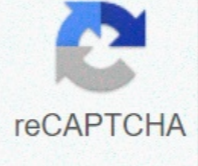




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At the start of the game, you are asked a number of questions to determine the Pok❖mon that you become. This is done based on Personality and gender. Below are the Pok❖mon that your main character becomes: However after that, you also get a choice of a Partner Pok❖mon. This Pok❖mon is decided based upon your main Pok❖mon. You get to choose out of the following Pok❖mon, HOWEVER...you cannot pick a Partner that is of the same type as your main Pok❖mon. For example if you get Psyduck, you are unable to choose Squirrel, Totodile or Mudkip. Pok❖mon Mystery Dungeon Pok❖mon Mystery Dungeon Red & Blue are a duo of games based on the popular Mystery Dungeon series. They are RPG games where you take control of the Pok❖mon and gain a Rescue Force featuring any of the 386 Pok❖mon. You are a person who randomly got turned into a Pok❖mon. Your task, to complete the dungeons and find a way to return back to human form. You immediately get to choose a partner who will constantly travel with you until you beat the game. What you have to do is help out Pok❖mon who have asked for your help. They get lost in dungeons or lose items in dungeons...and you need to rescue them with your rescue force All 386 Pok❖mon are obtainable in this game to join your rescue force and are seen by battling them in one of the almost 50 dungeons, some of them with massive Legendary Bosses at the end of them such as Rayquaza, Deoxys or Mewtwo. There is a lot to do in this game such as getting all 386 to join your rescue force, doing as many missions as possible, getting a high rescue force rank, just doing anything you can. The battling is a mixture of real-time battling & the turn based battles classic to Pok❖mon. When in dungeons you may see Wild Pok❖mon, you can just attack them and the battle starts without changing the scene. While in dungeons your Pok❖mon can also get hungry which lowers it's HP adding a whole new game mechanic These Pok❖mon versions of the classic Mystery Dungeon games are both connectable with eachother and Blue is connectable with Pok❖mon Torouze. You cannot however transfer any Pok❖mon from this game to the main GBA games While ascending Mt. Blaze volcano in Pokemon Mystery Dungeon Rescue Team DX, you'll encounter the legendary Molres at the top for a boss fight. We'll show you how to beat Molres here, along with all their weaknesses. On this page: How to Beat Molres Molres dwells on the fifteenth floor of Mt. Blaze with roughly 700 health total, and their high stats means you'll have to wear them down quickly if you want to survive their barrage of fiery attacks. We've listed Molres' weaknesses and strengths below, as well as all the best tactics to bring down this overcooked goose. Molres mixes high power with unbelievable speed. | Joel Franey/USgamer, Spike Chunsoft/NintendoMolres' Weaknesses and Tips Molres is a Fire/Flying dual-type. Consequently they're weak to Water, Electricity, and especially Rock attacks, which do quadruple damage. If you have any such attacks or TMs, now is the time to use them almost exclusively. Molres is immune to Ground-type attacks, and takes only half damage from Fighting, Bug, Steel, Fire, Grass and Fairy attacks. Though it doesn't damage you, Molres' most dangerous attack is Agility, which increases the amount of actions that Molres can make in a single turn. By using Agility over and over, Molres can eventually make four attacks for every one you make, more than enough to take you out in a single go. If this happens, immediately start taking countermeasures: confuse, hypnotize or petrify Molres, and start pouring damage into them at the same time. If given the chance in this state, it'll wipe your whole team instantly. Molres' passive ability is Pressure, which doubles PP use of all your attacks. If you have any low-PP moves or powerful attacks, don't expect to use them for long, or have a Max Elixir ready to restore them. We recommend moving your team to either side of Molres, or having one of them close while the other fights from a distance. Being a large enemy, Molres can hit multiple targets with attacks that normally would only hit a single person. Don't give them the chance. Rewards for Defeating Molres Not being an official rescue mission, there's no cash reward or prize to be had for beating Molres, only the chance to escape further from the Rescue Teams trying to hunt you down. There'll also be a bit of dialogue in which you promise Molres to fix the natural disasters, and get some one-on-one time with your buddy. Awww. If you want more Mystery Dungeon, we've got you covered. You can check out Joel's review at this link here, or see Hirun's coverage of the game's announcement here. The Dungeon games, while having many random dungeons do have one thing...a big central hub with a load of places for you to go including houses, a noticeboard and many other places. Below is a list of the places in this central hub Your Rescue Force Base This is your base of operations, you can receive mail here and meet Pok❖mon that wish to join your team. It's design is based on your main Pok❖mon The Shop This shop is run by Kecleon, one of which sells Items to help you out, the other sells TMs for your