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Pokemon games are beloved for their masterful blend of story, puzzles, battles and, of course, catching Pokemon! The best thing about fan-made games is they can focus more on just one of those things, and if you're into Pokemon for the battles, this is the game for you! In Pokemon Blazed Glazed, series staples like puzzles and exploration take a back seat to relentless and brutal combat. Some may find this formula a little monotonous, but if you wish the Pokemon games would just let your fighting prowess do the talking, you'll find a lot to love here. Blazed Glazed is a tough cookie. It can be frustrating, and combat can feel like an uphill struggle, which is why this guide exists! In this Pokemon Blazed Glazed guide, I'll show you how to beat all three of the game's regions and finish the story. I'll detail every notable battle, including Gym Leaders and your Rivals. You'll be able to beat most teams purely on type advantage, but I'll explain any curveballs as they appear. If you're ready to tackle the Tunod, Johto, and Rankor regions and become a true Pokemon Master, let's begin! We can all agree that nobody likes spoilers, but I believe they are a necessary evil for a comprehensive guide like this. Story elements and characters are documented here in the order they appear. I feel the guide would be hard to follow otherwise. Team Fusion want to create a 'Master TM' that any Pokemon can learn as part of a giant money-making scheme. The problem is they can't make this TM without experimenting on Mew, the Legendary Psychic Pokemon. It's up to you to stop Team Fusion from capturing the legendary Dialga, Palkia and Giratina and combining their powers to bring Mew out of hiding. Along the way, you'll make friends that all become your Rivals in some way and take on the powerful leaders of Team Fusion head-on. You'll put an end to Team Fusions shenanigans by the end of the first region, but only time will tell if they can regroup and hatch another dastardly scheme elsewhere! Pokemon Blazed Glazed is battle centric, but it's so much more than that! These are just a few features to look forward to: A massive roster of Pokemon from Gen I to Gen V! Running Shoes and EXP Share are available from the start. A simple but unique story, including multiverse travel. 3 expansive regions to explore. 5 Starter Pokemon. Heavy emphasis on Pokemon battles. Simple puzzles and compact Routes. Adjusted move-sets to prevent early power creep. As with any good Pokemon story, your beginnings are humble. You start as a would-be Pokemon Trainer in the quiet Glenwood Town. Pokemon Blazed Glazed doesn't beat around the bush. You're a new Pokemon Trainer without a Pokemon! To fix that, head to the lab and pick your starter. It's just East of your house. In Blazed Glazed, you're spoilt for a starter choice and have five to pick from! Turtwig, Chimchar, Piplup, Shinx, Riolu. There's a fantastic roster of Pokemon in this game, and some of the best will just be handed to you through normal gameplay. With this in mind, pick your favourite, as you'll have time to balance your squad out later. Head East to Forest Path, where your parents are being attacked by a Pikachu. After saving your parents, they give you EXP Share and Running Shoes! Percy (one of your Rivals) will run into you on Forest Path, and you'll be forced into a battle without the opportunity to heal. Fortunately, he only has a single Pokemon: Once you've dealt with him, continue East towards Chocco Town. Head North to the large green building and speak to the Inventor. He wants an escort into Milkshake Swamp, so follow him outside and to the North of the town. You'll bump into Team Fusion, Pokemon Blazed Glazed's villains, but you don't need to fight them just yet. This area introduces an unusual addition to the standard Pokemon formula; environmental hazards. If you step on any Ivy in this area, a random Pokemon in your party will be poisoned. In fact, many Pokemon here can inflict poison, so it would be wise to stock up on antidotes. Make your way through the area and battle the Trainers. Eventually, you'll come across a Team Fusion Grunt at an old stone tablet. They say that they have what they came for and run off before you can battle them. The Inventor will leave with Blake, a member of the Elite Four, and once you're back in control, interact with the stone tablet. You'll be transported to another dimension. This happens a lot, so get used to it! You'll be challenged to track down a Mudkip, and it's yours if you can catch it! This is your only opportunity to get one, and it's a solid Pokemon to have early. Return to the stone to be transported back to your dimension. At this point, you're left hanging. You want to head a few steps South and then West before heading North. If you've ended up next to a tree that requires Cut, you've come too far West. The only highlight of this area is a Trainer that you can rematch for easy EXP. Then it's North towards Oceanview City. The Gym is closed as the Gym Leader heard a commotion at the local Power Plant. As it's just North of the Gym, why don't you check it out? Speak to the girl on the 2nd floor of the Bed and Breakfast and accept her 'rock'. It's an Onix and will go straight into your party if there's space. There are a couple of Trainers to battle here. Sparky, the Gym leader, is on the 3rd floor and will only battle you if you can beat the Pikachu in the middle of the room. Flip the switch to the North East and fight Pikachu. It's LV15. Don't waste Pokeballs here, as it's impossible to catch. Once you're done, you're free to challenge the Gym. Just before you enter the Gym, a Trainer called Chelle (another Rival!) will challenge you to a battle: Chikorita (Grass) LV14 Pikachu (Electric) LV12 Turns out the Gym is a garage full of Trainers. They all have Electric-types and if you need a counter, that Onix in the B&B is perfect. Electrike (Electric) LV14 Mareep (Electric) LV14 Jolteon (Electric) LV16 Even if you don't plan on keeping Onix, use it here, as it'll lay waste to Sparky's entire squad. You get the Jolt Badge and Shock Wave TM for winning. Buy a Serenity Ticket from the boathouse and use it to take a ferry to Serenity Isle. The Professor wants you to run an errand for him across Serene Bridge which runs South of Serenity Isle. Ultimately, you'll need to walk back to his lab in Glenwood Town. Serenity Isle is home to the Lighthouse, the best place in the game this early on, as it's a valuable training area. This place is VERY important and serves as a great training ground for your Pokemon. You can take the 'Lighthouse Challenge' here, a series of repeatable battles. The Pokemon here will be tougher than yours, but you can fight a couple of Trainers, leave and repeat until you're stronger. You win an Eevee holding a Rare Candy if you reach the top. The best thing about this place is you can repeat the challenge as often as you like and get the Eevee every time! This is the bridge the Professor mentioned. There are a few Trainers, but if you skip the Lighthouse Challenge, they will be substantially stronger than you. Battle across the bridge, and remember, you can always return to Serenity Isle for the Pokemon Centre. At the lab, the Professor gives you a Sensor to place in Seaspray Town. He hands over HM01-Cut and tells you to return to Serenity Isle. Blake also asks that you meet him at the Serenity Isle docks for a trip to Haunted Isle. You can't go to Seaspray Town just yet, so help Blake first. The only notable place here is a cave called Haunted Rock. As it's dark, it's hard to see. Fortunately, every path here is narrow, and it's hard to get lost. There are plenty of wild encounters and battles against Team Fusion grunts. Keep an eye out for Hikers that will heal your Pokemon as they will save you a trip back to the Pokemon Center. After the 2nd Hiker, you'll come across the angry Pikachu from the Power Plant, which challenges you to a battle. Pikachu (Electric) LV24 If you still have that Onix, even if it's not as high level as Pikachu, it will net you an easy win. You get a Delusifier for winning. I'm sure you've noticed the weird green rocks blocking some paths? The Delusifier removes those. Once you've used the Delusifier on the starting floor, you'll come across Team Fusion again; two Grunts challenge you to a battle followed by the boss: Electabuzz (Electric) LV23 Magmar (Fire) LV23 Head back to the boat to return to Serenity Isle. Blake will give you a ticket to Seaspray Town, but before you go there, use the Delusifier on the rock outside Serenity Isle Gym. Serenity Isle Gym specialises in Rock-types. Like many Gyms in Pokemon Blazed Glazed, the layout here is simple, with combat being the main focus. Battle through the Trainers until you reach the Gym Leader: Golett (Ground/Ghost) LV24 Rhyhorn (Ground/Rock) LV24 Sandslash (Ground) LV26 Sandslash is an absolute menace here. It's speedy and likes to spam Dig. It also knows Rollout, which can spell death to an entire team if it goes unchecked. You'll receive the Dirt badge and Dig TM for winning. You can go to Seaspray Town now, but if Terry gave you trouble, I advise grinding in the Lighthouse for a while. I promise it'll be worth it! The moment you reach Seaspray Town, Chelle challenges you to a battle: Bayleef (Grass) LV24 Raichu (Electric) LV24 Frogdier (Water) LV23 Upon winning, you'll suddenly be teleported again. Speak to Luke by the house with the car outside. Luke explains that your universes are getting closer together, and a Legendary Pokemon is likely the cause. To return to Seaspray Town, talk to the girl on the bridge. Cash burning a hole in your pocket? Well, unlikely right now, but this colossal shop sells everything from Max Repels to Evolution Stones! Remember this area, as you'll probably want to come back later. The Gym is