5 to the right, all down, 8 to the right, all down, one to the left and select, it's a stone. Finally see 2 on the right, 6 on the top, one on the right, one on top, 13 on the left, 19 below, 15 on the right, one below, one on the right and select, is a thunder board.

Close the dialog that appears when you take a table and go 2 to the left and 2 above, you will have entered the lighthouse vision and taken an elevator. The leader is going 3 to the right, 6 up and 2 left. When you talk to him, he will go to the gym. Exit the lighthouse going 2 to the right, 6 down, 3 to the left and one up to take the elevator, then fly to the pokemon center. Or if you want to walk, all to the left, 15 above, 7 to the left, 12 below, 16 to the right and 3 above, you will be at the entrance.

Get ready for your last gym battle and when you're ready, go to the pokemon gym. When you make 2 steps up after going 24 to the left, you will collide with faust. If you talk to him he will say

that the leader has returned and, after wishing you luck and all that stuff, he will leave. Go to the gym going up to enter.

Marina city pokemon gym.

Leader: Lectro.

Type: electric

The puzzle of this gym consists of stepping on the correct buttons to move through different doors until you reach the leader.

First go all up and 5 to the right to step on a button. Then 3 down, 5 on the left, 3 up and 5 on the left to step on another. From here see 5 on the right and 4 above. battle!

Schoolgirl Tiara, pokemon she uses: Pachirisu level 47.

When the defeat sees 2 above to enter through a door, then 3 to the left, up to step on a button, one on the left, one on the right to step on it again, and finally one up and one down to step on it once more, since it was necessary to step on it 3 times. Then go 5 to the right, all down, 9 to the left, all up and 2 to the right. battle!

Pepito school, pokemon that uses: Magneton level 47.

When you defeat it, you see everything on the right, down until you step on a button, all on the right until you step on another, 5 below and 3 on the right. battle!

Paco guitarist, pokemon who uses: Magnemite level 44, 2 Luxio level 44.

When you defeat it, see one below, one on the right, all on the top and 3 on the left. battle!

Pokéchica Marieta, pokemon he uses: 4 Pikachu level 42.

When the defeat sees 3 on the left and one above to enter through a door, then 4 above and 5 on the right. battle!

Guitarist Ariel, pokemon using: Raichu level 47.

When you defeat it, go 5 to the left, 3 up and to the right until you step on a button, 3 down, 5 to the left, 3 up and to the left until you step on another, and then go 5 down. battle!

Cool coach Dafne, pokemon he uses: Electabuzz level 47, Raichu level 48.

When the defeat sees 2 down, 4 to the left, all up, one to the right and select. battle!

Miller guitarist, pokemon who uses: 2 Luxio level 45.

When you defeat it, see one below, all to the right, 4 below to step on a button, one below and one above to step on it a second time, 5 below, all right, 5 above, 5 to the right and below until stepping on a button, and then go for the last coach, all up, all right, all down and select. battle!

Cool coach Zacarías, pokemon he uses: Electabuzz level 47, Magneton level 48.

When you defeat him go for the leader, one on the left, all down, 9 on the left, 7 up and 5 on the right to step on a button, then 3 down, 2 on the right, again 3 down, 2 a right, all above, all to the left, 5 below, all to the left and all above. When you speak to him, after saying a few words the battle will begin!

Leader Lectro, pokemon he uses: Jolteon level 46, Raichu level 46, Luxray level 48, Electivire level 50.

When you defeat him, he will give you the beacon medal. With it, you will obey the pokemon of any level and you can use the mo waterfall out of combat. In addition he will give you the mt 57, lightning load.

Exit the gym going 4 down, all to the right, 3 up, 4 to the right, all down, 9 to the left, all down, 6 to the right, 9 down, one to the left, one up, 4 to the left, all down, to the left until a button is

pressed, one to the left, one to the right to step on it a second time, one below, one up to step on it for the third and last time, 5 to the right and down to exit. Then go to the pokemon center and heal your pokemon.

Chapter 32: Route 223 and Victoria Street. Sinno League, finally!

