

Pokémon FireRed /LeafGreen Competitive Battling Guide

by pokemaniac1342

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Nintendo Pokemon Advanced Generation (Ruby/Sapphire/FireRed/LeafGreen/Emerald)
Competitive battling guide
Written by pokemaniac1342
pokemaniac1342_2k3@yahoo.com
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As if I didn't put my email enough times already, my email, as well as other interesting info about me (oh yes please) will be in the Contact Information, which is a ruse to make my FAQ look bigger. Rawr, sue me, my deadly team of lawyers shall take you on.

-THE LAWYERS RETURN!

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Don't you love them?

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1) Introduction: \ [CBGIntro] |
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Uhh, right, introduction. So, you've finished the game, crushed the UnElite 5 like little worms under your iron boots of justice many times, and er, are getting bored of thrashing your 7-year-old sister at Pokemon. What is perfect for people like you, oh yes, is competitive battling.

Forget inferior AI, forget stupid movesets. Competitive battling pits you against other players over the internet! Generally, players TEND to be a lot smarter than AIs (urgh), so you're sure to have some challenge when you step into the world of competitive battling! The way to do it is NETBATTLE, basically a battle

simulator (sorry, no in-game RPG stuff, this is competitive BATTLING, which is virtual link battles). All you need to do, is to download and set-up the programs, input your Pokemon (which is to say, create them. There is no need to have some sort of link between your GBA and your PC, because NB/RSBot allows you to create your Pokemon, as well as moves on the spot. There is also room to customize even things like nature, EVs, IVs, items, gender, and whatnot. Of course, all moves are the actual moves that the Pokemon can learn in the game, so there's no illegal movesets and BS like Aeroblasting Mewtwo.) The programs follow a system that is identical to the actual system used in the game, so don't you worry about Hydro Pump suddenly becoming a Fire move because by this stage, both simulators are near-perfect in terms of realism, closely following every aspect of an actual link battle.

To finish the intro, let's just say that competitive battling is a world where you go online, create and customize your own (legal) teams on-the-spot, and take on other trainers from around the world over the internet in a battle system that is nearly identical to an actual link battle. Cool, no?

IMPORTANT NOTE:

Observant people notice that this guide is an exact copy of the FRLG guide I have. This is because...they are the same thing. Other than a few move tutors and stuff, there isn't a hell lot of ground breaking change.

2) Table of Contents

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3) Version History

\ [CBGVH] |
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Version 1.0 > Following TEH ME fashion, I've done most of the stuff except my movesets, which will come in a later update.

Version 1.1 > Major thanks to Amazing Ampharos for this update: He proof-read the guide and gave his own insights on how to do things, and corrected some of my errors. Big thanks AA, you rock!

Version 1.2 > Minor update, mainly to include several issues on Pokemon abbrevs which are bugging the boards. Updates can be found by searching for "CBGABR"

Version 1.3 > Minor minor update. This should be posted on the Emerald page, and I've removed RSBot since everyone uses NB now...Plus a bunch of touchups everywhere to suit the modern meta.

Version 1.4 > Minor touchups. Hopefully it should be posted on the Emerald page by now...

Remember, if anyone at all finds any error to correct, or wishes to contribute, just do it. Include your name you want to be credited by.

4) How to Battle Competitively

\ [CBGHT] |
 \=====

Right, on to the real stuff. Without any witty and pointless comments, I shall indicate to you how to battle competitively...

```
+++++++<<<<[{{NETBATTLE}}]>>>>+++++++ /=====\  
                                                                 | [CBGNB] |  
                                                                 \=====/
```

```
<begin BS plug>  
Battle chip! Airhoc3 U! Slot in!  
RIGHT ON POKEMAN!!!  
Battle chip! Airhoc3 V! Slot in!  
KEEP EM COMIN!  
Battle chip! Airhoc3 W! Slot in!  
I FEEL THE POWER!!!  
Program Advance! PitHockey3!  
OH YEAH BABAY!  
</end>
```

OK, sorry bout that, not THAT sort of Netbattle. This is the Pokemon one. The pros about this method of competitive battling is that it is VERY user

friendly, with a pretty powerful in-build Datadex (Pokedex, and vital info), an easy-to-use Team customizer, easy battle interface, and nice pictures. The ideal program for people starting out, because it's so simple to learn how to use it. Also, more newbies frequent NB than RSBot, which allows beginners to have competition at roughly the same level. Of course, NB doesn't get the nickname nubbattle for nothing, because there are quite a lot of pure idiots who frequent NB. People who disconnect mid-battle when they are about to lose, and whatnot. Of course, I prefer this simply because Netbattle is SUCH A COOL PROGRAM. Seriously, just try it.

Go to <http://www.netbattle.net> OR <http://www.tvsian.com/netbattle>

Same thing basically.

Download the program. I don't really need to give instructions, because there's a nice DOWNLOAD section. Download Netbattle Advance, which is 0.9.4 last time I checked, install it, and voila. (NB advance is the latest version at the time when I typed this thingy out. For you, you might want to see which is the latest version before downloading.

*****To start battling with it:

OPEN THE PROGRAM!!! Bet you never knew how. Just set all the stuff whatever way you want when that wizard thingies pops up. Select your Language, store your password to protect your own username, and customizing whether you want any music, whether the in-battle status is detailed or not, whether you want the HP bar to be animated or not, and other visual effects. I suggest disabling auto updates simply because it doesn't work for me X(, and you can choose whether to show your team to whoever wants to challenge you, or to keep it hidden until the battle starts. Finally, choose your method of saving battle records (logs). Finish the silly thing.

You can't start battling yet, because you have to build a team.

Click on the "team builder" button, input your choice of a nickname, what kind of graphics you want the Pokemon to look like, your personal profile which people will read when they challenge you (so you can put your NO ATTRACT and other BS rules there), and finally, set the auto-message that will appear when you win or lose. A rule of thumb is to include "gg" (good game) in both, to show sportsmanship.

Then, go to each individual Pokemon slot, select your desired Pokemon from the drop-down list, select what item you want it to hold, select it's 4 moves, and finally, click on the "Expert" button to customize it's Nature, Ability, as well as EV distribution (we'll get to that later).

After you make sure all 6 Pokemon as well as your user profile is done, you can save the team, and start battling in one of the stadiums! Usually, Blue Heaven or Tafop would be the stadium on top with the most people, so go there.

There'll be a chat window once you connect, as well as a sidebar with all the trainers that are currently connected to the stadium. Double-click on a user's name to see his information, from there you can challenge him, or send him a private message (PM).

There, that should be all you need to start your Netbattle experience. If you encounter problems with installation, or runtime errors, don't come crying to me dammit, go to <http://www.tvsian.com/netbattle> and click on forums. There are bug reports and troubleshooting sections there.

Oh, please download NB ONLY from <http://www.tvasian.com/netbattle> or <http://www.netbattle.net>. Downloading from other places might result in virus infection, which I won't be responsible for because you were too stupid to read.

+++++++<<<<[{{THE SECOND WAY: RSBOT}}]>>>>+++++++ /=====\
| [CBGRS] |
\=====\
RSBot section has been killed. By me. Whoah.

<http://www.freewebs.com/synre/rsbottutorial.htm>
if you have hopes about it.

+++++++<<<<[{{RULES}}]>>>>+++++++

Both methods of competitive battling have a set of rules which you have to adhere to, in order to enjoy the experience.

Sleep Clause: Standard rule, this means that no more than ONE Pokemon of the same player can be asleep at any one time. This is to prevent lucky sleep runs with Hypnosis and whatnot. Self-induced sleep like Rest does NOT contribute to the clause, so you can have a resting Pokemon, and still have another Pokemon put to sleep. If you have already put one of your opponent's Pokemon to sleep, and try to use a sleep move again, the move will simply fail.

Freeze Clause: Same as above, except for Freeze. This is not standard, because Freeze is more luck based, and to clause Freeze is to clause luck.

Self-KO clause: If both players are down to one last Pokemon, the moves PERISH SONG, EXPLOSION, SELFDESTRUCT, MEMENTO, and DESTONY BOND will fail. This is to prevent forced draws, which is a cheap way to not lose.

00ber clause: NO 00bers, simple as that. Legends are usually allowed. Wobuffet and Wynaut, although not 00bers, are usually banned for cheapness.

Species clause: No more than one species of the same Pokemon on one team. Auto-enforced, imagine having 3 Blisseys. Or Groudons. OR LUVDISC!

The other clauses will be decided by the player who you want to challenge. They will usually put their own rules in their profile, like NO 00BERS, NO LEGENDS, NO BEATING ME, or whatever.

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5) The Basic Stuff \ [CBGBS] |
\=====

<Note: If you already know about IVs/EVs/Natures, and the other basic stuff,

you may skip this section. Otherwise, read on>

So now, you've got your pretty programs set-up and ready to roll. However, if you ever hope to become decent and actually win battles online, you need to go beyond what you learnt in-game. Forget the times when your Level 100 Charizard one-hit KO a Level 50 Vaporeon: Such BS isn't going to happen competitively, where everything is level 100, and type advantages matter. Also, you need to be savvy about your Pokemon's nature, because different natures will benefit certain stats and drop certain others. Also, if you haven't learnt about EVs, you need to know how to spread it so that your Pokemon is well customized to do what it's supposed to do.

This chapter aims to teach you how.

----> 5-*: SHORTFORMS, ABBREVIATIONS, AND WHATNOT <---- [CBG50]

The sad truth is Pokemon players are lazy people, and can't be bothered to type out in full, the names of Pokemon, names of attacks, names of items, and generally names. Therefore, sick abbreviations are used, and you MUST know these abbreviations to comprehend Pokemon players or this guide properly. Check back here when in doubt.

STAT ABBREVIATIONS:

HP: Hit-points. (However, this has another meaning)

ATT: Attack

DEF: Defense

SPD: Speed

SA: Special Attack

SD: Special defense

ITEM ABBREVIATIONS:

Lefties: Leftovers

CB: Choice Band

LB: Light Ball

DST: DeepSeaTooth

Salac: Salac Berry

Liechi: Liechi Berry

(In fact, due to lazyness, we can't be bothered to add "berry", so we just put the name)

ATTACK ABBREVIATIONS:

To make this, I go down the list of Pokemon attacks, and give the said abbreviations as I see fit. I may miss some, but I try.

AA: Aerial Ace

AP: Ancientpower

BP: Baton Pass

BD/Drum: Belly Drum

BS: Bodyslam, or bull****

BB: Brick Break

BU: Bulk Up

CM: Calm Mind

CR: Confuse Ray

DB: Destiny Bond

DT: Double Team

DE: Double-Edge

DD: Dragon Dance

EQ: Earthquake
m00b: Explosion
ES: Extremespeed
FB: Fire Blast
FP: Focus Punch
FT: Flamethrower
HP: Hidden Power (also means Hit Points, but when I say HP Ghost or HP Bug, I mean Hidden Power in that element)
IB: Ice Beam
LS: Leech Seed/Light Screen
ML: Mean Look
MM: Meteor Mash
OH: Overheat
Psong: Perish Song
QA: Quick Attack
RS: Rock Slide
ST: Seismic Toss
SB: Shadow Ball/Sludge Bomb
SW: Silver Wind
SD: Swords Dance/Sunny Day
Sub: Substitute
Twave: Thunder Wave
Tbolt: Thunderbolt
VT: Volt Tackle
WW: Whirlwind
WoW: Will-o-Wisp

(NOTE, I'm pretty sure I have NOT gotten all the abbreviations, just the ones I think I'll use and see often.)

MOVESET/COMBO ABBREVIATIONS:

Thunderdance: Use of Rain Dance to give Thunder perfect accuracy

SunnyBeam: Use of Sunny Day to make SolarBeam one-turn.

SubPunch: Using substitute, then using Focus Punch while protected by the sub.

BoltBeam: Thunderbolt + Ice Beam. Only resisted by Lanturn and Magneton. And the obligatory Shedinja.

FlameClaw: Fire move (fire blast?) + Dragon Claw. No resistances.

SkarmBliss: Use of Skarmory and Blissey on the same team. Use Skarmory, which is a great physical wall, to soak up physical hits, and use Blissey for special hits. Hard to break without proper counters.

P-Trapping: Mean Look + Perish Trap. Pointless, cheap, and not workable. Well, unless Chaosbreon and Celebi are involved.

Trickband: Using Trick to swap a Choice Band on the opponent.

WishPass: Using a slow Pokemon to use Wish, then baton pass to the recipient so that it can get healed without taking hits.

EndRev/SubRev/EndFlail/SubFlail: EndRev/Flail is basically, to use endure to

endure a killing blow, get yourself to 1hp, and fire off with a max powered Reversal/Flail. SubRev/SubFlail works on the same concept, to set-up sub, let the opponent break it, set-up sub again, repeat until your HP is 1, and Rev/Flail. Allows you to be immune to status while subbing, and to get some boosts in.

PseudoPassing (ppass): Fairly uncommon, but means using Reflect/Light Screen/Safeguard, before switching to another poge and let the new poge benefit from the screens.

TSS (Toxic-Spikes-Sandstorm): Basically, involves starting with Tyranitar to induce a Sandstorm, and using a team that are Sandstorm immune while using spikes and toxic to keep the opponent constantly getting damaged. Novel, but Suicune doesn't think much of most TSS teams.

Lati@s: It's not a combo or anything, but Lati@s is just a term that means Latios/Latias, since they are both similar.

ClubWak: Marowak with Thick Club. Doubled attack is nothing to sneer at.

JaskWak: Ninjask baton passing speed to Marowak. A speedy 500+ attack demon is the LAST thing you want to sneer at.

