**How to catch Mr. Mime in Pokémon Legends Arceus: Back-alley Side Quest**

Mr. Mime is a rare psychic-fairy type Pokémon in Legends: Arceus. Players have a lot of mixed feelings about it. Not only is it a creepy clown humanoid body type, he’s also 4’7 (145cm) tall. He evolves from the aggressive mime Jr. with Mimic at level 25, and is also found around the Obsidian Fieldlands, one of the lowest Pokémon leveled areas. Although the mimes roam these areas, it is not a guaranteed spawn. They can be lured by Honey cakes, Bean cakes, or Grain cakes to district it to catch them with a Poké ball. In Pokémon legends: Arceus, Mr. Mime has an admirer who wants to study him so a side quest ensues to accomplish this task.

One side quest is from Jubilife Village. This maze-driven task is asking to approach Mr. Mime because Andra is curious. Here’s how to do it:

Meet Andra by the Waterwheels needs wisps along looking for Mr. Mime’s whereabouts. Collect the purple wisps. This helps another request (#22) Jubilife Village has seven wisps, which only come out at night.

Directly behind facing in between the houses is Mr. Mime. It cannot be approached directly due to it’s pantomime wall, so run around towards the wisps, collect it, then proceed to are where Mr. Mime is vulnerable.

Once Mr. Mime is touched, it will run away, and must seek it once more.

Meeting Andra, buy the Waterwheels, again the search continues to find Mr. Mime, the location compass leads straight to him.

After being guided to Mr. Mimes’ second location, this is where it gets tricky. Many gamers think this is a glitch; however, only to the untrained fingers of gamer mode. Proceed over the bridge, run towards the right of the city hall and Andra is standing directly in front of Mr. Mime, staring at him. (Checking the Map to make sure is a good habit) Talk to Andra and he’ll expose Mr. Mime.

Walking up to Mr. Mime seems nearly impossible to approach because of its pantomime wall, and Mr. Mime is also against the hills. Without begin able to run up the hill by Mr. Mime; instead, run around the city hall towards the back where another purple wisp is found. Then, running alongside the hills indirectly in a zig-zag motion towards Mr. Mime it’s possible to approach him tagging him once again.

After that, Andra will talk to about Mr. Mime again with asking what the problem is… either option is okay to respond, he’ll run off.

Find Andra again near the river by the beginning of the village and talk to him again. He’ll expose Mr. Mime by the gates. Collect the wisp under the tower. The tricky part is to find the range of Mr. Mime’s wall. Mr. Mime turns in the character’s direction to make sure he does not get caught. The best way to approach him is crouching in front and walking slowly.

Once Mr. Mime is caught, the cut scene will play.