The Pokémon Company

Pokémon PINBALL

RUBY & SAPPHIRE

INSTRUCTION BOOKLET

Nintendo

WARNING: PLEASE CAREFULLY READ THE SEPARATE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs 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	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms 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 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.

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All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

GBA LINK
CABLE

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

CONTENTS

BASIC CONTROLS

+ CONTROL PAD

MOVE CURSOR
Move the cursor on the game and menu screens.

LEFT FLIPPER
Press Left on the + Control Pad to use the Left Flipper.

MOVE PIKACHU LEFT
Press Left on the + Control Pad to move Pikachu to the Left Out Lane.

START

PAUSE THE GAME
Temporarily pauses the game. Select "CANCEL" to go back to the game. To stop playing, select "SAVE" and the game will be saved.

⊙ Buttons can be changed with "BUTTON CONFIG" (see page 10). If a Button is not working, please check your Button Configuration.

L BUTTON

TILT THE FIELD
Tilt the Field to the right. If pressed with the R Button, the Field will tilt up.

SELECT
Not used.

R BUTTON

TILT THE FIELD
Tilt the Field to the left. If pressed with the L Button, the Field will tilt up.

A BUTTON

OK
Confirms selections on menu and game screens.

SHOOT
Shoot the Poké Ball.

RIGHT FLIPPER
Use the Right Flipper.

MOVE PIKACHU
Move Pikachu to the Right Out Lane.

MAKUHITA PUNCH
Makuhita can punch the Ball on the Ruby Field.

B BUTTON

CANCEL
Cancel a selection.

Left Flipper
Makuhita
Right Flipper
Pikachu
Poké Ball Shooter

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🔴 HOW TO START AND SAVE

When you turn the power on, the picture on the right will appear.
Once either START or the A Button is pressed, the menu screen will be displayed.
Use the + Control Pad to select an option and then press the A Button to confirm your selection.

▷▷▷ GAME START

When "GAME START" is selected, the screen will change to the Ruby or Sapphire "FIELD SELECT" screen. Select either Field with the + Control Pad and press the A Button to proceed.
Once the Field is selected, the Ball Speed can be set to either "NORMAL" or "SLOW." Then the game will start.

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▷▷▷ NEW GAME

This will be displayed if you have saved game data. If you select "NEW GAME," the game will start over.

- The Pokémon you've already caught will remain in your Pokédex.
- The suspended game data won't be deleted unless you save the game after selecting "NEW GAME."

▷▷▷ CONTINUE

This will be displayed when you have suspended game data. You can continue the game from where you saved it.

- The suspended game data will be automatically deleted when you select "CONTINUE."

▷▷▷ POKéDEX

Information is recorded here about Pokémon you've seen and caught. Pokémon you've only seen will have their name and a silhouette displayed. Pokémon caught in the Ruby and Sapphire Fields will be recorded in the same Pokédex. Pokémon you have not caught, but have received from your friends using the Game Boy® Advance Game Link® cable (sold separately), will be displayed in a dark window (see page 54).

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▷▷▷ OPTIONS

You can change the game settings and listen to the music.

● Sound Test

BGM

-You can listen to the music in the game.

SE

-You can listen to the sound effects in the game.

● Rumble

When you are playing on a Game Boy® Player, you can select "ON" or "OFF" for the Rumble Feature. If you turn it "ON," your Nintendo GameCube™ Controller will rumble.

☺ There is no Rumble Feature in either the Game Boy® Advance or Game Boy® Advance SP system (all products sold separately).

● Button Config (Changing the Button Configuration)

You can change the configuration of the Buttons. There are four different types of configurations: "TYPE A" to "TYPE D." When you play the game for the first time, it is set as "TYPE A." You can select your own Button Configuration by selecting "EDIT." Use the + Control Pad to select the action you want to configure and confirm by pressing the A Button. The indication "PRESS BUTTON" will appear. Then, press any Button you want to set for that action (except START).

☺ You can set up to two Buttons to have the same action for their Button Configuration.

▷▷▷ HI-SCORE

The eight highest scores for each the Ruby and Sapphire Field are displayed here. Use the + Control Pad to switch between the Ruby and Sapphire Field Hi-Scores.

▷▷▷ TO SAVE

• When you catch a Pokémon during game play, the caught Pokémon will be automatically saved in your Pokédex.

• When the game is over, if your score is high enough to enter the top eight, you will be able to register your name to the Hi-Score list. Once you register your name, the score will be saved.

• Press START during game play and select "SAVE." This will allow you to suspend game play and keep your current score.

▷▷▷ COMPLETE YOUR POKéDEX!

There are two Pinball Fields in this game: the Ruby Field and the Sapphire Field. Each Field has unique features, and the Pokémon you can catch on each are different.

Once you meet certain requirements, you'll activate Catch 'em Mode (see page 18). Also, there are Evo Mode (see page 30) to evolve your Pokémon and Egg Mode (see page 34) to hatch an Egg.

WINGULL WAS CAUGHT

▷▷▷ AIM FOR THE HI-SCORE!