ChestoRest: Using Rest on a pokemon that has Chesto Berry. Chesto Berry wakes you up instantly, so it's basically a one-turn full heal.

Pyroshuffle/Toxicshuffle: Use Toxic/Will-o-wisp on the opponent, and use Roar to bring out other Pokemon, then inflict status, and roar again, repeat. This is for inflicted the entire of the opponent's team with status, but I advise against it because smart opponents will just switch in a Pokemon which already has status, or use some other counter.

(Note: Once again, incomplete)

POKEMON ROLE ABBREVIATIONS:

Throughout the guide, I will use a LOT of these to explain what Pokemon are suited to do. Mind you, this is fairly self-explanatory.

Sweeper: A Pokemon that is meant to attack, and faint other Pokemon. Simple as that: They're ATTACKERS. There's physical sweepers (like Machop and Heracross), special sweepers (Starmie, Alakazam), mixed sweepers (Swampert, Salamence), and Choice Sweepers (Tauros, Medicham). Figure it out: physical, special, and mixed. Choice sweepers = physical sweepers with choice band.

Tank: A pokemon that can take hits, and still dish it out. Swampert is a cool example.

Wall/Sponge: More extreme version of tank...they take hits really well, but don't dish it out that much. Blissey is a prime example of a special sponge, and Skarmory a physical wall.

Phazer: A Pokemon that uses a pseudo-hazing move to force the opponent to switch, thereby negating stat boosters. Examples of phazing moves are Roar, Whirlwind, Lock-on, Mind-Reader, Yawn, and Perish Song. Examples of phazers include Skarmory, Donphan, and Suicune.

An explanation: Roar and Whirlwind are self-explanatory - they force a switch. Lock on/Mind Reader is almost always followed by an OHKO move, and thus forces a switch. Yawn causes a delayed sleep effect, and opponent usually switches out to prevent this effect. Perish Song is basically telling your opponent "you can just scam the hell away now, or stay and die".

Hazer: A Pokemon that uses the move haze. Rather than force switches to negate stat change, haze simply cancels all stat changes. Common hazers are Weezing, and that's pretty much it. Maybe Vaporeon? Take note that hazers need to be able to take hits, therefore Crobat, while having the fastest haze in the game, isn't suited to haze.

Cleric: A Pokemon with the move Heal Bell or Aromatherapy. The role of those moves are to heal the entire team of status ailments (poison, sleep, etc), and therefore extend support. Common Clerics are Blissey, Miltank, and Celebi.

Spiker: A Pokemon that uses the move Spikes. Spikes hurts the opponents whenever they switch, so using Spikes is a great way to whittle down at your opponent's healths. Common spikers are Skarmory and Forretress.

Spinner: A Pokemon that uses Rapid Spin to blow away spikes. Forretress, Blastoise, Armaldo, claydol basically. Weird people can use Starmie, but that's a waste of sexy special sweeper material.

BPer: A Pokemon that uses stat upping moves, followed by Baton Pass to pass those stats to another Pokemon. A fairly easy tactic to stop, considering most teams use Phazers/Hazers of some sort. Unless the BPer happens to be Celebi/Espeon...

DDer/CMer/SDer/**er: Basically, a Pogeey that uses Dragon Dance/Calm Mind/<INSERT STAT MOVE HERE>. My, aren't we lazy.

Annoyer: Pokemon intended to...annoy. Usually by virtue of chance moves and whatnot, like Confuse Ray. Sort of pointless and rare.

GENERAL ABBREVIATIONS:

@: A term to indicate attached item. @Salac Berry means the Pokemon holds a Salac.

UU/NU/OU: A term to classify Pokemon under how commonly they are used. OU means overused, and points to Pokemon like Salamence and Metagross, which nearly every other team uses. UU points to things like Exploud and Quagsire: while they are used, they are fairly uncommon and UnderUsed. NU stands for not used, like Raticate and Furret which

no one gives a hell about.

00ber/uber: All Tier 1 and Tier 2 (except Slaking) Pokemon. While not going into Tiers, the list of 00bers are

- Mewtwo
- Rayquaza
- Ho-oh
- Lugia
- Kyogre
- Groudon
- Deoxys (all forms)
- Mew
- Latios
- Latias

(this list is now exclusive. Those on the list are 00bers, those not on the list are not. That DOES mean Celebi and Jirachi aren't 00bers)

Legendary: Non-00ber, but still legendary.

- Suicune/Raikou/Entei
- Articuno/Zapdos/Moltres
- Regice/Regirock/Registeel

These are generally not banned, but rules are flexible.

Hax: A term for luck. Extreme luck, usually. Don't go HAX the moment the opponent critical hits you, or you'll look like an idiot.

CH: Critical Hit

PAR: Paralyze

SE: Super-effective

NVE: Not very effective

OHKO: One-hit Knockout. Similarly, 2HKO, 3HKO, etc.

There, you should feel a bit more like a pro battler now, huh? Go dazzle your n00b friends with these stuff and watch their blank faces. Oh, that reminds me.

n00b: Idiot. One who is newbie, stupid, refuses to take advice, and acts like a 4-year old.

metagame: That's basically the competitive battling world

<Update in V1.2 : ☐-- IMPORTANT!!!!!!!!!!!! Newbs must read this or j00 dai! --

It's actually just a little thingie on commonly found Pokemon abbrevs. As there have been about a zillion topics regarding WHAT IS BOAH OMG and crap like that on the boards, I thought this would help. So...

Boah:

The subject of said zillion topics. Basically, BOAH is a shortform of a Tyranitar moveset, made by the likes of chaos and jumpman. Basically, this is Boah:

Tyranitar@Leftovers
"Boah/Tyraniboah"
Quiet, 252 HP/68 SPD/190 SA
-Substitute
-Focus Punch
-Thunderbolt
-Crunch

Basically, the way it works is that it can sweep off entire standard teams, being able to take out a LOT of problematic tanks. Firstly, with this spread, Boah enjoys 404 HP - which means 101 hp subs. WHICH means Blissey takes another turn to break it: WHICH means free Focus Punch if it decides to stay in, or a free sub + a nice FP for whatever switches in. Thunderbolt takes the Skarmory very nicely, and with a sub up, can do wonderful against the likes of Suicune. Crunch is sort of staple, and this is the first time people accept Crunch on Tar (and because it works so well). Crunch takes down the likes of Celebi and Gengar, further completing the all-roundedness. This is one dominant poge, and you should either

-Use it
-Have some way to counter it.

Counters? All sub-breaking moves are good on Boah, but CBHitmonlee with double kick does it best. Lee makes a cool UU CBer too <3
But personally, I just run a good old Breloom...just predict switches and don't switch in to a Boah and it should be fine. Or don't let it sub up X(
Or use Swampert. Swampert is cool on Tar.

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McGar:

This is not as new as Boah, but it's still special enough to be included here.

Gengar@Leftovers
"McGar"
-Substitute
-Focus Punch
-Thunderbolt
-Ice Punch/Shadowball

Ice Punch is the Emerald variant

I didn't specify the EVs and stuff, since the Gar is pretty versatile. Basically, no max speed. Tauros pwns you either way no matter what you throw at it, and the Pluff isn't used that often to warrant max speed. 300 or so speed, and throw in stuff into attack/SA.

Basically, this works on a SIMILAR concept on Boah. 3 immunities helps alot, as it can switch into a Blissey ST unharmed and everything. Set-up sub, and fire aweigh. Otherwise self-explanatory. Ice Punch is the Emerald alternative to the originally not-so-appreciated Shadow Ball, since IP takes Celebi and dragons, which is kinda more useful then Shadow Ball.

=====

Curselax:

Another one of those pain-in-the-ass kind of thing. Curselax uses the original hard-to-kill-ness of Lax to set-up with Curse (eliminating the weak defense) before using Rest to heal, and sweeping with boosted Returns and Shadow Balls.

Snorlax@Leftovers

"Curselax"

-Curse

-Rest

-Return

-Shadow Ball

Lalalala. Curse, rest, sweep. No explanation required. How beautiful?

=====

CMCune:

Uh, CalmCune. You've probably heard the "CMCune has no weak" shit by now. OK, no weak basically means that it has uh...no weak. But why? Well Cune has no natural physical weak, and CM eliminates the Grass/Elec weaks. Plus a natural 100/115/115 defensive base, and you got a beast. Oh, Cune can Rest away status, phaze, and stall with Pressure. Woohoo. OK so it can be countered, but it's still a pain in the ass.

Suicune@Leftovers

"CMCune/ No Weak/ CalmCune/ etc"

-Calm Mind

-Surf

-Roar

-Rest

Pardon lack of EVs and stuff again, but unlike Boah (which demands that spread) Suicune can work either way. you would want 401 HP for Bliss, and alot of defensive EVs (in defense, duh). Remainder goes to SA, and you *can* leave some for speed if you find something you need to outrun/outroar. Basically, you just CM when you can, surviving since Suicune doesn't like to die. Roar stuff that switch in, Rest away damage, and sweep with Surf. The "SuiSpikes" strategy works by laying down a bunch of spikes first BEFORE sending out Cune to setup, so if the opponent wants to play switch games, you have Roar to give them some spiky pain.

=====

EspyJump/Celejump:

The "jump" sets are named after jumpman16, their creator (obviously). Basically, it's a set used to BP calm minds. Originally used on Espeon, but it was found that Celery could do it too, and generally better.

Espeon/Celebi @ Leftovers

"Espyjump/Celejump"

- Substitute
- Calm Mind
- Psychic
- Baton Pass

Uh, Sub, CM, Psychic, BP. Just use the moves in order X(

Oh fine. Don't you get the idea or something? Survive, sub, and set up. Kill whatever you need to kill, and pass. Ideal pass targets include things like Raikou/Zapdos/Boah. Which gave rise to names like "Celezap" indicating a Celejump passing to a Zappy. Gosh, the names. EV-wise, just have max HP and good speed to outrun whatever you need to outrun with the rest in defense. No need for spoonfeeding.

=====

SkarmBliss:

If you really have an exceedingly small brain, and can't realize what this means...it means skarm and bliss. Yay. SKARM and BLISS. Skarm = physical, Bliss = special. Together = whore! Yay! Easy to understand, right.

Skarmory@Leftovers

- Drill Peck
- Rest
- Roar
- Spikes

Bliss@Leftovers

- Aromatherapy
- Seismic Toss
- Softboiled
- Thunder Wave/Ice Beam

No explanation needed again.

EV-wise for Skarm, just hit 320 or so HP, lots of def, and remainder into ATT. Impish nature.

For Bliss, max Def, Bold nature, and remainder into HP/SD as you please with

HP being more important. For the Ice Beam variant, lots of SA instead of HP.

=====

Agiligross:

Metagross with Agility. Basically, Meta has got that nuts attack and nuts defense. Won't it be nice if it had nuts speed as well?

Metagross@Leftovers

Adamant, 252 ATT/88 SPD/170 whatever

-Agility

-Meteor Mash

-Earthquake

-Explosion/Psychic/Rock Slide/wadev

88 speed EVs = 198 speed, which allows you to outrun base 130 speeders like Aero and Jolty after 1 agility. So, you agility whatever the case, and start to sweep. When you look like dying, Asplode. Happy birthday. Psychic is an option if you have Weezing problems that bad. RS is if you don't feel like asploding.

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\\ [CBG5A] |
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----> 5-A: TYPE ADVANTAGE AND DISADVANTAGE / PHYSICAL AND SPECIAL <----

This is going to be one of the most important things you need to learn. Sure, idiots with a single-digit IQ can figure out that Water beats Fire, but in order to be able to quickly make decisions in-battle regarding usage of moves or retreating, you NEED to know what types mean. For one, there are several modifiers of damage depending on type.

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If the type of your attack is super-effective against your opponent: Dmg x2
If the type of your attack is not very effective against your opponent: Dmg x0.5
If the type of your attack is ineffective against your opponent: Dmg x0.
If the type of your attack is 4x effective against your opponent: Dmg x4
If the type of your attack is 4x not effective against your opponent: Dmg x0.25
=====

So, if you use a Water move like, Surf, against Charizard which is fire/flying, your attack will do double the normal damage.

If you use a Grass move like Leaf Blade against said Charizard, it will only do 1/4 of the normal damage as Charizard is Fire/Flying and both fire and flying resists grass. (In 1.0, I foolishly FORGOT the flying part and listed this

as a half-damage thing. If anyone read that, forgive me :D Thank you Amazing Ampharos for pointing that out)

If you use say, a ground move like Earthquake against Charizard which is part flying, it will do NO damage at all.

If you use a rock move, like Rock slide, which is super-effective against BOTH Fire AND Flying, it will be 4x effective, and do 4 times the normal damage.

However, let's say you use a Ground move on a Jolteon. Jolteon, being pure electric, is 2x weak to ground, and thus the ground move does double the damage.

So, as you can see, type advantages mean a lot when you battle competitively.

Also, if you look at your Pokemon's stats, there is ATTACK, and SPECIAL ATTACK. As the name goes, ATTACK is the stat that determines how much damage you can inflict while you use a physical attack. SPECIAL ATTACK determines the amount of pain you dish out when you use a special attack. Some Pokemon are very strong in Special Attack, like Alakazam, so it would be wise to work on its Special Attack, and give it special moves so it can do a lot of damage. However, you first need to learn what moves are special and what moves are physical.

Now, the tedious part, which you HAVE to memorize somehow, is the complete list of type advantages and disadvantages.