Having won your eighth and last medal, get ready to go to Route 223. Remember to bring a pokemon that can learn waterfall, and healing objects as there will be many battles. When you are about to arrive there will be a dialogue with your rival who will admit that you are stronger than him and will leave, go skipping the dialogue with z. Then Yasmina, the gym leader of Olivo city will arrive and will give you the mo 07, waterfall.

When the dialogue closes, you see one to the right, all above, one to the left, one above, surf, 7 above, all to the left (you will leave the sea) one above and select, it is a flake heart. With this object in hand you see everything above, one on the right, surfing, 6 on the right and 4 on the top. battle!

Swimmer Miranda, pokemon wearing: Lumineon level 45.

When the defeat sees one above, 7 to the left and 8 above. battle!

Swimmer Zumaia, pokemon using: Bibarel level 43, Azumarill level 43.

Now it is time to make a detour to get a mt. If you are not interested go 1 on the left, all above and look for the line of the next coach.

The mt is going 15 above, all to the left, all below, all to the left, 3 below, all to the left, all above, all to the left, all above, 3 to the right and all above (you will leave the sea ) Then 2 to the right and select, is the 12 mt, rain dance.

Return 2 steps to the left, all down, surf, follow everything down, 3 to the left, all down, 2 to the right, all down, all right, all up, again all right, all up, 7 on the right and all above. battle!

Oscar swimmer, pokemon wearing: Mantyke level 41, Remoraid level 42, Mantine level 43.

When you defeat it see everything above. battle!

Swimmer Cornelio and Marine Swimmer (double battle) pokemon using: Marill level 41, Wingull level 40, Wingull level 42, Octillery level 44, Golduck level 43, Pelipper level 44.

When the defeats see 8 above and 3 to the left. battle!

Swimmer Ricardo, pokemon he uses: Tentacruel level 45.

When you defeat it see 15 above. battle!

Swimmer Cira, pokemon using: Wingull level 42, Seaking level 44.

When the defeat sees 5 above and 6 on the left. battle!

Swimmer Gil, pokemon wearing: Floatzel level 43, Tentacruel level 43.

When you defeat it, see 7 on the right, all above (you will leave the sea) and one on the left. battle!

Sailor Dimas, pokemon he uses: Pelipper level 40, Gastrodon level 44, Machoke level 42.

When you defeat it see 4 on the right, 7 on top, one on the left and select, it is an ultraball.

Return 7 steps down, 8 to the left and select, it is a heart scale. With these objects in your possession, see everything on the left, one below, surfing, 5 on the left, everything above (you will leave the sea) surf once more, 6 on the right and 6 on the top. battle!

Gaietana swimmer, pokemon wearing: Golduck level 45.

When the defeat sees everything above and select, it is a diving ball. With this object in hand, see 7 on the right. battle!



Candela swimmer, pokemon wearing: Lumineon level 44, Pelipper level 42.

When the defeat sees one on the left, all below, all on the right, one below, all on the right, all below, all on the right, a long way down, all on the right and select. battle!

Francisco swimmer, pokemon wearing: Tentacool level 41, Golduck level 45.

When you defeat him go for the last coach, all above, all to the left, one above, all to the left, all above, 3 to the left, all above (you will leave the sea) all to the right, 2 below, one on the right and select, it is a caramel. Return 2 above, all to the left, one below, surf, 7 to the left and all above. battle!

Swimmer Tabor, pokemon he uses: Gyarados level 45.

When you defeat it, you see everything above, everything on the right, everything above, use the mo waterfall, 3 above (you will get out of the water) and the music will change, since you have reached the pokemon league, before Victoria Street.

Before continuing, go 6 to the left and 2 above, you will enter the pokemon center. Heal your pokemon if you need it, leave the pokemon center and go 8 to the right and 2 above, the music changes as you have reached Victoria Street.

Victoria Street

Pokemon that appear:

p1: Graveler, Onix, Rhyhorn, Rhydon, Golbat, Steelix, Gabite,

p2: Steelix, Magnetron, Graveler, Golbat, Onix, Gabite.

p1b: Azumarill, Floatzel, Graveler, Onix, Golbat, Steelix, Gabite.