closed as the Gym Leader has gone to Seaspray Dam to the East. You should do the same. There are a couple of Trainers to battle here, and on the 2nd floor, you'll find Flo, the Gym Leader. She's a little… Abrupt, but she wants you to go to Geminite Village before she battles you. Leave Seaspray Dam through the East exit on the ground floor. Geminite Village is just down the road, but you'll be challenged by Percy just before you get there. This is his team: Quilava (Fire) LV27 Kirlia (Psychic/Fairy) LV26 Quilladin (Grass) LV26 Geminite Village is a small area and one of a few towns connected to Mt. Stratus. This area has plenty of Trainers, mostly with Rock-types. You'll always be fighting to keep your levels up, so battle everyone you see. Oddly enough, triggering a battle with this Hiker on the 2nd floor (pictured) causes him to block the route you need to go. I'm pretty sure this isn't intended, but you can reset his position by leaving the floor and coming back. Just beyond this section, you'll find the Foreman. After you've spoken to him, an avalanche will start! It's nothing to worry about; head back to the entrance, and you'll be given HM04-Strength. Meet Flo at the dam; she will head to the Gym and give you HM06-Rock Smash. As soon as you enter, you'll be challenged by Flo's son, Cato. He's no slouch and doesn't have a type-specific team: Braixen (Fire) LV27 Croconaw (Water) LV28 Porygon (Normal) LV27 Cato doesn't have any note-worthy Pokemon (yet!), just make sure you're using the right counters and watch out for Porygon's Psybeam. Heal if you need to and battle through the Gym until you reach Flo. This is her team: Wartortle (Water) LV30 Quagsire (Water/Ground) LV30 Gyarados (Water/Flying) LV30 Azumarill (Water/Fairy) LV31 Flo doesn't have many scary Pokemon, although Gyarados is always dangerous. Electric does x4 damage to Gyarados, so it's always worth teaching a Pokemon an Electric attack if you can. You get the Crest badge and Water Pulse TM for winning. Your next destination is Stormy City, just South of Geminite Village. You will need Rock Smash to get through. Just before you reach the City, the crazy Pikachu that's been following you steals your badges. Yes, in Pokemon Blazed Glazed, you get mugged by a Pikachu! To the South East of the City, there's a house where you can adopt a Pokemon! You'll need free space on your team, but there's a Jolteon, Delibird and Grovile available. Even though you're badgeless, you can still challenge the Gym. This is a Grass-type Gym, so Fire and Flying work wonders here. Servine (Grass) LV32 Whimsicott (Grass/Fairy) LV32 Venusaur (Grass/Poison) LV33 Leafeon (Grass) LV32 You earn the Stem Badge and Giga Drain TM for winning. As you're about to leave, Blake asks for your assistance at Mt. Stratos, so go back to Geminite Town. Head into Mt. Stratos, pass the TNT and go up the ladder. You'll need to push the obstructing boulder with Strength, and once you're through, you'll be in a room full of Team Fusion grunts! Keep battling, and eventually, you'll face off against Henri, who's being egged on by the psychotic Pikachu from earlier! Huntail (Water) LV34 Gorebyss (Water) LV34 Beware of Huntail. It knows Ice Fang, which hurts a lot of Water counters. Immediately after this fight, Pikachu reveals that it works for Team Fusion and attacks! Hopefully, Henri didn't KO your Electric counter, as you have no opportunity to heal before this battle. After beating Pikachu, you'll recover your stolen badges. Henri reveals that his dad runs Team Fusion and only joined because he had to. He tells you that Team Fusions' plan involves Mew, but that's all he knows. Return to the town if you need to Heal. You'll need a Pokemon that knows Rock Smash to get through the rest of Mt. Stratos. The exit is a little hard to see, but it's this patch of light where I'm standing (Pictured) A short, snowy section connects Mt. Stratos to Northcoast Town with a few Trainers on Snowboards. Once you defeat the last one, you'll be a few steps away from Northcoast Town. For reasons unknown, you can battle the last Trainer, leave the screen, and return to fight again over and over. There's a Pokemon Centre in walking distance too! I'll be honest, this is pretty 'cheesy', but if you're struggling, this is easily the best way to get EXP and money. Northcoast Town is a small town that's part village, part ski resort. There's an ice puzzle to navigate here, and once complete, you'll arrive at the Gym Leader just in time to see her give Percy a badge. Naturally, he challenges you to a battle: Gardevoir (Psychic/Fairy) LV34 Quilava (Fire) LV35 Quilladin (Grass) LV34 Percy gives you HM03 – Surf when you beat him. If you're ready to claim your 5th badge, challenge Irene! Cloyster (Water/Ice) LV35 Dewgong (Water/Ice) LV35 Froslass (Ice/Ghost) LV35 Weavile (Dark/Ice) LV36 Fire is usually a solid counter to Ice types, but thanks to their duel typing, it's not great against Cloyster or Dewgong. You get the Icicle Badge for winning and the Ice Beam TM. When you're ready, head East. There's a very short route to traverse and a tiny lake which you'll need to Surf over to reach your next destination, Cape Azure. Cape Azure is a small town with loads packed into it. There's no Gym, but there's a place for Pokemon competitions and the Safari Zone. If you're interested in Pokemon Contests, the large blue building to the North of town is definitely somewhere you want to check out. As is traditional in Pokemon games, the Safari Zone is the place to be for rare Pokemon! In Blazed Glazed, you'll need a Pokesnak Case from the Performance Hall before you can go in. A trip to the Safari Zone is mandatory, as Chelle is waiting for you inside and will challenge you as soon as you interact with her. This is her party: Raichu (Electric) LV37 Meganium (Grass) LV38 Flareon (Fire) LV37 Greninja (Water/Dark) LV37 You'll be given a Bike for winning, and you can use this on Overseas Bridge to the South of town. It connects Cape Azure to Southerly City. The Lighthouse earlier was an important area to train in, and Southerly City has something similar with the Battle Building. It's a short gauntlet of Trainers, and there's a Nugget up for grabs at the end for some easy money and EXP. Remember Cato from the Water Gym? Walking into the centre of the City will trigger a battle with him; this is his team: Delphox (Fire/Psychic) LV37 Feraligatr (Water) LV38 Manectric (Electric) LV37 Porygon2 (Normal) LV37 Cato suggests you train in Espo Forest to the West, as the Gym is closed. Espo Forest is a small, linear area but is a superb place to catch Psychic Pokemon. Blake will meet you in a clearing next to a shrine and will fly both of you to Temporal Tower, where you'll be ambushed by your best friend. Pikachu! This time around, Pikachu knows Icicle Crash, a dangerous Ice move hitting many electric counters. Even so, it's one Pokemon against your entire squad, so you should be fine. Team Fusion have taken over the tower, and it's your job to remove them! A scientist on the 2nd-floor doubles as a Pokemon Centre. The route is straightforward until you fall down the first hole. You'll end up where I am in the picture above. If you go to the gap to the East, you'll end up near the start so take the ladder above you instead. You'll catch up with Blake just in time to run into Michael and Regina, the bosses of Team Fusion. Regina battles Blake whilst you fight Michael. This is what you're up against: Rotom-C (Electric/Grass) LV37 Zoroark (Dark) LV39 Rotom-W (Electric/Water) LV37 Rotom-H (Electric/Fire) LV37 If you find Rotoms transformations confusing, a visual guide for them can be found here. Michael and Regina are no match for you, but they got everything they needed from Temporal Tower anyway. They know Mew can travel to other dimensions and how to lure it out! Blake will fly you back to Southerly City and gives you HM02-Fly. The Gym should now be open to challenge. Next up, we have a Fire-type Gym. Once again, it's a short gauntlet of trainers before you face the Gym Leader. Ninetales (Fire) LV40 Charizard (Fire/Flying) LV40 Arcanine (Fire) LV42 Delphox (Fire/Psychic) LV41 Infernape (Fire/Fighting) LV41 You get the Blaze Badge and Flamethrower TM for winning. You can use Fly outside of battle now too! There's no need to Fly just yet. Instead, head back through Espo Forest and pass the Shrine you stopped at earlier. Keep walking, and you'll arrive at Palmtree Resort… At least, you would if Team Fusion weren't blocking the way. As you're 'technically' in Palmtree Resort here, you can Fly into the Resort. Wow, you're really given no time to rest here! Henri meets you the moment you land and asks you to head South to Spacial Ruins to save Palkia. Team Fusion are trying to capture several Legendary Pokemon, and you're responsible for that one. Team Fusion has most of the Resort locked down, but you can still enter the ground floor of the large Fusion Co building to use their Pokemon Centre and Mart. Head to the beach to the South and Surf. Spatial Tower is pretty close and is a short swim South West. You'll meet a lot of resistance from Team Fusion here. The sheer amount of battles will slowly eat away at your resources so coming here with a ton of potions is recommended. Go North whenever you can, and you'll bump into Pikachu once again. Pikachu knows Extreme Speed which hits hard, but ultimately, whatever you beat him with last time will work the same here. Keep heading North, and you'll arrive just in time to see Michael capture Palkia in a Master Ball and flee the area! Fly back to Palmtree Resort to regroup with your friends. Nobody was successful in foiling Team Fusion's plans, but since you're here, why not challenge the Gym? Palmtree Resort is enormous, but ultimately, it's a long, winding spiral full of Trainers, and it's impossible to get lost. This is a Rock-type Gym, so