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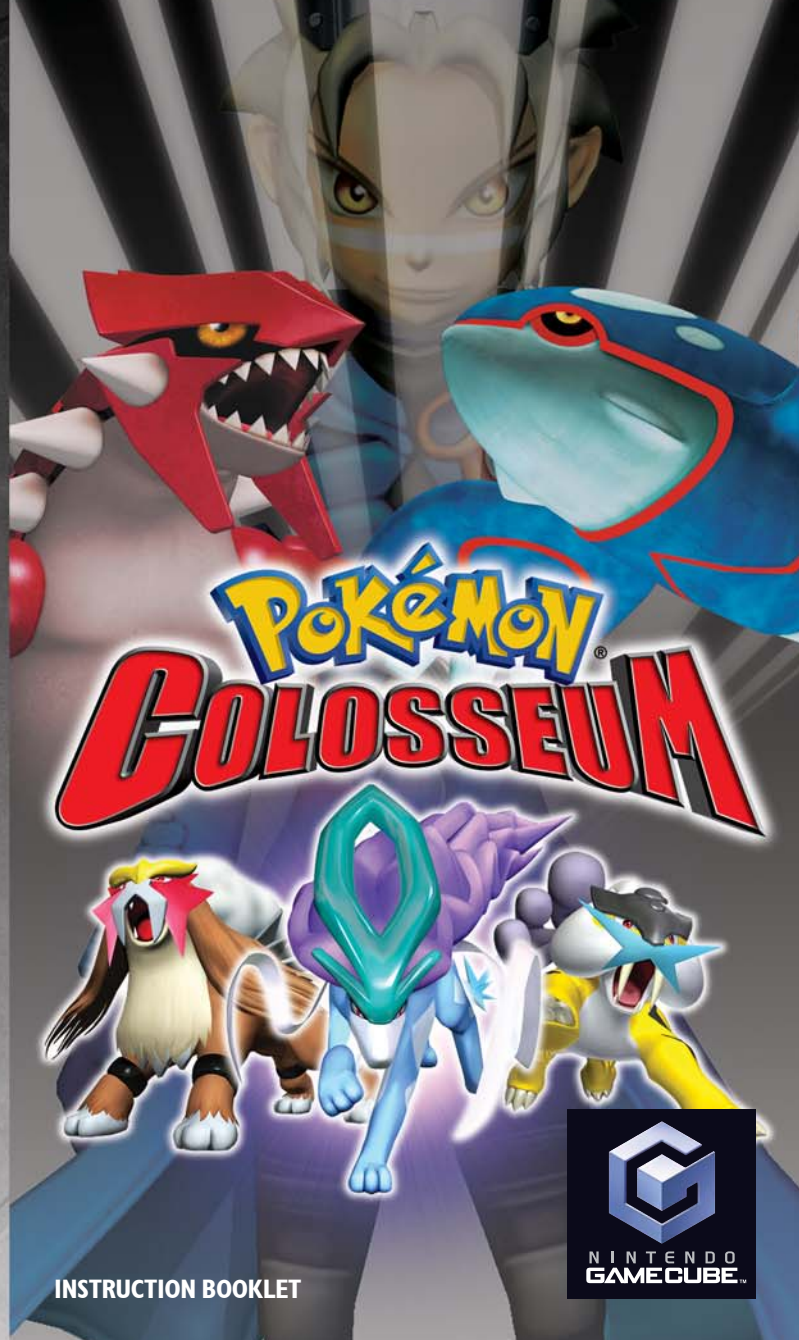*(Times subject to change)*

The Pokémon Company

Nintendo®

53920A

POKéMON COLOSSEUM

INSTRUCTION BOOKLET

NINTENDO GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts 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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button

R Button

Control Stick

C Stick
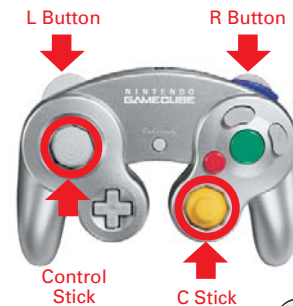
The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

1-, 2-, or 4- Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, OR FOUR PLAYERS AND CONTROLLERS.

Game Boy Advance Compatible

THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.

Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Progressive Scan compatible

THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

EVERYONE
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The Pokémon Company (Nintendo)

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NOTE The Berry Program on your Game Boy Advance Pokémon Ruby or Sapphire Game Pak will be automatically updated when you connect your Game Boy Advance (SP) system to Controller Socket 2. This will only happen the first time you connect. To connect your Game Boy Advance (SP) system, use the Nintendo GameCube Game Boy Advance cable and follow the instructions that appear on the screen (each sold separately).

This game can be set to display a higher resolution image on TVs that support progressive scan mode (such as EDTV, HDTV). In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).
To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Switch the display mode to Progressive Mode?" appears. Select YES to activate the mode.
Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

05

BASIC CONTROLS

Control Stick + Control Pad | Select a command

A Button | Confirm

B Button | Cancel a command confirmed with the A Button

HOW TO START

Insert the Memory Card into Slot A. Insert the Pokémon Colosseum Game Disc into the Nintendo GameCube, close the Disc Cover, and then turn the power on. Once the title screen is displayed, press START/PAUSE on your Controller. The main menu will then be displayed.

STARTING THE GAME

Playing for the first time

If you are playing this game for the first time, you'll be asked whether or not you would like to create a Pokémon Colosseum file on the Memory Card in Slot A. Please select "YES."

You will be unable to save the progress of the game if there is not a Pokémon Colosseum file. Once the Pokémon Colosseum file is created, the main menu will be displayed.

*To save the progress of the game, it will require 48 or more free blocks on your Memory Card.

Select the Mode

Please select the mode you want to play: Story Mode (see page 08) or Battle Mode (see page 24).

- To save the progress of the game, you'll need 48 or more free blocks on your Memory Card.

- You can't continue the game unless you have Pokémon Colosseum saved data on the Memory Card.

- For information on deleting or formatting the save file on the Memory Card, please refer to the Nintendo GameCube Instruction Booklet.

- In Story Mode, you can only save one save file on one Memory Card.

OPTIONS

Selecting "OPTIONS" will allow you to change the game's settings.

Sound

You can choose either "MONO" or "STEREO."

Rumble

You can choose to turn the rumble feature "ON" or "OFF."
*There is no Rumble feature in Battle Mode.

THE STORY MODE

In Story Mode, you are the hero. Explore the Orre Region and battle with other trainers. Sit back and enjoy the all-new story in this RPG!

STARTING THE STORY MODE

⟳ **NEW GAME**
When you select "NEW GAME" in the Story Mode, it will take you to the naming screen. You can choose one of the names already prepared, or you can come up with your own. (*Once you have chosen a name, you will not be able to change it.)

