

Pokémon™

TRAINER'S GUIDE

Nintendo®

The Pokémon Company

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There are two different versions of this Pokémon Game. Between the two versions, there are some differences such as how often and which types of Pokémon appear.

This Game Pak can be linked to either the **Ruby** or **Sapphire Version**. It CANNOT be linked to the **Red**, **Blue**, **Yellow**, **Gold**, **Silver**, or **Crystal Versions**. This product is also NOT compatible with POKÉMON STADIUM™ or POKÉMON STADIUM 2™ for the Nintendo®⁶⁴.

YOUR ADVENTURE BEGINS

In this world live creatures called Pokémon. Humans and Pokémon have lived, worked, and played together in harmony for ages. Nevertheless, there are still numerous mysteries surrounding them. In order to find out more about these creatures, many scientists – such as Professor Birch of Littleroot Town – have dedicated their lives to Pokémon research.

Recently, you have moved to Littleroot Town where Professor Birch devotes himself to research in his Lab. You immediately go to see him but find that he is not in his Lab. Soon you find him being attacked by Wild Pokémon on a road outside town.



Although you have never had your own Pokémon, you borrow a Pokémon from the Professor and defeat the Wild Pokémon easily. Professor Birch thanks you and gives you the Pokémon you borrowed. Delighted with your first Pokémon, you set out on your adventure.



- In POKÉMON RUBY (or SAPPHIRE), you can choose to be either a boy or a girl. No matter which one you choose, there is no difference in the story.

OBJECT OF THE GAME

Catch Many Different Pokémon!



Your goal is to complete your POKéDEX by collecting lots of different kinds of Pokémon. When you catch a Pokémon, its data will automatically be recorded in your POKéDEX. Visit Professor Birch every once in a while to have him rate how complete your POKéDEX is.



- In order to catch all the Pokémon, thus completing your POKéDEX, you must trade with the **Ruby or Sapphire Version** using the Game Boy Advance Game Link™ cable (sold separately). Work together with your friends to make your POKéDEX as complete as possible!



Try to Become the Best Trainer Ever!

Another goal is to improve your skills as a PokéMON Trainer. During your adventures, you'll battle Wild PokéMON, as well as other Trainers. Both battles will help you and your PokéMON become stronger. There are also POKéMON GYMS in this world, each of which has a very talented Trainer known as the Gym Leader. Only those who can defeat the Gym Leaders will be accepted as true Trainers. However, the Gym Leaders have very powerful PokéMON that will be difficult to defeat. It will be a tough fight, but you must be brave and charge into battle!



BASIC CONTROLS

L Button

Basically not used. However, if you change BUTTON MODE, you can use this instead of Left on the + Control Pad to switch Menu Screens or select a command.

+ Control Pad

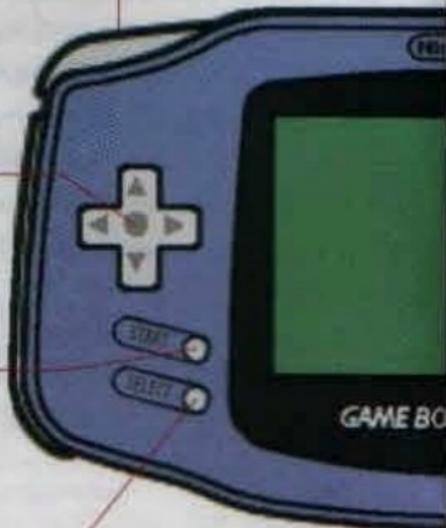
Move around in the field or move the cursor on Menu Screens.

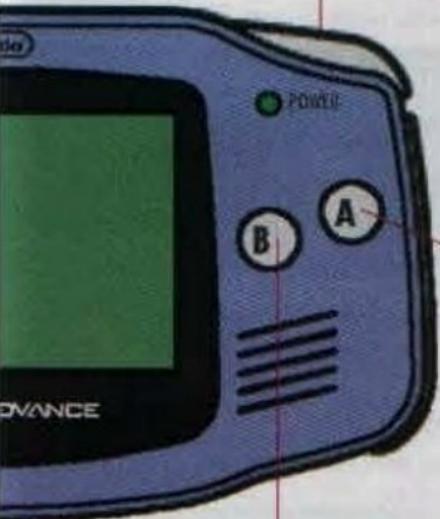
START

Bring up the menu when in the field.

SELECT

Arrange items, change the order of a Pokémon's Moves during battle, or use items assigned to SELECT (see Page 41).





R Button

Basically not used. However, if you change BUTTON MODE, you can use this instead of Right on the \pm Control Pad to switch Menu Screens.

A Button

Select a command, talk to a person in front of you, check out an item in front of you, or scroll through text (when \blacktriangledown appears).

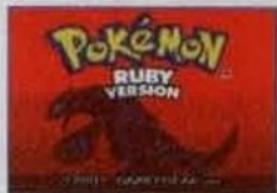
B Button

Cancel a command. If you have the Running Shoes, you can run while holding down the B Button in the field.

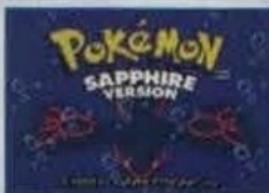
STARTING THE GAME

On the **Title Screen**, press the A Button or START to make the following three options appear. Use the **Control Pad** to select the option you want, then press the A Button.

