

# Summary

I. Introduction.....	3
II. Regice.....	4
a. Requirements.....	4
b. Fire Trial.....	4
c. Regice battle infos.....	5
III. Registeel.....	6
a. Requirements.....	6
b. Hidden Laboratory.....	6
c. Abandoned Power Plant.....	6
d. Registeel battle infos.....	9
IV. Regirock.....	10
a. Evil Presence.....	10
c. Antic Ruins.....	11
d. Regirock battle infos.....	13
V. Regigigas.....	14
VI. Some items to make battles easier.....	14
VII . Krampus Jr.....	14
VIII . Sidequests.....	15
a. Cave Bear.....	15
b. Where is the birb?.....	16
c. Sharpedo Nuisance.....	17
d. Wedding Ring.....	17
e. Big Pearl.....	18
f. Poor Peppermint.....	18
g. Ice Cream for the Beach.....	19
h. Bullied Kid.....	20
i. Blackmarket.....	21
j. Legendary Bird.....	22
k. Mysterious Disappearances.....	22
l. Ice Cream Craving.....	23
m. Find the cat.....	24
n. Bug fossil.....	25
o. Pesky Birbs.....	26
p. Krampus Punishment.....	26
q. Candy Smuggling.....	27
r. Fire Trial.....	29
s. Evil Presence.....	29
t. Under the Desert.....	30
IX. Mega Ring.....	31
X. Loot Tables.....	31
a. Tier.....	31
b. Peppermint Gift.....	31
c. Overworld (OW) gifts.....	32
d . Vending Machine.....	33
e. Lumberjack.....	33
f. Fossil Maniac.....	34
g. Rummaging.....	34
h. Scavenging.....	35
XI. Quiz Maniac.....	35
XII. Trading NPC.....	36

XIII. PBS changes.....	36
a. Evolution methods changed from trading.....	36
b. Evolution levels reduced.....	37
c. Other changes.....	37
XIV. Birb option in battle.....	37
XV. Buffs.....	38

## ***I. Introduction***

This walkthrough provides you every informations you need to beat the game, but also how to unlock and finish every [sidequest](#).

The first four sections describe how to beat the main part of the game. The first three sections describing how to beat [Regice](#), [Registeel](#) and [Regirock](#) could be done in **any order**.

Aditionnaly, there are various sections describing every hidden elements of the game such as the [loot tables](#), [Peppermint actions](#) or [possible buffs](#) for whoever is curious about learning more about how the game works under the hood.

The game is designed to be beatable without doing any sidequests which doesn't appear in the first three sections, but some of the sidequests will reward you with powerful items which could help you during your adventure. You can find the list of such sidequest in the « [Some items to make battles easier](#) » section.

If you are interested on knowing all the changes we made in the data (evolution methods mainly), you can find it in [this section](#).


If you've simply come here because you cannot find the **Mega Ring**, look at [this section](#).

## II. Regice

### a. Requirements

1. **Grass** Type Pokémon : Could be obtained by completing [Ice Cream Craving](#) quest.
2. **Fire** Type Pokémon : Could be obtained via trading one of your Pokémon with the Kindler inside the **Frozen Caves**.

### b. Fire Trial

Go talk with **Blaze** (  ) near the campfire in the **Igloo Village** in order to unlock the Fire Trial quest.

Go into the **Frozen Forest**, and take the following steps on the ice puzzle :

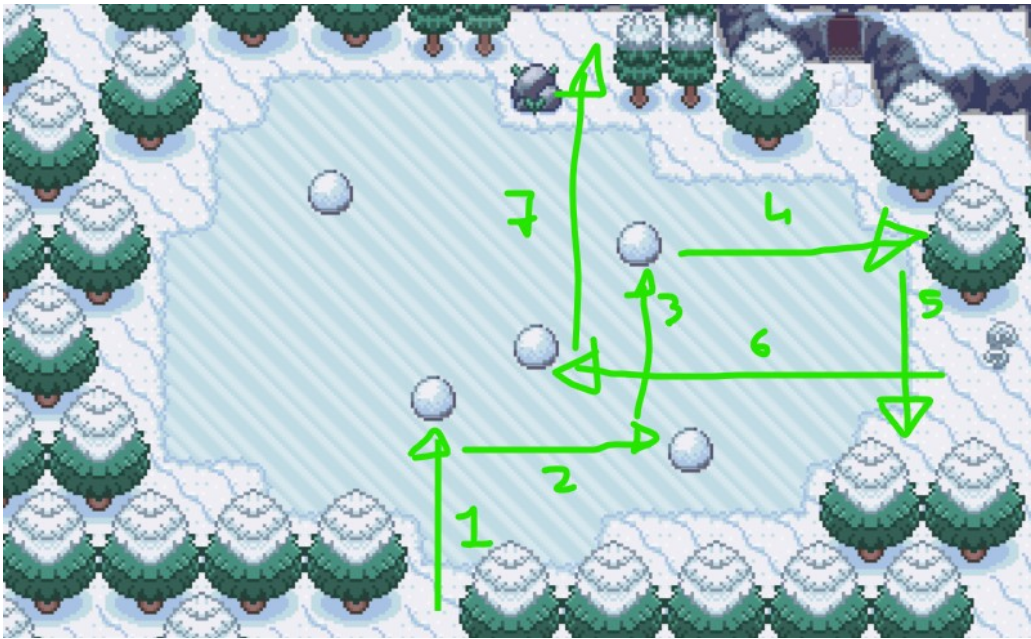


Figure 1: Ice Puzzle solution in order to reach the vines

Then climb the vines using your **Grass** type Pokémon.  
Head to the left part and solve the strength puzzle.



Figure 2: Strength Puzzle Solution

Interact with the frozen **Bagon** and rescue it using your **Fire** type Pokémon to obtain **Dragon Scale**.


Return to **Blaze** in the **Igloo Village** in order to obtain the ability to melt extremely hard ice shards.

Return to the **Frozen Forest**, climb in the viens again and go to the right side this time.  
Interact with the shiny **Weavile**, which will trigger a battle with that Weavile. **His gimmick is that he will paralyze your Pokémon every three turns.**  
Beat the **Weavile** and climb down the vines.

Enter into the deep part of the forest by taking the right exit.  
Melt the nine shards you could find in this map.



Figure 3: Shards location

Return to the main part of the forest taking the left exit.  
Take the middle south exit (the one below the **Bug Catcher**).  
Beat **Krampus Jr.**  who blocks the seal box's entry. ([See Krampus section](#))

You can now access the seal box and fight **Regice**.

**c. Regice battle infos**

**Regice** is generated as following :

Your Level	≤ 30	31 to 40	> 40
Level	Your Level - 3	Your Level	Your Level + 3
Item	None	Leftovers	Leftovers
Moves	Icy Wind Focus Blast Shock Wave Psychic	Blizzard Focus Blast Thunderbolt Psychic	Blizzard Focus Blast Thunderbolt Psychic

**Its gimmick is that it paralyzes your Pokémon every three turns.**

When **Regice**'s HP is below half of its total HP, it will launch a free **Blizzard** then get all of its stats(besides evasion) boosted.

### **III. Registeel**

#### **a. Requirements**

1. **Fighting** type Pokémon : Obtainable by trading one of your Pokémon with the **Blackbelt** near **Tarn's spot** in the **Scrapyard**.
2. **Rock** type or **Ground** type Pokémon : Automatically obtained via **Peppermint** before day 5.

