

TIPSTER
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KNOW HOW TO...

Become one of the best Pokémon trainers in the world...

Time To Complete
If you want to collect every single Pokémon stashed away in the game, then we'd wager you'll be glued to your DS for around 100 hours, although probably more once you start your online onslaught.

Best Bit
That'd be gathering your fully levelled and well tuned Pokémon collection and kicking the butt of all your Pokémon friends online.

Hardest Bit
Trying to 'Catch 'em all!' Those rare 'Legendary' Pokémon certainly don't make it any easier...

WHERE ARE YOU STUCK?

Q. The last gym leader, Volkner, is impossible! How can I beat him?

A. Ambipom is the main danger here – he's not strong, but his Nasty Plot, Agility and Baton Pass moves can power any of his other Pokémon. Make sure you take it out fast. Also, his Luxray has the Rivalry move – so ensure that you have an all-female team!

POKÉMON

DIAMOND & PEARL

Nintendo's latest instalment of its ultra popular collect-a-thon is not only packed full to the brim with brand spanking new Pokémon for you to collect, but you can now also take your finely tuned army online and pit them against your mate's creations. See who, once and for all, really is the ultimate Pokémon trainer. But of course, you'll also want to thrash the game with style, and that's what this very guide will help you do...



GENERAL TIPS

For those of you who are dabbling in the ways of the Pokémon for the first time with *Diamond and Pearl* (and there's no doubt that there's a few of

you first-timers out there), then these general tips will prove to be invaluable as you progress through the game. Read and learn, people, read and learn...

LEVEL UP

We reckon that the best Pokémon to catch and level up at the beginning of the game would be a Chimchar, a Bidoof, a Starly, a Shinx and a Budeu, giving you an excellent mix of types to take into battle with you. You can of course choose any other combination, but we've found that these five at least offer an excellent starting point early on.

 STARLY Lv.3 CHIMCHAR Lv.7 What will CHIMCHAR do?	 SHINX Lv.3 CHIMCHAR Lv.8 GMASTER used one Poké Ball!
By going for a Chimchar, a Bidoof...	...a Shinx, a Starly and a Budeu...
 BIDOOF Lv.4 CHIMCHAR Lv.9 GMASTER used one Poké Ball!	 MONFERNO Lv.16 SHINX Lv.8 Choose a Pokémon.
...you'll have the best combination...	...needed to level up and win!

SEARCH

Scour the area for remedies, potions and other items. Every extra item will help you throughout your adventure and cost you nothing to obtain, saving your money for those bigger purchases.



Make sure you search every area thoroughly...



...because every remedy, potion and so will help you and save money.



To get the National Dex, you need to complete the Sinnoh Pokédex with all 150 Pokémon in this region and return to Professor Rowan's lab, where Professor Oak will intervene and upgrade it for you.

SWITCH



Switch Pokémon to share the experience points around.

When battling, bear in mind that you can switch Pokémon mid-battle and that each Pokémon who takes at least one active turn, will evenly share the experience points at the end, so think ahead as to which Pokémon you'd prefer to level up quickest.

HEALTH

Heal your Pokémon at the Pokémon centre as often as possible. The staff will not only replenish the health and power of all the Pokémon that you have in use (up to a maximum of six), but they'll not even charge you for this fine service. Bonus!



Replenish your health often – it's free so there's no excuse not to!

And finally, we know it sounds obvious, but save your progress often. The game will – generally – put you back in the same spot before you saved, so once you've levelled up, acquired a new Pokémon, or done something of importance, save! If you are losing a match, quit, and if you have a save file not that far away, you can quickly re-enter the battle(s) much better prepared.

BATTLING POKÉMON

The real meat of any Pokémon game is in the battles you have throughout your adventure. In *Diamond* and *Pearl*, there are 17 different types of Pokémon that not only have their own attack types (such as Water, Electricity, Poison and so on), but they're also more vulnerable to damage from other specific types of Pokémon that you encounter.