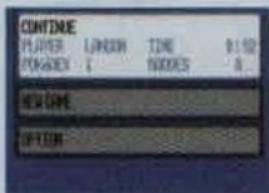
- The CONTINUE option will only appear after you have saved your game.



Picture taken from
Ruby Version



Picture taken from
Sapphire Version



NEW GAME

Start a game from the very beginning.

• Choose a Gender

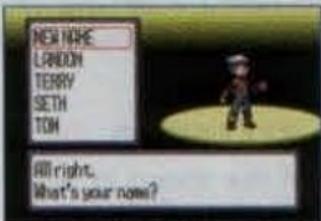
Select your gender. Use the **Control Pad** to select one, then press the A Button to decide.

- Remember, your gender and name cannot be changed later.



- **Decide on Your Name**

Enter a name for your character. You can select one of the names that appear on the screen or enter your own name. To enter your own name first select NEW NAME. Then use the + Control Pad to select a letter, and press the A Button to enter it. If you make a mistake, press the B Button to go back one letter. When you've finished entering your name, select OK to start your journey!



Picture taken from
Ruby Version

CONTINUE

Continue playing from the last place you saved.

- See Page 21 for more information on saving your game.

OPTION

Change certain game settings, such as TEXT SPEED and BATTLE STYLE. Press Up and Down on the Control Pad to select a setting, then press Left or Right on the Control Pad to change it.

• TEXT SPEED

Set the speed at which the text will appear to SLOW, MID (MEDIUM), or FAST.

• BATTLE SCENE

Turn Battle Animations ON or OFF.

• BATTLE STYLE

Choose one of these Battle Styles to use when fighting Pokémons Trainers.

SHIFT: You may switch Pokémons when your opponent's Pokémons has fainted.

SET: When your opponent's Pokémons has fainted, you will continue to battle with the currently selected Pokémons.

- **SOUND**

Choose either MONO or STEREO.

- **BUTTON MODE**

You can choose a type of control from the following three types.

NORMAL Basic Control Type
(See Page 08).

LR You can use the L or R Buttons
to switch Menu Screens, etc.

L=A You can use the L Button
instead of the A Button.

- **FRAME**

Select a design to appear around the edges
of different screens.



THE MENU SCREEN

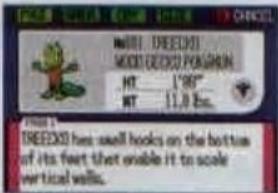
When you are in the field, press START to bring up the **Menu Screen**. Use the **Control Pad** to choose, then press the A Button.

POKéDEX

Information is recorded here about Pokémons you see or catch. In addition to reviewing their data, you can listen to their cries, check out where they live, or see how large they are compared to you. The last Pokémon you view before closing your POKéDEX will be the first to appear the next time you open it.

• MENU

Press START to enter **Menu Mode**. You can then jump to the top or the bottom of the POKéDEX list.



Picture taken from
Ruby Version

• SEARCH

Press SELECT to enter **Search Mode**. You can then search for Pokémons by NAME, COLOUR, TYPE, and so on.



POKéMON

View your PokéMon's summaries and change their order in the battle lineup.



• SUMMARY

Displays the status of each of your PokéMon, this includes – current Level, Experience Points, and so on – across four pages. Press Left and Right on the Control Pad to flip through the pages and press Up and Down on the Control Pad to switch PokéMon.

• POKéMON INFO

PROFILE

Displays the name of the trainer who first caught the PokéMon (blue for a boy and red for a girl), their ID Number, and the TYPE of PokéMon.

ABILITY

Displays the special ABILITY of the PokéMon.

TRAINER MEMO

Displays the Nature of the PokéMon, as well as the Level and place where the PokéMon was first caught.



• POKéMON SKILLS

ITEMS	Displays the ITEM that the Pokémon is currently holding.
RIBBONS	Displays the number of RIBBONS the Pokémon has.
STATS	Displays the Pokémon's STATS.
EXP. POINTS	Displays the Pokémon's current amount of EXPERIENCE POINTS. As Experience Points increase, your Pokémon's Level will go up.



• BATTLE MOVES

View your Pokémon's MOVES, EFFECT, POWER, and ACCURACY by pressing the A Button. Pressing the A Button once more, allows you to change the order of Moves on the list. Press Up and Down on the + Control Pad to scroll through your Pokémon.



• CONTEST MOVES

View the Type, Effect, and Description of the Move when the Pokémon uses it in a Contest (See Page 37). Press Up and Down on the + Control Pad to scroll through your Pokémon.



• SWITCH

You can change the way your Pokémon are arranged in the battle lineup.



• ITEM

Give an item to your Pokémon to hold, or take an item back.



BAG

Displays a list of the items you have. Items are automatically separated into different pockets in your BAG. There are also some items that Pokémon can hold.

- **ITEMS**

This pocket holds general ITEMS, such as POTIONS, ANTIDOTES, and REPELS.



- **POKé BALLS**

Different types of POKé BALLS, which are used to catch Pokémon, are kept here.

- **TMs & HMs**

This pocket is for Technical and Hidden Machines.

- **BERRIES**

This pocket is for BERRIES.

- **KEY ITEMS**

Other valuable items that you don't want to lose go in this pocket.

How do you arrange the ITEMS in your BAG? Choose BAG on the Menu Screen. Move the cursor to the item you want to move, then press SELECT. Next, move the cursor to the place where you want to move the item, then press SELECT or the A Button.