A thing to remember is unlike Pokemon cards, the TYPE OF THE ATTACK can be different from the type of Pokemon! If Blastoise, a Water Type, uses Ice Beam, it would count as an Ice move, NOT a Water move! So apply weakness and resistance likewise.

THE BORING LIST.

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NORMAL

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PHYSICAL

---EFFECTIVE AGAINST: NONE

--NOT VERY EFFECTIVE AGAINST: STEEL, ROCK

---NO DAMAGE AGAINST: GHOST

--WEAK AGAINST: FIGHTING

---RESISTANT AGAINST: NONE

--TAKES NO DAMAGE FROM: GHOST

As you can see, normal is a pretty boring type. While it offers no form of super-effectiveness whatsoever, it is also only resisted by 2 types. It does no damage against ghost, but normal types also receive no damage from ghost moves. Take note that Normal boasts several good offensive moves, most notably Return, which is a cool 102 base damage 100% accuracy move.

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FIRE

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SPECIAL

---EFFECTIVE AGAINST: GRASS, ICE, BUG, STEEL

--NOT VERY EFFECTIVE AGAINST: FIRE, WATER, ROCK, DRAGON

---NO DAMAGE AGAINST: --

--WEAK AGAINST: WATER, GROUND, ROCK

---RESISTANT AGAINST: FIRE, GRASS, ICE, BUG, STEEL

--TAKES NO DAMAGE FROM: --

--SPECIAL NOTES: Fire types cannot be burnt (Thanks to AA for suggesting that I include type immunities. All other SPECIAL NOTES under this section is credited to AA)

Fire is a pretty sad type. While it offers coverage against a nice selection of types, it is also weak to 3 of just about the most common attack types to exist. You'll struggle to find teams without Earthquake, Rock Slide, and Surf. That being said, Fire is still a pretty cool type, because it is SE against Steel, and that means roasted Skarmory and Metagross. Fire has a nice selection of moves, Flamethrower for accuracy, Fire Blast for power, and Overheat being the one-time alternative for physical attacking fire types to provide a one-time strong fire hit.

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WATER

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SPECIAL

---EFFECTIVE AGAINST: FIRE, GROUND, ROCK

--NOT VERY EFFECTIVE AGAINST: WATER, GRASS, DRAGON

---NO DAMAGE AGAINST: --

--WEAK AGAINST: ELECTRIC, GRASS

---RESISTANT AGAINST: FIRE, WATER, ICE, STEEL

--TAKES NO DAMAGE FROM: --

Water is one of the most common attack types to exist. Mainly because so MANY good water Pokemon exist. Also, it covers Ground and Rock while resisting Steel, a very interesting combination. Water also only has 2 special weaks, 2 fairly predictable ones. So is to say, Water is a pretty dominant type. Good attacks include Surf.

=====

GRASS

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SPECIAL

---EFFECTIVE AGAINST: WATER, GROUND, ROCK

--NOT VERY EFFECTIVE AGAINST: FIRE, GRASS, POISON, FLYING, BUG, DRAGON, STEEL

---NO DAMAGE AGAINST: --

--WEAK AGAINST: FIRE, ICE, POISON, FLYING, BUG

---RESISTANT AGAINST: WATER, ELECTRIC, GRASS, GROUND

--TAKES NO DAMAGE FROM: --

--SPECIAL NOTES: Immune to Leech Seed.

Pretty sad type really, while containing several cool Pokemon, grass simply lacks powerful attacks. Solarbeam requires set-up, and Leaf Blade is limited to Sceptile. Also, it is ineffective against a BUNCH of types, and grass types are weak to a nearly equally large BUNCH.

=====

FIGHTING

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PHYSICAL

---EFFECTIVE AGAINST: NORMAL, ICE, DARK, STEEL, ROCK
--NOT VERY EFFECTIVE AGAINST: FLYING, PSYCHIC, POISON, BUG
---NO DAMAGE AGAINST: GHOST

--WEAK AGAINST: FLYING, PSYCHIC
---RESISTANT AGAINST: BUG, ROCK, DARK
--TAKES NO DAMAGE FROM: --

Fighting is another fairly common type, and a very common attack type, mainly because it is super-effective against Normal, as well as several other tricky types like Steel. Few weaknesses is nice as well. The common fighting attacks are Focus Punch, Brick Break, and Cross Chop.

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ELECTRIC

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SPECIAL

---EFFECTIVE AGAINST: WATER, FLYING
--NOT VERY EFFECTIVE AGAINST: ELECTRIC, GRASS, DRAGON
---NO DAMAGE AGAINST: GROUND

--WEAK AGAINST: GROUND
---RESISTANT AGAINST: ELECTRIC, FLYING, STEEL
--TAKES NO DAMAGE FROM: --

Nice type. While it covers Water and Flying, 2 fairly common types (water is all-present, while Flying has Skarmory, it has good moves of it's type to back it up, including the all-cool Thunderbolt. Also, it only has one weak, which is nice.

=====

GROUND

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PHYSICAL

---EFFECTIVE AGAINST: FIRE, POISON, ROCK, ELECTRIC, STEEL
--NOT VERY EFFECTIVE AGAINST: GRASS, BUG
---NO DAMAGE AGAINST: FLYING

--WEAK AGAINST: WATER, GRASS, ICE
---RESISTANT AGAINST: POISON, ROCK
--TAKES NO DAMAGE FROM: ELECTRIC

Not hard to see why Earthquake is so popular. Cool type coverage, only not effective against 2 fairly uncommon types. Also, ground-types enjoy electric immunity. Includes sexy moves like Earthquake.

Another issue brought up by AA is that Ground types enjoy absolutely no physical weaks, which is why most Grounds can make good physical tanks.

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ROCK

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PHYSICAL

---EFFECTIVE AGAINST: FIRE, FLYING, ICE, BUG
--NOT VERY EFFECTIVE AGAINST: FIGHTING, GROUND, STEEL
---NO DAMAGE AGAINST: --

--WEAK AGAINST: WATER, GRASS, FIGHTING, GROUND, STEEL
---RESISTANT AGAINST: NORMAL, FIRE, POISON, FLYING
--TAKES NO DAMAGE FROM: --

Rock is another cool type, mainly because Rock Slide is a cool move, and it covers flyers, which are fairly common. Rock-types actually has it's fair share of weaks, but it resists several types, including Normal, which is always nice. Good moves include Rock Slide and Ancientpower.

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ICE

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SPECIAL

---EFFECTIVE AGAINST: GROUND, DRAGON, FLYING, GRASS
--NOT VERY EFFECTIVE AGAINST: FIRE, WATER, ICE, STEEL
---NO DAMAGE AGAINST: --

--WEAK AGAINST: FIRE, FIGHTING, ROCK, STEEL
---RESISTANT AGAINST: ICE
--TAKES NO DAMAGE FROM: --

--SPECIAL NOTES: Cannot be frozen.

Ice moves are ever-present, because of their ability to PWN/RAPE/MAUL/RIP a type that is otherwise fairly hard to take down: Dragon. Other than the almighty Kingdra, and Lati@s, ALL fully evolved Dragons are Dragon/Flying, and therefore FOUR times weak to ice. That basically means a One-hit KO (OHKO) from an Ice Beam from anything with decent special Attack, which is nothing short of cool. Besides, it also covers Ground, which is nice as well. Cool moves are basically Ice Beam and HP Ice. (HP will be explained later)*Fine, Flygon is Ground/Dragon, but it's 4x weak to ice ANYWAY so I win*

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POISON

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PHYSICAL

---EFFECTIVE AGAINST: GRASS
--NOT VERY EFFECTIVE AGAINST: POISON, GROUND, ROCK, GHOST
---NO DAMAGE AGAINST: STEEL

--WEAK AGAINST: GROUND, PSYCHIC
---RESISTANT AGAINST: GRASS, FIGHTING, BUG, POISON
--TAKES NO DAMAGE FROM: --

--SPECIAL NOTES: Cannot be poisoned. This doesn't mean it doesn't take damage from poison attacks, just that Poison-types can't get the poison condition.

Rather crappy type to attack with, considering it only covers grass, but poison is still a cool type due to the low amount of weaks, good coverage of resistances including FIGHTING, and cool selection of Pokemon and moves. Weezing and Muk are both darned evil, and Sludge Bomb and Toxic are prime poison moves which are widely used.

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PSYCHIC

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SPECIAL

---EFFECTIVE AGAINST: FIGHTING, POISON

--NOT VERY EFFECTIVE AGAINST: PSYCHIC, STEEL

---NO DAMAGE AGAINST: DARK

--WEAK AGAINST: DARK, GHOST, BUG

---RESISTANT AGAINST: FIGHTING, PSYCHIC

--TAKES NO DAMAGE FROM: --

Used to be the dominant type back in RBY, but less popular now. Psychic-types are still cool, because Dark weak is pretty hard to exploit, and bug attacks/ghost attacks are fairly predictable. Super-effectiveness against Fighting and Poison (Weezing, basically) is nice too. Cool moves are basically...Psychic.

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FLYING

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PHYSICAL

---EFFECTIVE AGAINST: GRASS, BUG, FIGHTING

--NOT VERY EFFECTIVE AGAINST: ELECTRIC, ROCK, STEEL

---NO DAMAGE AGAINST: --

--WEAK AGAINST: ELECTRIC, ICE, ROCK

---RESISTANT AGAINST: GRASS, FIGHTING, BUG

--TAKES NO DAMAGE FROM: GROUND

Ground immunity is plain cool. Good to take care of Heracrosses and Brelooms. Drill Peck and Aerial Ace are among the better flying moves. Of course, there's

<<((((((((((-----o.0!!! o.0!! AEROBLAST!! 0.o!! 0.o!!-----))(*^(#!

Which remains coolest move to exist, but is unfortunately only learnt by a uber and a painting thingie which isn't too good to attack with.

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BUG

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PHYSICAL

---EFFECTIVE AGAINST: DARK, PSYCHIC, GRASS

--NOT VERY EFFECTIVE AGAINST: FIRE, FIGHTING, POISON, FLYING, GHOST, STEEL

---NO DAMAGE AGAINST: --

--WEAK AGAINST: FIRE, FLYING, ROCK

---RESISTANT AGAINST: GRASS, FIGHTING, GROUND
--TAKES NO DAMAGE FROM: --

Bug's a pretty OK type, considering it covers a unique combination of types, but falls short by being resisted by 6 types. Bug Pokemon are also OK-ish, with Heracross being outstanding of course. Cool moves are Megahorn and Silver Wind.

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DRAGON

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SPECIAL

---EFFECTIVE AGAINST: DRAGON
--NOT VERY EFFECTIVE AGAINST: STEEL
---NO DAMAGE AGAINST: --

--WEAK AGAINST: ICE, DRAGON
---RESISTANT AGAINST: FIRE, GRASS, WATER, ELECTRIC
--TAKES NO DAMAGE FROM: --

While Dragon moves don't cover much, they also don't get resisted by much. Unfortunately, the only Dragon moves worth using are Dragon Claw and Dragonbreath. Dragon-types are cool, resisting a bunch of elemental types, but dies to ever-present Ice Beams.

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DARK

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SPECIAL

---EFFECTIVE AGAINST: PSYCHIC, GHOST
--NOT VERY EFFECTIVE AGAINST: FIGHTING, DARK, STEEL
---NO DAMAGE AGAINST: --

--WEAK AGAINST: FIGHTING, BUG
---RESISTANT TO: GHOST, DARK
--TAKES NO DAMAGE FROM: PSYCHIC

While the Psychic immunity is cool, Dark doesn't really have much going for it. For one, it covers a pretty pathetic selection of types. Also, the dark movepool consists of one move: Crunch. You COULD use HP Dark, Faint Attack, or Bite, but they won't be very useful.

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GHOST

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PHYSICAL (WOULD YOU READ? GHOST IS physical, NOT SPECIAL!!!)

---EFFECTIVE AGAINST: GHOST, PSYCHIC
--NOT VERY EFFECTIVE AGAINST: DARK, STEEL
---NO DAMAGE AGAINST: NORMAL

--WEAK AGAINST: GHOST, DARK
---RESISTANT TO: POISON, BUG
--TAKES NO DAMAGE FROM: NORMAL, FIGHTING

Double immunity is sexy, but it can't touch normals, which kinda sucks. I suppose the Poison resistance can be exploited pretty well, but Shadow Ball and to a very little extent, Night Shade, plus HP Ghost are pretty much the only usable ghost attacks. At least there are a bunch of cool ghost Pokemon.

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STEEL

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PHYSICAL

---EFFECTIVE AGAINST: ROCK, ICE

--NOT VERY EFFECTIVE AGAINST: FIRE, WATER, ELECTRIC, STEEL

---NO DAMAGE AGAINST: --

--WEAK AGAINST: FIGHTING, FIRE, GROUND

---RESISTANT TO: NORMAL, GRASS, ICE, FLYING, PSYCHIC, BUG, ROCK (getting a bit long?), GHOST, DRAGON, (wtf lol) DARK, STEEL

--TAKES NO DAMAGE FROM: POISON

--SPECIAL NOTES: Cannot be poisoned.

That's a grand total of 10 resistances and a handy immunity. Explains why Steel-types are pretty dominant. However, it sucks to be weak against both Fighting AND Ground. The steel-attacks are not very wide-covering, but Meteor Mash (Iron Tail, to a small extent) are still widely used, because the users (Metagross and Tauros) attack at a mindlessly irresponsible rate, and Meta's STAB makes MM a very very powerful attack. Tauros Iron Tail simply rapes Aerodactyl.

END BORING LIST.

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There, don't you love me? I just finished the typing chart.

[STAB]

Now, to finish this off, I need to touch on STAB.