First see everything above, 3 on the right, all below, use treparrocas and everything on the left. battle!

Medium Telemachus, pokemon using: Haunter level 43, Gengar level 46, Gardevoir level 46.

When you defeat it, see one below, 2 on the left, all above and select, it is mt 41, torment. With this object in hand, return all down, 11 to the right, one up, use treparrocas, follow 2 up, 15 to the right, all down, all left and all up. battle!

Ornithologist Paloma, pokemon using: Noctowl level 45, Togetic level 47.

When the defeats see everything above and select, it is a max repel. Then go all down, 5 on the right, 18 on the top, all on the right, one on the bottom, use treparrocas, one on the bottom, all on the left, 2 on the bottom, 12 on the left, all on the top and 3 on the left. battle!

Cool coach Tamara, pokemon she uses: Blissey level 45, Glalie level 46, Magnezone level 48.

When the defeat sees one on the left, all above, one on the right and select, is a nugget. Then go 11 down and to the left until you climb some stairs.

Victoria Street P2.

Note: Remember to walk a little slower after pushing a rock, only if they are exact steps.

Note2: this is optional, it is to obtain an elixir max. I make it optional because it is necessary to use the bike, if you are not interested go 4 to the left, all down, use rock hit and look for the optional word in your text editor.

First see everything on the left, use rock hit, follow everything on the left, activate force, 2 on the left, one below, 6 on the left, one above, all on the right, ride your bike, go all down and , with the second gear go up, and before hitting the wall you will have to go to the left. the way to press would be the same as taking 2 steps on the bike, that is, 2 up and, quickly, all to the left. If you do it right it will make a shortcut sound.

Then go all up, if you want to disassemble, 2 down, all right, use rock hit, reassemble and, using the first gear go all right. Now if you want to disassemble, go 5 above, all left and select, it is the elixir max.

From here go 4 below (remember to wait half a second after the shortcut sound, in this case, after doing two steps) ride the bike, make sure you have the second gear, go all right, all down, disassemble, you have one step to the left, one down and use rock hit.

This is no longer optional.

Once the rock is destroyed, see everything below, one on the right, everything below, everything on the left, everything below and everything on the left. battle!

Cool coach Omar, pokemon he uses: Mamoswine level 45, Rampardos level 48, Mothim level 46.

When you defeat it, see 2 below, 2 on the left, 2 below, one on the right, use rock hit, one on the right, 2 above, one on the right, all above, 5 a the right, 3 above and select, is a caramel. With this object in hand, see everything below, 5 on the left, all below, 3 on the right, 2 below, use rock hit, 2 below and 2 on the right. battle!

Cool coach Carmen, pokemon she uses: Clefable level 47, Torterra level 48.

When the defeat sees one above, all to the right, one below, 3 to the right (in the second step you will push a rock) and all above. battle!

Veteran Eusebio, pokemon he uses: Staraptor level 47, Lickilicky level 47.

When you defeat him go one to the left, 7 up and to the right until you go down some stairs.

Victoria street p1b.

Note: this is optional, it is to get some objects and have a double battle. If you're not interested, look for the optional word in your text editor.

First go one to the left to return to the second floor, then one to the left, all down, one to the right, 2 down, activate force, 2 down, all right, one down, 10 right, all up , 9 to the right and select, it is a restau everything.

Follow one step to the right, all above, all to the left, one below, one to the left, use rock blow, one to the left, 2 below, all to the left, all above, one to the right, all above , all on the right, all below, all on the right, all above, all on the right, 2 below, all on the right, one above, ride your bike and, with the second gear, see everything on the left, one Above and select, it is a restau everything.

Now dismount, see 2 below, all right, all above, all right, 2 below, all right, all above, all right, 2 below, 5 on the right and all above. battle!

Duo Naga and Noa (double battle) pokemon they use: Ambipom level 50, Staraptor level 50.

When the defeats see everything above, one on the right, ride your bike, put the second gear and go left until you hear two shortcut sounds. If you hear 3, you have done it wrong, since you have to cross only two ramps. Then if you want to disassemble your bike, go all up, 2 on the left, one down and select, it is the mt 71, sharp rock. Reassemble, go all right, all down and with the first gear, all left. Then disassemble.

