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CONTENTS

Welcome

Welcome to the walkthrough guide for Pokémon Labradorescent Lights. As a beginner passion project in rom hacking, Pokémon Labradorescent Lights is an enhanced version of the classic GBA adventure, providing a mix of mechanical improvements. It aims to provide a curated, not-quite-vanilla experience of the Pokémon World with a specific player in mind. With some story & mechanical differences, upgraded art, and quality of life improvements, you'll get to experience this adventure in a new light!

# Backstory

Born in **Twinleaf Town** of the **Sinnoh Region**, **Samuel** became a **Pokémon Trainer** with the one goal of being the very best, like no one ever was. After becoming the **Sinnoh Champion**, he ventured to the **Kanto Region** in search of even greater challenges.

While in **Kanto**, **Samuel** befriended a Pokémon Researcher, **Ignatius**. The two friends began working together, researching Pokémon that were local to the region. Together they completed the **Kanto Pokédex**, with **Ignatius** officially attaining the title of a **Pokémon Professor**.

During this time, **Samuel** met his wife-to-be, **Lauren**. With the kindest of hearts, **Lauren** captivated the **Sinnoh Champion**, and inspired him to become more. They fell in love and were soon married, then choosing to adventure the world. Together, they reached new heights, **Samuel** became a **Pokémon Master**, while **Lauren** discovered and collected rare crystals from various places. She opened her own business, **Selenic Spirit**, selling these rare crystals, and is about to open her own store in the quaint town of **Borea Glade**, in the **Hoenn Region**.

Merely days apart, **Aria** and **Asa** were born. They are the children of **Lauren** & **Samuel**, and **Professor Ignatius** & his wife. Whilst **Professor Ignatius** became a father after he moved to **Borea Glade**, **Lauren** & **Samuel** are moving there now with their own firstborn. **Aria** and **Asa** are both strong willed individuals, true go-getters. Their love for **Pokémon**, instilled by their fathers, but their kind and loving nature, is their mother’s work.

Your adventure is about to begin! Play as either **Aria** or **Asa**, become a **Pokémon Trainer**, and try to discover the ***legendary source*** of the ***Aurora Borealis***, as you try to maintain balance in the **Hoenn Region**.

# Profiles

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Partner Pokémon | Favourite Crystal | Description |
| Aria & Asa |  | Citrine & Topaz | Two ambitious Pokémon Trainers who set out on an adventure and must help maintain balance in the Hoenn Region. |
| Lauren | Diancie | Labradorite | Lauren is a caring and nurturing mother who owns Selenic Spirit. Being married to a Pokémon Master, she appreciates the calming nature of her store. |
| Samuel | Infernape | Labradorite | Samuel is a loving and supportive father, and Pokémon Master. He has taken the role of the Petalburg City Gym Leader. |
| Professor Ignatius | Snorlax | Prehnite | Professor Ignatius is a Pokémon researcher with a laid-back personality, known for his calm and patient approach to research. He is a close friend of Samuel, caring for Asa & Aria equally. |
| Archie | Sharpedo | Aquamarine |  |
| Maxie | Camerupt | Carnelian |  |

Part One - Adventure Begins!

# Home

After meeting the **Professor Ignatius** and being introduced to the Pokémon world, the game begins in the back of a moving truck. Having just moved to **Borea Glade**, you meet your mom, **Lauren**, as you step into your new home. Head upstairs to see your new room, check your desk, and set the clock.

### Initial Buttons

## Quest Book

After setting the clock, **Mom** comes upstairs to let you know that everything is finished downstairs. She also gives you a gift from your father, **Samuel**. It's a **Quest Book**! You can use this to keep track of your tasks as you adventure throughout **Hoenn**. After your conversation, the quest ***“Adventure Begins!”***  will start.

## Petalburg TV

Return to the first floor and **Mom** excitedly calls you over to the TV; the current program just aired a segment about the **Petalburg Gym**, where your dad is the new **Gym Leader**. She then suggests going next door to visit his friend, and your new neighbour, **Professor Ignatius**.

# Borea Glade

**Borea Glade** is a quaint little town nestled on the lush southern edge of the **Hoenn** mainland. There are only a few buildings here; your home, **Professor Ignatius' home**, Mom's shop, called **Selenic Spirit**, and **Professor Ignatius' Laboratory**, where he conducts research on Pokémon distribution, in the south.

## the protector’s sculpure

In the south of **Borea Glade** there is an old lady, who will tell you about a sculpture her father made. If you decide to talk to her or inspect the sculpture, you will achieve an earlier unlock of the quest ***“Labradorescent Lights”***.