⟳ **CONTINUE**
You'll start the game from where you last saved.

ESPEON and **UMBREON**
The hero's two starting Pokémon.

Partner
She helps the hero with her ability to see Shadow Pokémon.

Hero
The hero who has the ability to Snag Pokémon.

CHARACTERS

CONTROLS

Control Stick : + Control Pad

Move character / Select a command

X Button : Y Button : START/PAUSE

Brings up the menu screen

A Button

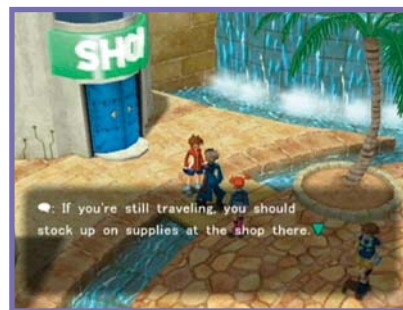Confirm selection / Talk / Check

B Button

Cancel command / Back to the previous screen

PROCEEDING IN THE GAME

First, let's check the field by walking around. By pressing the A Button, you can talk to a person or check out an item or area in front of you. There are various structures and facilities to help you and make your journey easier.

MOVING ON THE MAP

When the hero reaches the edge of the field, the screen will change into the map screen. Here you can select your destination. The places you can visit will increase as the story progresses.

FIELD MENU

Pressing the X Button, Y Button, or START/PAUSE on the field will open the menu. Select what you would like to check and press the A Button.

POKéMON

You can coordinate your party Pokémon here.

SUMMARY
You can check summaries of your Pokémon. Also, you can check explanations of their moves and change the order of their moves.

SWITCH
You can change the order of your Pokémon.

ITEMS
You can give your Pokémon an item to hold, or take an item from it.

P★DA

The P★DA is a device the hero carries around. P★DA is the abbreviation for "Pokémon Digital Assistant."   You can check information on Pokémon and can also receive e-mail with it.

When the P★DA is opened, the hero's information will be displayed in the lower right of the screen.

PLAYER NAME : Hero's name.

ID : Hero's ID No.

POKé DOLLARS : The money you currently have.

The currency in the Orre Region is ₽ (Poké Dollars).

POKé COUPONS : Your current Poké Coupons. See page 51 for details.

PLAY TIME : The amount of time you have played.

Snag List
You can see currently Snagged Shadow Pokémon and how their Purify (see page 18) is progressing.
Snagged - Shadow Pokémon (before being Purified).
Snagged - Normal Pokémon (after being Purified).
No Icon - Shadow Pokémon which are not Snagged yet.

Strategy Memo
You can check information on Pokémon that you have met. (This option is not displayed at the beginning.)

(Hero)'s e-mail
You can read e-mail you've received. There might be useful information in them to help you on your adventures. You can change the order of the e-mail, and also the "Alert Tone" for when you get an e-mail.

Cancel
Close the P★DA.

ITEMS

Move the Control Stick or + Control Pad to the right and left to select the category and up and down to select the item. The selected item can then be used or given to a Pokémon to hold.
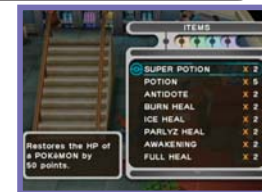
EXIT

Close the menu.

SAVING THE GAME AND PCs

There are many functions to the PC, such as saving the game's progress, storing Pokémon, storing items, and more. PCs are mainly located in Pokémon Centers.

POKéMON STORAGE

You can store up to 90 Pokémon in the PC's Box.

ITEM STORAGE

You can store items here that you don't have room to carry with you.

SAVE

When you want to save your progress, select "Save" on a PC. To restart the game from where you last saved it, select "CONTINUE" on the main menu.
*You can't save the game if a different Memory Card than the one used before is inserted.

EXIT

Shuts down the PC.

BATTLES

You will battle against Pokémon trainers you meet. The battle system is that each trainer uses two Pokémon (DOUBLE BATTLE). Once the battle is started, the two Pokémon on the left side of your Pokémon screen will enter into the battle. If you win, all of your Pokémon that participated and survived earn EXP. Points.
In most situations, if all Pokémon "faint," you will lose and you will have to start the game over from the last place you saved. Not only that, you'll lose half of your money.
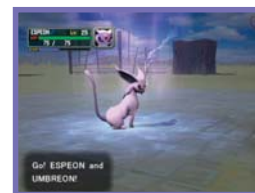
BATTLE COMMANDS

- **FIGHT**
  You can fight using your Pokémon's moves.
- **PKMN**
  You can switch Pokémon or look at a Pokémon's summary.
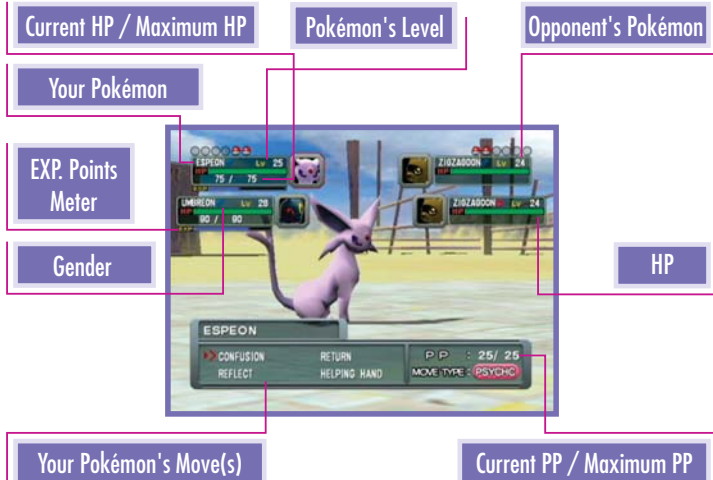- **ITEMS**
  You can use items for various things. You can restore a Pokémon's HP or Snag (see page 18) a Pokémon using a Poké Ball.
- **CALL**
  You can make a Pokémon "come to" when it is in "HYPER MODE" (see page 22) or awaken a Pokémon from sleep.

BATTLE SCREEN

Current HP / Maximum HP

Pokémon's Level

Opponent's Pokémon

Your Pokémon

EXP. Points Meter

Gender

HP

Your Pokémon's Move(s)

Current PP / Maximum PP

HP (Hit Points)
This is the vitality of a Pokémon. If the Pokémon is damaged and the remaining HP reaches 0, it will "faint" and can no longer battle.

PP (Power Points)
This is the number of times a particular move can be used. When PP reaches 0, the Pokémon can't use that move anymore.