Same

Type

Attack

Bonus

Which means if the move you used is the same type as the Pokemon, the attack is 1.5x as powerful. Which is to say, a Flamethrower from Charizard will get STAB, a Drill Peck from Dodrio will get STAB, and a Shadow Ball from Banette will get STAB. Keep in mind that 1.5x is a LOT, which is why STAB is a pretty big thing to learn. Every type gets STAB, even Normal types. Remember that.

Just to make it clearer:

Flamethrower's base power is 90.

If Charizard uses Flamethrower, base power becomes $90 \times 1.5 = 135$. Significant.

Great, I finished.

Now excuse me while I grab a nice 20 hours of sleep.

zzZZZZZZZZZZ...

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\      [CBG5B]      |
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----> 5-B: NATURES <----

zzZZzzZZ...oh hi.

When we say natures (or, personality, traits, whatever), we mean that little "Brave", or "Modest", or "Timid", or "pimp". While it's pretty sad that pimp is not a nature, we as cool trainers need to put that aside and learn about natures because they play a major part in competitive battling. You see, in-game, it didn't really matter a crap unless you were into contests, but you might want to know that what natures do is they will raise a particular stat by 10%, while dropping another stat by 10%.

For example, MODEST is a nature that raises SPECIAL ATTACK by 10%, while dropping ATTACK. This will be good on a Pokemon that doesn't require any attack, but instead uses special attacks. For example, Vaporeon.

The difference natures make is great. Let's take a Vaporeon, with perfect IV and no EVs. Firstly, let's look at it's stats, when it has a HARDY nature, which is neutral and does nothing to stats.

```
HP: 401
ATT: 166
DEF: 156
SPEED: 166
S.ATT: 256
S.DEF: 226
```

Now, let's see a similar Vaporeon, with a MODEST nature.

```
HP: 401
ATT: 149 (-)
DEF: 156
SPEED: 166
S.ATT: 281 (+)
S.DEF: 226
```

Major difference. By sacrificing a stat that you DON'T NEED, you can up a stat that you need, and make your Pokemon more powerful. This is one way to customize your Pokemon to specific tasks.

Now, let's bring the pain back as I bring on the list of Natures and what they do.

THE OTHER BORING LIST.

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----> NEUTRAL NATURES: Natures that don't modify any stats
HARDY, DOCILE, SERIOUS, QUIRKY, BASHFUL
```

These natures are not recommended, because it's to your advantage to up a stat by 10% while customizing the Pokemon to not make use of the stat that you sacrifice.

----> SPEED BOOSTERS: Natures that raise speed

TIMID (+ speed, - attack)

JOLLY (+ speed, - special attack)

HASTY (+ speed, - defense)

NAIVE (+ speed, - special defense)

Generally, only Timid and Jolly are used. Obviously, Timid for Pokemon like Jolteon and Alakazam who need to be fast, but don't need attack. Jolly for Pokemon like Dugtrio and Tauros, who needs speed, but doesn't need special attack.

----> ATTACK BOOSTERS: Natures that raise attack

LONELY (+ attack, - defense)

ADAMANT (+ attack, - special attack)

BRAVE (+ attack, - speed)

NAUGHTY (+ attack, - special defense)

Adamant is used on individuals like Charizard and Tyranitar, who need to do a lot of physical attacking work, but no special attacking, and at the same time aren't fast enough to make use of Jolly. Brave is for mixed attackers, who doesn't need speed, like Ampharos. Lonely and Naughty are pretty rare.

----> SPECIAL ATTACK BOOSTERS: Natures that boost SA

MODEST (+ special attack, - attack)

MILD (+ special attack, - defense)

QUIET (+ special attack, - speed)

RASH (+ special attack, - special defense)

Generally, only modest is used, on special sweepers who aren't fast enough, or doesn't need that much speed, like Milotic and Vaporeon.

----> DEFENSE BOOSTERS: Natures that boost defense

RELAXED (+ defense, - speed)

BOLD (+ defense, - attack)

IMPISH (+ defense, - special attack)

LAX (+ defense, - special defense)

Relaxed is used for defensive Pokemon (tanks), that are darned slow already and could do hell with that speed, like Snorlax and Weezing. Bold is for tanks who don't need to attack, like Suicune, and Impish for the opposite of Bold, like Skarmory. Lax isn't really used.

----> SPECIAL DEFENSE BOOSTERS: Natures that boost SD

CALM (+ special defense, - attack)

CAREFUL (+ special defense, - special attack)

GENTLE (+ special defense, - defense)
SASSY (+ special defense, - speed)

All are used except Gentle. Calm for Pogeys like Suicune, Careful for certain Snorlaxes, and Sassy also works for Snorlax, as well as thingies like Regice and Skarmory.

----> FERTILITY BOOSTERS: Nature that raises egg yield
PIMP (+ fertility, - nothing)

All Dittos are PIMP natured.

(Actually, if you couldn't figure it out, Dittos aren't PIMP natured even though they should be, so don't send your Ditto in an attempt to mesmerize your opponent's Pokemon because it will likely fail)

END OF OTHER BORING LIST. PHEW. YOU MUST H8 ME NOW.

```
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\      [CBG5C]      |
\=====
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----> 5-C: STATS <----

Every Pokemon has stats, you see. The most basic ones are the ones which are clearly shown, like HP and ATT. But what do they do?

HP: Hit-points. These determine just how much punishment you can take. On the pretext that defenses are equal, the Pokemon with the higher HP will be able to take more hits.

ATT: Attack. This determines how much damage you can inflict when you use physical moves. So, a Machamp will do much more damage using Cross Chop than using Fire Blast, because Machamp has a large-ass amount of attack.

DEF: Defense. Determines how well you take physical hits. Higher defense means you take less damage from physical hits.

SPD: Speed. Determines who goes first. While this may seem pointless, remember that speed is a KEY factor in competitive battling, and attacking first always yields advantage.

SA: Special attack. Determines how much pain you can dish out when using special moves.

SD: Special defense. Determines how well you take special hits.

Of course, these are basic, but there are several key stats which are, infact, hidden in-game. Of course, both NB and RSBot allows you to customize these stats just like you can customize Natures, so you can further specialize your Pokemon in different roles.

```
##### [5C1X]
}}}}}}}}}}}}}}}}}>5-C-1: IVs (INDIVIDUAL VALUES)
```

All Pokemon have IVs. IVs, are like genes. They determine your Pokemon's

stats. IVs can range from the lowest 0 to the highest 31. The higher your IVs are in a particular stat, the higher that stat will be. However, IVs are hidden in-game, and it's tough to find them unless you go through specific measures. However, in competitive battling, IVs are ALWAYS preset at 31, which means your Pokemon will always have their highest non-EV boosted stats. Let's finish with an example to make it clear. Let's use Vaporeon again.

Here I have a Vaporeon, which I set the HP IV to be 31. It's HP is: 401.

Here I have another, which I set the HP IV to be 17. It's HP is: 387.

Here I have another, which I set the HP IV to be 0. It's HP is: 370.

Because ALL stats are set at IV 31, it doesn't make sense to change it because you want as high the stats as possible (unless you are a very weird man). There is no drawback to setting all IVs to 31, and it's default anyway. However, when you need Hidden Power to come in play, you will need to change your IVs a little. I'll hit that later.

```
##### [5C2X]
}}}}}}}}}}}}}}}>5-C-2: EVs (EFFORT VALUES)
```

If you are familiar with EV training in-game, you can skip this section. Basically, EVs are a sort of addition to the stat system. Each Pokemon has a maximum of 510 EVs, which can be split into each stat to give bonuses to the stats.

Each stat can have a maximum of 255 EVs invested. The idea is that 4 EVs = 1 stat point, so by giving 255 EVs to a stat, you effectively add 63 points to that stat. However, to maximise EV usage, you should always only put a maximum of 252 EVs into a stat, because 252 and 255 EVs all give the max, and you want to conserve EVs.

Another rule of thumb is to make sure all your EVs are even numbers. The smallest amount of EVs that will bring it up a point is always an even number, so try to have even numbers in each spread of EVs.

Do you see where this is going? By utilising EVs, you can FURTHER customize your Pokemon! Let's take Tauros as an example. Tauros does NOT need special attack, special defense, nor defense because it was meant to be a fast sweeper. Therefore, we will put 252 EVs in ATT, 252 EVs in SPD, and the remaining 6 EVs into HP. Thus, Tauros is now a specialized Fast Psysical Sweeper!

Let's do the example thing again.

Tauros with perfect IVs, Jolly nature, and no EVs:

HP: 291
ATT: 236
DEF: 226
SPD: 281
SA: 104
SD: 176

Tauros with perfect IVs, Jolly nature, and 252 EVs in attack and speed, 6 in HP.

HP: 292
ATT: 299
DEF: 226
SPD: 350

SA: 104
SD: 176

Just look at that speed and attack boost by focusing EVs into attack and speed.

This will open up a field which will likely take you a long time to get the hang of: EV spreading. While basic spreads like 252/252/6 and 252/129/129 work, there are usually better spreads that make the best out of each Pokemon's strengths, while covering it's weaknesses and allowing it to take on opposition it will normally die to. The concept is impossible to put into a guide, so that's an aspect you'll have to use experience for: As you play more, you will get the hang of it!

Take note that Netbattle has EVs set as 85 per stat as the default, so please take some time to customize it to make your Pokemon more powerful.

```
##### [5C3X]  
}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}>5-C-3: Hidden Power
```

Throughout movesets, and my guide, and poketalk, you'll hear "HP Ice", "HP Rock", "HP ghost", and other stuff like that. Do not mistaken HP for Hit-points: HP in this case means HIDDEN POWER. A major part of competitive battling.

You see, HP is normally useless in-game. Why? Because HP has a random base power, and a random element. Well, not random, but it depends on IVs, which ARE random, in-game, so using Hidden power is a pointless gamble.

But Netbattle/RSBot allows you to customize IVs, which is to say, -You have control over what type and how powerful your HP is.

While it's obvious you want the power to be the maximum (70), it's not as easy to decide what element you want it. Most of the time, you want it to cover a weakness, or kill some other type of Pokemon you can't kill. For example, Charizard may use HP Grass, as Grass covers both Water and Rock, it's main weaknesses.

So HP in competitive battling is basically a base-70 move with an element of your choice. Not bad, heh.

The point it you can just select from a drop-down list what HP element you want (or in RSBot, input it), but the program's new IV deployment may not be ideal. The most prominent examples are HP Flying, HP Ghost, and HP Ice.

HP Flying: When you select HP Flying, Netbattle automatically rearranges your IVs to 31/31/31/30/30/30, which means your speed is one point less than the max. However, 30,30,30,31,30,30 is ALSO HP Flying, but it doesn't sacrifice speed. This is useful for situations when your Pokemon NEEDS to be fast, like Aerodactyl.

HP Ghost: When you select HP Ghost, you get 31/31/30/31/31/30. Good, that's what we want.

HP Ice: When you select HP Ice (common on Jolteon), you get 31/31/31/30/31/31. That means 1 point less in speed, which allows Aerodactyl to pwn you. Not good. Instead, use 30,31,30,31,31,31, which is still HP Ice, but allows max speed.

That's about it huh.

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#####  
}}}}}}}}}}}}}}>5-C-4: BASE STATS
```

[5C4X]

There's another system you would need to know, one less hidden, but equally important nonetheless, and that is base stats.

You know, some Pokemon are made to do certain things. Their base stat says so. For example, Alakazam simply can NOT attack physically, and the opposite can be said for Rhydon. That's because their base stats say so.

Every species of Pokemon has a set of base stats, and these determine just how high a stat would go. For example, Alakazam's base stats:

```
HP: 55  
ATT: 50  
DEF: 45  
SPD: 120  
SA: 135  
SD: 85
```

Notice the absurdly high base for speed and special attack. This means that you can pump EVERYTHING to boost Alakazam's attack, but it'll still suck compared to it's SA because Alakazam's attack just sucks. There is no way you can change it, just like there is no way to change the fact that Snorlax is plain slow.

Alakazam, lvl100, with max IVs, ADAMANT (+ att, - SA), and max attack EVs:

```
Att: 218  
SA: 275
```

See, even with you putting EVERYTHING into attack, it's SA still outshines attack by a large chunk.

Now let's see a special oriented zam.

Lvl100, max IVs, MILD (+ SA, - def so attack is not lowered), max SA EVs.

```
Att: 136  
SA: 405
```

Sorry, Alakazam will ALWAYS be a special sweeper.

It's important to understand that base stats play a part in determining what roles Pokemon play. You might like to see Alakazam using Slash, but that won't cut it. So, your decisions for Pokemon will always depend on a Pokemon's base stats.

So, for a overview of what we learnt in this section:

IVs are individual values, they determine how high your stats go. They range from 0 to 31, but since Netbattle/RSE always has them set at 31, you shouldn't care.

EVs are effort values. You can spread them between the stats. You should always invest EVs in a set the Pokemon needs, and invest wisely.

Hidden Power has base power and type dependant on your IVs. In competitive battling, you can just select the type, but there are certain IV combinations that work better.

And lastly, every species of Pokemon has a set of base stats, which determine how high it's stats can go. You should decide on which Pokemon to use for what purpose based on the base stats.

Phew, aren't we quick.

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                                                    \   [CBG5D]   |
                                                    \=====
----> 5-D: ITEMS <----
```

The next dimension of competitive battling would be the attached item. You have a choice of letting your Pokemon hold an item, and the item will benefit it in some way or another.

