

Pokémon XD: Gale Of Darkness Orre Colosseum Guide

by ReptoBM

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Pokemon XD: Gale of Darkness
Orre Colosseum Guide, Ver. 1.6 by Reptobismol

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Iiiiiiiiiiiiiit's SNORLAX! Welcome!

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OOOOOOOOOOOOOO[1] Introduction OOOOOOOO
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So, you've beaten the old man, restored peace in Orre (for a limited time of course!), and it appears there's no one left in the region in need of a good ass beating... ..until Eagun starts annoying you with emails again, that is. Why do you give these people your address anyway? Upon leaving your HQ, you'll find Eagun by the steps, who wishes to have a quick chat, but not before piling his rodents onto you. Exterminate them, and you'll learn that he's opened up a Colosseum in the far reaches of Orre, and he'd like you to participate in the battles there. Purifications and Mt. Battle aside, you have nothing better to do, so why not?

You've noticed that Pokemon XD lacks a separate Colosseum mode in favor of a larger, much less crappier RPG, and this is the substitute. The teams are all assembled with fully-evolved Pokemon spanning all three generations of GBA games, with held items and movesets that are actually useful. Also unlike Mt. Battle, Pyrite, and Realgam, the trainers in this Colosseum are programmed with some competent A.I.; the battles won't be cakewalks compared to the rest of the game (sorry, there'll be no Wailmer or Seedot thrashing here, or Blazikens with Sand Attack). Whether you're great at this game or not, you're in for a pretty good challenge.

This guide is to provide you with some assistance, or at the very least let you know what you'll be going up against, in order to make changes to your team accordingly. I've listed the Pokemon and their exact movesets and held items for each trainer, as well as their genders and abilities, and the strategy each one will try to employ. I'll also give a few bits of general advice for handling each one, and share a few of my own experiences where I deem it possibly helpful. Barring gross amounts of misfortune (i.e.: AI cheapness) or simply disadvantaged teamups, this guide will enable you to crush the opposition without too much trouble. AND earn you some pretty lame titles! Woo!

OOOOOOOOOOOOOOOO[2] Version History OOOOOOOOO
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- Ver. 1.0:

Compiled everything; trainers, their wretched little monsters, advice, you name it. Initial guide complete. Probably not going to add sections for Pyrite or Realgam, because they're too damn easy to require aid.

- Ver. 1.1:

Fixed some *GASP!!1* errors in punctuation that my beautiful eyes somehow missed the first time around, and added Neoseeker to the authorized websites list. Also fixed an ugly contradiction I seemed to have made in one of the strats. Got rid of the remark pertaining to Mr. Mime's gender, as I am aware that it merely clashes with English translation, but it was bringing forth a lot of messages explaining it to me. Better to just get rid of it.

- Ver. 1.2:

Listed traits for Marowak and Alakazam, whom I had passed over in the credits section. Tiny edit.

- Ver. 1.3:

Added GamerHelp to authorized websites list.

- Ver. 1.4:

Reworded a couple strategies that weren't worded as well as I would have liked. ...word.

- Ver. 1.5:

Finally! I've played my way through a second time, and beat each round of Orre all over again to get the letters you recieve from Eagun. Also updated the titles themselves, as serebii still used the Jap version. A lot of changing done to the 11th section.

- Ver. 1.6:

Fixed some little grammatical errors I managed to miss. Funny, I didn't think I'd be updating this anymore; just happened to be skimming over it after someone emailed me. A few other little touch-ups here and there.

- Ver. 2.0 (9/12/06):

Made an enormous edit, revamping if not overhauling many strategies, and included a section on using monsters exclusively within XD.

OOOOOOOOOOOOOOOO[3] Before you begin...OOOOOOOOOO
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A bunch of things worth mentioning before diving into this thing, as Orre is vastly different from anything else you'll face in XD, and you'll want to prepare/adjust yourself accordingly. Starting with the biggest change:

[3.1] Rules and Regulations

Things are much more strict than in other colosseums. Rules you must abide by:

- Ubers, by which I mean Mewtwo, Mew, Lugia, Ho-oh, Celebi, Kyogre, Groudon, Rayquaza, Jirachi, and Deoxys are not allowed to enter. So much for Lugia being able to shine here. The Legendary Birds, Dogs, Regis,

and Latios & Latias ARE permitted, however. Go crazy with 'em. Your opponents will.

- Soul Dew has been banned. Hah! So much for cheap sweeping!
- Two of the same hold item are not allowed. Which one NEEDS Leftovers..?
- Likewise, two of the same Pokemon aren't allowed, either.
- All opposing Pokemon will be at level 60, or the same level as your highest-leveled Pokemon.
- Each round consists of four battles. All of them are double battles, and like the preceding games, you'll be prompted before each battle to choose which ones you plan to use, as well as a view of the opponent's roster.

[3.2] Team Preparation

Chances are, the Pokemon you caught throughout XD aren't ideally what you'd have on a serious team, whether they weren't EV trained, their IVs or especially their natures suck, poor movesets, or you just don't like the selection to begin with. Either way, I highly recommend bringing in a team of 6 that you devoted a lot of time to from your GBA games. That way you can have their moves and natures exactly as you want them, not to mention a much more efficient means of EV training. If you plan on using only Pokemon you caught while playing the game... ..you'd better know what you're doing, and I hope for your sake their EVs are damn near perfectly distributed, because your opponents' will be. I'll discuss this in the next section, though, for those that want to take Orre on using only what's available to them.

I realise that there are some people still totally unfamiliar with EVs, but I won't be devoting any time to explaining it. There's an excellent guide regarding EVs in the Pokemon Ruby section of GameFAQs that I know of (though it takes some patience to really understand it) and plenty of knowledgeable posters on the boards that can help you if you need it.

Spend a lot of time either on Mt. Battle or Emerald's Battle Frontier until you've won enough coupons/BP to buy any hold item you need, and get anything else you need completed out of the way. It's a good idea to have more than 6 mons traded over, as your opposition is pretty diverse, and one lineup might not be able to handle every situation. Use your best judgment. Or, you can be like me and scrape along to the finals, lose, then learn where you went wrong and totally ream them all the second time. =P

[3.3] XD Monsters Only: Making use of what's available to you

Whether you don't have a GBA cart or link cable needed to import mons you've actually bothered to EV train and raise properly, or just want much more challenge out of this thing, it's very possible to make competent teams using only the Pokemon found within the game. The selection isn't too bad, though you're definitely going to miss having a few of them around. I've split them up into categories based on their first type, and given my own opinions of what I think has potential to be useful and recommendations on particular moves they should utilize.

Keep in mind, however, that having any hope whatsoever of trumping Orre means raising these guys to their full potential, paying special attention to their EV growth, and most of all, repeatedly purifying and resetting the game until you get the exact nature you want, and beneficial IVs. It's ridiculously time consuming and frustrating. And then there's leveling them up. On top of that, most TMs are in very limited supply, so you'll likely have to think carefully over everyone and use the TMs up only when you've decided you have the six you truly want to use. Certain monsters have the luxury of being so simple and limited in either movepool or overall use, though, so having a third and fourth moveslot devoted to Refresh and Tail Whip or whatever will be irrelevant if they only use one of two attacks much of the time. Choice Banders are a good example.

To find the type you're looking for more quickly, if you aren't looking to skim the entire section, use CTRL + F and enter the type followed by the actual word 'Type'. For example, to skip to ice Pokemon, enter 'Ice Type' into the window. Easy stuff.

Normal Type:

- Togetic: If you didn't give the scientist back his purified Togepi and took the time to train and evolve it, it makes a very good Follow Me user. Thunder Wave, Wish, Safeguard, Seismic Toss, or even moves that abuse Serenegrace make decent fillers. Max HP and put the rest into Def and SpDef. I'd go SpDef enhancing nature.
- Dodrio: Excellent Choice Bander. Return unfortunately is won by beating Snattle Round, but there are a host of other obtainable and strong normal-type attacks that Dodrio can use until then. The only issue is its speed, which while fast is not always fast enough to trump the guys you'll want to eliminate ASAP. Adamant nature recommended.
- Kangaskhan: Not too terrible, actually, and she obtains Earthquake via purification. She also learns Endure and Reversal, which while not the best in her hands is still strong as hell. I recommend Endure and Salac or Leichi Berry for this lady, depending on what you ultimately do with her. Body Slam and Shadow Ball are also good. Early Bird can't really be utilized as Rest is obtainable only through the colosseum. Adamant or Jolly nature.
- Blissey: Amazing if used effectively. Walls like no other. If you hopefully haven't already used up Thunder Wave and Seismic Toss via the Move Tutor already, she's the one to teach them. Since Counter isn't available without a trip to Emerald, I'd go Ice Beam for the 4th, or even stick with Thunderbolt that'll already be on her. Just make sure that she's paired with someone that can keep the brutal physical moves off, and she'll last. Definitely go Bold nature and max the Def stat as well. Rest into HP and SDef; I'd use Seismic Toss more than Ice Beam to attack, anyway.
- Swellow: Another CBer, and with a movepool just as limited as Dodrio's. However Swellow has the benefit of Guts, and if you have someone that can trigger it, by all means abuse it. Facade is devastating with both CB and Guts activated, and Swellow has the benefit of an insane speed, trumping that of Raikou and many other annoying little bastards. You won't meet Jolteon or Aerodactyl much, either. Definitely Jolly Nature.
- Snorlax: Best normal type period. One of the most annoyingly difficult to KO, and double battles don't really change that. If I had to choose

one Normal type to use, it's this guy. Curselax, while available, is out of the question; double battles are not the place to take your time Cursing and Resting away the damage. Instead, give him Selfdestruct and three other attacks of your choice, depending on what TMs you're willing to expend. Body Slam or Return is a must. For held item, go Lefties or Quick Claw, Claw if someone else needs Lefties more. Snorlax can both stick it out to the end, or blow up right away and take down both opponents. He's a winner either way. Adamant nature and lotsa Att, with the rest in HP, Def and SDef. Best when partnered with a sweeper.

- Tauros: Yet another great CBer, and I recommend this one over both Dodrio and Swellow due to Intimidate, a slightly better movepool, and defenses that can at least take a hit. No damn ice or electric weakness either. This guy NEEDS Return if you plan to use him; don't give it to anyone else. Gains Earthquake on purification which is pretty sexy, and you can give him Iron Tail and Hyper Beam as well, since no one else will be using them. Then again, you'll almost never be using them, either. Lead with this guy whenever possible and let 'im loose. Jolly nature as well as max speed is a must, which will allow him to outrun most other base 110 speedsters, as they tend to neglect the stat. Like Snorlax this guy lasts a lot longer with a special sweeper around to take care of things it can't, or more importantly to score the 2HKO on things his beefed Returns fall short on.

Bug Type:

- Ledian: Why didn't they ban Ledian?! IF YOU NEED TO USE LEDIAN TO WIN YOU ARE A DOUCHE
- Ariados: See above
- Forretress: This guy really has no place here, with nothing that needs rapid spinning and no way to make full use of Spikes. If you really like the world's hardest walnut however, it still has Counter, can learn Earthquake (though I'd have to wonder why you're wasting it on this guy) and can explode. Don't count on it getting to use the move if an enemy specialist is afoot. If the team you're facing has nothing it can really do to Forry, however, Reflect or Light Screen makes a great team-assist move. Preferably Light Screen. Impish nature, max HP, and put whatever doesn't go into defense into attack.
- Parasect: Spore + filler + filler + filler = win
However, for my personal opinion of Parasect, see Ledian.
- Beedrill: Damn, they really went all out. There might be a battle in Lovrina round where this guy doesn't get his ass handed to him on the first turn.
- Pinsir: Brought along with someone packing Fake Out, you might be able to wreak some havoc after safely pulling off a Swords Dance. Earthquake and Brick Break are all right, or Focus Punch if you're feeling bold. You might as well buy a Hidden Power and see if it's anything worth using on it, as well. Pinsir is cool, but he's not going to earn his spot in the sunlight until D/P when they finally do him justice. If he could get Endure and use a stat berry without needing to be traded he'd a lot better here, I think. Jolly nature I suppose, and a ton of attack. It can get the jump on more than a few things, and Fake Out or the proper ally will really prolong its life. Can't say I genuinely recommend it though.

- Scyther/Scizor: Yet another one that won't be genuinely good until the release of D/P. On top of that, any moves these guys can actually get that are worth using are, whaddya know, unobtainable through XD alone. Don't bother with them unless you're importing, in which case you probably aren't reading this section anyway.

Grass Type:

- Shiftry: If you can bring yourself to raise a Seedot until it learns Explosion, then evolve it and put Fake Out onto Nuzleaf via the Move Relearner, then Shiftry can serve a nice purpose. For the remaining two moves, I say forsake SpAtt and just go Shadow Ball and some other filler. If you go with a speed enhancing nature, or even without, Shiftry can still be a quick little plant. Either way, pimp out the attack and speed stats for best results.
- Breloom: Can kick a lot of ass if used properly, and is VERY effective coupled with a Follow Me user. Spore and Focus Punch are a must, and I recommend using Move Tutor's Substitute on it. The last move is up to you; if you can somehow get HP Rock onto it, score. Otherwise all you need to concern yourself with is punching and not getting hit. Max the attack and consider an attack upping nature, as its main damaging move renders speed useless. HP requires a lot of attention as well.
- Victreebel: Requires too much team support and diversion to really make use of this guy, and on top of that its available movelist is not too impressive. Sleep Power is a must and I'd go with a physical attacking set, though there's not much in the way of that. Sludge Bomb is there, and aside from that Body Slam and perhaps Hidden Power if you get lucky with the typing and power. I note that with a Jolly nature and maxed speed it can outrun a handful of monsters that aren't boasting similar natures. Still, this guy isn't recommended.
- Exeggutor: While it requires largely the same amount of care that Victreebel does, it's actually capable of dishing out a lot of pain. I'd actually recommend Sunny Day if your team members can help guarantee its usage and benefit from it, and on top of that there's Psychic and Solarbeam, absolutely deadly when used by this guy. If you haven't bothered or don't plan on using a Snorlax, you'd benefit from teaching it Selfdestruct via Move Tutor, but I'd check out what its Hidden Power type is, first. If you do go Sunny Day, then enough speed to hit 198 is recommended, and a +SpAtt nature with plenty of EVs put into the stat. Exeggutor can be used to some degree of effectiveness alongside a Moltres.

Rock Type:

- Lunatone: While it's far from the best, if you want to use one of these here, it can make do with a Baton Pass set. I'd go with Calm Mind as the boosts to pass on, and Psychic and Ice Beam as its other attacks. I wouldn't use this set period without Fake Out, Follow Me or some other form of team support. Definitely Timid nature and plenty speed to have any hope of outrunning mean things that can easily OHKO you.
- Solrock: I was ready to skip this guy when I realised that amusingly it can make a somewhat effective CB exploder. Other than that, in XD at least it can't do much else. It also learns Earthquake and Rock Slide,

but I wouldn't want to use the precious TM on this guy. Still, for suicide purposes, Solrock gets the job done. Like Lunatone, I'd go with a speed nature, in this case Jolly. Max the stat out along with attack. I would stop using this guy after the third round, since you'll be fighting too many things that can off it in one shot. And for that reason, I'd consider avoiding it entirely.

- Rhydon: Now HERE'S a rock monster you can write home about! What's not to praise about this guy? His abysmal speed and special defense? Pfft, who needs them when you've got bountiful HP, awesome attack, and Def that shrugs off those unSTABed Earthquakes that'll be coming your way? Earthquake, Megahorn and Rock Blast are good bets. Protect is very handy as a fourth move, and on particular teams, Focus Punch or Substitute. Leftovers is a great hold item but will likely belong to someone else, so Quick Claw is the way to go. Lightningrod is the preferred ability, but I'd keep the first one that has IVs that don't suck. Adamant nature, with enough attack to meet or break 350 at least, and the rest into HP and Defense. Don't worry about that awful SpDef as it'll be OHKOed by supereffective hits anyway, and those that don't will be 2HKOs whether it deals 60% or 80%. Rhydon is a guaranteed winner that'll see you through every round.
- Tyranitar: Here's another one worth going out of your way for. With stats just as impressive as Rhydon's and an even better movepool, Tyranitar can be used effectively in a large number of battles. I'd actually recommend a mixed set of both special and physical attacks, among them Crunch, Earthquake, Focus Punch, Thunderbolt, Ice Beam, and even Rock Slide in some cases. While Sand Stream is annoying, the other team is suffering just the same, and it makes a great way to finish off those pesky enemies that escaped fainting with a sliver of health. Not anymore. Tyranitar is extremely durable with a Light Screen or Reflect in play, so I highly recommend pairing it with someone that'll use it, or even have one up before bringing it out. Even then it isn't crucial, however. Quiet nature if you plan on using a mixed set, which you should if you're going solely XD obtainable, and EVs in the vicinity of 188 for the stat. Max out HP, and put the rest into the stat of your choice. By the way, this is the guy to give Leftovers, as opposed to using it on someone just for the hell of it. I'd also consider Substitute as a fourth move, as it has some applicable situations where it's incredibly useful.

