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## Route 3 pokemon brick bronze

Comments On the Periphery Route 3 to Silvent City seen in the background. The map of HM8 Rock Climb Route 3 is the route that connects Route 2 and Silvent City. It starts on 2 December 2009. More than half of wild Pokémon generated on this route belong to the Electric type. Being directly next to Silvent City, this route is also affected by a special magnetic field that allows certain Pokémon to thrive. Description In front of the gate of Route 2, Student Chase looks to the player rock climb slope behind him leading to the TM23 Smack Down. Opposite him is a garden with another long grass inside, hiding a bottle of Paralyze Heal. Continue forward and wide wide grass is seen rookie Adam light on the left of this area. Pillar splits path enthusiast Tiffany looks right for the journey. Turn right after the pillar and the road is divided again, the grassy staircase on the left leads to Silvent City. The lower tee leads to a Rock Climb tilt shortcut to the Quick Ball between the trees, but Camper Jacob looks to the game directly opposite Quick Ball. Pokémon Wild Pokémon Note: Rarity levels are estimated according to this scale and may change due to different meeting evaluation results, unless supported by official meeting rates that are listed in red at rarity levels, if known. If there are pokémon with low catch rates, the chance to escape or the requirement to get happiness to thrive, it is recommended that Pokémon be shown in the appropriate bag of sprite under the Pokémon name. Pokémon Type Image Rarity Items EV Yield Grass Patches Tall Grass Lv. 4-8 Mareep Electric Joint None 1 Sp. Atk Shinx Electric None 1 Atk Electrike Electric Uncommon None 1 Speed Poochyena Dark Uncommon None 1 Atk Nincada BugGround Rare 1 Def Abra Psychic Rare9.6% 1 Sp. Atk Pachirisu Electric Very Rare3.8% None 1 Speed Pokémon Names Check Your Learnsets on Bulbapedia. All Pokémon follow your movesets on The Pokémon Sun and Moon. Hover over the record sprites to check the exact possibility of wild pokémon. All of the above information applies only to normal adventure mode. Roamingpokémon is not listed in the table above. They are fixed on Lv. 40 and have a 0.1% chance of appearing anywhere in Roria wild meeting methods here. Trainers Picture Pokémon Type Level Capability Item EXP EV Yield Trainer: Student Chase Reward: \$256 Electrike Electric Lv. 8 Static None 101 1 Speed Attacks: Solve, Thunder Wave, Leer, Howl Trainer: Rookie Adam Reward: \$168Available rematches Poochyena Dark Lv. 7 Run Away None 66 1 Atk Attacks: Resolve, Howl, Sand Attack Poochyena Dark Lv. 7 Quick Feet None 66 1 Atk Attacks : Tackle, Howl, Sand Attack Trainer: Enthusiast Reward: \$224 Mareep Electric Lv. 7 Static None 84 1 Sp. Atk Attacks: Deal, Growl, Thunder Wave Electrike Electric Lv. 7 Static None 88 1 Speed Attacks: Tackle, Thunder Wave, Leer, Howl Trainer: Camper Jacob Reward: \$216Available rematch Dunsparce Normal Lv. 9 Calm Grace None 279 1 HP Attacks: Curl, Rollout, Spite, Pursuit There was no change above matches between matches. All of the above information applies only to normal adventure mode. Items in the country record location get paralyzed heal at the end of the lawn patch fence in front of the Student Chase. A fastball between the trees opposite Camper Jacob. Requires HM8 Rock Climb TM23 RockSmack Down at the end of a small cliff. The above items did not change between updates. Trivia Quick Ball finding this route provides a convenient countermeasure to Abra's Teleport and makes catching Abra significantly easier. Under the influence of a special magnetic field, Magnetron, Nosepass and Charjabug evolve into Magnezone, Probopass and Vikavolt respectively when leveled up on this route. The connection content is available under CC-BY-SA unless otherwise stated. Comments On The Roria Route 3 Landscape Route Grassland Canyon Music RTD Signal Teleportation Possible Trainer(s) 4 Connecting Location(s) Southeast (->): Silvent City West (->); Route 2 Routes Navigation -- Route 2 Route 4 -- Route 3 is a connection between Route 2 and Silvent City. The route includes a lot of Pokémon. Items Item location Paralyze heal at the end of the lawn area, by the fence. A fastball between the trees opposite camper Jacob. TM23 (Smack Down) At the end of the left side of the hill, which is only available at Rock Climb. Trainers Underlined trainers can be re-challenged. Trainers Coach Pokémon Type Level Student Chase Reward: 256 Electrike Lv. 8 Rookie Adam Reward: 168 Poochyena Lv. 7 Poochyena Lv. 