

GAME BOY ADVANCE

AGB-SP-E-USA-2

POKÉMON

EMERALD VERSION



INSTRUCTION BOOKLET

The Pokémon Company

Nintendo

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
E
CONTENT RATED BY
ESRB

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GBA LINK CABLE



NINTENDO GAMECUBE
COMPATIBLE



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TTY Game Play Assistance: 425-883-9714

This is the Emerald ver-
sion of the Ruby and Sap-
phire Pokémon app, as
well as new ones called
Sapphire, FireRed, Leaf
Green, and Advance.
This game is also com-
patible with the Pokémon
Box™ Ruby and Sap-
phire (for the Nintendo
Game Boy Advance).
This Game Boy Advance
version of the Pokémon
Silver, or Crystal version
of the Pokémon Stadium™, I
think it's the best of the
Pokémon Battle & Catch



This is the Emerald version of Pokémon. There are some differences from the Ruby and Sapphire versions, such as how often and which types of Pokémon appear. Also, some stories have been modified, as well as new ones added. This Game Pak can be linked to the Ruby, Sapphire, FireRed, LeafGreen, and Emerald versions when using a Game Boy Advance.

This game is also compatible with Pokémon Colosseum™ and Pokémon Box™ Ruby & Sapphire (excluding the "Go to Adventure" mode) for the Nintendo GameCube.

This Game Pak CANNOT be linked to the Red, Blue, Yellow, Gold, Silver, or Crystal versions. This product is also NOT compatible with Pokémon Stadium™, Pokémon Stadium 2™ for the N64®, or any Pokémon Battle-e Cards.

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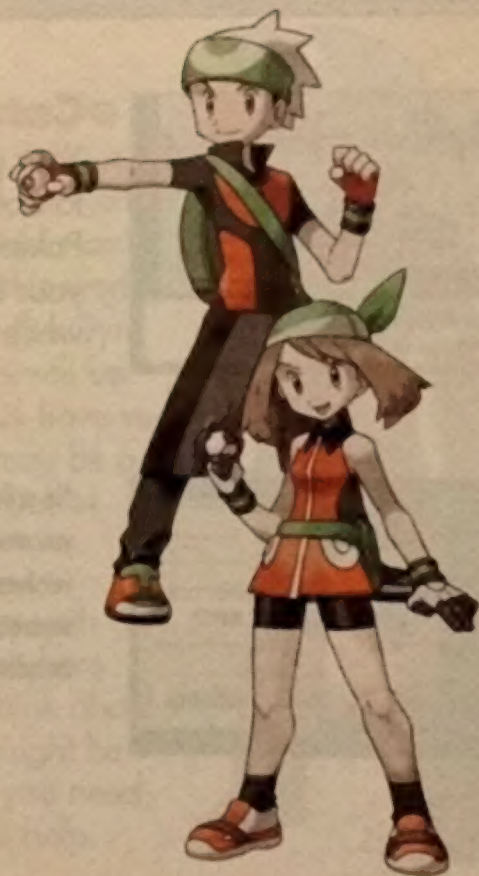
Your Adventure Begins

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

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

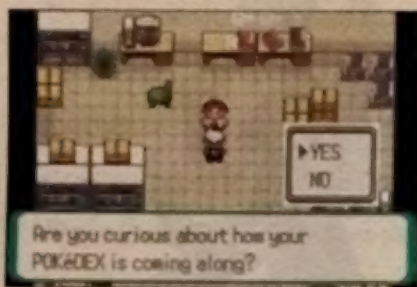


Although you have never had your own Pokémon, you borrow a Pokémon from the Professor and defeat the Wild Pokémon easily. Professor Birch thanks you and gives you the Pokémon you borrowed a little while ago. Delighted with your first Pokémon, you set out on your adventure.



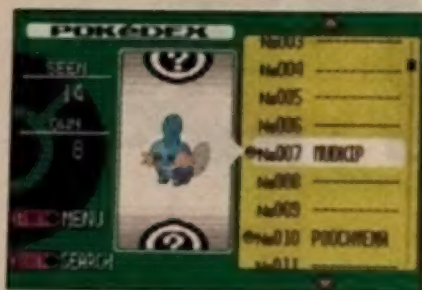
*In Pokémon Emerald, you can choose from either a boy or girl. No matter which one you choose, there is no difference in the story. However, it is recommended that you choose a character with the same gender as yours.

Object of the Game



◎ Catch Many Different Pokémon! ◎

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



*In order to catch all the Pokémon, thus completing your Pokédex, you must use a Game Boy Advance and trade with the Ruby/Sapphire versions using the Game Boy Advance Game Link[®] cable (sold separately). Work together with your friends to get your Pokédex as complete as possible!



☺Try to Become the Best Trainer Ever!☺

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

☺Trainer Tip☺

The world of Pokémon is a vast and mysterious place with many hidden wonders. If you happen upon a place where there is writing on the walls, but you can't read it, think about something that might help you solve the puzzle...It might be Braille. If you are unable to search out the answers you need, remember that you can always contact Nintendo for help.



Basic Controls

L Button

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

Control Pad

Move the player around, or move the cursor on Menu Screens.

START

Bring up the Menu Screen.

SELECT

Arrange items, change the order of a Pokémon's Move during battle, or use registered items with SELECT (see page 42).



R Button

Change the text characters when using Chat (see page 53).
If you change Button Modes, you can use this, instead of
Right on the , and to switch Menu Screens.



A Button

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

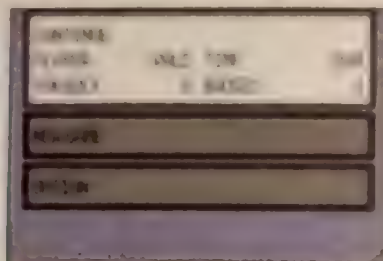
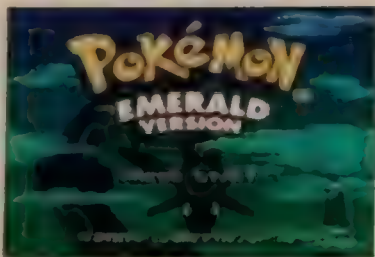
B Button

Cancel a command chosen with the A Button. If you
have the Running Shoes, you can run while holding
down the B Button.

*The button layout can be changed
(see Button Mode on page 15)

Starting the Game

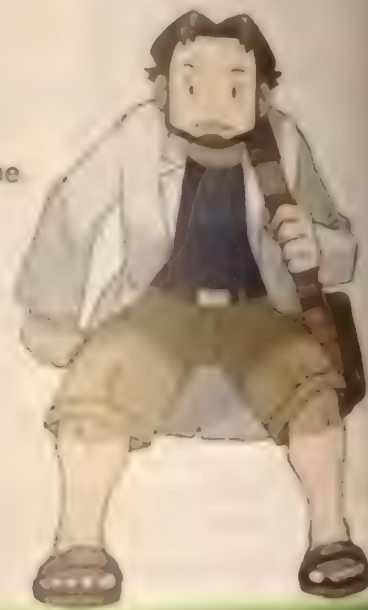
On the Title Screen, press the A Button or START to make the following three options appear. Use the $\oplus$ Control Pad to select the option you want, then press the A Button.



*The Continue option will appear only after you have saved your game

*To delete your saved game, go to the Title Screen, then simultaneously press Up on the $\oplus$ Control Pad, SELECT and the B Button

*Once your save data is deleted, it CANNOT be restored. Please be careful when deleting your save data.



❶ New Game ❶

Start a game from the very beginning.

*When you start a "NEW GAME" and try to save during this game for the first time, any previous save data that would have allowed you to "CONTINUE" will be deleted. Please be careful.

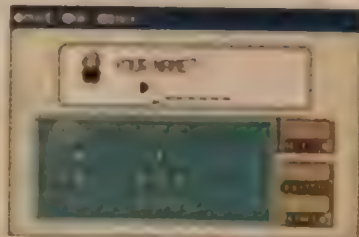
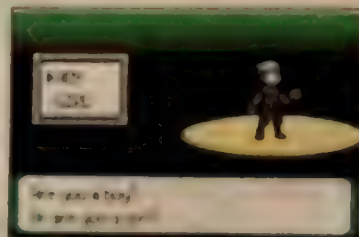
◆ Choose a Gender

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

◆ Decide on Your Name

Enter a name for your character. To enter your own name, use the  Control Pad to select a letter, then press the A Button to enter it. If you make a mistake, press the B Button to go back one letter. When you've finished entering your name, select "OK" to start your journey!