Pokémon Gender
♂ symbol is male, and ♀ symbol is female. There are also some Pokémon of unknown gender.

When HP or PP is reduced during a battle, if your Pokémon has fainted, or if it is affected by an abnormal status, you can use your items to help it recover. Additionally, by visiting a Pokémon Center, Hotel, or a Pokémon Restoring Machine, you will be able to recover your Pokémon.

ABNORMAL STATUS & POKéMON RECOVERY

When an enemy has attacked your Pokémon, there might be a chance that your Pokémon's "status" will be affected. Bad statuses can be cured by using certain items. Also, by visiting a Pokémon Center, Hotel, or Pokémon Restoring Machine, you will be able to recover your Pokémon completely.

Poison	Gradually decreases HP during battle. If the Poison isn't cured, the Pokémon's HP will continue to decrease after the battle when walking around the field.
Paralyze	Numbs the Pokémon's body and makes it difficult for it to use its moves. Its Speed decreases as well.
Sleep	The Pokémon is asleep and can't fight. It will wake up later.
Freeze	Freezes a Pokémon so that it can't fight. A frozen Pokémon might thaw eventually.
Burn	Gradually decreases a Pokémon's HP during battle. Its Attack goes down as well.
Confuse	If a Confused Pokémon uses a move during battle, there is a chance it may attack itself. Once the Pokémon goes back to its Poké Ball, it will be cured.
Faint	When a Pokémon's HP reaches 0, it can no longer battle.

Pokémon Center

This place will completely cure your Pokémon free of charge.

Pokémon Recovery Machine

You can restore your Pokémon by pressing the A Button in front of this machine.

SNAGGING AND PURIFYING

There are Pokémon who have been changed by an evil organization, and their hearts are shut. One of the main objectives of this game is to rescue these "Shadow Pokémon" by Snagging them.

WHAT IS SNAGGING?

Usually, you can't catch opponent's Pokémon. However, only you can Snag a Pokémon during battle. Once the battle has started, identify the Shadow Pokémon and throw a Poké Ball to Snag it. To make Snagging easier, weaken the Pokémon by attacking it until its HP is low. It will also be easier to catch the Pokémon if you put it to Sleep, Poison it, and so on.
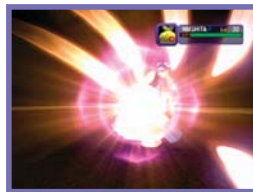
If you were unable to Snag a Shadow Pokémon during a battle, don't worry, the Shadow Pokémon can be encountered again during your adventures.

DISTINGUISHING SHADOW POKéMON

You (the hero) can't tell whether a Pokémon is a Shadow Pokémon or not. However, during your adventure, you'll meet a partner who has a special ability to distinguish Shadow Pokémon from normal Pokémon.

PURIFY AND PURIFY COMPLETED

When a Shadow Pokémon is Snagged, it is still a Shadow Pokémon. To open the closed door to its heart little by little is called "Purifying," and once the heart is fully opened, the "Purification" is complete.

TO PURIFY A POKéMON

- Put it in your party and walk around with it.
- Make it battle.
- "CALL" the Pokémon during a battle when it is in HYPER MODE and make it "come to."
- Leave it in the Day Care.
- Use the "SCENT" items in the "COLOGNE CASE."
  By repeating the above methods the Pokémon will begin to become Purified. The Purifying process differs based on each Pokémon's nature.

TO COMPLETE PURIFYING

As the Purifying process progresses and the "Heart Gauge" becomes completely white, you will need to go to the "RELIC STONE" in Agate Village.

It seems as if there are other ways to purify Pokémon instantly...!?

SHADOW POKéMON

Shadow Pokémon are being used for wrongful acts because an evil organization has found a way to shut the door to their hearts. There are a few characteristics that differ from normal Pokémon to Snagged Shadow Pokémon.

SUMMARY OF SHADOW POKéMON

Heart Gauge

Shows the progress of Purifying.

Heart Condition

As the Purifying progresses, the condition of the heart changes.

Nature

When Purifying has progressed to a certain stage, you can find out the Pokémon's nature.

Move Names

When Purifying has progressed, moves other than "SHADOW RUSH" will be revealed and can be used.

SHADOW POKéMON MOVES

At first, Shadow Pokémon can only use a move called "SHADOW RUSH." This move will not only damage opponents, but the attacking Pokémon as well. When Purifying has progressed, the Pokémon will be able to learn other moves. Also, when Purifying has been completed, "SHADOW RUSH" will be forgotten.

EXP. POINTS OF SHADOW POKéMON

Shadow Pokémon that have just been Snagged can't gain any EXP. Points. Once a Shadow Pokémon's Purification has progressed to a certain stage, then that Shadow Pokémon can earn EXP. Points.
When the Shadow Pokémon is Purified completely, all of the EXP. Points that it earned previously will be gained all at once.

THINGS SHADOW POKéMON CAN'T DO

The following things can't be done until a Shadow Pokémon's Purification is complete.
• Use an item that would make the Pokémon evolve or level up.
• Change the order of the Pokémon's moves.
• Delete the Pokémon's moves.
• Change the Pokémon's nickname.
• Exchange the Pokémon with Pokémon Ruby or Sapphire (see page 23).
• Participate in Battle Mode (see page 24).
• Enter in battles at PHENAC STADIUM.

SHADOW POKéMON'S HYPER MODE

When "SHADOW RUSH" is selected during a Shadow Pokémon's battle, the Shadow Pokémon may go into "HYPER MODE," which cloaks its body with a red aura. HYPER MODE will continue even after the battle is over. Also, the panel that indicates the Pokémon's name will change.

SHADOW POKéMON IN HYPER MODE...

• Have a higher critical-hit ratio when using "SHADOW RUSH" on their opponent.
• May not listen if a move other than "SHADOW RUSH" is selected.
• Can't use "items."   The Shadow Pokémon will not be healed by using HP recovery and status abnormality items such as Potions and Antidotes. A Pokémon Center, Hotel, or Pokémon Recovery Machine can restore the HP and status abnormalities, but HYPER MODE can't be recovered.

HOW TO RECOVER FROM HYPER MODE

• "CALL" during a battle.
• Use a "SCENT" item from the "COLOGNE CASE."
• Leave it in the Day Care.
*On rare occasions, the Pokémon will recover on its own.

LINKING UP TO TRADE POKéMON

Once you clear the Story Mode, you can trade Pokémon with Game Boy Advance Pokémon Ruby or Sapphire. It can be done in the basement of the PHENAC CITY Pokémon Center.

For linking up, please follow the instructions on the screen (see "CONNECTING THE NINTENDO GAMECUBE GAME BOY ADVANCE CABLE" on page 47).