The rule of thumb is, when in doubt of what item to use, use Leftovers. Lefties NEVER hurt, because it heals 1/16 of your max HP every turn. Of course, that is unless you use it on a Shedinja or a EndRevver, in which case you should be shot for idiocy.

The second rule of thumb is, stay away from type specific boosters, like Charcoal, Miracle Seed, Mystic Water, Magnet, and whatever. Why? The boost is TOO insignificant (10% is very little when you factor in STAB), and you will almost always be better off using Leftovers or a berry. There are exceptions, but generally, stay away from them.

And now, don't you think it's time for another boring list? My, aren't we bitter.

THE OTHER OTHER BORING LIST.

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Here I plan to be a nice guy and run through all the USABLE held items. Usable, which means it has a purpose, and therefore random BS like Figy Berry and such does NOT get included.

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HEALING ITEMS

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*LEFTOVERS

Effect: Heals 1/16 of your max HP after every turn. This essentially means that you don't take any damage from Sandstorm. Healing after every turn is always cool, and that's why this item is nice on tanks like Blissey.

*SHELL BELL

Effect: Heals 1/8 of your max HP every time you attack. Inferior to leftovers, simply because lefties heals every single turn, attack or not. Shell Bell however, heals for each attack you do, so if you do an attack that hurts both opponents in a 2v2, Shell Bell will heal twice, making it nice.

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MODIFIER ITEMS

*BRIGHTPOWDER

Effect: When attached, your Pokemon's evasiveness rises slightly, which means you may dodge certain attacks. Highly unreliable, not recommended. I believe the percentage is 10% or so, but I can't be sure.

*CHOICE BAND

Effect: When attached, your Pokemon's ATTACK stat will be raised by 1.5 times. However, the first move you choose will be locked, and you can only use that move until you switch out. This item is great for certain out-and-out physical sweepers like Aerodactyl, Tauros, and Medicham, simply because they gain incredible attack, and can use their array of STABed moves to deal lots of OHKOs.

*FOCUS BAND

Effect: When attached, your Pokemon has a 12% chance of surviving an otherwise fatal attack: Instead of fainting, your Pokemon will be left at 1hp. It's basically an unreliable endure.

*KING'S ROCK

Effect: When attached, attacks that don't have side effects will have a 12% chance of causing the opponent to flinch. This means attacks like Return and Surf, and NOT attacks like Psychic and Headbutt (which cause SD down and flinch respectively).

*LAX INCENSE

Effect: Same as Brightpowder, except it only has a 5% evasion rate.

*QUICK CLAW

Effect: When attached, your Pokemon has a slight chance that it will attack first, regardless of speed.

*SCOPE LENS

Effect: When attached, your Pokemon has an increased rate of getting Critical Hits.

*SEA INCENSE

Effect: When attached, your Pokemon's Water-type moves have their power increased by 5%. whoamg, strong freak dai.

POKEMON-SPECIFIC **I'll include everything, pointless or not, here**

*DEEPSEASCALE

Effect: When attached to CLAMPERL, it doubles Clamperl's special defense.

*DEEPSEATOOTH

Effect: When attached to CLAMPERL, it doubles Clamperl's special attack. This means Clamperl gets 542 unboosted SA, which is cool if not for the speed.

*LIGHT BALL

Effect: When attached to PIKACHU, Pikachu's special attack is doubled. That means 436 max SA, mind you.

*LUCKY PUNCH

Effect: When attached to CHANSEY, it gets a high critical hit rate. WTF.

POINTLESS/10, why did I include this crap.

*METAL POWDER

Effect: When attached to DITTO, Defense and special defense is raised 1.5x. Mind you, it still sucks, and no one uses Ditto outside of pimp-related business.

*SOUL DEW

Effect: When attached to LATIAS or LATIOS, Special Attack and Special Defense is raised 1.5x. That gives Latios 538 or so SA to start with, and that means a bloody monster. Banned in tournament play for being overpowered.

*STICK

Effect: Raises FARFETCH'D critical hit rate. Wow, amazingness.

*THICK CLUB

Effect: Doubles the Attack of CUBONE and MAROWAK. Effectively giving them a TON of attack. AA mentioned an attack-rollover glitch regarding Swords Dance and Thick Club: I remember something along those lines that Marowak's attack becomes so massive it's attack goes over the top and gets reset to 1 instead. I'm not sure if it still exists now, or if it works differently.

STATUS BERRIES

LUM BERRY

Effect: If a status condition is inflicted on the Pokemon it is attached to, it will instantly cure that condition, and disappear (one-use). This is used on certain DD sweepers and others that would get screwed by status.

CHESTO BERRY

Effect: If the Pokemon this is attached to is made to fall asleep, it will wake up instantly, and this berry will disappear. Used in conjunction with Rest for an instant full heal.

WHITE HERB

Effect: It's not a berry, but it's used. Basically, it prevents stats from dropping. So, if you use OVERHEAT, SUPERPOWER, or PSYCHO BOOST, which will normally drop your stats like mad, White Herb will prevent that stat from dropping, ONCE. If you used the attack again, White Herb won't save you.

The rest of the status berries are simply not used competitively, or is extremely extremely rarely seen. So I won't include them.

STAT BOOSTERS

SALAC BERRY

Effect: When the attached Pokemon's health reaches 25%, Salac will activate and boost the SPEED of the Pokemon by 1 level. This is a very useful berry, especially for SubRevvvers because the Salac kick will also come with max Reversal power.

LIECHI BERRY

Effect: See above, except ATTACK is boosted. Used on physical sweepers, like perhaps Metagross.

PETAYA BERRY

Effect: See above, except SA is boosted. Sceptile likes this.

STARF BERRY

Effect: When health is at 25%, it will boost a RANDOM stat by 2 levels.

Always fun to play with, which is why I included it.

The rest are generally unused. Ganlon = Defense, Apicot = Special Defense.

Lansat = Critical hit rate.

TYPE-SPECIFIC

As I said, stay away. But for sake of information.

Sharp Beak : FLYING
Silk Scarf: NORMAL
Mystic Water: WATER
Charcoal: FIRE
Blackglasses: DARK
Metal Coat: STEEL
Dragon Fang: DRAGON
Miracle Seed: GRASS
Nevermeltice: ICE
Silver Powder: BUG
Spell Tag: GHOST
Hard Stone: ROCK
Soft Sand: GROUND
Magnet: ELECTRIC
Twistedspoon: PSYCHIC
Black Belt: FIGHTING
Poison Barb: POISON

All of these boost said type moves by 10%.

END OF OTHER OTHER BORING LIST.

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\ [CBG5E] |
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----> 5-E: ABILITIES <----

And finally, to finish off the course on the basics which should get you started on competitive battling, let's look at each Pokemon's abilities. Abilities are ALSO a very important part of the metagame. You need to learn each Pokemon's abilities, and learn how to either exploit it, or to get around it. Some abilities are pointless, but some can really get your goat.

While I am tempted to torture you with the other other other boring list, it would be rather pointless, as you can easily see the ability of your own Pokemon

when you create them and such. You need to spend time to remember what each Pokemon has: Don't waste turns trying to Toxic Zangoose, don't try to Roar Exploud, and don't use Water moves on Vaporeon. You'll be surprised how big a part abilities play in battling. I will only take time to highlight several key abilities which you either see often, or need to take special note of.

Absorption: Volt Absorb, Water Absorb, Flash Fire

When you use Electric (volt absorb), Water (water absorb), or Fire (flash fire) moves on a Pokemon that has the trait,

For Volt Absorb and Water Absorb, the attack will do no damage, and instead HEAL the Pokemon whatever amount of damage you should have done.

For Flash Fire, once the attack connects, Flash Fire will activate, rendering the Pokemon immune to all fire moves, and it's own fire moves are powered up 1.5x.

Remember the absorptions don't offer protection from status moves. Jolteon can get Thunder Waved for example. However, from what I heard from AA, Flash Fire offers protection from WoW.

Remember NOT to use those attacks against Pokemon with those abilities, or you will find yourself at a significant disadvantage.

Pokemon with the abilities:

Volt absorb: Jolteon, Chinchou, Lanturn

Water absorb: Poliwhag family(including toed), Lapras, Vaporeon, Mantine, Wooper family

Flash Fire: Vulpix family, Growlithe family, Ponyta family, Houndoom, Flareon

#####

Weather effects: Drought, Drizzle, Sand Stream

When Pokemon with these abilities are sent out into a battle, a weather condition is automatically activated for the rest of the battle, unless another weather effect comes in. Drought = automatic Sunny Day. Drizzle = automatic Rain Dance. SandStream = automatic Sandstorm.

This can be taken advantage of. Basing a team around Groudon's infinite Sunny Day, you can build a team of Sunnybeamers, except they can attack right off the bat, as well as Chlorophyll Pokemon, which gets doubled speed in Sunlight.

Basing a team around Kyogre's Drizzle, you can build a team of Thunderdancers, except Thunder gets perfect accuracy right away. Also, Pokemon with "Swift Swim" will get doubled speed.

Basing a team around Tyranitar's Sand Stream, you can build a team which are immune to Sandstorm (or better still, benefits from Sandstorm, like Cacturne) , and therefore, keep the opponent under constant damage while you laugh at point at them.

Only Groudon has Drought, only Kyogre has Drizzle, and Tyranitar Sand Stream.

***Note that if it's Kyogre VS Groudon or the like, the Pokemon who gets sent out last will have it's effect. If both are sent out the same turn, the Pokemon

with the slower speed will have it's effect.**

#####

Immunity: Levitate, Immunity, Water Veil, Magma Armor, Oblivious, Insomnia,
Vital Spirit, Soundproof, Own Tempo, Limber, Inner Focus, Hyper Cutter
, Clear Body, Wonder Guard

All the above abilities grant immunity to some sort of effect. I might have missed a couple, but.

Levitate: Immune to GROUND attacks.
Immunity: Cannot get POISONED.
Water Veil: Cannot be BURNT.
Magma Armor: Cannot be FROZEN.
Oblivious: Cannot be ATTRACTED.
Insomnia , Vital Spirit: Cannot be put to SLEEP.
Soundproof: Immune to Sound moves, which are:
-Grasswhistle
-Growl
-Heal Bell
-Hyper Voice
-Metal Sound
-Perish Song
-Roar
-Screech
-Sing
-Snore
-Supersonic
-Uproar

Own Tempo: Cannot be CONFUSED.
Limer: Cannot be PARALYZED.
Inner Focus: Cannot FLINCH.
Hyper Cutter: ATTACK cannot be lowered.
Clear Body: Immune to all stat-dropping moves, eg. Screech.
Wonder Guard: Immune to all attacks that are not SUPER-EFFECTIVE.

#####

Trapping: Arena Trap, Shadow Tag, Magnet Pull

Arena Trap: Prevents opponent from switching, unless opponent is FLYING type or has LEVITATE. Highly useful for trapping weak targets and finishing them off.
Pokemon: Diglett family, Trapinch.

Shadow Tag: Prevents opponent from switching, period. This is the main reason why Wynaut and Wobuffet are banned. You can trap them, Encore their attack, and counter/coat them to death. Cheap.
Pokemon: Wynaut, Wobuffet.

Magnet Pull: Prevents STEEL Pokemon from switching. This means Maneton is Skarmory/Forretress/Scizor's worst nightmare, because it will completely disable them from switching, before firing home that STABed Thunderbolt for Skarm, and HP Fire for Forry and Scizor.
Pokemon: Magnemite family, Nosepass (wtf).

#####

Stat modification: Blaze, Torrent, Overgrow, Guts, Pure Power, Huge Power,
Swarm, Marvel Scale, Intimidate, Hustle, Plus/Minus,
Speed Boost, Chlorophyll, Swift Swim

All these modify stats in one way or another, in specific conditions.

Blaze/Torrent/Overgrow: When health reaches 1/3, the Pokemon's Fire/Water/Grass
(respectively) moves will be powered up 1.5x. Only the
starters have these abilities (fire type = blaze, etc)

Guts: When Pokemon has a status condition, ATTACK is 1.5x. *Take note that
The latest version of Netbattle fixes it so that Guts also negates the attack-
reducing effect of burn. Therefore WoWing a guts poge is the last thing you
want to do. I once forgot that, WoWed a Machamp, and it almost KOed my Weezing.
Machamp beating a Weezing. Unthinkable. Don't make the same mistake. Thanks
to AA for this.*

Pure Power/Huge Power: When Pokemon is in battle, ATTACK doubles. This means
Medicham gets 400+ unboosted attack.

Swarm: When health reaches 1/3, the Pokemon's BUG moves are powered 1.5x.

Marvel Scale: When Pokemon has a status condition, DEFENSE is 1.5x.

Intimidate: When Pokemon is sent out, opponent is intimidated and has attack
lowered by one stage.

Hustle: When in battle, attack is 1.5x, but accuracy drops by 20%. This makes
Choice Band Delibird slightly more powerful then CBAerodactyl.

Plus/Minus: When your partner has Minus/Plus, something gets boosted. I don't
care what, for this means you need to have both Plusle and Minun
as 2v2 teammates, and that means suicide anyway.

Speed Boost: At the end of every turn, the Pokemon's speed gets raised 1 level.

Chlorophyll/Swift Swim: In Sunny day/Rain (respectively), Pokemon's speed
doubles.

#####

Sexyness: Serene Grace, Trace, Pressure

Pure sexy traits. Nothing special, just that they kick an unusually large
amount of ass.

Serene Grace: The chances of special effects occuring are doubled. In a
nutshell, this means Ancientpower now has a 20% boost rate, Rock Smash has
a 100% defense lower rate, Water Pulse has a 40% chance of causing confusion,
and Headbutt has a !!!60% chance of causing flinch.

