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Pokemon platinum walkthrough victory road

Part One | Part Two | Part Three | Part Four | Part Five | Part Six | Part Seven | Part Eight | Part Nine | Tenth Part | Part 11 | Part of Twelve Victory Road You need to cross Route 223 to get to Victory Road, which is the cave that leads to Pokemon League. Outside there is a Pokemon Center, so you will have a chance to fly back and catch a few items or heal later. For now, have a Pokemon that can teach you surf and waterfall in a lot, and head north of Sunyshore City. Jasmine, Olivine City Gym Leader, will meet you by the beach and give you HM07 - Waterfall. Hit the waves and continue north alongside all the trainers. At the end you'll see a falling waterfall, so use the new HM and put it into victory road pokemon center. Before entering Victory Road, you will need to have Pokemon on your site with Rock Climb, Rock Smash, Force, Surf and Waterfall. Feel invited to enter the cave and gain some levels and then heal in the Pokemon Center before actually trying to pass through the cave. Follow the paths defined by the bridges, and when you reach a seemingly dead end, use Rock Climb to slide to the lower level. Continue to the left, but do not jump any of the shelves or you will have to go back to the beginning. Climb the stairs you will encounter and follow this path next to the trainer to the next level. If you head to the left, smashing the rock and moving the boulder, you will see several ramps - use your bike in fast gear and speed on ramps to jump rocks on the way. In this way, it brings you to the Maximum Elxir. Anyway, from the entrance, head down and use Rock Smash on the two rocks out there. You'll see a set of three boulders, so use your strength to move them out of the way. Head left to the second corner and you will see two boulders, a rock and a trainer. Push the left boulder down and use the new path to break the rock from Rock Smash. Move the boulder out of the way and follow the path to the right. When you reach a set of three boulders, press the top right to form a dead end to the left. Instead, go up the stairs to the first floor, then return to this place to access the right path. You can get full restoration and TM71 - Stone Edge from here. Back on the first floor, head to the bridge and down to the lower level using Rock Climb. The path leads to the right, where the stairs lead to the basement. Go up the stairs and surf right, then surf to the waterfall. Rise to it and follow the water to another waterfall, but instead of going down it, go past the trainer to another patch of water. The stairs to the first floor are right in front. On the first floor, head left to junction T. Stairs lead to the deep part of victory road, which can only be reached by the Elite Four. Instead, head down next to the trainer and use Rock Climb to climb the led shelf to the right; Shelf on the left leads to - Dark Pulse. Cross the bridge and you are at the exit. Use Waterfall outside and you'll get to Pokemon League. Pokemon League Lobby here houses both Pokemon Center and PokeMart. Stock up on some items, heal and train as needed, and when you're finally ready, come to the lady guarding the door next to your computer and your rival will fight you. It is recommended that Pokemon should be around level 50 to fight elite four. An staraptor with close combat and volatile movement can easily take out Heracross, Snorlax, Roserade, Torterra and Empoleon. If you get stuck without one, the electric type should be enough against staraptor, as long as it is special, not physical. For Heracross, take advantage of his 4x Flying type of weakness and shouldn't pose much of a threat. Snorlax can be difficult to take off, especially with Rest, so use strong combat-type moves. The other three should be very familiar to you and use your exuberant weaknesses again to end your rival. After the battle you will get one last chance to heal and look around. Once you go to the main area, you won't be able to turn around when you're ready to talk to you, and she'll let you down to Aaron, the first elite four member. You will soon realize that defeating Lucian is not enough. There's one more coach you have to face, so make sure you save after beating him and keep going. When you enter the last room, you will go to the end and meet a friend - get ready to fight the Sinnoh Pokemon League Champion: Cynthia! After the battle, Professor Rowan will congratulate you on your victories and lead you to the Hall of Fame. Here your Pokemon will be registered in the record books and credits will roll. You've just completed the main pokemon platinum story! But after restarting the game awaits a new adventure ... « Previous section « » Next section » From Bulbapedia, a community driven by the Pokémon encyclopedia. To prepare for Victory Road, make sure it contains Pokémon that have HM Surf, Strength, Rock Smash, Waterfall and Rock Climb movements, as you'll need them to help you navigate the area. Don't forget to challenge every coach you see, because a few of their Pokémon, such as Twilight or Tangrowth, are nowhere to be seen. 1F Use the first shelf Rock Climb to reach the TM41 (Torment), then climb back and travel further down to find another Rock Climb shelf. Use it and follow the path until you reach the western wall of the chamber. Before you go to the mountain, follow the path straight ahead. Press the rock to find the hidden nuggie. Use the stairs to reach 2F. 2F Using Force and Rock Smash, carefully move the boulder and maneuver your bike carefully in fourth gear (faster speed) to go through the bike shelf. Then switch to third gear speed) and jump to find the Maximum Elxir. Now go to the southern part of the room, smashing rocks and moving boulders (make sure you move these boulders very carefully so that you can develop effectively). Use the nearby stairs to return to 1F, then quickly return to 2F. Now you can move the nearby boulder in a new direction that will allow you to access the hidden area. Passing through smashing rocks/moving boulders/bike shelves in this area you can find more items, including the TM71 (Stone Edge). Now go back to those stairs that you just used to get back to 1F. 1F Use the nearby Rock Climb shelf and carefully follow the path to reach the stairs for the B1F. B1F Using surf heads to a nearby