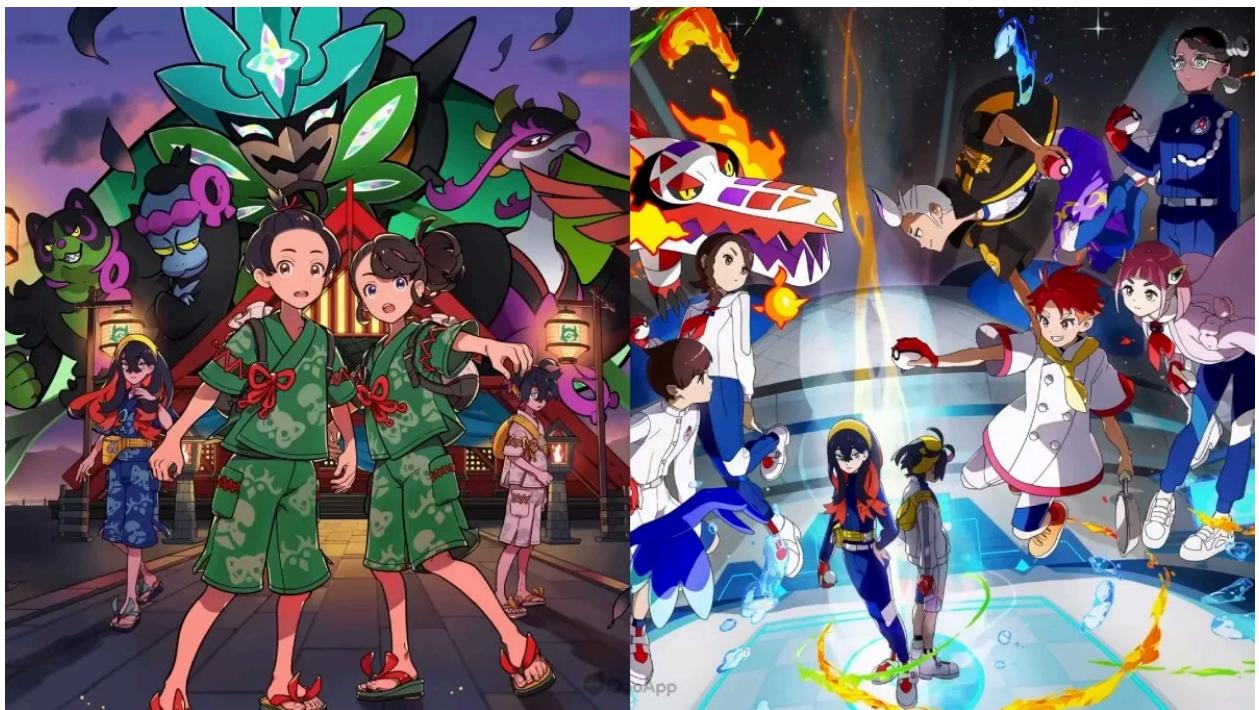


Mewlax's Professor Oak Challenge Guide

Pokemon Scarlet and Violet (with DLC)



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1. The Basics

1.1. What is a Professor Oak Challenge (POC)?

Professor Oak has always had a dream to fill the pokedex, but he's too old to do it! It's up to you as a new trainer to complete that pokedex as much as you can independently by catching, evolving and breeding as many pokemon as possible. Professor Oak also isn't getting any younger, so you need to complete that dex as a priority! Maybe you should put your academy missions on hold for a while...

In 2018, a Reddit user named Chamale posted updates of a unique challenge on Pokemon Crystal which at the time didn't have a name but was referred to as 'Oak Mode' or a 'Professor Oak Run/Challenge'. I was really intrigued by this style of gameplay and set out to play this on FireRed, writing a guide as I went along. After the success of the run I tried it on different versions and have now played the majority of the main series games and even a couple of spin offs.

The basic concept of the challenge follows these simple rules:

- You have to catch and evolve (or breed) as many pokemon as is possible in the game until you can't proceed any further because a badge is required e.g. in most cases, to give you better movement options on your ride pokemon. For example, before you obtain a single badge from any of the three paths, you will need to catch and fully evolve almost every single pokemon in the game.
- You cannot trade with other games, do co-op play (Union Circle), do surprise trades etc. This means that trade evolutions are off the table until you unlock them in raids later on. You'll get no version exclusives from the other version and you're stuck with the decisions you make such as your starter. In-game trades are allowed as that NPC is in your version of the game.
- (Optional) – Call yourself 'Oak' or 'Prof. Oak' for fun.

1.1 – Tips on this version

- Pre badge 1 is a hefty task because of the nature of the open world quality of the game. It is literally almost everything in the Paldea Pokedex and the two DLCs! Given that there are more badges than just the gyms, all missions are considered the barriers between sections, therefore you will not be able to obtain any badges from titan missions or team star missions until you have caught everything possible.
- The tera raids are constantly changing with online events as noted by having blue stars instead of yellow ones. For a fully authentic experience, try making a new Switch profile which doesn't have Switch Online functionality to filter out any themed online raids that may clog up your current raid dens. With Pokemon Home connectivity, you can freely move pokemon between Switch profiles so don't feel worried that all your pokemon will be stuck on the new profile.
- Grinding – You can battle very high levelled pokemon very early on if you wanted to. This means that grinding is incredibly simple which I'll describe in detail at the end of section 1. Ultimately this POC's difficulty is all about finding and catching, not grinding. Like with Sword and Shield, the amount of exp you can gain is reduced based on the number of gym badges you have so battling a Lv50 Chansey doesn't give as much exp in section 1 as it will post game.
- This challenge is a fun alternative to a regular play through and you may really appreciate having to train pokemon up yourself that you never trained before. On the other hand you may end up despising certain pokemon due to their inability to attack when you first get them or their generally poor stats/levelling up moves. Be aware of the level cap in this game though. This plays differently from previous games in that pokemon caught by yourself can still disobey you. This is based purely on the level that you catch them. So with a level cap of 20 at the start of the game, anything you catch at a low level will obey you regardless of what level it currently is, but a pokemon that was initially caught over the level cap will disobey you. You can bypass this by breeding it if you really want to train with that specific pokemon.
- Please note that this is not a full guide to the game, I am mostly only listing the pokemon you can catch at the most logical points of a 'normal' play through

- And finally, remember that this is YOUR challenge. There are things you can do to make this run easier or harder and it's entirely at your discretion how you want to handle this. A lot of people like to use Rare Candy or Exp Candy to boost their levels. Many people will use the method of using a strong pokemon to gain exp for many weaker pokemon due to the forced exp share. You might want to avoid tera raids altogether unless there is no other way to catch a specific pokemon. Some people do allow trading to include version exclusives or all three starters or the use of Union Circle co-op play. Make the challenge how YOU want to play it rather than following other people's examples. As long as you follow the key criteria for a POC (maxing out the pokedex prior to each badge) then you can't really go wrong.
- If you're using this guide to track your captures, I'd recommend saving a copy for you to delete sprites of pokemon you own to save yourself from opening the pokedex app over and over.

Useful Links -

As many characters will tell you in this game, there is no one correct answer to a question. The same can be said about this POC. I will be listing new pokemon available at the logical point you would find them in game without tera raids or going too far off the suggested path and then I will list their evolution methods. You may want to actively engage in tera raids to get pokemon earlier than usual. You might find evolved pokemon elsewhere in the game and catch them to avoid evolutions. This makes a written guide very hard to make since there are so many options to catch most pokemon. I'd recommend an interactive map to accompany this guide (example below from Serebii.net).

[Serebii Interactive Map](#)

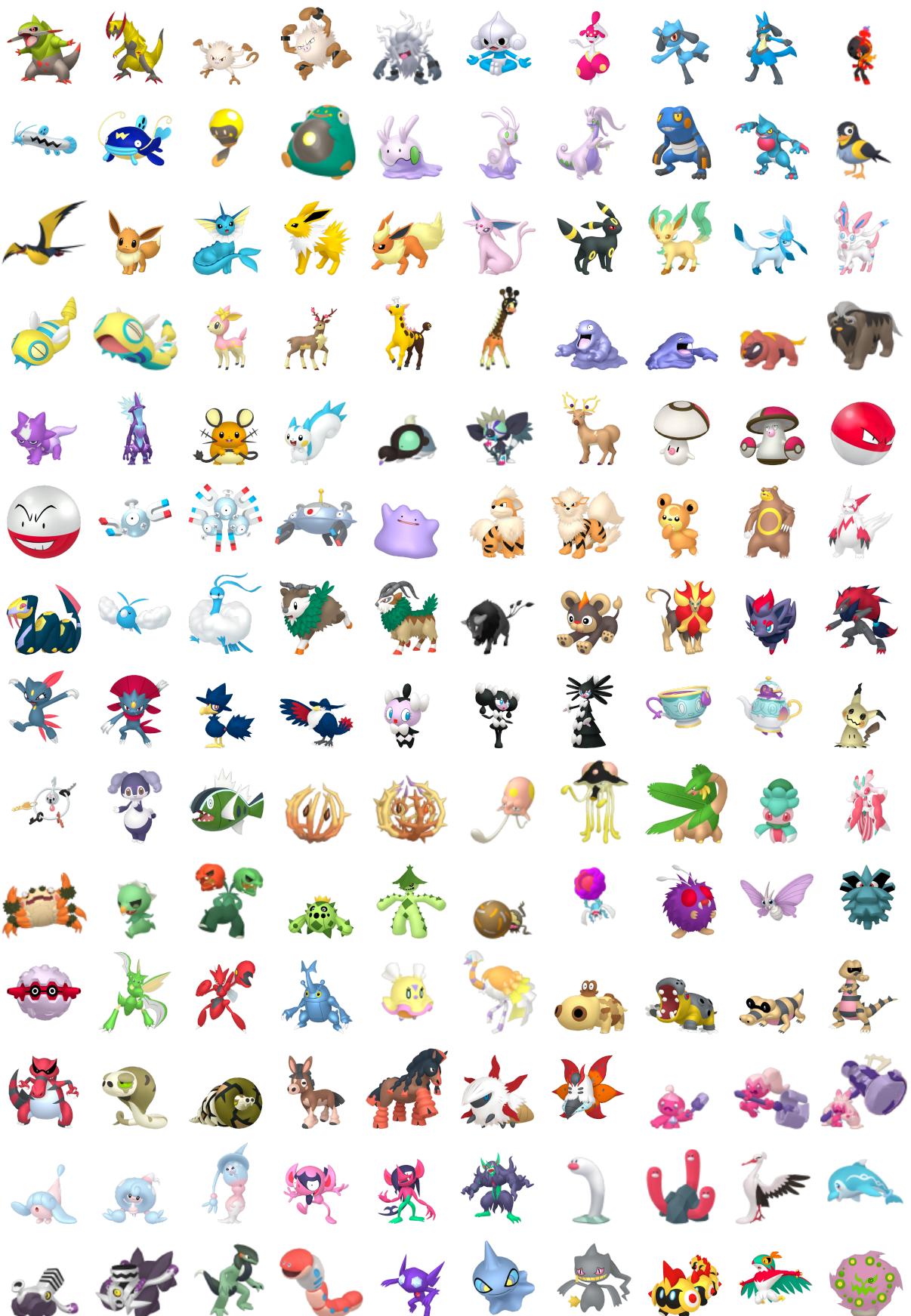
2. The Guide

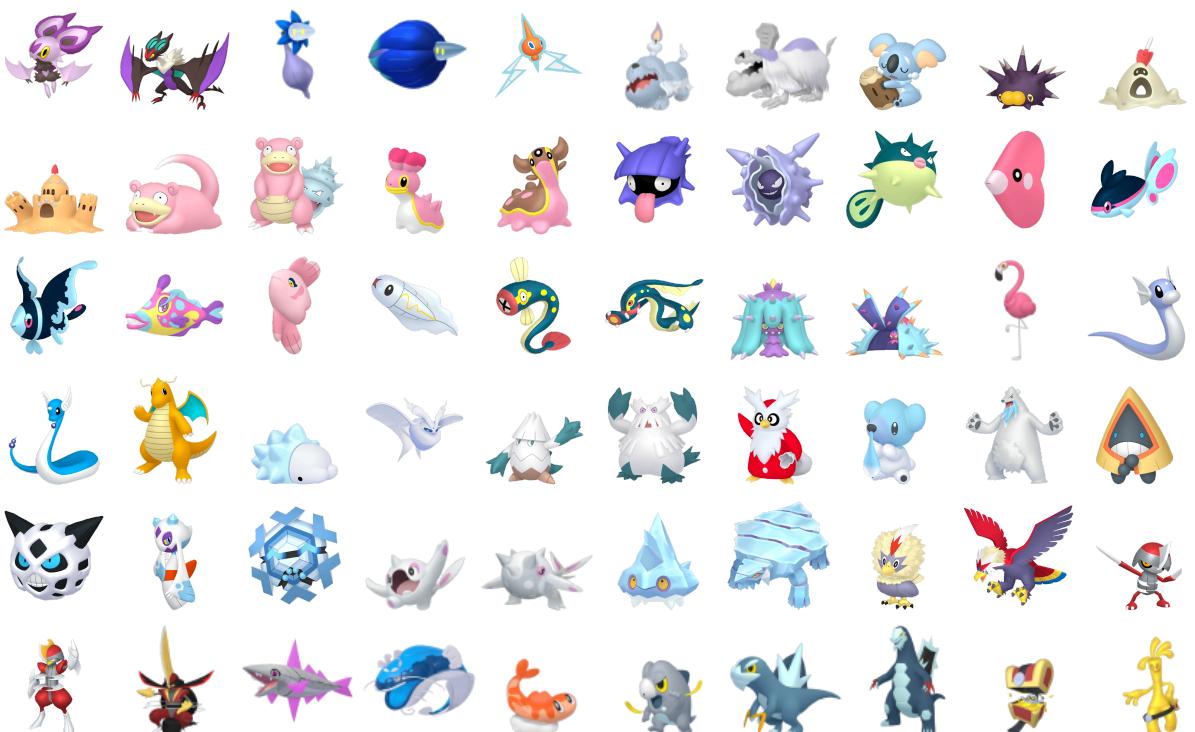


Part 1 - Pre Badge #1 (Lurking Steel Titan)

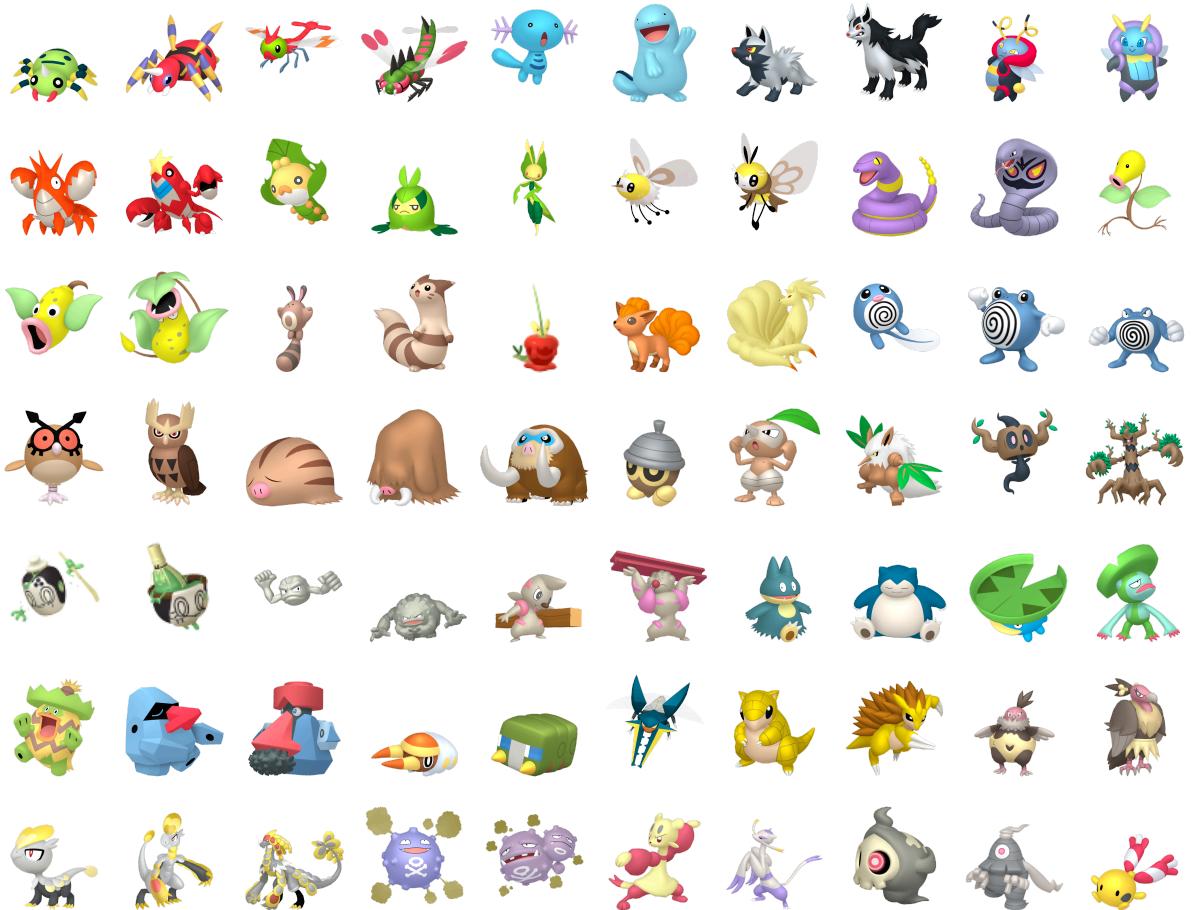
Pokemon in this section:
(Paldea Pokedex)