## Borea Passage

Just west of the sculpture, the entrance to **Borea Passage**. A worker from the **Devon Corporation** blocks the way, citing that **Labradorite** is being mined and the tunnel to **Petalburg City** is still being created.

## Professor Ignatius' House

Having just moved to a new town, why not meet your new neighbors? Visit the house next door to meet the professor's wife, then head upstairs to meet his child. The room is empty at first but after inspecting the item on the floor **Aria**/**Asa** enters. Your new friend introduces themselves but suddenly leaves, remembering that their father,**Ignatius**, asked for help in catching a Pokémon.

## An Unfamiliar Cry

As you head out of **Borea Glade** you hear an unfamiliar Pokémon cry, and this won’t be the only time you will on your adventures. After hearing this first cry, the quest ***“Calamity Queen”*** will start.

# Route 101

**Route 101** is a short path that connects **Borea Glade** to **Oldale Town**, just north. The route features several patches of tall grass, however, unlike the tall grass in **Borea Glade**, this grass is a favourite hiding place of wild Pokémon.

## Save the Professor!

When you first reach the area, you find **Professor Ignatius** being chased around by a wild**Zigzagoon**! His Bag has fallen out of his reach, and he pleads with you for help. Choose one of the three Pokémon from the **Poké Balls** inside the professor's Bag and use it to scare off his attacker.

### Battle Interface

# Borea Glade

## Ignatius' Lab

After scaring off the wild Pokémon, **Ignatius** invites you back to his Laboratory. As thanks for rescuing him, he happily lets you keep the young Pokémon. He then encourages you to visit **Aria**/**Asa** on Route 103 for tips on how to be a Pokémon Trainer, but only after stopping off at **Selenic**. When you or your Pokémon need a rest, head back home and visit with **Mom** or sleep in your bed to have restore it to full health.

## Selenic Spirit

When visiting **Selenic Spirit**, the clerk will let you know that the package **Ignatius** dropped off arrived safely, and that there's even something in there for you. While still closed, the clerk will serve you and promises to contact you when new stock is gained. If it hasn't been started already, the quest ***“Labradorescent Lights”*** begins.

# Route 101

To get to **Route 103**, need to take **Route 101** to **Oldale Town**. With ledges blocking the way, you must go through the tall grass to keep moving north. Pokémon can be battled, but not captured, seeing as you don't have any **Poké Balls** yet.

# Oldale Town

**Oldale Town** is the first settlement in the region to feature a **Pokémon Center** and a **Poké Mart**. **Pokémon Centers** can be restored your Pokémon to perfect health. The PC on the counter is always available for Trainers to organise their Pokémon. **Poké Marts** offer a wide range of items for sale, from Potions to Poké Balls. **Route 102** leads off to the west, while **Route 103** runs northward.

## Free Potion!

Speak to the woman near the southeast house. She works at the local **Poké Mart** and shows you the way to the shop. Once there, she gives you a free **Potion** as part of a promotion her shop is running.

## Sketch Artist

The western exit is currently blocked off by a man who believes that he may have found some extremely rare Pokémon tracks. No one is allowed past until he has made a sketch of his discovery.

## Followers

Near the centre of **Oldale Town** there is a girl who explains that a **Pikachu** is following her, providing you with a useful tip in your adventures.

## An Interview

To the west there is an interview going on, where there is a woman who strongly disapproves.

# Route 103

**Route 103** is split into two sections, the mountainous hills to the east, and the green plains to the west. The mountainous section is where **Aria**/**Asa** can be found and they challenge you to a battle, remember to use potions if things aren't going your way! After the battle, **Aria**/**Asa** heads home.

# Borea Glade

## Ignatius' Lab

After the battle, head into **Professor Ignatius' Lab**. Inside, the professor is impressed that you managed to beat **Aria**/**Asa** but is swiftly interrupted. A trainer arrives, who is the grandson of one of **Ignatius'** colleagues. He delivered to **Ignatius** an upgrade to a handy gadget: the **National Pokédex**! This high-tech encyclopedia instantly records information on any Pokémon you see or catch. After your conversation ends, the quest ***“Gotta Catch 'Em All!”*** will start.

### The PokÉdex

## Samuel's Letter

After receiving the **Pokédex**, the book behind **Professor Ignatius** can be read, and it contains a heartfelt letter from **Samuel**. After choosing whether to read the letter or not, you will have the choice to import all the data for the **National Pokédex**.

* Note: This option is always available, but it is irreversible.