When the following conditions are not met, there will be an error. Please follow the instructions in "TROUBLESHOOTING CONNECTION ERRORS WITH THE GAME BOY ADVANCE (SP) SYSTEM" on page 50 for details and save the game once again.

CONDITIONS
• You need to have the Pokédex.
• You need to have the game saved at a Pokémon Center.

POKéMON THAT CAN'T BE TRADED BY LINK

• Shadow Pokémon. They can't be traded unless they are purfied completely (see page 19).
• Pokémon holding "MAIL" or an "ENIGMA BERRY."
• Pokémon Eggs.

BATTLE MODE

In "BATTLE MODE," you can enjoy battling Pokémon in full 3-D with your friends.

"BATTLE MODE" can be played with either two or four people.

If you want to use your own Pokémon for a battle, please select "COLOSSEUM BATTLE." You can use the Pokémon from your Game Boy Advance Pokémon Ruby or Sapphire Game Paks, and from the Pokémon you've caught in the Story Mode. There is "SOLO BATTLE" to battle alone, and "GANG BATTLE" to play with either two or four friends.

•To use your Pokémon from the Game Boy Advance Pokémon Ruby or Sapphire Game Pak, you will need a Game Boy Advance (SP) system and a Nintendo GameCube Game Boy Advance cable (each sold separately).

If you want to battle immediately, select "BATTLE NOW." The Pokémon will be randomly selected, and you will battle against a computer opponent.

*In "BATTLE MODE," you will not receive any EXP. Points or Poké Dollars.

HOW TO PLAY A COLOSSEUM BATTLE

In "COLOSSEUM BATTLE," you can use your own Pokémon. There are "SOLO BATTLE" and "GANG BATTLE" to choose from.

SOLO BATTLE

In "SOLO BATTLE" there are "COLOSSEUM BATTLE" and "MT. BATTLE VS 100" to choose from. You will need to go to "REGISTER POKéMON" (see page 28) the first time you play.

☻ COLOSSEUM BATTLE
In "COLOSSEUM BATTLE" your goal is to clear eight trainers in a row (in some Colosseums). The trainers' strengths differ (see page 30).

☻ MT. BATTLE VS 100
Your goal is to defeat 100 trainers in a row (see page 31).

☻ CONTINUE
You can restart a "COLOSSEUM BATTLE" or "MT. BATTLE VS 100" that you've suspended.

☻ REGISTER POKéMON
In order to play "SOLO BATTLE," you need to go to "REGISTER POKéMON" first (see page 28).

☻ POKé COUPON EXCHANGE
You can exchange POKé COUPONS you've earned in battles for prizes (see page 51).

BATTLE SCREEN

Current HP / Maximum HP	Level	Opponent's Pokémon
Your Pokémon		
Gender		HP

| Your Pokémon's Move(s) | Current PP / Maximum PP |

BATTLE COMMANDS

☻ FIGHT
You can fight using your Pokémon's moves.

☻ PKMN
You can switch Pokémon or look at a Pokémon's summary.

☻ GIVE IN
You lose the battle.

*You can't run from a battle.

For more on the battle screen or abnormal statuses, please refer to pages 15 through 17.

STARTING A "SOLO BATTLE"

REGISTERING POKéMON

When you select "REGISTER Pokémon," the picture on the right will be displayed. You will need to register the six Pokémon from your party in either the Pokémon Colosseum Story Mode, or Game Boy Advance Pokémon Ruby or Sapphire.

If registered data already exists, you'll need to confirm whether or not you want to create a new registration.

If you select "YES" to register, the new data will overwrite the old registered data and it will be deleted. If you have suspended data (see page 34), this data will be deleted as well.

*You can only register one set of Pokémon at a time.

REGISTER POKéMON FROM POKéMON COLOSSEUM GAME

When selecting "COLOSSEUM Pokémon," the six Pokémon in your party in Story Mode will be registered. If the conditions listed below are not met, you will not be able to register. If you can't register, you'll need to press either the RESET Button or the B Button to go back and then select "CONTINUE" Story Mode. Please make sure you meet the conditions in the Story Mode, save, and then restart the registration.

CONDITIONS

- There are no Shadow Pokémon in your party.
- You must have six Pokémon in your party (you can't register less than six).
- No two Pokémon of the same kind can be in your party (you can't register the same kind of Pokémon).

REGISTER POKéMON FROM YOUR GAME BOY ADVANCE POKéMON GAME

When "GBA POKéMON" is selected, the connection screen will be displayed. Follow the instructions on the screen and connect the Game Boy Advance (SP) system (see "CONNECTING THE NINTENDO GAMECUBE GAME BOY ADVANCE CABLE" on page 47).

If the following conditions are not met, it will cause an error. In that case, please refer to "TROUBLESHOOTING CONNECTION ERRORS WITH THE GAME BOY ADVANCE (SP) SYSTEM" on page 50 for instructions and try again.

CONDITIONS

- You need to have the Pokédex.
- You need to have the game saved at a Pokémon Center.
- You must have six Pokémon in your party (you can't register less than six).
- No two Pokémon of the same kind can be in your party (you can't register the same kind of Pokémon).
- You can't have any Eggs in your party.
- Party Pokémon can't be holding "MAIL" or an "ENIGMA BERRY."

*Once the registration is complete, you can turn off your Game Boy Advance (SP) system. We recommend you turn off the power of your Game Boy Advance (SP) system when you are playing Pokémon Colosseum. To turn the power of the Game Boy Advance (SP) system off, please follow the instructions on the screen.

COLOSSEUM BATTLE

In this Colosseum battle, your goal is to beat eight trainers in a row. The Pokémon's level restrictions and strength of the opponents differs depending on the Colosseum.
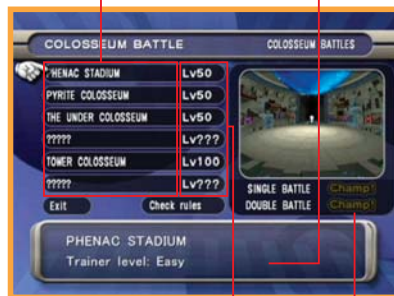*You need to "REGISTER POKéMON" (see page 28) first.

SELECT COLOSSEUM

| Name of the Colosseum | Strength of the opposing trainer |

Level restriction for the participating Pokémon

Once you defeat eight trainers in a row, you'll be the champion and the "Champ!" mark will become lit.

Please check the messages on the window and use them as a reference to select the Colosseum.

SELECT SINGLE BATTLE OR DOUBLE BATTLE

After selecting the Colosseum, please select either "SINGLE BATTLE" (one Pokémon each) or "DOUBLE BATTLE" (two Pokémon each).