#### **b. Hidden Laboratory**

Reach this cave entrance in the top right part of the **Scrapyard** :



*Figure 4: Unknown Cave Entrance*

Break the rock with a **Fighting** type Pokémon and enter the cave.

Beat the **Magnezone** (or **Magneton** if you are below level 19).

Interact with the plate blocked by the **Magnezone** and enter the code : **238**.

The cave reveals it's true nature of the **Hidden Laboratory**.

Flip the switch on the top left of this **Hidden Laboratory** and leave it.

#### **c. Abandoned Power Plant**

Use a **Rock** or **Ground** type Pokémon to climb the cliff on the top left part of the **Scrapyard** map. Head north until you reach the **Abandoned Power Plant**.

Enter the building.



Head to the east, then to the north (you will fight a **Gambler** en route) until you reach a generator and some switches.

Solve the logic gate puzzle by flipping these two switches :

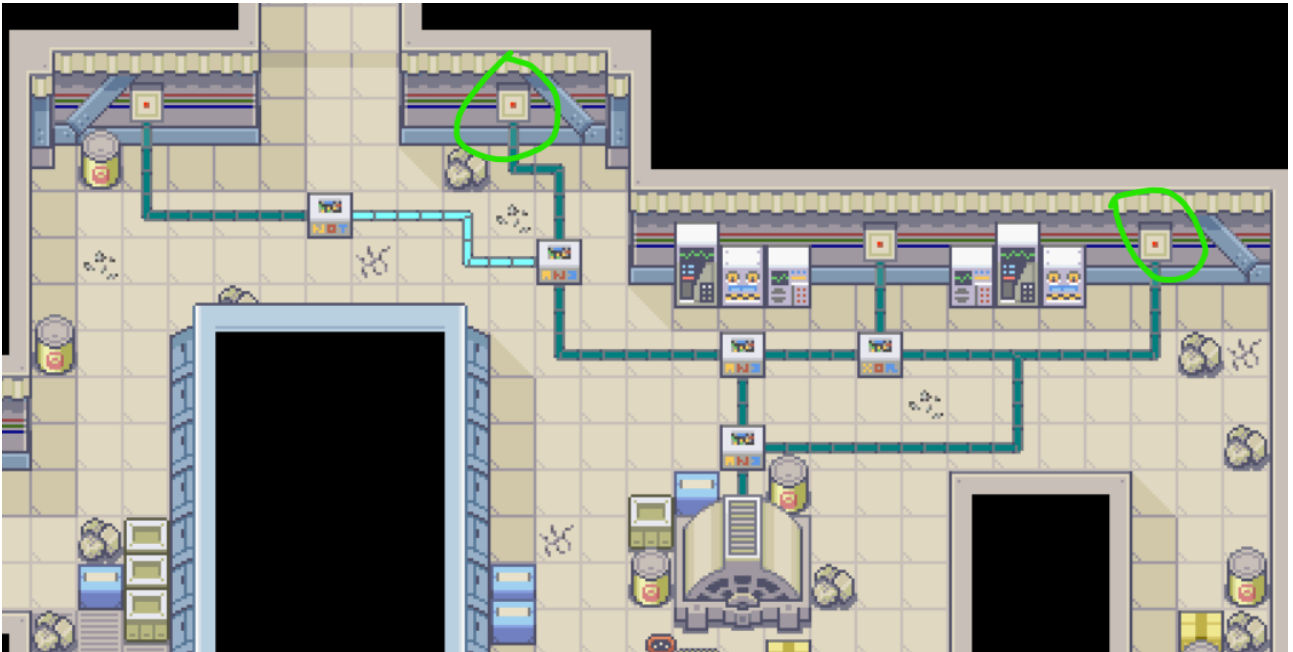


Figure 5: First Logic Gate Puzzle Solution

The lights are now on!

Head to the north exit you see in the *Figure 5* then to the right until you reach the stairs.

Take the stairs to reach the second floor.

Take the following path until you reach a first puzzle :



Figure 6: Path to reach the first puzzle

Take the following path to get past the puzzle:








Figure 8: Second puzzle solution

(if you've previously flipped any switches, just turn off every switches before activating the right ones. You can ensure every switch is off by checking that the wire directly connected to the switch isn't light blue.)

You can now beat **Krampus Jr.**  and enter the seal room to teach a good lesson to **Registeel**.  
(See [Krampus section](#))

#### d. Registeel battle infos

**Registeel** is generated as following :

Your Level	$\leq 30$	31 to 40	$> 40$
Level	Your Level - 3	Your Level	Your Level + 3
Item	None	Leftovers	Leftovers
Moves	Bulldoze Metal Claw Rock Slide Aerial Ace	Earthquake Iron Head Rock Slide Aerial Ace	Earthquake Iron Head Rock Slide Aerial Ace

**Its gimmick is that it uses its magnetism powers to throw metallic objects at your Pokémon at the end of each turn which causes to remove 1/9 of its max HP.**

When **Registeel's** HP is below half of its total HP, it will launch a free **Iron Head** then get all of its stats (besides evasion) boosted.

## IV. Regirock


### a. Evil Presence

When you enter the **Desert** for the first time you realize that there are mirages everywhere fooling you.

You need to get rid of these in order to be able to enter the dungeon where **Regirock** is sealed.  
The fastest path to take to that is the following :



Figure 9: Path to reach Tarak

Talk with **Tarak**  to trigger the quest which will permit you to get rid of the mirages.

You can talk back to him to trigger his fight.

His gimmick is that he places **Light Screen** and **Reflect** at the start of the battle.

His Pokémon is generated like this :

Your Level	$\leq 22$	23 to 38	$> 38$
Pokémon	Kadabra	Alakazam	Alakazam (mega)
Moves	Recover Focus Blast Psybeam Shadow Ball	Recover Focus Blast Psyshock Shadow Ball	Recover Focus Blast Psyshock Shadow Ball

Once you've beaten him, he asks you to beat three **Ghost** type Pokémon. These are their locations :

1. **Trevenant** : Near the mini oasis just below **Tarak**.
2. **Spiritomb** : By interacting with the **well** at the south east of **Tarak**.
3. **Gengar** : At the middle of the small **Desert Village**.

Here are the informations about these three Pokémon :

Pokémon	Trevenant	Spiritomb	Gengar
Item	Life Orb	Ghost Gem	Black Sludge
Moves	Shadow Claw Seed Bomb Knock Off Drain Punch	Shadow Claw Foul Play Silver Wind Psychic	Shadow Ball Sludge Wave Focus Blast Energy Ball

Once you've beaten these three Pokémon return to **Tarak** in order to obtain a **Psychic** type Pokémon as reward (you will need it later).