You'll start with three Balls. Aim for the Hi-Score by using the Flippers on the right and left and try not to drop the Ball. If you meet certain requirements, you can get a better Hi-Score and go to Bonus Stages.
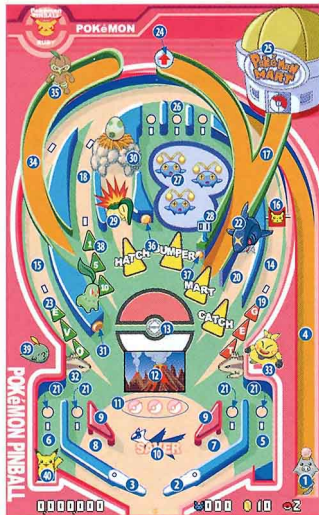
▷▷▷ WHEN THE GAME IS OVER...

When you lose all the Balls, the game is over. If you get a great score, the score and your name will be saved to the Hi-Score screen. Select the characters by using the + Control Pad and confirm the selection with the A Button. Press the B Button to go back one character.

▷▷▷ CHECK THE FIELD

Coins
Balls Remaining
Full Thunder Meter
Current Score
Pokémon Caught

RUBY FIELD

1. SPOINK
2. RIGHT FLIPPER
3. LEFT FLIPPER
4. PLUNGER LANE
5. RIGHT OUT LANE
6. LEFT OUT LANE
7. RIGHT RETURN LANE
8. LEFT RETURN LANE
9. SLINGSHOT BUMPERS
10. BALL SAVER LIGHT
11. CATCH! COUNTER
12. POKéMON PANEL
13. CENTER HOLE
14. RIGHT LOOP
15. LEFT LOOP
16. SPINNER
17. POKéMON CENTER RAMP
18. COIN LOOP
19. CATCH 'EM ARROWS
20. CATCH 'EM LANE
21. HOLE LIGHT
22. SHARPEDO
23. EVOLUTION ARROWS
24. BALL UPGRADE
25. POKéMON MART/EVO GATE
26. FIELD MULTIPLIER LANE
27. BUMPERS
28. BONUS MULTIPLIER COUNTER
29. CYNDAQUIL
30. EGG STAND
31. CHIKORITA SWITCH
32. LINOONE
33. MAKUHITA
34. NUZLEAF LOOP
35. NUZLEAF
36. FORMATION SWITCH
37. BONUS MULTIPLIER SWITCH
38. COIN ARROWS
39. GULPIN
40. PIKACHU

1. SPOINK
2. RIGHT FLIPPER
3. LEFT FLIPPER
4. PLUNGER LANE
5. RIGHT OUT LANE
6. LEFT OUT LANE
7. RIGHT RETURN LANE
8. LEFT RETURN LANE
9. SLINGSHOT BUMPERS
10. BALL SAVER LIGHT
11. CATCH! COUNTER
12. POKéMON PANEL
13. CENTER HOLE
14. RIGHT LOOP
15. LEFT LOOP
16. SPINNER
17. COIN LOOP
18. EGG LOOP
19. EGG STAND
20. CATCH 'EM ARROWS
21. CATCH 'EM LANE
22. HOLE LIGHT
23. WAILMER
24. EVOLUTION ARROWS
25. FIELD MULTIPLIER LANE
26. BUMPERS
27. PELIPPER SWITCH
28. PELIPPER
29. BONUS MULTIPLIER COUNTER
30. PLUSLE SWITCH
31. MINUN SWITCH
32. POKéMON MART/EVO GATE
33. TV SCREEN
34. COIN ARROWS
35. ZIGZAGOON SWITCH
36. SEEDOT SWITCH
37. PIKACHU

CATCH 'EM MODE

In this mode you can catch Pokémon. The caught Pokémon will be recorded to the Pokédex automatically.

▷▷▷ CATCH 'EM MODE - RUBY FIELD

Sharpedo

Bumpers

Right Loop

Catch 'em Arrows

Pokémon Panel

Catch! Counter
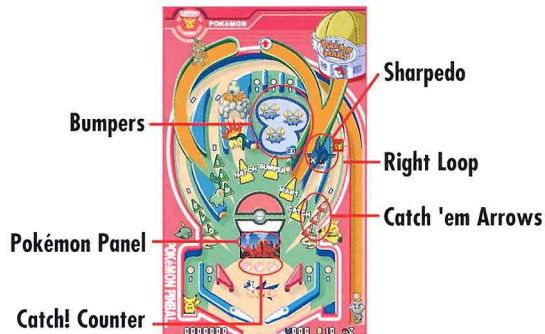
① One Arrow is lit each time the Ball passes upward through the Right Loop.

⊘ When the Arrow is flashing, it is not considered lit.

② When two or more Catch 'em Arrows are lit, shoot the Ball inside Sharpedo to activate Catch 'em Mode. Different Pokémon will appear depending on if two or three Arrows are lit (see page 28).