TO BATTLE IN THE "?????" COLOSSEUM

You can battle in the "?????" Colosseum after you defeat eight trainers in PHENAC STADIUM (Easy), PYRITE COLOSSEUM (Normal), and THE UNDER COLOSSEUM (Hard), in both "SINGLE BATTLE" and "DOUBLE BATTLE."

If you defeat eight trainers in the TOWER COLOSSEUM (Hard) in both "SINGLE BATTLE" and "DOUBLE BATTLE," you will be able to battle in the other "?????" Colosseum.

*You can't battle with registered Pokémon that are level 51 or higher if the level restriction is up to level 50.

MT. BATTLE VS 100

Please select either "SINGLE BATTLE" or "DOUBLE BATTLE." Your goal is to defeat 100 trainers in a row.

*The opponent trainer's Pokemon's levels are the same as the registered Pokemon's (see "REGISTERING POKeMON" on page 28) max level. However, even when your max level is 50 or less, the opponent's Pokemon's levels are all 50.

HOW TO PLAY "SOLO BATTLE"

When you select either "COLOSSEUM BATTLE" or "MT. BATTLE VS 100," then "SINGLE BATTLE" or "DOUBLE BATTLE," the game will start.
Both "COLOSSEUM BATTLE" and "MT. BATTLE VS 100" basically play the same.

SELECT PARTICIPATING POKéMON

Select either "SINGLE BATTLE" or "DOUBLE BATTLE." After confirming the selection of the participating Pokémon, the screen will lead you to select the Pokémon which will battle.

The Pokémon shown on the screen will be assigned to Controller Buttons. Please use these Buttons to select the Pokémon you want to enter: three Pokémon for a "SINGLE BATTLE" and four Pokémon for a "DOUBLE BATTLE."

*If you want to change a Pokémon selection after you've selected it, press the L Button. Press the assigned Pokémon Button and hold down the R Button to display detailed information about the moves that Pokémon has.

You need to re-select Pokémon every time you participate in a battle. Your Pokémon will be fully restored each time you defeat an opponent trainer.
The items you used will be replenished as well.

GAME OVER

If all of your participating Pokémon have "fainted," you lose and the game is over. Also, if you defeat eight trainers in a row in "COLOSSEUM BATTLE," and 100 trainers in a row in "MT. BATTLE VS 100," that mission is accomplished. To suspend playing in "MT. BATTLE VS 100", talk to the person in the BREAK ROOM and select "SUSPEND," select "SUSPEND" after a battle is over, or outside a fight choose "HALT" to stop playing "MT. BATTLE VS 100."
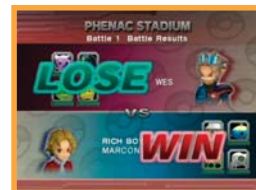
CONTINUE

If you win against an opponent trainer without any of your Pokémon "fainting," it is a "Perfect Win." Each "Perfect Win" will grant you an extra "CONTINUE" that you can use to rechallenge a trainer you have just lost to.

POKé COUPONS

If you defeat eight trainers in "COLOSSEUM BATTLE," or after defeating every ten trainers in a row in the "MT. BATTLE VS 100," you'll receive POKé COUPONS (see page 51) as a reward.

SUSPEND THE GAME (SAVE)

After beating each trainer, the message "CONTINUE BATTLE?" will be displayed. If you select "SUSPEND," you can save your progress. To continue your saved game, select "CONTINUE" from the "BATTLE MODE" front end and you can start the game from where you last saved. Once you restart the game, the suspended data will be deleted.

*You can pause the game by pressing the X Button, Y Button, or START/PAUSE to suspend in "MT. BATTLE VS 100."

*You can only have ONE suspended data from "COLOSSEUM BATTLE" or "MT. BATTLE VS 100." For example, if you suspend the data of a "COLOSSEUM BATTLE" and then try to suspend while in the "MT. BATTLE VS 100," the suspended data of the "COLOSSEUM BATTLE" will be overwritten and can't be played. Please be careful.

GANG BATTLE

In "GANG BATTLE," you can enjoy a two- or four-player game by connecting your Nintendo GameCube and Game Boy Advance (SP) systems.
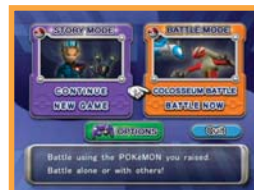
TRAINERS WHO CAN ENTER

The character you will be is the hero of the "POKéMON COLOSSEUM STORY MODE" ("Story Mode Player" for short) and the hero or heroine from "POKéMON RUBY or SAPPHIRE" ("Ruby/Sapphire Player" for short). The following are the combinations of the characters.

Battle with 2	Battle with 4
VS	& VS &
VS	& VS &

Story Mode Player   Ruby/Sapphire Player

In "Battle with 2" you can select either a "SINGLE BATTLE" or a "DOUBLE BATTLE." In "Battle with 4" you can only play a "MULTI BATTLE" (4 players will be divided into two teams and then battle).

STARTING "GANG BATTLE"

1 Select "GANG BATTLE" in "COLOSSEUM BATTLE."

2 Please select a combination. This selection will be handled by Player 1.
*You'll need the number of Game Boy Advance (SP) systems and Nintendo GameCube Game Boy Advance cables displayed on the screen in order to battle.

3 If you choose "Battle with 2," please select either "SINGLE BATTLE" or "DOUBLE BATTLE."

4 Edit the battle rules (see "EDIT RULES" on page 44).

5 The number of players and the rules confirmation screen will be displayed. If everything is okay, select "Yes."
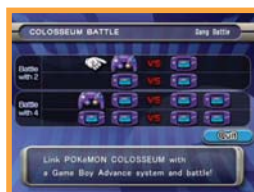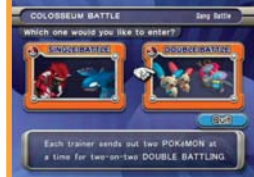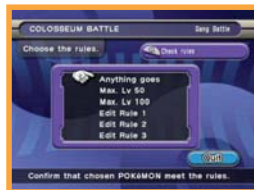
*Steps **1** through **5** will be handled by Player 1 on the Nintendo GameCube Controller.

6 The Game Boy Advance connection messages will be displayed. Please follow the instructions, connect, and then turn on the power of the Game Boy Advance (SP) systems (see "CONNECTING THE NINTENDO GAMECUBE GAME BOY ADVANCE CABLE" on page 47).
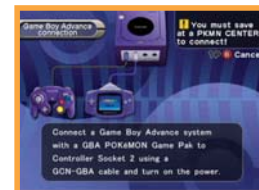
If you don't meet the following conditions, a connection error will occur.