7 Enthusiast Tiffany Reward: 224 Mareep Lv. 7 Electrike Lv. 7 Camper Jacob Reward: 216 Dunsparce Lv. 9 Pokémon Pokémon Grass Pokémon Type Level EV Yield Rarity Information Abra Lv. 4-8 1 Special Attack Rare (6%) Mareep Lv. 4-8 1 Special attack Joint (20%) Poochyena Lv. 4-8 1 Attack Joint (28%) Nincada Lv. 4-8 1 Defense Mechanism Rare (5%) Electrike Lv. 4-8 1 Speed Joint (23%) Shinx Lv. 4-8 1 Attack Common - Uncommon (15%) Pachirisu Lv. 4-8 1 Speed Rare - Very rare (3%) The connection content is available under CC-BY-SA unless otherwise stated. loading... Drop0 uploaded and processing0 upload failedThis page will be updated automatically. All Pokemon locations + Pickup chartHere we go again. I put it once before, but this, somehow, was wrong forever, which means that I had to re-update the guide again manually. I hope it was all worth it. Updates: I updated my original Add Nidoking and Nidoqueen as well as levels of Pokemon to thrive and some new items, etc. to facilitate reading. You read the headline and you were a little intrigued, which is why you're here. If you visited this post because you recognized the name Pokemon Brick Bronze, then you are a person worthy of my respect. If not, it's all brand new to you. The Pokemon Brick Bronze Remake is, as the title suggests, a demo of the free time game of the same name (minus the remake) of Roblox, which was closed to copyright. If hearing the word Roblox turns you away, so be it, but let me say it, PBB was one of the most detailed, meaty looks and content-packed Pokemon fan game available, competing even with Pokemon Uranus, except PBB had only official Pokemon and some special skins such as Crystal Onix/Steelix. You can leave now. As for the people left, you didn't come here to see me talk about PBB, you came here to get a guide on how to play the challenge again in the version. First, you need a Windows computer to even download, (sorry mac users). Once you've downloaded the .zip file, it's a tricky time to install it because the normal file system zip doesn't work. The best way is to just use WinRAR, a free file extractor program for a supposedly free trial that it says lasts 30 days, but in fact it was purposely designed to last forever. If you do this, you can follow the installation instructions on the download page exactly. If you've followed and installed the steps, you're done with it. Now the actual guide (sorry for the text block). Oh yes, first of all, here's a link to the actual game. NOTE: I do not take credit for creating this game, all of it was created by a user of Seedonator on the Pokecommunity website. Fandom Wikia original Roblox game was used for most of it, but it is not 100% reliable because some things have not yet been implemented, so your best choice is to follow my guide. Guide: Important units: This list consists of things like evolutionary stones, exp lifting objects and other similar things. The game currently only goes up to the first gym, and as such it is not the evolutionary stones yet ... except 1. well technically 2, but only 1 type of stone is required. As exp lifting objects, there is one, Exp. Share, (with gen 6 features), but it can only get straight after beating the first gym and leaving the building. The ink. There are two notable Pokeballs, as regularly you can buy Pokemart cash-sing trainers, but one of them is much harder to get and less important than the other. As far as telemies are concerned, I do not list them here, but the scouring of each new area should reveal them half by side, except for the one listed below. For normal items, make sure that the every NPC and scrubbing each plate on each card. It takes a little time, but there are some cool items you can get, such as the exclusive Sawbucks Coffee, which raises your Pokemon speed for every few turns. Moon Stone: This is one of the hardest to get the items you need. In order to get it you need pokemon with a pickup capability that is at least level 11. I recommend having at least five levels of 11+ pickup Pokemon for your team at once(Bunnelby/Zigzagoon and their evolutions) the two of them have a level of 21 because it increases your chance from 3% to 5%. Level 21s should be Diggersby and Linoone because by the time you have them they are only one level away. Also, level 21 + Pokemon you have the opportunity to get Rare Candy, which is very useful for things like Pidgoot and Talonflame. Here's a page with more information about Pickup's ability. Ability/Quick Ball: One of the most remarkable Pokeballs in the Quick Ball that can't be bought for some time. It was