Remember, your gender and name cannot be changed later.



❷ Continue ❷

Continue playing from the last place you saved.

*See page 23 for more information on saving your game.

Options

Change certain game settings, such as Text Speed and Battle Style. Press Up and Down on the  Control Pad to select a setting, then press Left and Right on the  Control Pad to change it. Once the settings are done, select "CANCEL" on the bottom of the menu and press the A Button.

◆ Text Speed

Set the speed at which the text will appear to "SLOW," "MID," or "FAST."

◆ Battle Scene

Turn Battle Animations "ON" or "OFF."

When it is set to "OFF," the battle actions of Pokémon will be ~~delayed~~ only by text on the screen.

◆ Battle Style

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

Shift: You may switch Pokémon when your opponent's Pokémon has fainted.

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

◆ Sound

Choose game audio from either "MONO" or "STEREO."

◆ Button Mode

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

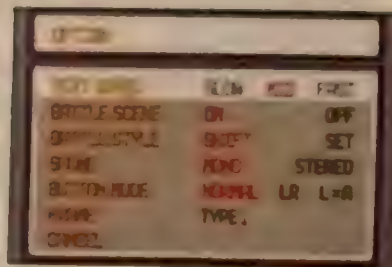
Normal _____ Basic Control Type (see page 10).

LR..... You can use the L or R Buttons instead of Left or Right on the  Control Pad to switch Menu Screens, etc.

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

◆ Frame

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



The Menu Screen

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

◉ Pokédex ◉

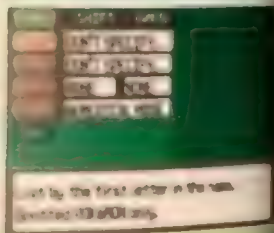
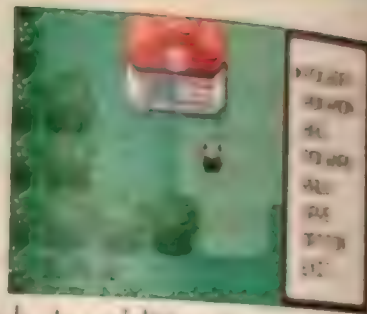
Information is recorded here about Pokémon you see or catch. In addition to reviewing their data, you can listen to their cries, check out where they live, or see how large they are compared to you. The last Pokémon you view before closing your Pokédex will be the first to appear the next time you open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

◆ Menu

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

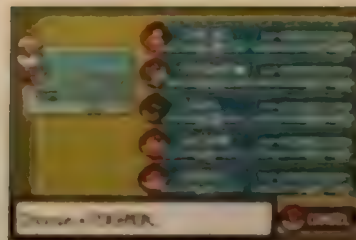
◆ Search

Press SELECT to enter Search Mode. You can then search for Pokémon by name, color, type, and so on.



• Pokémon

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



◆ Summary

Displays a detailed status of each of your Pokémon—current Level, Experience Points, and so on—on four pages. Press Left and Right on the $\oplus$ Control Pad to flip through the pages, and press Up and Down on the $\oplus$ Control Pad to switch Pokémon.

• Pokémon Information

Profile

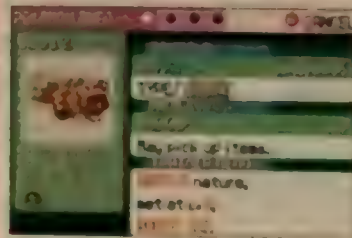
Displays the Trainer's name that caught the Pokémon (blue for a boy and red for a girl), ID Number, and Type of the Pokémon.

Ability

Displays a special ability of the Pokémon.

Trainer Memo

Displays the Nature of the Pokémon, as well as the Level and place where the Pokémon was first encountered.



• Pokémon Skills

Items

Displays the item that the Pokémon is holding.

Ribbons

Displays the number of Ribbons the Pokémon has.

Stats

Displays the Pokémon's Stats.

Exp. Points

Display the Pokémon's current Experience Points. As Experience Points increase, your Pokémon's Level will go up.



• Battle Moves

View your Pokémon's Moves, Effect, Power, and Accuracy by pressing the A Button. Pressing the A Button once more, you can change the Moves order on the list.



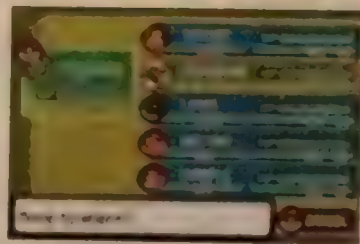
•Contest Moves

View the Type, Effect, and Description of the Move when the Pokémon uses it in a Contest (See page 37).



♦Switch

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



♦Item

Give an item or Mail to your Pokémon to hold, or take an item back that they are currently holding.

◉ Bag ◉

Displays a list of the items you have. Items are automatically divided into one of five pockets in your Bag based on their category, such as "Items," "Poké Balls," "TMs & HMs," "Berries," and "Key Items." Some items can also be held by Pokémon.

◆ Items

This pocket holds general items, such as Potions, Antidotes, and Repels.

◆ Poké Balls

Different types of Poké Balls, which are used to catch Pokémon, are kept here.

◆ TMs & HMs

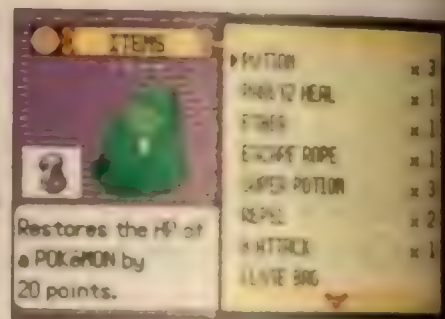
This pocket is for Technical and Hidden Machines.

◆ Berries

This pocket is for Berries.

◆ Key Items

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

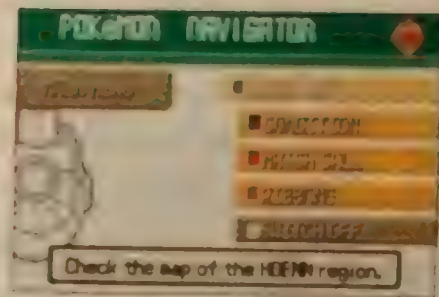


How do you arrange the items in your Bag?

When you open your Bag, move the cursor to the item you want to move. Press the SELECT button. Next, move the cursor to the place where you want to move the item. Press the SELECT button. The item will move to the selected pocket.

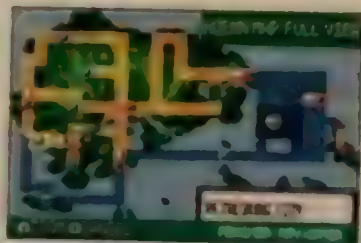
◉ Pokémon Navigator (POKéNAV) ◉

This device has various functions, such as allowing you to check the Map or Pokémon Conditions, to help you on your adventure. Also, you can call other Trainers by using "MATCH CALL." Other Trainers might call you, too.
*You will get this during your adventure



◉ Hoenn Map

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



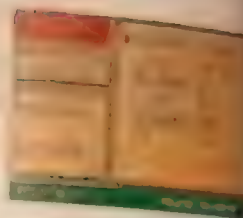
◉ Condition

View the Condition of your Party Pokémon, as well as the ones stored in Someone's PC.



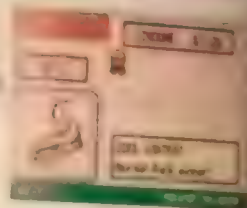
◆ Match Call

Displays the Trainers that you've fought. Also, you can check detailed information on Trainers you fought before. As the story proceeds, you can also make a call to them. A mark to the right of the Trainer's name means they want to battle with you.