Water and Grass types are fantastic. Aerodactyl (Rock/Flying) LV43 Cradily (Rock/Grass) LV44 Rhyperior (Ground/Rock) LV44 Armaldo (Rock/Bug) LV42 If you're one of the cultured Trainers that picked Riolu as your starter, it's incredible in this Gym. You'll earn the Core badge and Rock Tomb TM for winning. With the 7th badge in your possession, speak to Henri next to the Fusion Co Building. He will give you the Rock Climb TM to traverse Mt. Stratos. The entrance is just in front of you, so head straight in. You'll need Rock Climb, Rock Smash, Surf AND Strength here, so bring the necessary Pokemon. You want to head back to the TNT from your first visit to the mountain, then Surf across the lake to the East. You'll know you're in the right place as you'll be up against Team Fusion grunts you've not seen before. This is a long route with unavoidable battles, but fortunately, there's a Hiker around the midway point that will heal your team. After one last Surf section, you'll meet up with Blake at Fusion Labs. Fusion Labs is a strange place. You can battle some of the Scientists (always worth it for EXP!), but the main reason you want to fight them is for passwords. I'm about to spoil those passwords, so if you want to figure them out yourself, skip ahead! The password for the first door is 'DIAMOND'. There's a Master Ball on the table in the room to the West, so make sure you pick that up! The scientist at the entrance will provide heals if needed, and the password is 'SPATIAL'. The password for the final door is 'GRISEOUS'. The moment you step passed the door, you'll be challenged by Regina. This is her team: Zoroark (Dark) LV42 Ditto (Normal) LV42 Kecleon (Normal) LV42 Roserade (Grass/Poison) LV42 Regina's team has a cool gimmick focused on using your own Pokemon against you. Ditto can transform, and Kecleon can copy its opponent's Type. Make sure you frequently swap to make short work of her. Regina finally reveals what Team Fusion are up to. They want to use Mew to make a 'Master TM' a TM that any Pokemon can use. I'll be honest; that sounds pretty cool! But if you want to progress, you have to stop them! Head upstairs. You'll be thrust into a battle with Michael, who has 3 Legendary Pokemon in his party! Dialga (Steel/Dragon) LV45 Palkia (Water/Dragon) LV45 Giratina (Ghost/Dragon) LV45 Don't be intimidated. It pains me to say it, but Legendary Pokemon aren't all they are cracked up to be! One of Dragon-type's biggest weaknesses is other Dragons, so a Dragon attack will quickly lay waste to Michaels's entire team, Legendary or not. Fairy is also a superb choice if you have one. Even though you defeated him, Michael is still able to summon Mew. You must battle, and whatever you do, DO NOT waste your Pokeballs here. Mew likes to spam Barrier to raise its defense. Once its defense is high, it will go on the offensive with Psychic attacks. Dark attacks early on will make this fight much more manageable. And with that, the threat of Team Fusion is over. It's abrupt, but your story isn't over yet. Leave Fusion Labs and head back to Henri. He will give you HM08 – Dive and the option to Fast Travel back to Palmtree Resort. It's about time you earned your final badge! From Palmtree Resort, head to the beach, Surf as far West as you can and Dive into the large dark patch of ocean. The final town in Tunod is obsessed with battling. There's even an area focused on EV training, something the mainline games usually steer very clear from explaining. Pay this place a visit if the aforementioned EV-training interests you. This is a place for advanced Pokemon training, and I won't explain it here (there's a lot to it!). If you've never heard of EV training before, it's definitely worth a little research! I know you're itching to get that final badge, but Percy is guarding the door to the Gym and won't let you enter without a battle. Gardevoir (Psychic/Fairy) LV43 Seadra (Water) LV43 Chesnaught (Grass/Fighting) LV43 Quilava (Fire) LV44 Honchkrow (Dark/Flying) LV43 Percy is hardly graceful in defeat, but he gives you HM07-Waterfall, which you'll need to access the Pokemon League later. With Percy out of the way, it's time to get that badge! The final Gym in the Tunod region specialises in Fighting-types. In a way, that should make it an easy one, as you'll almost certainly have a Flying-type on your team. Scrafty (Dark/Fighting) LV46 Gallade (Psychic/Fighting) LV46 Conkeldurr (Fighting) LV47 Breloom (Grass/Fighting) LV46 Lucario (Fighting/Steel) LV46 You'll probably beat Tyson on level difference if you abused that grinding spot a little earlier! After the battle, you earn the Clobber Badge and Brick Break TM. You're tantalisingly close to the Pokemon League now, with just a few areas in your way. As you may expect, the Path Of Victory is crawling with powerful Trainers. It's vital that you stock up on as many healing items as you can afford before heading into this place. Remember Chelle? You'll bump into her along the path, and she will challenge you to a battle: Raichu (Electric) LV46 Gabite (Dragon/Ground) LV46 Meganium (Grass) LV47 Flareon (Fire) LV46 Greninja (Water/Dark) LV46 Chelle's team isn't too different from when you last battled, so you shouldn't have much trouble taking her down. I love little additions in Rom-hacks like this! Near the end of the Path Of Victory, you'll stumble across Lucbui's Lab. Lucbui is the creator of the Rom-hack you're playing! Developer or not, he challenges you to a battle: Quilava (Fire) LV50 Breloom (Grass/Fighting) LV50 Jolteon (Electric) LV50 Porygon-Z (Normal) LV50 Manectric (Electric) LV50 Metagross (Steel/Psychic) LV50 Naturally, your team will dictate how easy or hard this battle is, but I didn't find any of Lucbui's Pokemon difficult to beat. You get a Quilava holding an Everstone for winning. Before entering Victory Road Cave, you'll meet Michael standing just outside. He gives you a CEO Keypass. You must take this to Palmtree Resort and to the top floor of the Fusion.Co building. Guess who's there, Pikachu, of course! When you win, Pikachu explains that he wants to settle down with a Trainer and doesn't care if you say yes or no. You now own a LV50 Pikachu! Go back to Michael and talk to him again. As it turns out, Regina has filed for divorce! Michael decides to travel and releases all of the Legendary Pokemon he has caught, concluding his story. Unlike Victory Roads of the past, there are no tricky puzzles, but there is a small army of Trainers. Before you dive in, I strongly advise stocking up on healing items. You have the opportunity to heal up here and purchase items. The Pokemon League is your final rest stop before taking on the Elite Four. Remember Cato? Well, he's here and challenges you to a battle before you step into the Elite Four Chambers. If anything, he's good practice! This is his team: Delphox (Fire/Psychic) LV49 Sliggoo (Dragon) LV49 Feraligatr (Water) LV50 Porygon-Z (Normal) LV49 Manectric (Electric) LV49 Pokemon Blazed Glazed makes a bold move shaking up the Elite Four like this! Instead of types, the Elite Four have teams based on colors. This makes each fight much more demanding, as you'll need good coverage for all of them! Lickilicky (Normal) LV50 Slowking (Water/Psychic) LV50 Milotic (Water) LV50 Blissey (Normal) LV52 Sylveon (Fairy) LV50 Rosaline has several dangerous Pokemon. You'll want to get rid of Milotic quickly as it loves to put your Pokemon to sleep with Hypnosis with Ice Beam to follow up. Arbok (Poison) LV51 Goodra (Dragon) LV52 Gliscor (Ground/Flying) LV51 Mienshao (Fighting) LV52 Drapion (Poison/Dark) LV53 Floatzel (Water) LV54 Dragonite (Dragon/Flying) LV55 Rotom (Electric/Ghost) LV53 Infernape (Fire/Fighting) LV54 Alakazam (Psychic) LV53 How hard Tanya is for you will likely depend on your counters to her Dragonite. Fairy, Dragon and Rock are all solid choices, but you will probably kill it with a single Ice attack if you have access to one. Zoroark (Dark) LV55 Machamp (Fighting) LV56 Aggron (Steel/Rock) LV56 Skarmory (Steel/Flying) LV57 Magnezone (Electric/Steel) LV55 Weavile (Dark/Ice) LV57 Honchkrow (Dark/Flying) LV57 Darkrai (Dark) LV58 Houndoom (Dark/Fire) LV57 Mawile (Steel/Fairy) LV57 Umbreon (Dark) LV57 The Champion is formidable and a fitting opponent to close out your adventure in the Tunod region. Darkrai is, hands down, Blake's most dangerous Pokemon. Even without a type advantage, all of its attacks hit incredibly hard. You shouldn't underestimate Weavile either, as if you don't have a solid Fire-type move, it's fast and capable of doing a ton of damage. Congratulations! You've beaten the Tunod Pokemon League, but the game is far from over! You can now explore the Johto Region, and you'll learn that Team Fusion isn't quite done yet. The quickest way to Johto is by plane from Southerly City Airport. You'll meet Professor Oak and Kris inside. They are both from the Johto region, and Kris says you should travel there. She gives you a Plane Ticket to do so. Johto is small but feels much bigger when you can't Fly around. Because of the airport, you aren't allowed to use Fly in the region. From the Airport in Cherrygrove Town, your first port of call is New Bark Town. It's the only place you can go as you need to speak to Professor Elm there. Head East when ready. The building by the entrance is Professor Elms's Lab. You can get a Gen 2 Starter here! One of the Professors aides will teach a Pokemon False Swipes if you want it. Head back to Cherrygrove Town and then North into Route 30. Much like the connecting areas in Tunod, routes in Johto are tiny and usually have a couple of Trainers to battle. If you head West when you reach Dark Cave, you'll end up in Violet City. If you thought the threat of Team Fusion was over, think again! Henri meets you in town and informs you that Regina now commands Team Fusion, and instead of just Mew, they want every Legendary