Ground Type:

- Claydol: If nothing else, give it Light Screen or Reflect. It's the one reason I would bring a Claydol, and it does that very well; I'd go with Light Screen personally, as it benefits itself far more, and for some reason special attacks just seem to be... meaner. Aside from that, you can do a lot with Claydol, and it can learn a host of good moves that it can effectively clean up with. Psychic and Ice Beam most notably, and Earthquake if you've got the TM to spare. Explosion is also very useful. Consider Claydol if you've already got 5 asskicking monsters ready to go and are looking for a team player to help round them out.
- Dugtrio: Hellooooooo Choice Band. Dugtrio cleans up extremely well and brings a swift end to anything weak to Earthquake right from the start. Moves like Aerial Ace generally suck for their incredibly mediocre strength, but are just right for Duggy. Sludge Bomb requires some Orre stomping to earn, but also works well on it. Give Hidden Power a shot and see what that brings, too. In all, Dugtrio is great to have around

either as a lead or backup to finish the job. As for nature, this time around I'd go Adamant instead of Jolly; you generally don't need the extra boost unless you're afraid of Sceptile or something. Max both attack and speed.

- Marowak: A force to be reckoned with. With a Thick Club, this fella is just lethal. It doesn't even need attack EVs to deliver some really painful Earthquakes. That said, you can prolong this guy's lifespan considerably with plenty of EVs in defense, special defense and HP. For a beneficial nature, go attack (without EVs) or special defense. Moveset depends a little on trait, in that Double-Edge is nice to have so long as you're Rock Head. With Lightningrod, just stick with your purification moves and perhaps consider Return, once it becomes available. Focus Punch is also an excellent move with team support and substitute.
- Flygon: While its movepool is teetering on horrible, Flygon does have something on Duggy in that its Earthquake is much better, and with Jolly nature and max EVs, its speed isn't much less than an unboosted Trio. And that speed is all you really need to kick some ass with this guy. Earthquake is a great move in itself, and with STAB and coming from this quick little dragonfly with its base 100 attack, it'll take down more than you think. There really isn't much else you can give Flygon via XD, but you're not bringing him into battle unless you'll be using this move repeatedly. In the end I'd take Tauros over Flygon, STABed EQ and same attack stat or not, but in the battles where he can shine, Flygon won't disappoint.

Fire Type:

- Ninetales: Surprisingly useful. Train Vulpix for a little bit, and let it learn Safeguard, invaluable in the first round, and Grudge, which can come through for you in a pinch. Particularly against bastards that pack Earthquake. For damage I recommend Fire Blast or Overheat, and as a final move, Will-O-Wisp. You could also try Hidden Power and see what that yields. Only one choice for actual attacking, but Ninetales really can't get much else. On top of that you'll be using its other moves just as much if not more, for the battles you'd be bringing the fox. For a filler Pokemon, Ninetales isn't too terrible. Oh, and I'd go with max speed and Modest nature, to get the most out of its fire move.
- Arcanine: Not really recommended, though it has a pretty great trait. Its movepool is even more butchered with no Crunch, so if you really want to use this doggy, you'll basically have to go the Ninetales route and give it anything remotely usable. Extremspeed, Bite, Overheat, even Aerial Ace. Meh. One thing I note is that it can get Helping Hand, though, which can be devastating alongside a sweeper. And if nothing else it brings a fitting end to the evil Metagross.
- Magmar: It actually learns some stuff, and purification is good to it. If you want a crapshoot little fire type that has some stuff up its sleeve, I present to you, Magmar. Follow Me is almost guaranteed to get it OHKOed, even though such fate was going to come to it anyway. Still, it's good for a last ditch effort to preserve someone else, and it has one of the sexiest abilities to go along with it. Fire Blast and Thunderpunch are pretty handy moves in general, and you can use Psychic or Confuse Ray to round it out. While it's incredibly frail, it IS quick and it has the special attack to kill things. I'd take it over the previous two.

- Magcargo: In my fantasy world where chocolate is healthy and unsafe sex never results in STDs or pregnancy, Magcargo is an unstoppable force. I know what you're thinking; you want it to be true, too, but you'll wake up tomorrow and Magcargo will still be horrible.
- Moltres: And here to steal attention away from Magmar is the borderline almighty Moltres. XD gives it some cool moves that can serve some great purpose in one battle or another, and on top of that its special attack is excellent. It also learns Safeguard, which effectively kicks Ninetales away. Will-O-Wisp, Extrasensory, Fire Blast/Overheat and Safeguard/Sunny Day is effective. Extrasensory is largely decoration, but is a reliable way to finish something off. Or you can bring it to Ardos Round 3 and OHKO Qwilfish. =P Timid nature preferably and put a great deal into SpAtt. Leftovers into HP. Considering Moltres is part of the borderline tier, it won't have much trouble surviving to take down a few enemies.

Water Type:

- Vaporeon: Great stuff. Ice Beam and Hydro Pump are all you really need to kick ass, and on top of that Vappy has the appropriate stats for surviving all manners of shit. For the remaining two moves, you have Bite, Acid Armor and Baton Pass, Helping Hand and Protect. The enemy Vaporeon uses Quick Attack for some reason, but you won't be finding too many uses for that. I'd go with Bite and Helping Hand/Protect. Modest nature with a lot of SpAtt, and the rest in defense and special defense. HP should be all right on its own. Definitely give Vaporeon Leftovers if you haven't decided someone else needs it moreso.
- Dewgong: It's got a helpful trait, and can learn Helping Hand and Sheer Cold, so I'm giving it a passing thought. Its defenses are decent, too. With the number of ice weaknesses about it can possibly bring a few down with Ice Beam, as well. It's too bad they didn't give it Fake Out via purification, or it'd be somewhat more desirable.
- Sharpedo: Frail as all hell. Neat trait. Crunch and Ice Beam to call on, as well as Earthquake and Double-Edge, from respectable attack stats. Potentially able to kill stuff with enough speed and offense. Seemingly OHKOed by anything with a base power. There's my passing thought.
- Starmie: Here's the water you're most likely to use, if any. Not only does it have the stats in the right places, but purification almost entirely sets it up for you! No Hydro Pump, but Waterfall is better than nothing. Slap Thunderbolt on it and you're ready to go. Timid nature with max speed and attack. As for hold item, it doesn't need or want Leftovers, so go Scope Lens or an item like Lax Incense.
- Lapras: Also highly recommended. Very resilient and excellent movepool. Ice Beam and Thunderbolt are generally musts, and I'd also go with Hydro Pump. As for the last move, I've done well and gotten a lot of usage out of Protect, but if your team setup doesn't call for it much there's also Sheer Cold, never reliable but always fun and sometimes a lifesaver. Go with a special defense boosting nature and spread all EVs amongst that, defense and SpAtt, which I would max; HP takes care of itself. Another very deserving candidate for Leftovers.

Ice Type:

- Walrein: Not having a halfway decent water move is a bit disappointing, but Walrein still kicks ass. Awesome trait, tons of HP, great special attack, and good defenses make it worth the trouble of raising one. I suggest Ice Beam and Sheer Cold, along with Encore for various situations and Protect to round things out. There's also Body Slam as a filler, but you'll primarily be Ice Beaming anything to death and using Sheer Cold otherwise. While Leftovers is a good choice for held item, Quick Claw also works well. Max HP and SpAtt with Modest nature.
- Articuno: A very resilient birdie, however lacking in the movepool department. Then again, a lot of these guys are. You're not going to be doing much of anything about your weaknesses, and Water Pulse is not going to cut it. On that note, I'd go with Ice Beam, Extrasensory, Mind Reader, and Sheer Cold. Max HP, special defense boosting nature with a few EVs to buff it, and the rest in defense and special attack. Considering rock moves suck something fierce and fire types in general are uncommon in addition to sucking something fierce, Articuno need worry only about electricity. Come to think of it, rock attacks are quite rare throughout Orre, too. Just as good, because two chunks of Rock Blast are all it takes to put Articuno out of its misery.

Electric Type:

- Jolteon: Not a bad choice for your Eeveelution. You can use a simple set of Helping Hand, Thunderbolt, Bite and Protect to a degree of effectiveness, or try your hand at Hidden Power. Being that these are double battles you shouldn't try to BP Agility unless you're Ninjask. Modest nature and max special attack and speed, which is already deliciously high. If you don't want Zapdos but must have an electric, Jolteon is your man. Well, %87.5 possibility of being your man. =P
- Ampharos: Considerably underrated, and actually ended up tearing through several battles in Orre for me. Its defenses and speed defy the electric stereotype, the former only benefiting it. You'll find that Amphy is pretty difficult to OHKO without Earthquake and even then it takes some real muscle to back it; its Thunderbolt is also particularly devastating. While my own took a trip to Emerald for Fire Punch, I rarely used it. Instead, you can get by with Thunderbolt and Thunder Wave, and FocusPunch is actually a somewhat decent filler. Unfortunately there's no Counter, but I'd be using Protect in this case, anyway. All you need to do is give Amphy something to jolt, and look on with satisfaction as it cripples it. Modest nature for this'un.
- Electrode: CB Explosion. Actually worth using for this very reason. Trodelect is basically guaranteed to go first, too. Bonus! Whatever other three moves it knows are completely irrelevant as far as I'm concerned, because the only reason you'd bring and lead with this guy is to blow up and kill things, and grin evilly at them while doing so. Thunderbolt, Mirror Coat and Light Screen are cute but unfortunately they defeat the purpose of having a Choice Band. Adamant nature with maxed speed, of course. I'd actually recommend using this smilin' sphere if you're doing an XD only Orre challenge, because you're already disadvantaged enough as it is and might as well utilize one of the dirtiest and easiest tactics there are in double battles.
- Electabuzz: Nothing terribly special about it, though it does have a decent movepool of versatile attacks, that being Thunderbolt and the

elemental punches. You have no reason to arm it with anything else. Max speed and special attack, and a little prayer that physical hitters don't notice it would help. By the way, if you want this set, it means returning the purified Togepi and foregoing Tri Attack in exchange for an Elekid with the retarded but lovable moniker Zaprong.

- Manetric: ARF ARF ARF ARF ARF GRRRRRRRRROOOOOOOOOOOOOOOOOOOWWWWWWWWWWRRRRR

- Zapdos: Probably the one you're most likely to go with, and it's easy to see why. Zappy arguably fared the best out of all the birds, what with Metal Sound and all; unfortunately it won't do you a whole lot of good here. Instead, Thunderbolt and Extrasensory are keepers, and Drill Peck is an okay filler to be used to dispatch the couple of Shednjas you'll face, or to finish off a Ludicolo/Sceptile/whatever. Throw on Protect or Light Screen for some very effective protection, and you've got yourself a winner. Zapdos can Baton Pass Agility or use Thunder along with Rain Dance, but those tactics won't have any place in Orre without teams specially made for them. Much like Moltres, if for whatever reason you ran out of Thunderbolt or just want to humiliate it, Extrasensory brings a swift and immediate end to Qwilfish. LOL
KWILFESH U SUXXOR

Fighting Type:

- Hariyama: While Helping Hand is badly missed, it has what you really want, that being Fake Out. Along with Protect and two attacks, likely Brick Break and whatever else you can afford to spend on it, Hariyama can be led with every battle along with someone that needs a free turn to boost itself or simply just survive longer. Adamant nature with Thick Fat, both defenses maxed and the rest in attack, and Hariyama won't be going anywhere.
- Hitmonlee: He's an Endrevver. His usefulness goes that far. There's Earthquake if you want to spend it on him, but you should use this guy only with the intention of Endrevving. No Mach Punch this time; Bummer. Hi Jump Kick is there for decoration. Max attack with Adamant nature, and max speed. Salac a must. It's too bad Heracross isn't obtainable within XD.
- Hitmonchan: If only you had Iron Fist as your trait earlier...

Psychic Type:

- Espeon: Also not a bad choice for an Eeveelution. Calm Mind and Baton Pass plus Psychic and Bite/Helping Hand/Hidden Power works well enough. Max speed plus Timid nature and the rest in HP and defense if you plan on using it mainly to BP Calm Mind; max speed and special attack if you just want to asskick. In that case make sure to protect him suitably.
- Gardevoir: Seems psychics that can Thunderbolt are a bit of a rarity. Garde is awesome, however, regardless of that; with defense that isn't flirting with awful, with the same going for HP, and excellent SpAtt & SpDef to boot. Psychic and Thunderbolt are basically musts, and without Ice Punch to call on you can instead use something like Reflect or Light Screen. Protect is ideal if you plan on using Quake or Explosion on the team as well. There's Calm Mind, but I wouldn't be using it with that speed, which for Garde I tend to neglect. Modest nature and either a Quick Claw or evasion boosting hold item.

- Mr. Mime: If nothing else it can also Thunderbolt, and its SpAtt stat is decent. It also learns both Reflect and Light Screen, two very beneficial moves for you. To top it off, Mime's special defense is also very nice. While I wouldn't use it personally over Claydol as a Light Screener, it can actually deal halfway decent damage after putting it up. You can get Psychic and Thunderbolt in infinite supply, too, so it's not like you're making sacrifices for this guy. Mime can be a suitable last choice when you think you've already got everything you need. If you only want one screen-based move, go with Calm Mind as its last.
- Lugia: For the best explanation of Lugia's talents, bring it to the Orre Colosseum entrance and talk to the lady (not the one with the beard; the other lady, stupid) while it's in your party. Or more specifically, try to begin a tournament.

Dragon Type:

- Dragonite: Good 'ol Draggy. IF and only IF you have adequate team support, by which I mean Fake Out, then you can pull off a Dragon Dance on a regular basis and begin sweeping teams that way. Considering it gains DD and Earthquake upon purification, ideally you'd go with that sort of set. While it requires a good bit more care, Dragonite can also utilize subpunching and boltbeaming effectively. Being one of few real obtainable powerhouses in XD, you'd do well to consider training this guy. Quiet for subpunching/boltbeam, Jolly for Dragon Dance.
- Salamence: Whereas Dragonite had at least some other option as opposed to just using Dragon Dance, with XD's limitations it's basically all Salamence could do. Still, it does a damn good job at it. Earthquake, Aerial Ace and Brick Break are your best options here. While you're required to spend your TM26 on Sala, unlike Dragonite it brings the ever so useful Intimidate into battle. It's also much faster than Draggy, the tradeoff being much weaker defenses. You win either way, depending on who you ultimately choose. Adamant is your preferred nature, and you should buff speed just enough so that one DD will let it outrun pretty much everything. The rest of your EVs should go into HP.

Dark Type:

- Umbreon: The definition of a team player. Takes nothing down by itself yet renders its teammates healthy and unstoppable. Umbreon can be packed with moves that deal not a flick of damage but merely restore its HP while it helps to buff or disable its teammates. Moonlight, Screech, Helping Hand, Confuse Ray, Taunt, Snatch with Baton Pass... All of them have their uses. I'd at least go with Helping Hand, and Moonlight. The rest is your call. If you must have something that deals damage, there's Faint Attack or Body Slam. For nature, go with a defense enhancement, max HP, and then put the rest in Def and SpDef. Lefties, Brightpowder or particularly Lum Berry are good held items.
- Houndoom: Not too terrible. Unlike Arcanine, it has Crunch and makes excellent use of it. Aside from that, Fire Blast and two fillers are the way to go; I'd recommend Protect as there'll otherwise be many cases where Houndoom only takes his initial turn. For a final move you can keep Charm, or Solarbeam if for whatever reason your team is

utilizing Sunny Day (a la Moltres and Exeggutor.) Actually, I can't recall if Solarbeam is a purification move for Exegg, but if it isn't, then it isn't an option for Doom anyway. Otherwise don't ever use Sunny Day with Houndoom by itself. As for nature, enhance speed or SpAtt, preferably speed, and max out both those stats. Unfortunately this doggy is just one point short of being able to outrun the psychic dragons you'll be eventually facing.