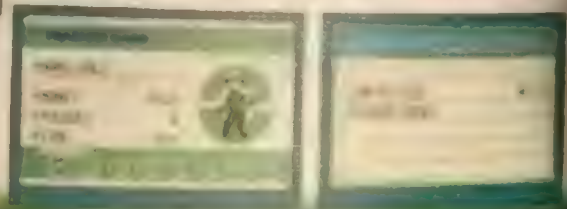
◆ Ribbons

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



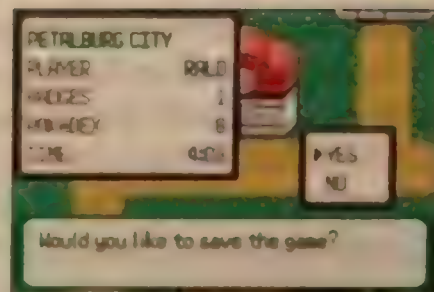
◎ Your Name ◎

View your own Trainer Card. On the front it displays information such as ID Number, the amount of money you have, the number of Pokémon you've caught, how long you've been playing, and which Badges you have. By pressing the A Button, you can also see the back side. After having traded or fought using a Game Boy Advance and the Game Link cable or Wireless Adapter, it will display how many times you've traded Pokémon and your Link-Up Battle record with friends.



Save

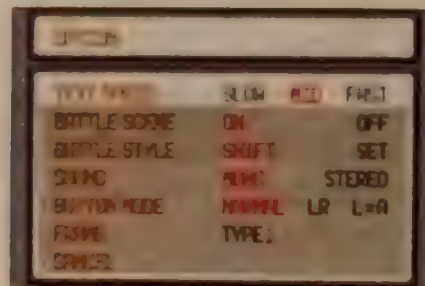
You can save your game at any time, except during a battle or Contest. By choosing Continue, you can continue playing from the last place you saved at.



Do not turn your Game Boy Advance system off until the game has finished saving.

Options

Change certain game settings (this information is the same as the Options on page 14).

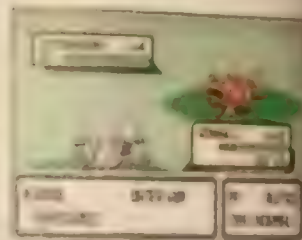


About Battles

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

⊕ Fighting Wild Pokémon ⊕

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



Use a Pokémon's Type to Your Advantage

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

♣ Battling a Pokémon Trainer ♣

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

*You cannot capture an opponent's Pokémon.

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



♦ Double Battle

Some Trainers will challenge you to a 2-on-2 battle.

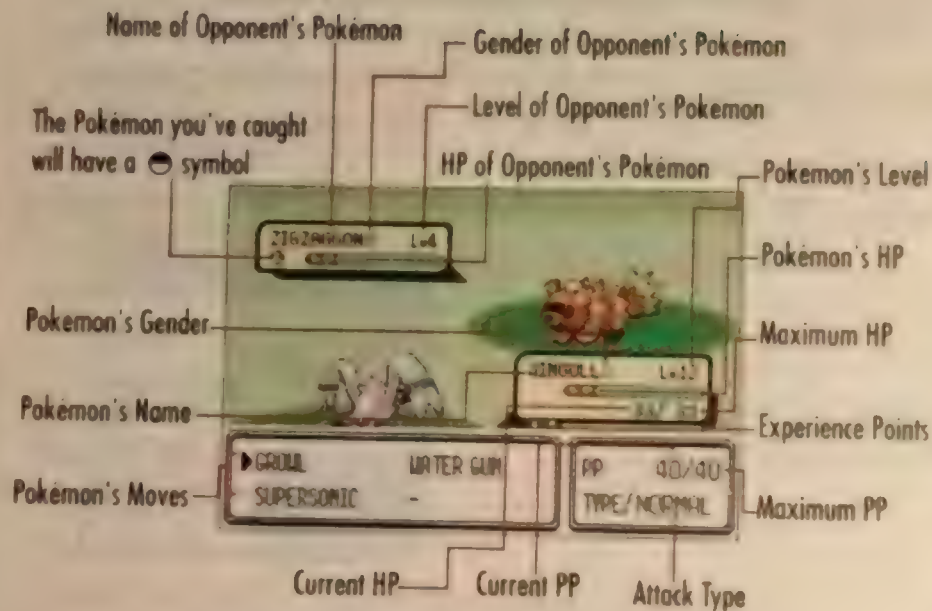
When a Double Battle starts, the left and the top right Party Pokémon will appear.



Use Your Pokémon's Ability!

The "ability" that your Pokémon has affects it both during battles and in the field. There are various abilities and effects. When your Pokémon's status is abnormal, its ATTACK will increase, or the ratio of encountering Wild Pokémon will rise, and so on. Use your Pokémon's ability wisely to size up and battle against opponents.

◎The Battle Screen◎



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

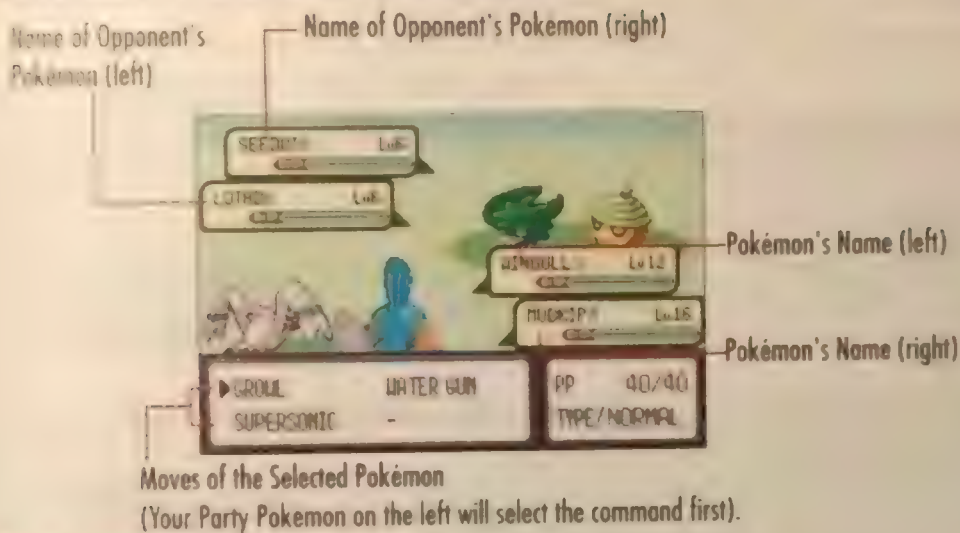
HP Pokémon's vitality. When HP reaches 0, the Pokémon faints and can't battle any more

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

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

Pokémon's Gender ♂ is male, and ♀ is female (some Pokémon are unidentified)

The Battle Screen / Double Battle



About Double Battles

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

⊙ Battle Menu ⊙

◆ Fight

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

◆ Pokémon

Switch Pokémon or look at a Pokémon's Summary.

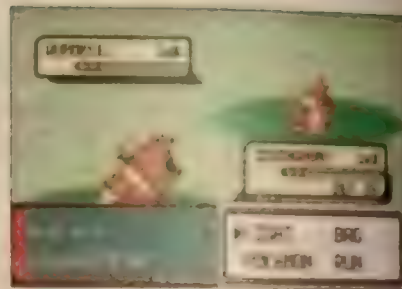
◆ Bag

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

◆ Run

Escape from a battle. Sometimes this fails.

You cannot run from a battle against a Trainer.



When Status is Affected ☺

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

Poison

Gradually decreases HP during the battle. If the Poison isn't cured, HP will continue to decrease even after the battle is finished. *The screen will shake, and a poison will be heard coming from the Pokémon when affected by Poison.*

Paralyze

Numbs the Pokémon's body and makes it difficult for it to use its Moves. Its Speed decreases as well.

Sleep

Puts opponent to sleep, making it unable to fight. The Pokémon wakes up after a while.

Ice

Freezes Pokémon so that it cannot fight. A Frozen Pokémon might thaw eventually.

Burn

Gradually decreases Pokémon's HP during the battle. Its Attack goes down as well.

Confuse

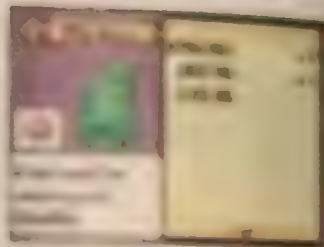
If the Pokémon uses a Move during battle, there is a chance it may attack itself.
*It will recover when the Pokémon goes back to its Poké Ball.