Pokemon now. Troubling news, but there's nothing you can do about it just yet. The Gym is closed as the Gym Leader is investigating a commotion at the Ruins of Alph nearby. You can leave the town and head West to go there. Even in Johto, EXP is always at a premium! You can battle the students here for EXP and money. These battles are repeatable if you want to grind here. As you may imagine, every Trainer here has a team of Bellsprouts, and they are all LV50. You can get the Bounce TM here from the Elder at the top of the tower. The big issue is that many Pokemon can't learn Bounce. It's not mandatory, but it is helpful. If none of your team can learn it, there's a list of Pokemon that can in the 'Useful Resources' section. There aren't any exceptional opponents here, but since everyone has Pokemon over LV50, everything hits very hard. Make sure you bring a generous supply of Potions. Battle through the ruins, and you'll catch up to Regina just in time to see her steal the Volcano Orb. She challenges you to a battle. Ditto (Normal) LV50 Kecleon (Normal) LV50 Miltank (Normal) LV50 Wobbuffet (Psychic) LV50 Zoroark (Dark) LV50 After the battle, backtrack and head up the previously guarded ladder. You'll meet Falkner, who tells you he will battle you at the Gym now, so travel back to Violet City. Cato is standing by the door of the Gym and challenges you to a battle before you go inside: Delphox (Fire/Psychic) LV50 Venusaur (Grass/Poison) LV50 Porygon-Z (Normal) LV49 Feraligatr (Water) LV51 Goodra (Dragon) LV51 With Cato out of the way, you can challenge the Gym. Violet City Gym specialises in Flying-types. There are only 2 Trainers here, and after they've been defeated, you can challenge Falkner: Swellow (Normal/Flying) LV54 Aerodactyl (Rock/Flying) LV54 Honchkrow (Dark/Flying) LV54 Salamence (Dragon/Flying) LV55 Pidgeot (Normal/Flying) LV55 The scariest thing about Falkner is his team is adept at dealing with Flying counters. Be especially careful using Electric types, as Aerodactyl and Salamence know Earthquake. You get the Zephyr Badge and Aerial Ace TM for winning, and your next destination is Ecruteak City. Once you arrive in the City, you'll meet Pius, who you briefly met in Bellsprout Tower. She fears that Team Fusion are trying to capture Entei and asks you to speak to her in Whitewood City if you find anything. You're free to challenge the Gym. Speak to the man in the picture above, and he will turn the teleporting system on. This makes traveling around Johto much easier. Don't do what I did and walk around the entire region! As the spooky music may elude, Ecruteak City specializes in Ghosts. Froslass (Ice/Ghost) LV55 Aegislash (Steel/Ghost) LV55 Mismagius (Ghost) LV56 Sableye (Dark/Ghost) LV55 Gengar (Ghost/Poison) LV57 After you've defeated Morty, head West to Moomoo Farm. Just before you get there, Chelle will appear again and challenge you to a battle. Raichu (Electric) LV53 Meganium (Grass) LV55 Flareon (Fire) LV54 Garchomp (Dragon/Ground) LV54 Crobat (Poison/Flying) LV52 Greninja (Water) LV55 Garchomp is always dangerous as it's incredibly fast. You've beaten Chelle so many times already; her team hasn't changed enough to make her a bigger problem than before. This area mainly serves as a small pit stop, but you can buy Moomoo Milk here, a decent, inexpensive healing item. From the farm, travel south towards Olivine City It's always a sight for sore eyes when a Gym is open without the Leader demanding something from you first! As the Gym is open, head there at your leisure. The Lighthouse in Serenity Isle was crucial for levelling up, and this one is also. The stakes are higher; the only way out is to win or faint. Pokemon are powerful here, ranging from LV60 all the way to LV65! Fortunately, each Trainer only has a couple of Pokemon. If you make it to the top, there's an Ampharos, which makes a beautiful, subtle nod to Pokemon Silver and Gold. I love little inclusions like this, and it's worth the trip just for that! Next up is Steel Types. Fire, Fighting and Ground attacks are all useful here. Magnezone (Steel/Electric) LV57 Empoleon (Water/Steel) LV57 Metagross (Steel/Psychic) LV57 Lucario (Steel/Fighting) LV57 Steelix (Steel/Ground) LV58 Just before you're handed the badge, you get interrupted by Whitney, who explains thugs have appeared in Goldenrod City, and that smoke is billowing from Ilex forest. Jasmine asks you to accompany her because Steel-types hate fire. You must travel back towards Violet City. Go South West to the gatehouse to meet Whitney, whose now accompanied by a police officer. Upon exiting the gatehouse, you'll be in the National Park. Follow the short route, and you'll end up in Goldenrod City. Team Fusion has overrun the area. You can't do much here right now, so heal up and travel South towards Ilex Forest. Ilex forest is scary, with flames blocking quick paths through the area. In a dark twist, Regina is here, and she's to blame for the forest fire. She set the place ablaze to force Celebi, the forest guardian, out of hiding. Zoroark (Dark) LV58 Banette (Ghost) LV58 Kecleon (Normal) LV58 Ditto (Normal) LV58 Aggron (Steel/Rock) LV59 Even though you've beaten Regina, the fire still lured out Celebi. To save what's left of the forest, Celebi hands over the Aurora Orb to Regina. If you speak to the old lady just to the West from where you battled Regina, she will summon a Xerneas! Xerneas is an awesome Legendary Pokemon and a prime candidate for that Master Ball of yours. It's worth catching even if you suffer through the process with Ultra Balls. From Ilex Forest, you can go back to Goldenrod OR South to Azelea Town to challenge their respective Gyms. Goldenrod is more manageable, so let's check that out first. This Gym is tough without a Fairy counter, and battles here become difficult, thanks to how high-level your opponents are. This is what you're up against: Clefable (Fairy) LV61 Mawile (Steel/Fairy) LV61 Whimsicott (Grass/Fairy) LV61 Togekiss (Fairy/Flying) LV63 Azumarill (Water/Fairy) LV62 You get the Plain badge and Moon Blast TM for winning. It's a little trek back through Ilex forest, but the Gym In Azelea Town is awaiting your challenge and this time round, it's bugs! You MUST get Fury Cutter from the man in this house (pictured above). It's required to progress through the story after you've beaten Evergreen Town Gym. This time around, you're up against a Bug-type Gym. Fire, Flying, and Rock types all work here but beware of the Gym Leader's dual-type Pokemon. Armaldo (Rock/Bug) LV61 Heracross (Bug/Fighting) LV61 Yanmega (Bug/Flying) LV62 Volcarona (Bug/Fire) LV62 Scizor (Bug/Steel) LV63 In my opinion, this is the most challenging gym in the game. Multiple Pokemon know Earthquake, which shuts down Fire-types. You get the Hive badge and Signal Beam for winning. Your next move is to head back to Olivine City and then onto Cianvine Bridge. There are five trainers to battle, and you'll find Cianwood City on the other side. If you're up for some hardcore training, you can try your luck at Chucks Dojo. You can fight powered-up versions of the Tunod Gym Leaders here. Train if you wish, and when you're ready, head North into Cliff Edge Cave. This area is very buggy, and there are numerous reports of things not working the way they should. Either way, I advise you to get through this area as quickly as possible, as the bugs will clear up afterwards. You cannot save here either. Make your way through the cave and Route 47 until you end up in Evergreen Town. Evergreen town is supposedly home to the Legendary Trainer, Silver (if you played the old games, that might strike some fear in you!). They don't make Gym Leaders like they used to, so naturally, the Gym is closed. Chelle is near the Pokecenter, so challenge her when you're ready: Flareon (Fire) LV62 Garchomp (Dragon/Ground) LV62 Raichu (Electric) LV62 Greninja (Water/Dark)LV62 Crobat (Poison/Flying) LV62 Meganium (Grass) LV62 To get Silver to appear, travel back to Cianwood City and into Chucks Dojo. Silver sits at the top of the room and will only return to his dojo once you've battled here. Once you've done so, head back to Evergreen Town. This is a Dark-type Gym. The area looks intimidating, but as long as you always walk to the nearest floating tile you can see, you'll be fine. Honchkrow (Dark/Flying) LV63 Weavile (Dark/Level) LV63 Hydreigon (Dragon/Dark) LV64 Luxray (Electric) LV63 Bisharp (Dark/Steel) LV63 You'll earn the Night badge and Thief TM for winning. Your next destination is the overgrown path by Moomoo Farm, so head there. This is the area you need Fury Cutter for, so hopefully, you got it in Azelea Town. This path leads to Bamboo Forest and then to your destination, Whitewood City. You'll meet Whitney as soon as you arrive in the City. She's looking for Jasmine. Enter the church, speak to Pius after the sermon, and then interact with the off-colour gravestone in the graveyard. Considering how complex the place looks, it's pretty straightforward. Use the coloured keys to open doors as you get them. When you open the door with Sexton inside, he tells you to check a gravestone. It's this one (pictured above). The password etched into it opens Jasmine's cell. It's MMXIII. Head back to Sexton's room, talk to him and inspect his desk. It has an Ornate Key inside. With this, you can start a doubles battle. You and Jasmine VS Pius and Sexton! Gallade (Psychic/Fighting) LV60 Gardevoir (Psychic/Fairy) LV60 Milotic (Water) LV60 Absol (Dark) LV60 Noctowl (Normal/Flying) LV60 Pidgeot (Normal/Flying) LV60 If you remember, Jasmine never gave you the badge for beating her. She hands it over after this battle. The Whitewood City Gym is now open to challenge. Starmie (Water/Psychic) LV63 Gardevoir (Psychic/Fairy) LV64 Gallade (Psychic/Fighting) LV65 Espeon (Psychic) LV63 Alakazam (Psychic) LV64 You earn the Psych badge and Calm Mind TM for winning. Henri