## Meet up with Mom

As you go to leave **Borea Glade**, you see **Mom** standing outside. She is proud that you have your own Pokémon. In preparation for your adventure, she gives you a pair of **Running Shoes**. By holding down the B BUTTON or using the R Button to toggle **auto-run**, these shoes allow you to run twice as fast as the normal walking speed. Mom recommends you visit your father in **Petalburg City** and reminds you that you can use a **Flying Taxi**, found inside **Pokémon Centers**, or in the centre of **Borea Glade**, in order to fly to a destination.

## Some Soft Soil

There is a patch of **soft soil** on the south coast. On your first visit, two **Berry Trees** can be found growing here. You can now collect the fruit and the trees will disappear, allowing you to plant another **Berry** to continue the cycle. The amount of time needed for the new tree to fully mature and produce fruit varies based on the kind of **Berry**. After obtaining a watering can, you may water the young plants at certain times to increase the yield. **Berries** can have several useful effects, from curing status conditions to restoring health. They can even be turned into candy!

# Route 102

**Route 102** connects **Oldale Town** and **Petalburg City**. The patches of tall grass are home to several new wild Pokémon species.

# Petalburg City

Situated between **Route 102** to the east and **Route 104** to the west, **Petalburg City** is the first location you reach to feature a **Pokémon Gym**.

## Meet up with Dad

When you visit the **Petalburg City Gym**, you find your father standing in the lobby. He is surprised that you've made it this far from home but is excited that you are becoming a Pokémon Trainer like him. A boy named **Wally** soon enters and explains that he will be staying with relatives in nearby **Verdanturf Town**. He is afraid of becoming lonely there and asks for help in catching a Pokémon to take along. **Samuel** asks that you go with him and loans him his **Swablu** and a Poké Ball. **Wally** leads you back to **Route 102**, where he successfully catches a **Ralts**.

Back at the **Petalburg** **Gym**, **Wally** can't thank you enough for helping him catch his very own Pokémon. Your father then gives you some advice: to become a strong Trainer, challenge **Gym Leader Roxanne** in **Rustboro City** before moving on to the other **Gym Leaders**. Though **Samuel** is also a **Gym Leader**, he will not accept your challenge until you have earned four **badges**. In addition, **Samuel** gives you fifteen **Poké Balls** to start you off on your journey. Now that you have received some **Poké Balls**, they can be purchased at all **Poké Marts** in the region. Buying at least ten **Poké Balls** at once, at any location, also earns you additional bonus **Premier Balls**. After your conversation ends, the quest ***“To be a Champion!”*** will start.

Part Two – A TRip to Rustboro

# Petalburg City

## The Man in Sunglasses

As you reach the city's western limit, you are stopped by a **Man in Sunglasses**. Judging by your clothes, he assumes that you're a **Pokémon Trainer**. However, he reconsiders after seeing your not-so-dirty clothes, determining you to be either a rookie trainer or just an ordinary kid. He informs you that he is roaming the land in search of powerful trainers, apologising for taking your time before leaving for **Route 104**.

# Route 104 – South

The southern half of **Route 104** is connected to **Petalburg City**, **Petalburg Woods** and **Route 105**. A cottage belonging to **Mr. Briney**is located on the south side of the area.

# Petalburg Woods

The tall trees of**[Petalburg Woods](https://bulbapedia.bulbagarden.net/wiki/Petalburg_Woods" \o "Petalburg Woods)** block much of the sun's rays, leaving the interior cool and dark. Ledges partially restrict travel throughout, but according to legend, a ***mythical hideaway*** can be found.

## The Scuffle

Deep inside the woods, you come across a researcher from **Devon Corporation**, a company based in **Rustboro City**. After explaining that he is looking for a **Shroomish**, he is suddenly confronted by a member of **Team Aqua**. The thug had planned to ambush the worker when he left the woods but grew too impatient for that. Defeat him in battle and he flees the scene, but not before hinting that his friends are up to something in **Rustboro**. The grateful researcher gives you a **Great Ball** as thanks. He then heals your **Pokémon** and rushes off to **Rustboro** after realising what his attacker wanted. After, the quest ***“Aqua Flooding”*** will start.

## A Snoozing Friend

Blocking the northern exit, is a familiar friend who is fast asleep. Whilst a particular **musical instrument** has been known to help, and old-fashioned approach must be taken. Head to **Petalburg Clearing** deeper in the woods to solve this predicament.

# Route 104 – North

The northern half of **Route 104** connects **Petalburg Woods** with **Rustboro City**. The **Pretty Petal Flower Shop** stands near the Petalburg Woods exit. The wild Pokémon here are the same as those on the southern half.