Pokémon makes use of many simple principles found in real life (elements such as poison being ineffective against steel, electricity being extra effective against water etc). It's worth noting that some Pokémon have two separate attack types that – depending on the type of Pokémon you're up against – can either further extend the damage given by a multiple of two, or reduce the damage taken by an opposing Pokémon by up to a quarter. Of course, 17 different Pokémon types are a lot to remember, so that's why this handy damage list will make your battles so much easier...

(Please note: if a specific type isn't listed here, then the amount of damage dealt is the normal amount.)

Dragon Pokémon deal: Double damage to any Dragon Pokémon and half damage to Steel Pokémon.



Electricity Pokémon deal: Extra damage to Flying and Water Pokémon, less damage to Dragon, Electricity and Grass Pokémon and zero damage to Ground Pokémon.



Fight Pokémon deal: More damage to Dark, Ice, Normal, Rock and Steel Pokémon, but doesn't cause as much damage to Bug, Flying, Poison and Psychic Pokémon. Zero damage caused to Ghost Pokémon.



Fire Pokémon deal: Further damage to Bug, Grass, Ice and Steel Pokémon, less to Dragon, Fire, Rock and Water Pokémon.

Flying Pokémon deal: Extra damage to Bug, Fight and Grass Pokémon but only causes reduced damage to Electricity, Rock and Steel Pokémon.

Ghost Pokémon deal: Double damage to Ghost and Psychic Pokémon, half damage to Dark and Steel Pokémon and no damage to normal Pokémon.



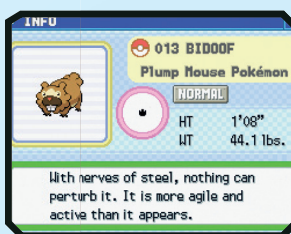
Grass Pokémon deal: More damage to Ground, Rock and Water Pokémon and less damage to Bug, Dragon, Fire, Flying, Grass, Poison and Steel Pokémon.

Ground Pokémon deal: Double damage to Electricity, Fire, Poison, Rock and Steel Pokémon, half damage to Bug and Grass Pokémon and no damage to Flying Pokémon.



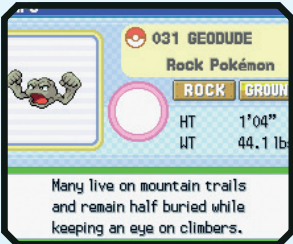
Ice Pokémon deal: Extra damage to Dragon, Flying, Grass and Ground Pokémon and less damage to Fire, Ice, Steel and Water Pokémon.

Normal Pokémon deal: Causes less damage to Rock and Steel Pokémon and no damage at all to Ghost Pokémon.



Poison Pokémon deal: More damage to Grass Pokémon, less damage to Ghost, Ground, Poison and Rock Pokémon and zero damage to Steel Pokémon.

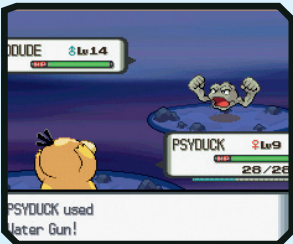
Psychic Pokémon deal: Double damage to Fight and Poison Pokémon, half damage to Psychic and Steel Pokémon and no damage to Dark Pokémon.



Rock Pokémon deal: Extra damage to Bug, Fire, Flying and Ice Pokémon and reduced damage to Fight, Ground and Steel Pokémon.

Steel Pokémon deal: Does more damage to Ice and Rock Pokémon and less damage to any Electric, Fire, Steel and Water Pokémon.

Water Pokémon deal: Double damage to Fire, Ground and only half damage to Dragon, Grass and Water Pokémon types.



Pokémon New to Diamond and Pearl:

As with every Pokémon that's gone before, each version of the game has its own selection of unique Pokémon to hunt down and catch. *Pokémon Diamond* and *Pearl* once again keep up this long-standing tradition with their own unique Pokémon offerings, with *Diamond* and *Pearl* sharing a massive 107 brand new Pokémon! A selection of which can be found below...