meets you outside. Your next destination is Mahogany town, where an old Team Rocket base is located. The Hideout is a large sprawling building, much like the Church of Alpha. Despite its size, it's very straightforward, and there are no puzzles to worry about. You'll bump into Regina just in time to see her steal the Thunder Orb. Henri says Regina will head to Bell Tower next, so make your way there. It's in Ecruteak City. There are plenty of trainers to battle, and once you've fought to the top, you'll be face-to-face with Regina once again. She places the orbs on pedestals, then summons and captures Ho-oh. Guess who she uses it against! Ho-oh (Fire/Flying) LV50 Zoroark (Dark) LV66 Absol (Dark) LV66 Sadly, Ho-oh is laughably weak as it's only LV50. As Regina only has 3 Pokemon, you should defeat her with ease. Your next destination is Mahogany Town. If you head East from Mahogany Town now, you'll bump into a talking Dragonite! This starts an optional side quest to catch a Mewtwo on New Island. You can take a ferry from Olivine City to get there. If you're not interested in Mewtwo, you can continue East to Blackthorn City through Ice Cave. Just note you need a Pokemon that knows Rock Climb to do so. It's about time we had a Dragon Gym! The gimmick of this gym is you have to beat every Trainer before you can challenge the Leader. If you have access to Ice or Fairy moves, you'll be laughing here. Another Dragon works too, but it's risky. Garchomp (Dragon/Ground) LV67 Druddigon (Dragon) LV67 Kingdra (Water/Dragon) LV68 Sceptile (Grass) LV68 Dragonite (Dragon/Flying) LV69 When you defeat Clair, the Rising badge, Dragon Claw TM, and most importantly, the right to challenge the Johto Pokemon League is yours. Travel to Newbark Town, then Surf East to Route 27. There's an extensive Ocean trail with several Dive spots. The one you want to take is the small one furthest South East. Follow the route, and you'll end up at Victory Road. If you speak to the guards by the stairs and walk through, you'll be right at the League… Or will you? Just before you step into the league, Chelle will

Fusion Grunt (Lv17-18 Timburr x2, Lv18 Machop) Prize: P720Ambushed as soon we walk through!Team Fusion Grunt (Lv18-19 Shroomish x2) Prize: P760Northwest from her is a Lantern, nice one! I like that it's a Key Item too instead of HM Flash. The exit is bottom left. Grass: Golbat (Super Rare), Gastly, Banette (Rare)Speak to the Hiker if you need to heal your team and we reach the 2nd Floor. Gastly, Haunter, Misdreavus, Banette (Rare)Going north. On the way there...Team Fusion Grunt (Lv19 Combusken, Lv20 Monferno) Prize: P800Team Fusion Grunt (Lv21 Breloom) Prize: P840Team Fusion Grunt (Lv20 Hitmonlee, Hitmonchan, Hitmontop) Prize: P800Team Fusion Grunt (Lv22 Breloom) Prize: P880Then we head south for the exit. Team Fusion Grunt (Lv23 Gurdurr) Prize: P920Meeting another healing Hiker as we go west. The item we find is TM02 (Dragon Claw). Then in the final area we see scarf Pikachu. No Team Fusion boss or underboss. Another round against the Electric mouse, he is at Level 24. At this point Pikachu might as well be unofficial Rival #3 because he hasn't had enough of losing yet haha but is kind enough to give us a Key Item, the Delusifier. Pikachu says his superiors are in a cave blocked by a Zoroark's illusion and this gadget will allow us to go past it. Hm, thanks?Return to those rocks in 1F Area A. Use the Delusifier to clear them and enter the new outside area. Got the boss and a pair of Grunts that he sends after us. Team Fusion Couple (Lv23 Machamp & Conkeldurr) Prize: P1840When others fail, do the job yourself. Here's Michael.Fusion Boss Michael (Lv25 Zoroark) Prize: P1500We defeat the bad guys but we still come out on the losing end because their work here is done. After they leave, Blake calls us with good news about fixing the boat. Get back to him and sail back to Serenity Isle. He'll give us another ticket, the Seaspraytix. Hop onto the other boat. - Seaspray Department StoreWe're told that there are 10 such Stones. Only 6 of them sold are here though. Water: Psyduck, Wingull, Pelliper (Rare)Bumping into us when we arrive is Chelle, wanting to show off again now that she has defeated Terry too. Great, but can't we do this later, girl?Pokemon Trainer Chelle (Lv30 Bayleef, Lv27 Raichu) Prize: P1080She tells us that the Gym Leader here just left her Gym so we'll have to find her. Next Gym is in Stormy City. As soon as Chelle leaves, we do our own leaving and jump to that other universe. We appear in a place called New Port Ritchey. How...normal this place looks and feels. Even that Fisherman we see below doesn't know what we're talking about. On the right, looking for his keys is Luke, surprised to see us again. This time he explains: some unknown force is bringing our two universes closer together when they shouldn't connect like this. He suspects it could be the work of a legendary Pokemon from our universe. People in his universe don't know about the existence of Pokemon. He can slip between universes like we can and he is doing his best to sort this mess out. Now we just have to figure a way back since the portal has closed. Speak to the woman near the Fisherman. She saw us talking to Sam/Luke. A fan of Pokemon just like him. After talking to her we slip back. The Gym Leader turns out to be the woman we are here to meet, Flo. User of the Water-type. Her son is blocking the Gym entrance. Bro, really?We learn that there's a great Trainer named Soheal who lives on an island outside of town. He's not exactly a people-person. Going west leads to Soheal's Strait, we'll pay him a visit once we can surf. Southeast of town is the Dam. Grass: Pikachu, Raichu (Rare), Growlithe, Pichu, Electrike, Manectric (Rare)Here are Joey and Gabrielle. Double Battle or Singles?Youngster Joey (Lv26 Luxio, Riolu) Prize: P208Beauty Gabrielle (Lv27 Pidgeotto, Clefairy) Prize: P432We can't cross to the right side of the dam without a Security Card. In the next room are a few Trainers:Tourist Connor (Lv26 Gabite, Lv27 Floatzel) Prize: P432Engineer Maxwell (Lv26 Magnemite, Lv27 Flaaffy) Prize: P864Engineer Gunther (Lv27 Electabuzz) Prize: P864We'll find Flo on the next floor and give her the Sensor. We have to help her out first before she'll face us: there's a major power spike coming from Geminite Village so we have to go there and get them to reduce the amount of power they are using. She gives us the Security Card. Back to the main area and pass the guards. That door way above leads to an Ultra Ball and a couple of battles:Tourist Harrison (Lv28 Leafeon) Prize: P448Engineer Viktor (Lv27 Pikachu, Lv28 Magnemite) Prize: P896Outside, that is a Thunderstone on the right. First Trainer we see is Antonio.Bug Catcher Antonio (Lv27 Spinarak, Ariados) Prize: P216Camper Parker (Lv27 Togetic, Lv28 Tangela) Prize: P224Just south from them is Geminite Village. GEMINITE VILLAGE POKEMARTPercy and Quilava see us when we arrive. You know what they're here for, let's get to it.Pokemon Trainer Percy Prize: P1000(Lv25 Electrike, Lv29 Kirlia, Lv30 Quilava)We'll receive a Shovel from the man living just north of the PokeCenter, allowing us to dig for Shards in the Geminite Mines. We take them to the Fossil Finder and trade for Fossils:Red Shard -> Dome Fossil (Kabuto)Yellow Shard -> Helix Fossil (Omanyte)Blue Shard -> Root Fossil (Lileep)Green Shard -> Claw Fossil (Anorith)There's a Miner blocking the entrance into Mt. Stratus. South from the village is Geminite River. At the Miner's Hut, we learn from the Boss that the rise in power usage is because of the work going on in Mt. Stratus. We have to find the Foreman. The Miner blocking the entrance will let us through now. Zubat, Abra, Geodude, PhanpyThat is a Green Shard you see above Alpinist Rick.Alpinist Rick (Lv27-28 Rhyhorn x2) Prize: P224Engineer Edison (Lv28 Magnemite x2) Prize: P896Alpinist Oz (Lv28 Onix) Prize: P224(Area B a.k.a the TNT Room)Aron, Zubat, Abra (Rare), Phanpy, Sableye (Rare)Alpinist Hugh (Lv28 Gurdurr, Aron) Prize: P224This is where we find them rocks which require HM Rock Smash. Alpinist Edmund (Lv28 Steelix) Prize: P224Further north is a PokeBall and the Foreman, ready to drop that TNT plunger. Even after hearing about the power situation he won't be stopped and goes ahead with setting off an explosion, causing an avalanche. He bolts out and the place starts rumbling around us. Not much to do on that eastern side because we currently can't Smash, Surf and don't have the Strength. Back at the Miner's Hut, the Foreman apologises for what he did. Nobody is hurt at least. To make up for it he gives us HM04 (Strength). We'll need the Stem Badge from the Stormy City Gym for it. Power should be back to normal now. Meanwhile in an unknown location, Michael is given an update about us and the Foreman. He is sending his Grunts after us..but as for the Foreman, Michael calls for his son Henri. Interesting development.At the Dam, Flo confirms that everything is okay and gives us HM06 (Rock Smash) before going to her Gym. Alright :)Leader: Flo - "The Sexy Water-type Specialist."Inside we're stopped by her son, because his job is to chase off weak Trainers. Hey wait a minute...Percy has Quilava..and Chelle has Bayleef, so who has....oh no, don't tell me.Pokemon Trainer ??? Prize: P1120(Lv28 Houndour, Porygon, Lv30 Croconaw) Damn it, xD. Rival #3 is named Cato and since his mom has given him permission to travel, we'll be seeing more of him along the way. All that's left is a 4th one and this might as well turn into Pokemon X/Y haha...you never know. Got a Gym Trainer on the left and one on the right. The idea is to cross the pool to reach Flo from that right side. Currently no water in the pool. So we go left.Sunbather Deidre (Lv28 Floatzel, Lv29 Floatzel) Prize: P116Captain Jack (Lv29 Qwilfish, Wartortle) Prize: P928Sunbather Jeanette (Lv30 