* You cannot move an item to a different pocket.

POKéMON NAVIGATOR (POKéNAV)

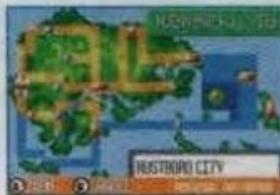
This has various functions to help you on your adventure.

- You will get this during your adventure.



• HOENN MAP

Displays the entire map of the Hoenn region. You can zoom in for a closer look by pressing the A Button.



• CONDITION

View the Condition of your Party Pokéémon, as well as the ones stored in SOMEONE'S PC. There are five Conditions: COOL, BEAUTY, CUTE, SMART, and TOUGH.



• TRAINER'S EYES

Displays some of the Trainers that you've fought. A mark to the right of the Trainer's name means they want to battle with you.



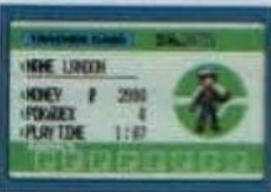
• RIBBONS

View the RIBBONS that your Pokémons have been awarded. Pokémons will win Ribbons when they get first place in a Contest and so on. You cannot view Ribbons until you have won at least one.



YOUR NAME

View your own Trainer Card. On the front it displays information such as ID Number, the amount of MONEY you have, the number of Pokémons you've caught, how long you've been playing, and which BADGES you have. By pressing the A Button, you can also see the back.



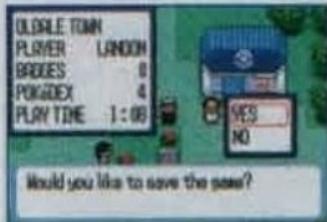
After having traded or fought using the Game Boy Advance Game Link cable, it will display how many times you've traded Pokémon and your Link-Up Battle record with friends.

LINK RECORD		
LINK CABLE BATTLES W.	117	2
POKÉMON TRADES	3	2
LINKS W/FRIENDS	2	2

SAVE

You can save your game at any time, except during a battle or Contest. By choosing CONTINUE, you can continue playing from the last place you saved.

- Do not turn your Game Boy Advance system off until the game has finished saving. To delete your saved game, go to the Title Screen, then simultaneously press Up on the Control Pad, SELECT, and the B Button.



OPTION

Change certain game settings (this information is the same as the Options on Page 12).

OPTION			
TEXT SPEED	SLOW	FAST	<input checked="" type="radio"/>
MOVE SPEED	FAST	WALK	<input type="radio"/>
SPD. STAB	WALK	STAB	<input type="radio"/>
BUTTON PWR.	NORMAL	UP TO 4x	<input type="radio"/>
FRAME	100%		
SCREEN			

ABOUT BATTLES

There are two kinds of battles. One is for fighting against Wild Pokémon, and the other is for battling other Pokémon Trainers. When a battle starts, the Pokémon on the left side of your Party Pokémon will appear first. If you win the battle, each Pokémon that participated in the battle will receive a share of the EXPERIENCE POINTS. However, if all your Pokémon faint, you will lose the battle, you will be returned to the last POKÉMON CENTER you used, and you will lose half of your money.

Fighting Wild Pokémon

Pokémon live in places such as caves and grassy areas, so when you pass through such places, Wild Pokémon may attack. When they do, you can use a POKÉ BALL (or another type of Ball) to catch them.



Battling a Pokémon Trainer

If you make eye contact with a Trainer, or walk in front of one, they will challenge you to a battle. You cannot run from a battle against a fellow Pokémon Trainer. The battle will continue until a winner is decided. If you are victorious, you will be rewarded with prize money.

- You cannot capture an opponent's Pokémon.

During a battle against a Trainer, the number of Pokémon you each have will be indicated by a symbol.

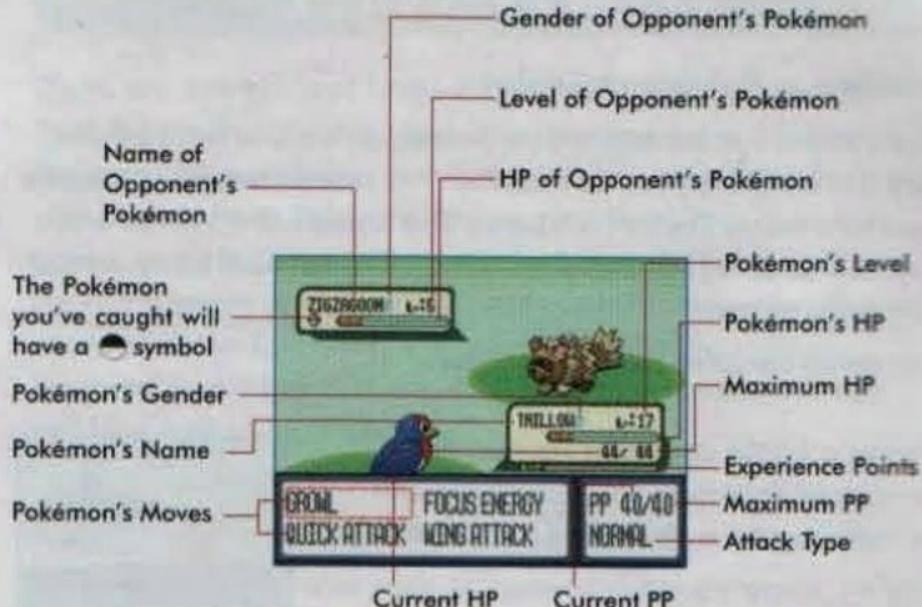


• Double Battle

Some Trainers will challenge you to a Double Battle. When a Double Battle starts, the left and the top right Party Pokémon will appear.