### **c. Antic Ruins**

Now, the **Antic Ruins** at the south of the **Desert** should be accessible :

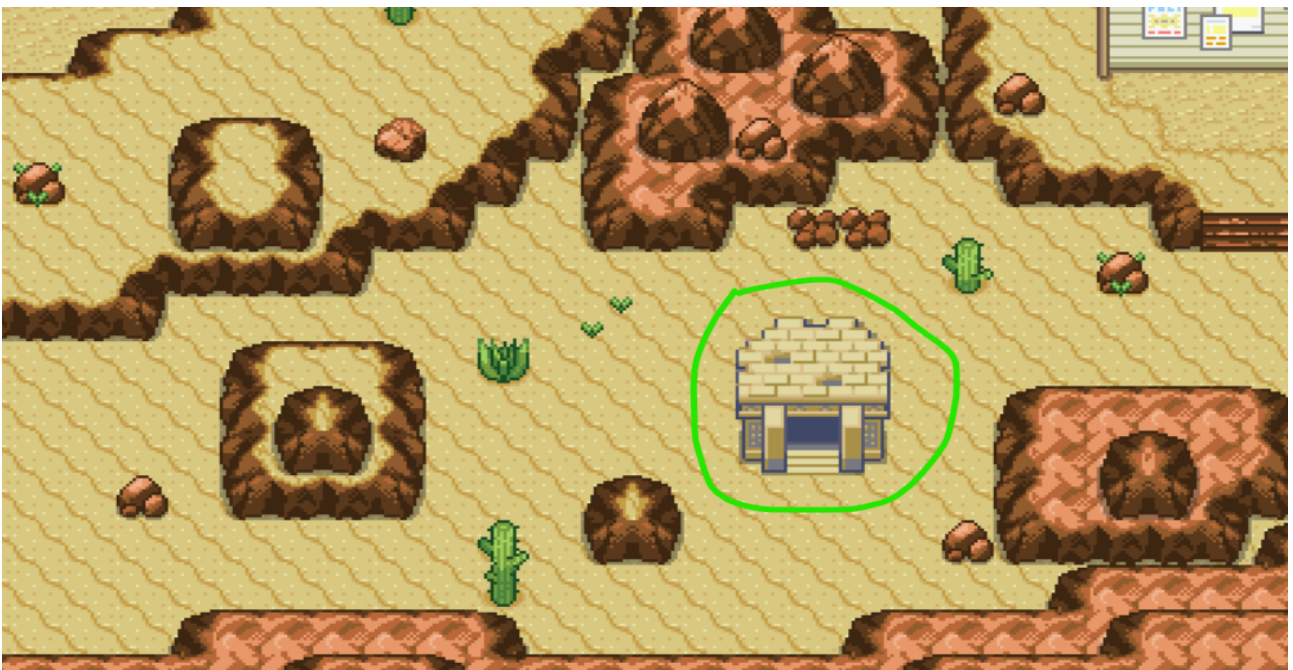


Figure 10: Antic Ruins Location

Enter the ruin and push these two boulders in these holes :



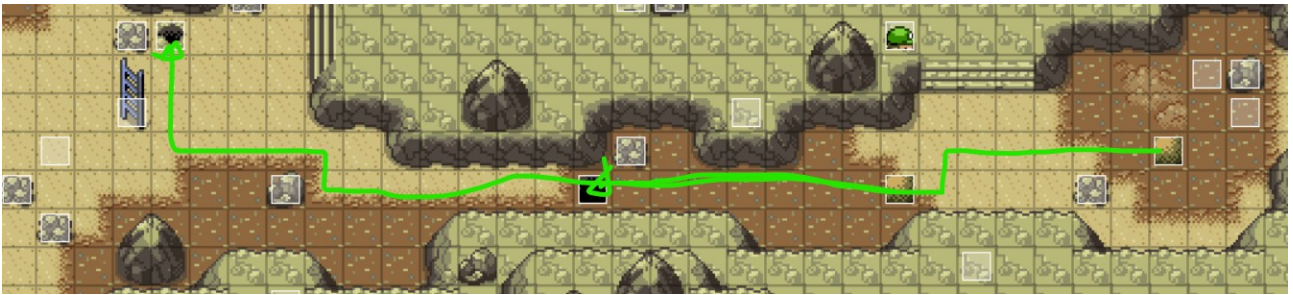


Figure 11: Boulders

Take the ladder to the lower floor (near the **Ranger**).  
Reach the floating boulder and push it to the top floor using your **Psychic** type Pokémon.



Figure 12: Floating boulder location

Return to the upper floor.  
Push this boulder to this hole :

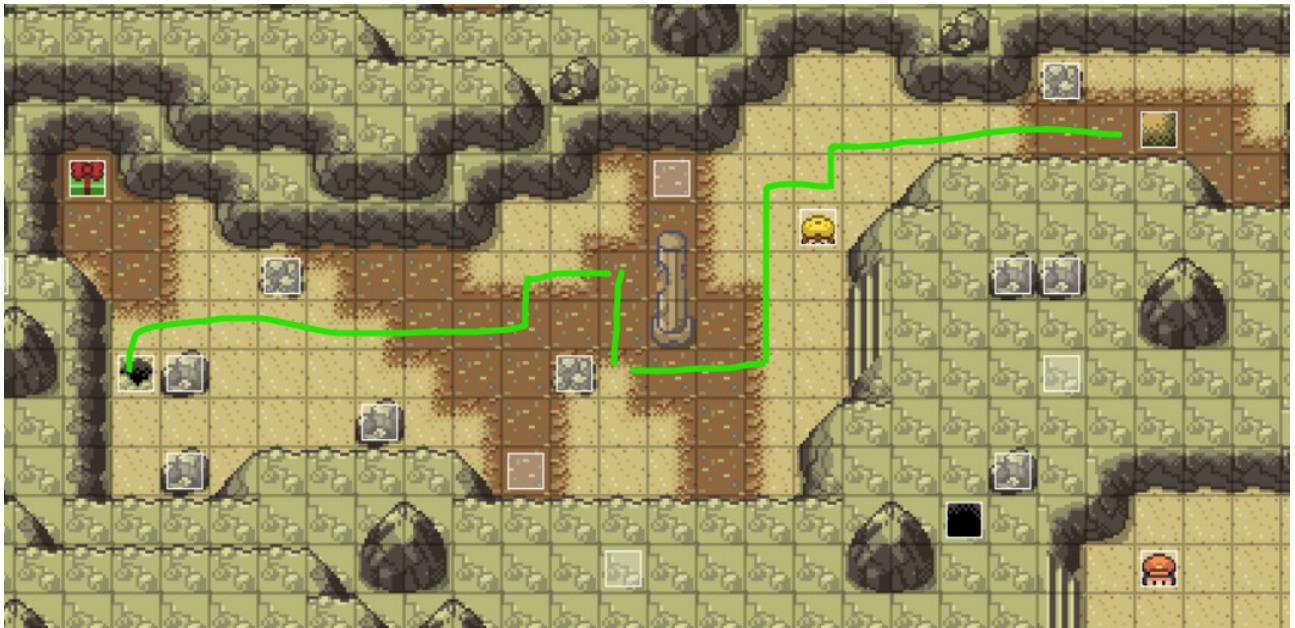


Figure 13: Final boulder

Return to the lower floor.

Beat the **Hiker** and access to the deeper floor where you can see **Regirock**'s seal.

In order to unlock it, go to the floor below, and push the circled floating boulders to the top :

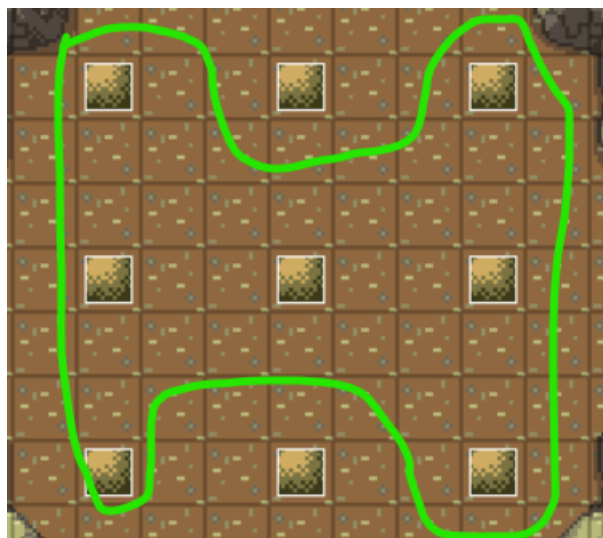



Figure 14: Regirock puzzle

You can now return to the upper floor to see that the seal has been broken.