This is the kind of thing that makes opponents go WRF HAX j00 *****n00b WTF
IS THAT U CHEATING ***** ILL NEVER PLAY U AGAN

On a similar note:

End of turn #2
Smiley[n00bz0r]'s Tauros: 160 HP (Par)
Jero's Sharpedo: 120 HP

Begin Turn #3
Smiley[n00bz0r] withdrew Tauros!
Smiley[n00bz0r] sent out Dunsparce (Lv.100 Dunsparce)!

Sharpedo used Protect!
But it failed!

End of turn #3
Smiley[n00bz0r]'s Dunsparce: 400 HP
Jero's Sharpedo: 120 HP

Begin Turn #4
Jero withdrew Sharpedo!
Jero sent out Snorlax (Lv.100 Snorlax)!

Dunsparce used Substitute!
Dunsparce made a Substitute!

Dunsparce's Leftovers restored its HP a little!
End of turn #4
Smiley[n00bz0r]'s Dunsparce: 325 HP
Jero's Snorlax: 462 HP

Begin Turn #5
Dunsparce used Thunder Wave!
Snorlax is paralyzed! It may be unable to move!

Snorlax used Curse!
Snorlax's Attack rose!
Snorlax's Defense rose!
Snorlax's Speed fell!

Dunsparce's Leftovers restored its HP a little!
End of turn #5
Smiley[n00bz0r]'s Dunsparce: 350 HP
Jero's Snorlax: 462 HP (Par)

Begin Turn #6
Dunsparce used Ancientpower!
(44 damage)
Dunsparce's Attack rose!
Dunsparce's Defense rose!
Dunsparce's Speed rose!
Dunsparce's Special Attack rose!
Dunsparce's Special Defense rose!

Snorlax used Curse!
Snorlax's Attack rose!
Snorlax's Defense rose!
Snorlax's Speed fell!

Dunsparce's Leftovers restored its HP a little!
End of turn #6
Smiley[n00bz0r]'s Dunsparce: 375 HP
Jero's Snorlax: 418 HP (Par)

Smiley[n00bz0r]: kthxdai

Begin Turn #7

Dunsparce used Headbutt!

(76 damage)

Snorlax flinched!

Dunsparce's Leftovers restored its HP a little!

End of turn #7

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Snorlax: 342 HP (Par)

Begin Turn #8

Dunsparce used Headbutt!

(84 damage)

Snorlax used Curse!

Snorlax's Attack rose!

Snorlax's Defense rose!

Snorlax's Speed fell!

End of turn #8

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Snorlax: 258 HP (Par)

Begin Turn #9

Dunsparce used Headbutt!

(66 damage)

Snorlax flinched!

End of turn #9

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Snorlax: 192 HP (Par)

Begin Turn #10

Dunsparce used Headbutt!

(60 damage)

Snorlax flinched!

End of turn #10

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Snorlax: 132 HP (Par)

Begin Turn #11

Dunsparce used Headbutt!

(59 damage)

Snorlax flinched!

End of turn #11

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Snorlax: 73 HP (Par)

Begin Turn #12

Dunsparce used Headbutt!

(59 damage)

Snorlax flinched!

End of turn #12

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Snorlax: 14 HP (Par)

Begin Turn #13

Dunsparce used Ancientpower!

(14 damage)

Snorlax fainted!

Smiley[n00bz0r]: ROFLMAO

Jero sent out Electabuzz (Lv.100 Electabuzz)!

End of turn #13

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Electabuzz: 272 HP

Begin Turn #14

Electabuzz used Thunderbolt!

The Substitute took damage for Dunsparce!

Dunsparce's Substitute faded!

A critical hit!

Dunsparce used Headbutt!

(182 damage)

Electabuzz's Leftovers restored its HP a little!

End of turn #14

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Electabuzz: 107 HP

Begin Turn #15

Electabuzz used Thunderbolt!

(133 damage)

Dunsparce used Thunder Wave!

Electabuzz is paralyzed! It may be unable to move!

Dunsparce's Leftovers restored its HP a little!

Electabuzz's Leftovers restored its HP a little!

End of turn #15

Smiley[n00bz0r]'s Dunsparce: 292 HP

Jero's Electabuzz: 124 HP (Par)

Begin Turn #16

Dunsparce used Substitute!

Dunsparce made a Substitute!

Electabuzz is paralyzed! It can't move!

Dunsparce's Leftovers restored its HP a little!

Electabuzz's Leftovers restored its HP a little!

End of turn #16

Smiley[n00bz0r]'s Dunsparce: 217 HP

Jero's Electabuzz: 141 HP (Par)

Begin Turn #17

Dunsparce used Headbutt!

(141 damage)

Electabuzz fainted!

Jero sent out Magmar (Lv.100 Magmar)!

There can be no doubt that Dunsparce > you.

Trace: Copies the opponent's ability.

Imagine tracing Wonder Guard. Or a elemental absorb. Tracing Jolteon's volt absorb is FUN. Or tracing Dugtrio's arena trap :(

Pressure: When Pokemon with PRESSURE is attacked, the attacker loses 2PP off the attack instead of the usual 1. Stall to the max, another reason why Dusclops and Suicune are so hated. You even lose PP quicker then them.

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| [CBG5F] |
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----> 5-F: STATUS AILMENTS <----

Throughout battling, you will most likely come in contact with these ailments. They mess with the opponent and always gives them some sort of handicap, which is why it is good to include several ways to induce these ailments. I will provide a run-through of these ailments, what they do, and how to cure/counter it.

-SLEEP

Effect: Your Pokemon becomes asleep. So long as it is asleep, it cannot attack. Exceptions to this are Snore and Sleep Talk. At the beginning of every turn of the Pokemon that is asleep, it may wake up. Chesto Berry will cure the Pokemon it is attached to of sleep instantly, but it is one-use. Common moves that induce sleep are Spore and Sleep Powder. Hypnosis is too inaccurate. Pokemon with the ability INSOMNIA or VITAL SPIRIT cannot be put to sleep.

-PARALYSIS

Effect: When your Pokemon is paralyzed, SPEED is reduced to 1/4 of the original and every turn that the paralyzed Pokemon tries to attack, there is a chance that it will be fully paralyzed and be unable to attack. A crippling condition indeed, with the speed penalty. Normally, people don't use a berry to specifically counter paralysis (Lum berry which cures all status will do). Moves that cause paralysis are Thunder Wave (95% of the time), and Glare. Body Slam also has a chance of causing paralysis. Pokemon with the ability LIMBER cannot be paralyzed.

-CONFUSION

Effect: When your Pokemon is confused, there is a chance that every time it tries to attack, it might attack itself instead. From what I believe, the amount of damage you inflict to yourself is based on your ATTACK stat. Moves that induce this are Confuse Ray, and to an extent, Water Pulse which has a chance of inducing confusion. Pokemon with OWN TEMPO cannot be confused.

-BURN

Effect: When your Pokemon is burnt, it will lose a bit of HP every turn (I

believe it's 1/8). Also, your Pokemon's ATTACK stat is halved. This is DEADLY to physical sweepers just because. The only move that consistantly causes Burn is Will-o-Wisp (WoW). Pokemon with WATER VEIL cannot be Burnt.

-FREEZE

Effect: When your Pokemon is frozen, it can't do a thing period. Every turn, it has a chance of being defrosted. Using Fire moves on a frozen Pokemon will of course defrost it. There is another way, which involves using Flame Wheel, but that's such a redundant move anyway. This status ailment can only come as a side effect from Ice attacks like Ice Beam and Blizzard - a chance thing. Pokemon with MAGMA ARMOR cannot be Frozen.

-POISON

Effect: When your Pokemon is poisoned, it loses 1/8th of it's HP every turn. Absolutely worthless, because you should be going for:

-SEVERE POISON

Effect: When your Pokemon is severely poisoned, it will lose HP like it was poisoned, but the amount of HP lost is DOUBLED every turn. If you don't cure this poison or switch it out, the damage per turn will acumulate to the extent where it will OHKO. Deadly, as this forces switches unless the opponent wants to die. Toxic is the most consistant way to deal this. Poison-type Pokemon, and Pokemon with the ability IMMUNITY cannot be poisoned.

-ATTRACT

Effect: When your Pokemon is attracted by the opponent, it will only attack 50% of the time. For this to work, your Pokemon's gender must be opposite of that of your opponent's Pokemon. Also worthless, because it is too unreliable (many Pokemon have no gender, or can only be female, etc etc). The move that causes this is uhh...Attract v_v. Pokemon with OBLIVIOUS, or Pokemon with no gender cannot be attracted.

-FLINCH

Effect: While not neccesarily a status AILMENT, it's still an in-battle thing. Basically, if the opponent attacks first and causes you to flinch, your Pokemon will not attack. Moves that induce this are Rock Slide, Headbutt, and Bite. Pokemon with INNER FOCUS cannot flinch.

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Until further request or notice, that should be all the basic knowledge you need to know your stuff about Pokemon. If you feel you need more, you can always read on for more advanced information.

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6) Advanced Information \ [CBGAD] |
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Righto, it's not really advanced you know, but it isn't as basic as say, types. You should probably read this once you are able to memorize to some extent, the basics. Remember, knowing type advantages, item usage, nature advantages, and abilities are nealy as important as actual battling.

So, now, you've finished the basics, and you think you can start to get some more knowledge regarding how you should form your team before you start your competitive battling experience? Read on.

>>>>>>>>>>-----|> 6-A: Choice of Pokemon

[CBG6A]

Before you actually do anything at all, you need to confirm what Pokemon you want to use. While experienced battlers can create teams using certain "themes" like all-bug, all-water, or all-unevolved, it's not a good idea for a newbie to do so just because...you aren't ready. So, this section will attempt to help you select some good Pokemon for your first team.

Firstly, for a first-time battler, you should try to get powerful Pokemon. You can play with the Nosepasses and Delcatties when you get good, but right now, you need powerful Pokemon to give you a headstart. So, you need to choose the correct Pokemon for each role.

As a rule of thumb, you should have a good mix of sweepers, tanks, phazers, and perhaps clerics. Also, as a rule of team building, try not to build multiple Pokemon with the same weaknesses. For example, a team of Metagross/Tyranitar/Blaziken/Golem/Muk/Clefable wouldn't be balanced, because 5 out of 6 Pokemon are weak to Ground, a common type. So, keep this in mind. Now, the stuff.

STARTER

The starter is the Pokemon that you...start with. The Pokemon that comes out first when you start a battle. Now, choosing a starter is a pretty important decision, and I will highlight several common choices.

--Spiker. Starting with a spiker allows you to lay down a few layers of spikes, so that if the opponent switches Pokemon, he takes damage. This is a common and reliable strategy. Good spikers are Forretress and Skarmory. Keep in mind that both forry and Skarm gets raped by Magneton, so watch out for it.

- Forretress@Leftovers
- Impish
- Spikes
- Earthquake
- Rapid Spin
- Counter/Explosion/Zap Cannon

- Skarmory@Leftovers
- Impish
- Spikes
- Roar
- Drill Peck
- Rest/Taunt

--Sweeper. Some people start with a damned powerful sweeper to get some KOs right off the bat. Usually a choicesweeper, like Aerodactyl, or a fast special sweep, like Jolteon, Starmie, and Gengar. I recommend newbies to try spiking first before starting with sweepers, simply because spiking is easier to pull off than making decisions about which moves to choose in an attempt to get quick KOs. Of course, starting sweepers, if used effectively, can be deadly. For example, my beloved ChoiceTauros regularly OHKOs popular starters, and

gives me an instant edge. (Tauros is hard to use, but OHKOs Jolteon, Aero, Gengar, Alakazam, Starmie, and a bunch of others)

--Tank. Umbreon is a popular candidate for this, because it tanks damn well, and can absorb a few hits to do several things, including mean look and toxic, plus lots of other annoying stuff.

--Baton Passer. A dead tactic, but popular among newbies simply because BPing is "cool." Personally, the only forms of BPing worth using is either Meanpassing (Mean Look + Baton Pass to keep opponent trapped) or Wishpassing (Wish + BP for guaranteed healing). BPing stat uppers is tough because near every decent team uses a hazer/phazer, and your BPer will simply be rendered useless. A very popular albeit pointless choice is Ninjask, simply because it is darned fast, gets Swords Dance/Sub, and has speed boost. However, take note that Ninjask dies to a hit from anything. You *could* still pull it off against inexperienced players, though. Another candidate is Smeargle for obvious reasons, but sadly it doesn't get any stats to back it up. Not recommended.

Ninjask@Leftovers/Stat boost berry
Jolly, 252 SPD/bleh
-Swords Dance
-Substitute
-Baton Pass
-Silver Wind

Smeargle@Salac Berry
-Spore
-Belly Drum
-Baton Pass
-??? (Extremespeed lol)

Sweeper

Generally, every team needs a couple sweepers. Extremely specialized stall teams *could* have 6 stallers to stall you to death, but that's out of the point. I'll just point out several good sweeper choices here.

___PHYSICAL SWEEPERS___

***Salamence: Very popular and easy to use, being the sexy dragon thang he is. Generally, a Dragon Dancer. Sala has damned cool attack stat, and can top 400. Like all dragons, it dies to Ice, so don't leave it out against anything that you would expect Ice attacks from. Unboosted, this thing doesn't have stellar speed, so don't rely on it to outspeed stuff right off the bat. It has Intimidate, so you might consider sending this out against a fighter and Dragon Dancing on the switch. Recommended moveset:

Salamence@Lum Berry
Adamant, 252 ATT/112 SPD/144 SD
-Dragon Dance
-Earthquake
-Rock Slide

-Fire Blast

That set will allow you to outrun base speed 130 Pokemon (Jolteon, Aerodactyl etc) after 1 Dragon Dance. I chucked SD EVs because I have nothing better to do, and also because it could perhaps survive nonstabbed HP Ice from certain individuals. The rest is moot, DD up and sweep. Fire Blast despite Adamant is to deter Skarmory, which will just soak up all your boosted attacks and roar your DDs away otherwise.