The Battle Screen

**HP**

Pokémon's vitality. When HP reaches 0*, the Pokémon faints and can't battle anymore.

PP

Number of times a particular Move can be used. When PP reaches 0*, the Pokémon can't use that Move anymore.

Experience Points

Displays the Experience Points in the current Level. When the gauge becomes full, the Pokémon's Level goes up.

Pokémon's Gender

♂ is male, and ♀ is female (some Pokémon are unidentified).

* You can use items to restore HP and PP. You can also heal your Pokémon at a POKÉMON CENTER for free.

The Battle Screen / Double Battle

Details of Opponent's
Pokémon standing on
the left

Details of Opponent's Pokémon
standing on the right



Moves of the Selected Pokémon
(Your Pokémon standing on the left
will select the command first).

Details of your
Pokémon standing
on the left

Details of your
Pokémon standing
on the right



Battle Commands

- **FIGHT**

Display the Pokémon's Moves.
Select one to attack.



- **POKÉMON**

Switch Pokémon or look at a
Pokémon's SUMMARY.

- **BAG**

You can use the items in your BAG for many things, such
as healing your Pokémon and catching Wild Pokémon.

- **RUN**

Escape from a battle. (You cannot run from a battle
against a Trainer).

When Status is Affected

When you get hit by an opponent's attack, your PokéMON's status might be affected. However, you can use your items to help your PokéMON recover. Or, you can take it to a POKÉMON CENTER where it will recover completely for free.

POISON	Gradually decreases HP during the battle. If the POISON isn't cured, HP will continue to decrease even after the battle is finished.
PARALYZE	Numbs the PokéMON's body and makes it difficult for it to use its Moves. Its SPEED decreases as well.
SLEEP	Puts the PokéMON to SLEEP, making it unable to fight. The PokéMON wakes up after a while.
ICE	Freezes the PokéMON so that it cannot fight. A Frozen PokéMON might thaw eventually.
BURN	Gradually decreases the PokéMON's HP during the battle. Its ATTACK goes down as well.
CONFUSE	If the PokéMON uses a Move during battle, there is a chance it may attack itself. (It will recover when the PokéMON goes back to its POKÉBALL.)
FAINT	When its HP reaches 0, the PokéMON can no longer battle.

Tips for Fighting

- **Use a Pokémon's Type to Your Advantage**

Various types of Pokémons (such as Electric, Grass, etc.) each have different advantages and disadvantages against other types. For example, Water-type Moves have the greatest effect on Fire-type Pokémons, while Ground-type Moves have no effect on Flying-type Pokémons. Use these qualities to your advantage to come up with an effective battle strategy.



- **Give your Pokémons a Berry**

Fruit-bearing trees grow in various places throughout Hoenn. The BERRIES that grow on these trees have different effects, such as curing POISON or PARALYSIS. If you let a Pokémon hold one of these BERRIES, it will be able to recover when it receives damage in battle. There are also other items that can affect your Pokémons when held (see Page 39).



• About Double Battles

When a Double Battle starts, the Pokémons on the left and the top Pokémons on the right of your Party Pokémons will appear. In addition to Moves that attack one Pokémon, there are also Moves that attack two Pokémons at the same time! It's best to fight with a variety of strategies. Try things like throwing two different types of Pokémons into a battle, to cover each others weaknesses. Also, beat an opponent's Pokémons one by one with converging attacks!



CATCHING AND RAISING POKÉMON

You can catch Wild Pokémon with POKÉ BALLS. Once you are in a battle, select BAG. Next, choose a POKÉ BALL to throw at the Pokémon and try to catch it. After you have caught the Pokémon, you can give it a Nickname.

- **Tips for Catching Pokémon**

If you use a POKÉ BALL on a Pokémon that has taken very little damage, it will break free of the Ball. You must first weaken the Pokémon by attacking it until its HP is low. It will also be easier to catch the Pokémon if you put it to SLEEP, POISON it, and so on.

- See Page 39 for information on the different types of POKÉ BALLS.



Where to Find Pokémons

You will run into Wild Pokémons if you walk in the tall grass along the side of the road.

- If your Pokémons's HP is low, and you don't want to fight, avoid walking in these grassy areas.



Inside of caves, Wild Pokémons can be found all over the place.



Water-type Pokémons may appear when you are crossing a lake or the ocean by using HM SURF. You can also use a FISHING ROD at the edge of the water, or while crossing water, to catch some Pokémons. Quickly press the A Button when OH! A BITE! appears.



Tips on Raising Pokémons

First of all, place the Pokémons that you want to raise on the left side of your Party Pokémons. Then, immediately switch to another Pokémon as soon as you enter battle. As long as you win the battle, even the weaker Pokémons that didn't fight will receive a portion of the Experience Points. This takes a bit of effort, but by repeating these steps, you can slowly but steadily increase the Level of a weak Pokémon without exposing it to battle.

• Traded Pokémons Grow Faster

Pokémons you get from a trade receive a larger-than-normal portion of Experience Points when they win a battle. Try to trade with your friends a lot (see Page 54).