found on 3 December 2004. Great Ball: They can be the ability to pickup, but aren't really worth farming and are just cool bonuses you sometimes get. Power-Up Punch TM: It's technically not to get without a cut, so if you want to do a bug-free play, ignore it, but with the help of failure you can get it by walking up to a specific plate in Mitis Town. I created a video on this topic some time ago, so feel free to use it. trainers: In this game, some trainers can rebattle with easy expl/cash. Rookie Adam: The best one by far to exp is this guy who has two levels 7 in Poochyena that give a 66 base exp each. He'll also reward you with \$168, which is almost the price of a pokeball. In order to rebattle him, leave the area after the first fights, come back, and then you can constantly talk and fight him until you run out of PP or black out. There's a Pokemon Center quite close to both Chesma Town and Silvent City, so it's not really a problem. Locations: It lists Pokemon to get to certain locations that are always the best places to find them at both levels. (I also mention only the exact % options that wiki does. Sorry I don't have them with every Pokemon.) Mitis Town: Starting town. As usual, you can only get your starter here. Fishing is added, where you can catch Magikarpi and Gyarado in the water. The starters in this game currently go up to Gen 6, but it's scheduled for the next update to include Gen 7 as well. Your best chance is, of course, something that develops into this second stage earlier than something else chopped off in a few hours. Totodile: Totodile is definitely the best choice as it develops at Feraligatr level 30, which is two levels than the second best. (If the first one is received, the starter is level 5). Totodile Lv18 -&gt; Croconaw Lv30 -&gt; Feraligatr.Route 1:This route level varies from 2 to 4. Most places with the same Pokemon have better choices because they are at a higher level. However, there are a couple of Pokemon exclusive route 1, like.. Bunnelby: Bunnelby isn't much of a challenge, it's found from time to time on this route, but it's also the only route it's found, so make sure to find level 4 one of the most effective, although raising it to a level or two so early is not difficult at all. It is also one of the Pokemon that can have the pickup capability that is required for moon rocks. Bunnelby Lv20 -&gt; Diggersby.Sentret: Sentret has a 5% chance of appearing during the day, which is about 6am to 6pm. The time in this game is based off the computer clock, so if you want to have a chance to find Sentret, manually change the computer clock to 12:00 PM. With the percentage so low, finding a specific level one is a bit tricky, and frankly not worth it. Sentret Lv15 -&gt; Furret. All other Pokemon found can be found at a higher level in other areas. Chesma Town: Chesma Town is not available for Pokemon, but does lead to two areas that have a chance to find Sentret and Gale Forest. I'll cover Gale Forest first, but feel free to choose either way. Gale forest: levels 3-6. Every Pokemon inside the Gale Forest is exclusive to it, so I briefly mention them all. Caterpie / Weedle: Caterpie/ Weedle can be found from time to time at any time of the day. Caterpie Lv7 -&gt; Metapod Lv10 -&gt; Butterfree. Umbed Lv7 -&gt; Kakuna Lv10 -&gt;Beedrill.Nidoran male/female. Both can be found from time to time at any time of day. The only way to get the moonstones is through pickup capability, and you need those two. (See Moon Stone for more information on important items) NidoranM Lv16 -&gt; Nidorino (Moon Stone) -&gt; Nidoking. NidoranF Lv16 -&gt; Nidorina (Moon Stone) -&gt; Nidoqueen.Metapod/Kakuna: These Pokemon can be found rarely at any time of day. If you are planning on catching them and evolving them, make sure to catch caterpie/weedle as well. Metapod Lv10 -&gt; Butterless. Kakuna Lv10-&gt; Beedrill.Wurmple: This Pokemon can also be found on route 1, but it can be found two levels higher here, making it the best place to find it. It is rarely found at any time of day. Remember to catch at least two to get both evolution. Wurmple Lv7 -&gt; Silcoon / Cascoon Lv10 -&gt; Beautifly / Dustox.Pikachu: It takes a little while. This is a 3% chance of spawning at any time of the day. Remember, there are no thunder stones yet, so evolving Pikachu is not yet possible. Also be sure to wart the female one breeding later. And that's all for Gale Forest. Now Route 2.Route 2: Levels 4-7. Route 2 features are not exclusive to Pokemon, but it is not Pokemon from route 1 to higher level. Zigzagoon: Zigzagoon gets usually at any time. Note that this Pokemon may have the ability to pickup, which is required for moon stones and rare candies. Zigzagoon Lv20 -&gt; Linoone.Pidgey: Pidgey can be found from time to time at any time of the day. This is the most monstrous nightmare of probably the whole challenge. Pidgey Lv18 -&gt; Pideotto Lv36 -&gt; Pidgeot.Fletchling: Fletchling can also be found from time to time at any time of day. This is the second most monstrous nightmare. There are about 3 related to the third, which will develop to level 30. Fletchling Lv17 -&gt; Fletchinder Lv35 -&gt; Talonflame.It's this route 2. 