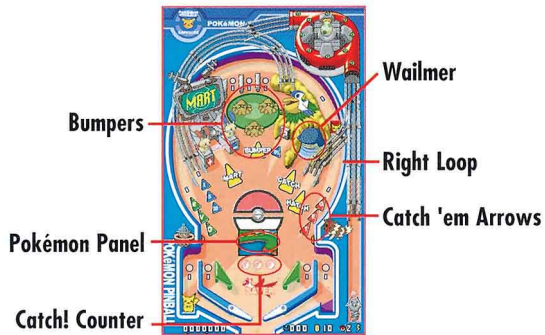⊘ Two Catch 'em Arrows are lit when the game is started.

③ When Catch 'em Mode is activated, the Pokémon Panel in the center will display a Pokémon's silhouette. Hit the Chinchou (Bumpers) three times to reveal the panel and make a Pokémon appear.

**④** Hit the Pokémon three times with the Ball and you will catch that Pokémon.

⊘ There is a time limit of two minutes to catch a Pokémon in Catch 'em Mode.

TRAVEL MODE

In this mode you can travel to a different area. Different Pokémon will appear in Catch 'em Mode depending on the area.

▷▷▷ TRAVEL MODE - RUBY FIELD

Center Hole

Left Loop

Chikorita Switch

Gulpin

Right Loop

Linoone

Area
(Pokémon Panel)
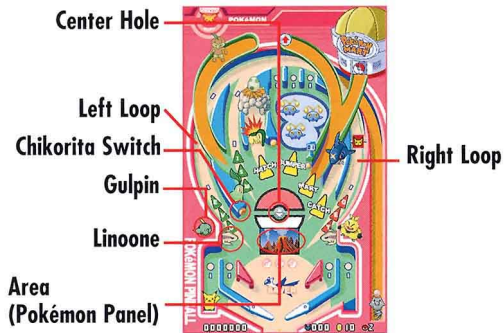
① Hit the Chikorita Switch to make Chikorita use RAZOR LEAF. This will cause a Linoone to pop out of both the left and right sides.

② Hit the Linoone on the left with the Ball when its head pops out, then one Gulpin will appear.

③ Hitting this switch three times will make three Gulpin appear and will activate Travel Mode. Once the Ball passes through either the Right Loop or Left Loop, the Center Hole will open. There is a certain amount of time to try to shoot the Ball inside the Center Hole before the Gulpin will disappear and Travel Mode will end.

④ Once the Ball goes into the Center Hole, press the A Button to choose "TRAVEL" and you will go to a different area. If you don't want to travel, press the B Button to "CANCEL" (About the Areas - page 26).

▷▷▷ TRAVEL MODE - SAPPHIRE FIELD ⓢ

Center Hole

Left Loop

Right Loop

Seedot Switch

**Area
(Pokémon Panel)**

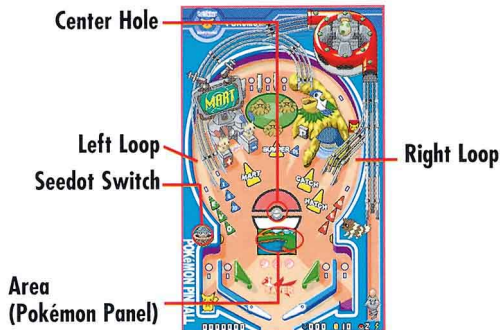① Hit this switch with the Ball and one Seedot will appear.

② Hitting this switch three times will make three Seedot appear and will activate Travel Mode. Once the Ball passes through either the Right Loop or Left Loop, the Center Hole will open. There is a certain amount of time to try to shoot the Ball inside the Center Hole before the Seedot will disappear and Travel Mode will end.

③ Once the Ball goes into the Center Hole, press the A Button to choose "TRAVEL" and you will go to a different area. If you don't want to travel, press the B Button to "CANCEL" (About the Areas - page 26).

HELPFUL TIP

TILT THE FIELD
When the Ball passes through the Right or Left Loop towards the Field Multiplier Lane, tilt the Field. The Ball might pass through the Field Multiplier Lane.

▷▷▷ ABOUT THE AREAS

The current area will be displayed on the Pokémon Panel. Different Pokémon will appear in Catch 'em Mode depending on the area.

ⓘ Pokémon that appear in Egg Mode are the same regardless of the area.

There are five areas that are the same and two that are unique to each Field. Even in the same area, the Pokémon that appear on the Ruby and Sapphire Fields will be different.

HELPFUL TIP

RESCUE THE BALL!
When the Ball is dropping down an Out Lane, put the Flipper up on one side and then tilt the Field up. If the timing is right, the Ball will bounce up and land on top of the Flipper.

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• Area Order
The order of the areas is as follows:

RUBY FIELD

Forest ⟶ Volcano ⟶ Plains ⟶ Ocean ⟶ Safari Zone ⟶ Cave

ⓘ The Volcano and Safari Zone areas appear only on the Ruby Field.

SAPPHIRE FIELD

Forest ⟶ Lake ⟶ Plains ⟶ Wilderness ⟶ Ocean ⟶ Cave

ⓘ The Lake and Wilderness areas appear only on the Ruby Field.

When you start playing, the area will be randomly selected from these six areas. The next area will be determined by either passing through the Right Loop or Left Loop in Travel Mode.
Also, on your sixth travel, you can go to the Ruin Area which is not shown above.