(Kitakami Pokedex)





(Blueberry Pokedex)



Scarlet Exclusive:
(Paldea Pokedex)



(Kitakami Pokedex)



(Blueberry Pokedex)



Violet Exclusive:

(Paldea Pokedex)



(Kitakami Pokedex)



(Blueberry Pokedex)



Choices (pick one starter):



Choices (Kitakami - One random Sinnoh starter egg):



Optional (No Pokedex entry):



Note that I am listing all of Paldea first, then Kitikami, then the Blueberry Academy. Of course, feel free to jump back and forth as you can access most of the DLCs very early on. One of the benefits of advancing the DLCs early is the Exp Charm from Kitikami which boosts exp gained for the whole party. By going to Blueberry Academy you also have a very large range of pokeballs to buy at the vending machines, something you can't do in the base game.

Choose your character –

Welcome to the Paldea region! Create your character and Director Clavell will quickly entrust you with a pokemon. Your starter has no bearing on the difficulty of this POC given that you will be catching a lot of different pokemon, will be doing a lot of levelling up and therefore neither has any advantage over the other. Walk around with them for a bit and pick your favourite once you reach the house down the road.

- Sprigatito--(Lv. 16)-->Floragato--(Lv. 36)-->Meowscarada
OR
• Fuecoco--(Lv. 16)-->Crocalor--(Lv. 36)-->Skeledirge
OR
• Quaxly--(Lv. 16)-->Quaxwell--(Lv. 36)-->Quaquavel

Starting your journey –

You'll then be thrown into battle with your new rival, Nemona. Once that's done it'll be time for a quick catching tutorial with a forced battle against Lechonk. Before making your way to the lighthouse it would be wise to catch everything here that you can. Poco Path encounters should have a guaranteed 100% catch rate so make good use of that. For pokemon that flee, you can use the ZR button to throw your lead pokemon's pokeball at it to start an encounter. Doing this from behind will initiate an ambush encounter where you'll get a free turn before the pokemon can act. You can also use the ZL button first to lock onto a pokemon. This is also helpful for getting into battles with flying pokemon or pokemon in trees. In this area, look out for Fletchling (although you might want to wait until after the next cutscene), Hoppip, Scatterbug and Tarountula. If you go to the edge of the coastal cliff where two palm trees are, you'll also find a guaranteed Pawmi encounter. If you ever have trouble finding pokemon in this game because they haven't spawned, you can use the auto battle feature by pressing the R button as long as you are at a sufficiently higher level and don't have a type disadvantage. Pokemon will naturally respawn over time so this can be a good way to flush out rarer pokemon. Eating food from shops or picnics can give meal powers to increase certain types of pokemon spawn rates so this can be an easy way to trigger rarer encounters. You could also simply push on with the run as you'll undoubtedly find the pokemon in other areas so don't stress too much if you can't find a pokemon i've listed for that area. You may even find pokemon earlier than i've listed them, every run will be unique to you.

Pawmi's final evolution is one of the new evolution methods introduced in the game. Once it's evolved into Pawmo, you'll need to release it from its pokeball with the R or ZR buttons and walk with it for 1,000 steps in one go without the pokemon returning to its pokeball. It will then need to level up while still out of its pokeball, so I'd recommend doing auto battles to get it extremely close to levelling up or have a Rare Candy ready. I ended up walking around the Los Platos brick paths in a circle three times and that was enough. Pawmo is unfortunately pretty slow, so be very careful not to stray too far from it otherwise it will automatically return to its ball.

- Lechonk--(Lv. 18)-->Oinkologne
- Fletchling--(Lv. 17)-->Fletchinder--(Lv. 35)-->Talonflame
- Hoppip--(Lv. 18)-->Skiploom--(Lv. 27)-->Jumpluff
- Scatterbug--(Lv. 9)-->Spewpa--(Lv. 12)-->Vivillon
- Tarountula--(Lv. 15)-->Spidops
- Pawmi--(Lv. 18)-->Pawmo--(Walk 1,000 consecutive steps and level up)-->Pawmot

Head up the path to find your box legendary already! You won't be officially capturing it yet though. Give it a nutritious breakfast and tag along as it walks through the nearby cave. If you have the pokeballs (and

there's a few lying around in the cave), catch a Yungoos and a Diglett but don't worry too much, we'll be back in here very shortly.

- Yungoos--(Lv. 20 during the day)-->Gumshoos
- Diglett--(Lv. 26)-->Dugtrio

Head up to the lighthouse and you'll battle another friend/rival, Arven. Check out the view from the lighthouse and then head towards the academy. As you reach the wooden bridge you'll hear a strange cry. Check underneath the bridge to find a small pokemon called Gimmighoul. It is in its roaming form and can't be caught, but familiarise yourself with its cry and appearance and then talk to it to get a Gimmighoul coin(s). You will eventually catch one of these and will need 999 Gimmighoul coins to evolve it so make a habit of talking to every single one you see or hear. They typically hide on signposts, by pokemon centres, on lone rocks, by watchtowers, ruins and other out of the way places. Good luck!

For the next section we will focus on the immediate nearby pokemon before heading off the beaten path. The reason for this is so we can unlock our ride pokemon for faster movement and the ability to jump. In this area you will find Azurill, Igglybuff, Psyduck, Fidough, Ralts (rare), Wooper and, finally, Magikarp and Chewtle can be found in the pond. Azurill and Igglybuff are both friendship evolutions. To reach the required friendship level for them to evolve via level up, keep them in your party, let them gain levels, walk with them, give them vitamins (Protein, Iron etc) to name a few examples. You can also interact and wash them at a picnic. If you give them a Soothe Bell to hold (available at the Delibird Presents store in Mesagoza) and/or catch them in Luxury Balls (although sparse at this point) this will increase happiness boosts from the above actions. I'd recommend prioritising any happiness/friendship evolutions to save time later on so you can passively raise their happiness levels while running around catching pokemon. It's also worth noting that the baby pokemon caught in these initial areas that evolve via friendship will have their evolutions available in the wild near the first gym's location so if you don't want the hassle of evolving friendship pokemon then that's an alternative. If you struggle to find Ralts or it's not the right gender for Gallade, one trick to respawning pokemon is to set up a picnic and then immediately close it. Pokemon will despawn and respawn during this process, effectively letting you 'reset' the area.

Up ahead is your first pokemon centre so get the basics down and be sure to buy plenty more pokeballs for your big catching spree.

- Azurill--(Happiness)-->Marill--(Lv. 18)-->Azumarill
- Igglybuff--(Happiness)-->Jigglypuff--(Moon Stone)-->Wigglytuff
- Psyduck--(Lv. 33)-->Golduck
- Fidough--(Lv. 26)-->Dachsbur
- Ralts--(Lv. 20)-->Kirlia--(Lv. 30)-->Gardevoir
- Ralts male--(Lv. 20)-->Kirlia male--(Dawn Stone)-->Gallade
- Wooper--(Lv. 20)-->Clodsire
- Magikarp--(Lv. 20)-->Gyarados
- Chewtle--(Lv. 22)-->Drednaw

For stone evolutions, most of these are found later on in the game and often in large numbers although some can be obtained by viewing your Paldea Pokédex and pressing X. Stones are given out as completion rewards. The stones in the base game include:

- Moon Stone - Pokédex completion (210 pokemon). Found in large numbers at Asado Desert as sparkling items on the ground. Only two required for the run (Clefable and Wigglytuff).
- Sun Stone - Found at Asado Desert as sparkling items on the ground. Four required for Sunflora, Whimsicott, Bellosom and Lilligant.
- Fire Stone - Paldea Pokédex completion (60 pokemon). Found at the quarries in East Province (Area Three) as sparkling items on the ground. 3 required for Flareon, Arcanine and Scovillain.
- Water Stone - Paldea Pokédex completion (80 pokemon). Sparkling items at beaches. South of Levincia was the best spot for me. 4 required for Cloyster, Poliwrath, Ludicolo and Vaporeon.
- Leaf Stone - You can easily get one by completing the gym test at Artazon for rounding up Sunflora. Outside of this, check Tag Tree Thicket or the Wistful Fields in Kitakami for sparkling items. Five required for Leafeon, Vileplume, Victreebel, Exeggutor and Shiftry. .

- Thunder Stone - Paldea Pokédex completion (30 pokémon). Found at the quarries in East Province (Area Three) as sparkling items on the ground. 6 needed for Raichu, Bellibolt, Jolteon, Magnezone, Vikavolt and Eelektross.
- Dusk Stone - Paldea Pokédex completion (130 pokémon). Only two needed for Chandelure and Honchkrow unless you're playing Violet, in which case you need a third for Mismagius. Guaranteed location behind Montenevera Gym and in Timeless Woods in Kitakami. Otherwise check for sparkling items in Alifornada Cavern or Dalizapa Passage.
- Dawn Stone - Pokédex completion (270 pokémon). Guaranteed locations include the first being a pokeball item at the quarry north of Levincia on a dirt mound, the other is another pokeball item at the ruins north west of Medali. Two required for Froslass and Gallade.
- Shiny Stone - Pokédex completion (150 pokémon). Only two required for Florges and Cinccino. Guaranteed location: Socarrat Trail or Chilling Waterhead in Kitakami.
- Ice Stone - Sparkling items on Glaseado Mountain or in the Polar Biome. Four required for Cetitan, Glaceon, Crabominable and either Alolan Sandshrew/Ninetales.

Continue through the small village of Los Platos and take the path up to the academy. In the immediate area along the path you'll see Skwovet, Shroodle, Bonsly, Pichu, Sunkern and Pom-Pom Style (yellow) Oricorio to name a few before you get to another pokémon centre. You may even find a Happiny but don't worry too much if you don't, there's a guaranteed spawn coming up soon. Happiny is a unique evolution in that it needs to be holding an Oval Stone during the daytime to evolve into Chansey. One such example is found at a bridge in Levincia but you may find it easier to just catch Chansey later as we will be finding a LOT of them at the end of the section...Surskit is a potential spawn in the ponds, there's also a bigger pond to the west which will have more pokémon spawn in it. It might be worth checking some of the large trees in the area with the ZL button because you may see Bounsweet hanging from the branches.

- Skwovet--(Lv. 24)-->Greedent
- Shroodle--(Lv. 28)-->Grafaiai
- Bonsly--(Level up knowing Mimic)-->Sudowoodo
- Pichu--(Happiness)-->Pikachu--(Thunder Stone)-->Raichu
- Sunkern--(Sun Stone)-->Sunflora
- Oricorio
- Happiny--(Level up during the day holding an Oval Stone)-->Chansey--(Happiness)-->Blissey
- Surskit--(Lv. 22)-->Masquerain
- Bounsweet--(Lv. 18)-->Stenee--(Level up knowing Stomp)-->Tsareena

Once you're ready, head to the gates by the pokémon centre, have a quick tussle with Nemona and start your enrollment at the academy. While you're in town, there isn't a whole lot to do unless you want to go and buy the Soothe Bell from Delibird Presents or do some minor costume changes to your character. Book it up the steps for a quick interruption with Team Star and then attend your school induction. Follow the prompts to go from room to room, speaking to the NPCs, until you can go to your dorm and rest up. After a quick speech about the Treasure Hunt, speak to Nemona at the top of the school steps and you are able to venture around the Paldea Region freely! On top of that, you will be able to ride your Koraidon/Miraidon. Not only does this increase the speed at which you travel, you can also jump over small ledges to get to areas you couldn't on foot. Come back to school and visit Jacq once you have caught 30 pokémon. He will give you the TM for False Swipe, a move that will never KO a pokémon and will leave it with at least 1HP, a great tool for catching pokémon, particularly as the levels get higher. Coming back at 100 pokémon caught gets you some Ultra Balls and at 200 pokémon you'll get some Quick Balls.

South Province (Area One) -

Before heading out of the suggested gates, head to the north western one which leads up to the pokémon league. Here you'll find an abundance of Tandemaus frolicking for you to catch. This is an odd pokémon which will evolve off screen without a prompt so keep an eye out so it's not wasting a party slot once it's evolved.

- Tandemaus--(Lv. 25)-->Maushold

From here, fast travel all the way back to the lighthouse. Your ride pokemon can jump the fence to land on the beach where you first met it. Wingull and Buizel hang around here so catch those and head back into the cave to find Houndour and a Diglett/Yungoos if you missed them earlier.

- Wingull--(Lv. 25)-->Pelipper
- Buizel--(Lv. 26)-->Floatzel
- Houndour--(Lv. 24)-->Houndoom

The Los Platos pokemon centre is where you should fly to next. Back at the wooden bridge going towards the lighthouse, follow the river downstream to the sea. If you're open to Tera Raids, be sure to check out the glowing crystals around the map. They will only be one and two star raids so you won't have much of a problem with them and they may net you a pokemon found later in the game at a lower level so it could help you fill up the dex faster. However I won't list these as I know that people didn't like raids in Sword/Shield! Their only mention in the guide will be for pokemon towards the end of the run that are truly raid exclusive pokemon. Examining dens will also give you LP which you can use to pay for some things instead of cash so it's a help to at least check them out. Exp candies rewards are also an incentive but grinding isn't an issue for this game. At the beach, keep your distance from the Wiglett on the beach as they'll hide if you get too close, so throw your lead pokemon at them to engage them in battle.

- Wiglett--(Lv. 26)-->Wugtrio

Go back upstream and, as soon as you are able to, head right. You are heading to the cluster of ponds just to the east where there are also some ruins nearby. Drowzee and Gasty are the main pokemon you'll find at the ruins, while Flamigo hangs out by the ponds. This is actually a really strong, single stage pokemon to find this early on in the game and might be a good candidate for a lead pokemon to gain exp for the others in your party. If you want to defeat some now, they also give pretty good exp for low levelled pokemon. It's up to you if you want to go through the effort of evolving Gasty into Haunter. Since Gengar is a trade evolution, you won't be able to obtain it yourself. There is however an in-game trade for a Haunter so you'll receive dex entries for BOTH Haunter and Gengar at the same time. If you go to the eastern cliffs and turn right you'll see a purple door which comes into play later in the run. Follow the path round to the south and you'll reach a dead end with a tree. If you didn't catch Happiny earlier, there is a guaranteed spawn here.