Ghost Type:

- Dusclops: And now the one monster to have its own section, Dusclops. While being unable to breed deprives it of Pain Split, it still has Will-O-Wisp and Helping Hand, and is just extremely effing resilient. You can give it Night Shade and Protect or Shadow Ball and Ice Beam or some fillers that'll allow it to finish off things that your actual powerhouses don't. Protect is encouraged, however, these being double battles. Max HP and defense enhancing nature, with remaining EVs split between defenses.

Poison Type:

- Crobat: Guess Dusclops doesn't get his own section after all. I wasn't going to mention Crobat for various reasons, but it can still do some things, and I had briefly used one with some success. Basically you want either a Choice Band or Scope Lens, and Sludge Bomb, Shadow Ball, Aerial Ace and something else; Confuse Ray in the case of Scope Lens. Then you go Adamant, max speed and attack, get in there, and hit stuff. Crobat is somewhat useful as a mess cleaner, when the enemy is down to one and a half monsters and is looking pretty disadvantaged, which isn't too difficult a situation to put them in. It's also worth noting that unSTABed Thunderbolts and Ice Beams generally don't OHKO Crobat at full health, making it less worrky to send it out against one that'll likely use them against you.

There we have it. No one else gets a mentioning, either because I'm tired of writing this section, or they're pretty bad or downright useless this time around, what with all the limitations of not being able to breed or trade. Pretty much the latter, really. Hopefully after reading this section you'll have an idea of who you'd want to raise for a team that would ultimately conquer Orre. Very doable, but the tedium and gluttonous consumption of time in which it'd take to even come close to being ready to pull the feat off is enough to make most not want to bother.

[3.4] Basic Strategies

Some general advice and moves that will really help you, though I'm sure (well, hoping) most of you have a firm grasp on this already:

- Rather than think of the 4 mons that would defeat theirs the easiest, look at the enemy's team and consider which ones mean the biggest threats. Build your opposition to combat them as well as handle anything else that may come out; it'd suck to go in there and find your team's biggest weakness exploited.
- Leave nothing to chance whenever possible. Swellow is faster than Sceptile, who is faster than Espeon, but can be defeated by Espeon in

the next turn. Rather than focusing on Sceptile's ally, destroy it with Swallow and guarantee success. The A.I. loves pulling insane stuff out of their ass and really screwing you over when you've got the upper hand. Don't give them the opportunity to do so; this is a perfect example.

- Protect. If you don't already love this move, learn to. Equip anyone that doesn't need a fourth slot dedicated to another move with Protect. Not only will it shield you from the obvious EQ and Explosion, but it's great for baiting the enemy. Let 'em launch whatever at you in vain while your ally takes care of whomever is hassling you. If at all possible, try to obtain Detect for those that can learn it instead of Protect. Less PP, but it can't be Imprisoned (for they all block Protect), and you'll come across a few enemies that use it. It's not vital and you can get by without it, but it'll make life easier.
- Fake Out. I LOVE this move! Guaranteed flinch on the first turn, unless they have Inner Focus, and those are very few in number. Absolutely invaluable when you need a turn to set someone up, or a free turn to wail on/faint someone that would otherwise be a major problem.
- Helping Hand. XD tosses us a few more wielders of this move, but I wouldn't consider it for any of the newcomers besides Dusclops. Anyway, this move is VERY useful when you don't have enough power to deliver a OHKO on your own, and can make STABbed blows very deadly. While it's not a crucial asset to any team, it can really bolster one's strength, so consider making room for it. I happen to love Hariyama for this. He may not be all that awesome as a standalone Fighting type, but he can learn Fake Out, be bred both Detect and Helping Hand, has tankish HP, and Thick Fat to assist him further. Slap Brick Break on him, and he makes a damn good assistor to my team.
- Explosion. You don't need a massive amount of attack power to be really destructive with it, and it couldn't be simpler; all the user needs to do is survive long enough to use it. Two for one is a great deal in most cases. Not a lot has to be said about the move, really; it just owns (AND looks friggin' awesome in this game). Just be sure to look at the enemies' movesets, so you know who's capable of Protecting against it. Metagross is my personal fave for this one. Snorlax with Selfdestruct is also a nasty little monster; in fact, I ended up exploiting that in the final tournament with my ingamers.
- Reflect/Light Screen. I swear by their usefulness this time around. After slapping it onto a Claydol with nothing else I really wanted to teach it, I used it in battle and was stunned by the sheer resilience it gave my teammates. This really cuts down the enemy's strength, and 5 turns is a reasonably long time. Things like lefties only prolong survival. While it's hardly a must and not nearly as useful as Fake Out or Explosion, the moves kick ass and make great fillers. Zapdos is another great candidate for Light Screen.

There are a few other moves that would deserve a mention, but they're more situational than these and will be listed in the strategies when applicable.

Now on to the actual battles!

Safeguard will be immensely helpful for the entire tournament. Every battle involves you being inflicted with ailments in some way, and the final pretty much depends on it. Any fast mon that can learn it, like Ninetales, will do nicely (Come to think of it, there are few that can use it that have base 100 speed or higher AND are allowed into Orre). A lot of UU Pokes to face off against here... Don't expect too rough a time.

[4.1] Battle 1: Hunter Greel

Parasect @ Quick Claw, Female, Effect Spore
Spore
Giga Drain
Aerial Ace
Return

Slowbro @ Leftovers, Male, Own Tempo
Dream Eater
Focus Punch
Shadow Ball
Yawn

Houndoom @ Focus Band, Male, Flash Fire
Dream Eater
Crunch
Flamethrower
Pursuit

Breloom @ Brightpowder, Male, Effect Spore
Spore
Focus Punch
Sludge Bomb
Substitute

Jynx @ Lax Incense, Female, Oblivious
Dream Eater
Psychic
Ice Beam
Lovely Kiss

Gardevoir @ Scope Lens, Female, Synchronize
Dream Eater
Ice Punch
Thunderbolt
Hypnosis

Strategy: He's likely to lead with Jynx or one of the Sporers, as they have the most reliable sleep-inducing moves of the bunch. The bulk of their firepower is going to come from Focus Punch or Dream Eater, and a few elemental attacks thrown into the mix. This battle is really very easy, though; simply overpower them with faster, stronger pkmn. Only Slowbro has decent defense here, but goes down easily to a good Thunderbolt or two. If you have the means, use Safeguard here to prevent them from putting anyone down, then proceed with the usual wailing. As for prioritizing, get rid of Parasect before anyone else if he is present; the AI abuses the hell out of that Quick Claw. Otherwise, Jynx and Houndoom are your biggest threats because they have good moves that aren't dependent on your sleeping. I really hope you don't lose this one. =P

[4.2] Battle 2: Rider Herlam

Spinda @ Focus Band, Female, Own Tempo

Teeter Dance
Dizzy Punch
Flail
Protect

Cacturne @ Miracle Seed, Female, Sand Veil

Teeter Dance
Needle Arm
Toxic
Double Team

Grumpig @ Lax Incense, Female, Own Tempo

Confuse Ray
Ice Punch
Psychic
Fire Punch

Slowking @ Nothing, Female, Own Tempo

Yawn
Surf
Psychic
Ice Beam

Lickitung @ Leftovers, Female, Own Tempo

Body Slam
Earthquake
Shadow Ball
Belly Drum

Smeargle @ Brightpowder, Male, Own Tempo

Teeter Dance
Sheer Cold
Lock-On
Protect

Strategy: Even easier than the first battle. Confusion is the theme here, and once again Safeguard reigns supreme. You don't even need it, though. Every single trip through here, I've won just by beating them up with good old physical attacks. Grumpig is the only mildly irritating one, because aside from Megahorn, it seems to survive with a little health remaining no matter what I throw at it. Type matchups aren't that important here, provided you protect your Fighter. He'll beat up anyone that isn't Grumpy or Slowking, who can be handled easily with strong Dark or Bug moves, or simply powerful physicals. I suggest taking out anyone that can Teeter Dance first.

Be aware of these guys, though. Unlike the first battle, where speed was not nearly as important as the offensive stats, you will want to lead with Pokemon that have at least decent speed stats. These guys make a very unimpressive team, but the likes of Smeargle and Grumpig will easily outrun your slowpokes, and having everyone confused really sucks. Not to mention it opens up a huge window for the AI to pull some really lame stuff, namely Sheer Cold. All it takes is for you to smack yourself once, and the battle goes downhill from there. ...yes, I once actually managed to lose to these freaks. All thanks to ****ing Smeargle. He might as well have had 6 Double Teams in effect, and SC been a 100%-accurate move.

[4.3] Semifinal: Sailor Lestor

Stantler @ Scope Lens, Male, Intimidate

Thunder Wave
Stomp
Confuse Ray
Attract

Xatu @ Focus Band, Male, Synchronize
Confuse Ray
Psychic
Thunder Wave
Giga Drain

Raichu @ Lax Incense, Male, Static
Volt Tackle
Sweet Kiss
Thunder Wave
Encore

Togetic @ Leftovers, Female, Serene Grace
Follow Me
Sweet Kiss
Body Slam
Thunder Wave

Grumpig @ Lum Berry, Female, Thick Fat
Confuse Ray
Ice Punch
Extrasensory
Fire Punch

Butterfree @ Brightpowder, Male, Compoundeyes
Stun Spore
Psychic
Flash
Giga Drain

Strategy: Confusion AND paralysis. More annoying, but still pretty easy. If you don't have a Safeguarder, you'll still be fine, especially since I've found that these guys NEVER used their ailment-inducing moves on me. They always went with direct-damaging moves, which meant my team stayed healthy whilst pounding them. Once again you're up against a team with overall weak defense, so straight power is the way to go. Electric, Fire, and Rock attacks will take out most of 'em, and someone should have Earthquake to pick off Raichu. Stantler and Grumpig are the only ones capable of being problematic, but even then that's not saying much, as they're both pretty frail. Once again, it doesn't take anything crafty to win this one.

[4.4] Final: Admin Lovrina

Shuckle @ Chesto Berry, Male, Sturdy
Toxic
Attract
Rest
Wrap

Wobbuffet @ Lum Berry, Female, Shadow Tag
Charm
Counter
Encore
Mirror Coat

Misdreavus @ Quick Claw, Male, Levitate

Torment

Attract

Confuse Ray

Protect

Milotic @ Lax Incense, Female, Marvel Scale

Toxic

Attract

Confuse Ray

Wrap

Blissey @ Leftovers, Female, Natural Cure

Counter

Attract

Sing

Seismic Toss

Meganium @ Brightpowder, Female, Overgrow

Leech Seed

Attract

Toxic

Protect

Strategy: This battle can be pathetically easy if you have and utilize one of a few different things:

-Safeguard. Self explanatory, it'll keep the status afflictions off you. But it pales in comparison to the likes of...

-Taunt. Bring someone along with Taunt and enjoy watching the bulk of them use Struggle with no strength whatsoever to back it, or the occasional pathetic Wrap. Don't feel like using it again every two turns? Well then, there's...

-Substitute. Breloom can have a field day with these guys, and all you need to do is create a sub the first turn, and nothing short of a Blissey Seismic Toss will break it. If both of your mons have used it, then all you have left to do is laugh at them while they use their moves in vain and whittle their HP down. It keeps Leech Seed and Attract off as well, which is nice.

Without any of those, you may be in for a pretty tough, or at least extremely annoying, battle. Toxic, Attract, and Confuse Ray are the main problems here, but Misdreavus can and will cause major problems for you with Torment. By all means get rid of him first. If you get Tormented, they'll take turns using Protect, in an attempt to null out a move that's supereffective against them. Aside from stalling while poison takes its toll, if that attack is also the only thing that can really deal damage to them, you're in trouble. I'm not sure what encourages Lovrina to bring Wobb or Blissey; I've only faced them once as a pair, when I had an abundance of phys damagers. Perhaps they seek to abuse Counter. Provided you sent out someone capable of nailing them in a single blow, that's all it will take.

Anyways, suppose you don't have Safeguard. I've found the least troublesome way of dealing with these guys while keeping everyone alive as long as possible is to single everyone out, one at a time. Misdreavus has to go. Meganium has to go next. If you have someone with Helping Hand, and an attacker with something they are weak to, abuse it. Meganium, unfortunately, is probably not going to go down in one hit no matter what you throw at it, unless you get a CH or it's a Megahorn from Heracross. If Mega gets a Leech Seed off successfully, she'll spend the rest of her turns alternating between

Protect and harassing someone else, so act accordingly. That's what I hate about guys like Meganium- their defenses aren't sick enough to make them awesome, but they're tankish enough that they always survive just about everything with health to spare. Anyways. Shuckle cannot take repeated bombardment with your strongest special or physical attacks, but if you don't get rid of him quickly enough, he'll Rest and you'll have to start over. Lastly is Milotic, who cannot take a supereffective hit in conjunction with another good attack. Be warned that she can poison AND confuse AND attract you, so if she's out there and her ally is protecting or can be dealt with later, go and take her out of the picture. If you just focus everything on one of them at a time, you should be able to win this, even if you take a casualty or two. Switch people out whenever it's going to help you.

Speed is a generally useless stat in this battle, as none of them, with the exception of Misdreavus, have any speed EVs, let alone a great speed stat. All you need is a few guys with attack stats over or well over 300, and these guys won't last long at all. Wobuffet can and should be ignored until you can't benefit from doing anything else, but make an effort to OHKO it, or you might lose someone. Metagross is one of the best mons to have around in this battle, and if you'd love a place to abuse Focus Punch, this is it. Heracross can also deal some serious damage here, as can anyone with Dragon Dance.

"I was so impressed by your toughness! Because you are so tough, I'll let you be the first member in my fan club! Doesn't that make your day?" -Lovrina

No, dear, it doesn't. And watch where you swing that hair.

Now that you've completed this round, you can begin the tedious but very worthy sidequest to get the Lucky Egg. I of course won't be covering that, though. This isn't a walkthrough. =P

OOOOOOOOOOOOOO[5] Snattle Round OOOOOOOO
OO

Next up, we have two pitifully easy battles, and two that could possibly hand us a loss if we aren't careful, or even unlucky. You'll want your team to have a few guys with Protect/Detect/Endure, here; they'll be lifesavers once you face Snattle.

[5.1] Battle 1: Worker Lobel

Tyranitar @ Leftovers, Male, Sand Stream
Crunch
Fire Blast
Thunderbolt
Protect

Quagsire @ Quick Claw, Male, Water Absorb
Ice Beam
Yawn
Earthquake
Protect

Cacturne @ Lax Incense, Male, Sand Veil
Giga Drain
Double Team
Thunderpunch
Substitute

Sandslash @ Brightpowder, Female, Sand Veil

Aerial Ace
Earthquake
Brick Break
Focus Punch

Claydol @ Lum Berry, Genderless, Levitate
Psychic
Explosion
Ice Beam
Light Screen

Dugtrio @ Focus Band, Male, Sand Veil
Substitute
Double Team
Rock Slide
Earthquake

Strategy: Sand Stream. Your Grass, Ice and Water types will make this a very easy match. All I can forewarn you about is Claydol- if he leads with it and Tyranitar, he's most likely going to use Explosion while Tyran Protects, so go after it first. These guys were all OHKOs for my Sceptile and Milotic. You shouldn't have any problems here at all, provided you have at least one good special attacker which can get in a move before any of these chumps, which shouldn't be too hard. Enjoy witnessing Tyranitar pull impressive feats such as four straight Protects. Too bad his allies aren't too competent with the task of survival.

