

Mewlax's Professor Oak Challenge Guide

Pokemon Scarlet and Violet (Base Game)



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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 Pokédex! 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).

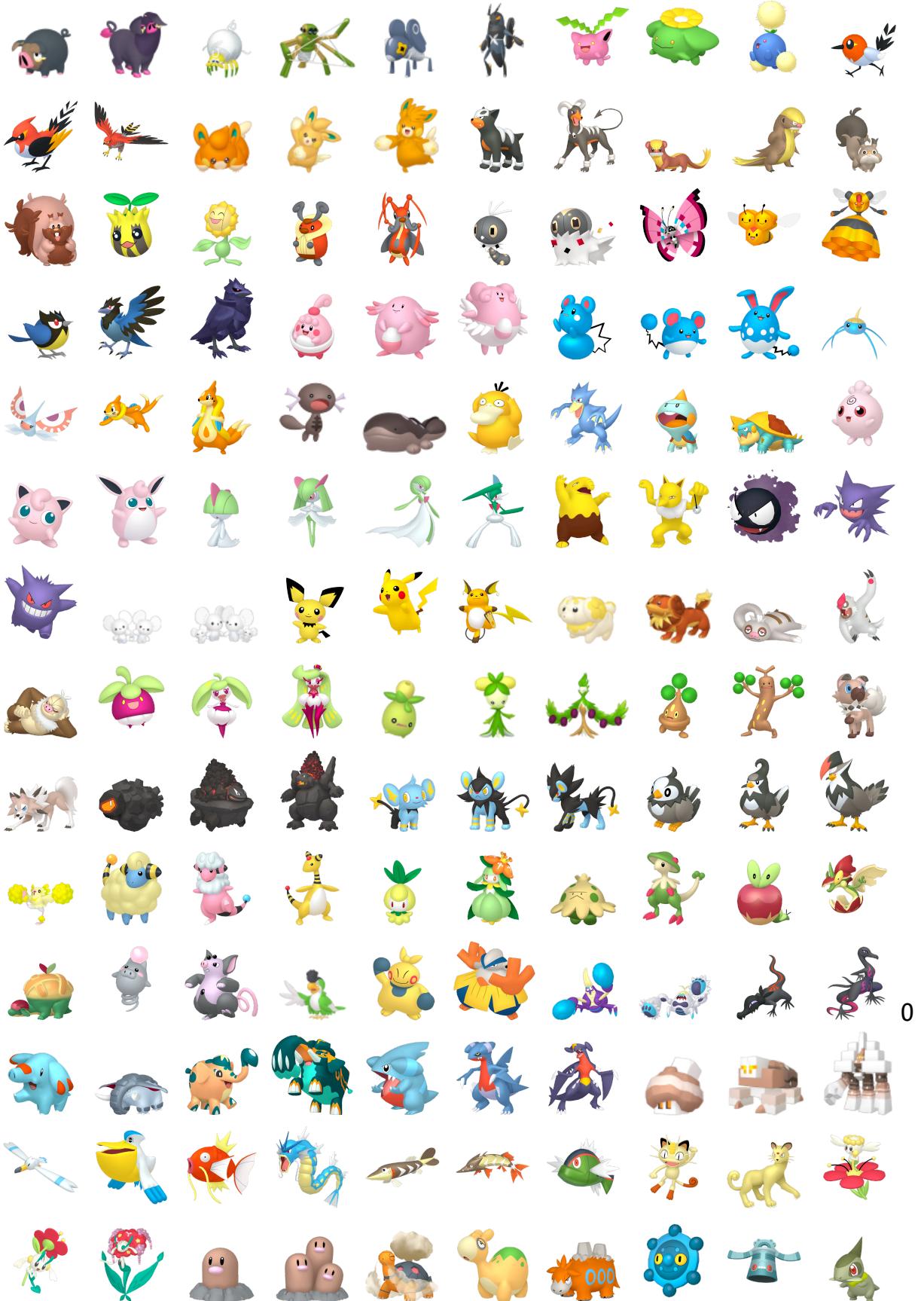
[Serebii Interactive Map](#)