EXAMPLE: If you start with the Forest on the Sapphire Field, the area will be changed as follows:

Forest → **First Travel** → Left Loop: Lake / Right Loop: Plains → **Second Travel** → Left Loop: Wilderness / Right Loop: Ocean • • •

27
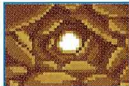
• Areas and Appearing Pokémon

• RUBY FIELD

Forest	Two Arrows	Three Arrows
	SILCOON	SILCOON
	CASCOON	CASCOON
		TREECKO

Volcano	Two Arrows	Three Arrows
	NUMEL	NUMEL
	TORKOAL	TORKOAL
		TORCHIC

Plains	Two Arrows	Three Arrows
	ELECTRIKE	POOCHYENA
	POOCHYENA	ZANGOOSE

Ocean	Two Arrows	Three Arrows
	WINGULL	TENTACOOL
	TENTACOOL	STARYU

Safari Zone	Two Arrows	Three Arrows
	DODUO	DODUO
	GIRAFARIG	GIRAFARIG
		PIKACHU

Cave	Two Arrows	Three Arrows
	SOLROCK	SOLROCK
	LOUDRED	LOUDRED
	MAWILE	

Ruin	Two Arrows	Three Arrows
	BELDUM	BELDUM
	REGIROCK	REGIROCK

⊚ There is a variety of additional Pokémon that will appear.

• SAPPHIRE FIELD

Forest	Two Arrows	Three Arrows
	SILCOON	SILCOON
	CASCOON	CASCOON
		TROPIUS

Lake	Two Arrows	Three Arrows
	MARILL	MARILL
	CORPHISH	CORPHISH
		MUDKIP

Plains	Two Arrows	Three Arrows
	ELECTRIKE	POOCHYENA
	POOCHYENA	SEVIPER

Wilderness	Two Arrows	Three Arrows
	CACNEA	CACNEA
	GEODUDE	GEODUDE
	BALTOY	

Ocean	Two Arrows	Three Arrows
	WINGULL	TENTACOOL
	TENTACOOL	CLAMPERL

Cave	Two Arrows	Three Arrows
	LUNATONE	LUNATONE
	LOUDRED	LOUDRED
		SABLEYE

Ruin	Two Arrows	Three Arrows
	BELDUM	BELDUM
	REGIROCK	REGIROCK

⊚ There is a variety of additional Pokémon that will appear.

🔴 EVO MODE

In this mode you can evolve your caught Pokémon.

▷▷▷ EVO MODE - RUBY FIELD

Mart Gate/Evo Gate

Center Hole
Left Loop
Evolution Arrows

① One Arrow is lit each time the Ball passes upward through the Left Loop.

② When three Evolution Arrows are lit, the Mart Gate changes into the Evo Gate. Once the Ball is shot inside, Evo Mode is activated. Select the Pokémon you've caught and want to evolve by using the + Control Pad. Press Up on the + Control Pad to check if the Pokémon has evolved. If the Pokémon is displayed by a "?" or a silhouette, it means the Pokémon hasn't evolved yet.

③ There is a time limit of two minutes in Evo Mode. Evolution Items will appear one by one. Try to get all of the Evolution Items within the time limit.

④ If you succeed in getting all three Evolution Items, the Center Hole will open. Shoot the Ball inside and the Pokémon will evolve (Evolution Items - page 43).

⑨ If you don't have any Pokémon to evolve, the Mart Gate will not change to the Evo Gate, even if there are three Evolution Arrows lit.

▷▷▷ EVO MODE - SAPPHIRE FIELD

TV Screen

Left Loop

Evolution Arrows

Evo Gate

Center Hole

1 One Arrow is lit each time the Ball passes upward through the Left Loop.

2 When three Evolution Arrows are lit, the TV Screen will display "EVO," and shooting the Ball inside will activate Evo Mode. Select the Pokémon you've caught and want to evolve by using the + Control Pad. Press Up on the + Control Pad to check if the Pokémon has evolved. If the Pokémon is displayed by a "?" or silhouette, it means the Pokémon hasn't evolved yet.
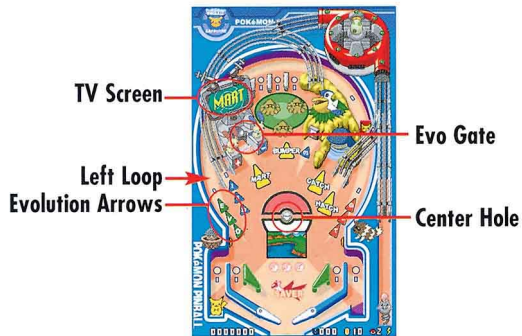

3 There is a time limit of two minutes in Evo Mode. Evolution Items will appear one by one. Try to get all of the Evolution Items within the time limit.

4 If you succeed in getting all three Evolution Items, the Center Hole will open. Shoot the Ball inside and the Pokémon will evolve (Evolution Items - page 43).

☻ If you don't have any Pokémon to evolve, the TV Screen will not display "EVO," even if there are three Evolution Arrows lit.