***Aerodactyl: This is a very popular starter, because it is just so freakin fast (base 130, on par with Jolteon, and outruns just about everything non Ninjask/Electrode/Deoxys). Also, attach a Choice Band, and it gets 400+ attack running off 394 max speed, and a host of attacks to match. Rock Head ability means it can fire off Double Edges without recoil. So, in a nutshell, Aero is a speed demon, with a nutcase attack and a lethal selection of moves for loads of OHKOs. However, it can't take a hit for nuts, so beware of Pokemon that can take your hits. For example, Vaporeon, or even Tauros.

Aerodactyl@Choice Band
Jolly, 252 ATT/252 SPD/6 HP
(IVS 30,30,30,31,30,30)
-Rock Slide
-Earthquake
-Double-Edge
-HP Flying

This set will give you maximum speed (394), and a host of 4 CB moves to attack with. Remember that you outrun just about everything that matters, so you'll get the first hit in. If you don't kill with that hit however, you watchout.

***Tauros: Oh I love this baby. It's not as popular as say Aero or Salami, and I wonder why. Base 110 speed, which is still a LOT to run off, CBed 400+ attack, Intimidate, and a STABed Return. 75/95/70 in the defenses means it can take hits (hits like 2 Rock Slides from CBAero, or a unboosted Psychic from Alakazam) too. Generally sexy, but as all CBers, beware burn. Remember intimidate and don't be afraid to send it out against physical sweeps (non-fighting, obviously).

Tauros@Choice Band
Jolly, 252 ATT/252 SPD/6 HP
-Return
-Earthquake
-Iron Tail
-HP Ghost

That set OHKOs a LOT of things. HP Ghost is for Starmie/Zam/Gengar, Return for random stuff, EQ for Jolty and other fires, and Iron Tail specifically to rape Aerodactyl.

***Breloom: Sheer power. Base 130 attack helps a fair lot, and so does Spore, and STABed Focus Punches. It even puts 30% pass Weezing, to give an idea of the amount of carnage it can dish out. Basically, just Spore, Sub, and Bash. Install HP Ghost to catch Zam/Sheddy/Gar, and your set.

Breloom@Leftovers
Jolly, 252 ATT/252 SPD/6 HP

- Spore
- Substitute
- Focus Punch
- HP Ghost

Spore, sub up, and let fly. HP Ghost is for Gengars who think they've got you.

***Medicham: Forget sheer power on Breloom. THIS is sheer power. Pure Power ability + CB = 720 or so attack to begin with, and add STABbed Brick Breaks. The only sad thing is that this can't take a hit for nuts, and it's slow. But then again, who cares when you've got 720 attack.

Medicham@Choice Band
 (To your discretion, although I like max att/spd and Adamant)

- Brick Break
- Shadow Ball
- Focus Punch
- Rock Slide

Just kill stuff. CB Focus Punch works if you know how to time.

Medicham@Salac Berry
 Jolly, 252 ATT/176 SPD/80 DEF

- Substitute
- Reversal
- Focus Punch
- Shadow Ball

That gives it 438 attack, enough speed to outrun base 130ers after Salac kick, and a HP that hits exactly 1 after 4 subs. Sexy if you can get it to work.

***Dugtrio: It gets Arena Trap, which is cool at trapping weak Pogeys to finish their helpless ass off. It's also VERY fast (base 120), and gets STABed Earthquake + sexy movepool. Burn screws it over as with all CBers, but especially duggy because it can't take a hit for NUTS (35/50/70 in defenses anyone). Just make sure you select Arena Trap, and duggy will do the dirty work well.

Dugtrio@Choice Band
 Jolly, 252 ATT/252 SPD/6 HP
 (IVS 30,30,30,31,30,30)

- Earthquake
- HP Flying
- Sludge Bomb
- Rock Slide

EQ to rape stuff, HP Fly is for Breloom, Sludge Bomb is for Ludicolo, and RS for flyers. The trapping is a massive help. 3HKO on Blissey if you can catch it doing Aroma/Softboil and get the first hit unopposed.

***Metagross: Irresponsibly high attack (135 base), heavy defenses, godly stats (nothing below 70), and a cool STAB in Meteor Mash. An equally killer movepool to match. Metagross is a great newbie choice like Salami because it's just so easy to use, and so deadly. Beware Earthquake because Meta gets RAPED by ground.

Metagross@Liechi Berry
Adamant, 252 ATT/88 SPD/72 HP/96 DEF
-Agility
-Meteor Mash
-Earthquake
-Explosion/Shadow Ball/Sludge Bomb/Psychic

One agility outruns base 130ers, then it's time to pwn with that rampant attack. This spread will survive an EQ from CBTauros. The last move is up to you, Psychic is actually an option because Weezing will come out and ruin your fun, and you really need to get rid of Weezing for agiligross to work. It won't OHKO a standard Weezing, but it'll maul it enough.

Metagross@Choice Band
Adamant, 252 ATT/252 SPD/6 HP
-Earthquake
-Meteor Mash
-Rock Slide
-Explosion

Sheer power all over again.

***Gyarados: Gyarados is everywhere. Why? The tauntridos set is absolute rapage if you get it to work. Scarified base 125 attack, good speed, and nice defenses (especially SD). With Taunt, it effectively shuts out phazers, allowing it to set up a couple DDs to pwn with that STABed HP Fly. Another great newbie choice which you can't go wrong with.

Gyarados@Lum Berry
Jolly, 252 ATT/116 SPD/140 SD
(IVS 30,30,30,31,30,30)
-Dragon Dance
-Taunt
-HP Flying
-Earthquake

1 DD to outrun base 120ers, Taunt upon seeing anything that might phaze, and just sweep.

___SPECIAL SWEEPERS___

***Starmie: Something like a special CBer: Fast, high SA, and a myriad of special moves STABed or otherwise. Can't take hits, so you basically send it out against something you can blast, blast it, and shoot. I'm not a big Starmie user myself, so I'll leave the EV spreading up to you.

Starmie@Leftovers
Timid
-Surf
-Ice Beam
-Thunderbolt
-Recover/Psychic

Boltbeaming at an incredible speed is nice. Some prefer to stick Psychic in for STAB, but I like Recover myself simply because Recover is always nice.

***Alakazam: Another special CBer, on the more extreme end. Now it REALLY can't take ANY hit, but the speed is high, and the SA is stellar. STABed Psychic helps, and it learns the elemental punches (sadly, no Boltbeam).

Alakazam@Lum Berry
Timid, 252 SA/252 SPD/6 HP
-Psychic
-Fire Punch
-Thunderpunch/Recover/Encore/Calm Mind/HP Dark
-Ice Punch/Recover/Encore/Calm Mind/HP Dark

Lots of options. Psychic is self-explanatory, and I like Fire Punch for Skarm/Maggy/Forry coverage. The rest is moot. I would go with the punches myself, but Encore+Calm Mind is a viable Blisseey option. You could Encore a softboil/aroma, CM to heck, and actually Psychic it to death. Recover can outrecover Bliss, but you'll lose in the long run so Encore+CM is more proactive.

***Magneton: I included it because it RAPES SKARM TO HELL. And Forry. And Scizor if you ever meet that. Needless to say, it rapes 2 of the most common spikers, which is nice. And when I say rape, I mean rape. Magnet Pull keeps them in play with no escape, and standard Maggy always outruns standard Skarm/Forry. Skarm is dispatched with a STABed Thunderbolt running off that sick 120 base SA, and Forry/Scizor are OHKOed by HP Fire. It's steel typing can be used to counter Slaking if needed, as it can survive a normal Return, and proceed to Substitute/Protect stall it. The last slot would be a good status move, Toxic or Twave. Maggy is versatile: And a Skarm raper. Use it as such. Dugtrio rapes this however. If you can get a sub up, you can at least do something to Duggy :D

Magneton@Leftovers
Modest
-Thunderbolt
-HP Fire
-Substitute/Protect
-Toxic/Thunder Wave

***Gengar: Incredible. Grand total of 3 immunities (Normal/Fighting/Ground), and several handy resistances. It could either go the pure special sweeper route, which dies to Blisseey, or it could go the McGar route, which rapes SkarmBliss. Fast too, and good SA.

Gengar@Leftovers
Timid/Modest
-Psychic
-Thunderbolt
-HP Fire/Ice
-Giga Drain/Explosion

Pure special set, with asplode as an option to end it all. As I said, dies to Bliss unless you pack in the asplode.

Gengar@Leftovers
-Substitute

- Focus Punch
- Thunderbolt
- Shadow Ball

An odd-looking set at first glance, but this is the famed McGar. Rips Skarm to shreds already, and does well to pin Blissey down.

***Vaporeon: What makes this so incredibly sexy is Water Absorb. That means it's an auto-Suicune pwner, unless you get spiked. 110 base SA, incredible base HP, and tankish SD. Give it max defense bold, and it'll soak up DDmence HP Flies like nothing. It can (p)haze too.

Vaporeon@Leftovers
Modest
-Surf
-Ice Beam
-Roar/Baton Pass/Haze
-Wish

Give it sufficient SA to OHKO the big dragons and fires. Roar is 1337, and you could wishpass as well.

***Jolteon: Fast. Fast. VERY Fast. Jolteon with base 130 speed tops at 394, and 394 is the magic number that DDers/Agiligross/Salac dudes try to outrun, because 394 is the fastest anything non-00ber/Ninjask/Trode. Base 110 SA is STILL there to make it a viable special sweeper. Sad defenses, but who cares when you outrun everything that matters :(Beware Dugtrio.

Jolteon@Leftovers/Petaya
Timid, 252 SPD/252 SA/6 HP
-Thunderbolt
-HP Ice
-Substitute
-Thunder Wave/Baton Pass

You could Twave hax, and the fast sub is useful for opening status people. BP is an escape route for Dugtrio: Never mind if you actually manage to pass a Sub.

***Raikou: Make sure legends are allowed before using. Raikou is deadly. FAST and high SA, and nothing below 75. It *could* use a little more HP to get 101 hp subs, but oh well. Basically, with this guy, just sub, CM a couple, and kill stuff.

Raikou@Leftovers
Timid/Modest
-Thunderbolt
-HP Ice
-Substitute
-Calm Mind

***Swampert: Sexy Swampert. Not much to say, one weak with enough in the defenses to cover. Cool STAB in both ends, and nice stats overall.

Swampert@Leftovers/Chesto Berry
-Curse
-Earthquake
-Surf/Ice Beam
-Rest

Curse up, sweep. Rest when necessary.

___IN-BETWEENIES___

***Snorlax: Whoah, beginner's paradise. 160 base HP, 110 Attack, and 130 SD. Curse to boost the weak defense, and there's rest to make it a monster.

Snorlax@Leftovers
-Curse
-Rest
-Return/Body Slam
-Shadow Ball

Bleh. Tanks like a ****, and sweeps.

***Jumpluff: Infinitely cool as well. Fastest sleep powder in the game, and an insanely annoying move pool. It's a cool subseeder, and it can sweep X(

Jumpluff@Leftovers
-Substitute/Toxic
-Leech Seed
-Sleep Powder
-HP Fly/Encore

Sleep Powder, sub, and seed. HP Fly is for some source of direct damage, but Encore is very annoying.

Jumpluff@Leftovers
-Substitute
-Sleep Powder
-Swords Dance
-HP Fly

Pwnage.

TANK/WALL/SPONGE/YOUGETTHEPOINT

It'll be stupid if I set a section for tanks, another for sponges, another

for walls, and so on, so I'll just put everything defensive in here. Generally every team needs these as well, so mix and match the offense and defense. Keep in mind that this is a beginner's entry thing, so I'll only include what I think are easy to use. That means I'm lazy and can't be bothered to include Steelix and the like, so sue me.

___PHYSICAL TANKS___

***Skarmory: How can I not mention Skarmory. 140 (!!!) base defense, cool typing to give no physical weaks, normal resistance, poison/ground immunity, and only 2 special weaknesses (fire/electric) which you should know better than to let Skarm take them anyway. Dies to Magnetron, but whats Dugtrio for? It can spike, it can phaze. So easy to use. Just send it out when you expect a physical attack, lay down spikes or phaze whatever you need to phaze, and do whatever necessary. Don't keep it out against anything that you SUSPECT will have special moves. Keep in mind that most physical sweepers have some sort of Skarm counter, such as FB.

Skarmory@Leftovers
Impish
-Drill Peck
-Roar
-Spikes
-Rest

***Weezing: Another one of those I can't omit. 120 base defense, fighting resistance, levitate, and all-around coolness. It gets WoW, the coolest status move ever, and STABed Sludge Bomb doesn't hurt. It can even haze.

Weezing@Leftovers
Relaxed
-Sludge Bomb
-Haze
-Will-o-Wisp
-Fire Blast/Thunderbolt/Explosion/Pain Split

The last move is in the air. Do you fear Metagross/Steelix/Forry, or Gyara, or do you want to just asplode (not cool to blow up Weezing), or perhaps be an ass and PS a Blissey. Up to you. Weezing has the defenses to eat up several-stage boosted attacks and haze them right back, so don't be afraid. DON'T keep Weezing in against ANYTHING that might even have a special attack, or you'll regret it.