Faint

When its HP reaches 0, the Pokémon can no longer battle.

Catching and Raising Pokémon

You can catch Wild Pokémon with Poké Balls. Once you are in a battle, select "BAG." Next, choose a Poké Ball to throw at the Pokémon and catch it. If you have six Pokémon already in your party, the Pokémon you caught will be automatically sent to "Someone's PC." After you catch the Pokémon, you can give it a Nickname.



◆ Tips for Catching Pokémon

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

See page 40 for information on the different types of Poké Balls.



Where to Find Pokémon

Pokémon inhabit caves and areas with tall grass.

If your Pokémon's HP is low, and you don't want to fight, avoid walking in these grassy areas. Inside caves, Wild Pokémon can be found all over the place.



Pokémon may appear when you are crossing a lake or the ocean by using HM Surf. You can also use a Fishing Rod by the water, or while crossing water, to catch some Pokémon. Press the A Button when "Oh! A bite!" appears.



☺ Tips on Raising Pokémon ☺

◆ Raising Low-Level Pokémon

First of all, place the Pokémon that you want to raise on the left side of your Party Pokémon. Then, immediately switch to another Pokémon as soon as you enter battle. As long as you win the battle, even the weaker Pokémon that didn't fight will receive a portion of the Experience Points. This takes a bit of effort, but by repeating these steps, you can slowly but steadily increase the Level of a weak Pokémon.

◆ Traded Pokémon Grow Faster

Pokémon you get from a trade receive a larger-than-normal portion of Experience Points when they win a battle. Try to trade with your friends a lot (see pages 48-51 and 54-57). However, if the traded Pokémon's Level is too high, they might not listen to you unless you have the right Badges.



◆ Leave Your Pokémon at a Day Care

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



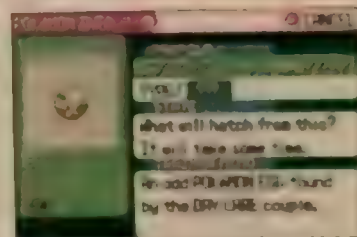
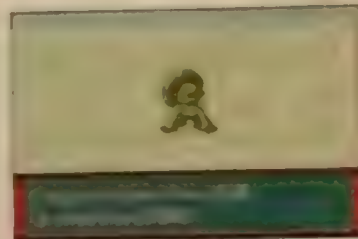
☺ Pokémon Evolution ☺

There are some Pokémon that evolve and change form if certain conditions are fulfilled. A Pokémon can evolve when its level increases, through the use of an Evolution Stone, if it is traded, and so on. There is also a rumor that there are other ways they can evolve...



☺ A Pokémon Egg ☺

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



Buildings in Town

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

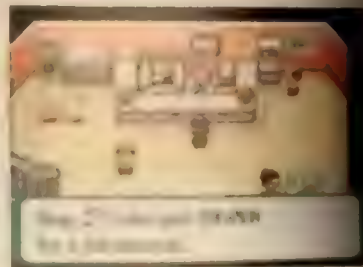
⊕ Pokémon Center ⊕

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

*You can use a Game Boy Advance and transmit with a friend on the second floor of any Pokémon Center.
For information about transmissions, see page 48.

◆ Healing Your Pokémon

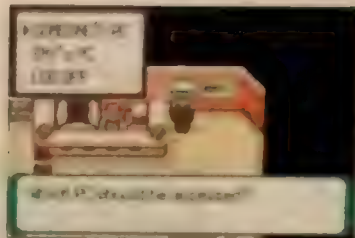
Leave your Pokémon here to completely recover their HP (Hit Points or vitality) and PP (Power Points or number of times you can use a Move). Your Pokémon will also recover completely if they have fainted or are Paralyzed, Poisoned, and so on.



◆ PC

By using a PC, you can store or withdraw your items and the Pokémon you've caught.

*PCs are also available in other buildings in addition to the Pokémon Center.



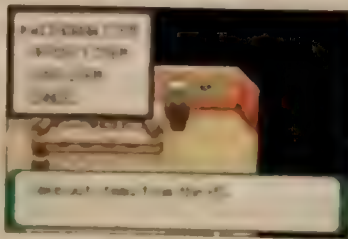
• Someone's PC

Store or withdraw Pokémon you've caught. You can store up to 30 Pokémon in each of the 14 boxes. You can carry up to six Pokémon with you. If you are already carrying six Pokémon, any additional Pokémon you catch will be sent directly to Someone's PC. If your current box is full, the caught Pokémon will be sent to the next box automatically.



• Your PC

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



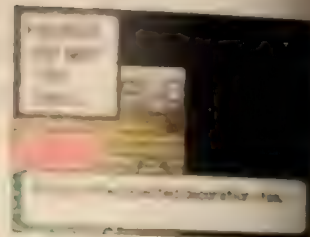
☺ Poké Mart ☺

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



☺ Your Room ☺

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



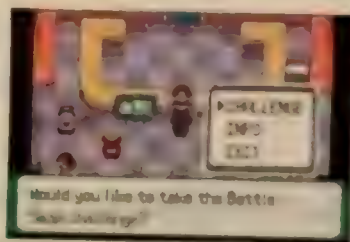
☺ Secret Base ☺

Along roads or in forested areas you may come across a place (such as a tree with ivy or a wall with a small hole in it) where, by performing a certain action, you can set up a Secret Base! You can add Decorations to your Secret Base, placing various goods such as Furniture or Mats. You can only have one Secret Base at a time, but you can change the location of your Secret Base whenever you want!



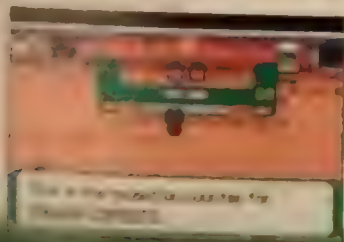
● Battle Tent ●

This is a facility with new and different rules for Pokémon battles. It is located in a few places, and the battle rules differ from place to place. If you win three matches straight, you'll get a prize.



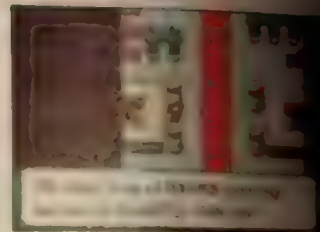
● Pokémon Contests ●

The Pokémon Contest is held someplace in the Hoenn region. This contest allows Pokémon to compete using their charms. There are five competition categories. They are Cool, Beauty, Cute, Smart, and Tough. You can choose a category suited to your Pokémon. Improve your Pokémon's Condition by giving it Pokéblocks (see page 45). If your Pokémon wins first place, it can get a Ribbon.



⊙ Battle Frontier ⊙

This game introduces a new area called Battle Frontier. You can enjoy many different Pokémon battles here, all with different rules. Once you have entered the Hall of Fame, you can enter this area.

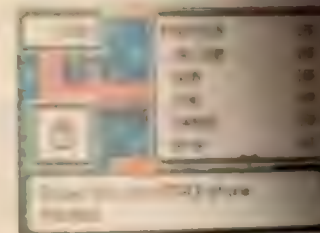


◆ Aim to Be the Strongest at Battle Frontier!

At Battle Frontier there are seven different battle facilities ready for your Pokémon to do battle in. You will challenge each facility and obtain a symbol as proof of your victory. Collect all of the symbols and aim to be the strongest Trainer!



Also, when you have a great battle, you'll obtain Battle Points (BP). Save the points and exchange them for wonderful prizes



Various Items

Your Bag holds all of your items, such as Antidotes, Potions, and Poké Balls, which come in handy during your adventure. You can obtain items in many ways, such as buying them at stores, finding them during your journey, and receiving them from other people. There are many different types of items. The following are just a few of them...

Items

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

◆ Recovery Items

POTION	Restores Pokémon HP by 20.
ANTIDOTE	Cures Poisoned Pokémon.
ETHER	Restores Pokémon PP by 10.
REVIVE	Revives fainted Pokémon and restores HP to half of the Pokémon's maximum HP.

◆ Pokémon Power-Ups

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

◆ Useful Items

ESCAPE ROPE

Used for escaping from places such as caves.