Seadra) Prize: P120Up ahead is the valve we turn to fill up that pool. Final Gym Trainer is Alexis.Sunbather Alexis (Lv27 Poliwag, Lv29 Poliwhirl, Dratini) Prize: P116Eyes on that 3rd Badge now. Leader Flo Prizes: P1280 + Crest Badge + TM03 (Water Pulse)(Lv30 Wartortle, Lv31 Milotic, Seadra, Lv32 Kingdra)Use of Rock Smash outside of battles, granted. Stormy City Gym is led by a man named Lief. If you have time to rush back to Mt. Stratus, you can pick up the item which is just past the place where we met the Foreman - a Nugget. Afterwards, continue south of the village. Grass: Joltik, Skorupi, Ditto (Super Rare), Taillow, Buizel, Gible (Rare)There's a path going on to the right just before stepping into the grass. Cut the hidden tree and carry on to find Iron. First Trainer is across the bridge. Search that rock above him and find an Ultra Ball. Sensei Tito (Lv28 Conkeldurr) Prize: P224Beauty Hayley (Lv28 Luxio, Swellow) Prize: P448South from her is another bridge which takes us to Bertrand and a path which needs Rock Smash to clear it. Youngster Bertrand (Lv29 Seviper) Prize: P232Past the rocks is another entrance into Mt. Stratus. First item found is Rare Candy. Same wild Pokemon. Small area, continue south for the exit. Outside we meet Fusion Pikachu and this time in the name of revenge, he steals our Gym Badges and runs off! What the...?! Continue on after him. There's a 3rd bridge heading west and a tree blocking a water path to the south. Tourist Addison (Lv29 Zoroark, Lv30 Floatzel, Gabite) Prize: P464On the other side, running in the grass is Max...Camper Max (Lv30 Tangela, Skiploom, Tangrowth) Prize: P240 [Rematch]...while Bridgette is hidden between the trees on the right.Camper Bridgette (Lv30 Ivysaur, Starmie) Prize: P240Just before we get into Stormy City, Blake meets us. Bad news - that Foreman has been kidnapped! Blake is off to investigate. We'd help but we got bigger problems right now, having our Badges stolen and all. - Pokemon Adoption ClinicShould've brought an umbrella, since it rains all day everyday here, geez. Let's look around before hitting that Gym.Dr. Friendship assesses your Pokemon's Friendship levels. In the house south from there we'll get TM18 (Rain Dance) and TM11 (Sunny Day). Next door is a housewife who'll teach the move Scald more than just once. Nice...until we need to learn Surf or Dive or Waterfall or maybe even Whirlpool. It's just that I'm playing this game after Adventure Red Chapter Beta 15 and in there, HMs work without needing to teach your Pokemon the moves..so switching back to the old school ways of HM usage in this game has been a little rough haha. Southwest corner of town is where the submarine ferry is kept, given the weather. It is also where we catch a ship which will take us to Trainer Isle, great place to prove one's worth. Far to the west as well is the Tunod League. Southeast of town is the Pokemon Adoption Clinic where we can adopt a Level 25 Grovyle (holding a Miracle Seed). Make some room in your party. Speaking of Grass...Leader: Lief - "The Hardworking Gardener!"Nice work on that garden maze. First 2 Gym Trainers seen are Jaime and May.Gardener Jaime (Lv31 Ivysaur, Bayleef, Grovyle) Prize: P1488Gardener May (Lv31 Breloom, Tangela) Prize: P1488Top left corner has Sissy. Gardener Sissy (Lv30 Leafeon, Lv31 Skiploom) Prize: P1440Last Gym Trainer is Mary. Gardener Mary (Lv31 Victreebel) Prize: P1488Leader Lief Prizes: P1360 + Stem Badge + TM22 (Solarbeam)(Lv33 Jumpluff, Tangrowth, Leafeon, Lv34 Venusaur)Now we can move aside them big boulders like a boss. Next destination is Northcoast Town for the Icicle Badge. Gotta get through Mt. Stratus to reach it. No Problem. We get a call from Blake, he's got more of Team Fusion than he can handle alone. Plus their boss is there too. We're going back to Mt. Stratus. I paid Trainer Isle a brief visit first and this is what I found out:TOWER 1 - Home of the Singles, Doubles & Rapid Fire Challenges.9 floors make up this place. - Standard Singles Battles. Taking on Level 30 Trainers and each win gives out 1BP. Complete this to unlock the Tough Singles mode.- Special Trainers. We're told that only "very elite" participants can compete here. - Standard Doubles. Facing two Level 30 Trainers at a time, 2BP reward. Unlocks Tough Doubles once completed.- Rapid Fire Challenge. We battle through Level 50 Trainers with no time to heal in between matches. Unlocks Tough Rapid Fire once completed.9th floor is the chill spot. Got TVs and Vending Machines to keep you occupied. TOWER 2 - Home of the Endurance Challenge.- Gym Leader Challenge. This is not yet ready at the moment. - Champion Challenge. Open only to the most outstanding Trainers. - Endurance Challenge. It's just you and your best Pokemon versus Level 80 Trainers for a major reward. Something you can go for when all is said and done, eh? Now let's go help Blake. Make your back to the area in Mt. Stratus where we find a boulder. That is a Super Repel blocked by the smash rock. Down the ladder and we get to work. Team Fusion Grunt (Lv32 Hitmonlee, Hitmonchan, Hitmontop) Prize: P1280Team Fusion Grunt (Lv32 Gallade) Prize: P1280Team Fusion Grunt (Lv32 Scrafty) Prize: P1280Team Fusion Grunt (Lv32 Combusken, Monferno, Pignite) Prize: P1280We see Blake and his Darkrai battling Michael and his Zoroark. The Foreman is being held on the upper floor. Continue for that ladder heading up. Team Fusion Grunt (Lv33 Lucario) Prize: P1320Next floor has Sea Incense, the Foreman, Fusion Pikachu and Henri, who is working as a Grunt. No room for nepotism here :). He'll do his best to stop us. Team Fusion Henri (Lv34 Huntail, Gorebyss) Prize: P1360Then Pikachu has his turn, claiming to be stronger now than before. He is at Level 32. But he suffers another loss, still angry and runs off. Wait, our Badges! Henri on the other hand says he was forced to join Team Fusion by his dad but he doesn't want to be a part of it. He gives back our Badges, which Pikachu dropped. Thank goodness. Henri says Team Fusion is up to something which involves Mew. He'll help us out whenever possible and frees the Foreman. Back below, Darkrai defeats Zoroark and Team Fusion retreats. Blake isn't completely sold on Henri siding with us, we'll have to keep an eye on him. Then we do another universe leap - with Blake jumping as well. We appear near Luke in a parking lot. He has to do the explaining to Blake too and when he asks him if he has an idea of who could be responsible for this craziness, one answer - Team Fusion. With all the activities they've been doing around ruins and the plan to go after Mew, it might not be a surprise. We'll continue to stop them. Back in our universe Blake tells us that Northcoast is closeby, the Gym Leader there is named Irene. Continue east. South is blocked by rocks and then a wall we can only scale down with HM Rock Climb. Another HM which is a waste of space haha, should've been a Key Item instead. Up those steps for that Repel and the exit. To the north are two other ladders going up, one across water and one in the northeast corner. The latter ladder leads to the Nitchside Cove Entrance area of Mt. Stratus. Zubat, Snorunt, Lairon, GeodudeBottom left corner has Rare Candy. Northwest corner has the exit taking us out to Nitchside Cove (the only Pokemon found in the grass is Beldum) while northeast corner has the exit taking us to an upper area of the route we're headed for (Icebound Chasm) where you can pick up TM13 (Ice Beam). Grass: Slowpoke (Super Rare), Sneasel, Swinub (Rare), Delibird (Super Rare), SnoruntWater: Goldeen (Super Rare), MarillFirst Trainer spotted is Derek on his board. Snowboarder Derek (Lv33 Glalie) Prize: P792Carry on south to face Adam and pick up a Hyper Potion.Snowboarder Adam (Lv33 Piloswine x2, Mamoswine) Prize: P792Snowboarder Erik (Lv33 Glaceon, Froslass) Prize: P792There's a Nugget in the area he slides down from. Few steps east and we arrive.- PokeCenter (Move Deleter guy is found here)Before we freeze to death, let's see what is happening around town. There's an old lady in the PokeMart who teaches Thunder Punch. The item outside the building is a Max Revive, obtained by sliding across the ice from below. There's an Ether across the ice on the western side of town. The one who lives next door to the Lodge is an old Trainer who'll pass her Glaceon to us now that she has retired. It is Level 30 and holds Nevermeltice. At the Lodge we can catch a lift that takes us to the Ski Lodge at the peak. There's a mini game you can do where you race down the mountain. Get an A+ ranking to receive a Trade Stone. The Name Rater's House is next door to the Gym. If you got any Fossils, bring them with you to the Northcoast Museum. Make some space in your party. There's a PC in the top right corner, convenient :) the revived Pokemon are each at Level 25. Those other fossils on display...I wonder if we'll get them as well sooner or later. When you're done and ready, it is Gym time.Leader: Irene - "The Elegant Figure Skater!"Can't be an Ice-type Gym without a frozen floor. First Gym Trainer we can get to is Aaron on the left. Snowboarder Aaron (Lv32 Glaceon) Prize: P768That one on the right is Brooke. Just below her is a switch we have to hit to raise patches of floor that can help to direct our sliding across.Picnicker Brooke (Lv31 Snorunt x2) Prize: P124The switch we step on here reveals a patch of floor just north from Aaron. Work your way to that middle switch and the next Gym Trainer standing by another one. Snowboarder Ronald (Lv31 Piloswine, Swinub) Prize: P744Mykal is the final Trainer...and up ahead is Percy??Snowboarder Mykal (Lv31 Delibird, Lapras) Prize: P744We've taken down the last Gym Trainer just in time to see Percy win the Icicle Badge. No suprise this place was a breeze for him, he's got Quilava. Rather than let us have our turn against Irene, Percy figures we should battle him