Diamond:



- Seel #86
- Dewgong #87
- Scyther #123
- Murkrow #198
- Sizzor #212



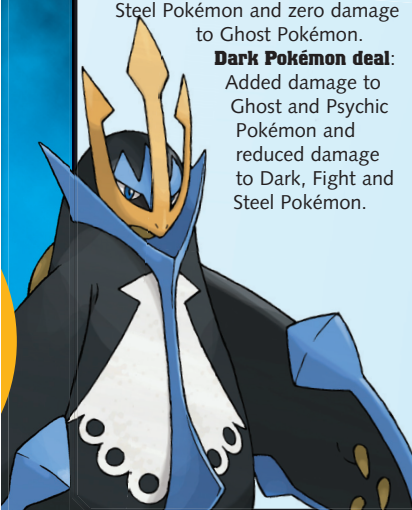
- Larvitar #246
- Pupitar #247
- Tyranitar #248
- Poochyena #261
- Mightyena #262



- Aron #304
- Lairon #305
- Aggron #306
- Kecleon #352

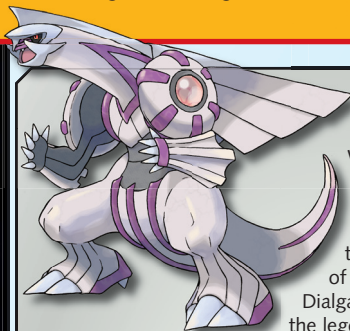


- Cranidos #408
- Rampardos #409
- Honchkrow #430
- Stunky #434
- Skuntank #435
- Dialga #483



LEGENDARY POKÉMON

Hidden in *Diamond* and *Pearl* are 14 new über-rare, hard-as-nails Pokémon to collect. While a few of them you can find 'normally' in the Sinnoh region, the rest are only available from either attending events, uploading them from previous Pokémon games or from trading with others. Bear in mind that these Pokémon only appear once in the game, so make sure to save before you fight them! Handily, you can go prepared by checking them out right here...

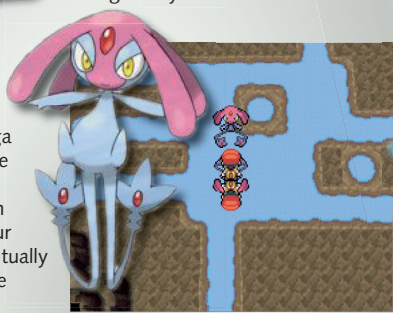


Dialga and Palkia –

Level 47 (Steel/Dragon and Water/Dragon attacks)
To fight Dialga (exclusive to *Diamond*) and Palkia (exclusive to *Pearl*), you need to defeat the Team Galaxy Boss on top of Mt Coronet and once done, Dialga/Palkia will appear along with the legendary trio.

Mesprit – Level 50

(Psychic attacks)
Once you've conquered either Dialga or Palkia, travel to Lake Verity to find Mesprit. Once spotted, he'll run away. So switch to your Pokétch and he'll eventually randomly appear in the grassy areas.



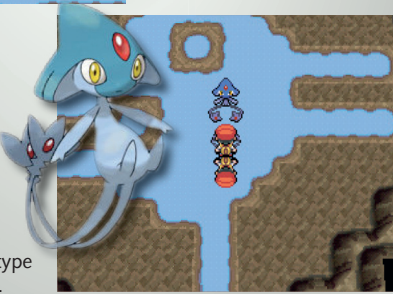
Uxie – Level 50

(Psychic attacks)
The second of the three can be found in Lake Acuity and is a Psychic Pokémon, so make sure you have a few well prepared Ghost, Bug or Dark-type Pokémon good to go.