• Leave your Pokémons in DAY CARE

During your adventure, there is an older couple who will raise your Pokémons for you. You can leave up to two Pokémons with them at a time. It takes a while to raise them, so wait a bit before you come back to check on them. You will also need to pay the couple a small fee when you pick your Pokémons up from them.



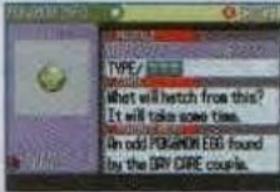
Pokémon Evolution

There are some Pokémon that evolve and change form as they grow. A Pokémon can evolve when its Level increases, through the use of an Evolution Stone, or if it is traded. There is also a rumour that there are other ways they can evolve...



A Pokémon Egg

There are many unsolved mysteries about Pokémon, and the Pokémon Egg is just one of them. If you leave a couple of your Pokémon at a DAY CARE, you may return to find an Egg.



BUILDINGS IN TOWN

There are many different buildings and houses in each town. As you walk around, be sure to check out everything and chat with everyone you meet. You might find some useful information.

POKÉMON CENTER

The people here will heal your injured Pokémons for free. You can also do other things here, such as use the PC. A POKÉMON CENTER is the most useful place a Pokémon Trainer can visit!

- Visit a Cable Club (see Page 49) to battle or trade Pokémons with a friend. You'll find one on the second floor of any Pokémon Center.

• Healing Your Pokémons

Leave your Pokémons here to completely recover their HP (Hit Points or vitality) and PP (Power Points or number of times you can use a Move). Your Pokémons will also recover completely if they are Paralyzed, Poisoned, and so on.



• PC

By using a PC, you can store or withdraw your items and the Pokémons you've caught. You may find PCs in other areas besides a Pokémon Center.



• SOMEONE'S PC

Store or withdraw Pokémons you've caught. You can store up to 30 Pokémons in each of the 14 boxes. This is useful as you can only carry up to 6 Pokémons with you. If you are already carrying 6 Pokémons, any additional Pokémons you catch will be sent directly to SOMEONE'S PC. If your current box is full, the caught Pokémons will be sent to the next box automatically.



• YOUR PC

Store and withdraw your items. You can also store your MAIL here.



POKé MART

Buy items that can help you on your adventure. POKé MARTS in different towns sometimes sell different things.



NAME RATER

Visit the NAME RATER to change your Pokémon's Nicknames.

- You cannot change the Nicknames of Pokémon you received in a trade.

Your Room

Add Decorations to your room by logging on to your PC. You can display POKé DOLLS and other items.



POKéMON CONTESTS

Pokémon Contests are held across the Hoenn region. There are five competition categories. They are COOL, BEAUTY, CUTE, SMART, and TOUGH. You should always choose a category suited to your Pokémon. Initially, you can only take part in the NORMAL Rank Contests. If your Pokémon wins first place, it can get a RIBBON and will be qualified to participate in the higher ranked Pokémon Contests! Improve your Pokémon's Condition by giving them Pokéblocks (see Page 44).



SECRET BASE

By doing a certain action at a certain spot, such as a tree with ivy or a wall with a small hole in it, you can set up a Secret Base (only once your Pokémon has learnt Secret Power!). You can add Decorations to your Secret Base, placing various goods such as Furniture or Mats. You can only have one Secret Base at a time, but you can change the location of your Secret Base whenever you want!



VARIOUS ITEMS

Your BAG can hold items such as ANTIDOTES, POTIONS, and POKÉ BALLS, which come in handy on your adventure. You can obtain items in many ways, such as buying them at POKÉ MARTS, finding them during your journey, and receiving them from other people. There are many different types of items. The following are just a few of them...

Items

There are various items that can heal or power up Pokémons.

• Recovery Items

POTION	Restores Pokémons HP by 20.
SUPER POTION	Restores Pokémons HP by 50.
SODA POP	Restores Pokémons HP by 60.
ANTIDOTE	Cures Poisoned Pokémons.
AWAKENING	Awakens Sleeping Pokémons.
PARLYZ HEAL	Heals Paralysed Pokémons.
ETHER	Restores Pokémons PP by 10.
REVIVE	Revives fainted Pokémons and restores HP to half of the Pokémons maximum HP.

• Pokémon Power-Ups

RARE CANDY	Increases a Pokémons Level by one.
HP UP	Increases basic HP.
PROTEIN	Increases basic Attack Power.
DIRE HIT	Causes attacks to easily hit an opponent's weak spot – can only be used during battle.

- Useful Items

ESCAPE ROPE	Used for escaping from places such as caves.	SILK SCARF	Increases the power of Normal-type Moves.
REPEL	Prevents weak Wild Pokémon from attacking in places like grassy areas. Effective for up to 100 steps.	QUICK CLAW	Occasionally allows your Pokémon to strike first.
SUPER REPEL	Prevents Wild Pokémon from attacking. It is a more effective version of REPEL.	KING'S ROCK	Occasionally causes your opponent's Pokémon to flinch.

Varieties of Balls

These are necessary for catching Pokémon. Use the different POKé BALLS creatively depending on the types of Pokémon you encounter.

POKé BALL	Catches Wild Pokémon.
GREAT BALL	Catches Wild Pokémon more efficiently than a POKé BALL.
ULTRA BALL	Catches Wild Pokémon more efficiently than a GREAT BALL.
MASTER BALL	Catches Wild Pokémon 100% of the time.
NET BALL	Makes it easier to catch Water-type and Bug-type Pokémon.
REPEAT BALL	Makes it easier to catch Pokémon that you've already caught.