REPEL

Prevents weak Wild Pokémon from attacking in places like grassy areas.
*Effective for up to 100 steps.

◆ Give These to Pokémon to See Their Effects...

SILK SCARF

Increases the power of Normal-type Moves.

QUICK CLAW

Occasionally allows your Pokémon to strike first.

◎ Varieties of Balls ◎

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

POKé BALL

Catches Wild Pokémon.

GREAT BALL

Catches Wild Pokémon more efficiently than a Poké Ball.

ULTRA BALL

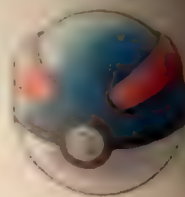
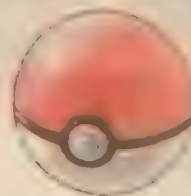
Catches Wild Pokémon more efficiently than a Great Ball.

MASTER BALL

Catches Wild Pokémon 100% of the time.

REPEAT BALL

Makes it easier to catch Pokémon that you've already caught.



Technical and Hidden Machines

Both Technical and Hidden Machines allow your Pokémon to learn new Moves. Technical Machines (TM) can be used only once, but you can use Hidden Machines (HM) as often as you like. Different types of Pokémon will be able to learn different Moves.

Examples of Moves Used in the Field

Hidden Moves

CUT

Instantly cuts down trees that block the road.

FLY

Instantly returns you to a town you've previously visited.

SURF

Lets you move across bodies of water, such as the sea or rivers.

STRENGTH

Pushes heavy rocks.

FLASH

Lights up pitch black caves, making it easier to get around.

ROCK SMASH

Smashes rocks that block the road.

WATERFALL

Lets you climb up torrential waterfalls.

DIVE

Lets you Dive into the sea and move around underwater. Press the A Button in a place where the water color is deep, then you'll Dive! Pressing the B Button in the water allows you to come back up to the surface.

Moves

DIG

Lets you escape from places such as caves.

SECRET POWER

Lets you climb up a tree by dropping ivy. You can also make an entrance at a wall with a small hole.

⊙Key Items⊙

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

BIKE

Allows you to move around at faster speeds. There are two types of Bikes, Mach Bike and Acro Bike. Each performs differently.

OLD ROD

Use this near water to catch water Pokémon.

GOOD ROD

Lets you catch water Pokémon that can't be caught using the Old Rod.

COIN CASE

Use this to carry coins that you can use to play games at the Game Corner.

POKéBLOCK CASE

Use this to carry Pokéblocks that you can feed to your Pokémon.

SELECT Feature

Some of your Key Items can be assigned to SELECT. Once you have assigned an item to SELECT, simply press SELECT while moving around in the game. For example, if you enter your Bike, you can ride it just by pressing SELECT. You don't even have to open the Menu Screen, as it's very convenient to assign a key to a function. In the Key Items Screen, and discuss it with the resident community.

● Grow Berries and Collect Them! ☺

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

If a Pokémon is holding a Berry, it can use it during a battle to restore itself or cure status problems. Also, Berries are the ingredients of a Pokéblock, which makes your Pokémon's Conditions increase. If you go to the Direct Corner of the Pokémon Wireless Club on the second floor of a Pokémon Center and do the Berry Crush (see page 62), you can make Berries into powder. Powder can be exchanged for precious items somewhere...



☺ Let Your Pokémon Hold a Berry ☺

On the road or in wide-open spaces, you'll find fruit-bearing trees. There are many different effects of Berries, such as curing Poison, curing Paralysis, and so on. If your Pokémon holds this kind of Berry, it will use it by itself during a battle when damaged. Besides Berries, there are other items which will have certain effects when held (see page 40).



Owan Berry

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

Rowst Berry

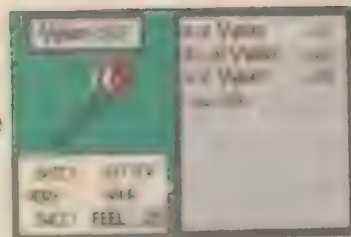
A Pokémon holding this Berry will use it during a battle to cure a burn.

Razz Berry

Raw material of Pokeblocks. You can make Pokeblocks by blending this Berry with other Berries.

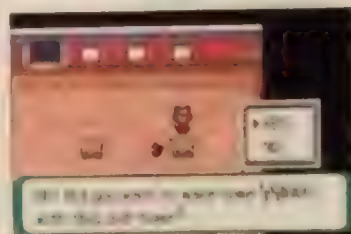
● What are POKéBLOCKS? ●

Pokéblocks are candy that increase the Conditions of Pokémon. The higher a Pokéblock's quality is, the more you can increase the Pokémon's Condition. If its Condition is high, the Pokémon will enjoy a higher reputation at a Pokémon Contest (see page 37). Pokéblocks are made by blending several Berries with a machine called a Berry Blender. You need a Pokéblock Case to give a Pokéblock to your Pokémon. You can get the Pokéblock Case during your adventure.



● How to Make a POKéBLOCK ●

You can make a Pokéblock by using a machine called a Berry Blender. Choose a Berry as material and then put it into the Berry Blender. When the pointer starts to spin, press the A Button with exact timing as it passes your marker to speed it up. The faster the maximum speed is, the better the Pokéblock becomes. The combination of Berries determines which color Pokéblock will be made. Because each Pokémon has its favorite Pokéblock, try feeding various colors of Pokéblocks to your Pokémon. You can also create Pokéblocks with your friends (see page 63).



Gym Leaders and Badges

There is a Leader in every Pokémon Gym. Every Leader is a tough and specialized Trainer. For example, one Leader may be an expert with Rock Pokémon, while another strikes with Electric-type attacks. However, if you are able to beat a Gym Leader, you'll receive an official Pokémon League Badge as evidence of your impressive victory. Wearing these Badges gives you many effects and also allows you to use HMs that previously could not be used in the field, even if your Pokémon had learned them.

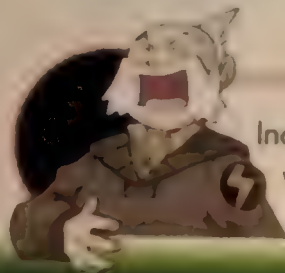


Rustboro City Gym / Roxanne **Stone Badge**

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

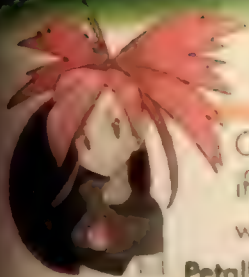
Dewford Town Gym / Brawly **Knuckle Badge**

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



Mauville City Gym / Wattson **Dynamo Badge**

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



Lavaridge Town Gym / Flannery **Heat Badge**

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

Petalburg City Gym / Norman **Balance Badge**

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



Fortree City Gym / Winona **Feather Badge**

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

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

Increases your Pokémon's Special Attack and Special Defense. Allows you to use Dive, even when outside of battle.



Sootopolis City Gym / ???? **Rain Badge**

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

Warning: In order for your Pokémon to use an HM, you must first obtain the actual HM and then teach it to your Pokémon.

Linking Up

NOTE: Although you can enjoy this game on your Nintendo DS, the ability to link up, trade, and battle with other versions of Pokémon is only available when you are playing on a Game Boy Advance.

When using a Game Boy Advance, Pokémon Emerald enables you to have fun trading or battling with your friends by using the Game Boy Advance Wireless Adapter or Game Boy Advance Game Link cable (each sold separately). It is compatible with Pokémon Ruby, Sapphire, Emerald, FireRed, and LeafGreen.

Be sure to check which Game Pak is compatible with which transmission methods using the chart below or the Transmission Compatibility Chart (see page 76).

	Emerald		Ruby/Sapphire		FireRed/LeafGreen	
Emerald	Wireless Adapter	Game Link cable	—	Game Link cable	Wireless Adapter	Game Link cable

- Transmission Compatibility Chart (see page 76)

For detailed connection information on the Wireless Adapter and Game Link cable, see the following contents:

- How to use the Wireless Adapter (see page 50)
- How to connect the Game Link cable (see page 51)

ⓈAbout Linking UpⓈ

• Playing in the Union Room	Page 52	• Berry Crush	Page 62
• Trade Pokémon at the Trade Center	Page 55	• Make a Pokéblock	Page 63
• Colosseum	Page 58	• Enter a Pokémon Contest	Page 65
• Mix Records	Page 60	• Playing Mini-Games	Page 67

The game data will be saved when you start the link.