[5.2] Battle 2: Casual Guy Makel

Dewgong @ Quick Claw, Female, Thick Fat
Fake Out
Encore
Blizzard
Sheer Cold

Dugtrio @ Brightpowder, Female, Arena Trap
Ancientpower
Protect
Earthquake
Fissure

Pinsir @ Salac Berry, Male, Hyper Cutter
Flail
Endure
Brick Break
Guillotine

Kingler @ Nothing, Male, Shell Armor
Guillotine
Rest
Amnesia
Sleep Talk

Nidoking @ Focus Band, Male, Poison Point
Sludge Bomb
Horn Drill
Megahorn
Protect

Lapras @ Leftovers, Female, Water Absorb

Ice Beam
Hydro Pump
Thunderbolt
Sheer Cold

Strategy: Gah, I hate teams that focus on OHKOs. If you don't destroy them all in one hit apiece, you run the risk of losing someone to one of their attacks. That said, these guys aren't a terribly sturdy bunch, save for Lapras. Also, Pinsir seems more intent on EndFlailing than trying to off you with Guillotine. I don't know who he's going to send out against you, but just focus on getting rid of everyone one at a time, if you don't think you can handle these guys in one blow. Lapras will take a lot of abuse, so wail on it with prejudice. A strong psychic type with some elemental attacks in its arsenal can handle just about everything here; other mons focused on speed and special attack will back it up nicely. This one may or may not be troublesome.

[5.3] Semifinal: Researcher Limar

Shedinja @ Focus Band, Genderless, Wonder Guard
Silver Wind
Shadow Ball
Aerial Ace
Swords Dance

Hypno @ Leftovers, Male, Insomnia
Calm Mind
Ice Punch
Psychic
Thunderpunch

Kabutops @ King's Rock, Male, Swift Swim
Rain Dance
Body Slam
Rock Slide
Brick Break

Ditto @ Metal Powder, Genderless, Limber
Transform
Psycho Boost
Frenzy Plant
Explosion

Altaria @ Brightpowder, Female, Natural Cure
Dragon Dance
Body Slam
Aerial Ace
Earthquake

Rapidash @ Lax Incense, Female, Flash Fire
Sunny Day
Solarbeam
Flamethrower
Hypnosis

Strategy: He'll lead with Ditto and someone else; Hypno was always his partner when I faced him. The first turn, everyone else will just make use of their stat boost or weather changing move, and Ditto.. well, there's only one thing Ditto can do. I went after both of them the first turn and then finished them off the second before they could pull anything. Earthquake is an awesome move to abuse in this battle, which stands to make short work of

everyone aside from Altaria and Shedinja, who are taken out easily by their respective weaknesses. You might have some problems if you don't have a speed advantage, by which I mean letting guys like Kabutops and Altaria pull their stuff off and live. I Dragon Danced while my Rhydon EQed the first turn, so I was set to quickly wipe everyone out.

Amusingly, once and only once did Ditto choose to transform into one of my own mons instead of its ally. I think it was my Aerodactyl.

[5.4] Final: Admin Snattle

Electrode @ Leichi Berry, Genderless, Soundproof

Explosion
Thunderbolt
Light Screen
Endure

Muk @ Quick Claw, Male, Sticky Hold

Imprison
Explosion
Protect
Substitute

Regirock @ Lax Incense, Genderless, Clear Body

Explosion
Earthquake
Ancientpower
Protect

Gengar @ Scope Lens, Female, Levitate

Explosion
Sludge Bomb
Shadow Ball
Protect

Glalie @ Salac Berry, Female, Inner Focus

Explosion
Shadow Ball
Ice Beam
Endure

Regice @ Leftovers, Genderless, Clear Body

Explosion
Thunderbolt
Ice Beam
Protect

Strategy: KABOOM! My favorite move in effect here. This one could be really nasty, because there's no telling who will use Explosion first and who will Protect. But it's made much easier on you by leading with two Protectors and both using it from the start; someone will blow up, and provided it isn't Gengar or Enduring Electrode that is left behind, you can go after the one that used Protect the next turn, as they'll be the ones to blow up next. The Regis are slow enough that two or even one supereffective hit, depending on the matchup, will bring them down before they have a chance to move, but always be wary of Explosion. If Muk makes an appearance, always leave him until he's the last remaining. He'll Imprison, but all he can do for damage is blow up, so he'll be a sitting duck when left behind. If you happen to have an EndRevver, he'll be really useful here. Provided you put plenty of EVs into his speed (Jolly Heracross is great) he can get the jump on anyone

after the Salac kicks in, and will annihilate the Regis instantly. Caution and good predictions will get you through this. Once again, Metagross is very useful in the finals, its standard set being able to OHKO or put a huge dent in everyone that shows up. Especially if he leads with the weakling Regice. If there's no way you can avoid eating an explosion, switch anyone that can resist it in to try and salvage your team. Note that when they get down to two pokes remaining, they usually don't like using it again, especially if you still have 4 of your own. Lastly, if you have some balls, you can try to OHKO one of their leads (best if it's Regice) and have your ally use Focus Punch, to seriously injure whomever shows up next. It's a fun way to pick his team off, at least. Speaking of Focus Punch, if your poke also has Substitute and they don't have something like Electrode or Gengar out to render it moot (as they would go first, undoubtedly) then it makes a nice if not halfassed guard against Explosion. Sure, it'll be gone before the end of the round, but that's better than losing the entire monster.

"In the near future, I shall appoint you as my official secretary. Let that be a motivation for you to constantly better your skills." -Snattle.

00000000000000[6] Gorigan Round 00000000
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I recommend having at least two moderately if not extremely fast special attackers on your team before attempting this round, with more than one powerful special at their disposal (Psychic and Boltbeam are sufficient.) The final battle is where it really matters; for the others, you can get away with using what has already brought you success.

[6.1] Battle 1: Chaser Navu

Sharpedo @ Brightpowder, Male, Rough Skin
Crunch
Protect
Ice Beam
Hydro Pump

Hitmonlee @ Salac Berry, Male, Limber
Reversal
Endure
Earthquake
Rock Tomb

Zangoose @ Leichi Berry, Female, Immunity
Flail
Endure
Shadow Ball
Crush Claw

Victreebel @ Lax Incense, Female, Chlorophyll
Magical Leaf
Sleep Powder
Sludge Bomb
Protect

Golem @ Leftovers, Male, Rock Head
Double-Edge
Protect
Earthquake
Rock Blast

Nidoqueen @ Quick Claw, Female, Poison Point
Sludge Bomb
Earthquake
Shadow Ball
Superpower

Strategy: A bit of a balanced team here. Just employ common sense and eliminate your biggest threats first. All you need to take notice of is Endure and Protect; they'll alternate with it, especially when there's a quaker on the battlefield. Just focus your attacks on the one that isn't guarding, and they'll be a piece o' cake. Nidoqueen is the only real annoyance here, with the damned Quick Claw. Either way your psychics like Starmie or Gardevoir will handle everything here easily, and a strong flier brought along as backup can avoid the quakes and finish the job. Your only concern is killing them first, which is simple aside from Sharpedo and Zangoose, both of whom are incredibly frail in defense and aren't strong enough to sweep you. Be wary of the weaknesses Sharpedo can exploit. Aside from the psychics and fliers, a sponge in general with some good offense to boot is just as nice an asset here.

...I have to wonder if the CPU is playing fairly here. To my knowledge, when a pkmn is Encored it does not automatically go first in battle, but Victreebel did. I admit I can't remember the last time I battled in which I or my opponent used Encore, but there were no Quick Claw users in play, and aside from my Wobbly who would go last anyway, my Latias was perfectly healthy yet didn't get the jump on Victreebel.

[6.2] Battle 2: Chaser Pixen

Nidoking @ Quick Claw, Male, Poison Point
Sludge Bomb
Shadow Ball
Body Slam
Megahorn

Magmar @ Focus Band, Male, Flame Body
Flamethrower
Thunderpunch
Psychic
Confuse Ray

Politoed @ Lum Berry, Female, Damp
Ice Beam
Hydro Pump
Psychic
Swagger

Fearow @ Nothing, Female, Keen Eye
Tri Attack
Steel Wing
Drill Peck
Attract

Jynx @ Lax Incense, Female, Oblivious
Lovely Kiss
Ice Beam
Fake Out
Dream Eater

Armaldo @ Leftovers, Male, Battle Armor
Body Slam

Rock Blast
Brick Break
Dig

Strategy: Yet another balanced team, while everyone has room to inflict some sort of status ailment, whether it be poisoning, paralysis, confusion, or burns. Again, common sense and prioritizing is all you'll need to get through this without a lot of problems. You'll notice that not one person has Protect or Endure, and that no one on the opposing side can Earthquake. Better for you. He always led with Nidoking and Magmar against me, regardless of my lineup.

As is with a lot of UU Pokes, these guys pack some pretty good moves for the most part but they aren't capable of mowing down anyone with some halfway decent or even barely decent defenses. That Magmar couldn't even take out my Metagross with a single Flamethrower, and in a later battle a CH Hydro Pump from Politoed didn't even finish it off. Fearow is more geared towards speed than offense, as unless it's nailing a weakness, it'll use Tri Attack for some generally unimpressive damage. Armaldo's only good move is Rock Blast, and it's almost guaranteed to go last, so it isn't much of a threat. So what to do here? Bring some powerhouses along, both physical and special, and just pick them off as they appear. Politoed and Armaldo are the only ones that can survive a very strong hit, but their speed will prevent them from getting another turn to attack. Prioritize Jynx and Politoed first, followed by Nidoking.

Once again no one has Protect or Endure, so anyone with Earthquake that won't go down to one of their attacks instantly should use it. Normals are good for the job, and a standard Aerodactyl can wreak total hell on this team with some special support. The only things that will make this battle a pain in the ass are Focus Band clings and the 90% chance of freezing from Fearow's Tri Attack (it sure seems like it at times.) Quick Claw and Lax Incense may demonstrate their nasty talents repeatedly as well. Otherwise a piece o' cake.

[6.3] Semifinal: Chaser Daks

Scizor @ Quick Claw, Male, Swarm
Silver Wind
Secret Power
Aerial Ace
Steel Wing

Electabuzz @ Brightpowder, Female, Static
Thunderbolt
Protect
Ice Punch
Fire Punch

Quagsire @ Lax Incense, Male, Damp
Ancientpower
Body Slam
Sludge Bomb
Earthquake

Arcanine @ White Herb, Male, Intimidate
Extremespeed
Overheat
Crunch
Protect

Walrein @ Leftovers, Female, Thick Fat
Ice Beam
Sheer Cold
Waterfall
Icy Wind

Primeape @ Scope Lens, Male, Vital Spirit
Low Kick
Cross Chop
Body Slam
Rock Tomb

Strategy: More balance, and now, they're out to cut down your speed. Even so, they'll spend more time just trying to take advantage of your type's weaknesses, so it's not like paralysis or Icy Wind/Rock Tomb is going to be an issue. For the third time, my Gyarados/Rhydon combo made really short work of these guys. There's no move you need to utilize here, but Earthquake did me a lot of good. As usual, common sense prevails. Take care when damage sponge Walrein shows up; it easily survives most attacks when hit at full health, Sheer Cold might as well be as accurate as Swift when the CPU uses it, and STABed Ice Beams tend to sting. While this team isn't particularly good, this guy can still be a major thorn in your character's underdeveloped balls.

I've noticed that if he brings Quagsire along, he always comes last, and isn't terribly nasty even with a STABed Earthquake. Scizor can be very annoying even with its crap movepool, so don't ignore it. Swampert, Starmie and several other waters are nice to have in this battle, and I've actually kicked some serious ass with a physical based Gengar. I've praised Aerodactyl before in this guide, and I'll do it again, as he also tears these guys apart. Arcanine, Scizor and Walrein should be singled out if you don't have the power to OHKO them (Arcanine's Intimidate is its saving grace here; otherwise it doesn't do anything well except Overheat stuff, which is strong as hell however and merits KOing it quickly.) Quagsire will inevitably be singled out anyway as it loves being the only guy left, and both Electabuzz and Primape are very frail. A single Earthquake and Psychic should be the end of them, respectively.

[6.4] Final: Monkey Boy- er, Admin Gorigan

Salamence @ Brightpowder, Female, Intimidate
Dragon Claw
Crunch
Flamethrower
Hydro Pump

Arcanine @ White Herb, Male, Intimidate
Extremespeed
Overheat
Crunch
Protect

Hitmontop @ Leftovers, Male, Intimidate
Brick Break
Detect
Body Slam
Earthquake

Granbull @ Quick Claw, Female, Intimidate
Return
Shadow Ball
Brick Break

Hyper Beam

Tauros @ Chesto Berry, Male, Intimidate

Return

Hyper Beam

Earthquake

Rest

Gyarados @ Lum Berry, Female, Intimidate

Double-Edge

Icy Wind

Earthquake

Thunder Wave

Apparently Chaser Daks was so disappointed with his Arcanine that he traded it to Gorigan. The two are exactly the same, right down to their gender and order of their moves. Unfortunately it wouldn't become any more useful in Gorigan's hands, and before he could reconsider Daks yanked the link cable and sprinted off. Son of a bitch.

But hey, at least it isn't Masquerain.

Strategy: Intimidate! Hope you have a bunch of fast special attackers! Your physical strength will be butchered to all hell every time someone comes out, so don't rely on brute force. Those with speed well over 300 and good sp att, also well over 300, will be your best bets. A Starmie or Lati@s really butchers this team, as well as, believe it or not, Wobuffet. If one of the offense so much as dares to launch an attack at it, they're goners. If you don't like using Wobb because of prediction issues, bring a Metagross or Rock/Steel/Electric along and they'll be more than happy to Earthquake the both of you. Metagross in general is a great help in this battle because of Clear Body, and I like having one along to clean up the mess should one of my special sweepers faint. The Tauros in this battle has no CB and thus is not particularly deadly; 300 HP and defense a little over 200 should give you pretty good odds of surviving its Hyper Beam, should it use it. Likewise, a supereffective Earthquake probably won't even score 60% damage on anything with excellent defense. Hi again, Metagross.

My first run through, I had a HELL of a time; Granbull and Tauros kicked my ass into oblivion. Goddamn Granbull got the Quick Claw to take effect every single bloody turn he was out there, and they both Hyper Beamed and Returned my poor team to hell. I had managed to off Sala and Gyar before these freaks ruined it for me. Then I returned for a rematch, and he led Arcanine and Sala. Sala was Faked Out and Arcanine crunched my Latis for insignificant damage; Sala was Dragon Clawed the hell out of there. Next comes Gyarados, who gets served a nice helping of Thunderbolt while Arc protects (Quake. Of all moves he could use, he chooses the least effective.). Last is Hitmontop, who dies to Psychic, while Arcanine goes for another lousy Crunch. Next turn, he's out to a Helping Handed Psych. Woo. All that aggravation the first time, and then I win without losing anyone. May you have similar good fortune.

"You're some kind of special! You're worthy of sharing my camaraderie as a friend. I therefore award you the "Hexagonal Bolt of Friendship Holder." The Hexagonal Bolt of Friendship is the perfect fit for my wrench, and is its truest friend. In spirit of unchanging friendship, -Gorigan"

Wow.. someone softened up a lot. Is there something you're not telling us, Monkey Boy...?

000000000000[7] Chobin & Robo Groudon Round 0000000

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Now we have some fun ones! Nothing that truly bears mentioning here, but I did have a lot of unfortunate encounters with these guys, as they were displaying some disgusting acts of "luck."

[7.1] Battle 1: Fun Old Man Rekix

Espeon @ Brightpowder, Male, Synchronize
Psychic
Calm Mind
Bite
Reflect

Jolteon @ Lax Incense, Male, Volt Absorb
Thunderbolt
Thunder Wave
Bite
Charm

Flareon @ Quick Claw, Male, Flash Fire
Body Slam
Fire Blast
Shadow Ball
Helping Hand

Umbreon @ Lum Berry, Female, Synchronize
Confuse Ray
Faint Attack
Helping Hand
Charm

Vaporeon @ Leftovers, Female, Water Absorb
Quick Attack
Hydro Pump
Ice Beam
Helping Hand

Eevee @ Focus Band, Female, Run Away
Helping Hand
Growl
Attract
Wish

Strategy: Hmmm. Wonder what the theme of this team is? Regardless, you'll see a lot of Helping Hand and a lot of really beefed up attacks coming your way. Who will use Helping Hand, and who will attack? Espeon lacks Helping Hand, so he will always be the attacker; otherwise, they'll boost the one that is going to nail your weakness. Vaporeon attacks much more often than she boosts; get rid of her quickly. Jolteon Charms or Helping Hands unless you present him with a water or flying; occasionally he'll Bite a psychic. Umbreon uses Helping Hand more than anything else. The key to knowing when someone is going to use something other than Helping Hand is to look at the type matchups. The less damage they can inflict on you, the more likely they are to use annoying moves like Charm. Eevee will either Wish or Helping Hand as it doesn't have much at its disposal. Flareon generally does nothing but attack, but is too slow (and too limited in moves) to be problematic. Unless you took a serious beating, once Espeon and Vaporeon are out of the picture then you should have this match in the bag.