TECHNICAL and HIDDEN MACHINES

Both TECHNICAL and HIDDEN MACHINES allow your Pokémons to learn new Moves. TECHNICAL MACHINES (TM) can only be used once, but you can use HIDDEN MACHINES (HM) as often as you like. Different types of Pokémons will be able to learn different Moves.

• Examples of Moves Used in the Field

Hidden Machine (HM) Moves

CUT	Instantly cuts down trees that block the road.
FLY	Instantly returns you to a town you've previously visited.
SURF	Lets you move across bodies of water, such as the sea or rivers.
STRENGTH	Moves heavy rocks.
FLASH	Lights up pitch-black caves, making it easier to get around.
ROCK SMASH	Smashes rocks that block the road.
WATERFALL	Lets you climb up torrential waterfalls.
DIVE	Lets you DIVE into the sea and move around underwater. Press the A Button in a place where the water colour is deeper, then you'll Dive! Pressing the B Button in the water allows you to come back up to the surface.

Technical Machines (TM) Moves

DIG	Lets you escape from places such as caves.
SECRET POWER	Lets you climb up a tree by dropping ivy. You can also make an entrance at a wall with a small hole.

- There are other Moves that can be used both in battles and in the field.

KEY ITEMS

Other valuable items that help you in your adventure or support raising your Pokémon.

BIKE	Allows you to move around at faster speeds. There are two types of Bikes, MACH BIKE and ACRO BIKE. Each performs differently.
OLD ROD	Use this near water to catch Water-type Pokémon.
GOOD ROD	Lets you catch Water-type Pokémon that can't be caught using the OLD ROD.
COIN CASE	Use this to carry COINS that you can use to play games at the GAME CORNER.
POKéBLOCK CASE	Use this to carry Pokéblocks that you can feed to your Pokémon.

SELECT Feature

Some of your KEY ITEMS can be assigned to SELECT. Once you have assigned an item to SELECT, simply press SELECT while moving around in the game to use that item! For example, if you assign your Bike, you can ride it just by pressing SELECT. You don't even have to open the **Menu Screen**, so it's very convenient! To set SELECT, pick an item in the **Key Items Screen** and choose it with the REGISTER command.

Gathering Berries!

There are many types of BERRIES in the Hoenn region. By having your Pokémon hold Berries, they will trigger recovery effects on the Pokémon. Berries are also used for making POKéBLOCKS.



ORAN BERRY

A Pokémon holding this Berry will use it during a battle to restore some HP.

RAWST BERRY

A Pokémon holding this Berry will use it during a battle to cure a burn.

ASPEAR BERRY

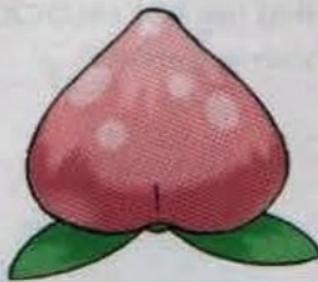
A Pokémon holding this Berry will use it during a battle to cure being frozen.

RAZZ BERRY

One raw material of Pokéblocks. You can make Pokéblocks by blending this Berry with other Berries.

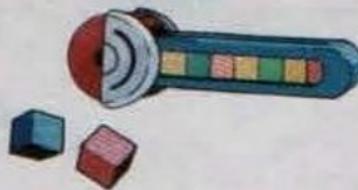
Raise Fruit-Bearing Trees!!

On your journey you will find some places where fruit-bearing trees grow. A tree will disappear once you pick its Berries; however, it will grow back if you plant a Berry in the same spot! Besides being the raw material of Pokéblocks, there are many uses for Berries, such as recovering a Pokémon's status and more. Raise more Berries by pouring water on the trees as they grow.



What are POKéBLOCKS?

Pokéblocks are candy that increase the CONDITIONS of Pokémon. The higher a Pokéblock's level is, the more you can increase the Pokémon's CONDITION. If its CONDITION is good, the Pokémon will enjoy a higher reputation at a Pokémon Contest (see Page 37). Pokéblocks are made by blending several Berries with a machine called a BERRY BLENDER. You need a POKéBLOCK CASE to give a Pokéblock to your Pokémon. You will find the POKéBLOCK CASE during your adventure.



How to Make a POKéBLOCK?

You can make a Pokéblock by using a machine called the BERRY BLENDER (these can be found in places where there are also Pokémon Contests). Choose a Berry as material and then put it into the Berry Blender. When the pointer starts to spin, press the A Button with exact timing as it passes your marker to speed it up. The faster the maximum speed is, the better the Pokéblock becomes. The combination of Berries determines which colour Pokéblock will be made. Due to the fact that each Pokémon has their favourite Pokéblock, try feeding various colours of Pokéblocks to your Pokémon.



GYM LEADERS AND BADGES

There is a Leader in every POKéMON GYM. Every Leader is a tough, specialised Trainer. For example, one Leader may be an expert with Rock-type Pokémon, while another strikes with Electric-type attacks. If you are able to beat a Gym Leader, you'll receive an official Pokémon League Badge as evidence of your impressive victory. Wearing these Badges gives you some sort of effect...

Rustboro City Gym / Roxanne Stone Badge

Increases the Attack Power of your Pokémon. Allows you to use CUT, even outside of battle.