From here you see everything below, 15 on the right, all below, all on the left, 2 above, all on the left, 2 below, all on the left, 2 above, all on the left, 4 below, all on the left and everything below.

Then go to the stairs, all on the left, one up, 7 on the left, all up, one on the left, 4 up and on the right until you go down.

This is no longer optional.

First see 16 on the right, one below, use treparrocas, all on the left, all above, all on the right and select. battle!

Karateka Aitami, pokemon he uses: Machop level 48.

When you defeat it, see one below, 5 on the right, one above, one on the right and select, it is an ultraball. With this object in hand follow everything to the right, everything above, surf, everything to the right and everything above. battle!

Medium Astrid, pokemon that uses: Chimecho level 44, Dusknor level 46, Absol level 46.

When the defeat sees one above, surf, all on the right, one below (you will leave the sea) all on the right, all above and select, is an ultraball. Then go one down and one on the left. battle!

Cool coach Íñigo, pokemon he uses: Rhydon level 47, Carnivine level 48.

When you defeat it, you see one on the right, everything below, surfing, follow everything below, everything on the left and select, it is a heart scale. 4 on the right, 4 below, all on the right and select to take a calcium. With these items in your backpack go 5 on the left, all down and 5 on the right. battle!

Duo Cain and Ka, pokemon he uses: Rapidash level 50, Lumineon level 50.

When the defeats see one below, all on the left, one below, surfing, all on the left, one below, all on the left and select, is a caramel. Return all to the right, surf, follow all to the right, all above, 6 to the left, all above, surf, all above, 4 to the left, one above, surf, all above, use waterfall, 5 above, 12 on the left, down to mount another waterfall, follow everything below (you will leave the sea) and select, it is the mt 59, dragon pulse.

With this object in hand, see one above, surf, all above, use waterfall, all above and all to the left. battle!

Domadragón Rodrigo, pokemon he uses: Albataria level 45, Gabite level 47.

When you defeat it, see one on the left, surfing, all on the left, all on the bottom, one on the right, all on the bottom, 2 on the right, one on the bottom, one on the left, one on the top and select, it is an elixir max. Then go 3 up and to the left until you go down some stairs.

Victoria Street p1.

This is the final part, there are only a few battles and some cool objects.

First go all left, all down and select, it is a sharp claw. Return 13 above, 12 to the right, 8 below, all to the right, 4 above, 10 to the right, all below and select, is zinc.

Having obtained these two main objects returns all above, 10 to the left, 4 below, all to left, 7 up, one to the right and select. battle!

Veteran Edgar, pokemon he uses: Porygon-Z level 46, Tangrowth level 46, Empoleon level 46.

When you defeat it, you see one above, 3 on the right, 14 below, 7 on the left, one above, use treparrocas, all above, all on the left, 5 above and on the left to climb some stairs. Then one above, all to the left, active force, one to the left, 2 below, 2 to the left, 2 above, one to the left and select, is the mt 79, shady pulse.

Go down the stairs going to the right until you hear the sound, follow everything below, everything on the right, 2 below, wear treparrocas, everything on the right, one up, 9 on the right, one up, use treparrocas again and see one up to defeat the last coach. battle!

Domadragón Iker, pokemon that uses: Gible level 43, Swablu level 45, Gabite level 47.

When you defeat it, you see everything above, one below and to the left until you go up the

stairs, the music changes, since you have reached the pokemon league, after Victoria Street.

Go to the pokemon center,

First see 13 on the left, 2 above, one on the right and select, it is a sky board. Close the dialogue and see everything above, one on the right, one above, surf, follow all above, use waterfall, follow all above, 5 on the right and 2 above to enter the pokemon center of the league.

Here the order of things is different, so I will put locations. This time the entrance will be, precisely, the entrance of the pokemon center, without leaving since everything is in that place.

Nurse joy: 7 on the left and all above.

Entrance: 8 below and 7 on the right.

pc: 3 on the left and all above.

Entrance: all down and 3 to the right.

Store clerk number 1: 6 above, 5 to the right and 2 above. He sells the following.