◆When Using the Wireless Adapter

First you'll need to talk to the receptionist. She asks you to select either "BECOME LEADER" or "JOIN GROUP." One of the players will select "BECOME LEADER," and the others should select "JOIN GROUP." The people who selected "JOIN GROUP" need to choose which leader they want to join. The person who selected "BECOME LEADER" can confirm whether the people who want to join the group are right or not. Check their ID and name, then select either "YES" or "NO."

At the Direct Corner, if more than one player selects "BECOME LEADER" at the same time, their names will all be displayed on the name list. The leader then needs to check the names and ID numbers of the participants and confirm that all of the correct participants are assembled.

When you want to transmit, go to the appropriate place and follow the instructions for preparation.

◆ When Using the Wireless Adapter (Wireless Club)

Pokémon Center Second Floor

Union Room



Direct Corner

- Trade Center
- Colosseum
- Record Corner
- Berry Crush

Game Corner

Contest Area



Participate in
the Contest (two to four players)

Berry Blender
(make Pokéblocks)

Mini-Games



◆ When Using the Game Link cable (Cable Club)

Pokémon Center Second Floor



- Direct Corner
- Trade Center
 - Colosseum
 - Record Corner

When players all use Pokémon Emerald, two to four players can join in the contest. However, if a player using Ruby/Sapphire joins, the number of participants needs to be four players.

Contest Area



Berry Blender
(make Pokéblocks)

Participate in
the Contest (two to four players)

⊙ Playing in the Union Room ⊙

	Emerald	Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter _____	_____	Wireless Adapter _____

The Union Room is the place where players who are equipped with a Game Boy Advance and the Wireless Adapter can enjoy Pokémon trading, battling, and chatting. To join, you need to talk to the receptionist at the Union Room counter and save the game. *You need two or more Pokémon in your party to go into the Union Room.



◆ Talking to Other Players

The following can be done if you talk to other players in the Union Room.

• Greeting

View each other's Trainer Cards.

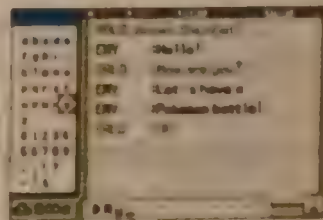
• Battle

There will be two Pokémon on each side. Two people use one Pokémon each for a Single Battle.

*You'll need to have at least two or more Pokémon (which are Level 30 or below) in your party in order to participate in a battle.

• Chat

Each player inputs characters (letters or symbols) to have a conversation. Additional people can join, even if the chat is already in progress. Up to five people can attend at the same time.



- Select a character by using the  Control Pad and confirm with the A Button.
- Use the R Button to select uppercase or lowercase.
- Use SELECT to switch text characters.
- When you have completed your sentence, press START to send your message.
- To quit, press the B Button and select "YES" on the lower right of the screen.

◆ Pokémon Trading Board

If you want to trade your Pokémon to someone else, check the Trading Board in the upper-left corner of the Union Room. Use this Trading Board and register your Pokémon.



• Registering Pokémon to Trade

Talk to the lady next to the Trading Board to select the Pokémon you want to trade in your party. Next, select the type of Pokémon you want from the list. Then your registration is complete. There might be an offer from another Trainer who sees the Trading Board and wants to trade.

- You can only register one Pokémon at a time.

- The registration can be canceled if you talk to the lady once again.

• Trading Registered Pokémon

If you find a Pokémon you want to trade for on the Trading Board, set the cursor on it and press the A Button to propose a trade to the Trainer who owns it. If both Trainers agree, the Pokémon will be traded.

- The registered Pokémon will be automatically deleted from the Trading Board once you leave the Union Room.

- You can also trade your Pokémon at the Direct Corner (see page 55).

Trade Pokémon at the Trade Center ☺ (2-player Transmission)

	Emerald	Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter Game Link cable	Game Link cable	Wireless Adapter Game Link cable

If you use a Wireless Adapter, you need to confirm, when talking to the receptionist, who will be the leader in your group (see page 49).
You can trade your Pokémon with your friends by transmission.

Trade with Ruby, Sapphire, and Emerald

Pokémon in the Hoenn region can be transferred to other Game Paks which also have the Hoenn Pokédex.

In order to trade Pokémon from Pokémon Emerald, Ruby, or Sapphire with Pokémon and Eggs from regions other than Hoenn, your Emerald Game Pak needs to be entered into the Hall of Fame, and the Pokédex needs to be upgraded to the National Pokédex.

Trade with Pokémon FireRed and LeafGreen

In order to trade Pokémon between Emerald and FireRed/LeafGreen, the FireRed/LeafGreen Game Pak needs to be entered into the Hall of Fame first. Then, the Network Machine at the Pokémon Network Center needs to be activated. The player on the Emerald Game Pak needs to be entered into the Hall of Fame, and the Pokédex needs to be upgraded to the National Pokédex.

◆ Trade Your Pokémon

1 Once the participants are determined, you'll be guided to the Trade Center room.

2 Enter the Trade Center and face each other at the machine in the middle of the room to start trading.



3 A list of the Pokémon you have in your party will appear. You then need to choose the Pokémon you would like to trade. Select "SUMMARY" to check the detailed information of your Pokémon. Once you choose a Pokémon to trade, press the A Button.



4 You'll be asked if it is okay to trade that Pokémon. If so, select "YES" and press the A Button to confirm. Your Pokémon will then be traded.

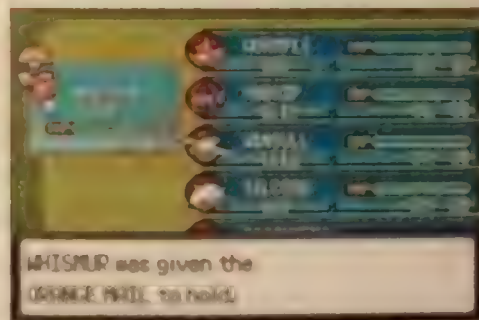
*Pokémon that evolve by being traded will evolve at this time.



- 3 Once the trade is complete, select "CANCEL" to return to the Trade Center.
•The traded Pokémon will be saved at this point.

Let a Pokémon hold an item before you trade it!

Before you trade at a Trade Center, you can give an item to your Pokémon. In other words, you can trade items using Pokémon. You can give a rare or useful item to your friend this way. Also, if you give them Mail, you can exchange letters. There is a rumor that trading items this way will cause certain Pokémon to evolve.



⊙Colosseum (2 or 4 VS Transmission)⊙

	Emerald		Ruby/Sapphire		FireRed/LeafGreen	
Emerald	Wireless Adapter	Game Link cable	—	Game Link cable	Wireless Adapter	Game Link cable

If you use a Wireless Adapter, you need to confirm, when talking to the receptionist, who will be the leader in your group (see page 49)

You cannot use items when battling in the Colosseum. Also, if you run, you will lose the battle. It is a good idea for you and your friends to come up with your own rules. For example, you may want to limit the number of Pokémon that can be used or the Level of Pokémon that can be used.

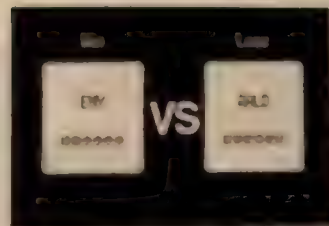
◆ Battle with Two Players

There are two battles. One is "Single Battle" (the players use one Pokémon each for the battle) and the other is "Double Battle" (the players use two Pokémon each for the battle). The maximum party Pokémon the players can each bring to a battle are six in both Single Battle and Double Battle.

- 1 Once the participants are confirmed, you'll be guided to the Colosseum room.
- 2 You come face-to-face with your friend in the center, then the battle starts.



- 3 The results will be displayed once the winner has been decided.
Exit the room to finish the battle.



◆ Battle with Four Players

Four players will be split into two teams. Each player uses one Pokémon for a "Multi Battle."