first. Really, dude? Pokemon Trainer Percy Prize: P1280(Lv32 Gardevoir, Manectric, Lv33 Quilava)Afterwards he gives us HM03 (Surf). Would've been cool if he'd let us face Irene and if we earned the Badge, he then gave us the HM. Anyway, it's time for Irene. Cue that Gym Battle theme!Leader Irene Prizes: P1480 + Icicle Badge + TM13 (Ice Beam)(Lv35 Snorunt, Glaceon, Froslass, Lv37 Weavile)Now we can swim. Just need HM Fly and we can do some backtracking. On the right of Irene is the last switch. Gotta leave this place in style. On a side note, back at the Icebound Chasm that Snowboarder guy Derek said something about him and the other Snowboarders will battle us more than once, despite not asking for a rematch after matches. If you go back along that route they will indeed challenge you again. Going east for the Blizzard Slopes and further on is Cape Azure.Grass: Slowpoke (Super Rare), Furret, Sneasel, Delibird (Rare), Smoochum, SnoruntWater: Slowpoke, Lapras (Rare)Picncker Missy (Lv33 Snorunt x2) Prize: P132You'll find an HP Up when you search that rock blocked by the smash rock above Missy. Snowboarder Drake (Lv32-33 Smoochum x2, Jynx) Prize: P792Snowboarder Joshua (Lv34 Glaceon x2) Prize: P816Carbos near him. On the right from there we see a cave entrance across water. Icicle Tunnel awaits. Zubat, Golbat, Jynx (Rare), Sneasel (Rare), Piloswine, DelibirdHeading north then south after Henderson. Snowboarder Henderson (Lv33 Sneasel, Weavile) Prize: P792Behind that smash rock is Nevermeltice. Picnicker Elaine (Lv34 Grotle) Prize: P136PP Up a little further past her. Louis drops some nice info about the legendary Kyurem possibly being in this place somewhere. Noted. Alpinist Louis (Lv33 Steelix) Prize: P264- Cape Azure Performance HallWaiting for us outside town is Blake with more news about Team Fusion (I almost called them Team Steam haha, it's in the morning now while I'm typing, forgive me. #PokemonLightPlatinum). They are heading for the Temporal Tower, which is east of Chocco Town. Another place of ancient ruins. We'll need the Blaze Badge in order to unlock HM Fly and then return to Chocco Town. Also, he says Chelle is looking for us. She's in the Tunod Safari Zone south from here. Could've helped us out with the HM for Fly, chief! Contests are held at the Cape Azure Performance Hall. You'll be given the PokeSnack Case at the front desk and you can buy Berries there too. In the next room there, you can battle aspiring Idol Ryan. He has backup singers AND a full team of Level 50 Pokemon. Legend in the making right here.Pokemon Trainer Ryan Prize: P2000(Lv50 Haxorus, Gallade, Weezing, Honchkrow, Shiny Umbreon, Snorlax)As a gift for defeating him he'll give us a Level 20 Honchkrow. Says we can come back later to face him again. Southeast from the Hall is TM30 (Shadow Ball). You can stay over at the Azure Inn for the low, low price of 1 million PokeDollars/Yen/Pound Sterling/Pesos etc. Am sure I got some under a mattress somewhere, hold on...Can't travel along the Overseas Bridge without a Bike :/ so off to the Safari Zone to meet up with Chelle. Grass: Ponyta, Mienfoo (Rare), Murkrow, Mightyena, Nincada, SwellowWater: Tentacool, Wingull, Pelipper (Rare)The Youngster we find says he'll give out a prize if we can catch 20 or more Pokemon from the Safari Zone. Who's got time for that? (the prize is MooMoo Milk. If you can do it again, go speak to him for another prize. I was not motivated enough to get that 2nd prize haha). You'll find a Star Piece behind the southern fence before reaching the Safari Zone building. Bring P500 with you. We'll get 30 Park Balls and there's no time limit. Would've been nice if we could battle other Trainers who are in the Zone. TUNOD SAFARI ZONE (Zone 1)Grass: Deino, Axew, Wobbuffet (Rare), MawileAcross the water is a Max Revive and a narrow way on the left which leads to TM05 (Roar) after cutting a tree. North is Zone 2. TUNOD SAFARI ZONE (Zone 2)Grass: Deino, Rhyhorn (Rare), Axew, Wobbuffet (Rare), Mawile, DruddigonTUNOD SAFARI ZONE (Zone 3)Grass: Deino, Axew, Heracross (Rare), DruddigonWe're told by the NPC we meet about a rock slide which has blocked off the other end of the Safari Zone. Continue on to pick up Calcium behind that red sign. Below is the scene of the rock slide and Chelle. This time though she'll ask if we want to battle her. Saying No doesn't make her do the usual thing of continuing to ask until you say Yes, she'll just carry on and give us a Dart Bike. But for those of you said Yes...Pokemon Trainer Chelle Prize: P1240(Lv31 Parasect, Breloom, Lv33 Raichu, Lv34 Meganium)Yup, we'll be back for Zone 4. At the moment we can only go as far as that pool of water under the waterfall. Our Safari Zone game drive comes to an end. Get on that Bike and let's ride. Got 2 lanes, left and right. Here are the Trainers on the left lane:Cyclist Marty (Lv34 Scizor) Prize: P272Cyclist Ford (Lv33 Arbok x2, Seviper) Prize: P264Only one on the right, Hans.Cyclist Hans (Lv33 Luxray, Ariados) Prize: P264Further south is Southerly City. Step into town and be reminded about that 3rd Rival Cato who is also out and about. He tells us that the Gym Leader Ernest is not around. Pokemon Trainer Cato Prize: P1240(Lv31 Espeon, Lv34 Houndoom, Porygon2, Lv35 Feraligatr) He suggests we go to the Espo Forest, west of town, for some training until Ernest returns. Might as well. What else is going on in town? At the Battle Building you compete in a Stamina Challenge, facing 5 Trainers back to back without healing between matches. I gave it a try and here are the Trainers I took on:Bug Catcher Randall (Lv30 Pinsir, Scyther) Prize: P240Picnicker Maxxy (Lv30 Ivysaur, Bayleef, Grovyle) Prize: P120Tourist Charles (Lv30 Floatzel, Glaceon, Leafeon, Gabite) Prize: P480Engineer Frankie Prize: P960(Lv30 Magnemite, Raichu, Manectric, Magneton, Lanturn)Alpinist Rodalphus Prize: P240(Lv30 Graveler, Golem, Rhydon, Rhyperior, Aron, Lairon)Obtained a Nugget as a prize. Next door from there is a Captain who'll trade his Ninetales for a Kirlia. Behind the PokeMart (northwest corner by those flowers) is TM01 (Focus Punch).Southeast from the Southerly City Airport is a Black Belt who teaches Fire Punch. Got a plane ready for travel to Johto but we ain't got no Ticket. Let's visit that forest. Grass: Galvantula, Ponyta, Flaaffy (Rare), Scraggy, Leafeon, SwellowWater: Magikarp, Gyarados (Rare), BuizelAcross the pool of water, in the top left corner is a Red Shard. Haley is near the forest entrance.Esper Haley (Lv34 Kadabra, Alakazam) Prize: P408Grass: Abra, Kadabra (Rare), Mawile, Wynaut (Rare), Ralts, Kirlia (Rare), BeldumHome of Psychic-type Pokemon. Seeing as we have the Esper Trainer Class, would it be a stretch to hope for Esper Roba to be among these Trainers? Too much? Wrong franchise? Nevermind, We meet Grady though:Esper Grady (Lv33 Kirlia, Lv34 Metang, Beldum) Prize: P408Continue south to find Ken.Esper Ken (Lv34 Wobbuffet) Prize: P408Southeast from him is TM06 (Toxic). Then west past him. Esper Glimmer (Lv34 Slowbro, Slowking) Prize: P408North from her is Blake (?) What are you doing here, shouldn't you be chasing after Team Fusion?? He's near a shrine which was built for Mew who is believed to live in this forest. Also Blake is now the new Champion (whaaa..?!) after dethroning previous Champ Grey. This means he might not have time to be going after Team Fusion now. Suddenly we leap to Luke's universe, this time appearing in a forest just like Espo, with a shrine too. Luke has some news about a 50-year old newspapar article regarding something pink but we are sent back to our own universe before he can go into more details. Now Blake thinks we should pause on getting that Blaze Badge and instead go straight to the Temporal Tower with him. Well it's not like the Gym Leader was around anyway, so let's go. He takes us there with his Honchkrow. Water: Tentacool, Omanyte (Rare), Kabuto (Rare), WingullSeems quiet, Blake goes in to investigate. We try to enter and bump into Fusion Pikachu. Fancy meeting you here for another scuffle. He is at Level 35. Afterwards he goes back into the Tower to let the others know that we're here. That little...Team Fusion Grunt (Lv34 Gurdurr) Prize: P1360Team Fusion Grunt (Lv34 Riolu, Lucario) Prize: P1360Top right corner has a Pearl. Blake is on the left near a ladder heading up. Most recent history is near the top of the tower. That Engineer guy on the right will heal our team. Past him is a Twistedspoon. Next ladder is to the south after these 2:Team Fusion Grunt (Lv34 Combusken, Blaziken) Prize: P1360Team Fusion Grunt (Lv34 Machoke) Prize: P1360Team Fusion Grunt Prize: P1360(Lv34 Hitmonlee, Hitmonchan, Hitmontop)On the left side is a Grunt and a hole in the floor. Team Fusion Grunt (Lv35 Scraggy x3) Prize: P1400Back to 3F, left side now. Team Fusion Grunt (Lv35 Primeape, Machoke) Prize: P1400Ladder takes us back to 4F is right there. The item we see first back on 4F is a Black Flute. This takes me to the Gen 3 days :) remember collecting the ash along Route 113 in Ruby/Sapphire/Emerald with the Soot Sack? Made for good exercise, eh? I wonder if the White Flute is somewhere in this game. Team Fusion Grunt (Lv35 Blaziken, Infernape, Emboar) Prize: P1400South from her is the ladder leading to the 5th and final floor.We've caught up with Blake and who do we see but Michael and his missus, Regina (?!). Like before, we've shown up just as Team Fusion have finished their business :/ but battle we must. Regina takes on Blake while we face Michael.Fusion Boss Michael (Lv36 Ditto, Zoroark) Prize: P2160Michael has found out that Mew went to an alternate reality 50 years ago and he has figured out how to retrieve it. Darn it. After the couple leave, Blake gives us HM02 (Fly) and we return to Southerly City. We were exploring Espo Forest before flying off, but now that we're back in town we could check if Ernest is at the Gym now. Leader: Ernest - "The Guy with Good Firepower!"Nice touch with the lava. First Gym Trainers are in the northwest corner. Double Battle. Picnicker Klaus & Firebreather Barry Prize: P840(Lv35 Arcanine & Ninetales, Houndoom & Magcargo)Klaus will put out the fire blocking the way to the right afterwards. Defeat Marvolo to get rid of the other fire barrier. Alpinist Marvolo (Lv35 Rapidash) Prize: P280North from him is final Trainer Henrique and the last fire wall. Firebreather Henrique Prize: P700(Lv35 Charmeleon, Quilava, Combusken)Let's get that Blaze Badge!Leader Ernest Prizes: P1560 + Blaze Badge + TM38 (Fire Blast)(Lv37 Magmortar, Lv38 Infernape, Charizard, Typhlosion, Lv39 Blaziken)HM Fly unlocked :) I'm thinking we'll do some backtracking after we get that final Badge from the next Gym Leader, Nicole. Going west through Espo Forest and touch down at the Palmtree Resort. You can write a short note at that Mew shrine, next to other notes people have left behind there over time. Small touch but thumbs up for it. Up ahead is Marco. Esper Marco (Lv36 Wynaut) Prize P432From him go all the way south to find a Dawn Stone. Carry on back north to Tammy.Esper Tammy (Lv35 Kadabra, Alakazam) Prize: P420The exit is just up ahead.Grass: Butterfree, Beedrill, Chansey, Eevee (Rare), Scraggy (Rare), Scrafty (Super Rare), Vibrava, Spinda (Rare)Water: Tentacool, Wingull, Pelipper (Rare)Fusion Grunts ahead, blocking the road to the resort. What's going on here?? They say nobody enters or leaves, one would have to Fly in. Alright. As soon as we land, Henri finds us. He says that his boss dad and company are looking to catch Dialga, Palkia and Giratina (!). A beam of light will be shot from Michael's lab to Haunted Rock, Temporal Tower and Spacial Ruins. Henri has been sent to catch Dialga but he contacted Blake so he goes after Giratina. That leaves the Spacial Ruins and Palkia to us. They are to the south from here. Not much to be done at the moment because there are Grunts blocking places. In the Fusion Co. building we can't go to upper floors without a Pass. East of the resort is a path blocked by a Cut tree, at the end of it is TM19 (Giga Drain). Double battle waiting for us by the beach. Team Fusion Grunts (Lv36 Electivire & Magmortar) Prize: P2880Water: Tentacool, Wingull, Pelipper (Rare)Got Fishermen out and about. To the left is Tennek.Angler Tennek (Lv37 Milotic) Prize: P1480To the right is Akroyd. He has 6 Pokemon...wait a minute, why would a Fisherman have a full team...? Ohh, he's a trap!Angler Akroyd (Lv35-40 Magikarp x6) Prize: P1600There's ALWAYS one of these Fishermen in a game, having a big team of Magikarp. Speaking of Magikarp, the next Fisherman will sell you a Golden Magikarp for only P500. Just a regular, but REALLY shiny looking Magikarp (which goes to evolve into a Red Gyarados. Not too shabby). Which ROM hack had that version of Splash called Sprash which actually dealt some damage? Was it Liquid Crystal?? Can't remember now but it would've been a little fun to give Sprash to this Magikarp. Like a move from a shounen battle manga/anime series like Jojo's Bizarre Adventure or something haha - GOLDEN SPRAAASH!Continue west, swimming into the Spatial Sea. Water: Tentacool, Wingull, Pelipper (Rare)Curious Dive spot seen here. Noted.Swimmer Macie (Lv36-37 Floatzel x2) Prize: P148Swimmer Barry (Lv36 Shellder, Cloyster, Slowbro) Prize: P144Angler Mathais (Lv37 Gyarados) Prize: P1480Just past him we'll see a Fusion Grunt on the island where the Spatial Ruins are located. If you continue west you'll find Ricardo...Angler Ricardo (Lv36 Empoleon) Prize: P1440...and a mountain face, on top of which sits Darkwood Town, home of the 8th Gym. We'll need HM Dive to reach an underwater cavern that leads to Darkwood. Back to the Grunts. Team Fusion Grunt (Lv36-37 Lucario x2) Prize: P1480Team Fusion Grunt (Lv36 Aggron, Conkeldurr) Prize: P1440Water: Golbat (Rare), TentacoolTeam Fusion Grunts Prize: P2920(Lv36 Hitmonlee & Lv37 Breloom, Hitmonchan & Lucario, Poliwrath & Hitmontop)Team Fusion Grunt (Lv36 Pignite, Lv38 Emboar) Prize: P1520Team Fusion Grunt (Lv37 Rhydon, Lv38 RHyperior) Prize: P1520To the northwest is a cave opening and our unofficial 4th Rival Fusion Pikachu. We'll need HM Rock Climb to reach that opening or wind round from the south. There's a path going on north after that Grunt by the steps, let's have a look.Team Fusion Grunt (Lv38 Machamp) Prize: P1520We appear to be on the right side of the entrance area we came from (oO?), seeing those Double Battle Grunts and the one running around. At the end of this path we're on is another Grunt. Team Fusion Grunt (Lv38 Conkeldurr) Prize: P1520And to the right is the bridge which takes us to Pikachu. Back for more punishment, he has moved up to Level 45. But afterwards he finally decides that this was it. Joining Team Fusion clearly didn't help him much, so he won't be in our way anymore. Farewell Pika! Through the opening and there's Michael and as usual we're late. His lab has prepared the beams. Then we see Giratina, Dialga and Palkia appearing at their respective places of summoning. Summoning on a level which would make a Naruto fan proud. Palkia doesn't look too happy about being disturbed but that doesn't bother Michael and his trusty Master Ball. Just like that, ladies and gentlemen. He and the Fusion crew leave, going to the Fusion Labs which are at the top of Mt. Stratus for the final showdown. Blake calls us, the Champ failed to save Giratina. Dude, really?? Regina got there first, no surprise, and caught it. Him and Henri are meeting back at the Palmtree Resort. So what were we even doing here then?Back at the Resort, now that Team Fusion is gone we can challenge Nicole before catching up with Henri and Blake. Leader: Nicole - "The Nerdy Geologist!"Nice touch on the excavation site. Let's get to work. Pretty simple Gym setup, we're going below ground level:Alpinist Jock (Lv36 Graveler, Lv37 Golem) [forgot to note the prize]Engineer Melvin (Lv37 Slugma, Lv38 Magcargo) Prize: P1216Engineer Arnie (Lv38 Omastar, Aerodactyl, Kabutops) Prize: P1216Alpinist Darryl (Lv37 Larvitar, Pupitar x2) Prize: P296Alpinist Malachai (Lv38 Lairon) Prize: P304Leader Nicole Prizes: P1680 + Core Badge + TM39 (Rock Tomb)(Lv40 Tyranitar, Rhyperior, Lv41 Cradily, Shuckle, Lv42 Aggron)7th Badge in the bag and we can Dive now. Final Gym Leader is named Tyson. Inspired by the legendary boxer...or by the legendary Beyblader?Blake tells us the next plan - him and Henri will get into the Fusion Labs. Henri gives us TM08 (Rock Climb). Great, it's not an HM. Now I just have to find Pokemon that can learn the damn thing because none of my current party crewmembers can even learn it to save their lives, ha. When you're ready, we go back into the abyss known as Mt. Stratus. Bring along Pokemon that can climb walls, smash rocks, move boulders and swim.Above the wall we gotta scale is a ladder heading below. We'll pop up by that ladder which was across water, southeast from it is the exit leading out to Icebound Chasm. We're going back to that area where we found the Foreman, the TNT Room. Surf to the left and head up the ladder. In the TNT Room surf to the right and go up the ladder found in the southeast. And here we are:Golbat, Gabite, Graveler, Shuppet, Banette (Rare), LaironWater: Seel, Dewgong, Seadra (Rare)Fusion Grunt spotted above near an opening and one below. Team Fusion Grunt (Lv39 Lucario) Prize: P1560The opening leads to an area with a waterfall and a Black Belt who's not a fan of the goons in orange. Make a note of that Black Belt, we'll be back for him..and of course that waterfall, someday. Go on south. Team Fusion Grunt (Lv37 Mienfoo, Lv38 Mienshao) Prize: P1560Team Fusion Grunt (Lv37-38 Scraggy x2) Prize: P1520Surf to the right and continue. The puzzle is ahead. Team Fusion Grunt (Lv39 Snorlax) Prize: P1560Not too bad this puzzle, get through and meet the next Grunts. Team Fusion Grunt Prize: P1520(Lv38 Hitmonlee, Hitmonchan, Poliwrath)Team Fusion Grunt (Lv39 Granbull) Prize: P1560Team Fusion Grunt (Lv38 Heracross, Pinsir) Prize: P1520Through the opening and we get that much closer to them Labs. Golbat, Absol (Rare), Banette, Lairon, Bagon (Super Rare)Water: Seel, Dewgong, SeadraThe Hiker standing by the rock wall will heal your team. One Grunt by the opening and another below. Team Fusion Grunt Prize: P1520(Lv36 Timburr, Lv37 Gurdurr, Lv38 Conkeldurr)The opening just leads to the top of the mountain, nice view and everything. We'll be back later. South and beyond.Team Fusion Grunt (Lv38 Sceptile, Blaziken) Prize: P1520Team Fusion Grunt (Lv39 Toxicroak) Prize: P1560Team Fusion Grunt (Lv39 Poliwrath) Prize: P1560Across the water is TM02 (Dragon Claw). Surf west to the guarded entrance. You'll find a Full Restore just past it and the waterfall where we met that Black Belt below it. Team Fusion Grunts Prize: P3000(Lv37 Hitmonlee & Lv38 Hitmonchan, Electivire & Magmortar)We'll be outside, snowy slope and find Blake and Henri. The Labs are closeby so Blake goes on while Henri will stay here and if you need to heal the team, he's the man. PC in the top left corner if you need it. The second Engineer we see on the right will battle us. Engineer Maverick (Lv39 Magneton, Magnezone) Prize: P1248Then he tells us about a Password that we'll need to unlock the gate just up ahead. The clue he gives is that it has to do with the month of April. Right. The computer next to him offers information on Dialga, Palkia and Giratina, with certain words highlighted. Noted. Engineer Eli (Lv39 Electabuzz, Electivire) Prize: P1248His clue says it is something Dialga uses extensively. Huh...Engineer Wesley (Lv39 Lanturn) Prize: P1248What's the hardest known material? Anybody?? Because that's the password. DIAMOND. All CAPS. Gate comes down and we continue. Coming through, Grunts.Team Fusion Grunt (Lv38 Machoke, Machamp) Prize: P1520Team