[7.2] Battle 2: Fun Old Man Dargs

Slaking @ Lum Berry, Male, Truant

Aerial Ace
Shadow Ball
Body Slam
Earthquake

Alakazam @ Brightpowder, Male, Synchronize

Psychic
Ice Punch
Fire Punch
Skill Swap

Milotic @ Leftovers, Female, Marvel Scale

Ice Beam
Mirror Coat
Hydro Pump
Protect

Gengar @ Nothing, Female, Levitate

Psychic
Fire Punch
Thunderbolt
Skill Swap

Metagross @ Scope Lens, Genderless, Clear Body

Shadow Ball
Earthquake
Meteor Mash
Protect

Claydol @ Quick Claw, Genderless, Levitate

Shadow Ball
Earthquake
Ancientpower
Skill Swap

Strategy: Skill Swap. At least, that's the intended strategy here. I'll warn anyone that thought this battle would be just like its Colosseum version; it isn't. Every time I fought through here, they ignored their truant buddy and just came after me. That cost me a win the first time; rather than having a free turn to boost up, Gengar just came right out and started killing off my team members. It didn't make a difference that I had faked Slaking out; by then, I had already lost my main damage dealer for the battle. I've had a lot of success by ignoring Slaking for the first turn and focusing on getting rid of his support. Without a CB Slaking isn't *that* deadly, especially considering its STABed move is only Body Slam, and if they didn't use Skill Swap the first turn, you can ignore it again until you think you can take it out in a single turn. Milotic uses Hydro Pump more than anything else, and isn't so much a threat without Recover. Metagross however, whom I have noticed is included in his lineup more often than not, is an unwelcome sight no matter what and can seal your fate pretty quickly if you've taken too awful a beating by the time its been sent out. A good water type works best, especially someone like Swampert, who won't take too much from its Earthquake and can almost take it out with a single quake of its own. Sure, there are a lot of things that can deal with Meta effectively, but unless it's resisted, Meteor Mash freaking hurts. Unless you can't afford to do otherwise, single it out and KO it before anything else.

Leading with someone using Intimidate puts a nice dent in Slaking's power, though the most common wielders of that trait can also be offed instantly by Gengar or Zam, so unless you have something fast enough to take out either of them first turn, you might as well withdraw them immediately.

This is by far the most difficult battle in this round, so I have found, so once you've won this, you shouldn't have any trouble with the remaining two battles. ..provided the CPU isn't ridiculously cheap, of course.

[7.3] Semifinal: Matron Naono

Crobat @ Brightpowder, Female, Inner Focus

Aerial Ace
Shadow Ball
Sludge Bomb
Toxic

Swellow @ King's Rock, Female, Guts

Facade
Return
Aerial Ace
Hyper Beam

Persian @ Leftovers, Male, Limber

Fake Out
Shadow Ball
Body Slam
Toxic

Dodrio @ Choice Band, Male, Early Bird

Return
Steel Wing
Drill Peck
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Machop @ Quick Claw, Male, Guts

Facade
Earthquake
Cross Chop
Rock Tomb

Heracross @ Salac Berry, Male, Guts

Facade
Megahorn
Brick Break
Earthquake

Strategy: These guys are looking to spill their guts all over you, and you'll be on the receiving end of some severely beefed up attacks if you don't deal with them carefully. Still, this match should be pretty easily won. Let the Toxic users survive while your fastest and strongest rip the Guts abusers to shreds. Fake Out is a godsend here; you can flinch the one that'll be doing the attacking, and pick it off with ease. She likes to lead with Crobat and Swellow, both of whom are probably faster than you. Ignore Crobat and get rid of Swellow. Now, chances are she brought both fighters; she has to have one at the very least. If you lead with a flying type and got rid of Swellow, this should be a piece of cake. If by chance she sends out Dodrio, either use someone faster to pick him off or focus both attacks on him, and let the survivor be the one to finish it. Crobat can be dealt with last. Sludge Bomb

may deliver a decent amount of damage, but that's the worst thing it can do. A good supereffective hit will finish it off.

Speedy psychics freaking rape these guys. An Aerodactyl or Zapdos will also humiliate them. Almost everyone has a psychic though, so just bring them along and anyone else that's strong and just mow them down. Her Swellow has a positive attacking nature instead of speed, so its speed is below 350; any Timid or Jolly base 110 with its speed EVs maxed will get the jump on it and pick it off, easy. Without a CB it's not too vicious, either, but better to KO it before you eat a Hyper Beam or Facade. Anyways, I'd go so far to say this battle is even easier than the Eeveelutions, if you brought someone capable of sweeping this team, which isn't hard to do.

[7.4] Final: Chobin & Robo Groudon

Scizor @ Lax Incense, Female, Swarm
Silver Wind
Return
Aerial Ace
Steel Wing

Dragonite @ Leftovers, Male, Inner Focus
Aerial Ace
Earthquake
Return
Brick Break

Kangaskhan @ Scope Lens, Female, Early Bird
Return
Earthquake
Shadow Ball
Protect

Mr. Mime @ Lum Berry, Female, Soundproof
Fake Out
Psych Up
Baton Pass
Psychic

Marowak @ Thick Club, Male, Rock Head
Ancientpower
Double-Edge
Aerial Ace
Earthquake

Ninjask @ White Herb, Female, Speed Boost
Swords Dance
Baton Pass
Silver Wind
Protect

Strategy: Ah, Baton Passing. Completely and utterly wrecks teams when successful; otherwise, they crumble to a pitiful defeat. It's a guarantee that Ninjask and Mr. Mime will be Chobin's leads. Expect to be faked out, and if Ninjask hasn't been defeated the first turn, ignore it as it will Protect the next. This battle is generally very easy however, and even if Ninjask manages to pass someone it likely won't mean the end for you.

Depending on who you led with, it's either more worth your while to go after Ninjask and KO it immediately, or let the two of them sit there and go about

their boosting/psych upping while you do something to beef up your own stats. I wouldn't even bother with Taunt even if you have it, except in the case of Mr. Mime. Ninjask is going to go before you no matter what, and SD Silver Wind stings a lot, so don't invite it to attack you. Mime on the other hand can only unleash Psychic with a lame SpAtt att, so if you want to render it almost useless, go ahead. Whatever you've decided, whether it be to boost yourself or take out Ninjask right away, all you need to do is gang up on the pokes capable of KOing your party and take them out as soon as they show up. This is even easier if you just let Ninjask SD, Protect and pass, as you can launch your attacks at him the same turn he passes and be rid of the souped up monster the same turn it appears. If you opt to do this though, get rid of Mr. Mime prior, so the two of them can't send their beefed teammates against you simultaneously. If Ninjask has been KOed before Mime can use Psych Up however, you can ignore it for the rest of the battle as it will either use Psychic for (generally) unimpressive damage, or amusingly, start using Psych Up against your own party, even if they haven't boosted themselves with anything.

Bring someone with Ice Beam just for Dragonite/Marowak insurance, and Scizor will go down quickly to some neutral special or physical attacks. As with all Scizor though, its movepool isn't very nasty, so if it gets a turn to move it shouldn't be disastrous. Kangaskhan is just as easy to KO as Drago and Wak, because she has the worst defenses out of all of them and any STABed attack will knock her onto her ass. I rarely fight one, but if she's brought out you have little to worry about.

The only thing I don't recommend you do is to lead with someone weak to Psychic, as Mr. Mime will most likely pass up Fake Out in order to critically injure you. Other than that, bring whomever you think can get the job done and destroy them one at a time.

"___! Chobin admits defeat! Even Chobin's Robo Groudon could not defeat ___! So Chobin wishes to confer a very special title. It is "Defeater of Chobin!" What do you think? Chobin thinks it is a very enriching title you would be very proud to say. Chobin is certain that you will like it." -Chobin

00000000000000[8] Gonzap Round 00000000
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We're a little more than halfway done, now! After this round, the challenge will be raised nicely, so if your team has been struggling along up to this point, it may be time to make some changes. See where your team has been lacking, and make the necessary substitutions. Be sure to bring at least two special sweepers for the final round, and having some tanks and a physical sweeper will get you by everything else without much trouble. If you haven't been dragging a Latios or Latias around or even raised one, you might do well considering doing so, as they'll make an excellent staple from here on out, both for cleaning up the mess when you've lost two of your mons already, or for taking things out right from the start. Otherwise Starmie, Gardevoir and even Zapdos make decent backup.

[8.1] Battle 1: Team Snagem Biden

Jolteon @ Lum Berry, Female, Volt Absorb
Quick Attack
Bite
Thunderbolt
Protect

Weezing @ Quick Claw, Male, Levitate

Sludge Bomb

Explosion

Fire Blast

Shadow Ball

Houndoom @ Salac Berry, Female, Flash Fire

Fire Blast

Reversal

Crunch

Endure

Ninjask @ Brightpowder, Female, Speed Boost

Shadow Ball

Baton Pass

Swords Dance

Protect

Steelix @ Focus Band, Male, Rock Head

Earthquake

Explosion

Double-Edge

Rock Tomb

Hitmonlee @ Leichi Berry, Male, Limber

Earthquake

Reversal

Mach Punch

Endure

Strategy: Back to fighting guys with nothing special about them. The only thing you must be aware of is Weezing and Steelix, the exploders. They WILL make use of it if you allow them to survive long enough to, and in doing so, they serve to set up two others- Houndoom and Hitmonlee. Hitmonlee only gets a Leichi Berry, so he's not much of an issue, but an even faster Houndoom that can Reversal as well as nuke your party is a considerable threat. Otherwise, there isn't much of a strategy to employ here- just pick off your enemies as you see fit, and go all out on Weezing and Steelix if and when they appear. Ignore Houndoom and Hitmonlee the first turn they are out, as it is likely they will Endure. Then, they can just be swatted away. As for the others, if he lead with Weezing or Steelix, count on the other using Protect unless you've thrown a 4x weakness at him or something, because I've found he makes them explode no matter what. If he opens with both Weezing and Steelix, which I have seen more than once, he's always made Steelix commit suicide first. It's definitely the more troublesome, as nothing less than a good fire or water attack will be enough to OHKO it or at least hurt it badly enough so that anything else takes it down; this guy shrugged off a 350 Att EQ from Swampert along with a 394 SpAtt Ice Beam from Latios. Needless to say neither of them lived to see the next turn, though I blame it more on bad luck since the guy had single digit HP before exploding. Guess I got the low end of the damage output. =/

Leading with a powerhouse (rock/ground/Swampert are ideal; things that resist fire, electric or Explosion and can make a mean Earthquake) and a psychic or water should pretty much prepare you for whatever he may lead with himself. You want to be able to KO Steelix and Weezing immediately, and have some sort of edge against the other four. Go ahead and switch if the others can nail you for a weakness, but don't be afraid of Hitmonlee. Not only is Mach Punch the worst thing it can do without low HP, for whatever reason it likes using it against anything other than what is weak to it. Huh.

The next two battles can get pretty nasty, so be prepared to do this one over.

[8.2] Battle 2: Team Snagem Jedo

Typhlosion @ Focus Band, Female, Blaze
Flamethrower
Attract
Thunderpunch
Protect

Feraligatr @ Quick Claw, Male, Torrent
Ancientpower
Earthquake
Brick Break
Hydro Pump

Slowking @ Leftovers, Male, Own Tempo
Psychic
Ice Beam
Water Pulse
Fire Blast

Meganium @ Nothing, Female, Overgrow
Reflect
Giga Drain
Light Screen
Body Slam

Raikou @ Brightpowder, Genderless, Pressure
Protect
Thunder Wave
Thunderbolt
Bite

Crobat @ Scope Lens, Male, Inner Focus
Confuse Ray
Sludge Bomb
Aerial Ace
Shadow Ball

Strategy: Only GSC Pokemon in this battle, including the three starters. They don't have the elemental Hyper Beams like the Mt. Battle prizes, but they can damn well still fight, so take care. Since this team is well balanced, you're just going to have to resort to weakness exploitation and common sense, though Electric and Ground moves will be your best bets. Lightningrod is a really useful trait here, as are Marowak and Rhydon in general. Especially Rhydon, with Megahorn, Rock Blast and Earthquake.

He likes leading with that Raikou, so bring your ground type or whomever you plan to do all your Earthquaking with, along with a specialist. His Raikou is Timid, however, so bringing something other than a ground or tank is unwise as it'll simply be fried by Thunderbolt, and chances are whomever else he brought will finish it off. Swampert, I've found, is damn near perfect for this. If you did in fact bring a ground type, Raikou will simply use Bite in a sad attempt to save itself from being floored by the imminent Earthquake, and his ally will probably join in the offense against your quaker. Don't worry about them and just have your ally go after Raikou's buddy, and within a turn or two you'll use EQ successfully and take it out. As for everyone else, they don't pose a threat unless you've already lost your main counter for them. You

ideally want to have someone out there that can attack every turn and not be in danger of getting quaked. Zapdos and Lati@s are your best bets; bring a Gyarados without Lightning Rod, and you'll give Raikou an opportunity it won't pass up.

Anyways. Crobat is next on the To Go list, and a strong Psychic, Ice Beam or Thunderbolt will do the job, though without STAB, base 100 special attack will likely not be enough to deliver a OHKO, beneficial nature or not. Typhlosion comes next, not because it's anything special but just a real pain in the ass, both with its speed and Focus Band. It takes very little to bring it down, and if it came out with Raikou, you're golden. Feraligatr is a special case. Deal with it ASAP only if it can exploit one of your weaknesses and take your party down quickly, as it likes abusing the Quick Claw and can overwhelm you if you let it. Ideally he'd be one of the last opponents out, but if he leads with him, destroy it immediately. That's done as easily as it's said with a nice helping of Thunderbolt. Slowking has a host of strong moves but is so slow it's almost guaranteed to go last, and its weaknesses are pretty easily exploited. Your ground type has nothing to fear from it if he gets quaked the same turn as your ally attacks it. Last is Meganium, only problematic if it gets a Light Screen or Reflect off and its team is largely intact. At full health a Giga Drain will likely fail to OHKO things even with a 4x weakness to it, however try not to give it the opportunity. More often than not it's the last one to be brought out, so unless you're down to one monster beaten within an inch of its life, you can pick it off with one attack each.

The next battle can be a lot harder than this one, and the cheese factor is just as bad if not worse than this battle, what with all the opportunities for hax. Get ready to exercise your vocabulary of curse words.

[8.3] Semifinal: Team Snagem Wakin

Swampert @ Leftovers, Female, Torrent
Ice Beam
Mirror Coat
Hydro Pump
Counter

Sceptile @ Scope Lens, Male, Overgrow
Leaf Blade
Dragon Claw
Crunch
Thunderpunch

Blaziken @ Salac Berry, Female, Blaze
Reversal
Earthquake
Endure
Fire Blast

Gardevoir @ Quick Claw, Female, Trace
Psychic
Fire Punch
Thunderbolt
Destiny Bond

Swellow @ Choice Band, Female, Guts
Aerial Ace
Steel Wing
Return

--

Vileplume @ Focus Band, Male, Chlorophyll
Sunny Day
Solarbeam
Sleep Powder
Moonlight

Strategy: Now the RSE monsters want a turn, and for whatever reason they let a Vileplume join their ranks. Little did they know that this guy will pretty much be their downfall.

He likes leading with Gardevoir or Vileplume and someone else, so I've found, and before I talk about the overall strategy let me say that if he leads with Plume then it's a godsend. He's guaranteed to Sunny Day first turn, and all you have to do to keep it occupied for the rest of the battle is to have one of your own pokes hit it with anything that'll inflict over 50% damage; the lower you can go without KOing it, the better. Why? All it will do from then on is Moonlight, basically freeing you from one turn of harm for every turn that it does so. Just keep going after it with that same attack, and Moonlight will make up the damage. While you're essentially wasting a turn to otherwise go after someone else, you're also taking one more hit of damage away from the rest of your team, it won't put you to sleep, and you won't suffer the wrath of Solarbeam. On top of that, should he bring Swampert around it won't use Hydro Pump, and Blaziken will try to take advantage of the sunlight and use Fire Blast instead of expecting you to kill it and using Endure. Once he's down to his last two, then you can forget Vileplume and single out his ally.