Beat **Krampus Jr.**  and enter the seal box in order to face **Regirock** ([See Krampus section](#))

#### d. Regirock battle infos

**Regirock** is generated as following :

Your Level	≤ 30	31 to 40	> 40
Level	Your Level - 3	Your Level	Your Level + 3
Item	None	Leftovers	Leftovers
Moves	Rock Slide Brick Break Bulldoze Facade	Stone Edge Brick Break Earthquake Facade	Stone Edge Brick Break Earthquake Facade

**Its gimmick is that it creates minions to protect it at the start of the battle. Basically it acts as a substitute with 50 % of it's HP.**

When **Regirock**'s HP is below half of its total HP, it will launch a free **Stone Edge** then get all of its stats (besides evasion) boosted.

## V. Regigigas

Once you've beaten the three regis, **Peppermint** will ask you to go to the **Park** in the **Scrapyard** in order to meet the kidnappers.

You can access the **Park** via the **Underground** in the **Scrapyard** to the east of **Tarn's spot**.

Once you arrive there, some events happen and you find yourself to be fighting against **Regigigas**.

**Regigigas**'s moves are **Ancient Power**, **Body Slam**, **Shadow Claw** and **Earthquake**.

The first battle will be pretty easy as it will have **Slow Start** constantly activated.

In the second battle, **Slow Start** will get replaced by **Adaptability**.

You will need some **Rock** or **Steel** type Pokémon and some nice **Fighting** type moves in order to except beat it.

Some items such as the **Krampus's Medal** or the **Environmental Stone** could also be a great help in this fight.


If you have contracts with **Berry Maniac** and he delivered you the berry which permits to halve damage recieved from **Normal** type moves, you can also use it to try surviving one of its **Body Slam** and retaliate with a powerful **Fighting** type move.

## VI. Some items to make battles easier

There are two items which you can obtain via sidequests and which could make your battles easier :

1. **Krampus's Medal** : Complete the [Krampus Punishment](#) quest.
2. **X-Ray Visor** : Complete the [Where is the birb?](#) Quest.
3. [Mega Ring](#)
4. [Environmental Stone](#)

## VII . Krampus Jr.

You will fight with **Krampus Jr.**  once at the start and just before fighting with each Regis.

**His gimmick is the same each time : at the end of each turn, he will absorb 10 % of your Pokémon's health and will transfer it to his own Pokémon.**



His team before before each Regi is :

Before Regi 1	Toxel Sableye
Before Regi 2	Zorua Toxel Sableye Frosllass
Before Regi 3	Zorua Delibird Toxel Frosllass Chandelure Mega Sableye

His team in the very first fight is a level 6 **Snorunt**.

His team's level gets scaled to your current level like regular trainers and evolutions are applied if necessary (ex : **Toxel** will become **Toxtricity** after level 30).

## VIII . Sidequests

### a. Cave Bear

Requirements :

1. **Fighting** type Pokémon.
2. **Fire** type Pokémon.

Trigger the quest by interacting with the **female Scientist**  in the **Frozen Mountains** near the **Vending Machine** :

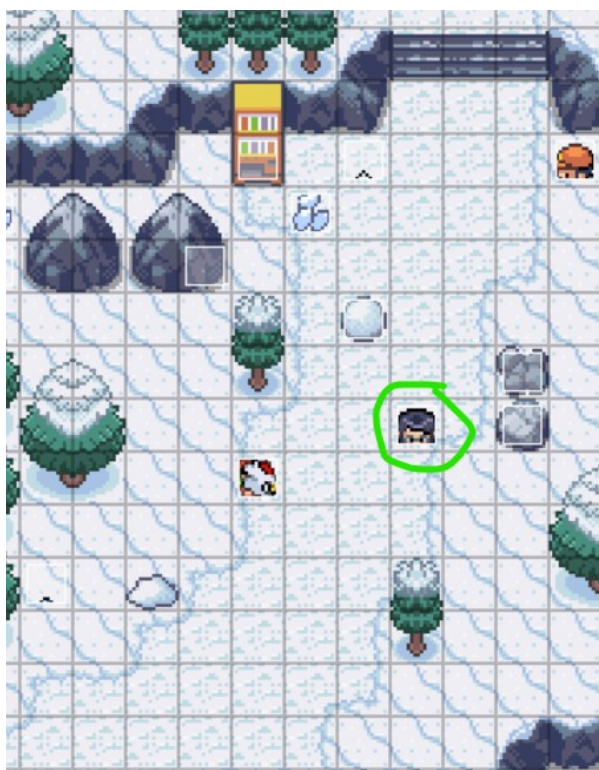


Figure 15: Female Scientist location



Go to the north east part of the **Frozen Caves** and solve the strength puzzle :

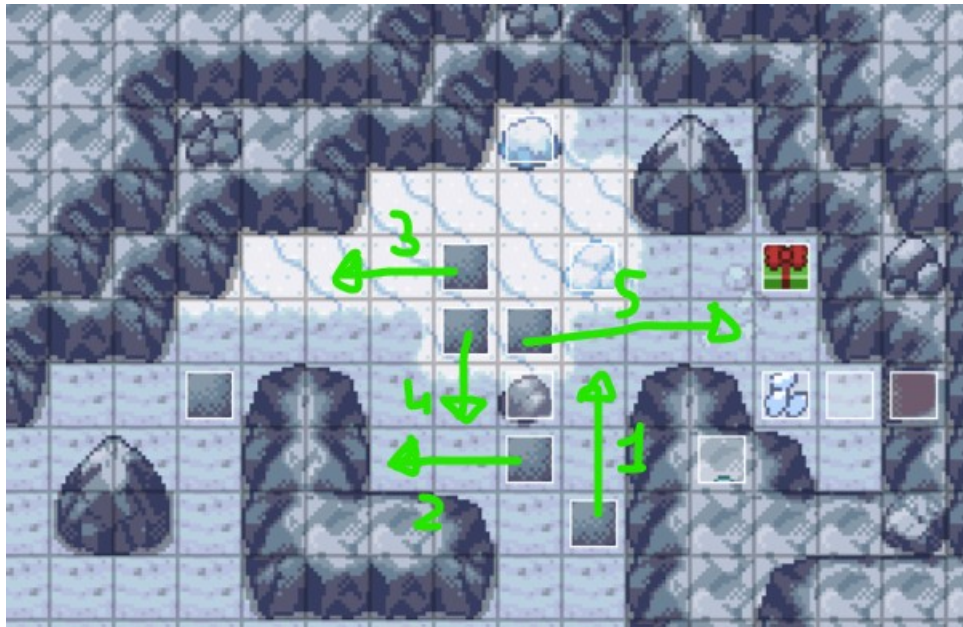


Figure 16: Frozen Caves strength puzzle solution

Take the eastern exit and interact with **Beartic** to battle it. Beartic's moves are **Ice Punch**, **Aqua Jet**, **Rock Slide** and **Rock Smash** and it holds a **Sitrus Berry**.


Once you've beaten it, you obtain **Beartic's Hair**.

Return to the **female Scientist** to obtain a **Coat** which will serve you to complete another side quest.

#### ***b. Where is the birb?***

Requirements :

1. **Coat** obtained after completing [Cave Bear](#) side quest.
2. **Water** type Pokémon to cross ocean.

Trigger the quest by interacting with the young man  in the **Desert Village**.