EGG MODE

In this mode you can catch Pokémon by hatching them from an Egg. Pokémon hatched from an Egg will be the same, even in a different area.

▷▷▷ EGG MODE - RUBY FIELD

Egg Stand
Cyndaquil
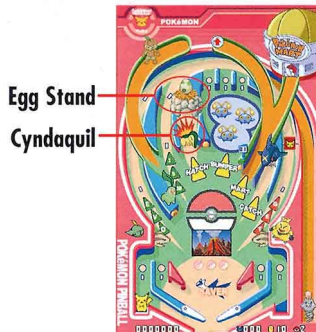
① Hitting Cyndaquil with the Ball will knock it back.

② Hitting Cyndaquil a few times will cause it to go inside the Egg Stand and start warming the Egg.

③ If Cyndaquil is hit one more time, the Egg will hatch and a Pokémon will appear.

④ Hit the Pokémon two times with the Ball and you will catch that Pokémon.

⊚ If you don't catch the Pokémon within a certain amount of time, the Pokémon will leave. If you shoot the ball inside the Egg Stand when there's no Egg, Aerodactyl will carry out a new Egg.

▷▷▷ EGG MODE - SAPPHIRE FIELD

Egg Stand

Egg Loop

① One light on the Egg Stand will be lit each time the Ball passes from the lower Egg Loop through the Egg Stand.

② When all four lights are lit, the Egg will hatch and a Pokémon will appear.

③ Hit the Pokémon two times with the Ball and you will catch that Pokémon.

ⓧ If you don't catch the Pokémon within a certain amount of time, the Pokémon will leave. If you shoot the ball inside the Egg Stand when there's no Egg, a new Egg will appear.
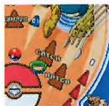
ABOUT THE MART

You can get the Coins by shooting the Ball upward through the Coin Loop. The Coins you can get will increase by 1, 5, and 10 each time. The Pokémon Mart will allow you to shop depending on how many Coins you have.

Ball Saver
The Ball Saver Light will stay lit for 30 seconds.

Ball Upgrade
The Ball will be upgraded by one.

There are many different things to shop for.

▷▷▷ RUBY FIELD

Open the Mart Gate by hitting it with the Ball. Once it's open, shoot the Ball inside to enter the Pokémon Mart and shop. Once you finish shopping, the door will be closed.

▷▷▷ SAPPHIRE FIELD

Hitting both the Plusle and Minun Switches will cause the barrier to fade completely. When the TV Screen above it displays "MART," shooting the Ball inside the Mart Gate will allow you to shop. Once you finish shopping or activate another mode (Catch 'em, Evo, Travel, Egg, or Bonus), the barrier will appear again.
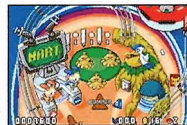
HELPFUL TIP

HOLD THE BALL
When a Flipper is up, you can trap and hold the Ball. Once the Ball is still, it is easier to use the Flipper to aim for the shot you desire. If you hit the Ball with the tip of the Flipper, it will shoot diagonally. The middle of the Flipper will shoot to the same side as the Flipper, or upward.

FIELD FEATURES

▷▷▷ BALL SAVER

When the Ball Saver Light is on, Latios or Latias will grab the Ball when it drops and you won't lose it. The Ball Saver Light is lit when the game starts and also is lit in the Catch 'em, Travel, Evo, and Egg Modes. The time it stays lit will depend on the situation.

The Ball Saver can also be gotten in Slot Mode and can be bought at the Pokémon Mart.

▷▷▷ 1 UP

In the following situations, the amount of Balls will increase by one:

- When you get an Extra Ball in Slot Mode.
- When you buy an Extra Ball at the Pokémon Mart.
- When you catch more than 15 Pokémon.
- Occasionally, the Ball Upgrade will be changed to a 1UP item on the Ruby Field.

▷▷▷ BALL UPGRADE

While the Ball is upgraded, the score is multiplied. When the Ball passes through a Field Multiplier Lane, that Lane will become lit. The Ball will be upgraded for a certain amount of time when all three Lanes are lit. If this is repeated while the Ball is upgraded, the Ball can be upgraded even more. After a certain amount of time passes, the Ball will be downgraded by one. The lights can be moved right and left by using the Right and Left Flippers, making it easier to light all three.

Grade 1
Poké Ball
The Ball you have when the game starts.

Grade 2
Great Ball
The score will be two times Grade 1.

Grade 3
Ultra Ball
The score will be three times Grade 1.

Grade 4
Master Ball
The score will be four times Grade 1.

☞ An upgraded Ball won't be downgraded if you go to a Bonus Field. However, every time you lose the Ball, it will be downgraded by one.

▷▷▷ SLOT MODE

Once the Ball passes through an Out or Return Lane, its Hole Light will become lit. The lights can be moved right and left by using the Right and Left Flippers. This makes it easier to light all four.

When all four lights are lit and the Ball is shot into the Center Hole, Slot Mode will be activated. Press the A Button once to make the spinning Slot slow and stop. What is displayed on the panel will be activated.