Now then, your biggest threats differ largely based on who you've got out, but they're all easy to pick off for the most part. The only exception is Gardevoir, with not only a Quick Claw but the capability of tracing something bad for you. Still, the best way to go about things is to lead with a special sweeper and a tank or CBer; then, pick them off one by one depending on who can deliver the OHKO. Sceptile does not have a speedy nature, and I believe Swellow does not, either, so a base 110 speed poke with 252 EVs and +Spd will easily get the jump on them both. Latios not only falls under this category, but with at least 359 special attack (which is basically another 252 EVs) can definitely OHKO Swellow, and as I'm writing this, has also OHKOed Sceptile with Ice Beam, so having him along is a definite perk. Gardevoir is the tough one, with the best defenses out of all of them save Swampert and Vileplume, and can be tough to OHKO. While I don't recommend singling it out if you can use that same turn to OHKO someone else, if you know her ally can't 2HKO you, then you might as well. I rarely see her use Destiny Bond, so I can't tell you to expect it; all I can say is that it sucks donkey balls when she uses it and gets the Quick Claw effect. My condolences; I know how you feel. =P

Swampert tends to use Counter or Mirror Coat more than anything else, so either save it for last or single it out if you're afraid of being Ice Beamed. Blaziken is just laughable. If it can exploit a fire or ground weakness, it likely won't use Endure, so just send a psychic or a quake of your own its way and it'll be floored, easily. Unlike the battle before this one, I'd place speed higher in importance than offense, considering it doesn't take a whole lot of force to handle these guys. Your tanks are still excellent however, and a Snorlax will easily survive everything these guys throw at you, and if not deliver a OHKO, come very close. It's also a good choice to waste Vileplume's Moonlight PP away while your CBer or specialist destroys everyone else.

The next battle is pathetically easy compared to the previous two, if you've come prepared. And you don't want to deal with these guy again, do you?

[8.4] Final: Snagem Head Gonzap

Blastoise @ Leftovers, Female, Torrent
Ice Beam
Yawn
Hydro Cannon
Roar

Skarmory @ Lax Incense, Male, Keen Eye
Drill Peck
Sand Attack
Attract
Roar

Charizard @ Brightpowder, Male, Blaze
Dragon Claw
Roar
Blast Burn
Bite

Slaking @ Choice Band, Male, Wonderguard
Hyper Beam
Earthquake
Shadow Ball
--

Salamence @ Scope Lens, Female, Intimidate
Aerial Ace
Earthquake
Brick Break
Hyper Beam

Venusaur @ Lum Berry, Female, Overgrow
Frenzy Plant
Roar
Sleep Powder
Light Screen

Strategy:

Quite a fun battle, indeed. Everyone save for Skarmory has a powerful hit-and-recharge attack, which if you recall from Colo, Gonzap enjoys abusing. Not only that, many of them pack Roar, which they sometimes use on their teammates after they have fired off their beam, so that they don't have to spend a turn recharging and vulnerable. This strategy is easily ruined by singling out the likely attacker. That way, the enemy's Roar will fail, and they'll have wasted a turn. As for who they send out, it all depends, though he's pretty much guaranteed to bring Skarmory (though usually not as a lead.)

Your enemies will be using their beams as their primary means of attack, and generally don't care if it will be very effective or not (Blastoise has used Hydro Cannon against my Ludicolo; I don't know what it was thinking, either) unless you provide a 4x weakness to something else, such as a dragon while Blastoise is out. That said, take advantage of their turns spent recharging and get rid of them. That's to say you don't OHKO them or otherwise take them out before they can even land their first hit, which is very easy to do. Lead with two special sweepers, preferably with at least Ice Beam and Thunderbolt under their belts; Psychics that know Psychic are also valuable. Starmie, the Lati@s duo, and even Alakazam to an extent. Then, just single out your threats or OHKO them simultaneously as you see fit. Obviously, get rid of the bigger

threats first, and Skarmory can basically be ignored until last. Slaking is the only real problem here with both its speed and sick attack; I've always had to focus both attacks on it to take it down before it could Hyper Beam someone, but that isn't very difficult.

Try to avoid using Protect, if only because it gets to be impossible in most cases to gauge who will go after whom, and blocking the shot won't get you a free turn, anyway. As for Endure, I doubt you have anyone with the move aside from Heracross, Zangoose or Blaziken. If you don't have any specialists or simply don't care, Explosion is a very dirty and effective way to end this battle quickly; just be sure that the user will detonate before Slaking can kill them. A Fake Out user can also provide some good assistance, either in dealing with Slaking or stalling someone so your slower ally can destroy them and be (somewhat) safe from harm. Nothing, however, truly compensates for speed and special attacks.

Roar will always go last, so even your slowest pkmn will be able to get their attack in before the opponent can Roar. You'll likely have fainted the beamer. Of course, that's if they even used Roar; I've noticed that the only one of Gonzap's team that can be relied on to consistently use Roar is Skarmory. If there are two potential beamers out there, assume that they'll both be using them, to be on the safe side. After all the crap you went through to make it here, this battle really isn't difficult at all, especially when you've lead with special sweepers. May your victory come as easily as it did for me.

"It's a rotten shame, but you're in a way bigger league than Team Snagem. It's sad, but Team Snagem's not big enough for you. I'll do the next best thing. I'll make you an honorary member of Team Snagem. If you get sick of your life, come to us anytime. You're always welcome." -Gonzap

OOOOOOOOOOOOOO[Intermission]OOOOOOOO
OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO

During this intermission, I have a bit of a rant, which you will now read, whether you like it or agree with me or not. =P

While this game is infinitely better than Colosseum, which I firmly believe was a completely half-assed piece of crap, I'm still quite unsatisfied with the amount of effort they put into transferring the GBA masterpieces to the Cube and giving it a polish you'd expect on a 128-bit console- little.

Yes, we have plenty of new attack animations, some of which are a real graphical treat (but still seem to have an abundance of circles. What the hell is with all the circles? Once again, it's not as bad as Colosseum, but...). But what about the biggest focus of the game- the Pokemon themselves? We have NO bloody entrances, NO taunts throughout the battle, and, in my opinion, the most pathetic of all- the lowly cries from the damn HANDHELDS! Is it that difficult to render the voices so that they have actual volume and clarity? The developers for the 64 made it happen. I guess this is too much for Genius Sonority.

What also really annoys me is that they really, really butchered the fainting sequences for just about all of the Pokes. Colosseum made the first ugly move by butchering the lot of them to hell, and once again, making an entirely pointless elimination of the sound effects they made when crumpling, plummeting, or otherwise crashing to the floor. While it's nothing major, it's still just a little something that helped to spice things up for the big(ger) screens. I have no clue why they'd keep it out of the sequels. But anyways, then they come up with XD, which not only continues the trend of

-serving up a game with little to no special extras, but they hack the animations even more. Some of the Pokes don't even get a chance to fall, because they're already being sucked back into their balls. Heh. Yes, I used sucked and balls in the same sentence. Don't spaz out, now. =P

I guess I'll wrap this up just by saying that I don't understand why they exclude the things their predecessors used to bring a lot more cool features and especially beauty into the biggest focus of any Pokemon game-battling. Despite the gameplay being close to the same, it still only serves to turn people off. Or just annoy the hell out of them, like me.

Now, back to our tournaments! I just need to put Selfdestruct onto my Snorlax, and Protect onto my Lapras, first... You'll see why.

OOOOOOOOOOOOO[9] Ardos Round OOOOOOOO
OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO

Calling all fast Pokemon- Starmie, Aerodactyl, Gengar, Tauros, Alakazam, Lati@s, Sceptile, and so on; here we have the speed round. If you want the absolute easiest time with these considerably difficult battles, load your team with monsters that have base 110 speed or higher and preferably a speed enhancing nature, along with a moveset geared towards sweeping. Even those that look like horrible type matchups on paper have all the leverage if they have the speed advantage (an Aerodactyl is a killing machine to be feared in battle three, despite it being loaded with water types.) However, be warned that speed alone is not going to get you easy wins; you also must be able to OHKO just about everything sent out against you. I'd say it's easier said than done, but having played this round so much, I can say it's actually very easy.

For anyone else, the challenge is stepped up a bit, now. These guys know how to annoy the hell out of you, and if not dealt with appropriately, they will. Knowing the movesets ahead of time is going to greatly improve your odds. This round can be either a real pain or a mild workout for your team.

[9.1] Battle 1: Sailor Jebol

Dusclops @ Quick Claw, Male, Pressure
Ice Beam
Protect
Ice Punch
Imprison

Dragonite @ Leftovers, Female, Inner Focus
Aerial Ace
Earthquake
Return
Protect

Aerodactyl @ King's Rock, Male, Rock Head
Ancientpower
Earthquake
Aerial Ace
Protect

Salamence @ Brightpowder, Male, Intimidate
Dragon Claw
Hydro Pump
Fire Blast
Protect

Flygon @ Lax Incense, Female, Levitate
Dragon Claw
Fire Blast
Giga Drain
Protect

Zapdos @ Scope Lens, Genderless, Pressure
Thunderbolt
Return
Drill Peck
Protect

Strategy: This battle often teeters between pathetic and very annoying. Imprison is the only thing saving this team from icy decimation, and they'll usually make an effort to guarantee its usage by using Protect the first turn and letting the incredibly resilient Dusclops seal your moves. That said, they still decide to attack first thing now and then, and so in hopes of that I launch both attacks, usually Ice Beams, at Dusclops's ally. If they failed to Protect, that's usually an easy two OHKOs right there as Dusclops is likely to go last.

However, it pays to expect the worst. Ice is certainly the easiest way to win but you likely won't be able to use it, so Thunderbolt and Dragon Claw is the way to go. As if they weren't amazing in most battles, the Lati duo reigns supreme, and if he happens to lead with another dragon, just use Dragon Claw, as it'll score the OHKO anyway, and you'll have nothing to fear from the Quick Claw, assuming Dusclops manages to get the boost. Right up there with extreme usefulness is Aerodactyl; while it isn't quite as handy as the uber dragons, it still has enough strength to score some OHKOs. Barring an earlier Salamence Intimidation, Aero should be strong enough to OHKO Zapdos and his own Aero with HP Rock. Barring that, Ancientpower will still bring similar results. Zappy has abysmal defense this time around, so I've noticed, and I believe it also spent a lot of EVs on attack to beef Drill Peck, as it hurts more coming from this guy than the Zapdos you'll fight later. Either way, it won't be very problematic.

Now for general info about this guy. He basically will alternate between using Protect followed by an attack, always with the exception that they will go for a KO when the opportunity presents itself. That goes for Dusclops and its pitiful Ice Beam, which it still uses in place of Protect when someone has a sliver of HP remaining. If you've got some good common sense, it should be pretty easy to predict what they're going to do. Regardless of the importance of Ice Beam, I always left Dusclops for last. I've never been in a position where I lost the battle because of it; Thunderbolt, Dragon Claw and generally anything else I had up my sleeve was always sufficient enough to bring this team down. Slow tanks can tear these guys up as well, but they'll be much less useful in the battles ahead, so I'd avoid having too many of them. A Metagross or Snorlax makes a decent cleaner for the mess your sweepers leave, though, and the enemy EQs shouldn't be fatal to Meta.

The only way this battle can be very tough is if you don't have something to exploit Salamence or Dragonite's weaknesses, as they're otherwise somewhat resilient and can put huge dents in your HP. Don't underestimate Sala and his specialist set, especially.

Latias, Latios, Starmie, Aerodactyl and Sceptile make this team cry.

[9.2] Battle 2: Bodybuilder Loar

Shiftry @ Lax Incense, Female, Chlorophyll
Fake Out
Extrasensory
Faint Attack
Solarbeam

Jumpluff @ Focus Band, Female, Chlorophyll
Helping Hand
Encore
Sunny Day
Sleep Powder

Clefable @ Quick Claw, Female, Cute Charm
Ice Beam
Sunny Day
Thunderbolt
Fire Blast

Exeggutor @ Nothing, Female, Chlorophyll
Psychic
Solarbeam
Ancientpower
Sunny Day

Entei @ Scope Lens, Genderless, Pressure
Flamethrower
Sunny Day
Solarbeam
Protect

Blaziken @ Salac Berry, Male, Blaze
Endure
Overheat
Reversal
Earthquake

Strategy: This battle couldn't be easier. I've never liked Sunny Day teams, and without a mighty Groudon to protect them, these guys are at a severe disadvantage. Neither Shiftry nor Exeggutor has Explosion, which makes this team even less threatening. Your only real threat, if you go about this battle intelligently, is Clefable, with its "decent" defenses, single weakness which you probably will not be exploiting, and Quick Claw. Its movepool is nothing to sneeze at, either.

There are too many monsters that have a field day with this team, and they will if you make it your goal to pick these guys off before they can use Sunny Day. And even if they do, you need only be concerned with getting rid of the more threatening enemies first. Now, I've found she likes leading with at least Entei, regardless, and depending on what you've sent out there, they will either both use Sunny Day or one will change the weather (usually Entei for me) and the other attacks. Despite being arguably the best of the bunch, Entei is actually the least of your worries. No Chlorophyll and no STABed Solarbeam puts a damper on its effectiveness.

I definitely recommend leading with an Aerodactyl if you have one, and a Lati@s (or even both, if you've got no Aero.) CB Tauros also brings on the hurt, and can potentially remove Entei immediately. A Gengar is also extremely effective in this battle, both as special or physical. I used a physical myself, and while it can't OHKO Exeggutor with a Sludge Bomb it comes damn close, and anything else will finish it off. Shiftry is no contest. On top of

that, mine had both Focus Punch and Explosion to call on when I was able to predict that neither enemy would go after him. Anyways, begin by using your combined assault of Ice Beam and whatever else you've brought and pick them off one by one. Singling out is the preferred method of elimination unless you have Aero or Tauros, in which I recommend you just use Earthquake to floor Entei and scratch whomever else is out there, and let your specialist worry about everything else. If they have CBs though and can likely score OHKOs with Aerial Ace or Hyper Beam (which Tauros might as well have, seeing as its movepool is so lousy) then they can participate in the grass thrashing as well. Blaziken can generally be counted on to use Endure first thing, but it or Jumpluff will almost always be the last one to be sent out, so by then you should be able to single it out, and have someone take a Reversal for the team the following turn. Unless these guys somehow managed to beat you up, it's not very threatening. Clefable's presence warrants getting rid of it immediately, as it is likely to be able to nail one of your weaknesses. Ignore it only if it means being able to take down Exeggutor that same turn, instead, as it's the biggest threat with Chlorophyll activated.

I know this doesn't look like a very detailed or comprehensive strategy, but that's because there's no need for one whatsoever. This team sucks, I honestly feel, and even when they pull off their "strategy" of abusing sunlight, they still make a mediocre bunch. All they needed was a Groudon and some Explosion and they'd be almost brutal. As long as you make it a point to remove any potential nuisances first thing, you won't be swept.

On the slower side of things, you're not at too big a disadvantage either, if you've got some special sponges. In this case, I recommend bringing someone along with Explosion and using it at the start. It'll do ya a world of good.

Latias, Latios, Aerodactyl, Tauros, Gengar and Alakazam make this team cry.

[9.3] Semifinal: Bodybuilder Felps

Ludicolo @ Leftovers, Female, Swift Swim

Fake Out
Hydro Pump
Ice Beam
Giga Drain

Omastar @ Focus Band, Male, Swift Swim

Ice Beam
Rain Dance
Hydro Pump
Rock Slide

Manectric @ Lax Incense, Male, Lightningrod

Thunder
Rain Dance
Crunch
Protect

Gorebyss @ Brightpowder, Male, Swift Swim

Ice Beam
Rain Dance
Hydro Pump
Psychic

Kingdra @ Lum Berry, Male, Swift Swim

Ice Beam
Rain Dance

Hydro Pump
Dragonbreath

Qwilfish @ Scope Lens, Male, Swift Swim
Sludge Bomb
Destiny Bond
Shadow Ball
Double-Edge

Strategy: These guys may all be UU, but with Rain Dance in effect they can seal your fate very quickly and take the battle sharply downhill. I've gotten my ass kicked enough to know that it's almost imperative to kill them before they bring on the downpour; Hydro Pumps are basically OHKOs or 80%+ damage to anything that isn't Regice, Snorlax or Blissey (or anything with Water Absorb, obviously) and with an almost unsurpassable speed advantage, these guys will have their way with you and your turns will almost come down to hoping they don't faint whomever was going to land the finishing blow on someone.

