

Pokémon Frontier Adventure Guide

Introduction

Hi, everybody! Thank you for downloading my ROMhack. I wrote up this guide just to consolidate some information about both this ROMhack and the base game. This guide is by no means mandatory, but it's chock full of charts that you might find useful. Thank you again for playing. If you want to get in contact with me to leave feedback, please make a comment on this [thread](#).

Table of Contents

Shopping:.....4

Battle Frontier:.....5

Tips & Tricks.....7

Shopping:

All shopping can be done at the Battle Frontier Exchange Corner, located south of the Battle Tower.

There, players can purchase a wide range of prizes and services.

Move Relearner	Misc. Items	Pokémon	Battle Items
Relearn Move (3 BP)	Status Berries (2 BP)	C-Rank (5 BP)	White Herb (2 BP)
	Resistance Berries (2 BP)	B-Rank (10 BP)	Power Herb (2 BP)
	Stat Raising Berries (2 BP)	A-Rank (15 BP)	Scope Lens (4 BP)
	Pokéblock Berries (2 BP)	S-Rank (20 BP)	Wide Lens (4 BP)
	Contest Scarves (3 BP)		Quick Claw (4 BP)
	Technical Machines (10 BP)		Orbs (6 BP)
	Mega Stones (C-Rank) (3 BP)		Choice Band (6 BP)
	Mega Stones (B-Rank) (7 BP)		Choice Specs (6 BP)
	Mega Stones (A-Rank) (11 BP)		Choice Scarf (6 BP)
	Mega Stones (S-Rank) (15 BP)		Rocky Helmet (8 BP)
			Weakness Policy (8 BP)
			Assault Vest (8 BP)
			Focus Sash (8 BP)
			King's Rock (8 BP)
			Leftovers (12 BP)

Below is a chart of the Mega Stones you earn from each rank.

C-Rank	B-Rank	A-Rank	S-Rank
Abomasnow	Absol	Aerodactyl	Alakazam
Audino	Ampharos	Aggron	Charizard
Glalie	Banette	Altaria	Diancie
	Blastoise	Beedrill	Garchomp
	Heracross	Gallade	Gyarados
	Houndoom	Gardevoir	Latias
	Sceptile	Latios	Lopunny
	Slowbro	Manectric	Mawile
		Pidgeot	Sableye
		Sharpedo	Medicham
		Steelix	Scizor
			Swampert
			Tyranitar

Battle Frontier:

BP Per Successful Round (Single|Double|Multi)

	Battle Tower	Battle Dome	Battle Palace	Battle Arena	Battle Factory	Battle Pike	Battle Pyramid
1 Round	1 2 3	1 1	4 5	1	3 4	1	5
2 Rounds	2 3 4	1 1	4 5	1	3 4	1(+10)	5
3 Rounds	3 4 5	2 2	5(+10) 6	1	4(+10) 5	2	6(+10)
4 Rounds	4 5 6	2 2	5 6	2(+10)	4 5	2	6
5 Rounds	5(+10) 6 7	3(+10) 3	6 7	2	5 6	2	7
6 Rounds	6 7 8	3 3	6(+10) 7	2	5(+10) 6	4	7
7 Rounds	7 8 9	4 4	7 8	3	6 7	4	8
8 Rounds	8 9 10	4 4	7 8	3(+10)	6 7	4	8
9 Rounds	9 10 11	5 5	8 9	4	7 8	8	9
10 Rounds	10(+10) 11 12	5(+10) 5	8 9	4	7 8	8(+10)	9(+10)

(Note: A +10 denotes that a Frontier Brain is fought during this challenge, and that you receive an extra 10 BP for defeating one)

Frontier Brain Teams

	Pokémon	Item	Move #1	Move #2	Move #3	Move #4
Tower: Anabel - Silver	<u>Alakazam</u>	Bright Powder	Charge Beam	Fire Punch	Ice Punch	Disable
	<u>Entei</u>	Lum Berry	Fire Blast	Calm Mind	Return	Roar
	<u>Snorlax</u>	Quick Claw	Body Slam	Belly Drum	Yawn	Shadow Ball
Anabel - Gold	<u>Raikou</u>	Lum Berry	Thunderbolt	Calm Mind	Reflect	Rest
	<u>Latios</u>	Latiosite	Psychic	Calm Mind	Recover	Dragon Pulse
	<u>Snorlax</u>	Chesto Berry	Curse	Return	Rest	Shadow Ball
Dome: Tucker - Silver	<u>Swampert</u>	Focus Band	Waterfall	Earthquake	Ice Punch	Counter
	<u>Salamence</u>	Lum Berry	Earthquake	Brick Break	Dragon Claw	Aerial Ace
	<u>Charizard</u>	White Herb	Overheat	Rock Slide	Aerial Ace	Earthquake
Tucker - Gold	<u>Swampert</u>	Leftovers	Waterfall	Earthquake	Ice Punch	Mirror Coat
	<u>Metagross</u>	Metagross-ite	Zen Headbutt	Meteor Mash	Earthquake	Protect
	<u>Latias</u>	Chesto Berry	Thunderbolt	Psychic	Calm Mind	Rest
Palace: Spencer - Silver	<u>Crobat</u>	Bright Powder	Confuse Ray	Double Team	Toxic	Fly
	<u>Slaking</u>	Scope Lens	Earthquake	Swagger	Shadow Claw	Brick Break