▷▷▷ END OF BALL BONUS

The End of Ball Bonus is the bonus you receive when you lose one Ball. Things you did during game play will be added to your score.
• Amount of Pokémon caught x 500,000
• Amount of times Slot Mode was activated x 100,000

⊙ There are more bonuses that can be added in various situations.

▷▷▷ BONUS MULTIPLIER

The Bonus Multiplier is a feature that can multiply the score of the "End of Ball Bonus."
On the Ruby Field, it will be multiplied based on how many times the Bonus Multiplier Switch was hit.
On the Sapphire Field, it will be multiplied based on how many times the Pelipper Switch was hit.

GET THE EVOLUTION ITEMS

There are a few kinds of Evolution Items that make Pokémon evolve in Evo Mode. Just like in Pokémon Ruby and Sapphire for the Game Boy Advance, the required Evolution Item changes based on individual Pokémon.

Evolution by Level

Evolution by Friendship

Evolution by Leaf Stone

Evolution by Transmission

There are also other ways...

INDIVIDUAL FEATURES

Here are the features of both the Ruby and Sapphire Fields.

▷▷▷ RUBY FIELD

Nuzleaf
Nuzleaf Loop
Formation Switch
Chikorita Switch

Ball Upgrade
Bumpers
Makuhita
Linoone
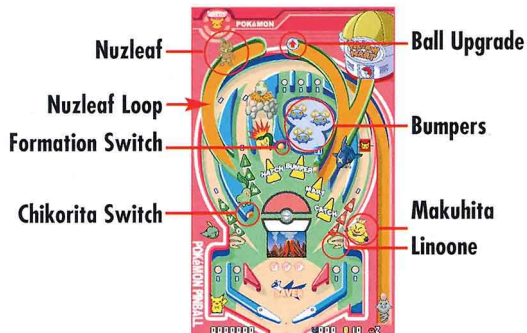
• How to Get the Ball Upgrade
Upgrading the Ball (see page 41)

(1) Hit the Chikorita Switch to make Chikorita use RAZOR LEAF. When hit by RAZOR LEAF, a Linoone will pop out of both the left and right side.

(2) Hit the Linoone on the right with the Ball when its head pops out.

(3) Makuhita will change directions and be able to punch the Ball by pressing the A Button at the right time.

(4) Hitting the Ball through Nuzleaf Loop will cause Nuzleaf to be knocked back with each hit of the Ball.

⑤ Hitting Nuzleaf a few times creates a bridge. This will complete Nuzleaf Loop and allow you to reach the Ball Upgrade.

⑥ The Ball can now pass over the gap to get the Ball Upgrade.

• Bumpers

The location of the Ruby Field Bumpers are changed each time the Formation Switch is hit. Hitting this switch a few times might cause different Pokémon to appear. Doing other things in addition to that might make something unusual happen.

▷▷▷ SAPPHIRE FIELD

• Zigzagoon

Hit the Zigzagoon Switch to stand ready. When Zigzagoon is standing ready, the spinning Slot can be slowed and stopped by pressing the A Button. Use the A Button to aim for the panel you want (Slot Mode - page 42).

• Pelipper

Hit the Pelipper Switch to make Pelipper face upward for a certain amount of time. Try to shoot the Ball upward through the Coin Loop. Pelipper will grab the Ball and fly away.
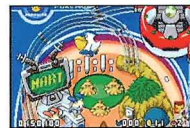
If Pelipper grabs the Ball after certain requirements are met, something might happen...

🔴 BONUS FIELDS

You can go to a Bonus Field if you meet its individual requirements. In a Bonus Field, the Ball will not be lost, even if it is dropped. But an upgraded Ball will be downgraded by one when it is dropped.

▷▷▷ THE KECLEON BONUS FIELD

① On the Ruby Field, the Center Hole will open when all three Catch! Counters are lit.

② If you shoot the Ball inside the Center Hole, you can go to the Kecleon Bonus Field.

⊘ Each time a Pokémon is caught, one Ball on the Catch! Counter is lit. A Pokémon evolution will cause two Balls to become lit.

● How to Play the Kecleon Bonus Field
You can defeat Kecleon by hitting it with the Ball 10 times. Since Kecleon is cloaked, watch the movement of the grass and the water puddle to find out its location. If you hit the tree with the Ball, the Devon Scope will fall out. Once you get the Devon Scope, Kecleon will become visible for a certain amount of time.

▷▷▷ THE DUSKULL BONUS FIELD

① On the Sapphire Field, the Center Hole will open when all three Catch! Counters are lit.

② If you shoot the Ball inside the Center Hole, you can go to the Duskull Bonus Field.

⊘ Each time a Pokémon is caught, one Ball on the Catch! Counter is lit. A Pokémon evolution will cause two Balls to become lit.

● How to Play the Duskull Bonus Field
Try to hit 20 Duskull with the Ball as they appear one after another. If you hit all 20 Duskull, Dusclops will appear. You can defeat Dusclops by hitting it with the Ball five times. If Dusclops is standing still, it will absorb any Balls that come at it from the front. Try hitting Dusclops from the side or rear. When Dusclops is moving, you can hit it from the front.