Pokeball, 200 Pokémon.

Super ball, 600 Pokémon.

Ultra ball, 1200 pokéyen.

Potion, 300 Pokémon.

Super potion, 700 Pokémon.

hyperpoción, 1200 pokéyen.

Max potion, 2500 pokéyen.

Restau everything, 3000 pokéyen.

Revive, 1500 pokéyen.

Antidote, 100 Pokémon.

Antiparaliz, 200 pokéyen.

Wake up, 250 Pokémon.

Antiquemar, 250 Pokémon.

Frost, 250 pokeéyen.

Total cure, 600 Pokémon.

Rope run away, 550 Pokémon.

Repellent, 300 pokeéyen.

Super repel, 500 pokéyen.

Max repel, 700 pokéyen.

On the right and above is the second employee, sell the following.

Sana ball, 300 Pokémon.

Ball mesh, 1000 pokéyen.

Nest ball, 1000 pokéyen.

Sunset ball, 1000 Pokémon.

Fast ball, 1000 pokéyen.

Turn ball, 1000 pokéyen.

Gathering ball, 1000 pokéyen.

Luxury ball, 1000 pokéyen.

Entry: 2 below, 5 to the left (6 from the second employee) and 6 below.

The recommended level for the league is 50 up. If you need to train, fly to the pokemon league, before the victory road and train there. Go all up and move from left to right, and when you want

to return to the center pokemon stick to the wall on the left, 2 on the right, down until you go down the stairs, one below, 9 on the left and one above. When you finish, fly to the pokemon league. Another option is to use the rare candies, which are more than 10. When you are ready go, from the entrance, everything above. Simply put, your opponent will challenge you to one, battle!

Rival, pokemon that uses:

If you chose Chimchar: Staraptor level 48, Rapidash level 47, Empoleon level 51, Roserade level 47, Heracross level 48, Snorlax level 49.

If you chose Turtwig: Staraptor level 48, Floatzel level 47, Infernape level 51, Roserade level 47, Heracross level 48, Snorlax level 49.

If you chose Piplup: Staraptor level 48, Floatzel level 47, Torterra level 51, Rapidash level 47, Heracross level 48, Snorlax level 49.

When you defeat him he will say that he will become stronger and leave. This is already becoming custom, isn't it?

Heal your pokemon, (7 to the left and one above) And get ready to fight with the high command. Buy healing items if you need them, remember to use vitamins, mt ... And when you're ready, go all up (from the entrance) and talk. It is an npc that will verify that you have all the medals and when you see that you are wearing all of them, it will depart. Follow everything up, you will pass through two doors and you will collide with the first member of the high command, Alecrán.

When you speak to him he will welcome you and begin the battle!

Note: the order of the pokemon can change.

High command Alecrán, pokemon he uses: Yanmega level 49, Scizor level 49, Heracross level 51, Vespiquen level 50, Drapion level 53.

When you defeat him he will say a few words. Close the dialogue, see one on the right, all above, one on the left, all above, heal your pokemon if you need it and talk. battle!

Note: that you will have to do after each battle. Close the dialogue, one on the right, all above, one on the left, all above and when you are ready for the next battle, talk.

High command Gaia, pokemon he uses: Whiscash level 50, Gliscor level 53, Hippowdon level 52, Golem level 53, Rhyperior level 55.

When the defeats go to the next room.

High command Faust, pokemon using: Hundoom level 52, Magmortar level 57, Rapidash level 53, Flareon level 55, Infernape level 55.

When you defeat him go to the next room. battle!

High command Delos, pokemon he uses: Mr. Mime level 53, Espeon level 55, Bronzon level 54, Alakazam level 56, Gallade level 59.

When you defeat him go to the last room, where the champion awaits you.

Champion Cintia, pokemon using: Spiritomb level 58, Togekiss level 60, Milotic level 60, Garchomp level 62, Roserade level 58, Lucario level 60.

When the defeat you will become the champion of the Sinno region, the rowan professor will arrive, congratulate you and then record the names of your pokemon and yours. Following this your game will be saved and the credits will be presented. Finally the game will restart and, when you load your game, you will appear in your house.