Finish the [Cave Bear](#) quest to obtain **Coat**.



Figure 17: Young man's location

Go to the **Park** via the **Underground** path in the **Scrapyard** and interact with **Archen** in the birdhouse.

Return to the young man in the **Desert Village** to obtain **X-Ray Visor**. It's a very powerful item which permits you to see the enemy's lead and adjust your team before every battle triggers.

### **c. Sharpedo Nuisance**

Requirements :

1. **Water** type Pokémon to cross ocean.

The quest triggers when you first get attacked by a wild **Sharpedo** while crossing ocean. This event has 50 % chances of happening each time you cross the ocean.

Go and talk with the **Nerd**  near the **Scrapyard** coast.



Figure 18: Nerd's location

He will ask you to bring him three **Sharpedo's Tooth** in order to calibrate his electric bombs. You can obtain a **Sharpedo's Tooth** each time you beat a **Sharpedo** while crossing ocean.

Return to the **Nerd** once you've acquired the three **Sharpedo's Tooth** to complete the quest.

The reward of this quest is that the **Sharpedo** won't attack you anymore while crossing ocean. This quest's completion also unlocks the [Legendary Bird](#) sidequest which will permit you to obtain **Sacred Ash**.

### **d. Wedding Ring**

Requirements :

1. **Fire** type Pokémon to melt shards.


Trigger the quest by interacting with the **recently married lady** in  the **Frozen Mountains**.



Figure 19: Lady's location

Go and melt the shard at the left of **Frosllass Statue** at the north west of **Frozen Mountains** to obtain the **Ring**.

Return to the **recently married lady** to complete the quest.

The reward of the quest is a regular gift box.

#### ***e. Big Pearl***

Requirements :

1. **Water** type Pokémon to cross the ocean.

Interact with the **poor kid**  near the **Underground Entrance** at the **Scrapyard** to trigger the quest.



*Figure 20: Poor kid's location*

Go to the **Beach** and interact with the odd looking Clamperl to obtain the **Big Pearl**.



*Figure 21: Big Pearl's location*

Return to the poor kid in order to complete the quest.

The reward is a **Leftovers**.

#### ***f. Poor Peppermint***

The quest is triggered randomly during the morning once you've gained access to the **Frozen Mountains**.

**Peppermint** says he got attacked by a bandit while flying through the **Frozen Mountains** and will ask you to get rid of him.

Each time the **bandit** attacks **Peppermint**, the gift delivered by **Peppermint** loses one tier (see lootbox section).

The **bandit**  can be found in the **Frozen Mountains** near the **Northern Cave Entrance**.



Figure 22: Bandit location

When you approach him, a battle is triggered and you will need to beat him in order to complete the quest.

His team is randomly generated like all the other trainers except that his last Pokémon is always a **Vanilluxe**.

The reward of this quest is the fact that the **bandit** won't attack **Peppermint** anymore. The completion of this quest also permits you to complete the [Ice Cream for the Beach](#) sidequest.

#### ***g. Ice Cream for the Beach***

Requirements :

1. **Water** type Pokémon to cross ocean.
2. **Fire** type Pokémon to melt ice.
3. [Poor Peppermint](#) quest completed.

You can trigger the quest by speaking with the **Rich Man**  near the ice cream truck in the **Beach**.



Figure 23: Rich man location

Go to the **Frozen Mountains** and melt five shards with your **Fire** type Pokémon to obtain five **Never Melting Shards**.

Interact with the **Lumberjack**  near the campfire in the **Frozen Mountains** in order to obtain a **Never Melting Ice**.

Return to the **Rich Man** to deliver him the **Never Melting Ice**. He will now ask you to find someone to keep the ice cream truck.


Complete the **Poor Peppermint** quest.

Go and speak with the **bandit**  you've beaten to complete this previous quest in the Frozen Mountains.

Return to the **Rich Man** to complete the quest.

The reward is **24 coins**.

#### ***h. Bullied Kid***

Interact with the **bullied kid**  near the trucks at the north east of the **Scrapyard** to trigger the quest.



*Figure 24: Bullied kid location*

Go to the **Tarn's spot** near the **Scrapyard** coast and beat him in a battle. His team depends on your level and is generated as following :

Your Level	< 16	17 to 23	≥ 24
Team	Timburr Machop	Gurdurr Machoke	Conkeldurr Machamp

Return to the **bullied kid** to complete the quest.

Your reward is a random **Fighting** type Pokémon.



### *i. Blackmarket*

Requirements :

1. **Dark** type Pokémon to rummage through boxes.

Buy a Pokémon in the **Scrapyard Blackmarket** and skip the day.

The Pokémon you just bought will flee away during the night, which will trigger this quest.

Return to the **Blackmarket Vendor** . He will intimidate you.

Go and talk with the **Police**  at the north of **Tarn's Spot**. He will ask you for proof in order to arrest the **Vendor**.

Use your **Dark** type Pokémon to rummage through this specific box in order to find the **Mysterious Card** :



*Figure 25: Mysterious card's location*

Enter the cave at the east of the **Laboratory**.

Go through the hord of **Mightyena** without being seen and interact with the Pokéball to obtain the **Embarassing Proofs**.



*Figure 26: Mightyena minigame*

Return deliver the proofs to the **Police** to complete the quest.

The reward is the fact that you now have a real **Blackmarket** at the same location of the old **Blackmarket** where you can obtain a powerful Pokémon in exchange of **10 coins**. These Pokémon won't flee.

#### *j. Legendary Bird*

Requirements :

1. Finish the [Sharpedo Nuisance](#) sidequest.
2. Beaten at least one Regi.


Once you've finished the [Sharpedo Nuisance](#) sidequest, go and interact with the **Sailor**  in the **Frozen Mountains** coast.



Figure 27: Sailor's location

You will show him one of the crystals you've obtained after beating at least one of the Regi. He will bring you to the **Volcano Island**.

You can climb the volcano to meet and fight with **Ho-Oh**.

His moves are : **Earthquake**, **Sacred Fire**, **Brave Bird** and **Roost**.

**His gimmick is that once you've KOed him a first time, he will revive at full HP and will get a boost in Defense and Special Defense.**


Once you've beaten **Ho-Oh**, the quest will be automatically completed.

The reward is a **Sacred Ash** which could permit you to revive every Pokémon in your main team.

#### *k. Mysterious Disappearances*

Requirements :

1. [Fire Trial](#) quest completed.
2. **Fire** type Pokémon.

Interact with the **male Ranger**  in one of the **Igloo Village**'s houses in order to trigger the quest.




Go to the **Frozen Forest**, melt the shard using a **Fire** type Pokémon (using advanced melting techniques) and enter this cave :



Figure 28: Frozen Forest Cave entrance

Beat the **Glalie** to obtain **Purple Dye**.

His moves are **Ice Shard**, **Crunch**, **Freeze Dry** and **Signal Beam** and he holds a **Sitrus Berry**.

Return to the **Igloo Village** and interact with the **Beauty**  with purple hairs to obtain the **Mysterious Key**.

Use the **Mysterious Key** to open the igloo at the right of the **Vending Machine**.

You discover some bodies inside the igloo and a **Froslass** attacks you.


It's moves are **Shadow Ball**, **Ice Beam**, **Chilling Water** and **Draining Kiss** and it holds a **Sitrus Berry**.

The quest gets automatically completed once you've beaten it and you obtain a **Protective Amulet**. This item boosts all of your Pokémon's stats by 4 %.

#### ***1. Ice Cream Craving***

Requirements :

1. **Fighting** type Pokémon.