Dewford Town Gym / Brawly Knuckle Badge

Causes all Pokémon of Level 30 and below to obey you, even if you got them in a trade. Allows you to use FLASH, even outside of battle.



Mauville City Gym / Wattson Dynamo Badge

Increases your Pokémon's speed. Allows you to use ROCK SMASH, even when outside of battle.





Lavaridge Town Gym / Flannery **Heat Badge**

Causes all Pokémon of Level 50 and below to obey you, even if you got them in a trade. Allows you to use STRENGTH, even when outside of battle.



Petalburg City Gym / Norman **Balance Badge**

Increases your Pokémon's defensive power. Allows you to use SURF, even when outside of battle.



Fortree City Gym / Winona **Feather Badge**

Causes all Pokémon of Level 70 and below to obey you, even if you got them in a trade. Allows you to use FLY, even when outside of battle.



Mossdeep City Gym / Tate & Liza **Mind Badge**

Increases your Pokémon's SPECIAL ATTACK and SPECIAL DEFENSE. Allows you to use DIVE, even when outside of battle.



Sootopolis City Gym / Wallace **Rain Badge**

Causes all Pokémon to obey you. Allows you to use WATERFALL, even when outside of battle.

LINKING UP TO TRADE OR BATTLE

POKÉMON RUBY and POKÉMON SAPPHIRE enable you to have fun trading or battling with your friends by using a Game Boy Advance Game Link cable (sold separately).



- You cannot link up with the Red, Blue, Yellow, Gold, Silver, and Crystal Versions of POKÉMON.
- You can only use the Game Boy Advance Game Link cable for this game.

About the Game Boy Advance Game Link cable	Page 50
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Mixing Records	Page 56
Making POKÉBLOCKS	Page 57
Participating in POKÉMON Contests	Page 58



Preparing to Link Up

Connect the required number of Game Boy Advance systems using Game Boy Advance Game Link cables. Turn the power ON, select CONTINUE, then go to a CABLE CLUB on the second floor of any POKéMON CENTER. If you are battling with friends, go to the COLOSSEUM. If you are trading, head to the TRADE CENTER. If you are mixing Records, speak to the receptionist at the RECORD CORNER.

- To create a Pokéblock, press the A Button in front of a Berry Blender which is currently unoccupied.
- Link-up Pokémon Contests are only held in Lilycove City.

Check Trainer Card

After having linked up to trade or battle, the amount of Pokémon you've traded and your battle record will be recorded on the back of your Trainer Card.



LINK CABLE RECORD CARD	
LINK CABLE BATTLES W/ FRIENDS	11 / 2
POKéMON TRADES	3
MIXUPS W/ FRIENDS	2

About the Game Boy Advance Game Link cable

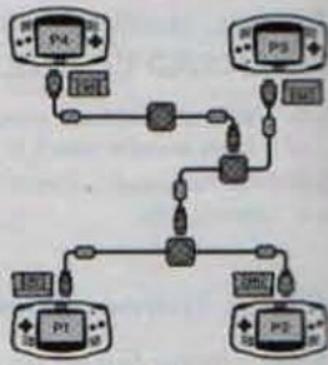
 THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE GAME LINK™ CABLE.

Necessary Equipment

Game Boy Advance systems:	One per player
Game Paks:	One per player
Game Boy Advance Game Link cables:	Two players: One cable Three players: Two cables Four players: Three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Game Paks into the individual Game Pak slots.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn the Power Switch on each game system ON.
4. Now, follow the instructions for Multi Game Pak play.
 - When playing with only two or three players, do not connect any game systems that will not be used.
 - The player who plugs the small, purple connector into his or her Game Boy Advance will be Player 1.



Game Boy Advance and
Game Boy Advance Game Link cables

Consult the diagram when connecting Game Link cables to Game Boy Advance systems. (Note that the small connector is purple and the large connector is gray.)

Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When more than four Game Boy Advance game systems are linked.
- When any Game Link cable is incorrectly connected to any game system.
- When the Game Pak is inserted into any system other than Player 1's Game Boy Advance (1 Game Pak play).



Battle at the Colosseum (2 or 4 Players)

Unlike normal battles, you can't use items when battling in the COLOSSEUM. Also, if you RUN, you will lose the battle. It is a good idea for you and your friends to come up with your own rules. For example, you may want to limit the types of Pokémons that can be used or battle only with Pokémons that are Level 20 or below. If you do this, your battles will be even more fun! Your game will be saved automatically before the battle begins.

- **SINGLE BATTLE (2 Players)**

In this mode, up to six Pokémons on each side fight one on one.

- **DOUBLE BATTLE (2 Players)**

In this mode, up to six Pokémons on each side fight 2 on 2.

► The receptionist will show you to the COLOSSEUM. You come face to face with your friend in the center, then the battle starts.



► The results will be displayed once the winner has been decided. Exit the room to finish battling.



- **MULTI BATTLE (4 Players)**

In this mode four players, divided into two teams of two, battle against each other.

► The receptionist will show you to the COLOSSEUM. You come face to face with your friend in the center, then the battle starts.



► Choose up to three Pokémon to battle and select OK, then the battle starts. One person can use up to three Pokémon, and one team can use up to six Pokémon in total.



► There is a poster to the left of the Reception Counter where your battle record will be displayed. The poster doesn't reflect records of a Multi Battle.



Trading Pokémon at the Trade Center (2 Players)

Follow the instructions that the receptionist gives you. Your game will be saved automatically before the trade begins.