Spencer - Gold	<u>Lapras</u>	Quick Claw	Ice Beam	Horn Drill	Confuse Ray	Protect
	<u>Arcanine</u>	White Herb	Overheat	Extreme Speed	Roar	Protect
Arena: Greta - Silver	<u>Slaking</u>	Scope Lens	Hyper Beam	Earthquake	Shadow Claw	Yawn
	<u>Suicune</u>	King's Rock	Blizzard	Surf	Bite	Calm Mind
Greta - Gold	<u>Heracross</u>	Salac Berry	Megahorn	Rock Tomb	Endure	Reversal
	<u>Umbreon</u>	Leftovers	Body Slam	Confuse Ray	Psychic	Feint Attack
Factory: Noland - Silver & Gold	<u>Shedinja</u>	Bright Powder	Shadow Sneak	Return	Confuse Ray	Aerial Ace
	<u>Umbreon</u>	Chesto Berry	Double-Edge	Confuse Ray	Rest	Psychic
Pike: Lucy - Silver	<u>Gengar</u>	Gengarite	Psychic	Hypnosis	Dream Eater	Destiny Bond
	<u>Breloom</u>	Lum Berry	Spore	Focus Punch	Giga Drain	Headbutt
Lucy - Gold	RANDOM	RANDOM	RANDOM	RANDOM	RANDOM	RANDOM
	<u>Seviper</u>	Quick Claw	Swagger	Crunch	Giga Drain	Poison Fang
Pyramid: Brandon - Silver	<u>Shuckle</u>	Chesto Berry	Toxic	Sandstorm	Rest	Protect
	<u>Milotic</u>	Leftovers	Ice Beam	Mirror Coat	Surf	Recover
Brandon - Gold	<u>Seviper</u>	Focus Band	Swagger	Dark Pulse	Sludge Bomb	Giga Drain
	<u>Steelix</u>	Steelixite	Earthquake	Rock Slide	Explosion	Screech
	<u>Gyarados</u>	Chesto Berry	Dragon Dance	Return	Roar	Rest
	<u>Regirock</u>	Quick Claw	Explosion	Superpower	Earthquake	Ancient Power
	<u>Registeel</u>	Leftovers	Earthquake	Metal Claw	Toxic	Iron Defense
	<u>Regice</u>	Chesto Berry	Ice Beam	Amnesia	Thunder	Rest
	<u>Articuno</u>	Scope Lens	Blizzard	Water Pulse	Air Slash	Reflect
	<u>Zapdos</u>	Lum Berry	Thunder	Detect	Drill Peck	Light Screen
	<u>Moltres</u>	Bright Powder	Fire Blast	Hyper Beam	Aerial Ace	Safeguard

Tips & Tricks

- You can earn 3 stars for your trainer card. Obtaining all 3 proves mastery of this game. To earn them, you must: A. Earn all Symbols, B. Obtain all contest paintings, and C. Defeat all famous trainers.
- Remember to visit Scott when you obtain all Silver Symbols and Gold Symbols & when you get 50 or 100 straight Battle Tower wins for exclusive decorations.
- There are multiple ways to earn BP besides battling. These include the following: Making bets in the betting house, battling the Frontier Trainer in the betting house, and winning coins at the Game Corner.
- At your home, there is a channel on the TV in your room called the Famous Trainers Channel. You can use it to battle champions from Gens I-VII.
- In the Pokémon Center, there is a man who will give you Mystery Guests. For talking to him, you receive a Bright Powder. After 5 hours of play, you receive a Razor Fang. After 10, a Red Card. After 25, you receive 25 BP. After 50, a shiny Weavile.
- After earning a Frontier Symbol, speaking to the woman in the house next to the Pokémon center will earn you furniture.