▷▷▷ THE SPHEAL BONUS FIELD ⊚

The Spheal Bonus Field can be reached from both the Ruby and Sapphire Fields. The requirements for reaching the Spheal Bonus Field are different on the Ruby and Sapphire Fields. Check it out!

● How to Play the Spheal Bonus Field

You can score points by shooting the Ball through a basket. If the Ball shoots up the right or left ramps, Sealeo uses its head to shoot the Ball into the basket.

Hit the Spheal from behind as they climb upward on the ramps. This causes Spheal to climb up the ramp, and Sealeo will shoot it through the basket. You'll get even more points when a Spheal passes through a basket.

There are more Bonus Fields that exist in the game. Find out how to reach them!

Both the Ruby and Sapphire Fields		
	One Catch 'em, Evo, or Coin Arrow lit	2,000
	Two Catch 'em, Evo, or Coin Arrows lit	5,000
	Three Catch 'em, Evo, or Coin Arrows lit	10,000
	Hitting the Slingshot Bumper	500
	Thunder Meter Filled	3,000
	Hitting the Bumpers	500
	Shooting the Ball inside Sharpedo/Wailmer	50,000
	Shooting the Ball inside Mart Gate/Evo Gate	500,000
	Catch 'em Mode Successful	1,000,000
	Egg Mode Successful	3,000,000

Ⓘ There are more features to help get a great score.

Ruby Field Only		
	Hitting the Chikorita Switch	1,000
	Hitting Nuzleaf (first time)	50,000
	Hitting Nuzleaf (second time)	100,000

Sapphire Field Only		
	One Egg Stand light lit	20,000
	All four Egg Stand lights lit	200,000
	Shooting the Ball inside Pelipper	100,000

🔴 ABOUT TRANSMISSIONS

You and one friend can link up using the Game Boy Advance Game Link cable.

▷▷▷ HOW TO CONNECT

Here is the explanation of how to connect the Game Boy Advance system and the Game Boy Player.

● Things You'll Need
- Game Boy Advance system, Game Boy Advance SP system, or
  Nintendo GameCube (requires a Controller and the Game Boy Player) **2**
- Pokémon Pinball Ruby & Sapphire Game Pak **2**
- Game Boy Advance Game Link cable **1**

● Connection
1. Make sure that the power on both systems is off. Insert one Game Pak in each system.
2. Connect the Game Boy Advance Game Link cable to the Communication Port on both systems.
3. Turn on the power for both systems.
4. For more detailed information, see page 54.

　　　 ✆ Both P1 and P2 can transmit in Pokémon Pinball Ruby & Sapphire.

　　　 ✆ Player 1's system can be connected to the Game Boy Advance SP system or Game Boy Player.
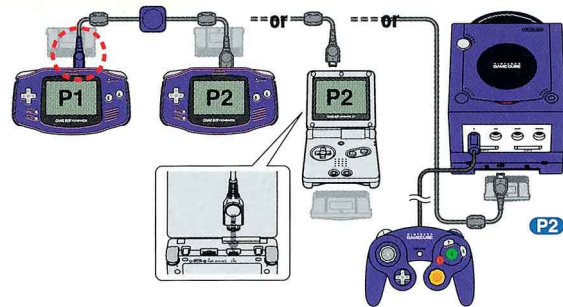
● Cautions for Transmission
You may experience malfunctions or be unable to transmit in any of the following situations:
- When you are using a cable other than the Game Boy Advance Game Link cable.
- When the Game Boy Advance Game Link cable is not connected properly.
- When the Game Boy Advance Game Link cable is unplugged during a transmission.
- When another Game Boy Advance Game Link cable is connected to the main Game Link cable.
- When three or more systems are connected.

▷▷▷ EXCHANGING HI-SCORES

Exchange your highest score with a friend.

① Press START on the "HI-SCORE" screen.

② Make sure the Game Boy Advance Game Link cable is connected and press the A Button to start transmission. Press the B Button to cancel.

▷▷▷ EXCHANGING THE POKéDEX

Pokémon that your friend has but you don't will be displayed in your Pokédex in a dark window. These Pokémon will now appear at a higher rate.

① Press START on the "POKéDEX" screen.

② Make sure the Game Boy Advance Game Link cable is connected and press the A Button to start transmission. Press the B Button to cancel.

🔴 INDEX

Ball Saver Light

When this is on, the Ball will not be lost.

Ball Upgrade (Ruby)

Hit Nuzleaf to knock it down and create the bridge. The Ball can pass over the gap and get the item. The Ball will be upgraded for a certain amount of time.

Bonus Multiplier Counter (Ruby)

This Counter displays the amount of times the Bonus Multiplier Switch is hit. The bonus score is multiplied based on the amount displayed when the Ball is lost.

Bonus Multiplier Counter (Sapphire)

This Counter displays the amount of times the Pelipper Switch is hit. The bonus score is multiplied based on the amount displayed when the Ball is lost.

Bonus Multiplier Switch (Ruby)

It multiplies the bonus score based on how many times it is hit before the Ball is lost.