## Pretty Petal Flower Shop

The **Pretty Petal Flower Shop** is run by three sisters. Talk to the eldest sister teaches by the door to learn about Berries. The middle sister hands out the **Wailmer Pail** when you first speak to her. The youngest sister will hand out one random Berry from a group of eight every day.

### Wailmer Pail

The **Wailmer Pail** allows you to water planted **Berries**. If watering is done correctly, the resulting Berry trees will have higher amounts of Berries to pick and store. The **Wailmer Pail** also allow you to water fake trees, revealing a wild **Sudowoodo** that may attack.

# Rustboro City

**Rustboro City** is the third largest city in **Hoenn**. Each of the buildings were constructed with stone, giving the city an old-fashioned feeling. The **Pokémon Trainer's School**, **Devon Corporation headquarters**, and **Rustboro Gym** are all located here.

## Cutter's House

Stop by the Cutter's house next to the **Pokémon Center**. When the city was expanding, he taught his **Pokémon** a move to help clear the surrounding land of trees. He no longer needs his **HM01 Cut** and gives it to you. In the field, **Cut** may be used to clear away small trees and tall grass.

### Cut Tool

## Devon Corporation

**Devon Corporation** is headquartered in a large stone building in the northwest part of town. The company is responsible for manufacturing many of the items trainers rely on every day, including several variations of **Poké Ball** and medicine. Only authorised personnel are allowed past the first floor.

## PokéMon Trainer School

The **Pokémon Trainer's School** stands to the northeast of the **Pokémon Center**. Talk with the teacher to receive a **Quick Claw** and brush up on the basics by reading the notes on the blackboard.

### A Quick Lesson

|  |  |
| --- | --- |
| Ailment | Effect(s) |
| BURNED | **Attack** drops to 50%, inflicts damage equal to 1/8 of maximum HP every turn. **Fire-type** Pokémon are immune to this condition. |
| FROZEN | Cannot move until thawed, 20% chance of recovery per turn. **Ice-type** Pokémon are immune to this condition. |
| PARALYZE | **Speed** drops to 25%, cannot attack a quarter of the time. |
| POISONED | Inflicts damage equal to 1/8 of maximum HP every turn. **Poison-type** and **Steel-type** Pokémon are immune to this condition. |
| ASLEEP | Cannot move for one to four turns. |

## The Man in Sunglasses

Just inside the entrance, you find the **Man in Sunglasses** again, who introduces himself as **Scott**. He's been searching everywhere for outstanding trainers, specifically Pokémon battle experts. He wonders what brings you here to **school** and claims that the first thing you should do as a new rainer is learn how cut **small trees** in the field. This can be done by using a **tool**, or teaching a **Pokémon** a move, but using it outside of battle requires the **badge** from the local Gym.

It is advisable to talk to **Scott** every time you see him at each location that appears throughout the game as you will get a **reward** later.

## Time for a Trade

Visiting the house to the east. Inside is a boy who is looking to trade his **Seedot** for a **Ralts**. **Seedot** is a **Grass-type** **Pokémon** that evolves into a **Grass-Dark-type Pokémon**, **Shiftry.** This one is even holding a **Chesto Berry** to sweeten the deal.

Part Three – Stone Hardened

# Rustboro City

The **Rustboro City Gym** beckons. After exploring all else the city has to offer, it is time to take on the **Roxanne**, for the **Stone Badge**.

## RustBoro City Gym

The **Rustboro City Gym** specialises in **Rock-type Pokémon**. Use **Grass**, **Water**, and **Fighting** moves to deal serious damage, but avoid battling with **Fire-type**, **Bug-type**, or **Flying-type Pokémon**. As **Roxanne** is a **Pokémon Trainer School** graduate, she has opted for a layout that gives novice trainers a chance to avoid her subordinates and challenge the **Gym Leader** directly. As **Rock-Ground-type Pokémon**, her two **Geodude** are especially vulnerable to **Grass** and **Water** moves, sustaining **4×** the normal amount of damage.

Closing Remarks

Thank you for taking the time to play Pokémon Labradorescent Lights. It has been an absolute pleasure to make, although, it could not have been done without the work of some talented individuals. Credit & Thanks can be found on the GitHub Repository for this project; however, I would like to mention **Danenders** by name. Their work has allowed has directly allowed Pokémon Labradorescent Lights to flourish, as well as aid the development for the planned prequel, Pokémon Stellar Spirits.

And to my **Lyeira**; I hope you enjoyed this experience. I love you infinitely.

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