Interact with the **female Ranger**  near the **Northern Cave Entrance** in the **Frozen Mountains** in order to trigger the quest.

Go to the **Frozen Caves** and interact with the five **Snorunt** near the holes in order to block them.



Figure 29: Snorunt blocking one of the holes

Interact with the **Vanillite** near the **Vending Machine** inside this same cave. It will now be teleported to the hole near the **Pokémoniac** at the southern part of the cave. Push the boulder at the north of the new hole to trap the **Vanillite** :



Figure 30: Trapped Vanillite

Return to the **female Ranger** in order to complete the quest. The reward is a random **Grass** type Pokémon.

*m. Find the cat*


Interact with the **Lass**  just at the left of the mini oasis in the **Desert** in order to trigger the quest.



Figure 31: Lass location

Her **Skitty** can be found inside a secret cave under the bridge at the eastern part of the **Desert**.

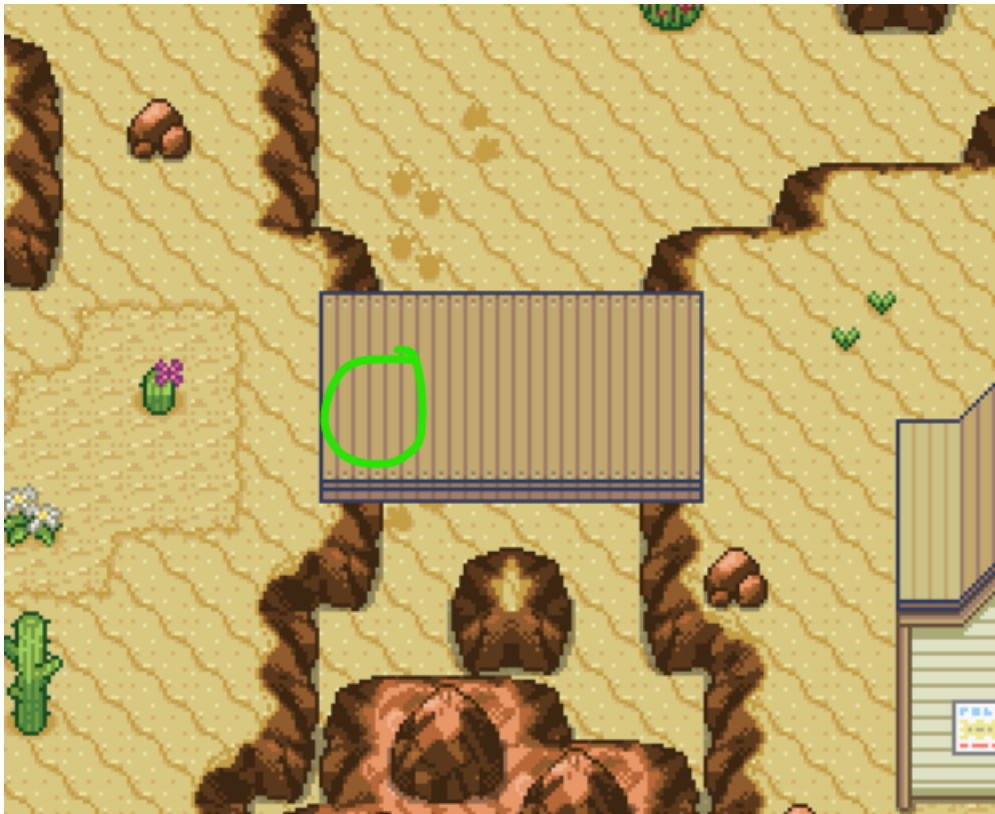



Figure 32: Secret cave location

Once you've interacted with the **Skitty**, return to the **Lass** to complete the quest. The reward is a random **Ice** type Pokémon.

#### *n. Bug fossil*

Requirements :

1. **Ice** type Pokémon to access holes in the **Desert**. You can obtain one by completing the [Find the cat](#) sidequest.

Interact with the **Bug Catcher**  in the **Beach** in order to trigger the quest.

Use your **Ice** type Pokémon to enter this hole near the well in the eastern part of the **Desert**.



Figure 33: Hole location

Enter the second hole you found inside this first hole to encounter an **Armaldo**.

Interact with it to fight and beat it.

It's moves are : **Body Slam**, **Brick Break**, **Rock Slide** and **Ancient Power** and it holds a **Sitrus Berry**.

It's gimmick is that it boosts all of it's stats (except evasion) at the start of the battle.

Take the **Claw Fossil** and return to the **Bug Catcher** to complete the quest.

The reward is a **Reroll Totem**. This item can be consumed to reroll the the buff generated each night.

#### ***o. Pesky Birbs***

Interact with the **Gardener**  in the **Scrapyard Park** in order to trigger the quest.

Go to the east of the **Scrapyard** and enter the **Cove**.



Figure 34: Cove entrance

Interact with the **Skarmory** to fight and beat it.

Its moves are : **Drill Peck**, **Steel Wing**, **Rock Smash** and **Roost** and it holds a **Sitrus Berry**.

**Its gimmick is that it will eat an Oran Berry each five turns to recover 10 % of its total HP.**

Once you've beaten the **Skarmory**, return to the **Gardener** to complete the quest.

She will reward you with a **Surprise Totem**. This item can be consumed to reroll **Peppermint's** gift.

#### ***p. Krampus Punishment***

Requirements :


1. Complete the [Ice Cream for the Beach](#) sidequest.



Once you've completed [Ice Cream for the Beach](#) sidequest, interact with this **Greedy Kid**  at the **Beach**.



Figure 35: Greedy kid location

Give her one coin to make **Krampus Jr.**  appear and trigger the quest.

Go to the **Desert Village**, enter the house with the **lonely old man** and interact with the cupboard :



Figure 36: Cupboard location

The password is **574**.

Once you've stolen the wallet, return to the **Greedy Kid** to complete the quest.

The reward is the **Krampus's Medal**. When held by a Pokémon, this item absorbs 1/12 of the enemy's total HP and transfers it to the holder at the end of each turn.

**q. Candy Smuggling**

Requirements :

1. **Water** type Pokémon to cross ocean.

Go to the **Underground** in the **Scrapyard** and interact with the **Dealer**



Eat the candy he gives you. This makes you dizzy.

Exit the **Underground** by any of the exits and you will be transported to the eastern part of the **Scrapyard** and the quest will be triggered.

Return to the **Dealer** in the **Underground**.

The **Police**  will approach you. Fight and beat him. His only Pokémon is Arcanine and **his gimmick is that all of his stats will be lowered at the start of the battle.**

Go to the **Beach** and interact with the **Sailor**



near the coast.



*Figure 37: Sailor location*

He will ask you to deliver a **Candy** in the **Desert**.

The client is a **Pokémoniac** who can be found at the eastern part of the **Desert**.