Bumpers (Ruby)

When the Ball hits a Chinchou, it bounces back strongly. When this happens during Catch 'em Mode, it causes a portion of the panel to be revealed and the Pokémon to appear. The location of the Chinchou are changed each time the Formation Switch is hit.

Bumpers (Sapphire)

When the Ball hits a Shroomish, it bounces back strongly. When this happens during Catch 'em Mode, it causes a portion of the panel to be revealed and the Pokémon to appear.

Catch! Counter

Each time a Pokémon is caught in Catch 'em Mode or Egg Mode, one Ball is lit. A Pokémon evolution will cause two Balls to become lit. In Catch 'em Mode, it will be changed into "CA-TC-H!" so you can see how many times you've hit the Pokémon.

Catch 'em Arrows

One Arrow is lit each time the Ball passes upward through the Right Loop. Two or more lit Arrows are required to activate Catch 'em Mode.

Chikorita Switch (Ruby)

Hit this switch to make Chikorita use RAZOR LEAF.

Egg Loop (Sapphire)

Once the Ball goes up the Egg Loop and inside the Egg Stand, one light is lit.

Egg Stand (Ruby)

The Pokémon Egg is placed here. Hitting Cyndaquil back inside the Egg Stand will make the Egg hatch.

Egg Stand (Sapphire)

One light is lit each time the Ball passes through the Egg Stand. The Egg will hatch when all four lights are lit.

Evolution Arrows (Ruby)

One Arrow is lit each time the Ball passes upward through the Left Loop. Light all three Arrows to change the Mart Gate into the Evo Gate.

Evolution Arrows (Sapphire)

One Arrow is lit each time the Ball passes upward through the Left Loop. Light all three Arrows to change the TV Screen display to "EVO."

Field Multiplier Lane

When the Ball passes through one of these Lanes, it will become lit. The Ball will be upgraded for a certain amount of time when all three lights are lit. The lights can be moved right and left by using the Right and Left Flippers.

Flippers

They allow you to shoot the Ball around the Field and can also be used to trap and hold it.

Gulpin (Ruby)

Hit the Linoone on the left when its head pops out, then one Gulpin will appear. Three Gulpin will activate Travel Mode.

Hole Light

Once the Ball passes through an Out or Return Lane, its Hole Light will become lit. When all four lights are lit and the Ball is shot into the Center Hole, Slot Mode will be activated. The lights can be moved right and left by using the Right and Left Flippers.

Linoone (Ruby)

When hit by RAZOR LEAF, a Linoone will pop out of both the left and right side.

Makuhita (Ruby)

Hit the Linoone on the right when its head pops out, then Makuhita will change directions and be able to punch the Ball.

Mart Gate/Evo Gate (Ruby)

Open the gate by hitting it with the Ball. Once it's open, shoot the Ball inside to enter the Mart. During Evo Mode, it will become the Evo Gate.

Mart Gate/Evo Gate (Sapphire)

When the TV Screen above it displays "MART," shooting the Ball inside will allow you to shop. When it displays "EVO," shooting the Ball inside will activate Evo Mode.

Minun Switch (Sapphire)

Hit this switch and Minun's electric barrier will be gone. Hit the Pluse Switch to make the barrier fade completely.

Nuzleaf (Ruby)

Nuzleaf will go back with each hit of the Ball. Hitting Nuzleaf a few times creates the bridge that completes Nuzleaf Loop.

Pelipper (Sapphire)

When Pelipper is facing upward, shoot the Ball upward through the Coin Loop. Pelipper will grab the Ball and fly away.

Pelipper Switch (Sapphire)

Hit this switch and a Bonus Multiplier will be counted. Pelipper will face to the left for a certain amount of time.

Pikachu

When the Thunder Meter is full, Pikachu will shoot the Ball back if it passes through the Out Lane. Pikachu can be moved right and left by using the Right and Left Flippers.

Plusle Switch (Sapphire)

Hit this switch and Plusle's electric barrier will be gone. Hit the Minun Switch to make the barrier fade completely.

Seedot (Sapphire)

One Seedot will fall each time the switch is hit. Three Seedot will activate Travel Mode.

Sharpedo (Ruby)

When two or more Catch 'em Arrows are lit, shoot the Ball inside Sharpedo to activate Catch 'em Mode.

Spinner

Spinning this builds up the Thunder Meter.

Wailmer (Sapphire)

When two or more Catch 'em Arrows are lit, shoot the Ball inside Wailmer to activate Catch 'em Mode.

Zigzagoon (Sapphire)

Hit Zigzagoon to stand ready. When Zigzagoon is standing ready, the spinning Slot can be stopped by pressing the A Button.

The picture on the right will appear once you've turned the game on. This picture is an indication that game play can be enhanced when using the Game Boy Player.

GAME BOY
P L A Y E R

With Pokémon Pinball Ruby and Sapphire, the Nintendo GameCube Controller will rumble when the Game Boy Player is used.

The Rumble Feature won't work in the following situations:

• When the Game Boy Advance or Game Boy Advance SP is used as a controller.
• When other accessories are connected to the Game Boy Player.
• When a Game Boy Advance Game Link cable is being used for transmission.

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