That said, with the sort of team setup I've been telling you to bring, taking both enemies down in one turn is not such a difficult feat. I highly recommend leading with a Sceptile or Raikou, and one of your psychic dragons. If you have a Tauros or Aerodactyl and are confident that they can take someone down (notably Manectric or Qwilfish, and in some instances Omastar or Ludicolo) then lead with them, as they'll be no good to you as backup; the idea is to wipe the entire floor with just your two leads. A Lati@s is highly recommended for the chance that Kingdra makes an appearance, because nothing aside from Dragon Claw aside from an overpowered STABed attack will have any hope of OHKOing it. I believe Latios has the SpAtt necessary to pull this off, and Sceptile can also unleash the move in a pinch. Ideally you'll be able to hit both opponents for supereffective damage, and remove them all before they have the chance to Rain Dance. Raikou is considerably less handy with Manectric around, but if someone else can go before it and pick the Lightningrod off, you won't have any problems. While it's arguably the weakest of all the sweepers, Starmie does have the advantage of resisting both Hydro Pump and Ice Beam. Just beware Giga Drain.

Ludicolo and Kingdra can potentially ruin this plan with their somewhat competent defenses (everyone else has abysmal special defense), lack of exploitable weaknesses in this battle (aside from Aerodactyl, you really don't want a physical flying type for this, and Heracross doesn't cut it this time, for various reasons) and then the chance that Ludicolo decides to open with Fake Out. If you do in fact fail to prevent them from starting a downpour, your Lati duo becomes slightly more valuable as they have the special defense needed to take at least one of the Ice Beams you know are coming your way. Aside from that, I recommend having a special sponge around, preferably Blissey or Snorlax, to stall away Hydro Pumps and pick at them some. A Snorlax with Earthquake could be your saving grace here, as it has done for me, and a maxed Return is strong enough to 2HKO Ludicolo or Kingdra, or rather finish them off if someone else already got a hit in. In the off chance that you had a physical Gengar like I did, Fake Out Ludicolo isn't even an issue. Leading with it is a little too risky however unless you plan to detonate it.

For what it's worth, Trace Gardevoir is also surprisingly effective here, and has both the Thunderbolt and the SpAtt to kick some ass. With speed of at least 208 it'll have no worry of getting the jump on all Swift Swimmers, including Kingdra; everyone else just made it to 198-199. It can also take a RD Hydro Pump from one of these jerks, at the very least from Ludicolo and Kingdra, who for all their sponginess have rather mediocre special attack. Gorebyss and especially Omastar are kinda dangerously up there.

Latias, Latios, Sceptile, Raikou, and Starmie, Tauros and Aerodactyl to a degree, make this team cry.

[9.4] Final: Admin Ardos

Sceptile @ Scope Lens, Male, Overgrow
Leaf Blade
Dragon Claw
Crunch
Thunderpunch

Gengar @ Lax Incense, Male, Levitate
Sludge Bomb
Confuse Ray
Shadow Ball
Brick Break

Tauros @ Choice Band, Male, Intimidate
Return
Iron Tail
Earthquake
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Charizard @ Brightpowder, Female, Blaze
Dragon Claw
Bite
Fire Blast
Seismic Toss

Aerodactyl @ King's Rock, Female, Rock Head
Ancientpower
Double-Edge
Aerial Ace
Iron Tail

Starmie @ Lum Berry, Genderless, Natural Cure
Psychic
Thunderbolt
Ice Beam
Hydro Pump

Strategy: A strong, balanced, not to mention VERY FAST team. Even if you brought an entire team of sweepers, these guys not only have largely the same speed stats, but a few of them, most notably Aerodactyl and Starmie, went the Jolly and Timid route, so you'll likely be dismayed to see them take their turns before yours.

I've found these guys are the biggest threats not by themselves but as a team, with certain combinations being far worse. For this reason singling them out isn't always very effective, as they all hit pretty hard and with a possible speed advantage, will manage to get some KOs against you anyway. Still, I recommend going for it against the likes of Starmie, Tauros and Aero.

That said, this battle isn't so bad. You'll want to lead with your specialists and have physical sweepers like Tauros or Aerodactyl as backup. While your present weaknesses to the opponents movesets ultimately decide what you should do, in my opinion the order of prioritizing, from least problematic to most, goes Gengar<Charizard<Sceptile<Starmie<Aerodactyl<Tauros. By all means get rid of Tauros and its evil CB Return right away. Ardos has enjoyed leading with it many times against me, and Intimidate is another reason I don't like bringing

out the physical attackers right away. Fortunately however, Tauros does not have Jolly nature, from what I can tell, and will fall easily to two special attacks. Next, get rid of Aero and its damn near almost guaranteed first strike right away. Its SpDef is rather lousy, but it can still take an Ice Beam or Thunderbolt from even a Latios, so the best way to deal with it is STAB. Starmie or Raikou can take care of that; sending out your own Aero is almost guaranteed to provoke an Ancientpower unless its ally is Starmie. Starmie is like Aero in that it can take those unSTABed super effective hits, and is best left to a Raikou, or even singled out, if its presence is too threatening. Sceptile can nail a handful of weaknesses, but its deadliness rides on hax. My memory is foggy, but I don't believe it had an evil Timid nature, so your base 110-252 EVers should get the jump on it.

As mentioned earlier, Gengar and Charizard are not very threatening. Gengar is easily OHKOed by any good supereffective hit or physical attack in the range of 150 power or slightly lower. Charizard CAN survive unSTABed Thunderbolts, but is noticeably slower than every other sweeper, isn't terribly strong, and is just begging to be rocked. Hello, Aero. Physical attacks in general are its undoing. Speaking of physical, your tanks and sponges are actually pretty good in this battle, with one exception: Aerodactyl and Tauros as a team. Rest assured they will rape you painfully with a speed advantage. With either of them out of the way, preferably Tauros in the case of being horribly disadvantaged with speed, they can eat most attacks easily and hit back for the KO. Metagross and Snorlax are good for this. Endflail/revvers are also pretty useful, Heracross particularly, if you can provoke them into attacking you; or you can do it yourself by using a tactic I hyped in an earlier version of this guide and use Explosion right off the bat.

"In all of Orre, I've never seen a Pokemon Trainer of your caliber. You appear to be the biggest threat to Cipher. To make sure my underlings watch you with caution, I give you the title "Cipher's Biggest Enemy." From now on, Cipher's battle crews will be constantly tracking you. Watch yourself." -Ardos

What's this? A threat? Hmmm... I like it. Ardos is cool.

OOOOOOOOOOOO[10] Eldes Round OOOOOOOO
OO

Oh, jeez. Talk about an exercise in frustration. I must've played through this one 6 or 7 times, each time making it to either the 3rd or 4th battle, and being screwed over by SOMETHING and handed a loss. More often than not, I'd reach Eldes and make my selections, based on the last battle, and he'd go and serve up something else. While that wouldn't necessarily cost me the win, I'd end up making a few bad predictions and lose anyway. Eventually I got fed up and brought in an Alakazam, Heracross and Slaking, whom after careful consideration I decided would make a joke out of this round. And they did. Nonetheless, I'm still going to give my strategies as I have done for all of these, and then include what my Emergency Response squad did to ream them all.

[10.1] Battle 1: Supertrainer Lest

Charizard @ Lax Incense, Male, Blaze
Belly Drum
Overheat
Aerial Ace
Earthquake

Shedinja @ Focus Band, Genderless, Wonder Guard
Aerial Ace
Shadow Ball

Silver Wind
Protect

Snorlax @ Chesto Berry, Female, Thick Fat
Selfdestruct
Shadow Ball
Body Slam
Rest

Clefable @ Leftovers, Female, Cute Charm
Follow Me
Softboiled
Cosmic Power
Protect

Togetic @ Brightpowder, Male, Serenegrace
Follow Me
Protect
Yawn
Softboiled

Heracross @ Salac Berry, Male, Swarm
Reversal
Earthquake
Megahorn
Endure

Strategy: A really easy battle here, especially since your priorities will be focused on one objective and you won't have much to worry about. And that one objective is to just overpower the Follow Me user, whom she will definitely lead with, while another of your mons either joins in the attack, or preferably, uses a move to enhance his own stats. Dragon Dance is a great one, here. Afterwards, you're going to have to deal with Shedinja (almost guaranteed to make an appearance in this battle), and either Charizard, Heracross, or Snorlax. There's just one thing to be wary of throughout this battle: Selfdestruct. Once Clefable or Togetic is offed, if she sends out Heracross or Shedinja while Snorlax is out there, you're going to have an exploding Lax coming your way. Hera will Endure it and be set to wail on you with Reversal and swarmed Megahorns; Shedinja will just attack. This is why I recommend beefing someone up before Clef/Tic is down, because then you can launch a powerful move at Lax and if not destroy it outright, weaken it to the point that an attack from your ally will finish it. As for Charizard, if he ever shows up, just launch a quick supereffective attack at him and be done with him. If you've Dragon Danced, he's as good as screwed. As for Shedinja, whom as I mentioned before is almost guaranteed to show up, while it only takes a single hit to bring it down, its attacks are pretty powerful and can be dangerous if ignored. Not only that, the AI will once again show you the wonders of multiple clings with that Focus Band.

When I brought my ER squad in, Slaking Hyper Beamed Clefable and Dragonite DDed. Next turn, Charizard got Aerial Aced and Shedly Shadow Balled; finally, Slaking Hyper Beamed Snorlax and Shedinja was AAed to death. Yawn.

[10.2] Battle 2: Cooltrainer Ebson

Zapdos @ Lum Berry, Genderless, Pressure
Thunderbolt
Drill Peck
Hidden Power (Ice)
Detect

Articuno @ Quick Claw, Genderless, Pressure
Ice Beam
Hidden Power (Grass)
Water Pulse
Reflect

Entei @ Brightpowder, Genderless, Pressure
Body Slam
Fire Blast
Hidden Power (Ground)
Iron Tail

Moltres @ Nothing, Genderless, Pressure
Aerial Ace
Fire Blast
Hidden Power (Grass)
Protect

Raikou @ Lax Incense, Genderless, Pressure
Thunderbolt
Bite
Hidden Power (Ice)
Reflect

Suicune @ Leftovers, Genderless, Pressure
Waterfall
Hidden Power (Electric)
Ice Beam
Calm Mind

Strategy: HP types in the parenthesis are those I am absolutely positive of. Anyways, don't be alarmed by the pack of legendaries here; this is still a very easy battle, and because of one thing: Idiocy. Your enemies will gang up on someone like frenzied wolves, and will continue to do so without catching onto your tactic and predicting your switch-ins. That's exactly what will make this battle easy- switching. You can see what the Hidden Power types are, and they will generally use them when they have the weakness to exploit. What you want to do here, though, is to bring someone that is going to deal the bulk of the damage to these freaks, one that is NOT susceptible to being OHKOed or otherwise severely damaged by their attacks. Your ally, however, WILL be someone that falls under that category. Then, you want to have someone that you can switch in for that really vulnerable type, and will either completely negate or take extremely low damage from the attack. The ones I used for this were Lapras and Marowak. Lapras draws the attention of Thunderbolt; switch to Marowak. Then, they're gonna want to HP Ice him to death, so now is the time to switch; Lapras shrugs the hits off like nothing. As a bonus, Lapras takes very insignificant damage from Moltres's HP Grass, to the point in which he can survive several, and Fire Blasts don't phase him or Marowak much, either. My damage dealer was actually Ampharos. Destroys Moltres in a single hit; puts Suicune and Articuno in critical condition; deals more than half of Entei's and Zapdos's total HP in damage. Oddly, Entei only used HP Ground on Amphy once. The rest of the time, he Body Slammed Wak or Lapras. I believe the reason for this is that Wak or Lapras's presence makes them a bigger threat to either Entei or his cohort; thus he wants to aid his ally in crippling them or destroying them outright. That, or he expects his ally to KO whoever is out, and the Body Slam is to hurt the newcomer. Who knows. Either way, that's the tactic I employed, and while it may take several minutes, it makes a joke out of this battle. Once again, if you want to use Explosion and rip them apart right from the start, now is as good a time as

any.

If the above strategy of swapping repeatedly doesn't suit you, bringing some special sweepers along, or really anyone that can use Thunderbolt very effectively, will do. On the physical spectrum of things, Tyranitar is this team's worst enemy be it physical or mixed, and I've had the pleasure of witnessing their scheme of stubbornly surviving hits with single digit HP end in vain, as the sandstorm finishes them off. If you can get the threat of HP Grass out of the way, Swampert can play pretty rough with these guys as well. Thick Fat Snorlax can survive several turns worth of crap from these guys and can quickly bring them down as well; and who else tears these guys apart but Aerodactyl? HP Rock even OHKOed Zapdos, to my surprise, and it makes an excellent counter to Articuno and Moltes. With a CB, Earthquake will bring a swift end to Raikou and Entei. Really, the only one Aero can't handle in some form is Suicune. And last but not least, I want to hype Blissey and Wobbuffet. The ultimate special wall is almost indestructible in this battle; a simple moveset with Thunder Wave, Seismic Toss and Softboiled is all you need to slowly but surely pick these guys off. I had Counter, which helped tear Entei apart. As for Wobby, I don't think an explanation is required, but I'd like to share a mildly amusing (and astonishing) display of AI retardation; I had Encored Suicune's Calm Mind, while my Lapras dealt with the other opponents. Encore ended up lasting 5 turns, on the last of which I used Destiny Bond. Now, it simply could have HP Electric'd Lapras to death, and very easily, but instead it chose to Waterfall Wobbuffet. It of course OHKOed him, and as a result Suicune was dragged to the afterlife with it. Honestly, had it not done that it very well could have finished my team off, but I'll never know for certain seeing as it chose to get the battle over with and effectively throw the match. In retrospect that was an extremely stupid thing to do on my part, but eh, it was a long time ago, I won anyway, and I'll never do it again, so who cares? =P

The ER squad gave it a try. Heracross Endured and Snorlax used Selfdestruct; Suicune and Articuno are taken out. Then, Entei is a goner to Reversal and Moltres took a Hyper Beam from Slaking. Yawn.

[10.3] Semifinal: Cooltrainer Klept

Marowak @ Thick Club, Male, Lightningrod

Return
Earthquake
Ancientpower
Protect

Manectric @ Brightpowder, Female, Lightningrod

Crunch
Protect
Thunderbolt
Thunder Wave

Starmie @ Lax Incense, Genderless, Natural Cure

Psychic
Hydro Pump
Ice Beam
Protect

Gyarados @ Scope Lens, Male, Intimidate

Return
Earthquake
Hidden Power (Flying)
Dragon Dance

Dodrio @ Choice Band, Male, Early Bird

Return

Hyper Beam

Drill Peck

Haze

Lapras @ Leftovers, Female, Water Absorb

Ice Beam

Hydro Pump

Thunderbolt

Protect

Strategy: This battle is more evil than it looks. He'll lead with a Lightningrod and someone else; it varied every single time for me. However I can assure you that he won't bring both Marowak and Manectric, and that he always did bring Lapras.

The one with Lightning rod always uses Protect the first turn, and may or may not use it thereafter depending on what the current situation is; I've seen them use it initially and then abandon it; I've also seen them follow a strict pattern of protect, then attack, then protect, and so on. The only time he ever passes on using it first turn is if he leads with Wak and a flier, and one of your mons has a weakness to it. They'll go after your electrics with prejudice, and then resort to mauling any weaknesses they can exploit. Starmie and Lapras generally don't even bother using Protect in the face of Wak's Earthquakes. Gyarados usually makes an appearance, and will DD or quake or HP depending on what's going on; I've found that he chooses to nail weaknesses over boosting himself up. Dodrio is a complete psycho with that Choice Band. I hope you have something faster than it, or at the very least KO it immediately after you lose someone to Hyper Beam. Dodrio is the only true threat offensively; Marowak, as I'll explain next, sacrificed a lot of attack for its other stats and won't be dealing any mortal blows. His Starmie also has more speed than anything else, and unless the attack was 4x strong, not even its Hydro Pump is enough to OHKO anything. My Tyranitar even survived one. Lapras is more special wall than anything else and is incredibly slow, which really hurts its ability to effectively mop you up. It also loves to come by last, which by then should leave you able to single it out and finish it off before it can take out both your remaining mons.