Symbol #1	Symbol #2	Symbol #3	Symbol #4	Symbol #5	Symbol #6	Symbol #7	Symbol #8	Symbol #9	Symbol #10	Symbol #11	Symbol #12	Symbol #13
Pretty Flowers	Marill Doll	Cyndaquil Doll	Gulpin Doll	Blue Brick	Skitty Doll	Green Poster	Pretty Chair	Water Cushion	Pika Poster	Pika Cushion	Duskoll Doll	Regirock Doll
Pikachu Doll	Togepi Doll	Totodile Doll	Lotad Doll	Red Balloon	Swablu Doll	Clefairy Doll	Jigglypuff Doll	Surf Mat	Venusaur Doll	Treecko Doll	Wynaut Doll	Registeel Doll
Kecleon Doll	Rhydon Doll	Chikorita Doll	Seedot Doll	Blue Balloon	Musical Note Mats	Ditto Doll	Meowth Doll	Blue Poster	Chari-zard Doll	Mudkip Doll	Baltoy Doll	Regice Doll
Spin Cushion	Round Cushion	Smoochum Doll	Comfort Desk	Yellow Balloon	Yellow Brick	Round TV	Zigzag Cushion	Blue Tent	Blastoise Doll	Torchic Doll	Gorgeous Plant	
Spikes Mat	Pretty Desk	Hard Chair	Fire Blast Mat	Thunder Mat	Pokémon Chair	Big Plant	Ragged Desk	Blue Brick	Colorful Plant	Heavy Desk	Fissure Mat	
Cute Poster	Jump Mat	Tropical Plant	Red Poster	Pichu Doll	Pokémon Desk	Kiss Cushion	Diamond Cushion	Azurill Doll	Mud Ball	Powder Snow Mat	Heavy Desk	
Hard Desk	Sea Poster	Grass Cushion	Red Brick	Small Desk	Fence Length	Camp Desk	Glitter Mat	Wailmer Doll	Sand Orna-	Long	Cute TV	

TV	Tire	Red Tent	Ball Cushion	Fence Width	Attract Mat	Kiss Poster	Fence Length	Heavy Chair	ment Poster	Spin Mat
Small Chair	Comfort Chair	Hard Chair			Ragged Chair		Fence Width			Brick Chair
	▪ Fence Length	Red Plant					Camp Chair			
	▪ Fence Width									

- There are various NPCs who will assist with your endeavors:

	Location	Function	Cost
EV Setter	Pokémon Center	Sets 2 EVs to 252 and sets Nature	1 BP
IV Setter	Pokémon Center	Maximizes or Minimizes 1 IV	1 BP
Move Tutors	House southwest of Battle Dome	Teaches a Pokémon a new move from the list below	2 BP
Ability Tutor	House northwest of Battle Tower	Teaches a Pokémon an Ability from their potential Abilities	Free
Gamblers	House southeast of Battle Pyramid	Bet 5, 10, or 15 BP on your ability to complete a round at a random Facility (Unlocked after earning 3 Silver Symbols)	5, 10, or 15 BP
Frontier Trainer	House southeast of Battle Pyramid	Bet on a 6v6 battle with a Frontier Trainer with a randomized team	1, 3 or 5 BP (Doubled if Inverse Battle)

Tutor #1	Tutor #2	Tutor #3	Tutor #4
Grass Pledge	Fury Cutter	Thunder Punch	Aqua Tail
Fire Pledge	Rollout	Fire Punch	Sky Attack
Water Pledge	Seismic Toss	Ice Punch	Foul Play
Frenzy Plant	Covet	Icy Wind	Double-Edge
Blast Burn	Vacuum Wave	Electroweb	Bounce

Hydro Cannon	Shock Wave	Low Kick	Heal Bell
Draco Meteor	Bug Bite	Iron Defense	Superpower
Dragon Ascent	Air Cutter	Magnet Rise	Helping Hand
Secret Sword	Swift	Tailwind	Heat Wave
Relic Song	Snatch	Zen Headbutt	Outrage
	Mimic	Dual Chop	Knock Off
	Mud Slap	Body Slam	Liquidation
	Metronome	Brine	Hyper Voice
	Ominous Wind	Swagger	Earth Power
	Super Fang	Iron Head	Gunk Shot
	Counter	Soft-Boiled	Aura Sphere
	Signal Beam	Last Resort	Throat Chop
	Defog	Role Play	Gastro Acid
	Magic Coat	Drill Run	Power Gem
	Gravity	Trick	Hurricane
	Seed Bomb		
	Dynamic Punch		
	Synthesis		
	Pain Split		
	Uproar		
	Hone Claws		
	Endeavor		
	Worry Seed		
	Psych Up		