- Drowzee--(Lv. 26)-->Hypno
- Gasty--(Lv. 25)-->Haunter
- Flamigo

South Province (Area Two) -

The first 'recommended' area to travel to is South Province (Area Two) for the first gym which we obviously won't be involved with. However we will go through the intended route to avoid big level jumps. You'll need to travel to Mesagoza and leave through the western gate. Mareep, Smoliv and Starly will be the more common pokemon you'll immediately spot here and along the fields to Cortondo, although Starly does not appear at night aside from a few fixed spawn locations on the main path just after the pokemon centre.

- Mareep--(Lv. 15)-->Flaaffy--(Lv. 30)-->Ampharos
- Smoliv--(Lv. 25)-->Dolliv--(Lv. 35)-->Arboliva
- Starly--(Lv. 14)-->Staravia--(Lv. 34)-->Staraptor

On the left of the path after you pass the pokemon centre there will be a tall tower. Climb all the way up and examine the chest to encounter an actual Gimmighoul. You will of course want to capture this one. After this, keep an eye out for every tower like this for a chance to find another one of these pokemon. Capturing or defeating it will be your primary source of Gimmighoul Coins for it to evolve as you'll typically get 50+ coins per encounter. These pokemon MAY respawn every 24 hours (real time) but it's not guaranteed. Here's a map of places where you'll find chests. These can be found in other places, not JUST atop towers and you might not be able to reach some of these without an upgraded ride pokemon

but definitely make a habit of checking each day to help get through the slog and minimise the grinding at the end of the section.



- Gimmighoul--(Level up with 999 Gimmighoul Coins in your bag)-->Gholdengo

Continue along the path to Cortondo and when you reach the olive fields, look out for Kriktot and Combee roaming these fields, Combee are found more reliably in the fields south west of the tower. Female Combee will evolve into Vespiquen. Thankfully you can spot them in the wild with the small red patch on the bottom face or you can try your luck at catching a Lv25 Vespiquen if you're up to it at this stage. The eastern Cortondo should be your next stop. Run around the outskirts of town to see a few interesting pokémon including Jigglypuff if you haven't evolved Iggybuff yet and want to skip a friendship evolution. You may also find Eevee. Aside from stone evolutions which are straight forward, three of its evolutions are friendship based. If it reaches sufficient happiness levels and knows a Fairy type move (it learns Baby Doll Eyes via level up) then it will evolve into Sylveon every time. In order to get Espeon and Umbreon you need it to be the correct time of day but you'll need to ensure Eevee DOESN'T have a Fairy type move, so check the summary screen to adjust Eevee's moveset to get rid of any. If you breed Eevee (set up a picnic with a female and a compatible male breeding partner or Ditto - caught later - in your party ONLY) then your newly hatched Eevee will have a higher base friendship level and you'll also avoid catching multiple Eevee for each evolution or hunting down their rarer evolutions in the wild.

- Kriktot--(Lv. 10)-->Kriktune
- Combee female--(Lv. 21)-->Vespiquen

- Eevee--(Water Stone)-->Vaporeon
- Eevee--(Thunder Stone)-->Jolteon
- Eevee--(Fire Stone)-->Flareon
- Eevee--(Happiness during the day)-->Espeon
- Eevee--(Happiness during the night)-->Umbreon
- Eevee--(Leaf Stone)-->Leafeon
- Eevee--(Ice Stone)-->Glaceon
- Eevee--(Happiness while knowing a Fairy type move)-->Sylveon

Return to the east Cortondo pokemon centre and head directly south to drop off the cliff into a grassy riverbank area. In the water itself you might find Arrokuda and Marill if you also want to skip Azurill's friendship evolution. In the grass you'll likely find Pikachu (another friendship evolution skipped), Maschiff, and Flabebe. There's a quick in-game trade at Cortondo for Snom if you trade them a Flabebe. Up to you if you want to do it now, there are plenty of Snom encounters later so i'll skip it for now.

- Arrokuda--(Lv. 26)-->Barraskewda
- Maschiff--(Lv. 30)-->Mabosstiff
- Flabebe--(Lv. 19)-->Floette--(Shiny Stone)-->Forges

South Province (Area Three) -

Although the level jump isn't massive (Lv15 ish), we will jump back to Mesagoza and leave out the eastern gate this time as the pokemon here are still at lower levels (some under Lv10). In the immediate area as you enter, a bunch of Shinx and Nacli are likely to be your first encounters along with pokemon like Rookidee, Spoink and Makuhita nearby. If you don't see the latter two, they'll be all over the place so simply round around in some of the maze-like areas nearby and you'll eventually see one. For Violet players, also keep your eyes peeled for a Gulpin. Just before you reach the pokemon centre by following the main path, make a U-turn to the left where the musician trainer is standing. Follow the short hill up and around to a dead end where you'll see a guaranteed Characadet encounter. It's evolution item is gained in the town of Zapapico by trading with an NPC - 10 Bronzor Fragments in Scarlet version for the Auspicious Armor which can be used to evolve it into Armarouge or for 10 Sinistea Chips in Violet version for the Malicious Armor which evolves it into Ceruleedge.

- Shinx--(Lv. 15)-->Luxio--(Lv. 30)-->Luxray
- Nacli--(Lv. 24)-->Naclstack--(Lv. 38)-->Garganac!
- Rookidee--(Lv. 18)-->Corvisquire--(Lv. 38)-->Corviknight
- Spoink--(Lv. 32)-->Grumpig
- Makuhita--(Lv. 24)-->Hariyama
- (V) Gulpin--(Lv. 26)-->Swalot
- (S) Charcadet--(Auspicious Armor)-->Armarouge
- (V) Charcadet--(Malicious Armor)-->Ceruleedge

Over the hill from the pokemon centre and Arven will check in on you about a Titan pokemon. Start your descent on the other side of the hill and you should start seeing Klawf, Skiddo and the very small Nymble. Note the ruins on the map just north of the path. If you jump down you should be able to find a Bronzor and a Tinkatink. This means Scarlet players can get the required Bronzor item drops for later when you trade in the Charcadet's evolution item. Back to the path towards Artazon, don't forget to check out the watchtower for a Gimmighoul chest. Look for Growlithe running around the path and then carry on until you are about to reach the Artazon pokemon centre. Some wild encounters just outside of town include Oricorio if you didn't see one earlier as well as Squawkabilly. At night it's also good for pokemon like Shuppet and either Drifloon in Scarlet or Misdreavus in Violet.

- Klawf
- Skiddo--(Lv. 32)-->Gogoat
- Nymble--(Lv. 24)-->Lokix
- Bronzor--(Lv. 33)-->Bronzong
- Tinkatink--(Lv. 24)-->Tinkatuff--(Lv. 38)-->Tinkaton
- Growlithe--(Fire Stone)-->Arcanine

- Squawkabilly
- Shuppet--(Lv. 37)-->Banette
- Murkrow--(Dusk Stone)-->Honchkrow
- (S) Drifloon--(Lv. 28)-->Drifblim
- (V) Misdreavus--(Dusk Stone)-->Mismagius

West Province (Area One) -

Jumping across the map again, the wild levels here are slightly lower than north of Artazon. Running up the path from Cortondo, Phanpy, Rockruff, Mankey, Capsakid and Mudbray will be easily seen. Primeape learns Rage Fist at Lv35 and you'll need to use it 20 times before it evolves into Annihilape. You only have to use the move, it doesn't have to successfully hit, so you could simply use up the 10PP against an early game normal type, heal up, then do it again to satisfy the requirements. Once the path runs alongside the river bank, head over to the water to find some Tadbulb floating nearby. You'll likely see some Basculin swimming in the river too. Cross the bridge further up the path and you'll start seeing Flittle flitting around. Once you pass the pokemon centre, the path will fork. The path on the left leads to a cave with Lv40 pokemon so head right instead for now towards the windmills. Once you reach the second batch of windmills you'll see a guaranteed Swablu spawn, otherwise you'll start seeing them as you venture closer to Cascarrafa. Once you get close to the next pokemon centre on the trail, the path splits off again. Take a quick detour to the path that leads west and you will eventually start seeing Numel and Petilil. Return to the path, go past the pokemon centre and you'll eventually be interrupted for a Team Star mission which you can ignore to avoid getting a badge. There's a roadblock preventing you from passing to Cascarrafa. Simply drop down into the desert and run to the entrance to town from there. Easy!

- Phanpy--(Lv. 25)-->Donphan
- Rockruff--(Lv. 25)-->Lycanroc (Own Tempo Rockruff can only evolve at dusk)
- Mankey--(Lv. 28)-->Primeape--(Level up after using Rage Fist 20 times)-->Annihilape
- Capsakid--(Fire Stone)-->Scovillain
- Mudbray--(Lv. 30)-->Mudsdale
- Tadbulb--(Thunder Stone)-->Bellibolt
- Basculin
- Flittle--(Lv. 35)-->Espathra
- Swablu--(Lv. 35)-->Altaria
- Numel--(Lv. 33)-->Camerupt
- Petilil--(Sun Stone)-->Lilligant

East Province (Area One) -

Asado Desert would logically be the next place from Cascarrafa but the levels jump up again so it's once again time to dash across the map back to Artazon. We'll start venturing north to Levincia. Tauros, Venonat, Litleo, Deerling, Komala and Teddiursa should be fairly close by if you stick to the road. If you've not evolved Lechonk yet, then there's plenty of Oinkologne here to catch. Keep an eye out on the large trees, there's a pretty good chance of finding a Pineco hanging from the branches (just watch out for Self Destruct) otherwise there's plenty more trees slightly further afield you can check out for more opportunities. After the pokemon centre you'll turn the corner and should see some Cyclizar dashing around to catch. Further up you'll see another Team Star blockade which, just like last time, can be bypassed easily. With a well timed jump from an extended ridge near the blockade you can clear the river below and the next pokemon centre is a short trip to the north west.

- Tauros
- Venonat--(Lv. 31)-->Venomoth
- Litleo--(Lv. 35)-->Pyroar
- Deerling--(Lv. 34)-->Sawsbuck
- Komala
- Teddiursa--(Lv. 30)-->Ursaring
- Pineco--(Lv. 31)-->Forretress
- Cyclizar

East Province (Area Two) -

Continue to the east along the path. A lower riverbank is a good spot to hunt for a few new pokemon. Wattrel may be found hopping around nearby or flying overhead and Slowpoke should also appear in or near the water. This is one of the very few trade evolutions in the game to get Slowpoke to evolve into Slowking so we won't be able to obtain it...yet...Magnemite can also be found in this area. Proceed to the Levincia pokemon centre then come straight back out and head to the nearby beach. Lots of new pokemon here. On the sand you'll see Sandygast, Pincurchin, Mareanie and Crabrawler. There's a nearby trade in Levincia for Pincurchin if you want a spare one to keep hold of. Out in the shallows, look out for Finizen. There's also a rarer sea encounter, which is Bruxish. It will appear near the large island out in the shallows but if you can't see any/many then a quick trip into Levincia is on the cards. You can stop at the churro stand and buy one that gives Encounter Power: Psychic. That should be enough to flush them out. When you're done, head back to the pokemon centre at Levincia and go to the circular middle section. An NPC should be right in front of you who wants you to trade Pincurchin for her Haunter. Although this may open trauma from your Sinnoh experiences, this trade is perfectly safe. Doing so you'll get both Haunter's dex entry if you didn't have it yet as well as Gengar's. Take a quick trip to the lighthouse just off the very north eastern part of town. Up here, if you struggled to find a male Ralts earlier (or even one at all), Kirlia hangs around here along with Grimer

- Wattrel--(Lv. 25)-->Kilowattrel
- Slowpoke--(Lv. 37)-->Slowbro
- Magnemite--(Lv. 30)-->Magneton--(Thunder Stone)-->Magnezone
- Sandygast--(Lv. 42)-->Palossand
- Pincurchin
- Mareanie--(Lv. 38)-->Toxapex
- Crabrawler--(Ice Stone)-->Crabominable
- Finizen
- Bruxish
- Gengar
- Grimer--(Lv. 38)-->Muk

East Province (Area Three) -

Pretty much any logical area we go to next will have pokemon in the mid 20s so let's stick where we are for now. Head up the northern path from Levincia and, as you head up the road into the quarry, you'll see Bramblin, Rolycoly, Cufant, Voltorb, Silicobra, Rufflet, Meowth and version exclusives Larvitar (Scarlet) or Bagon (Violet). If you're interested in spending some time here, Dugtrio is a great pokemon to train against due to its brittle defenses as long as you can cope with its speed advantage and/or Sucker Punch. If you're looking for the Dawn Stone that's here, head to the north eastern section of the map by the river. There's a mound with a lot of items on it, one of them being the Dawn Stone. Go back to the path and continue going west towards Zapapico. Once Arven contacts you about another titan, carry on and you'll quickly start seeing Varoom in the area. This is actually a really good pokemon to have out by your side while running around in areas like this. It moves incredibly fast and has no problems keeping up with you, even while riding, so it can easily grab all the items on the ground as you dash about the region. Eventually you will reach the pokemon centre by Zapapico. Look out for Torkoal as you near the town. Don't go into Zapapico just yet, hang around outside and you may see a small Sinsiea floating around. This is a good chance to catch one and get Sinistea Chips which you'll be trading in this very town for Charcadet's evolution item. It's not a very common pokemon, so if it gives you trouble, there will be plenty of them later in the run. For its evolution, in all likelihood you'll have the much more common Phony Form Sinistea, in which case the Cracked Pot used to evolve it can be obtained via the auction in Port Marinado if you're lucky enough for it to be on sale at the time or you can we can grab one later that's just lying around in Paldea. One is in Socarrat Trail which we'll get to much later so refer to that section. One final pokemon to catch outside Zapapico. This is one of the only areas where you'll find a wild Gothita. It's a rare encounter and is quick to flee so be careful. But don't worry too much if you can't find one, there's one other spawn location that comes up later. Enter town and, as mentioned, grab the evolution item in Zapapico and evolve your Charcadet. The man you need to speak to is by a small fountain on your right as you walk further into town.

- Bramblin--(Walk 1,000 consecutive steps and level up)-->Brambleghast
- Rolycoly--(Lv. 18)-->Carkol--(Lv. 34)-->Coalossal
- Cufant--(Lv. 34)-->Copperajah
- Voltorb--(Lv. 30)-->Electrode
- Silicobra--(Lv. 36)-->Sandaconda
- Rufflet--(Lv. 54)-->Braviary
- Meowth--(Lv. 28)-->Persian
- (S) Larvitar--(Lv. 30)-->Pupitar--(Lv. 55)-->Tyranitar
- (V) Bagon--(Lv. 30)-->Shelgon--(Lv. 50)-->Salamence
- Varoom--(Lv. 40)-->Revavroom
- Torkoal
- Sinistea--(Chipped Pot/Cracked Pot)-->Polteageist
- Gothita--(Lv. 32)-->Gothorita--(Lv. 41)-->Gothitelle

Tagtree Thicket -

The wild pokemon levels at Glaseado Mountain near Zapapico jump a bit so let's instead head back to the quarry and go north west to Tagtree Thicket. It's a busy place here (watch those framerates!). Check the trees because you'll find pokemon up them including Grafaiai if you haven't evolved a Shroodle yet, you might see Applin and you might see a version exclusive - Oranguru in Scarlet or Passimian in Violet. To get Applin's evolution items, check for sparkling items. You'll need both a Tart Apple and a Sweet Apple to get both Applin's evolutions. If you struggle with this, wait until Kitakami where you'll be drowning in these items. Zorua likes to hide in this forest. If you use the ZL button to check a pokemon out and you know you've either caught or battled it and its name comes up as ??, then it's a Zorua. Once you've seen Zorua before you'll be able to see it's a Zorua when you scan it with ZL next time it's in disguise. Other pokemon here include Foongus, Impidimp, Toedscool and Dunsparce. In the northern section of the forest as you reach the river you'll possibly start seeing Mimikyu and a few Pawniard walking around. Evolving Bisharp into Kingambit is an interesting scenario which you won't actually be able to do yet so I would recommend simply catching Pawniard and leaving the evolution line alone for now as we'll need to catch a specific Bisharp later. We can't advance any further north from this area so it's time to backtrack to the other side of the map again.