- 1 Once the number of participants for the Colosseum is confirmed, you'll be guided to the Colosseum room.
- 2 You will come face-to-face with your friends in the center and then the battle will start. The teams will be split into two by the right and left sides. Talk to your friends to decide on teams.
- 3 Choose up to three Pokémon for each person to battle with and select "OK." Then the battle starts.
*One person can use up to three Pokémon, and one team can have up to six Pokémon in total.
- 4 The results will be displayed once the winner has been decided.
Exit the room to finish the battle.



BATTLE RESULTS			
TOTAL RECORD WILL BE SHOWN			
	WIN	LOSE	TOTAL
SAL	2	2	4
EM	2	2	4

There is a board to the right of the Reception Counter where your battle record will be displayed. The board doesn't reflect either Multi Battles or Union Room Battles.

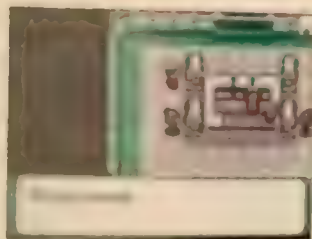
⊙ Mix Records (2- to 4-Player Transmission) ⊙

	Emerald		Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter	Game Link cable	Game Link cable	

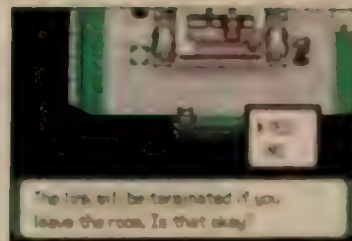
If you use a Wireless Adapter, you need to confirm, when talking to the receptionist, who will be the leader in your group (see page 49)

A Record contains various information about Trainers. You can mix Records after you get to Mauville City. If you mix Records, your friends' Secret Bases will appear in the field. Also, how the Trainers feel about their Pokémon, or how the Trainers battled with their Pokémon, is broadcast on TV.

- 1 Once the participants are decided, you'll be guided to the Record Corner room.
- 2 Enter the Record Corner and face each other at the machine in the middle of the room to start mixing Records.



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



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



⊙ Berry Crush (2- to 5-Player Transmission) ⊙

	Emerald	Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter _____	_____	Wireless Adapter _____

You need to confirm, when talking to the receptionist, who will be the leader in your group (see page 49).

The player who selected "BECOME LEADER" needs to make sure all the participants are set, then press START to proceed.

You can create Berry Powder by crushing Berries. (In order to do so, you need to obtain the Powder Jar.) To make a large amount of Berry Powder, you need to press the A Button as fast as possible within a limited amount of time. Powder can be exchanged for precious items somewhere. (See more on using Berries on page 43 and 44.)



⑥ Make a Pokéblock (2- to 4-Player Transmission) ⑥

	Emerald		Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter	Game Link cable	—	Game Link cable

If you use a Wireless Adapter for Berry Blending, you need to press the A Button in front of the Berry Blender. Then confirm who will be the leader and who will participate (see page 49).

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

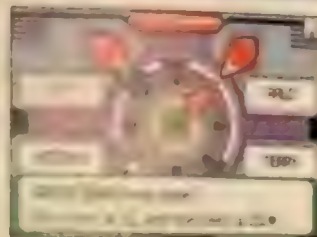
- 1 Press the A Button while standing in front of an open Berry Blender (found where Pokémon Contests are). When the required number of players are ready, press the A Button to start blending.



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



- 3 The newly blended Pokéblock will be displayed. Select "No" to stop making Pokéblocks when "Do you want to try again?" is displayed.



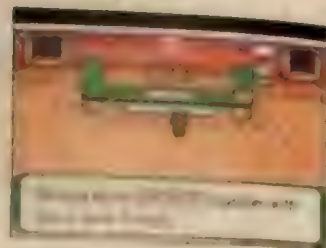
Enter a Pokémon Contest (2- to 4- Player Transmission)

	Emerald		Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adapter	Game Link cable	_____ Game Link cable	_____

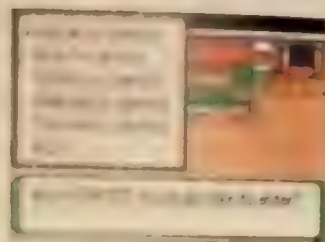
If you use a Wireless Adapter, you need to confirm, when talking to the receptionist, who will be the leader in your group (see page 49).

Participate in the Pokémon Contest with a friend. If the participants join with Emerald Game Paks only, select "E-MODE" (Emerald Mode), which can use either the Game Link cable or the Wireless Adapter, with two to four participants. If the participants join with Ruby or Sapphire Game Paks, select "G-MODE" (Global Mode), which uses only the Game Link cable and can only be played with four participants.

- 1 Enter the Pokémon Contest and follow the instructions that the receptionist on the right gives you. Your game will be saved automatically before the Contest begins. Select either "E-MODE" or "G-MODE."



- 2 Select a competition category from Cool, Beauty, Cute, Smart, or Tough.



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



● Playing Mini-Games ●

	Emerald	Ruby/Sapphire	FireRed/LeafGreen
Emerald	Wireless Adaptor _____	_____	Wireless Adaptor _____

When talking to the receptionist, you need to confirm who will be the leader in your group (see page 49).

The player who selected "BECOME LEADER" needs to make sure all the participants are set, then press START to proceed.

As the story progresses, there is a point where you will find that you can play Mini-Games with your friends using a Game Boy Advance and Wireless Communication. There are two Mini-Games in total. One game will allow from two to five players, and the other is from three to five players.

⊙How to Use the Wireless Adapter⊙

Here are the details on how to use the Wireless Adapter.

◆ The Things You'll Need

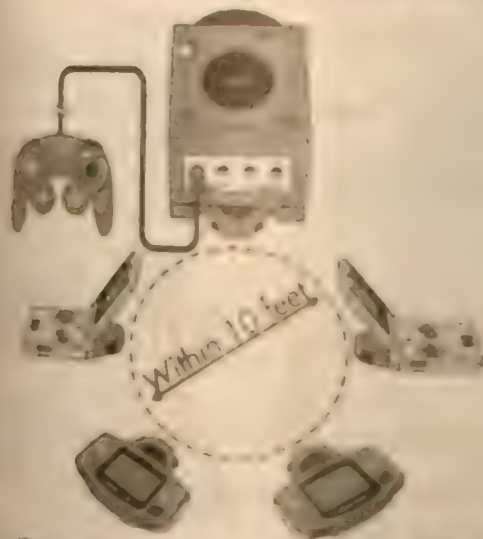
- A Game Boy Advance, Game Boy Advance SP, or Game Boy Player (including Nintendo GameCube and Controller) <each sold separately> One for each player
- A Pokémon Emerald, FireRed or LeafGreen Game Pak One for each player
- A Game Boy Advance Wireless Adapter (sold separately) One for each player

◆ Connections

1. Make sure that the power on all the systems is turned off and insert the Game Paks into each system.
2. Connect the Wireless Adapter to the Communication Port on each of the systems.
3. Turn on the power of all the systems.
4. Now, follow the instructions for communication on page 48.

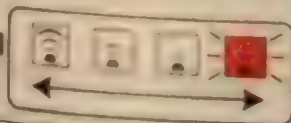
*Do not use the Wireless Adapter when using the Nintendo GameCube WaveBird Wireless Controller nearby because they can interfere with each other.

Insert a Game Pak
into all systems.



The  mark on the screen represents the condition of the Wireless Adapter transmission during game play.

Strong Signal



Weak Signal

◆ Guidelines for Transmission

For best results, follow these guidelines.

- Do not hold, carry or shake the Game Boy Advance system by the Wireless Adapter.
- Remove the Wireless Adapter when not in use.
- Make sure the distance between Wireless Adapters is within 10 feet (3 meters).
- Make sure the Wireless Adapters are facing each other.
- Make sure there are no obstacles between the Wireless Adapters.
- Avoid using the Wireless Adapter around devices that may cause radio frequency interference such as cordless phones, microwave devices or wireless LANs (local area networks).
- The Wireless Adapter can affect or be affected by these devices.
- Make sure the Wireless Adapters are connected properly.
- Don't unplug/plug in the Wireless Adapter while playing.