3rd route is a little more. Route 3; Levels 4-8. Route 3 has a couple of tricky Pokemon to catch, like Abra and Pachirisu. Note that this is where the magnetic field is, but you won't be able to use it for some time. Mareep: Mareep can usually be found at any time of the day. Mareep Lv15 -&gt; Flaaffy Lv30 -&gt; Ampharos.Shinx: Shinx can also be found normally at any time of the day. Shinx Lv15 -&gt; Luxio Lv30 -&gt; Luxray.Electrike: The electric shell can be found from time to time all the time. Electrike Lv26 -&gt; Manectric.Poochyena: Poochyena can be found from time all the time. Poochyena Lv18 -&gt; Mightyena.Nincada: Nincada can be found rarely at any time of the day. When training for it, make sure you have an empty side slot and free regular Pokeball from your bag, otherwise you may end up having to train it twice to get shedninja. Nincada Lv20 -&gt; Ninjask + Shedninja (empty place party, regular Pokeball bag). Abra: Abra has a 9.6% chance of appearing all the time. It's so hard to find, and to catch. The best way to catch it is to fast ball, but at the same time you might want to hold onto that when the wild shiny appearing. It's your choice. If you can, try putting it to sleep with Butterfree sleep powder, and then throw Pokeballs at it like crazy. Also, trading is not available at this point, so only develop it in Kadabra. Abra Lv16 -&gt; Kadabra.Pachirisu: Pachirisu has a 3.8% chance to appear at any time of the day. There's not much to say about that, except to meet things until you find it. It's all 3. Now to the last location. Silvent city: Silvent town is home to the first gym, but it also has two different Pokemon for you to get. Note: Don't open your computer in Pokemon Center until you've read them. Eevee: In one house in the Silvent city of NPC gives you a free level of 10 Eevee. It's best to save before talking to them because you want a soft reset until you get a female for breeding later. For eevee, before the first gym, which is happiness, only one method of evolution is available. So you have to choose Espeon or Umbreon, it doesn't really matter. Change your clock to 12:00 espeon, or 12:00 Umbreon, or if you don't care which one you'll even bother to change your clock. There's nothing here. Increase your luck or even watch it up to another gym, so just keep walking, or if you really want to, leveling up the eevee until it develops. Note that leveling it up to get lucky \* is \* faster, but it also reduces the amount of exp it can later and make it necessary more. My advice is to level it only if you think you've walked enough to develop it. If it does not develop, continue walking and try again. Eevee (Happiness) -&gt; Espeon/Umbreon.Porygon: Porygon is found at Pokecenter level 5. This is why I didn't want you to open the computer. Because when you do, there will be an opportunity that replaces everything else that is a mixture of stars and symbols. Save before selecting it, and then continue trying again until you get it. You can't develop it because you can't trade that challenge. You may have noticed the topic here. The game is pretty incomplete. Other Essentials fangames are much more ready, but I have a special connection to this one and wanted to make a guide to it. And that's every Pokemon and finally my guide. Another gym, with trading and PVP fighting, will be added soon, although it won't affect this challenge. Please leave the answer to me to know if I missed something, should add something, or if you have problems installing the program. Or almost anything else that's involved. This is my first post on this subreddi (Edit: The future of me. Since this is an updated version, this is actually my third post here), so I hope at least 1 person will read it and wants to try it. It's also my first guide like this, so I probably made a lot of mistakes... Feel free to help me with that answers. Thanks for reading this very long post.

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