- Applin--(Tart Apple)-->Flapple
- Applin--(Sweet Apple)-->Appletun
- (S) Oranguru
- (V) Passimian
- Zorua--(Lv. 30)-->Zoroark
- Foongus--(Lv. 39)-->Amoonguss
- Impidimp--(Lv. 32)-->Morgrem--(Lv. 42)-->Grimmsnarl
- Toedscool--(Lv. 30)-->Toedscruel
- Dunsparce--(Level up knowing Hyper Drill)-->Dudunsparce
- Mimikyu
- Pawniard

South Province (Area Five) -

Let's make a detour. Fly to the pokemon centre at South Province (Area Three). Start heading along the path to Artazon to where a worker trainer is standing opposite a sign post just before you reach Klawf territory. Instead of heading down the path, go off road to the south. If you open your map, you will see that south of you is a green 'bridge' going over the river. This is where you want to head to. You should hopefully spot a Stantler on your way there. Once you reach the grassland, feel free to run around the area. Zangoose and Seviper are a couple more single stage pokemon to recruit to your pokedex. Shroomish will also be found walking around. Just be careful not to fall off cliffs that lead back to Area One while you're exploring. Slakoth could be caught up in trees but it's one of the most notoriously hard pokemon to find in the game. Instead, catch and breed a Vigoroth to get one which can also be found roaming the area. Or you can wait until the Blueberry Academy where Slakoth are much easier to find on the beach in the Coastal Biome. There's also a good chance of finding Pachirisu near trees.

- Stantler
- Zangoose
- Seviper
- Shroomish--(Lv. 23)-->Breloom
- Vigoroth--(Lv. 36)-->Slaking--(Breed)-->Slakoth
- Pachirisu

There's some large pools of water to the south east, just west of a boggy marshland. Around these pools of water you might find Goomy and Croagunk hanging around nearby as well as Barboach swimming in the water. Drop down to the marshland afterwards where you'll see some of these encounters repeated if you didn't see them by the ponds. It's also a good place to look for Dreepy if you're playing Violet. There's a pokemon centre on the beach to the east so head there and heal up as well as being able to fast travel here if you need to come back. Shellos will roam the beach here and you'll be able to get just far out into the water enough without drowning to hopefully be in range of Shellder, Luvdisc and Qwilfish swimming around. The base of the waterfall at the north end of the beach is a great spot to find them in range.

- Goomy--(Lv. 40)-->Sliggoo--(Lv. 50 in the rain)-->Goodra
- Croagunk--(Lv. 37)-->Toxicroak
- Barboach--(Lv. 30)-->Whiscash
- (V) Dreepy--(Lv. 50)-->Drakloak--(Lv. 60)-->Dragapult
- Shellos--(Lv. 30)-->Gastrodon
- Shellder--(Water Stone)-->Cloyster
- Luvdisc
- Qwilfish

South Province (Area Four) -

Another quick detour to get a few out of the way pokemon. Fly to the pokemon centre at South Province (Area Two). You are looking for another grass bridge directly southeast of your position. Start running around in the area once you hit Area Four to look for Scyther, Toxel, Hatenna and Riolu. Hatenna likes to hang around ponds so if it doesn't spawn, keep clearing out the other nearby pokemon or open and close a picnic to reset the area. No Scizor at the moment because of the no trading restrictions but we will be catching a wild one later in this section.

- Scyther
- Toxel--(Lv. 30)-->Toxicity
- Hatenna--(Lv. 32)-->Hattrem--(Lv. 42)-->Hatterene
- Riolu--(Happiness during the day)-->Lucario

Asado Desert -

Within the desert is another titan which we won't be tackling yet. From Cascarrafa (North), start heading to the ruins at the northern end of the desert. If you ever find yourself short on money, get a Varoom or Revavroom to follow you round the desert picking up shiny items. Aside from Sun and Moon Stones, there's lots of valuable items to sell at pokemarts. Now that we're past the level cap with pretty much every wild pokemon from here on out, you'll start finding the capture rates getting harder and therefore you'll be burning through lots of pokeballs. New pokemon will be running all over the place including Cacnea, Larvesta, Rellor and another version exclusive, Stonjourner in Scarlet version. Falinks will be marching around the ruins and there's even a Gimmighoul chest here. If you haven't seen Rellor, these are found in larger numbers around the edges of the area by the cliffs around you. You'll see the titan's location on your map. You want to head near there. The immediate area to the east and south east is where you'll be able to spot Hippopotas and Sandile digging around in the sand.

- Cacnea--(Lv. 32)-->Cacturne
- Larvesta--(Lv. 59)-->Volcarona
- Rellor--(Walk 1,000 consecutive steps and level up)-->Rabsca
- (S) Stonjourner
- Falinks

- Hippopotas--(Lv. 34)-->Hippowdon
- Sandile--(Lv. 29)-->Krokorok--(Lv. 40)-->Krookodile

West Province (Area Two) -

The desert abruptly ends into a lush green field where Girafarig is likely one of the first pokemon you'll see. Ditto also roams this field and uses the same hiding tactics as Zorua, so use your ZL button and knowledge of encountered pokemon to find it. Anytime you need to breed a pokemon, simply set up a picnic and activate an Egg Power to speed things up with only Ditto and the pokemon you want to breed. They will do the rest...For Scarlet players, look around for a Stunky. Heal at the pokemon centre if you need to and drop off a ledge towards the lighthouse. Look around for any Rotom that might be flitting about.

- Girafarig--(Level up knowing Twin Beam)-->Farigiraf
- Ditto
- (S) Stunky--(Lv. 34)-->Skuntank
- Rotom

Run along the path back towards the desert but this time take the left fork. You will see a couple of Sableye running along the road so catch up in order to battle one. The path leads into a cave now - Colonnade Hollow. Noibat, Salandit, Meditite and Gible all live inside this cave so get catching.

- Sableye
- Noibat--(Lv. 48)-->Noivern
- Salandit female--(Lv. 33)-->Salazzle
- Meditite--(Lv. 37)-->Medicham
- Gible--(Lv. 24)-->Gabite--(Lv. 48)-->Garchomp

West Province (Area Three) -

Emerge from the cave and cross the bridge and you're in a new area in the west province. There's some fairly tough pokemon to catch here, especially if you want evolved pokemon. Tropius is found along the path. Just outside of Medali, hang around to try and find a Dedenne and Bombirdier spawning close by.

- Tropius
- Dedenne
- Bombirdier

Glaseado Mountain -

It's time to climb the central peak...Leave through the north exit from town heading north east and simply follow the path all the way until you reach a bridge. Turn right and carry on where the path disappears on the map and it forks into two directions. The path on the right is the one you want to take which will start heading up the icy mountain. It's a straight forward, winding path which quickly leads onto some snow and then it's a very short hike to reach the next pokemon centre. Just this small stretch of snow is enough to start seeing the majority of the ice types that live on the mountain - Snover, Bergmite, Cetoddle, Delibird, Sneasel and Cubchoo. Razor Claws are not easy to come by at all in this run at this point of the game, so rather than evolve Sneasel into Weavile, I'd recommend catching the evolved form later on.

- Snover--(Lv. 40)-->Abomasnow
- Bergmite--(Lv. 37)-->Avalugg
- Cetoddle--(Ice Stone)-->Cetitan
- Delibird
- Sneasel
- Cubchoo--(Lv. 37)-->Beartic

The next destination is Montenevera so head north east as we'll have to go around a mountain. More new pokemon will appear in these areas including Snorunt and Greavard, the latter of which hides in the ground but can be identified by its burning candle on its head. You should be able to spot an upward

slope along the side of the mountain. Keep following it and it'll take you straight into town. Once you're ready to head out again, leave through the opposite end of town, go down a slope and cross a bridge, then continue up the obvious path to the left which will wind all the way up to another town with a gym. You will see Cryogonal as you get higher up. Being up here is helpful in getting to some of the last few northern areas you can't normally get to easily. Before that, head directly south of the pokemon centre. Check out your map and you'll see there are some ruins. If it's night, Spiritomb appears here as a static encounter. It only appears once per in-game night and it has the move Memento which is essentially a self-destruct move. Save your game before you battle it. If you have any Quick Balls available, try using them and if it uses Memento, quickly hit the home button and close/restart the game to try again. Up here in the area you also want to look out for Snom if you didn't take up the in-game trade earlier.

- Snorunt--(Lv. 42)-->Glarie
- Snorunt female--(Dawn Stone)-->Froslass
- Greavard--(Lv. 30 at night)-->Houndstone
- Cryogonal
- Spiritomb
- Snom--(Friendship during the night)-->Frosmoth

One pokemon that appears mostly all over the mountain is Frigibax but it's extremely rare. This is an encounter you may want to resort to encounter powers to flush out the dragon type in the snow. If you don't like making sandwiches, I personally found it more common and/or easier to spot in the cave biome of Dalizapa Passage. It's a quick backtrack, but head east out of Medali and you'll enter a small cave with a pokemon centre. Keep clearing out the wild pokemon and you should eventually see one. In the process you may also find the rare Glimmet and the Scarlet version exclusive, Deino. One final pokemon to worry about. From this cavernous area, head east going back towards Zapapico and look out for Axew roaming the grasslands.

- Frigibax--(Lv. 35)-->Arctibax--(Lv. 54)-->Baxcalibur
- Glimmet--(Lv. 35)-->Glimmora
- (S) Deino--(Lv. 50)-->Zweilous--(Lv. 64)-->Hydreigon
- Axew--(Lv. 38)-->Fraxure--(Lv. 48)-->Haxorus

South Province (Area Six) -

Not much to capture in this section but a lot of repeat options to find pokemon you may have had troubles finding. Fly to the pokemon centre at West Province (Area One) Central. The path that heads south west leads to a fork. To the north is where you saw all the windmills so head south this time. You'll reach a cave at the end of the path but this is actually a dead end without an upgraded ride pokemon. Instead, go west/north west and drop off the ledges to reach a beach connected to a dirt road. Follow this road southwards and after some scenic views you'll enter a different part of the previous cave. It's a straightforward path which will lead back outside right by Alfornado. The area around this town has more chances to find pokemon like Sinistea, Gothita and its evolutions and Bombirdier. The one new pokemon here you'll want to search for is Klefki. With the ability to fly back to Alfornado in case you mess up, let's take care of an obnoxious pokemon in the water - Tynamo. Look at the map where you took the scenic route over the sea. Drop down to the area below that, there's a small bay where you may find Tynamo. This tiny white eel should linger around here but alternatively you can also jump out from the stone bridge to the more northern and smaller of the two rocky areas just to the west

- Klefki
- Tynamo--(Lv. 39)-->Eelektrik--(Thunder Stone)-->Eelektross

North Province (Area Three) -

From here on out the wild pokemon levels will be super high as we start to approach Level 50 encounters. From either of the two gym locations on Glaseado Mountain, use your vertical advantage to slide straight down the mountain towards North Province (Area Three). On the way down, look out for Weavile who only spawns in the very north eastern parts of the snowy mountains. There's a pokemon centre just south of the Team Star base for faster access next time. Get used to this location, you'll be

back here later for some serious grinding. For now, head down the path towards the sea. You will likely see a cluster of Fomantis with a Lurantis. If you're feeling confident there's a terastilised Sylveon nearby if you haven't evolved Eevee into it yet. At the water you will be able to spot either Skrelp in Scarlet or Clauncher in Violet. You should also be able to find Eiscue in Violet on the beach if you haven't bumped into one yet. Search around the western side of the base and there's the possibility of finding a Hawlucha. One of the trickier water encounters is Alomamola. It appears further out to sea than Skrelp/Clauncher. There's two small islands shown on the map to the west of the beach. These are actually out in the shallows and you can wade over there. Get as close as you can to the sea without drowning and run along the shore to see some spawning. Another option is to fly to Montenevera and slide down the mountain again to the small green patch of grass just east of the area. From here you can stand on the rocks and engage Alomomola in battle.

- Weavile
- Fomantis--(Lv. 34 during the day)-->Lurantis
- (S) Skrelp--(Lv. 48)-->**Dragalge**
- (V) Clauncher--(Lv. 37)-->Clawitzer
- (V) Eiscue
- Hawlucha
- Alomomola

North Province (Areas One and Two) -

Fly back to Glaseado Mountain again, this time sliding down the eastern side. You'll want to head to the pokemon centre in North Province (Area One). Around this area you'll find Indeedee quite commonly as well as some more Hawlucha in case you didn't find one earlier. Go to the southern part of the area and it will eventually wind back up to the north into a bamboo forest. Within the forest you'll see Heracross and some Dratini will also swim the small pond in the centre of the area. Casseroya Lake has plenty more of these if you didn't find one. This bamboo forest houses one of the most convoluted evolution methods to date. You will sometimes spot a group of Pawniard spawning in with a Bisharp in the middle. This Bisharp will be holding an item called a Leader's Crest. You will need to defeat these Bisharp with one of your own (auto battles don't count). Knock out three of them with your Bisharp and once it's done, simply level up to trigger the evolution. The plus side is that Bisharp doesn't have good moves against itself so you can resist them easily while you can use TMs to learn better ones. The downside is that it's unlikely that your Bisharp will obey you which makes this fairly tedious to do. If you find these Bisharp encounters too rare, come back after the festival at Kitakami because you can buy a Candy Leppa Berry from the candy apple stall for a boost to steel type encounters.

- Indeedee
- Heracross
- Dratini--(Lv. 30)-->Dragonair--(Lv. 55)-->Dragonite
- Bisharp--(Level up after defeating 3 other Bisharp pack leaders whilst holding the Leader's Crest)-->Kingambit

Casseroya Lake and finishing off the section -

One final area to conquer in Paldea. Both within the water and on land you'll spot some small colourful fish which are pokemon called Tatsugiri. Don't let their appearance deceive you, they hit hard. They also use the move Memento for a self-destruct so if you have a strong pokemon with Taunt or another method to stop it, you may want to utilise that since catching it can take a while given the high levels they are at. Run around by the water's edge to look out for more Dratini if you didn't get one yet as well as the humongous catfish, Dondozo. Veluza is another aquatic pokemon to watch out for. When it sees you it will charge straight for you. If you struggle to spot one, venture out onto the beach just west of the lake. One last stop in the area, if you go to the brown area north of the lake, this is Socarrat Trail. You can of course just slide down the mountain again to get here. Once there, check out the southern side of the central rocky cliffs where there is a small bit of land surrounded by water. Simply cross over by the waterfall, past a shrine (we'll be back later) and check for the item by a lonely tree to get the Cracked Pot which will evolve your Sinistea into Polteageist unless you're lucky enough to get the rarer antique form of Sinistea, in which case this item won't work. If so, go grab another Sinistea!

- Tatsugiri
- Dondozo
- Veluza

Note that it is TECHNICALLY possible to get two legendaries at this point in the game - There's a catch however. You need to use a trick called backwards jumping/sideways jumping. This involves facing away from a hill, jumping in place whilst on your ride pokemon, then as you begin to fall back down, push backwards on the stick and continue jumping. Your ride pokemon will gain more traction and you can scale up hills backwards without sliding back down. This is the method to obtain some of these stakes or to reach higher ground for you to drop down to stakes. It's up to you whether you consider this permissible or not. It's very easy to pull off and I initially included these two in my pre-badge 1 section of the base game but it feels more in glitch/exploit territory. On that basis I've left them out of pre badge 1 but feel free to include them if you want to but note that your routing of badges will also differ from this guide.

Off to Kitakami! -

With the DLC installed, you'll already have had a phone call asking to go back to school to meet Ms Briar in the entrance hall. Agree to go with her and you'll venture into Kitakami. As part of the story events, the time cycle will be locked so it will remain daytime for now. If you have any time specific evolutions left over from Paldea then this could be used to your advantage. As soon as you arrive, you'll find several new pokemon roaming the grassy area. These include Yanma, Spinarak, Sewaddle, Cutiefly, Poochyena and a Johtonian Wooper which can evolve into Quagsire. Immediately behind the bus stop there's a cave which houses some Geodude. As you approach the wetlands near the town you'll also see Corphish.