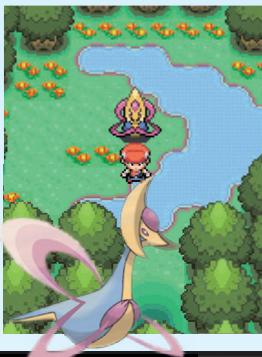
Azelf – Level 50

(Psychic attacks)
The final one of the legendary trio can be tracked down at Lake Valor and just like Uxie and Mesprit is a strong Psychic Pokémon (be sure to equip your strongest Ghost, Bug and Dark-type Pokémon beforehand).



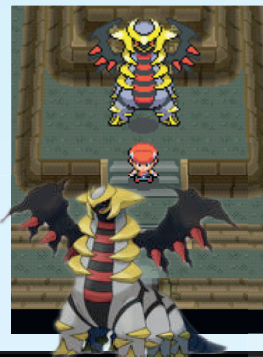
Heatran – Level 70

(Fire/Steel attacks)
Inside Stark Mountain you'll team up with a fellow trainer (known as Buck), until you reach the end, where she will take her item and leave. Find her in one of the houses in the Survival Area and head back to Stark Mountain, where you'll face Heatran at the end.



Cresselia – Level 50

(Psychic attacks)
In Canalave Town, speak to the sailor by the boat here; he'll take you to Full Moon Island. Once you spoken to Cresselia, it'll fly away and you'll need to use your Pokétch to track it down. You'll need your best Ghost, Bug or Dark-type attacks leading you into battle.



Giratina – Level 70

(Ghost/Dragon attacks)
This legendary Pokémon can be found east of route 214 in the maze-like area known as Turnback Cave. At the end of the maze you'll find Giratina. A tough cookie to crack, equip Ice, Dragon, Dark and Ghost attacks and give it all you've got!

Nintendo®

SPECIAL/EVENT ONLY POKÉMON

Still finding it a bit tricky to catch all the Pokémon? For the time being you might have to be patient. You see, some of the more elusive 'mon require some unconventional methods to capture them – mainly by getting special items from Nintendo themselves at certain real-world events. News on these as they happen.

Regigigas – Level 70

You need to go to Snowpoint City with a Regirock, Regice and a Registeel in your party (all found in previous versions of *Pokémon*) to unlock the hidden cave where Regigigas resides.



Manaphy/Phone – Level 1

These Pokémon can only be obtained if you transfer a Manaphy from *Pokémon Ranger* and then breed it. When it hatches, it'll be a Phone!



Darkrai – Level 40

This Pokémon requires a Membership Card only handed out at special Nintendo events. The card unlocks a hotel on New Moon Island, where Darkrai can be found.



Shaymin – Level 30

You need a letter from Professor Oak (handed out by Nintendo again at special events) to access Flower Paradise where Shaymin lives.

Arceus – Level 80!

The ultimate Pokémon, Arceus can only be found in Spear Pillar where you need the item Heaven's Pipe (provided by Nintendo). Go up the stairs that appear to face the toughest Pokémon of them all...

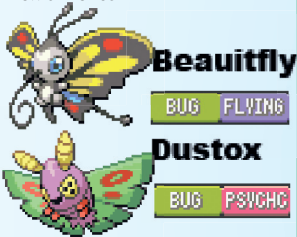


THE ELITE FOUR:

As in previous incarnations of *Pokémon*, you need to face off against four of the toughest *Pokémon* trainers available in the game, before you can go against the greatest trainer. You could, of course, just muddle your way through the fights, or you could take a cheeky peek at our strategies for them below. We heartily recommend the latter...



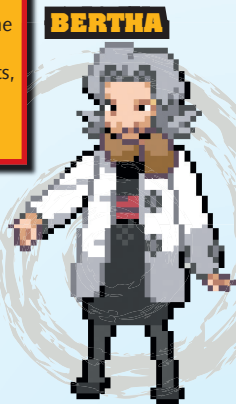
When facing **Beautifly (Level 53)** or **Dustox (Level 53)**, make sure you use a Flying, Ground or Psychic-type attack before they can use their Light screen or Toxic moves.