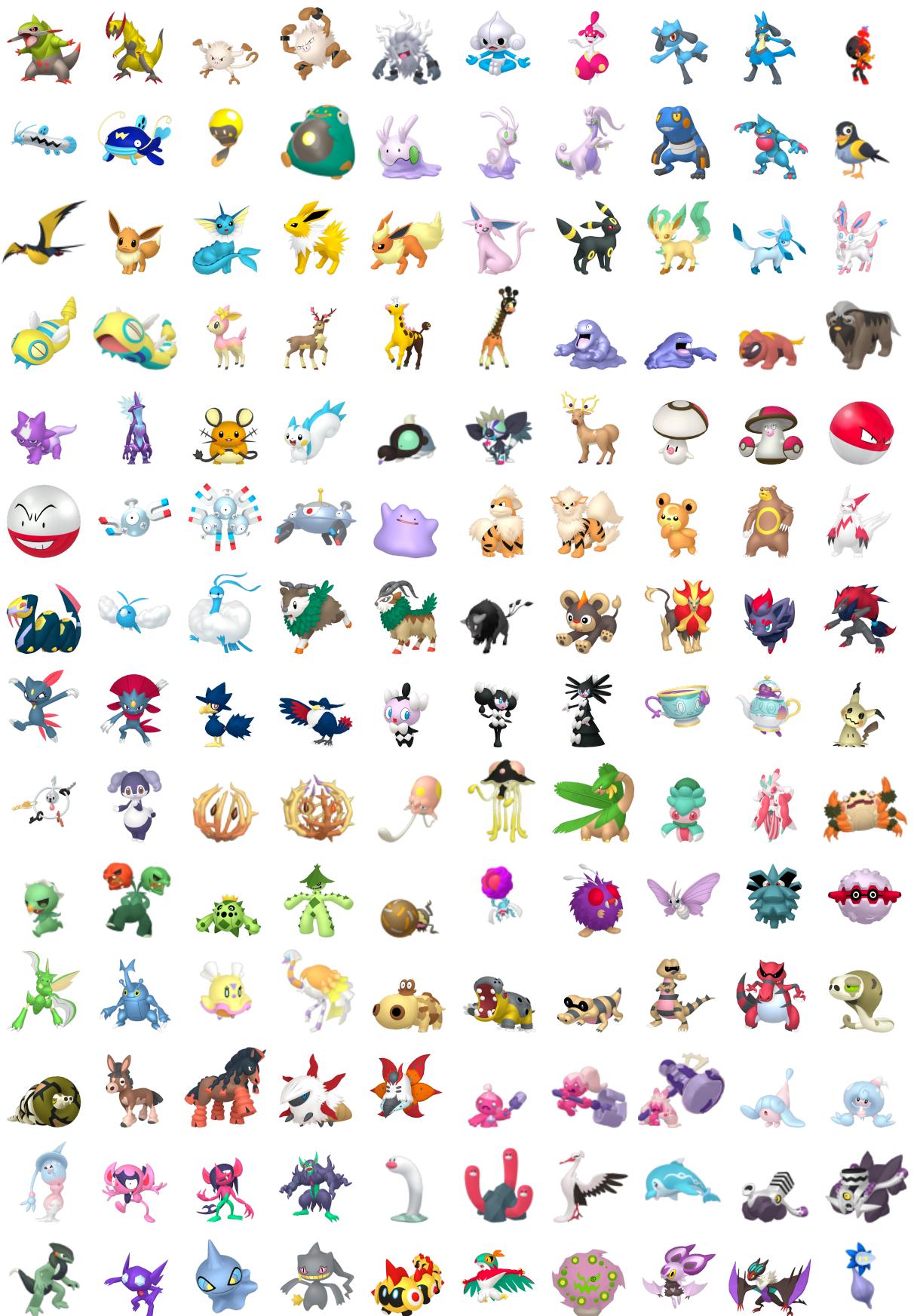
2. The Guide



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

Pokemon in this section:







Scarlet Exclusive:



Violet Exclusive:



Choices (pick one starter):



Optional pokémon (no pokedex entries):



Choose your character –

Welcome to the Paldea region! Create your character and Director Clavell will quickly entrust you with a pokémon. 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. At the time of writing (less than 2 weeks since release) the information on evolving it is inconsistent but the general consensus is that the 1,000 steps need to be done in one single 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 areas you will find Azurill, Iggybuff, Psyduck, Fidough, Ralts (rare), Wooper and, finally, Magikarp and Chewtle can be found in the pond. Azurill and Iggybuff 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.