- Yanma--(Level up knowing Ancient Power)-->Yanmega
- Spinarak--(Lv. 22)-->Ariados
- Sewaddle--(Lv. 20)-->Swadloon--(Happiness)-->Leavanny
- Cutiefly--(Lv. 25)-->Ribombee
- Poochyena--(Lv. 18)-->Mightyena
- Wooper--(Lv. 20)-->Quagsire
- Geodude--(Lv. 25)-->Graveler
- Corphish--(Lv. 30)-->Crawdaunt

One pokemon I will put right here at the start of the Teal Mask story is the only tera raid exclusive pokemon - Feebas. You have to drop into a pool of water to find Feebas but since you can't swim yet, you'll simply respawn before you fall down. This makes Feebas impossible to catch in the wild so you are going to have to check every tera raid den in Kitakami every real time day and keep your fingers crossed you find one (or change the Switch clock). Every area where dens spawn can be reached even without your ride pokemon being upgraded. Since this can delay the conclusion of this first section's conclusions, I'm listing it here to avoid having it left until last.

- Feebas

Enter the town of Mossui and kick the events of this first DLC off which will eventually lead to this area's own version of the Treasure Hunt which involves going to different signposts around the region to learn about the history of Ogerpon and The Loyal Three who clashed with it. You can also meet Perrin here in town who is the photographer with a Hisuian Growlithe. We'll be back to speak to her once we've caught more pokemon in Kitakami.

Apple Hills and Loyalty Plaza -

Take the western road out of town and venture into Apple Hills. In the grass surrounding the path you'll see Bellsprout, Sentret and Ekans in the area. Apple Hills is chock full of apple trees and if you didn't get the two Applin evolution items from the base game, check for sparkling items here and you'll easily get the required items. You'll also want to catch a third Applin for another evolution in this section.

- Ekans--(Lv. 22)-->Arbok
- Sentret--(Lv. 15)-->Furret
- Bellsprout--(Lv. 21)-->Weepinbell--(Leaf Stone)-->Victreebel

Reveler's Road -

With one signpost down, return to Mossui and this time take the eastern path. You'll see Jacq from your school who will give you an egg. This will hatch into one of the three Sinnoh starter pokemon but it is completely random which one you get. You'll be catching all three of them by the end of the run so don't worry about which one you get now.

- Turtwig--(Lv. 18)-->Grotle--(Lv. 32)-->Torterra
- OR
- Chimchar--(Lv. 14)-->Monferno--(Lv. 36)-->Infernape
- OR
- Piplup--(Lv. 16)-->Prinplup--(Lv. 36)-->Empoleon

In the vast area here you can find wild Lotad (one fixed encounter), Seedot, Vulpix and Swinub. For Violet players, a version exclusive is here - Aipom. To evolve Piloswine you'll need to go into the pokemon's summary and change its moves to re-learn Ancient Power. If you drop down to the lake nearby you'll also be able to catch a Poliwag. No Politoed just yet! Carry on up the road and keep your eyes peeled once you pass through a triangle arch by some bamboo trees. There's a very small pokemon flying around which is Poltchageist. This pokemon follows the same tradition as Sinistea in that it needs an item to evolve unless it's a rare form in which case it needs a different item. To evolve a standard Poltchageist, the Unremarkable Teacup is needed which can be found easily in a fixed location in Paradise Barrens in a cave right next to the fly point/signpost. If you're lucky (or unlucky) to get the rare Artisan form, you'll need the Masterpiece Teacup which is found in a fixed location in Timeless Woods in a cave with a Snorlax by it.

- Seedot--(Lv. 14)-->Nuzleaf--(Leaf Stone)-->Shiftry
- Lotad--(Lv. 14)-->Lombre--(Water Stone)-->Ludicolo
- Vulpix--(Fire Stone)-->Ninetales
- Swinub--(Lv. 33)-->Piloswine--(Level up knowing Ancient Power)-->Mamoswine
- (V) Aipom--(Level up knowing Double Hit)-->Ambipom
- Poliwag--(Lv. 25)-->Poliwhirl--(Water Stone)-->Poliwrath
- Poltchageist--(Unremarkable/Masterpiece Teacup)-->Sinistcha

Climbing Oni Mountain -

Once you've checked off the second signpost at Kitakami Hall, Kieran will suggest you go up to the Dreaded Den where Ogerpon lives. The route is fairly linear but goes off of the path for a while. As you trek up the mountain you'll be able to spot Timburr walking around but this is yet another trade evolution we can't complete yet. Also look out for Orthworm who doesn't appear in the base game at all until you've defeated the titan version of it. You'll reach some signposts. Take the path on the right for now to progress the story.

- Timburr--(Lv. 25)-->Gurdurr
- Orthworm

The Mask Festival -

As part of the story, the time of day will now move to the evening as you are asked to head up to Kitakami Hall for the big festival. Use this time change as an opportunity to catch a few pokemon exclusive to the evening/night. On Reveler's Road you should be able to find Hoothoot, Volbeat and Illumise but feel free to move around to other areas if you can't find the two bug pokemon. If Hoothoot isn't appearing, head a bit further up towards Kitakami Hall and the time will advance further to night time.

- Hoothoot--(Lv. 20)-->Noctowl
- Volbeat

- Illumise

Once you've made your catches, proceed to the festival and follow the events until the next day starts. If you clear the score in Ogre Oustin' you'll get the much needed Exp Charm to boost gained experience points from battles/catches.

To Paradise Barrens -

It's time to go to the next signpost in Kitakami but it'll be a bit of a trek to get there. Fly back to Loyalty Plaza and take the road that takes you south west. Soon you'll reach the Wistful Fields. Look out around here for Munchlax, Mienfoo and Grubbin. Another Violet exclusive, Morpeko, also lives in this area. Swing by the pond and read the sign there in order to unlock the fast travel option which comes in handy later.

- Munchlax--(Happiness)-->Snorlax
- Grubbin--(Lv. 20)-->Charjabug--(Thunder Stone)-->Vikavolt
- Mienfoo--(Lv. 50)-->Mienshao
- (V) Morpeko

Once you hit the rocky area of the Paradise Barrens, Scarlet players can look out for their version exclusive, Gligar. Its evolution item is gained as a pokedex completion reward for having 110 pokemon registered in the Kitakami Dex. Both versions will also be able to catch Sandshrew, Nosepass, Jangmo-o and Vullaby. Don't forget to pick up the evolution item for Poltchageist in the cave while you're here! It's the cave extremely close to the signpost. Speak to Kieran and return to Mossui Town to get some rest.

- (S) Gligar--(Level up at night holding a Razor Fang)-->Gliscor
- Sandshrew--(Lv. 22)-->Sandslash
- Nosepass--(Thunder Stone)-->Probopass
- Jangmo-o--(Lv. 35)-->Hakamo-o--(Lv. 45)-->Kommo-o
- Vullaby--(Lv. 54)-->Mandibuzz

Infernal Pass -

The following day you'll be asked to go to the Crystal Pool. Simply head back up the mountain to the point where you took the right signpost to visit Ogerpon's lair. Instead, head left to the Infernal Pass. You'll instantly see new pokemon to catch including Koffing and Chingling, and once you're further up you'll start seeing Slugma and Litwick. Another set of signposts will eventually appear, again you will need to take the one on the right.

- Koffing--(Lv. 35)-->Weezing
- Chingling--(Happiness during the night)-->Chimecho
- Slugma--(Lv. 38)-->Magcargo
- Litwick--(Lv. 41)-->Lampent--(Dusk Stone)-->Chandelure

Once you're at the pool, talk to Carmine and you'll have to battle a Milotic. Unfortunately you can't catch it which sucks because you could really do with it in your pokedex in this section...Once you have the crystal you were looking for, Carmine heads home. Before you follow her, check the south eastern side of the area. Behind a large mound of rock is a cave entrance. Drop down to a lower cave and you should be able to find a Cleffa wandering around the room although you may need to KO a few other pokemon to flush it out. Although you can drop further down, there's a pool of water so you can't land. This is where Feebas would spawn were you able to swim. Head back to meet Carmine.

- Cleffa--(Happiness)-->Clefairy--(Moon Stone)-->Clefable

Taking Down The Loyal Three -

Carry on with story events for now until you end up back in Mossui with Ogerpon in tow. You'll need to speak to three people in the village with yellow speech bubbles who will reveal the location of the three pokemon that escaped. Munkidori and Okidogi are straightforward enough as they are in locations we have already been to - Wistful Fields and Paradise Barrens. Simply go there and beat them up...oh, and

be warned they are titan sized. Fezandipiti will take slightly longer to get to. Return to the Crystal Pool and go down the steps back to the signposts, this time heading left towards the Chilling Waterhead. Drop down the ladders at the end of the path to find Fezandipiti who will promptly flee through the cave. Head all the way down to the bottom to find an exit to where it's now hiding. While you travel through the cave, look out for Carbink.

- Carbink

After defeating Fezandipiti, head back to Mossui to progress the story once again and return to Ogerpon's lair. You'll battle Kieran with a full team of around mid Lv30s pokemon so be prepared. Once the battle ends you'll have to face a gauntlet of 'titan' battles against Ogerpon. This works just like tera raids in that you have a 100% catch rate once the pokemon loses all of its HP in its last form. The four forms will have the following types (in that order) - Grass/Fire, Grass/Water, Grass/Rock and then finally pure Grass type.

- Ogerpon

Clean Up in Kitakami -

Conclude the storyline by battling Carmine with Ogerpon in your party, you don't need to actually use it. Jump down the hill back to Mossui to say goodbye to Carmine and Kieran. The day/night cycle now returns to normal. Once it's night time, head back up to the upper area of Infernal Pass or Crystal Pool to catch a Duskull. Litwick will also be a bit more common if you didn't get one yet.

- Duskull--(Lv. 37)-->Dusclops

Let's go to a new area. If you continue clockwise around Infernal Pass heading towards the ladders you dropped down to reach Chilling Waterhead/Fezandipiti, jump off the cliffs heading toward the very north eastern part of Kitakami into Timeless Woods. Look out for a wild tera pokemon on a hill to find Trevenant. Its pre-evolution Phantump can also be found in the woods. Lastly, check the pond on the western side of Timeless Woods. You may have already caught a Basculin in Paldea but you'll need to catch it again to both register it in the Kitakami Dex but also because the ones here specifically evolve into Basculegion. To trigger the evolution, take at least 294 HP of recoil damage without fainting. Since it learns a few recoil moves this shouldn't be an issue.

- Phantump
- Trevenant
- Basculin--(Level up after 294 HP recoil damage)-->Basculegion

Look at the map and you'll see an opening in the south eastern area of the woods that leads south. Follow this path as far as you can until you can drop down the cliffs and hit the water's edge. Both versions will be looking out for Ducklett while Scarlet players get the last version exclusive from Kitakami - Cramorant.

- Ducklett--(Lv. 35)-->Swanna
- (S) Cramorant

One last pokemon that didn't really have a logical place to put it...From Mossui Town, follow the river flowing south all the way to the end (stick on the southern side). At the very south eastern part of the map the river continues flowing off the map. In this area you can walk across the shallow water. The area right in front of you is Mossfell Confluence and you want to get up there! It's an awkward jump but the ledge protrudes out a bit as the water gets deeper and you can jump on it with your ride pokemon and then jump up to the top of the ledge. Try facing slightly towards the direction of the deeper water to get a bit of extra height from the slope. Since this can be done without the controversial 'backwards jump' this is completely fair game. There's a small apple field up here and if you need to catch your third Applin then there's a great opportunity there. The stall outside the small hut sells Syrupy Apples which you can buy and use like the other Applin evolution items to get a Dipplin.

- Applin--(Syrupy Apple)-->Dipplin

Four Big Catches -

Return to the areas where you beat down the “loyal three” and they’ll be back in their respective places where you can challenge them to battle and catch them. Watch out as these are all at an enormous LEVEL 70!!! These work as regular encounters so you’ll need to reduce their HP as low as you can. Save before you battle them. Before proceeding with these I would also recommend going to Blueberry Academy first and using the vending machines there to buy decent pokeballs if you’re lacking. The trifecta of legendary-catching pokeballs can all be purchased at the vending machines - Ultra Balls, Timer Balls (get a LOT of these) and Dusk Balls (in case it’s night). Put them to sleep if possible and start chucking pokeballs! Because of the way the level cap works, these will be harder to catch than they would in a normal playthrough...on top of being a legendary pokemon with an already difficult catch rate! For a very helpful boost, go to the festival stalls and buy the only meal at the noodles stall for a Lv2 Catching Power: Poison

- Munkidori
- Okidogi
- Fezandipiti

Lastly you can go and speak to Perrin in Mossui Town and as long as you’ve caught 150 pokemon by this point in the Kitakami Pokédex then you’ll be able to take part in her mission. Return to Timeless Woods and complete the photography session and you’ll then need to take out an Ursaluna in its Blood Moon form. This works like the ‘titan’ battles against the loyal three. Once you’ve defeated it you get a 100% catch rate like in tera raid dens. Go back to Mossui afterwards to speak to Perrin again. She will reward you with a Hisuian Growlithe. This is considered optional as it does not have an additional dex entry but due to the unique way regional forms work (see the next paragraph!) you may want to consider it as its own species despite having Growlithe/Arcanine already.

- Ursaluna
- (Optional) Hisuian Growlithe--(Fire Stone)-->Hisuian Arcanine

Rough Times at Blueberry Academy -

You won’t need to have progressed the Kitakami story very far to have received a phone call regarding the start of this DLC. Speak to the director of Blueberry Academy, Cyrano, at the main hall of your own academy. You’ll quickly be whisked away to the technological marvel that is Blueberry Academy. Shortly upon arriving you’ll battle Lacey who will engage you with very high levelled pokemon in a double battle (the standard for all battles here). This is a completely optional fight so even if you lose you can still proceed. Cyrano and Lacey will then take you to the Terrarium where you’ll be spending all your time here on the last part of this section. There’s four biomes to explore - Savanna, Coastal, Polar and Canyon. Before you embark on your catching spree, Cyrano will update your pokédex to include the Blueberry Pokédex.

This is a good time to talk about regional forms. As you open your Blueberry Pokédex you’ll notice a bunch of pokemon carried over from Paldea/Kitakami. What DOESN’T carry over is regional forms. Kitakami had two instances of this - Wooper and Basculin. This didn’t matter too much because they needed to evolve into an evolution that wasn’t possible in Paldea so we caught them a second time. Here in the Terrarium there are Alolan and Galarian forms of pokemon that all need to be caught again. Unfortunately Game Freak really pulled one over on us because, despite the Coastal biome being an obvious replica of the environment in Alola and it has Alolan forms roaming around, you can’t breed Grimer for example and expect the egg to hatch into its Alolan variant. Everything needs to be caught again in the wild. The one exception to this rule is Tauros. You can catch it again (not recommended) or breed your Paldean Tauros anywhere that’s not in Paldea to get its Kantonian form.

- Kantonian Tauros

Next, let’s talk about the captures you’ll be making here. Everything here will be nearly level 60 and beyond. This is somewhat of a double-edged sword in that everything will already be past its required

evolution level but they'll all be much, much harder to catch. Expect to see unevolved pokemon on 1 HP that are asleep to break out frequently. If that kind of thing grinds your gears then you may want to consider actively taking on tera raid dens to get a 100% catch rate although you're at the mercy of which pokemon show up (and not all available pokemon will at this point) and then obviously have more grinding to do as they'll be at lower levels.

The Savanna Biome -

In the immediate area you'll see Doduo and Rhyhorn running around and then you'll want to keep an eye out for Exeggute.

- Doduo--(Lv. 31)-->Dodrio
- Rhyhorn--(Lv. 42)-->Rhydon
- Exeggute--(Leaf Stone)-->Exeggutor

Start heading north to the Coastal biome. You'll see a set of stairs taking you across the wall that divides the two biomes. The stairs will lead straight onto the beach. As you progress further north, keep an eye out for Smeargle which lives in most places in the biome. As you get closer to the northern edge of the biome you should also start seeing Blitzle and Trapinch. If you struggle with Trapinch, look out for pits of sand where they like to live. There are a few other captures we could make in this biome but you'll come across them as we traverse the entire terrarium.