Heracross (Level 54) only does a quarter of the usual damage to a Flying-type *Pokémon*, so a decent Flying-type attack will end this quickly. **Vespiquen (Level 54)** will go down quickly against a high-level Rock-type attack. If you don't have one to hand, use Flying, Ice or Electric-type attacks to bring its health down.



Finally, against **Drapion (Level 57)**, use strong Ground-type attacks to bring it down quickly. Otherwise, you'll have to hit it with your strongest attack.



A **Quagsire (Level 55)** will be up first. Simply use your strongest Grass-type attacks to make fodder out of this *Pokémon*.

When up against **Hippowdon (Level 59)**, give it a good kicking with your strongest Water or Grass-type attack, as this'll keep the fight as short as possible.



Whiscash (Level 55) has a soft spot for Grass-type attacks, so make sure you exploit this to the fullest. A Water-type attack is also pretty effective here, if Grass isn't an option.

Sudowoodo (Level 56) is very prone to damage from Ground attack types. It will also take decent damage from any Steel-type attacks as well. This *Pokémon* should go down with barely a whimper.



Golem (Level 56) will absorb four times the damage from Water and Grass-type attacks, so make sure you hit it hard and fast with one of these attacks.



First up is the strong and fast **Rapidash (Level 58)** – a well timed Water-type attack should be enough to take it out. Being a Ghost/Flying-based attacker, **Drifblim (Level 58)** will take a good amount of damage from a Ghost-type attack, so this fight shouldn't pose too much of a problem.



Infernape (Level 61) is this trainer's strongest *Pokémon*. Make sure you use your strongest Water or Flying-type *Pokémon* against this, as it'll need to take the brunt of its strongest attacks.

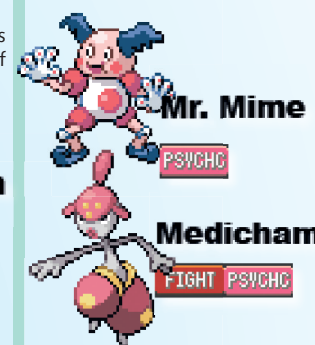


Lopunny (Level 57) can get quite cheeky with its Mirror Coat attack (as it counters any Special based attacks), so use the best Physical-based moves you've got to give you the best chance.

The last one is Flint's **Steelix (Level 57)** who can take a lot of hits to down. But a few shots from either a Fire or Water-type *Pokémon* should be enough to send this monster packing, leaving you with one trainer to beat.



You'll be straight up against a **Mr Mime (Level 59)**, so make sure your highest levelled Ghost or Dark-type *Pokémon* are put to the front to give you the strongest possible start.



When against **Medicham (Level 60)**, you'll want to use either a strong Psychic or Flying-type *Pokémon* here to deal the highest amount of damage.

Bronzong (Level 63) is prone to either Fire or Ground-type attacks, unless it uses Levitate (rendering Ground attacks useless) or Heatproof (reducing damage taken by half).



Alakazam (Level 60) will take the most damage from a Dark, Bug or even Ghost-type attack, so use these primarily to end this fight as quickly as possible.

And finally, **Girafarig (Level 59)** will buckle under the power from either Dark or Bug-type attacks, so throw all you've got at it to finally beat the Elite Four – victory!



Pearl:



- Slowpoke #79
- Slowbro #80
- Pinsir #127
- Slowking #199



- Misdreavus #200
- Houndour #228
- Houndoom #229
- Stantler #234



- Spheal #363
- Sealeo #364
- Walrein #365
- Bagon #371



- Shelgon #372
- Salamence #373
- Sheildon #410
- Bastiodon #411
- Mismagius #429
- Glameow #431
- Purugly #432
- Palkia #484