STORY-MODE PLAYER

When an error occurs, please press either the RESET Button or the B Button to go back and then select "CONTINUE."
Please make sure you meet the conditions below, save the game, and then restart "GANG BATTLE."
*If there are Game Boy Advance (SP) systems connected to Controller Sockets 2 through 4, please turn the systems off and press the RESET Button or the B Button to go back.

CONDITIONS

- You must have six Pokémon in your party (except for the "Anything Goes" rule).
- You can't have any Shadow Pokémon in your party.
- All Pokémon must meet the rules.

RUBY/SAPPHIRE PLAYER

When an error occurs, please follow the instructions in the "TROUBLESHOOTING CONNECTION ERRORS WITH THE GAME BOY ADVANCE (SP) SYSTEM" section on page 50 and then re-save the game.

CONDITIONS

- You need to have the Pokédex.
- You need to have the game saved at a Pokémon Center.
- You must have six Pokémon in your party (except for the "Anything Goes" rule).
- You can't have any Eggs in your party.
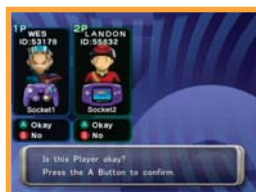- Party Pokémon can't be holding "MAIL" or an "ENIGMA BERRY."
- All Pokémon must meet the rules

7 After confirming each player's saved data, the confirmation screen will be displayed. If everything is okay, each player should select "Okay" to proceed. Once all of the players have selected "Okay," Player 1 needs to press START to proceed.

8 In "Play with 4," after confirming each player's saved data, select the team combination.

9 Each player then chooses the Pokémon from their party to enter in the battle. Three Pokémon for a "SINGLE BATTLE" and four Pokémon for a "DOUBLE BATTLE."

*In Edit Rules (see page 44), if the "Anything Goes" rule is selected, there will be no restriction to the number of participating Pokémon.

The Controller's Buttons will be assigned to each Pokémon that is displayed. Press the Button to select the Pokémon you want to enter.

*If you want to change the selection of a Pokémon, press the L Button. Holding down the R Button and then pressing a Button that a Pokémon is assigned to will let you confirm the moves that Pokémon has.

The players who use the Ruby/Sapphire Players will select their participating Pokémon on their Game Boy Advance (SP) system's screens. After the Pokémon have been selected, select "OK" and press the A Button. When all the players have selected their Pokémon, the battle will start.

BATTLE COMMAND

↻ **FIGHT**
You can fight using your Pokémon's moves.
↻ **PKMN**
You can switch Pokémon or look at a Pokémon's summary.
↻ **GIVE IN**
You lose the battle.

NINTENDO GAMECUBE SCREEN   GAME BOY ADVANCE SCREEN

CONTROLS

During a "GANG BATTLE," the Pokémon's moves are hidden to the other players.

RUBY/SAPPHIRE PLAYER CONTROLS

Players who participate using the Ruby/Sapphire Player will not see the battle menu on the TV screen, but on the Game Boy Advance screen instead.
Just check the screen; it controls the same as "Pokémon Ruby or Sapphire."

HOW TO CONTROL THE STORY MODE PLAYER

There will be no menu displayed on the TV screen for the player who participates as a Story Mode Player.
The battle menu and moves are assigned to the Controller's Buttons, so choose by using the assigned Button.

SELECT A COMMAND

FIGHT	**A**	A Button
PKMN	**B**	B Button
GIVE IN	**START/PAUSE**	START/PAUSE

WHEN "FIGHT" IS SELECTED

First Move	**C**	C Stick ↑
Second Move	**C**	C Stick →
Third Move	**C**	C Stick ↓
Fourth Move	**C**	C Stick ←

Moves are assigned to the C Stick is in a clockwise manner.
Press the R Button to see the assigned moves. Also, you can press the Control Stick or the + Control Pad in the specific directions while holding the R Button to get descriptions of the moves.

SELECT THE OPPONENT

Once you select a move, you need to select the opponent next. On the TV screen, each Pokémon will be displayed and assigned a direction on the + Control Pad. Select which Pokémon to use the move on.

> The direction a Pokémon is assigned on the + Control Pad will be shown on the icon next to that Pokémon.

• In case you're using a Game Boy Advance (SP) as a Controller.

TV Screen	Game Boy Advance Screen
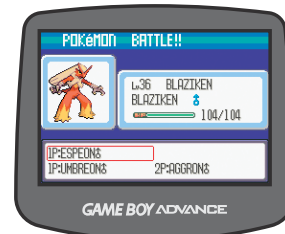
Pokémon names will be displayed the same as on the TV screen.

There are some moves such as "SURF," "SELF REVIVE," and so on which don't need to have an opponent selected. When you participate with the Story Mode Player, press either up, right, or left on the + Control Pad. By doing this, other players won't know which move you have selected.
If you are in a "SINGLE BATTLE," you will not need to select an opponent.

SELECTING "POKéMON"

Once a Pokémon is selected, you can select a Pokémon to switch with it. The order of the Pokémon are assigned by selection **9** on page 38.
In "DOUBLE BATTLE" (when using the Story Mode Player), after you have selected the Pokémon to switch, the same screen for using a move will be displayed. Press either up, right, or left on the + Control Pad. By doing this, other players won't know which move you have selected.

First Pokémon	ⓒ ↑	C Stick ↑
Second Pokémon	ⓒ →	C Stick →
Third Pokémon	ⓒ ↓	C Stick ↓
Fourth Pokémon	ⓒ ←	C Stick ←
Fifth Pokémon	Y	Y Button
Sixth Pokémon	X	X Button

If you don't know the Pokémon, hold down the R Button to confirm. Also, the following controls allow you to check the explanation of a Pokémon's move.

First Pokémon	+ ↑	R Button + Control Stick ↑
Second Pokémon	+ →	R Button + Control Stick →
Third Pokémon	+ ↓	R Button + Control Stick ↓
Fourth Pokémon	+ ←	R Button + Control Stick ←
Fifth Pokémon	+ ↖	R Button + Control Stick ↖
Sixth Pokémon	+ ↗	R Button + Control Stick ↗

END OF A GANG BATTLE

When a "GANG BATTLE" battle is over, the menu below will be displayed.

BATTLE AGAIN
You can battle once again with the same conditions.

CHANGE PLAYERS
Turn the power of the Game Boy Advance (SP) system off and reconnect it once again. Please follow the instructions on the screen ("CONNECTING THE NINTENDO GAMECUBE GAME BOY ADVANCE CABLE" on page 47).
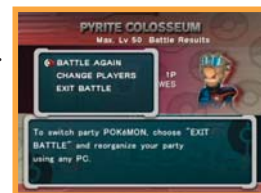
EXIT BATTLE
Quit the game. Please follow the instructions on the screen.