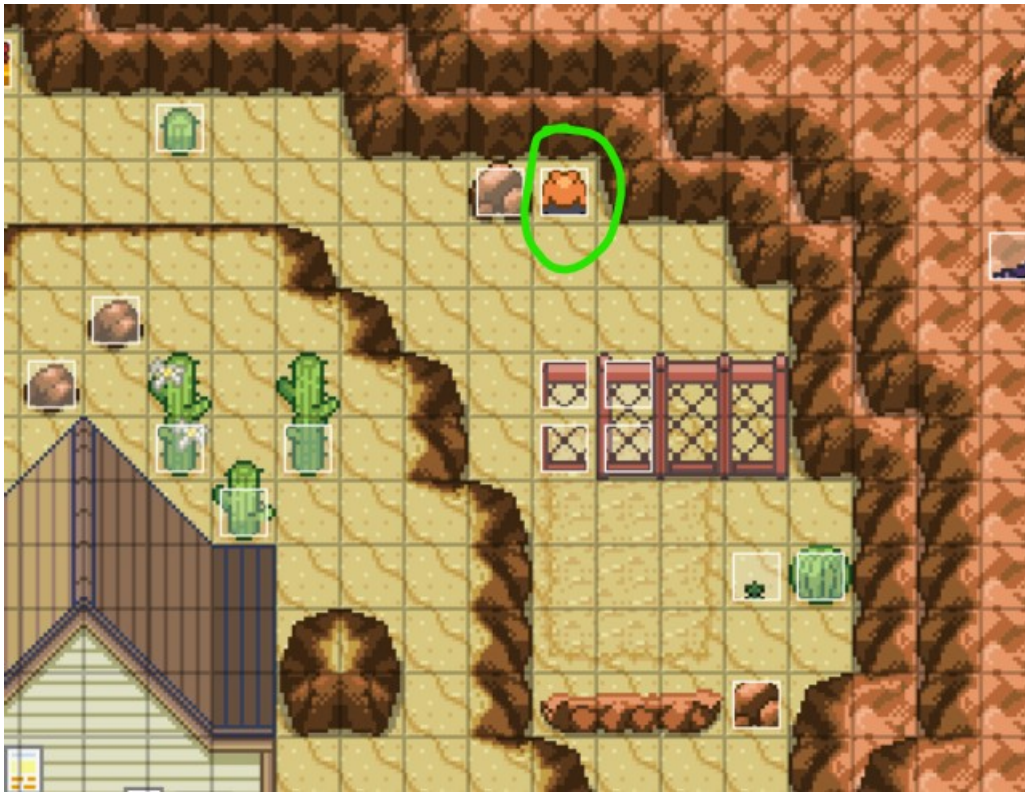


Figure 38: Client location

He will attack you.

**His gimmick is that his first Pokémon's Attack and Special Attack will be boosted at the start of the battle.**

Once you've beaten him and delivered him the **Candy**, return to the **Dealer** in the **Scrapyard Underground**.

He will ask you to meet him at the **Scrapyard Park**.

Exit the **Underground** by the south and go to the **Park**.

Go to East then South to meet up with the **Dealer**. This will trigger a cinematic where the identity of smuggling leader is revealed.

She will ask you to meet her at the **Scrapyard Laboratory**.

Go meet her there, but she will reveal she knows everything about you and will attack you.

She will act as a regular trainer, but here last Pokémon will always be a **Slurpuff**.

Her gimmick is that she will throw a **Candy** to her Pokémon every five turns, which will boost a random stat of that Pokémon.

Once you've beaten her, the **Police** will appear to save you and complete the quest.

The reward is **Nectar**. This item permits you to recover 25 % of the total HP of every Pokémon in your team once per day.

*r. Fire Trial*

[See Regice Section.](#)

*s. Evil Presence*



## [See Regirock Section](#)

### *t. Under the Desert*

Requirements :

1. **Regirock** beaten.
2. **Ice** type Pokémon.
3. **Fighting** type Pokémon.

After you've beaten **Regirock**, **Peppermint** states that he has sensed that some path in the **Desert** have opened. Ideed, you can now see a new hole at the west of the **Antic Ruins**.



*Figure 39: New hole*

Enter this hole using your **Ice** type Pokémon.

Enter the hole which is inside this first hole, and you will encounter a strength puzzle :



*Figure 40: Strength puzzle solution*

(to make the step 1, you need to hop through the rocks to access the boulder by the right side).  
Once you've solved this puzzle, continue your path until you reach Heatran.

Its moves are **Lava Plume**, **Flash Cannon**, **Eruption** and **Dark Pulse**. It holds an **Environmental Stone** which makes it's STAB moves stronger. Be sure to bring a **Water** type Pokémon to be able to tank it's first hit.

Its gimmick is that it's Special Attack gets boosted at the start of the battle.

Once you've beaten it you obtain an **Environmental Stone**.

## IX. Mega Ring

You need to have completed the [Evil Presence](#) quest in order to obtain the **Mega Ring**.  
Once you've completed the quest, go to the **Oasis** by the north exit of the **Desert**.  
The **Mega Ring** will be inside the only house of the **Oasis**.

## X. Loot Tables

### a. Tier

Some lootable items depend on your current tier.  
The current tier is calculated depending on your level as following :

Your Level	1 to 14	15 to 23	24 to 30	31 to 38	39 to 46	47 to 100
Tier	1	2	3	4	5	6

### b. Peppermint Gift

**Peppermint's** gift contains Pokémon whose strength is determined using your [current tier](#).  
A Pokémon's strength is determined by it's total base stats :

Strength Level	Weak	Avg Weak	Medium	Avg Strong	Strong
Total Base Stat	1 to 290	291 to 360	361 to 430	431 to 485	486 to 610

Any **legendary** Pokémon is automatically sent to the **Legendary** strength level.  
The conversion from your current tier to the strength level is done like this :

Current tier	1	2	3	4	5	6	7
Strength	Weak Avg Weak	Avg Weak Medium	Medium Avg Strong	Avg Strong Strong	Strong	Strong	Legendary

The current tier of a gift could be boosted by +1 each day if **Peppermint** is extra motivated.

This event has got 1/8 to happen every day if the current tier is  $\leq 5$  and 1/20 to happen if the current tier is 6.

This means if your current level is  $\geq 47$ , you've got 5 % of chance to loot a legendary Pokémon every day.

### c. Overworld (OW) gifts

Gift boxes can be found in the OW.

Yellow gift boxes's adds one to the **current tier** (maxed at 6).

Each time you find one, the game determines if it's either a Pokémon or an item.

The probabilities depend on your level :

Your level	$\leq 26$	$>27$
Item probability	50 %	75 %
Pokémon probability	50 %	25 %

If the game chooses loot is a Pokémon, it follows the same looting rules as **Peppermint gifts**.

Here are the loot probabilities for items :


Tier	Probabilities
1	Potion – 30 % Oran Berry – 30 % Status Berry – 5 % Full Heal – 10 % Super Potion – 5 % TM – 4 % Eviolite – 5 % Revive – 1 % Totem – 10 %
2	Super Potion – 18 % Soda Pop – 10 % Eviolite – 11 % Sitrus Berry – 15 % Status Berry – 5 % Full Heal – 10 % TM – 5 % Evolution Item – 5 % Revive – 2 % Totem – 19 %
3	Lemonade – 25 % Moo Moo Milk – 10 % Hold Item – 15 % Sitrus Berry – 5 % Status Berry – 5 % Evolution Item – 17 % TM – 8 % Revive – 2 % Totem – 13 %

4	Moo Moo Milk – 20 % Hyper Potion – 10 % TM – 13 % Revive – 2 % Evolution Item – 16 % Hold Item – 18 % Mega Stone – 12 % Totem – 9 %
5	Hyper Potion – 20 % Max Potion – 10 % TM – 20 % Revive – 2 % Mega Stone – 15 % Evolution Item – 10 % Hold Item – 10 % Totem – 13 %
6	Max Potion – 10 % Full Restore – 10 % TM – 20 % Revive – 2 % Mega Stone – 18 % Hold Item – 25 % Totem – 15 %

#### ***d . Vending Machine***

The loot table for the **Vending Machine** is the same as the item loot table for [OW gifts](#).