It's worth noting for Wooper that there are two pokemon in the game that can be obtained that do not have a Paldea Pokédex entry. It is up to you whether you want to do this (it's not much extra work) but if you do, catch a second Wooper for a trade later on. 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
- Iggybuff--(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 game include:

- Moon Stone - Pokédex completion (210 pokemon). Found in large numbers at Asado Desert as sparkling items on the ground. Only one required for Wigglytuff.
- Sun Stone - Found at Asado Desert as sparkling items on the ground. Two required for Sunflora and Lilligant.
- Fire Stone - 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 - Pokédex completion (80 pokemon). Sparkling items at beaches. South of Levincia was the best spot for me. 2 required for Cloyster and Vaporeon.
- Leaf Stone - Only one required for Leafeon. You can easily get one by completing the gym test at Artazon for rounding up Sunflora.
- Thunder Stone - Pokédex completion (30 pokemon). Found at the quarries in East Province (Area Three) as sparkling items on the ground. 5 needed for Raichu, Bellibolt, Jolteon, Magnezone and Elektross.
- Dusk Stone - Pokédex completion (130 pokemon). Only one needed in Scarlet for Honchkrow, 2 for Violet with Mismagius. Guaranteed location behind Montenevera Gym.
- Dawn Stone - Pokédex completion (270 pokemon). 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 pokemon). Only one required for Florges.
- Ice Stone - Sparkling items on Glaseado Mountain. Three required for Cetitan, Glaceon and Crabominable.

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 Oricorio to name a few before you get to another pokemon 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 pokemon 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)-->Steenee--(Level up knowing Stomp)-->Tsareena

Once you're ready, head to the gates by the pokemon 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 pokemon. He will give you the TM for False Swipe, a move that will never KO a pokemon and will leave it with at least 1HP, a great tool for catching pokemon, particularly as the levels get higher. Coming back at 100 pokemon caught gets you some Ultra Balls and at 200 pokemon 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 pokemon league. Here you'll find an abundance of Tandemaus frolicking for you to catch. This is an odd pokemon 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 Gastly 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 Gastly 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
- Gastly--(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 minimize 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 Kricketot 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.

- Kricketot--(Lv. 10)-->Kricketune
- 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)-->Florges

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! If you head to the upper sections of town via the lift/elevator, you can reach the fountain square. There's an NPC here who will trade a Johtonian Wooper for your Paldean Wooper. This can be considered optional as it will evolve into Quagsire who does not have a pokedex entry in Paldea.

- 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
- (Optional) Johtonian Wooper--(Lv. 20)-->Quagsire

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, Roelycoly, 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 Sinsiea 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 Sinsiea, 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. 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. 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 south east 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. No Scizor at the moment because of the no trading restrictions.

- 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. Any time 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 Stunkey. 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) Stunkey--(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 straight forward path which will lead back outside right by Alornado. 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 Alornado 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 Alomamola 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.

- 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. 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!

One more pokemon to add to this section which didn't have a logical place since. Finneon is a tricky pokemon to catch without being able to surf as it primarily spawns further out to sea. Go to the most western part of the Asado Desert. On your map you'll see a very small rock in the sea. It's a short jump to

get there but it's awkward to land. Save your game before you jump to it so you can get back easily and also to refresh spawns. Fall/jump down to the rock and hope you don't slide off. Hopefully a Finneon (or Lumineon) will spawn close enough that you can reach it with a pokeball to battle it. If it doesn't spawn, reload your save and try again. Because of the tricky balancing act, sometimes it was a bit finicky about letting me target and throw a pokeball at all.