- Smeargle
- Trapinch--(Lv. 35)-->Vibrava--(Lv. 45)-->Flygon
- Blitzle--(Lv. 27)-->Zebstrika

The Coastal Biome -

As you hit the beach, look into the water to see Tentacool and Inkay. I've also left Finneon's capture until now. Although you could catch it in Paldea, it typically spawns out in the open ocean so getting one to appear (and close enough to you) was quite tricky, yet here it's extremely simple to find. A word of warning for Inkay's evolution - if you are using a wireless controller, you'll need to disconnect it before turning your Switch upside down, otherwise it won't register. On the beach, look out for Pikipek and Espurr. If you still haven't caught Slakoth yet from Paldea, they can be found on the beach here.

- Tentacool--(Lv. 30)-->Tentacruel
- Inkay--(Lv. 30 with Switch upside down)-->Malamar
- Finneon--(Lv. 31)-->Lumineon
- Pikipek--(Lv. 14)-->Trumbeak--(Lv. 28)-->Toucannon
- Espurr--(Lv. 25)-->Meowstic

Head up the hill but turn left as soon as you ascend it and you'll see a small cave entrance. Alolan Diglett will likely be here. If not, leave and re-enter the cave. Now go to the outdoor classroom and your first and only quest in this DLC for quite some time. You'll be asked to catch an Alolan form of a pokemon. That suits us just fine as we need to anyway for the challenge. In the immediate area around the classroom you'll see plenty of Comfey and may encounter a Bellossom if you want to skip catching multiple Oddish/Gloom and a Sun Stone evolution. If you go north from here and cross the bridge you'll see Oddish more frequently as well as Alolan Grimer and Cottonee. Alolan Exeggutor is also a common sight but this one is VERY optional if you want this specific form as it's included together with its Kantonian form in the Blueberry pokedex. Or if you haven't evolved Exeggute yet, it's a good way to skip another stone evolution.

- Alolan Diglett--(Lv. 26)-->Alolan Dugtrio
- Comfey
- Oddish--(Lv. 21)-->Gloom--(Leaf Stone)-->Vileplume
- Oddish--(Lv. 21)-->Gloom--(Sun Stone)-->Bellossom
- Cottonee--(Sun Stone)-->Whimsicott
- Alolan Grimer--(Lv. 38)-->Alolan Muk

After reaching the plaza on this section of land, check out the beach directly behind it. Galarian Slowpoke are there in large numbers so be sure to catch TWO. You'll be evolving it into both evolutions. To do this, pick up the sparkling items on the beach to harvest Galarica Twigs. You may need to come back on more than one day to get enough. If you take them to a girl at the plaza she'll exchange twigs for a Galarica Cuff to evolve Galarian Slowpoke into Slowbro, or a Galarica Wreath for Slowking's evolution. This totals 23 twigs you'll need for both items. The issue with regional forms works both ways here. Even though we have now caught a Slowking, you'll need the Johtonian form in Paldea later on in the run.

- Galarian Slowpoke--(Galarica Cuff)-->Galarian Slowbro
- Galarian Slowpoke--(Galarica Wreath)-->Galarian Slowking

The Canyon Biome (Part 1) -

For the last two biomes, this is where traversal gets a bit complex due to the lack of any ride pokemon upgrades. I would suggest travelling back to the Savanna biome and then going to the upper set of stairs that crosses over into the Canyon Biome (just over halfway up the dividing wall). For reference, there's a fast travel spot almost directly east of it (Savanna Outdoor Classroom). Tyrogue, Scraggy and Alolan Geodude are likely going to be some of the first encounters you see. If not, they appear almost all over the biome. If you struggle with getting the right stats for Tyrogue to evolve into Hitmontop, there's a wild Tera Hitmontop in the south/south western area of the biome which we are going to make a quick detour to anyway. Head south towards the lake that has a white pier in it. Look out for Horsea and Chinchou in the water. To get to the Tera Hitmontop you'll need to jump up some hills to reach the southern wall and then cross the water over the bridge/arch structure. Then just keep on following the outer wall until you reach another body of water where Hitmontop will be hanging out.

- Tyrogue--(Lv. 20, Atk higher than Def)-->Hitmonlee
- Tyrogue--(Lv. 20, Def higher than Atk)-->Hitmonchan
- Tyrogue--(Lv. 20, Atk and Def equal)-->Hitmontop
- Scraggy--(Lv. 39)-->Scrafty
- Alolan Geodude--(Lv. 25)-->Alolan Graveler
- Horsea--(Lv. 32)-->Seadra
- Chinchou--(Lv. 27)-->Lanturn

One last pokemon in this biome is Scizor. It's fairly rare but you can flush it out with another Candy Leppa Berry from Kitakami's food stalls to boost that steel type encounter rate. That ticks off one of the trade evolutions that also happens to be in the Paldea Pokedex too!

- Scizor

Chargestone Cavern -

Return to the stairs where you crossed over from the Savanna biome. There's a big signpost here so follow it in a straight path and you'll soon see an enormous cave entrance. Inside the cavern there's a lot of new pokemon - Plusle, Minun, Joltik, Drilbur and Elekid and there's also a good chance of finding Minior but don't worry too much, you'll see it in the last few places we'll visit. Stick to the left wall (watch out for holes in the floor!) and you'll reach a fast travel spot. Continue hugging the wall to eventually emerge outside, now in the Polar biome.

- Plusle
- Minun
- Joltik--(Lv. 36)-->Galvantula
- Drilbur--(Lv. 31)-->Excadrill
- Elekid--(Lv. 30)-->Electabuzz
- Minior

The Polar Biome -

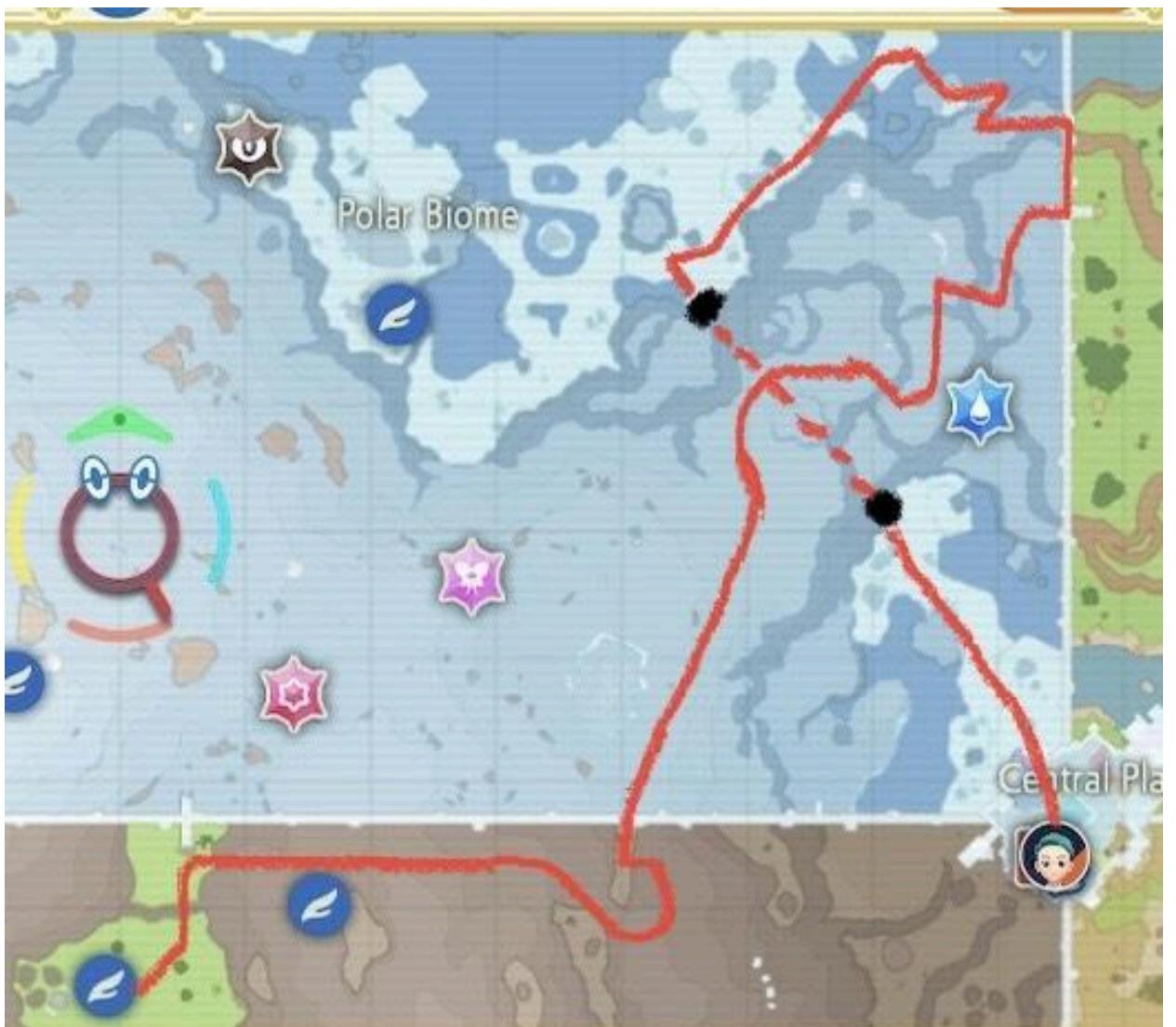
First thing's first, get to the fast travel spot on your left so you can get back here more easily. You'll have to go around the pool of water to get there. Now feel free to run around catching pokemon. Most of the ones you can find in this section will be pretty easy to come across including Seel, Solosis, Minccino and Milcery. To find Lapras you'll need to hang around water to find it but it can be fairly rare. It also may know the move Perish Song which is never a good time given the difficult catch rates you'll be facing. You'll also need to find a Hisuian Qwilfish swimming in the water. Surprisingly it only needs to evolve via level up whilst knowing Barb Barrage (not sure why Stantler didn't get this luxury?). For Milcery's evolution, you will need to find any of the Sweet items (Strawberry, Love, Berry, Clover, Flower, Star or Ribbon Sweet). These can be found all over the terrarium, just keep picking up every item you see if you haven't found one already. Give Milcery one of these items to hold and then keep spinning the left stick in a circle until your character starts spinning. Once you stop spinning it will trigger the evolution. The direction and timing affects the Alcremie form so look up a guide if you want a specific form.

- Seel--(Lv. 34)-->Dewgong
- Solosis--(Lv. 32)-->Duosion--(Lv. 41)-->Reuniclus
- Minccino--(Shiny Stone)-->Cinccino
- Milcery--(Spin while holding a Sweet)-->Alcremie
- Lapras
- Hisuian Qwilfish--(Level up knowing Barb Barrage)-->Overqwil

Next begins our ascent up the snowy mountain. This is to find more pokemon but also to get us up to the top of the Canyon Biome which we can't reach with our basic ride pokemon. Starting from the fast travel spot here in the Polar Biome you'll need to head to the eastern biome wall and start jumping up the ledges. Below is the route we will be taking to reach the fast travel spot in the Canyon biome. This also shows an alternate route/start point to the Polar biome from central plaza. Look out whilst climbing the mountain for some more new pokemon - Alolan Sandshrew for Violet players or Alolan Vulpix for Scarlet players. You'll be more likely to find Snubbull, Porygon, Golett and Duraladon further up the mountain too. You'll also find the dreaded Beldum. It has a catch rate of 3, which is the same as the Loyal Three so it's like catching a legendary all over again but with a very strict time limit as Beldum only knows Tackle so once the PP of that move is depleted, it's Struggle time and it'll knock itself out. Absolutely put it to sleep at every opportunity and be prepared for a very long battle to catch it. For Duraludon's new evolution, you'll need the Metal Alloy item which is only obtained in two ways - an item in Chargestone Cavern which can't be reached yet or through redeeming BP (Blueberry Points). If you've turned in the Alolan pokemon sidequest in the Coastal biome then you'll have unlocked BBQs which you can complete to earn BP. You'll need 300 BP for now but feel free to farm more for later in the run. Fast travel to the academy entrance then go visit the school store to purchase the item. Use it like an evolution stone on Duraludon.

- (S) Alolan Vulpix--(Ice Stone)-->Alolan Ninetales
- (V) Alolan Sandshrew--(Ice Stone)-->Alolan Sandslash
- Snubbull--(Lv. 23)-->Granbull
- Porygon
- Golett--(Lv. 43)-->Golurk
- Duraludon--(Metal Alloy)-->Archaludon
- Beldum--(Lv. 20)-->Metang--(Lv. 45)-->Metagross

Following the below map, after jumping up a couple of ledges you'll be going directly on to the biome wall where you can run up a ramp and jump up a few more small ledges. After crossing back into the Polar biome, head up the slopes and ledge until you have to jump up to an archway that crosses over into the Canyon biome. From there, climb up the rocky mountains to the left of the stone archway in front of you, cross over the top of the archway and proceed to head west up the mountain until you can drop down the fast travel spot. That way you can travel back if you mess up the next parts.



The Canyon Biome (Part 2) -

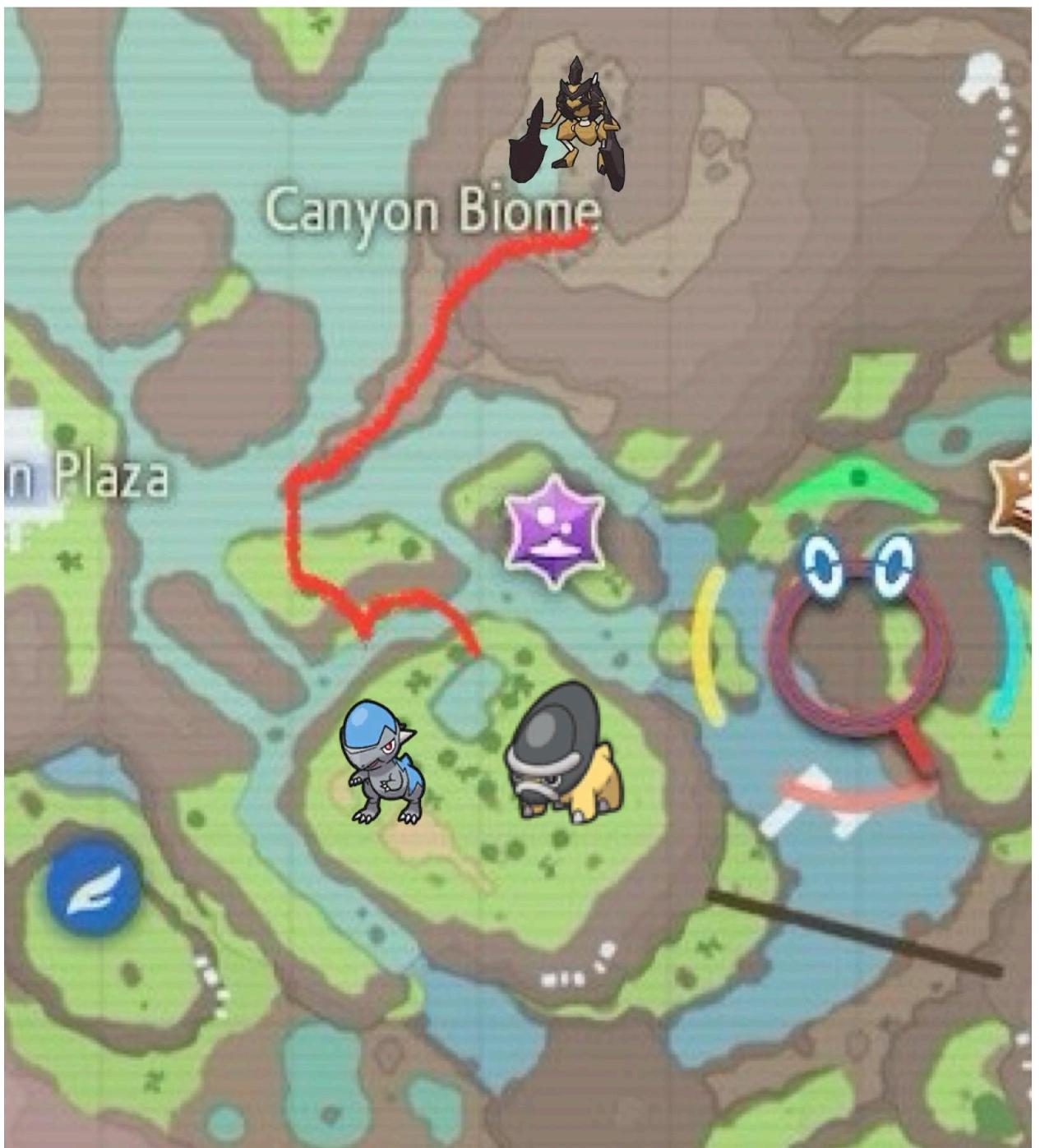
Now for a few surprising captures. Since these can all be done without any controversial backwards jumps or battle teleporting, these are absolutely fair game. You can even do most of the mountain climbing on foot without a ride pokemon! From the fast travel spot, simply go back up the mountain where you dropped down from before and follow the below map. You'll want to stay at the top of mountains as much as possible to avoid not being able to jump back up. Eventually you'll overlook an area full of black jagged stones. Drop down to here where you'll see a wild Kleavor to catch. Since Scyther doesn't evolve into Kleavor in this game, this is the only method to get it. Watch out, it hits hard!