#### ***e. Lumberjack***

The **Lumberjack**  is an NPC who can be found in the **Frozen Mountains**, near the campfire.


You can sign a contract with him to pay him one coin per day in exchange for one random item every two days.

Here are the probabilities of his rewards :

Mega Stone	25 % (8 % if no available mega Pokémon)
Evolution Item	50 % (42 % if no available mega Pokémon)
Hold Item	25 %

The hold items include : Type gems, Assault Vest, Expert Belt, Life Orb, Shell Bell, Cell Battery, Luminous Moss, Weakness Policy, Muscle Band, Wise Glasses, Razor Claw, Wide Lens, King's Rock, Razor Fang, Quick Claw and Focus Band.

#### ***f. Fossil Maniac***

The **Fossil Maniac**  is an NPC you can find at the north west of the **Desert**.

You can sign a contract with him to pay him one coin per day in exchange for one random item per day.

Here are the probabilities for his rewards :

Revive	5 %
Type Gem	10 %
Evolution Item	30 %
Type Plate	5 %
Healing Item	10 %
Totem	40 %

#### ***g. Rummaging***

You can use a **Dark** type Pokémon to rummage boxes scattered everywhere around the **Scrapyard** island.

Each box can be rummaged only once per game.



*Figure 41: Rummageable box*

Here are the probabilities of the loots :

Revive	1 %
Black Sludge	10 %
TM	11 %

Healing Item	33 %
Totem	22 %
Nothing	23 %


#### ***h. Scavenging***

If you've got a Bug type Pokémon either on your team or PC, it will scavenge during night to bring you an item.

Here are the looting probabilities :

Revive	1 %
TM	8 %
Healing Item	28 %
Totem	28 %
Nothing	35 %

## ***XI. Quiz Maniac***

The **Quiz Maniac**  is an NPC you can find in the **Beach**.

Each day, he will ask you a question and will reward you with either a Pokémon or an item (50 % chance for each).

The loots are the same as [Peppermint](#) for Pokémon and [OW Gifts](#) for items.

Here are the currently implemented questions :

Which Pokémon was flying around the Park during the intro?	Wingull
What's Delibird's name?	Peppermint
Which titan lies in the Desert?	Regirock
Which type of Pokémon can permit you to explore holes in the Desert?	Ice
If I create an ultimate Pokémon which have got every possible types, which type will still hit that Pokémon super effectively?	Rock
How much coins does the Vending Machine cost? (Enter a number)	2
Which color is the Ice Cream Truck?	Blue
Which color is the super rare gift box?	Yellow
From Which fossil you can revive Anorith?	Anorith
How many bridges are there in the Desert? (Enter a number)	2
How is named the famous Blackbelt in the Scrapyard?	Tarn
What kind of buildings can we see around the Frozen Mountains?	Igloo

How is called the effect which boosts attack of the same type as the launcher?	Stab
Which type of Pokémon can scavenge for items every night?	Bug
Which Pokémon lies deep inside the Frozen Caves?	Beartic
Which Pokémon terrorizes birbs in the Scrapyard?	Skarmory

The answers check is case insensitive :)

## ***XII. Trading NPC***

Some NPC have got a Pokéball indicator.

They can trade one of your non fainted Pokémon against a random Pokémon of a given type.

They only trade once per game.

Here are their locations :

Bug	Bug Catcher at the Scrapyard Park
Dark	Male Scientist at the Scrapyard (just after climbing)
Fairy	Male Scientist at the Frozen Forest Entrance
Fighting	BlackBelt in the Scrapyard (at Tarn's spot)
Fire	Kindler at the Frozen Cave (near the rails)
Flying	Female Ranger inside one of the Igloo
Ghost	Female Ranger inside Oasis House
Normal	Lass at the Beach coast
Poison	Picnicker at the eastern side of the Scrapyard
Steel	Hiker inside one of the holes at the Desert

## ***XIII. PBS changes***

### ***a. Evolution methods changed from trading***

Kadabra	- lvl 40
Machoke	- lvl 40
Graveler	- lvl 40
Haunter	- lvl 40
Horsea	- lvl 24
Seadra	- lvl 35
Rhyhorn	- lvl 35
Elekid	- lvl 25
Magby	- lvl 25
Smoochum	- lvl 25
Boldore	- lvl 40
Gurdurr	- lvl 40
Karrablast	- lvl 25



Shelmet	- lvl 35
Phantump	- lvl 28
Pumpkaboo	- lvl 28

**Trade evolutions while hold item have become level up while holding the same item.**

***b. Evolution levels reduced***

Deino	- lvl 30
Zweolous	- lvl 50
Larvesta	- lvl 44
Dreepy	- lvl 30
Drakloak	- lvl 50
Dragonair	- lvl 50
Pupitar	- lvl 50
Rufflet	- lvl 35
Vullaby	- lvl 35
Frigibax	- lvl 30
Arctibax	- lvl 50
Pawniard	- lvl 37
Mienfoo	- lvl 35
Skreep	- lvl 37
Trapinch	- lvl 28
Vibrava	- lvl 40
Snorunt	- lvl 35
Elgyem	- lvl 35
Sandygast	- lvl 32
Foongus	- lvl 30
Tynamo	- lvl 25
Scraggy	- lvl 30
Axew	- lvl 30
Goomy	- lvl 30

***c. Other changes***

Sliggoo no longer requires rain to evolve

Sand-attack now lowers Sp. Def

Double team now increases Sp. Def

***XIV. Birb option in battle***

You can ask Peppermint to help you during battle.

This option can be used once per battle.

The action could either be positive or negative (more probability to be positive then negative).

Here are the possible actions with their weight :

Action	Weight
15 % damage to enemy	2

32 % damage to enemy	2
18 % healing for ally (if ally's hp!= ally's max hp)	2
23 % damage to ally, leaves at 1 hp at worst case (if ally's hp!= 1)	1
Burn ally (if ally's hasn't got status)	1
Paralyze ally (if ally hasn't got status)	1
Put ally and enemy to sleep (if either ally's or enemy's hasn't got status)	1
Burn enemy (if enemy hasn't got status)	2
Paralyze enemy (if enemy hasn't got status)	2
Full Heal ally (if ally has got a status)	7
Full Heal enemy (if ennemy has got status)	1
Raise a random stat for ally	7
Reduce a random stat for ally	2
Raise critical hit rate for ally	3
Raise critical hit rate for enemy	1

The probability of an action is simply action's weight divided by the sum of the weights of every available actions.

You can use **Safety Totem** to force the weight of negative actions to 0 for the day.

## ***XV. Buffs***

Every night, the game assigns you a random positive or negative buff.

You have 50 % chances of obtaining a positive buff, and 50 % of obtaining a negative buff.

The current buff could be seen in the main menu by choosing **Buff** option.

The possible positive buffs are :

1. Double the coins recieved by trainers.
2. Multiply by two every items you obtain.
3. 25 % more exp.
4. No Guard for every Pokémon (never miss a move).
5. +5 % for one of the Pokémon's stats.

The possible negative buffs are :

1. No coins recieved by trainers.
2. One of the Pokémon in your party gets put to 1 HP.
3. Remove a random non key item from your bag.
4. -20 % exp.
5. No switch during battles (via the Pokémon option).
6. No access to bag (via Menu or Battle).
7. No gift from Delibird today.
8. -5 % for one of the Pokémon's stats.

The buff for Day 2 will always be positive and the buff for Day 3 will always be negative.

You can use **Reroll Totem** to change the chosen Buff for the current day. It doesn't guarantee you a positive buff though.