- Tatsugiri
- Dondozo
- Veluza
- Finneon--(Lv. 31)-->Lumineon

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 but as I tried to reach another later on without the right upgrades, the more it just didn't seem right and was 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. Your routing of badges will also differ from this guide. You'd need to defeat Orthworm to catch it in part 2, defeat the Earth Titan to catch it in part 3 as well as get the stakes and catch Chi-Yu with only high jump and glide (which is incredibly difficult and is what deterred me from including them early), then you'd defeat the Sky Titan for the ability to Surf and get the last stakes in Casseroya Lake)

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 a very frequent spawn as you run up and down the paths alongside the Team Star base. Chansey gives 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.

End of part 1:

355 Pokemon Caught (357 with the two legendaries)

45 Pokemon Remaining

Optional Pokemon: 1



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

Pokemon in this section:



As if by magic, once Orthworm is defeated, you will find them swarming all over the quarry as well as Asado Desert. Simply catch one, or go back and catch the static encounter of the former titan to obtain your only pokemon in this section.

- Orthworm

Breaking The Seal -

There's two more pokemon to catch and they are a doozy... You thought it was difficult trying to capture high level pokemon over your level cap? Try one that's also over the level cap but has an awful catch rate on top of that. It can only be a legendary pokemon. 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 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 goes without saying to have your highest levelled pokemon with you (that listen) as they are at Lv60. At this point in the game you're not able to purchase anything stronger than a Poke Ball so if you haven't been collecting items as you run around and don't have a steady collection of more powerful balls, you may want to take a detour around some of the more northern areas for example and grab some. Ideally you'll want some Timer Balls and Ultra Balls. As the battle is likely to go on for some time, Timer Balls will become increasingly more effective. If you haven't been to see Jacq at the academy yet with 100 pokemon caught, he'll give you some Ultra Balls. Absolutely save before you face the legendaries in case you can't catch them before they use Struggle. Get their HP as low as possible (with False Swipe if possible) and put them to sleep for the most effective status effect. Good luck!

- Wo-Chien
- Chien-Pao

End of part 2:

358 Pokemon Caught

43 Pokemon Remaining

Optional Pokemon: 1



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, however if you're up for more backwards jumping it's also technically possible to get Chi-Yu's stakes and reach its shrine with just high jump and climbing abilities but it takes a LOT of work to get the jumps and glides just right. Even getting into the shrine is a lot of work and requires you to hug the inside tunnel wall without falling into the water. For a normal playthrough, I'd say to exclude this until later but it's up to you if you want to try this now.

End of part 3:

359 Pokemon Caught (360 with Chi-Yu)

42 Pokemon Remaining

Optional Pokemon: 1



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:

360 Pokemon Caught (361 if you caught Chi-Yu earlier)

40 Pokemon Remaining

Optional Pokemon: 1



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:

361 Pokemon Caught

39 Pokemon Remaining

Optional Pokemon: 1



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

Pokemon in this section:



If you're doing Paldea Pokédex entries only, then this section can actually be skipped as it houses the second of the two optional pokémon. 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:

361 Pokemon Caught

39 Pokemon Remaining

Optional Pokemon: 2



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, 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 pokémon 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 pokémon - 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 pokémon, proceed to the base of the crater and prepare for a showdown.

End of part 7:

363 Pokemon Caught

37 Pokemon Remaining

Optional Pokemon: 2



Part 8 - Post Game

Pokemon in this section:



Scarlet Exclusive:



Violet Exclusive:



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 pokemon to flush them out.

- (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. This is the only section of the run where raids are mandatory. You will be able to find Slowking, Scizor and Palafin in 5 star raids. 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 forward. Take a very high level pokemon with you and preferably something that can boost its stats to hit harder. If you feel like taking the time to train a pokemon specifically for raids, then some of the community favourites at the moment 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 pokemon 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 type of the raid pokemon, think of the moveset of the actual pokemon you're facing so you don't get KO'd quickly.

- Palafin
- Slowking
- Scizor

End of the challenge:

371 Pokemon Caught

29 Pokemon Remaining

Optional Pokemon: 2

So who's missing?

Choices (6):

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



Version Exclusives (23):

These are pokémon found exclusively in the other version.

Scarlet Players will be missing:



Violet Players will be missing:



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!

Social Media Plug:

Instagram: [Poké Mewlax \(@pokemewlax\) • Instagram photos and videos](#)

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