I'll forewarn you- that Marowak has a special defense-boosting nature, and plenty of EVs put into the stat. In later battles I found (with extreme dismay no less) that the son of a bitch could survive Hydro Pumps from my Lapras and an Ice Beam from my Modest, 394 SpAtt Latios. Even if only barely, survival in itself was bad, especially since I had counted on it delivering the kill and instead gave it the opportunity to land a hit. That said, its attack stat suffers, so don't be too nervous about its Earthquake. An intimidate from the start of battle will leave it even weaker. Still though, if you plan on eliminating Marowak, you'll probably want to hit it twice during its vulnerable turn.

Now, your best course of action. Lead with at least one special sweeper, if you've only got one, and someone solid that can stand to take a little abuse, and dish it out as well. I highly recommend Metagross for this, since EQ isn't such an awful threat despite the opposition. Your own team won't necessarily decide who they lead with, so the only thing you should count on is the Lightningrod immediately going into a Protect. If Dodrio is the first one out, pick the frail thing off with your sweeper and take the free turn to nail whomever follows it. If you did happen to bring along a Metagross, use Shadow Ball as opposed to Meteor Mash, as he's more likely to bring Starmie or

Gyarados instead of Lapras. If he led with Gyarados, don't worry about its Intimidate on your physical attacker and just single it out. It can take a decent amount of abuse thanks to its biggest weakness being disabled, so unless you were packing an Aerodactyl or Tyranitar with a rock move, plan on it surviving and pulling a move off. If it's Starmie, withdraw someone if you're worried and punish it with whomever is remaining. It's not defensively strong at all and should bite the dust easily. In rare cases, he'll open with Lapras. As I said its speed is utterly pathetic and won't outrun much of anything. While it has the best chance of surviving two attacks out of anyone, it won't be KOing anything, either.

Now here's where things can start going wrong. If he led with Manectric, you don't have much to worry about- its Thunderbolt isn't too strong and it isn't gifted at anything else. However, if Klept has sent out a sweeper that can go before either of yours, they'll be able to pick your mons off one by one. At any rate, launch a single Earthquake from your phys. attacker and be done with the near-worthless Electric type. Your other attacker, hopefully your sweeper, should be able to deal with whomever is alongside it. If it's Dodrio, so much the better, as it won't do anything except faint. If he's got Marowak on board however, you need to be a little more careful. Don't count on it falling to a supereffective attack, especially if that attack was not STABed. In this case it's better to ignore Marowak's ally and single it out, UNLESS his partner is Dodrio. Never, ever allow Dodrio to take its turn. Gyarados may get a Dragon Dance off because of this, and if so you'll probably have to Protect or withdraw the next turn, depending on what you know he can do to you.

If you've got a Protector that's weak to EQ and Marowak is teamed with Starmie or Lapras, instead you could use Protect and let it quake, as Klept will leave either water undefended, and they'll lose a huge chunk of HP. Otherwise, don't bother trying to predict what he'll do and go for the kill yourself. Either way, all you need is for Marowak or Manectric to faint and you've got your electric attacks back, which will make very short work of everyone that still remains. Easier said than done, but bad luck with predictions aside, this battle isn't so bad.

My ER squad handled this one easily, though! I brought out my Snorlax and Alakazam; blew up, not caring that I only destroyed his Lapras. Out came Gyarados, who was decimated by Slaking's Hyper Beam. Manectric was ousted by Psychic. Out comes the uncontrollable Dodrio, ready to go postal, until he was ousted by a single Thunderpunch. Nice try, guys.

[10.4] Final: Admin Eldes

Latios @ Brightpowder, Male, Levitate
Psychic
Ice Beam
Dragon Claw
Thunderbolt

Gengar @ Lax Incense, Male, Levitate
Psychic
Ice Punch
Fire Punch
Thunderbolt

Snorlax @ Leftovers, Female, Thick Fat
Body Slam
Shadow Ball
Earthquake
Protect

Latias @ Scope Lens, Female, Levitate
Psychic
Waterfall
Dragon Claw
Thunderbolt

Metagross @ Quick Claw, Genderless, Clear Body
Earthquake
Shadow Ball
Meteor Mash
Protect

Tauros @ Choice Band, Male, Intimidate
Return
Iron Tail
Earthquake
--

Strategy: This is it... the final battle. It's also the hardest, and even more annoying than the Lightningrod battle. If you don't have an exploder, you'll need to come up with a way to handle all of these guys without being overwhelmed by constant, vicious attacks.

He'll lead with either Lati@s, generally Latios, and an Earthquaker, whom I almost always found to be Tauros. Depending on who you sent out, you'll either be quaked or singled out. That's the main style of fighting Eldes likes to use- focusing on you, one at a time. His backup will consist of another Levitator and another quaker. He may or may not have brought the second Lati@s, and your victory will either be sealed or doomed depending on what he's brought as backup.

Beating him at his own game tends to work well. A tank or two with Earthquake and something else it can hit hard with, and at least two specialists. Since the most common ones are psychics, you'll basically be provoking Shadow Balls over all else from the quakers; while it does bring a swift end to your specialists, they're almost never OHKOs, even from Metagross. The dragons will also go after your special users first, so make your hits count. Your own tank is crucial in that it'll have to finish off the Lati@s that same turn, or whomever you've decided to single out. Once again, I'd probably place Tauros as Numero Uno on the hit list, followed by Metagross. Snorlax is the least threatening of all with its astoundingly bad speed (my own had a sexy double-digit speed of 96, and it outran Eldes' Lax) and its offensive stat is also the weakest. Gengar is also pretty mild, as it can be OHKOed by anything supereffective or otherwise very strong. Latios and Latias are generally the same in both defense and offense; they'll take two attacks each that aren't Megahorns to defeat, and generally score 2HKOs on anything that doesn't effectively wall them. That said, with Tauros and Metagross out of the way you can have this battle well under control with a couple special sponges, as you'll eat their attacks right up. Go after a dragon first only if they'll be able to OHKO someone before they have a chance to attack to KO something else. They're strong, but lack of Soul Dew makes them much less deadly, so even a supereffective attack isn't usually fatal (my Heracross is almost never OHKOed by Latios's Psychic, so the unSTABed attacks will deal even less damage.)

Fake Out, Protect and Explosion are extremely effective in this battle; by all means bring someone that can use it, if you have them. Blissey and Wobbuffet once again are almost nightmarish to these guys, though Wobby may have some prediction issues; partnering it with someone weak to EQ is the way to go. Blissey can wipe the floor using Counter, and does a great job disabling

the dragons with Thunder Wave. Seismic Toss or Ice Beam them to death as you see fit. Really, other than that any tankish/spongy monster can handle these guys once you get the nasty bull and steel type out of the way.

Anyone that read the earlier version of this guide knows the problems I was having with Eldes; my ingame XD team was routinely humiliated despite my using what I thought was an excellent tactic. This is what led me to import my Heracross, Alakazam and Slaking in the first place. They also made very short work of this team. As usual, I found the best way to begin was to get rid of the evil and extremely dangerous Latios and Tauros by detonating my Snorlax, who blew up while Heracross endured, ridding me of the two of them. Out comes my Slaking. Eldes sends out Snorlax (making life so much easier for me) and Latias. Poor Lax is Reversed to her demise and Latias eats a Shadow Ball. Finally. Why didn't I think to bring these guys in the first time? Or the fifth? =P

If anyone won this battle in an interesting fashion, I'd love to hear it.

"I'm satisfied that I was able to battle to my heart's content. I would like to confer on you the title "Eldes's Top Rival." With your skills, you shouldn't lose against even the best trainers from around the world. I guarantee it. Let us meet again." -Eldes

OOOOOOOOOOOOOOO[11] Coupons, TM Rewards & Prestigious(HAH) Titles OOOOOOOO
OO

Here is the amount of PokeCoupons, titles, and the TMs you'll win for triumphing over each tournament. As always, there's no limit to the amount of coupons you can win from these things, but the TMs are a one-time deal.

The letters Eagun gives you after each round are found in the previous sections of this guide, underneath the corresponding battle with the trainers themseves.

Lovrina- 500 Coupons, TM 06: Toxic, "Lovrina Fan Club Member No. 1"

Snattle- 1000 Coupons, TM 27: Return, "Orre Governor's Secretary Candidate"

Gorigan- 1500 Coupons, TM 48: Skill Swap, "Hexagonal Bolt of Friendship Holder"

Chobin- 2000 Coupons, TM 36: Sludge Bomb, "Defeater of Chobin"

Gonzap- 2500 Coupons, TM 44: Rest, "Honorary Member of Team Snagem"

ArDOS- 3000 Coupons, TM 47: Steel Wing, "Cipher's Biggest Enemy"

Eldes- 3500 Coupons, TM 02: Dragon Claw, "Eldes's Top Rival"

OOOOOOOOOOOOOOO[12] What Now? OOOOOOOO
OO

...Yes, what now? What else is there to do in this game? Well, if you haven't already gone to the trouble to find and complete all of the Battle CDs, there's that. There's also Battle Bingo, which I don't particularly like, but it's there, and I know that plenty of others do, so knock yourself out. I'd hope you have caught and purified everyone by now, and if you haven't trekked through Mt. Battle to obtain the GSC starters with the badass-looking elemental Hyper Beams, you can set out to accomplish that. Just remember that you need to play from 1 to 100, without ever

leaving (saving and turning it off is okay) and never using the PC. Too many people don't abide by those rules, and whine and complain on the boards when they aren't offered a starter.

I know a great many of you have already made second and third runs through the story mode, and if you liked the game enough, why not? But make sure you've traded everyone you want to keep (or those that you traded over to crush Orre) back to your GBA.

OOOOOOOOOOOOOOO[13] Credits & Special Thanks OOOOOOOO
OO

What else is a section like this for? I don't see why you'd be reading this, other than to learn the names of people you'll never meet, or see the list of little peons I dragged into this mess to get me through it. ;)

-First and foremost, my buddy Matt, for patiently sitting there and playing through a bunch of battles I had already done, to pick up on any trends I hadn't noticed in my initial run-through. He was a really, really big help in getting the bastards' movesets exactly right. Lastly, he dropped by the house to help out with this, thereby giving me the job of "entertaining the guest" and getting out of running errands for people. =P

-Nintendo and Genius Sonority for producing something a lot better than Colosseum. They still managed to piss me off, though. =P

-Warfox18 of GFAQs, who told me that Lovrina is a joke when one abuses Safeguard, which I failed to notice, even after cursing my way through the tourney the first time and thinking there had to be a much simpler way.

-CJayC and GameFAQs themselves, for not only having a huge abundance of excellent information, but message boards with a slew of people that actually know what they're talking about in the midst of intellectually flawed kids that seem to think grammar is a kind of cereal. Too bad they don't always find my questions. ;) Oh, and who could forget that CJayC hosted my guide? Thanks muchly.

-www.serebii.net, which provided me with the titles won for completing each round of Orre, since I foolishly forgot to write them down, and as a result can never see them again. It's also a pretty good site for Pokedex info, though some people hate it for its occasional errors.

-Curly, who slept in my lap and is responsible for tampering with my game via mind powers and giving me CHs and other things that allowed me to lord over the opposition. ...Curly is my cat. Dunno what you freaks were thinking. =P

-Monkey Boy, by whom I mean Gorigan, who served as my primary source of amusement in this game. I mean, his opening pose! There's no voice for him, but you KNOW he's just screaming "Ooooooh ooooooh ooooooh AAAAAA-
-AAAAAAAAAHHHHHH!"

-Alakazam, Heracross, and Slaking, my Emergency Squad, who were traded over to XD for some action, after I had gotten sick and tired of losing over stupid crap to Eldes. As I expected them to, they made that final battle pathetic.

And speaking of mons, a list of everyone I have ever used in Orre, plus moves, items and ability (when there's two to choose from).

Hariyama @ Lax Incense, Thick Fat

Detect
Fake Out
Helping Hand
Brick Break

Rhydon @ Quick Claw, Lightningrod

Protect
Earthquake
Megahorn
Rock Blast

Gyarados @ Shell Bell

Dragon Dance
Return
Earthquake
Hidden Power (Flying)

Sceptile @ Scope Lens

Crunch
Leaf Blade
Dragon Claw
Hidden Power (Ice)

Milotic @ Leftovers

Confuse Ray
Ice Beam
Mirror Coat
Hydro Pump

Latios @ Brightpowder

Psychic
Helping Hand
Thunderbolt
Dragon Claw

Look familiar...? That's right; this team was modeled after one in Colosseum. I enjoyed the battle so much that I wanted to make that sort of team and use it for myself. It actually has served me pretty well, though I've made more substitutes than I can count to try out new teamups and combos.

Now for my ingamers. Those with Hidden Power have made me unbelievably lucky. I also had a Flareon with Water and Victreebel with Bug, but Flare's was of a weak power and Victreebel just isn't someone I'd use outside of story mode.

Snorlax @ Choice Band, Thick Fat

Return
Earthquake
Shadow Ball
Hyper Beam/Selfdestruct

Ampharos @ Brightpowder

Protect
Thunderbolt
Seismic Toss
Fire Punch

Lapras @ Leftovers, Shell Armor
Thunder
Sheer Cold/Protect
Ice Beam
Hydro Pump

Dragonite @ Shell Bell
Dragon Dance
Aerial Ace
Earthquake
Brick Break

Exeggutor @ Quick Claw
Psychic
Giga Drain
Hidden Power (Fire)
Explosion

Marowak @ Thick Club, Rock Head
Swords Dance
Double-Edge
Bonemerang
Hidden Power (Rock)

Some of them took vacations to FR and Emerald for some moveset updates. Hence Fire Punch on Amphy and so on. I kinda wish I put Protect on Wak, looking back on the battles I fought. Earthquake would've done him good, too, but prior to my bringing these pals to Orre, I only had Amphy with Protect (as these guys were for Mt. Battle) and wanted a good ground move that wouldn't kill my allies.

Last but not least, my ER squad =P

Alakazam @ Brightpowder, Synchronize
Psychic
Ice Punch/Protect
Fire Punch
Thunderpunch

Heracross @ Salac Berry, Swarm
Endure
Earthquake
Megahorn
Reversal

Slaking @ Choice Band
Brick Break
Earthquake
Shadow Ball
Hyper Beam

Ruby Ingamers. Never all been on the same team, either. Zam replaced Amphy. Hera replaced Eggy. King replaced Wak.

OOOOOOOOOOOOOOO[14] Contact Info & Legal Stuff OOOOOOOO
OO

First off, my email. If you have QUESTIONS PERTAINING TO THIS GUIDE ONLY, which means not asking me where a certain mon can be caught, how to beat a certain person in the story mode itself, or anything outside of THIS

walkthrough. I'm not going to rate your movesets or tell you what's wrong with your team. The info throughout this guide will do you just fine, provided you have comprehension skills, and are capable of taking general advice and proceeding with it your own way. If you have found and can ABSOLUTELY confirm an error found within my guide, please let me know about it, and I will fix it. Note: It won't be in the movesets themselves. I went to a great deal of trouble to make sure they're listed flawlessly. Don't insist that you "saw so-and-so use this" because you are mistaken.

That said, if you have a unique or interesting strategy that you used during a certain battle or tournament that I have not listed, provided that your victory DIDN'T involve multiple critical hits, Quick Claws or Brightpowders taking effect, or the enemy generally having a lot of misfortune. Strategies that don't hinge on luck are more than welcome.

As with any email, please address it with "Orre Colosseum Guide" in the subject line, or I will delete it. Also, be aware that I will not necessarily reply to you, especially if your email is incoherent or in regards to something I explicitly stated not to bug me about. If your email is going to merit an update to this guide, then I shall most definitely reply and thank you.

Lastly, do not email me asking for permission to post my guide on your website. I will not grant it. Sorry, but if you came to GFAQs to read it, then that's where you can head if you want some information from it. I'm not being an ass, here. I just don't want my work plastered all over the net, because that's when people start taking sections or even all of it without giving me any credit.

-Extremespeed@mail.com is where I may be reached. Sorry, but I don't make public appearances on AIM, or any instant messaging program. This is the only way you may contact me.

Now for the official legal bit:

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