- ▶ Enter the TRADE CENTER and face each other at the machine in the middle of the room.



- ▶ A list of the Pokémons you have on hand will appear, then choose the Pokémons you would like to TRADE and press the A Button. Select SUMMARY to check the status of your Pokémons. Choose a Pokémons to TRADE, then press the A Button.



► YES/NO will appear on the screen. Select YES, then press the A Button to begin the trade. Your Pokémons will then travel through the Game Boy Advance Game Link cable.

- Pokémons that evolve by being traded will evolve at this time.

Once the trade is complete, select CANCEL to return to the TRADE CENTER.

- The traded Pokémons will be saved at this point.

Let a Pokémon hold an item before you trade it

Before you trade at a TRADE CENTER, you can give an ITEM to your Pokémons. In other words, you can trade items using Pokémons. You can give a rare or useful item to your friend this way. Also, if you give them MAIL, you can exchange letters. There is a rumour that trading items this way will cause certain Pokémons to evolve...



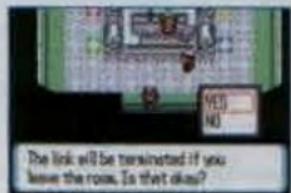
Mixing Records (2 to 4 Players)

The Records contain various information about Trainers. You can mix Records after you get to Mauville City. If you mix Records, your friends' Secret Bases will appear in the field. Also, how the Trainers feel about their Pokémon, or how the Trainers battled with their Pokémon, is broadcasted on TV. Follow the instructions that the receptionist gives you. Your game will be saved automatically before you mix Records.

► Enter the Record Corner and face each other at the machine in the middle of the room to start mixing Records.



► Once the mix is complete, return to the Record Corner. To finish, exit the room.



► After mixing Records, check the field. Your friends' Secret Bases will appear. Your friends' stories will also be broadcast on TV in Towns and Cities.



Making Pokéblocks (2 to 4 Players)

You can make Pokéblocks with your friends by using a Berry Blender. Try to make a high-level Pokéblock together!

► Press the A Button while standing in front of an unoccupied Berry Blender (found where Pokémon Contests are). Save your game before the blending begins. When the required number of players are ready, press the A Button to start blending.

► Choose the Berries and the Berry Blender starts to spin! Press the A Button with exact timing when it's your turn.

► The newly blended Pokéblock will be displayed. Select NO to stop making Pokéblocks.



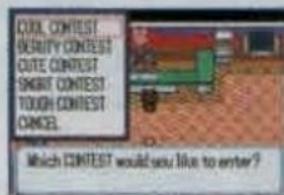
Participating in Pokémon Contest (4 Players)

When four players get together, you can all take part in a Pokémon Contest! Link-up Pokémon Contests are only held in Lilycove City.

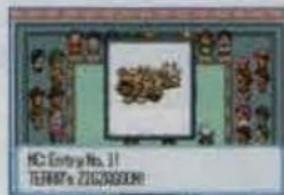
► Enter the Pokémon Contest in Lilycove City and follow the instructions that the receptionist on the right gives you. Your game will be saved automatically before the Contest begins.



► Select a competition category from COOL, BEAUTY, CUTE, SMART, or TOUGH.



► Once you are taken inside, the four Pokémon begin the Contest. After a judgement, the results will be shown and the winner decided!



NOTES

HINTS FOR FULL ENJOYMENT OF POKÉMON RUBY & SAPPHIRE

There are many features in POKÉMON RUBY & SAPPHIRE for you to enjoy. You can catch many different Pokémons, complete your POKéDEX, battle talented trainers and try to become the best Pokémon trainer ever! If you cooperate with your friends, you can enjoy POKÉMON RUBY & SAPPHIRE even more! The most important elements of Pokémons are communication and discovery. If you study Pokémons closely enough you might unlock some of their mysteries!

During your adventure you may see some special patterns (dots) on the screen. These special patterns are called 'Braille'. To catch some special types of Pokémons, you will need to know how to decode Braille. Don't worry – it's easy to decode Braille if you study the chart on the right.

When you play POKÉMON RUBY & SAPPHIRE you will see and discover many things from the world around you. If you look closely and pay attention, you might even see Braille in your home town! Now, let's set off on our adventure!

GAME FREAK inc.

Development Department

The European Blind Union (EBU)

The European Blind Union (EBU) represents all blind and partially sighted people in Europe. It aims to make sure that blind and partially sighted people enjoy the same rights as all other European citizens. In Europe, probably as many as 5% of the population have serious sight problems. Producing books in Braille costs more than producing them in print. EBU wants to see that any blind or partially sighted person can read any book they choose.

Further details about EBU can be found on its website www.euroblind.org Or you can contact the director of EBU office, Mokrane Boussaid (he speaks English, French and Spanish, 58 Avenue Bosquet, Paris 75007 France telephone +33 1 47053820, email ebu_uea@compuserve.com).

Braille Chart

• .	• .	• •	• •	• .
a	b	c	d	e
• • .	• • .	• .	• .	• .
f	g	h	i	j
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k	l	m	n	o
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z		period (.)		comma (,)

The PEGI age rating system

Age rating categories:



Note: There are some local variations!

Content descriptors:



BAD LANGUAGE



DISCRIMINATION



DRUGS



FEAR



SEXUAL CONTENT



VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system visit:

Voor meer informatie over het Pan European Game Information (PEGI) classificatie-systeem:

<http://www.pegi.info>

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