- Kleavor



From the Kleavor spot, stay put (or return here if you need to heal first) and drop down to the brown areas at the foot of the mountain (see below map). Go all the way to the end and jump across the water. You'll then need to jump down to another lower platform and jump across again. This one's a bit tighter, try landing a bit closer to the waterfall. Here you'll find a Sinnoh fossil pokemon - Cranidos for Scarlet, Shieldon for Violet. Also look up here for a Skarmory if you haven't seen one yet.

- (S) Cranidos--(Lv. 30)-->Rampardos
- (V) Shieldon--(Lv. 30)-->Bastiodon
- Skarmory



Torchlit Labyrinth and the Mysterious Voice -

The last catches of this section! First you'll want to go to the Central Plaza which, as the name implies, is in the middle of the terrarium at the corner of all four biomes. You can easily get here on foot from the Savanna biome or simply run down the wall from the Canyon biome fast travel spot we just unlocked for Kleavor. Once you're at the centre, take the exit going into the Coastal biome. There's actually two ways in, you want the upper one that's up two sets of ramps. Follow the wall and on your left you'll come across a cave entrance into Torchlit Labyrinth. It lives up to its name and is complicated to navigate. The room you'll be looking for has a Tera Granbull in it. You can climb up two sets of ladders in this room to reach a fast travel point high up in the biome. While you're roaming the cavern, look out for Magby. Once you've reached the Coastal Outdoor Classroom, check the water for Dewpider and Araquanid.

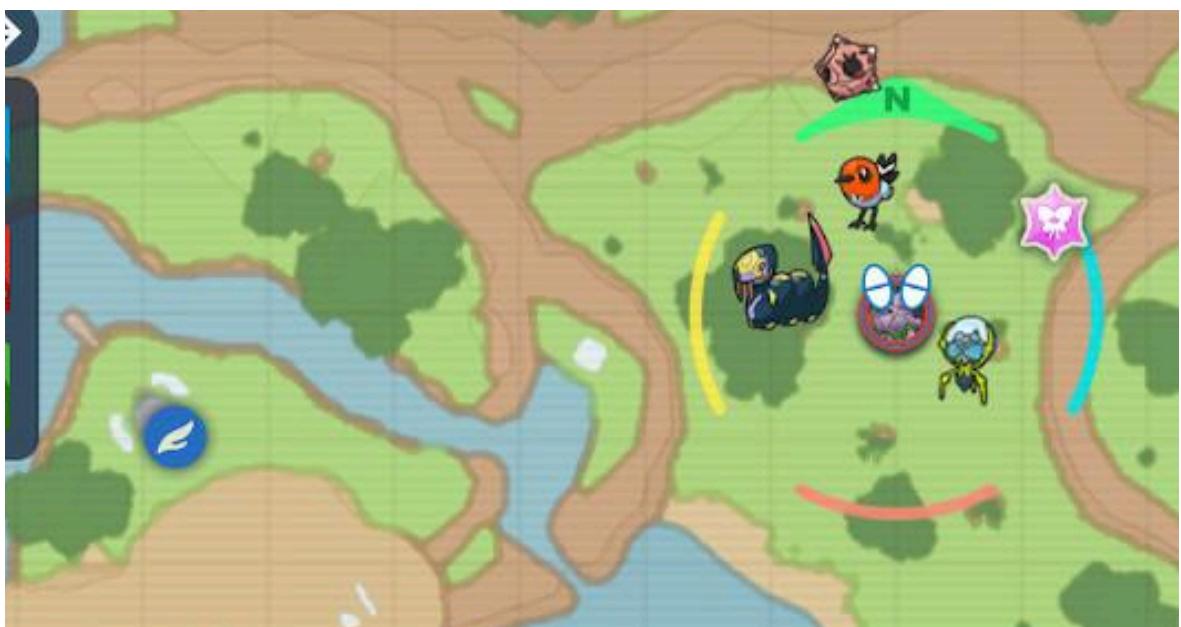
- Magby--(Lv. 30)-->Magmar

- Dewpider--(Lv. 22)-->Araquanid

(Actual directions - Enter the cave as described. In the first room, take a left and then go up the ladder. Follow the railing up to the top and go through the tunnel with a trainer saying "Where am I!?" Go straight ahead. In the next room is a rock surrounded by 4 blocks. Take the entrance on your right. Go straight across in the next room, then left at the next one (bunch of blocks with a torch in the middle). That brings you to the Granbull room. Take the two ladders on the left and you'll be at the exit of the cave)

And that brings section 1 to a close although there is one more pokemon depending on whether your definition of a POC is for pokedex entries or to catch all pokemon. There is a Mythical pokemon right next to this fast travel spot which doesn't have a pokedex entry so is considered optional. You want to go to the patch of grass directly east of the outdoor classroom. You'll need to jump from the top of the waterfall over the river and on to the ledges further below, then drop down onto the beach below. Position yourself as per the below map. You'll want to do a visual and audio check to make sure you're in the right place. You should be standing in the middle of a very subtle spiral of wind which will muffle the music. If you're convinced you're in the right spot, spin the left stick clockwise and once you start spinning, count to 10 seconds (give it a couple more to be safe) and once you stop spinning, immediately open the camera (down on D pad) and press left or right on the D pad to navigate to the Sepia filter. Look around with this filter and you should hear singing. If not, repeat the steps again. Once you hear the singing, close the camera, save your game and interact with Meloetta to catch it.

- (Optional) Meloetta



Levelling Up Tips -

Go to North Province (Area Three) where the Team Star Fairy base is. Set up a picnic and make a simple Ham Sandwich (Pickle, Ham, Mayonnaise, Mustard) and this will give you Encounter Power: Normal. This will make Chansey and Blissey very frequent spawns as you run up and down the paths alongside the Team Star base. They give enormous exp so your pokemon will be soaking it up. Another interesting thing I noted while auto battling in the bamboo forest in the North Province was that the exp seemed incredibly high. In fact, I was using a mid 50s pokemon and was earning more exp from auto battles than ordinary battles. I tested this on a different save file in the post game and it would seem that the exp gained in the bamboo forest doesn't work as intended and isn't scaled due to having no badges. By all means, use this (unless it gets patched later) but remember that pokemon won't evolve in auto battles and the exp gained is relative to your lead pokemon, so as it gets higher levelled, the rest of your team will get less. Although Chansey can also be found in the Savanna biome at higher levels, because of the way the level cap works, the game considers both of them at lower levels than they actually are so the

exp gained from either would be the same. There's also lots of Doduo, Dodrio, Smeargle, Littleo and Pyroar that will have boosted spawn rates from the sandwich so it's not ideal.

End of part 1:

528 Pokemon Caught with Pokedex entries (unique species, not double counting regional variants)

Paldea Pokedex - 357/400

Kitakami Pokedex - 192/200

Blueberry Pokedex - 154/242

Optional Pokemon: +1 (plus 2 regional variants)



Part 2 - Pre Badge #2 (Quaking Earth Titan)

Pokemon in this section:



Breaking The Seal -

After a brief respite of catching 3 (or 4 with Meloetta) legendaries in ordinary battle, it's time to dive right back in! You may have spotted some glowing stakes in the ground which hold back four pokemon who have been sealed inside shrines. And we're going to encounter two of them now. Each legendary has 8 stakes scattered across each region. You'll need to clear all 8 for the nearby shrine to open. You are able to get all purple and yellow stakes now you have the high jump ability (and without using any questionable backwards jumping). The purple ones are straight forward. The trickiest one is north west of the Stony Cliff Titan. Climb up the slope where the titan is. To the north east you'll see a brown/grey rock that slopes. Jump onto it and then across to the green plateaus. The yellow stakes require some lengthy detours and/or accurate jumping skills. The one that's just south west of the Dark Team Star base was the hardest. From West Province (Area One) Watchtower, go east to the ledge overlooking the Team Star base. To your right there's an outer slope on the cliff that you can jump to without sliding off. Once you're up onto flat land, the high platform almost directly in front of you has the stake. It looks like you'd need the climbing ability but there's another slope you can land on and, with some well timed jumping on the very left of this slope you can clear the jump to the top of the plateau to get the stake (although it took me a few tries).

[Here's a good guide with map pin points and descriptions with screenshots](#)

In terms of actually catching the pokemon, it's nothing new compared to catching the Loyal Three. Take a trip back to Blueberry Academy if you need more special pokeballs. Of course, save before each encounter as always!

- Wo-Chien
- Chien-Pao

End of part 2:

530 Pokemon Caught with Pokedex entries (unique species, not double counting regional variants)

Paldea Pokedex - 359/400

Kitakami Pokedex - 192/200

Blueberry Pokedex - 154/242

Optional Pokemon: +1 (plus 2 regional variants)



Part 3 - Pre Badge #3 (Open Sky Titan)

Pokemon in this section:

Scarlet Exclusive:



Violet Exclusive:



Defeat the Earth Titan and you'll then be able to go and catch it for yourself. There's only one, so save beforehand.

- (S) Great Tusk
- (V) Iron Treads

NOTE: This section and the next are actually interchangeable since they both offer one new pokemon each.

End of part 3:

531 Pokemon Caught with Pokedex entries (unique species, not double counting regional variants)

Paldea Pokedex - 360/400

Kitakami Pokedex - 192/200

Blueberry Pokedex - 154/242

Optional Pokemon: +1 (plus 2 regional variants)



Part 4 - Pre Badge #4 (False Dragon Titan)

Pokemon in this section:



Just a single pokemon again, this time being the 3rd of the four sealed legendaries. Surf and high jump are the only requirements to get the green stakes. The one on the smaller island at Casseroya Lake can be obtained by jumping up to a not-so-steep ledge on the south western side of the rocks. Again, make sure you're stocked up on decent poke balls if possible as we still can't buy any decent ones.

- Ting-Lu

End of part 4:

532 Pokemon Caught with Pokedex entries (unique species, not double counting regional variants)

Paldea Pokedex - 361/400

Kitakami Pokedex - 192/200

Blueberry Pokedex - 154/242

Optional Pokemon: +1 (plus 2 regional variants)



Part 5 - Pre Badges #5-#11 (Any gym badges)

Pokemon in this section:



The remaining sealed legendary is now available because of your ability to climb up walls meaning that all blue stakes are now available. You know the drill for legendaries now 😊

- Chi-Yu

End of part 5:

533 Pokemon Caught with Pokedex entries (unique species, not double counting regional variants)

Paldea Pokedex - 362/400

Kitakami Pokedex - 192/200

Blueberry Pokedex - 154/242

Optional Pokemon: +1 (plus 2 regional variants)



Part 6 - Pre Badges #12-#18 and Elite Four

Pokemon in this section:



If you're doing Paldea Pokedex entries only, then this section can actually be skipped as it houses more optional pokemon. Once you've earned 7 gym badges, you'll have unlocked enough of Salvatore's classes and the final test at the academy to be able to interact with him around campus enough to the point where he'll give you a Galarian Meowth. Simply level it up to Lv28 and you'll have a Perrserker. As part of your gym badge conquest you'll be given a Lucky Egg by Jacq, so give it to Meowth to hold in order to speed the levelling up.

- (Optional) Galarian Meowth--(Lv. 28)-->Perrserker

End of part 6:

533 Pokemon Caught with Pokedex entries (unique species, not double counting regional variants)

Paldea Pokedex - 362/400

Kitakami Pokedex - 192/200

Blueberry Pokedex - 154/242

Optional Pokemon: +2 (plus 3 regional variants)



Part 7 - The Way Home / Pre Area Zero Showdown

Pokemon in this section:

Scarlet Exclusive:



Violet Exclusive:



It's up to you if you want to separate this into its own section or just include it as Post Game (despite the fact the credits haven't rolled yet). For this section it's simply a case of rushing the remaining gym, the Elite Four, the remaining titan and all of the Team Star bases as well as any final showdown conclusions for each storyline. Only once all 3 sections have been fully concluded will you be able to start the 4th storyline - The Way Home. Follow the path down towards each station and defeat the pokemon guarding it. Once you reach the caves after station number 3 you will start seeing Scream Tail in Scarlet or Iron Bundle in Violet crawling all over the place so be sure to catch one. Once you release all 4 locks and try to access the lab at the bottom of the crater you'll also unlock one more paradox pokemon - Flutter Mane in Scarlet or Iron Jugulis in Violet. Both can be found in the cave right besides station 3.

- (S) Scream Tail
- (V) Iron Bundle
- (S) Flutter Mane
- (V) Iron Jugulis

Once you've caught these two pokemon, proceed to the base of the crater and prepare for a showdown.

End of part 7:

535 Pokemon Caught with Pokedex entries (unique species, not double counting regional variants)

Paldea Pokedex - 364/400

Kitakami Pokedex - 192/200

Blueberry Pokedex - 154/242

Optional Pokemon: +2 (plus 3 regional variants)



Part 8 - Post Game/Pre BB Elite Four Drayton

Pokemon in this section:



Choices (Remaining 2 Sinnoh starters):



Scarlet Exclusive:



Violet Exclusive:



(It's up to you whether you want to split these last sections as outlined or just consider post game as one section)

As the section begins you'll have already obtained your box legendary automatically. Jump back to Area Zero where the remaining Paradox Pokemon will now appear. Outside station 1 is a good place to find your Volcarona equivalent as well as Sandy Shocks/Iron Thorns around the rock slide area near the station. As you descend you'll likely start seeing Iron Hands or Brute Bonnet. Outside station 3 is a good spot. The final paradox pokemon are Roaring Moon and Iron Valiant. These can be found in a secret cave. From station 3, head back up on the left hand path. On your left you will see a cluster of rocks. Investigate the gap between the rocks to enter the cave. The paradox pokemon can be found in the centre of the room but you may have to auto battle some pokémon to flush them out. If you want another box legendary, you can catch the aggressive one that the Professor owned hanging around at the base of the crater near the lab entrance.

- (S) Koraidon
- (S) Slither Wing
- (S) Sandy Shocks
- (S) Brute Bonnet
- (S) Roaring Moon
- (V) Miraidon
- (V) Iron Moth
- (V) Iron Thorns
- (V) Iron Hands
- (V) Iron Valiant

It's boss rush time again. For your preparations for the Ace Academy Tournament you'll need to rematch all 8 gym leaders and return to Geeta, then you'll need to enter the Ace Academy Tournament. Once you've successfully won, Jacq will call you and advise you that 5 star raids are now available. You will be able to find Johtonian Slowking and Palafin in 5 star raids across Paldea. In Kitakami you'll be able to encounter Kantonian Golem, Politoed, Milotic, Dusknoir and Conkeldurr. Lastly, in the Terrarium you'll find Kingdra, Porygon2, Rhyperior, Electivire, Magmortar and Porygon-Z.

