Routes and landmarks of Rinka

Route 1: A simple path with small detours of shrubbery and trees. This is where you’ll encounter low level normal, dark, flying, electric, and psychic types! Beginner trainers challenge eachother to battles here.

Route 2: A longer path with some small hills and rock paths that follow along the river. You can find common rock and fairy types on the path, as well as water and stream pokemon in the river.

Route 3: A steep, rugged hill paralleled by a waterfall. You’ll need waterfall to pass through the river. The steep hill can have common low-level fire and fighting types.

Route 4: A straight rock path along the river. No wild pokemon on the land makes this a popular fishing spot. The second half of route 4 can only be traversed on the Ellator river, which is based on the Amazon River.

Route 5: The River turns into a shallow marsh that runs into the rainforest, however, it is dangerous to proceed without riding a surfing pokemon. You can encounter grass, flying, ground, and bug types that are comfortable with living in or near water.

Route 6: The first route in the Ellator rainforest. This area is still more swampy and aquatic, but has even more pokemon and introduces some poison types. Trainers will go back and forth from climbing trees, surfing through swamps, and walking on land. So humid that it is almost always raining.

Route 7: Easily one of the most biodiversed places in the region. Houses any pokemon you would think lives in a rain forest. Drier compared to route 6, but a common spot for pokemon battles. So humid that it is almost always raining.

Route 8: A blocked off entrance from fort cristina leads to some pretty scary remains of an old battle field. Steel and dark types are commonly found here. The second half of the route contains an oxbow river which consintently turns in waves. Using dive here will allow you to catch rather rare water and river lurking pokemon.

Route: 9 A bridge connecting the Vanu national park to Vanore. Trainers like to meet here for battles.

Vanu National park: An array of multiple hills with a lot of trees, with occasional lakes. Trainers can find strong normal types and electric types and rarely dragon and ice types here. The national park has routes on the east, west, and south exits.

Route 10: A large desert with a numerous amount of sand dunes, and occasional sand storms. The harsher the storm, the rarer the desert dwelling pokemon will be.

Lake Tolka: Lake has normal fish pokemon on the surface, but if you enter the underwater labyrinth, you can find dragon pokemon and strong water types.

Route 11: A series of steep rocky hills. You can find almost any mineral pokemon not associated with caves here. More likely to find rock types however.

Route 12: A consistently steep yet climbable hill that gets higher the closer you get to Hanecho. You can find a lot of steel and psychic types here.

Route 13: A short path between Hanecho and a blocked off Fort Cristina. It is rumored that rare ghost types appear in this seemingly empty route at night.

Route 14: A short trip through some small ruins, fighting and fair types are found here.

Route 15: A large pasture of grass soon followed by a mysterious mist in the valley known as the Wandrah passing.

Wandrah passing: A misty mysterious valley that trainers can only enter if their pokemon can use defog. Ice, ghost, grass, and normal types are found here. At the end of the passing will come a fork in the road. If the trainer has enough badges to use rock climb, they can go north or south to climb Mt. Wandrah. Other than that, pursue westward to go to route 76.

Route 16: A rather urbanized path leading to Quinla with patches of grass to the side, you’ll find a lot of “inanimate object” pokemon here, along with posion types.

Route 17: A Cliff on the edge of the sea. Using waterfall, trainers can arrive on the ground safely, and get their beach pokemon early.

Route 18: An innocent looking detour across the sea, but using dive will reveal the remains of sunken ships. Ghost pokemon await you down there.

Route 19: A path along the sea that leads to Taivera city. If you use waterfall, you can climb an old oil rig to catch many electric and steel pokemon.

Route 20: Many flying types dwell on this long hiking trail. This one of the coast’s most popular battling spot.

Route 21: Rocky water that has a lot of water/ground and water/rock types.

Route 22: Cold water that has a lot of water/ice types.

Route 23: An urbanized route with a ton of signs promoting the Gliphe ruins. Ground types can be found here.

Gliphe Ruins: Ruins that are in the shape of Sigilyph. This area has mainly physic pokemon and any pokemon that is tied to ancient civilizations and mystery.

Route 24: A small forrest connecting Pristo and the Gliphe Ruins. Contains bug and Grass pokemon.

Route 26: A steep climb to the entrance of the Therminus cave. No pokemon are found here.

Therminus cave: A hot cave full of Geysers that contains Fire and water pokemon.

Route 27: A mountainous path leading to Mahrowbae city. Powerful fighting, fairy, and Rock types can be found here.

Route 28: A very, very steep climb to the peak of Mt. Wandrah. Ice and Grass pokemon appear more frequently and stonger the higher you climb up.

Route 29: A narrow path connecting two mountain tops. Dragon and Psychic pokemon appear here.

Kaza ruins: Start of the pokemon league. Old ruins on a mountain left by an old civilization. Not even ghost pokemon appear here. Many trainers battle here to prepare for the league.

Route 30: Victory road. Strong pokemon and trainers of every type appear here.

Yaita Temple: Home of an ancient ruler. The elite 4 and soon to be champion rest inside when on their duty.