CHANGE TEAMS
You can change the combination of the team for Multi Battles. The combination selection screen will be displayed. Please select the combination you would like to use.
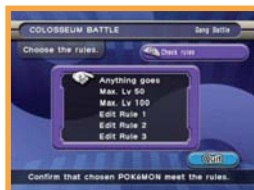
*"CHANGE TEAMS" can only be selected in "Battle with 4."

EDIT RULES

Once you select the number of players and the battle style, the menu screen of rules will be displayed.

Set the cursor on either "Anything Goes," "Max. Lv 50," or "Max. Lv 100," and press the R Button to check that rule in detail.

Use the cursor to select "Edit Rule 1" through "Edit Rule 3." Press the R Button for detailed changes.
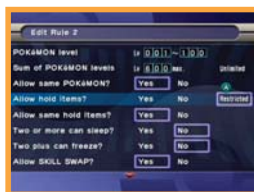
To edit the rules, use either the +Control Pad or the Control Stick to select the category by moving up or down and then move right or left to change it. To change a number, such as levels, move right or left to select the digit and then up or down to change it. When the number setting is done, move the cursor back to the left.

You can open the window under "Allow hold items?," then "Item Restrictions," to display the item list. You can set the restricted items by using the A Button. When you are done, please select "Okay" and press the A Button.

You can change the settings of the Time Limit (per Match) and Move Select Time Limit by pressing the A Button. To change a number, move right or left to select the digit and then up or down to change it, then press the A Button to confirm.

Once you are done setting all of the rules, please select "Okay" located at the bottom, and press the A Button.

The following are explanations for particular rule settings.

"Two or more can sleep?"
If "No" is selected, a move which tries to make an opponent Pokémon "Sleep" will fail if one of their Pokémon is already asleep. However, your own party Pokémon can be made to "Sleep" if you choose.

"Two plus can freeze?"
If "No" is selected, a move which tries to "Freeze" an opponent Pokémon will fail if one of their Pokémon are already frozen.

"All faint from SELFDESTRUCT or EXPLOSION and user loses?"
If "No" is selected, a trainer who uses "SELFDESTRUCT" or "EXPLOSION" and makes all the Pokémon "faint" will not lose the battle. In this case, it will be a draw.

"Can last POKéMON use PERISH SONG or DESTINY BOND?"
If "No" is selected, the last Pokémon can't use "PERISH SONG" or "DESTINY BOND." If the only remaining Pokémon tries to use these moves, it will fail.

Time Limit (Battle time limitation per Match)
When the "Time Limit" runs out, the trainer with the fewest "fainted" Pokémon wins. If the number of remaining Pokémon are the same, the highest sum of HP will win, and if they are equal, it will be draw.

Move Select Time Limit (Time limitation for making commands)
When the "Move Select Time Limit" runs out, the first move will be selected automatically. If there are two targeted Pokémon, the target of the attack will be randomly selected.

BATTLE NOW

"BATTLE NOW" lets you enjoy using randomly prepared Pokémon in a battle with the computer right away. "BATTLE NOW" is one player only, so two or more players can't play.

STARTING "BATTLE NOW"

Select "BATTLE NOW" on the top menu screen. Then, select "SINGLE BATTLE" (each trainer uses one Pokémon at a time in the battle) or "DOUBLE BATTLE" (each trainer uses two Pokémon at a time in the battle).

Next, select the difficulty level of your opponent (the computer). Select from either "Ultimate," "Hard," "Normal," or "Easy."

Six randomly selected Pokémon will be displayed. If you select "Yes," the screen will take you to the Pokémon selection screen.

Each Pokémon is assigned to a Controller Button. Please select which Pokémon to enter by pressing their assigned Buttons.
You need to select three Pokémon for a "SINGLE BATTLE" and four Pokémon for a "DOUBLE BATTLE."

*If you want to change a Pokémon you have already selected, press the L Button.
*You can check each Pokémon's moves by holding the R Button and pressing that Pokémon's assigned Button.

CONNECTING THE NINTENDO GAMECUBE GAME BOY ADVANCE CABLE

The following is an explanation of the connection of a Game Boy Advance (SP) system and Nintendo GameCube using the Nintendo GameCube Game Boy Advance cable. Since the connection method will differ based on the game contents and the number of players, please confirm with the chart below and prepare the things that you will need.

WHEN THERE ARE 1 TO 3 GAME BOY ADVANCE (SP) SYSTEMS

① Please insert the Game Pak into the Game Boy Advance (SP) system.
② Follow the instructions on the screen and connect the Nintendo GameCube and Game Boy Advance by using a Nintendo GameCube Game Boy Advance cable.
③ Turn on the power of the Game Boy Advance (SP) system.

◆Game contents
• SOLO BATTLE / Register Pokémon (page 32)
• GANG BATTLE / Battle with 2 (page 35)
• POKé COUPONS (page 51)
• Exchange Poké Coupons for prizes (page 52)
• Trade Pokémon by linking up (page 23)
◆The items you will need:
• Nintendo GameCube ··· 1
• Nintendo GameCube Controller ···························· 1
• "Pokémon Colosseum" Game Disc ························ 1
• Memory Card that contains a "Pokémon ·············· 1
   Colosseum" save file
• Game Boy Advance (SP) system ··························· 1
• Pokémon Ruby or Sapphire Game Pak················· 1
• Nintendo GameCube Game Boy Advance cable ···· 1
   *Each sold separately

◆**Game contents**

•**GANG BATTLE / Battle with 2**
  Both trainers use a Ruby/Sapphire Player (see page 35)

◆**The items you will need:**
• Nintendo GameCube ··· **1**
• Nintendo GameCube Controller ···························· **1**
• "Pokémon Colosseum" Game Disc ························· **1**
• Memory Card that contains a "Pokémon ··············· **1**
  Colosseum" save file
• Game Boy Advance (SP) system ··························· **2**
• Pokémon Ruby or Sapphire Game Pak ················· **2**
• Nintendo GameCube Game Boy Advance cable ···· **2**

◆**Game contents**

•**GANG BATTLE / Battle with 4**
(see page 35)

◆**The items you will need:**
• Nintendo GameCube ··· **1**
• Nintendo GameCube Controller ···························· **1**
• "Pokémon Colosseum" Game Disc ························· **1**
• Memory Card that contains a "Pokémon ··············· **1**
  Colosseum" save file
• Game Boy Advance (SP) system ··························· **3**
• Pokémon Ruby or Sapphire Game Pak ················· **3**
• Nintendo GameCube Game Boy Advance cable ···· **3**
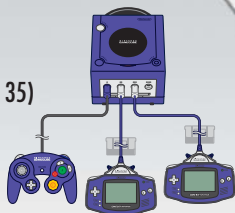
WHEN USING FOUR GAME BOY ADVANCE (SP) SYSTEMS

❶ Please insert the Game Pak into the Game Boy Advance (SP) system.
❷ Follow the instructions on the screen and connect the Nintendo GameCube and Game Boy Advance (SP) system using the Nintendo GameCube Game Boy Advance cable. Please connect the cable in the order of Controller Socket 2 ➜ Controller Socket 3 ➜ Controller Socket 4.
  *First, please connect the Nintendo GameCube Controller to Controller Socket 1.
❸ Unplug the Controller from Controller Socket 1 and connect the Game Boy Advance (SP) system.
❹ Turn on the power of the Game Boy Advance (SP) system.