Pok❖mon to learn The Bank This bank is run by Persian where you can Deposit and Withdraw any money that you have either on you or saved respectively The Friend Circle The friend circle is run by Wigglytuff. It gives information on Wild Pok❖mon so that you know where to go if you would like to try and get them to join your Rescue Force The Post Office This is where you can send requests to other players or teams The Item Warehouse Since you lose items that you're holding if you fail a mission, use this place to store items so that they aren't lost if you are about to go onto a hard mission The Move Fuser This place, ran by Gulpin allows you to fuse moves together to add a better effect in battle. Gulpin can also help you remember old moves and unfuse moves that have been fused The Training Ground The Training Ground, run by Makuhta, does exactly what it says on the tin and allows you to train and level up your rescue force The below Pok❖mon will join your team without you needing to battle them Magnemite After rescuing the Magnemite in the second dungeon, one of the Magnemite will ask to join your Rescue Force. It is at Level 6 Absol After beating Articuno, Absol will join your team however you need to go through a dungeon with him and keep him alive in it! It is at Level 20 Smeargle After defeating Kyogre, you will be sent onto a mission to rescue a Smeargle. It is at Level 5 Latios & Latias After going through the Latios Dungeon and returning to town with Latios, you will be sent into another 25 floor dungeon, at the end of it is Latias. Return to town and you'll get both on your team. Latios is at Level 30, Latias is at Level 28 Gardevior The Gardevior that has been talking to you in your dreams throughout the game is found after a dungeon when you're teamed with the Blue Team's Gengar. It will return to town with you... talk to it and Gardevior will ask to join your team. It is at Level 5 Celebi Celebi is found at a massive 99 Floor Dungeon where your Pok❖mon is temporarily reset to Level 1. At the end of the dungeon you will meet Celebi. Instead of battling it, it will join your team. It is at Level 45 Sky Tower Amount of Floors - 25+9 Unlock Criteria - After clearing Magna Cavern, go to Pokemon Square Notes - Save point after 25/F, end credits roll after this, requires HM Fly to enter except first time Sky Tower Tower Top ArticleDiscussionView sourceHistoryArticleDiscussionMoreIn other languagesBulbapedia is open again at last! Note that features involving email such as confirming your email address are currently unavailable.We apologize for the long maintenance period, and we thank you for your patience while we performed some much needed background work! From Bulbapedia, the community-driven Pokémon encyclopedia.Jump to navigationJump to search Solar Cave 太陽の洞窟Solar Cave Allowances Recruiting: Yes Items: Allowed Money: Allowed Starting level: Current Team members: 3 Solar Cave (Japanese: 太陽の洞窟 Solar Cave) is a dungeon in Pokémon Mystery Dungeon: Red Rescue Team and Blue Rescue Team and Pokémon Mystery Dungeon: Rescue Team DX that contains 20 floors. It is accessible after the completion of the main story, right after the player talks to Medicham, then to Lombre, and then Whiscash about Stormy Sea. Gameplay Generation III In the original games, three HMs can be found in this dungeon: Dive on 10F, Waterfall on 15F and Surf on 20F. Keys can be found on the ground, which are required for obtaining Dive and Waterfall. A Pokémon that can travel over water is also required to reach Dive and Surf. Moon Stones and Sun Stones may also be found on the ground, and Link Cables will replace any HMs already obtained by the player. Generation VIII In the remake, this dungeon contains 1 Friend Bow, 1 Energy Ball TM, 1 Flamethrower TM, 1 Ice Beam TM, and 2 Deluxe Boxes on 20F. Pokémon encountered: Generation III Generation VIII This section is incomplete>Please feel free to edit this section to add missing information and complete it. Reason: Fainted Pokémon, Mystery Houses Items Generation III Traps encountered Generation III Note: The % are rough estimates. Image Trap Floor 1 Floor 2 Floor 3 Floor 4 Floor 5 Floor 6 Floor 7-10 Floor 11-15 Floor 16-19 Floor 20 Explosion Trap 4.08% 3.77% 3.74% 3.48% 3.28% 3.25% 3.22% 3.13% 3.25% 3.67% Grimy Trap 10.20% 9.43% 9.35% 8.69% 8.19% 8.13% 8.07% 7.81% 8.13% — 2.61% 6.56% 6.50% 6.45% 6.25% 2.44% 2.75% Pitfall Trap — 3.78% 3.74% 3.48% 3.28% 3.25% 3.22% 3.13% 3.25% — Poison Trap 10.21% 9.43% 9.35% 8.69% 8.20% 8.13% 8.07% 7.81% 8.13% 9.18% Seal Trap 5.10% 9.43% 9.34% 8.70% 8.19% 8.13% 8.06% 7.81% 8.13% 9.17% Selfdestruct Trap 3.06% 3.78% 4.67% 5.22% 5.74% 6.51% 7.26% 6.25% 6.50% 7.33% Slow Trap 10.20% 5.66% 5.61% 5.22% 4.92% 4.87% 4.84% 4.69% 4.88% 5.51% Slumber Trap 12.25% 10.38% 7.48% 6.95% 6.56% 6.51% 6.45% 6.25% 6.50% 7.34% Spiked Tile — — — — — — — — — — 3.91% 4.07% 4.59% Spin Trap 9.18% 6.60% 6.54% 6.09% 5.74% 5.69% 5.65% 5.47% 5.69% 6.42% Sticky Trap — — — 3.48% 4.10% 4.07% 4.03% 3.91% 4.06% 4.59% Summon Trap — — — 2.61% 2.46% 2.44% 2.42% 2.34% 2.44% 2.75% Warp Trap 10.21% 9.43% 9.34% 8.70% 8.20% 8.13% 8.07% 7.81% 8.13% 9.18% Wonder Tile 20.41% 18.87% 18.69% 17.39% 16.39% 16.26% 16.13% 15.62% 16.26% 18.35% In other languages

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