trainer and then from the pool on the right, follow the path in the south to briefly return to 1F to find rare candy. Now head north and use waterfall to climb the waterfall. Then go to the next waterfall and go down, find the TM59 (Dragon Pulse) before returning to the top. After returning to the path to the west, to find a few stairs to return to 1F. 1F From the stairs follow the path until you see the path leading down and head in this direction. Now head left to another Rock Climb shelf and from there you can briefly return to 2F to find the TM79 (Dark Pulse). If you go up the stairs near an old man, the path leads to a locked door that is unavailable until you defeat the Elite Four. Near the stairs on the left there is a path that leads to Razor Claw, which evolves Sneasel in Weavile. The Rock Climb shelf, which is located on a right cliff near the one you used earlier, will take you from Victory Road to the Pokémon League. Pokémon League Items Item Location Games Sky Plate South of the western Poké Ball at the exit of Victory Road (hidden) Pt Before challenging the Pokémon League, use the Dowsing Machine app on Pokétch near the base of the waterfall to find the Sky Plate. Now use Surf and Waterfall to enter the building. Make sure she has a very good, balanced team before going to the receptionist. Also, make sure that all members of your team are trained around levels 54-58 to have a chance of success. Also stock up on Hyper or Max potions, Full healing, revives and full restores. Just before reaching the receptionist in front of the door leading to elite four, Barry will show up and hang you up to determine who is more worthy of you. The main change is that Barry's Munchlax has evolved into Snorlax, which should help count Snorlax, as seen in Sinnoh Pokédex. Snorlax can be easily brought down by a powerful combat type attack such as Cross Chop or Close Combat. In addition, the same weaknesses as before can be used to overcome other his team. Then Barry will leave convinced that he is not yet ready if he continues to lose in this way, way, he vows to be the one who defeats you. Talk to the Ace Trainer, and once he confirms that you have eight Sinnoh Badges, you can face the Elite Four, but just remember that if you lose after going through the door, you have to start over. Aaron Aaron's Elite Four Yanmega can increase his achieving of the Double Team and his speed through his ability, Speed Boost. Remove it before it becomes a problem. Aerial Ace or Shock Wave can help if it gets too hectic. Both Heracross and Vespiquen are familiar with rock attacks that threaten flying types, but a powerful Flying-type movement can easily bring them down. For Scizor, the type of fire would be the best. For Drapion, his strongest Pokémon, you can use the Earth type to direct your one weakness (though he has Ice Fang to counteract earth types) or use the Steel type, which is resistant to his movements. Bertha Dealing with Berth syndrome, if you have a fast grass or water type, then you should have an easy time. Whiscash has a 4x weakness for grass-types, Golem, Rhyperior have a 4x weakness for grass and water type, and Gliscor has a 4x weakness for ice-types. Exploit these weaknesses with attacks such as Ice Beam or Surf. Hit Hippowdon, her only single type of Pokémon, with powerful attacks before she can hit back. While Gliscor, Golem and Rhyperior know the moves to cover some of their weaknesses, their low special defence can still be exploited. Flint Flint will thank you for helping Volkner earlier and then face you in battle. Be careful when his Pokémon use Sunny Day, as it can elevate their Fire-type movements and weaken the power of water-type movements. His first Pokémon Hououmon should be taken down as soon as possible to help you lead early before Sunny Day is used. Flareon shouldn't be a big problem, though be careful with overheating because it is very strong when first used. His Will-O-Wisp can also halve Pokémon's physical movements and cause minor damage in each turn. Rapidash's speed can be a hassle, and its Solar Beam can cover its weaknesses, especially in harsh solar conditions. Infernape is weak for water, land, flying and mental, but can cover water types and flying using Thunder Punch. Its strongest Pokémon Magmortar has a fairly strong movement and special attack, but a faster Pokémon with a strong water, rock or earth movement can easily take it out. Lucian Mr. Mime can bounce or light screen to halve the power of his movements. Espoon and Alakazam have low physical defense, but they are fast and know attacks that are strong against Dark. Bronzong has a high defense and is only weak to fire. While it can use earthquakes to cover fire-types, its slow speed makes it easy to lower by a powerful type of fire attack. Gallade, New weak only for Flying and Ghost attacks. Be careful when using flying types, as this can counteract them with the Stone Edge. Powerful Pokémon like Staraptor can easily beat him Brave bird. Champion Cynthia Cynthia will thank you for your help on Mt. Coronet and in the world of distortion before you. Cynthia doesn't follow a particular type, so this battle will be a hassle if your Pokémon levels are not high enough. Spiritomb has no direct weaknesses, although steel type can be quite effective. Roserade shouldn't be so much trouble if you have it down quickly with fire or flying types. It is recommended to use an electric type against Milotic because it has an Ice Beam to counteract grass types. Physical attacks, such as ThunderPunch and Wood Hammer, work better because they make mirror coat fail. Use fire, earth or fighting type moves to bring down Lucario. Togekiss can be brought down by an electric type, but watch out for its high defense. Garchomp, the strongest Pokémon hero, is much more dangerous than anything you've fought. He may have a 4x weakness for ice-types, but his high physical attack and speed often allows Garchomp a one-shot Pokémon before he can move. If you can use it giga impact, then use the free turn when you have a chance. After the battle Cynthia will praise you for believing you have with Pokémon to become a champion. He will then take you to the Hall of Fame, where Professor Rowan will join you, and all pokémon on your team will be inducted into the Hall of Fame. Fame.

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