◆**Game contents**

•**GANG BATTLE / Battle with 4**
  (All trainers use Ruby/Sapphire Players [see page 35])

◆**The items you will need:**
• Nintendo GameCube ··· **1**
• Nintendo GameCube Controller ···························· **1**
• "Pokémon Colosseum" Game Disc ························· **1**
• Memory Card that contains a "Pokémon ··············· **1**
  Colosseum" save file
• Game Boy Advance (SP) system ··························· **4**
• Pokémon Ruby or Sapphire Game Pak ················· **4**
• Nintendo GameCube Game Boy Advance cable ········· **4**
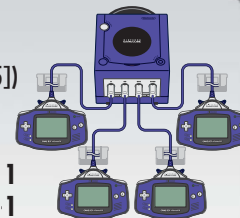
*The Game Boy Player can't be used for this purpose.

CAUTION WHEN LINKING UP

There might be a link-up error or malfunction in the following cases.
◆ When the Game Disc is not compatible with the Game Pak.
◆ When a cable other than the Nintendo GameCube Game Boy Advance cable is used.
◆ When the Nintendo GameCube Game Boy Advance cable is not fully connected.
◆ When the Nintendo GameCube Game Boy Advance cable is not properly connected to a Game Boy Advance (SP) system or the Nintendo GameCube.
◆ When the Nintendo GameCube Game Boy Advance cable is unplugged during transmission.
◆ When the power of a Game Boy Advance (SP) system or Nintendo GameCube is turned off, or the Nintendo GameCube's RESET Button is pressed during transmission.

TROUBLESHOOTING CONNECTION ERRORS WITH THE GAME BOY ADVANCE

1 If a connection error has occurred, turn the Game Boy Advance (SP) system's power off and unplug the Nintendo GameCube Game Boy Advance cable.
2 Turn the Game Boy Advance (SP) system's power on and select "Pokémon Ruby/Sapphire" then select "Continue."
3 Fulfill the conditions on either pages 23, 29, 37, or 53. Then, save the progress and turn the power off.
4 Connect the Nintendo GameCube Game Boy Advance cable to the Controller Socket it was originally plugged into, then turn on the power to restart.

If the Pokémon Colosseum save file is modified by an outside source, malfunctions might occur that can cause the game to function improperly. Also, modified save data may cause a malfunction if it is transmitted to a Pokémon Game Pak.
There is a possibility of corrupting the Game Pak, or deleting the save data. If this happens, the save data can't be restored. Please be careful.

POKé COUPONS

"Poké Coupons" are an item you can get by clearing certain battles. The Poké Coupons can be exchanged for precious "items."

TO GET POKé COUPONS

You can obtain Poké Coupons by defeating eight trainers in a row in a "COLOSSEUM BATTLE." In "MT. BATTLE VS 100," you obtain Poké Coupons each time you defeat ten trainers in a row.

When saving Poké Coupons, a confirmation is displayed on the screen. Select "Yes." If you select "No," the Poké Coupons you've obtained will be forfeit. In a "COLOSSEUM BATTLE," you can save your Poké Coupons as soon as you obtain them, but in "MT. BATTLE VS 100," you can't save until you clear the challenge (see "GAME OVER" on page 33).

• The Story Mode's player can obtain Poké Coupons at Mt. Battle in the Story Mode.
• The Poké Coupons can only be saved on the Memory Card that the trainer who obtained them is saved on.
• You can't obtain Poké Coupons in a "GANG BATTLE" or "BATTLE NOW."
• If your party Pokémon contains strong Pokémon, such as those below, the amount of Poké Coupons awarded will be decreased based on its number. REGIROCK, REGICE, REGISTEEL, LATIOS, LATIAS, KYOGRE, GROUDON, RAYQUAZA, JIRACHI, etc.

EXCHANGING YOUR POKé COUPONS FOR PRIZES

To exchange your Poké Coupons for prizes, please select "SOLO BATTLE" and then "POKé COUPON EXCHANGE." Also, you can exchange your Poké Coupons for prizes in the Story Mode at Mt. Battle.

Exchange in Battle Mode

Exchange in Story Mode

When you select "POKé COUPON EXCHANGE," you will be asked to select either "COLOSSEUM POKé COUPON" or "POKéMON GBA POKé COUPON." When "POKéMON GBA POKé COUPON" and then "Exchange" is selected, it will lead you to the "GBA connection" screen. Please follow the instructions on the screen and connect the Game Boy Advance (SP) system (see "CONNECTING THE NINTENDO GAMECUBE GAME BOY ADVANCE CABLE" on page 47).

If the necessary conditions are not met, there will be a connection error. Please see the conditions on the next page, confirm that you meet them, and then re-save the game.

POKé COUPON EXCHANGE IN "POKéMON COLOSSEUM"

When the following conditions are not met, there will be a connection error. Please make sure you meet the conditions, re-save the game, and then restart the "POKé COUPON EXCHANGE."

CONDITIONS

- You must have an open space in "Item Storage" in your PC.

POKé COUPON EXCHANGE IN "POKéMON GBA"

When the following conditions are not met, there will be a connection error. In this case, please follow the instructions on page 50 ("TROUBLESHOOTING CONNECTION ERRORS WITH THE GAME BOY ADVANCE [SP] SYSTEM") and re-save the game.

CONDITIONS

- You need to have the game saved at a Pokémon Center.
- You must have an open space in "Item Storage" in your PC.

POKé COUPON AWARDS

Depending on the points of Poké Coupons you've obtained, you'll be given an award. The award will be a ranking, from "Bronze" up to "Silver," and then to "Gold." You can check your ranking on the P★DA screen.

When First Starting   Bronze   Silver   Gold

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