③ Connecting the Game Boy Advance Game Link Cable ③

Here is the explanation on how to connect the Game Boy Advance systems to each other and how to connect with the Game Boy Player using the Game Boy Advance Game Link cable

◆ The Things You'll Need

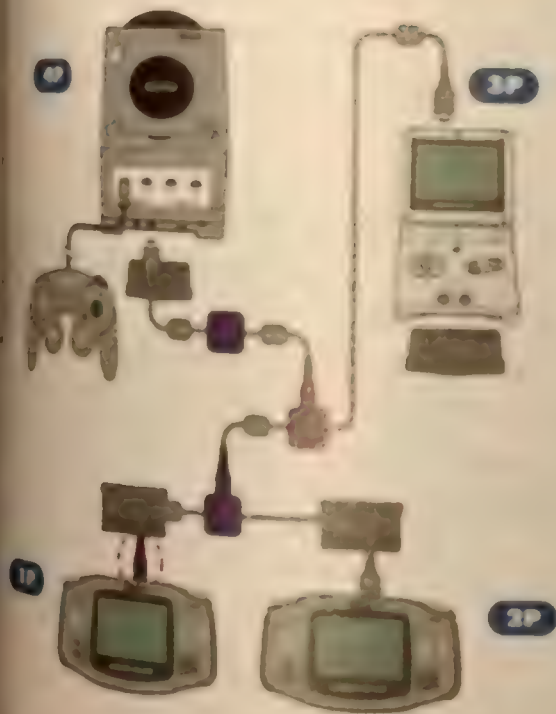
- A Game Boy Advance, Game Boy Advance SP, or Game Boy Player
(including a Nintendo GameCube and Controller) One for each player.
- A Pokémon Emerald, FireRed, LeafGreen, Ruby, or Sapphire Game Pak One for each player.
- A Game Boy Advance Game Link cable
For two players 1 • For three players 2 • For four players 3

◆ Connections

1. Make sure that the power on all systems is turned off and insert the Game Paks into each system
2. Please refer to the picture on the right and connect the Game Boy Advance Game Link cables to the Communication Port on each of the Game Boy Advance systems.
3. Turn on the power of all the systems.
4. Now, follow the instructions for communication on page 48

*When playing with two or three players, please don't connect any Game Boy Advance systems or Game Boy Advance Game Link cables that will not be used.

*The player who plugs the small purple connector into their Game Boy Advance system will be "1P."



◆ Cautions for Transmission

In the following cases, there may be transmission interference, or other wrong actions.

- When a cable other than a Game Boy Advance Game Link cable is used.
- When the Game Boy Advance Game Link cable is not properly connected.
- When the Game Boy Advance Game Link cable is unplugged/plugged in during transmission.
- When the Game Boy Advance Game Link cable is not connected as assigned.

◀Transmitting with the Nintendo GameCube▶

Pokémon Emerald corresponds with the Nintendo GameCube titles Pokémon Colosseum and Pokémon Box Ruby & Sapphire. Use the Nintendo GameCube Game Boy Advance cable and connect the Game Boy Advance system and Nintendo GameCube to enjoy the game even more.

◆Connecting with Pokémon Box Ruby & Sapphire

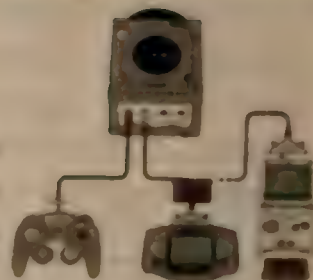
By using Pokémon Box Ruby & Sapphire, you can organize and view the collected Pokémon which you've caught in Pokémon Emerald.

Please refer to page 73 to confirm and connect your Nintendo GameCube and Game Boy Advance system. Please follow the instructions on the TV. If you don't understand how to connect or if miscellaneous problems occur, please refer to the Instruction Booklet for Pokémon Box Ruby & Sapphire.

◆ The Things You'll Need

Connecting with Pokémon Box Ruby & Sapphire

- Nintendo GameCube One
- Nintendo GameCube Controller One
- Pokémon Box Ruby & Sapphire Game Disc One
- A Memory Card that contains Pokémon Box Ruby & Sapphire save data One
- Game Boy Advance or Game Boy Advance SP One
- Pokémon Emerald Game Pak One
- Nintendo GameCube Game Boy Advance cable One



*When playing Pokémon Box Ruby & Sapphire with Pokémon Emerald, "Go to Adventure" cannot be selected.

*Only the Trainer who deposited a Pokémon, or its OT (Original Trainer), can withdraw that Pokémon from Pokémon Box Ruby & Sapphire. For a Trainer who is not one of the above two to withdraw Pokémon, their Pokédex must have registered 100 or more Pokémon.

*In order to withdraw and to trade Pokémon with Pokémon Box Ruby & Sapphire, you'll need your Pokémon to enter the Hall of Fame in Pokémon Emerald. Then you'll need to enter the National Pokédex.

◆ Connecting with Pokémon Colosseum

In Pokémon Colosseum, you can trade or battle using your Pokémon Emerald Game Pak. See page 47 in the Pokémon Colosseum Instruction Booklet, and connect the Nintendo GameCube and the Game Boy Advance system. For further instructions, please refer back to the Pokémon Colosseum Instruction Booklet.

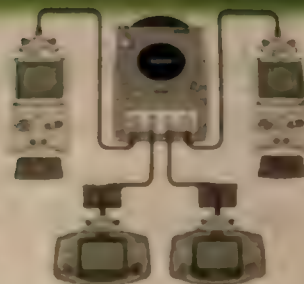
*You need to receive the Pokédex from Prof. Birch in order to battle in Pokémon Colosseum by transmission.

*Pokémon cannot be traded between Pokémon Emerald and Pokémon Colosseum unless you clear the game in the Pokémon Colosseum Story Mode.

◆ The Things You'll Need

Connecting with Pokémon Colosseum

- Nintendo GameCube One
- Nintendo GameCube Controller One
- Pokémon Colosseum Game Disc One
- A Memory Card that contains Pokémon Colosseum
save data One
- Game Boy Advance or Game Boy Advance SP One for each player
- Pokémon Ruby, Sapphire, Emerald, FireRed,
or LeafGreen Game Pak One for each player
- Nintendo GameCube Game Boy Advance cable One for each player



*The picture above shows what it looks like when all players choose to use Game Boy Advance, or Game Boy Advance SP systems. However, Player 1 has the option to use a Nintendo GameCube Controller instead.

Transmission Compatibility Chart

In Pokémon Emerald, you can enjoy trading Pokémon, battling, chatting, and playing Mini-Games with your friends when using a Game Boy Advance. Depending on what you would like to do, you'll need to use either a Wireless Adapter or Game Link cable

• Things You Can Do with a Wireless Adapter

The number shown in () is the amount of players that can participate.

Opponent	Union Room Pg. 52	Pokémon Trade Pg. 55	Pokémon Battle Pg. 58	Record Mix Pg. 60	Berry Crush Pg. 62	Make Pokéblocks Pg. 63	Connect Pg. 65	Mini-Games Pg. 67
Emerald	○ (1P+)	○ (2P)	○ (2 or 4P)	○ (2-4P)	○ (2-5P)	○ (2-4P)	○ (2-4P)	○ (2-5P)
FireRed LeafGreen	○ (1P+)	○ (2P)	○ (2 or 4P)	×	○ (2-5P)	×	×	○ (2-5P)
Ruby Sapphire	×	×	×	×	×	×	×	×

playing
on what
link cable.

Depending on the Pokémon Game Pak version you have, the required accessory will differ. See the following chart to confirm, and then use them properly.

•Things You Can Do with a Game Link Cable

The number shown in () is the amount of players that can participate.

Opponent	Union Room Pg. 52	Pokémon Trade Pg. 55	Pokémon Battle Pg. 58	Record Mix Pg. 60	Berry Crush Pg. 62	Make Pokéblocks Pg. 63	Contest Pg. 65	Mini-Games Pg. 67
Emerald	×	○ (2P)	○ (2 or 4P)	○ (2-4P)	×	○ (2-4P)	○ (2-4P)	×
FireRed LeafGreen	×	○ (2P)	○ (2 or 4P)	×	×	×	×	×
Ruby Sapphire	×	○ (2P)	○ (2 or 4P)	○ (2-4P)	×	○ (2-4P)	○ (4P)	×

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