Unfortunately the map doesn't tell you what difficulty each raid is so you'll have to systematically check every one. If they don't appear you'll have to wait until the next real time day or change your Switch's clock (turn off the setting to synchronise the time via the internet and then turn the clock back by one minute). Take a very high level pokémon with you and preferably something that can boost its stats to hit harder. If you feel like taking the time to train a pokémon specifically for raids, then some of the community favourites are Azumarill with Huge Power and Belly Drum or Iron Hands with Belly Drum and Drain Punch. Now you're in the post game you can buy nature mints, stat boosting vitamins and bottle caps, which means you can fully IV/EV train a pokémon with a wad of cash and it will barely take any

time. When you enter the raid, don't pick a pokemon purely on the tera type of the raid pokemon, think of the moveset of the actual pokemon you're facing so you don't get KO'd quickly.

Paldea

- Palafin
- Johtonian Slowking

Kitakami

- Kantonian Golem
- Politoed
- Milotic
- Dusknoir
- Conkeldurr

Blueberry Academy

- Kingdra
- Porygon2
- Rhyperior
- Electivire
- Magmortar
- Porygon-Z

The fun doesn't stop there however. You'll also need to unlock 6-star raids for one specific pokemon - Alolan Golem. In order to unlock them you'll need to complete enough 4 or 5 star raids. Jacq will contact you to advise you of the new, powerful raids. They will show up on the map as a darker icon than normal with a purple aura. They are also limited to one per day so you may end up waiting a while as you'll have a 1 in 26 chance to find it as your daily 6 star raid in the terrarium. On the plus side, all of the above 5-star Blueberry raids can also be present in 6-star raids so it may help chip away at the list of pokemon you need.

- Alolan Golem

Upgrades for starters -

Every single non-Paldean starter pokemon is available to capture in the terrarium but in order to unlock them you'll need to donate BP earned from BBQs at the club room. First off you'll need to advance the story within the Blueberry Academy until you are admitted into the league as a challenger. During the course of these events you'll get the Catching Charm from Drayton which will really help catch these starter pokemon (stock up on Quick Balls). It costs a whopping 3,000 points per biome meaning you'll need to amass 12,000 BP for all four of them and then donate the points via the league club room computer. Of course you'll already have one of the Sinnoh starters but I will list all three below.

In the Canyon Biome, Squirtle lives around the south eastern parts of the map by and in the water, Treecko lives in grassy areas high up (try where the Sinnoh fossils are), Turtwig is found in most areas of the biome but more towards the north west. Tepig lives around the southern and eastern edge of the biome, Chespin hangs around in Chargestone Cavern and Litten shares the same locations as Turtwig in the north western areas.

- Squirtle--(Lv. 16)-->Wartortle--(Lv. 36)-->Blastoise
- Treecko--(Lv. 16)-->Grovyle--(Lv. 36)-->Sceptile
- Turtwig--(Lv. 18)-->Grotle--(Lv. 32)-->Torterra
- Tepig--(Lv. 17)-->Pignite--(Lv. 36)-->Emboar
- Chespin--(Lv. 16)-->Quilladin--(Lv. 36)-->Chesnaught
- Litten--(Lv. 17)-->Torracat--(Lv. 34)-->Incinceroar

In the Coastal Biome, Bulbasaur is found in grassy areas of the mountain in the south west corner of the map. Chikorita lives in grassy areas around the center of the biome. Mudkip lurks inside Torchlit

Labyrinth. Froakie is found around the northern parts of the biome, Popplio is in watery areas all over the biome and Grotto can be found in the south eastern parts of the map (try the beach).

- Bulbasaur--(Lv. 16)-->Ivysaur--(Lv. 32)-->Venusaur
- Chikorita--(Lv. 16)-->Bayleef--(Lv. 32)-->Meganium
- Mudkip--(Lv. 16)-->Marshtomp--(Lv. 36)-->Swampert
- Froakie--(Lv. 16)-->Frogadier--(Lv. 36)-->Greninja
- Popplio--(Lv. 17)-->Brionne--(Lv. 34)-->Primarina
- Grotto--(Lv. 16)-->Thwackey--(Lv. 35)-->Rillaboom

Next up is the Polar Biome. Cyndaquil lives in a cave on the island in the water that touches the eastern wall of the biome. Torchic also lives in a unique cave, which you can find by going south from the Polar Plaza and up the mountain. Chimchar is not found in a cave, it roams the mountain all around the southern side of the biome. Piplup swims in water all across the biome, while Oshawott also shares similar locations near or in water. Scorbunny is last and it lives atop the mountains, like Chimchar.

- Cyndaquil--(Lv. 14)-->Quilava--(Lv. 36)-->Typhlosion
- Torchic--(Lv. 16)-->Combusken--(Lv. 36)-->Blaziken
- Chimchar--(Lv. 14)-->Monferno--(Lv. 36)-->Infernape
- Piplup--(Lv. 16)-->Prinplup--(Lv. 36)-->Empoleon
- Oshawott--(Lv. 17)-->Dewott--(Lv. 36)-->Samurott
- Scorbunny--(Lv. 16)-->Raboot--(Lv. 35)-->Cinderace

And lastly is the Savanna Biome. Charmander can be found fairly close to the entrance to the terrarium or anywhere around the central part of the biome. Totodile hangs around swampy areas, particularly at the very northern side of the biome near the entrance to the coastal biome. Snivy is fairly close to this, living around the north eastern part of the biome while Fennekin lives in the far western parts of the map. Rowlet doesn't really have a specific spot, it runs around in the grass all over the savanna. Sobble rounds off this area by appearing also near muddy pools, try the southern one this time though.

- Charmander--(Lv. 16)-->Charmeleon--(Lv. 36)-->Charizard
- Totodile--(Lv. 18)-->Croconaw--(Lv. 30)-->Feraligatr
- Snivy--(Lv. 17)-->Servine--(Lv. 36)-->Serperior
- Fennekin--(Lv. 16)-->Braixen--(Lv. 36)-->Delphox
- Rowlet--(Lv. 17)-->Dartrix--(Lv. 34)-->Decidueye
- Sobble--(Lv. 16)-->Drizzle--(Lv. 35)-->Inteleon

Paradoxical Photographs -

After obtaining 200 pokémon in the Blueberry Dex, talk to Perrin at the Savanna biome rest stop near the terrarium entrance. She'll tip you off to two paradox pokémon lurking in Area Zero. Using the clues in the photos, head to their locations and catch them! These are one-off encounters, so save your game before interacting with them. Unfortunately the third pokémon in the trio is currently locked behind event tera raids.

- (S) Gouging Fire
- (S) Raging Bolt
- (V) Iron Crown
- (V) Iron Boulder

End of part 8:

625 Pokemon Caught with Pokedex entries (unique species, not double counting regional variants)

Paldea Pokedex - 371/400

Kitakami Pokedex - 197/200

Blueberry Pokedex - 232/242

Optional Pokemon: +2 (plus 3 regional variants)



Part 9 - Pre Remaining BB Elite Four, Champion and Terapagos Showdown

Pokemon in this section:



A New Evolution -

Just a singular Pokemon in this section! Your reward for defeating Drayton is the TM for Dragon Cheer. Simply teach this to your Dipplin and level it up to finally get Hydrapple. That's it for this section. Once you've completed it you can go back to one final boss rush of the last three members of the Elite Four, Champion Kieran and then it's straight into the events of the Area Zero depths to find Terapagos. After a lengthy raid battle with the legendary pokemon you can catch it with a 100% catch rate but as it's not registered until after the credits, i'll list it in the next section.

- Dipplin--(Level up knowing Dragon Cheer)-->Hydrapple

End of part 9:

626 Pokemon Caught with Pokedex entries (unique species, not double counting regional variants)

Paldea Pokedex - 371/400

Kitakami Pokedex - 197/200

Blueberry Pokedex - 233/242

Optional Pokemon: +2 (plus 3 regional variants)

Part 10 - Post Post Game

Pokemon in this section:



Scarlet Exclusive:



Optional Pokemon (No Pokedex Entries):



Optional Scarlet Exclusives:



Optional Violet Exclusives:



The Indigo Disk Concludes -

After the credits roll, it's straight back into the game and Terapagos is now registered as your pokémon.

- Terapagos

If you're playing Violet and you're NOT going for optional pokemon without pokedex entries then, congratulations, your run is complete! If you have Scarlet or you are including optional pokemon then we still have work to do.

When Academies Collide -

Speak to Ms Briar and she'll confirm that your Tera Orb has been powered up and no longer needs to recharge after you terastalize your pokémon, great for the BP grinding we're about to do. Next head to the league club room where Cyrano will brief you on the new option of inviting special coaches over from Paldea. It costs 200 BP to invite one of these coaches over. You will be able to interact with them and eventually they'll invite you to battle. If they do, feel free to, but this is entirely optional. You can invite two coaches over at once. After several hours (or a Switch clock change similar to resetting the tera raids) or after a third coach is invited, the coach will leave. Invite them back two more times (again, battle is completely optional) and on the third visit they will offer to trade a pokémon with you. There are two worthy trades of note for this POC - Jacq and Salvatore. Jacq has a Gulpin which is actually a Violet exclusive, so playing Scarlet means you get these two extra pokedex entries. For optional pokémon, since regional forms appear to be treated as separate species in this game, I am including Alolan Meowth and Alolan Persian as optional pokémon but if you don't feel this warrants the time or BP then that's your choice.

The catch to this is that in order to even be able to invite Jacq and Salvatore you'll need to have completed three trades with other coaches. Invite any gym leader over and chat with them and accept/decline the battle. Then do the same with a second gym leader and again with a third. Since the first gym leader has departed, you can repeat the cycle again until all three trade pokémon with you. Once the third trade is done, you'll get a notification that more coaches can join. Jacq has no other pre-requisite but Salvatore does. You'll need to have completed all of his classes and befriend him at your

home academy. If you're going for optional pokemon then you'll have already accomplished this by getting the Galarian Meowth. So in order to complete a total of 5 trades with 200 BP for each visit, that's 3,000 BP you'll need for all if you're playing Scarlet and 2,400 for Violet, that is assuming you've changed your Switch clock for Salvatore and Jacq to disappear, otherwise you'll need to wait 6 hours or get a third coach into rotation which is another 600 BP.

- (S) Gulpin--(Lv. 26)-->Swalot
- (Optional) Alolan Meowth--(Happiness)-->Alolan Persian

(Optional) Snack Time -

This entire section is optional as none of the following pokemon have pokedex entries so unless you've got the "catch everything" mentality for your POC, you can skip this. A new NPC will now appear at the entrance to the Blueberry Academy (near the battle court). If you have completed enough BBQs then he will reward you with a snack that will drive out a static encounter with a legendary pokemon. Snacksworth will also give you a hint as to where that pokemon lives. The clues aren't too cryptic but I'd recommend going for one snack at a time and then catch that legendary as he will not repeat the hints. Failing that, refer to [a guide](#) for exact locations. The pokemon you get differ between versions but if you used Union Circle (not included for standard POC rules) you'd be able to get the others plus 3 more for doing group quests. But solo, you get the following pokemon which unlock in increments of 10 BBQs completed for a grand total of 130 BBQs to do in order to unlock everything. You'll have completely destroyed this figure from all the BP grinding for the starter pokemon. On top of catching Kubfu you'll also need to evolve it. To do this, go to Porto Marinada and there's an auction stall that specialises in items mostly for pokemon forms. Of these items is the Scroll of Waters and Scroll of Darkness. Either can be used on Kubfu to evolve it into one of the two Urshifu forms. You may have to buy several other items first in order to get these to show up in the auction.

- Articuno
- Zapdos
- Moltres
- Kubfu--(Scroll of Waters/Darkness)-->Urshifu
 - (S) Raikou
 - (S) Entei
 - (S) Suicune
 - (S) Ho-Oh
 - (S) Latios
 - (S) Groudon
 - (S) Reshiram
 - (S) Solgaleo
 - (S) Glastrier
 - (V) Lugia
 - (V) Latias
 - (V) Kyogre
 - (V) Cobalion
 - (V) Terrakion
 - (V) Virizion
 - (V) Zekrom
 - (V) Lunala
 - (V) Spectrier

End of the POC:

Scarlet:

629 Pokemon Caught with Pokedex entries (unique species, not double counting regional variants)

Paldea Pokedex - 373/400

Kitakami Pokedex - 197/200

Blueberry Pokedex - 234/242

Optional Pokemon: +16 (plus 5 regional variants)

Violet:

627 Pokemon Caught with Pokedex entries (unique species, not double counting regional variants)

Paldea Pokedex - 371/400

Kitakami Pokedex - 197/200

Blueberry Pokedex - 234/242

Optional Pokemon: +16 (plus 5 regional variants)

Bonus Section - Epilogue

Pokemon in this section:



Mochi! Mochi! Mochi! -

This section is regarded as a bonus section due to the fact that, in order to start this epilogue, you'll need to receive a mystery gift via the internet which is outside of standard POC rules. At the time of writing (early 2024) there is no specified end date for this gift, but of course this may change and servers will eventually shut down so this is a somewhat timed event.

Receive the Mythical Pecha Berry from the Mystery Gift menu in Poke Portal and receive via Internet. You'll have already completed all the prerequisites to start the section. Head to Mossui Town and examine the purple item at the shop. This will then kick the events into motion. There really isn't much to say for this section as it's mostly cutscenes and dialogue. Bring some tough pokemon as you'll be thrown into several battles but it's merely just progressing with the story events until you reach a final showdown with the mythical pokemon Pecharunt. After another titan-style battle you can capture it with a 100% catch rate and conclude the epilogue.

- Pecharunt

End of the bonus section:

Scarlet:

630 Pokemon Caught with Pokedex entries (unique species, not double counting regional variants)

Paldea Pokedex - 373/400

Kitakami Pokedex - 197/200

Blueberry Pokedex - 234/242 (technically 235 with Pecharunt)

Optional Pokemon: +16 (plus 5 regional variants)

Violet:

628 Pokemon Caught with Pokedex entries (unique species, not double counting regional variants)

Paldea Pokedex - 371/400

Kitakami Pokedex - 197/200

Blueberry Pokedex - 234/242 (technically 235 with Pecharunt)

Optional Pokemon: +16 (plus 5 regional variants)

So who's missing?

Choices (6):

The other two starters that you didn't pick and their evolutions.



Version Exclusives:

These are pokémon found exclusively in the other version. Scarlet misses out on two less exclusives thanks to the Gulpin trade from Jacq.

Scarlet Players will be missing (30):



Violet Players will be missing (32):



Optional Version Exclusives (9):

These are pokémon found exclusively in the other version at the very end of the run that don't have pokedex entries. They can however be obtained if you complete BBQs while in Union Circle mode.

Scarlet Players will be missing:



Violet Players will be missing:



Optional Union Circle Pokemon (3):

A bit of a niche category, but these three pokémon are technically obtainable in game but are only found by completing group BBQs in Union Circle, therefore are outside of typical POC rules of playing solo.



Not Available - Timed Events (2):

Walking Wake and Iron Leaves are currently only available through timed tera raid events for 7-star raids and are not found through standard play (even though they should be!!!). Because of the timed nature of these, their dex entries don't count towards completion of the Blueberry Dex.



3. The End/Thanks

A huge thank you to Reddit user Chamale for first inspiring me to play this challenge way back in 2018. I usually play a pokemon game by catching every pokemon on a route but never evolve them all (unless they're on my team) until post-game. Since doing several POCs over the years I've truly appreciated the journey and the community that has grown as the challenge has had its voice heard. And a special thanks to Johnstone and Chaotic Meatball for making our Reddit so much more popular!

If you would like to add any comments/thoughts/advice on improving this guide such as levelling tips, please drop me a message on Reddit u/mewlax84.

Until next time!

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