___SPECIAL TANKS___

Blissey: ANOTHER one of those impossible to miss ones. Base HP of 255 and base SD of 135? Who the heavens are you trying to trick? This thing soaks up just about ANY special attack, boosted or otherwise. Worse, it gets Seismic Toss, to ignore the crappy base 10 attack and fire off consistent 100 damage per turn. Worse, it gets Softboiled. Massive healing. WORSE, it gets Aromatherapy. Instant status relief for the entire team. The *load of HP, when combined with maximum defense augments, even allows it to survive plenty of physical hits without problem. Infact, you need a STABed Cross Chop/Focus Punch from something that has an extremely high base attack, or Explosion, to

effectively OHKO it. Nasty. Precisely why this is SO popular, among newbies/experts alike. Easy to use, and it doesn't freaking die. Oh, did I forget NATURAL CURE, so any status condition is a switch away from cure. Sigh.

Blissey@Leftovers
Bold, 252 DEF/196 HP/62 SD
-Seismic Toss
-Aromatherapy
-Softboiled
-Thunder Wave

You can arrange the HP/SD EVs in whatever manner. Just keep defense at MAX.

Blissey@Leftovers
Bold, 252 DEF/28 HP/228 SA
-Ice Beam
-Seismic Toss
-Aromatherapy
-Softboiled

□The variation, because McGar is consistently owning SToss Bliss. Ice Beam, with necessary SA EVs, can do an amount on Gar, as well as other 101hp sub punchers (Draggy most notably). Otherwise, the same old dirty nurse thing, without the Twave disable hax.

___JUST PLAIN TANK WHORES___

***Suicune: While it certainly isn't "no weak", CM Suicune comes close. Take a good close look at the defenses. 100/115/115. CM boosts the stellar SD even further. It can phaze with roar, it can rest away status conditions, it can one-on-one with a Blissey. Deadly, this dude is like the epitome of stall. No stall team should be without this baby.

Suicune@Leftovers
-Calm Mind
-Surf
-Roar
-Rest

CMCune.

***Dusclops: Another ridiculous one, 40/130/130. Give it max HP, and heres to the monster that doesn't die. Seismic Toss doesn't help with 100 consistent either, and rest makes it worse. Oh, Pressure just adds to stallishness. It even gets WoW to laugh at physical attackers.

Dusclops@Leftovers
-Focus Punch
-Rest
-Will-o-Wisp
-Siesmic Toss/Shadow Ball

Stall. Rest when necessary, and WoW the physical people.

***Celebi: Whore.

- Celebi@Leftovers
- Leech Seed
- Calm Mind
- Psychic
- Recover

If you fail to see why Celebi can basically outstall EVERYTHING, you have problems.

***Umbreon: Tankish eeveelution. 95/110/130 in the defenses, no special weaks, and a crap load of annoy/tank/crap moves to choose from.

- Umbreon@Leftovers
- Mean Look
- Baton Pass
- Charm
- Moonlight/Rest

Mean Look some physical dude that can't kill you (Machop cross chop doesn't, so...), Charm/Moonlight to make it obsolete, and pass to something that is defensively weak, and needs setup, like perhaps Curselax.

- Umbreon@Leftovers
- Mean Look
- Baton Pass
- Curse
- Rest

Mean something that can't kill you again, Curse up and rest and repeat accordingly, and pass. Perhaps to curselax again, and sweep.

- Umbreon@Leftovers
- Mean Look
- Toxic
- Rest
- Confuse Ray

AnnoyBreon.

- Umbreon@Leftovers
- Curse
- HP Bug
- Mean Look
- Shadow Ball

So at the end of the day, if you were to make a quick beginner's team, the Pokemon should be a selection of a few from this list, and perhaps a couple of your faves. I've chose Pokemon that are easy-to-use and effective, which is to say OVERUSED, which is to say BORING. When you get experienced, perhaps you can try creating your own themed teams which would be teh funnage.

So you have a selection of Pokemon at the ready, but if anything's as important as Pokemon selection, it's moveset placement.

Some moves are used more because of a reason: Because they are GOOD. Whether because of reliability, or just power, or strategic usefulness.

Let's just go through a selection of attacks which I think beginners need to know, whether to use it well, or to counter it appropriately.

OFFENSIVE MOVES

Duh, attacks. The main meat of your movesets usually, are moves that deal direct damage. While it is certainly true that non-damaging moves have their uses, it is also true that only a select few Pokemon can afford to have absolutely no attacking moves.

All offensive moves have a base power. That determines just how strong that move is. For example, Return's base is 102, while Swift's base is 60. That is to say, when the same Pokemon uses these 2 moves, Return will ALWAYS do more damage barring critical hits. So, the higher the base power, the more damage the move can cause.

Don't get the illusion that base power = damage! Return does not always deal 102 damage! It's just a base, like Pokemon's base stats, to determine how powerful it is.

___THE ELEMENTAL BESTS___

Basically, what I think are the more outstanding direct-damage attacks from each element, whether by power, reliability, or just popularity. The stats of each move will be by

ATTACK NAME: BASE POWER | ACCURACY | EFFECTS | PP xx(xx)*

*(xx) is when PP-ups are in effect.

NORMAL:

***Return: 102 Base Power | 100% Accuracy | No side effects | 20(32)
Powerful by itself, and does a bunch when you tack on STAB. No side effects but it has perfect accuracy, and plenty of consistency on it's side.

***Quick Attack: 40 Base Power | 100% Accuracy | Always strikes first | 30(48)

***Extremespeed: 80 Base Power | 100% Accuracy | Always strikes first | 5(8)

Don't disregard Quick Attack's low base power: It's ability to strike first no matter speed stats is VALUABLE. Of course, ES is outright better, but QA has a better learnbase so there. Plus, tack on STAB and attack boosts, and QA can do decent damage. But the main issue is still the strike-first: Bye-bye SubRevvers/EndRevvers/whatever that think they can do a clean sweep once they get their Salac boost. Who cares if they got 500 speed? I got QA, you dai.

***Explosion: 250 Base Power | 100% Accuracy | User faints | 5(8)
m00b!

***Double-Edge: 120 Base Power | 100% Accuracy | User is dealt recoil equals to 1/3 of the damage dealt by this attack | 15(24)
Yes, there's the recoil. But there are specific cases where a user would die anyway, so sometimes this is called on as a last-ditch high damage dealer before the user faints. Or, this can be used in tandem with Rock head to prevent recoil.

***Body Slam: 85 Base Power | 100% Accuracy | 30% chance of causing PARALYSIS | 15(24)
It's not what you call strong, but it's another alternative for Return in whatever strange case you want, or if you want the nice paralysis.

WATER:

***Surf: 95 Base Power | 100% Accuracy | No side effects | 15(24)
Pure consistency with large base power and perfect accuracy. Just about the best water move there is. Beats the crap out of Hydro Pump usually due to consistency.

ELECTRIC:

***Thunderbolt: 95 Base Power | 100% Accuracy | 10% Chance of Paralyzing | 15(24)
More consistency, and the PAR hax is useful to have.

FIRE:

***Overheat: 140 Base Power | 100% Accuracy | User has SA lowered by 2 levels | 5(8)
The sharp SA drop is justified because of the MASSIVE power, and because this is in fact a Skarm weak. Yep, this is usually stuck in physical sweeper sets to get a one-time blast against the likes of Skarmory.

***Fire Blast: 120 Base Power | 85% Accuracy | 10% chance of Burn | 5(8)
The less extreme version of OH. FB offers slightly less power and less accuracy, but doesn't throw in the SA drop, so it can be used multiple times. Usually favored over Flamethrower for power and Skarm pwnability.

ICE:

***Ice Beam: 95 Base Power | 100% Accuracy | 10% chance of Freeze | 15(24)
Go go consistency and freeze hax X(

ROCK:

***Rock Slide: 75 Base Power | 95% Accuracy | 30% Chance of Flinch | 10(16)
95 accuracy may bug you unnecessarily, but this is the best consistent Rock attack there is. Flinch is always nice if the Rser is fast.

***Rock Blast: 25 Base Power | 80% Accuracy | 2-5 hits | 10(16)
Has potential to do more damage than Rock Slide, but the accuracy and the randomness bugs it. What's really valuable is that since it fires multiple times, it can break substitutes and go on to hit the actual pokemon, instead of spending the entire attack on the sub.

***HP Rock: 70 Base Power | 100% Accuracy | No side effects | 15(24)
Another HP. Good choice on certain pogeys which need flying coverage, but lacks the above 2 moves.

GROUND:

***Earthquake: 100 Base Power | 100% Accuracy | Double Damage to Digging enemy | 10(16)

Just sheer power and consistency. Best Ground move, and just about the only Ground move used other than occasional and rare Bonemerang/HP Grounds.

POISON:

***Sludge Bomb: 90 Base Power | 100% Accuracy | 30% Chance of Normal Posion | 10(16)

If you can STAB it, it's cool. And the poison can be nice.

FLYING:

***Drill Peck: 80 Base Power | 100% Accuracy | No Side Effects | 20(32)

Once again, consistency, and the fact that it's the best flying move other than

_____)_)()(((____((**&&&^(^&^&^ AEROBLAST (*(&_&*)&_**)&&*)*&____&*&_*&_*&____*~*~

But no-one gets Aeroblast anyway.

***HP Fly: 70 Base Power | 100% Accuracy | No Side Effects | 15(24)

Meh! I have to include a HP here because Flying is so lacking in good moves, and Drill Peck has a low learn base. It's pretty good if you factor a STAB in.

***Aerial Ace: 60 Base Power | Perfect Accuracy | No Side Effects | 20(32)

Another example of how crappy Flying moves get. The perfect accuracy thing is useful to a SMALL extent, but the power is rather pitiful.

GRASS:

***HP Grass: 70 Base Power | 100% Accuracy | No Side Effects | 15(24)

When HP is the best move of an element, you know that element really dies on moves. That's the case for poor Grass, where HP Grass is indeed the most common attack around.

***Solarbeam: 120 Base Power | 100% Accuracy | Takes 1 turn to charge, power halved in Rain/Sandstorm/Hail, takes no charging in Sun | 10(16)

Only useful when you happen to get Sun in effect, hence "Sunnybeam".

***Leaf Blade: 70 Base Power | 100% Accuracy | High Critical Hit ratio | 15(24)

Actually, this is the best Grass move around. Consistency, and high potential for hax. Unfortunately, only Sceptile and Smeargle gets it, so there's no purpose.

PSYCHIC:

***Psychic: 90 Base Power | 100% Accuracy | 10% chance of SD down | 10(16)

Another pure consistency move, with a nice SD drop.

GHOST:

***Shadow Ball: 80 Base Power | 100% Accuracy | 20% chance of SD down | 15(24)

Best Ghost move you'll get, and common on physical sweepers to deal with ghosts that Return/Focus Punch etc can't touch. Good consistency too.

***HP Ghost: 70 Base Power | 100% Accuracy | No Side Effects | 15(24)

Yet another HP. When a physical sweeper can't get Shadow Ball, this is the anti-ghost option of choice.

FIGHTING:

***Focus Punch: 150 Base Power | 100% Accuracy | Charges at beginning of turn, and if user is hit, attack stops | 20(32)

Preferred for sheer power. Imagine adding STAB to a 150 base power monster with perfect accuracy. The flinch is the obvious drawback, which is why so many methods of firing home FP without getting hit have been devised. SubPunch, SporePunch, YawnPunch, whatever. This is so good, strats are developed around it. Nice learnbase too.

***Brick Break: 75 Base Power | 100% Accuracy | Destroys Barriers (Reflect, Light Screen, etc) | 15(24)
One-shot consistency, but Focus Punch packs more power.

***Seismic Toss: Damage = Level | 100% Accuracy | No Side Effects | 20(32)
100 constant damage is nothing to sneer at, especially when it's Blissey throwing those 100 per turn while you do nothing to it. I had this listed as a Normal move in 1.0 due to general incompetence, but AA fixed that for me.

DARK:

***Crunch: 80 Base Power | 100% Accuracy | 20% Chance of SD down | 15(24)
Meh, the only Dark move to do something, and even then only Houndoom uses it in quantity.

***HP Dark: Ditto everything HP.
runs

STEEL:

***Meteor Mash: 100 Base Power | 85% Accuracy | 20% Chance of own Attack + 1 level | 10(16)
Like what Crunch is for Dark, basically. Accuracy sucks, but that's ditto all steel moves. The attack rise is nice for Metagross too. Oh, Clefable gets it, so you could try :D

***Iron Tail: 100 Base Power | 70% Accuracy | 30% Chance of Defense down | 15(24)
The only reason I include this is because almighty Tauros uses it to rape Aerodactyls. The accuracy REALLY bites though.

BUG:

***Megahorn: 120 Base Power | 85% Accuracy | No Side Effects | 10(16)
Oh yeah, sheer power to the rescue. The accuracy is probably to be expected for that kind of power.

***Silver Wind: 60 Base Power | 100% Accuracy | 10% Chance of raising all stats by 1 level | 5(8)
Bug ancientpower, basically.

DRAGON:

***Dragon Claw: 80 Base Power | 100% Accuracy | No Side Effects | 15(24)
Meh, the only Dragon attack that should ever be used probably. Dragonbreath is teh weak.

AA pointed out that this sucks as well. Yes, I agree, Dragon attacks should hardly ever be used, but I need something to fill the section.

So the above is what I believe are the more common and powerful attacks from each element, so you will have a better understanding of what to use if you ever wanted to use a particular elemental attack, or what to expect.

___THE HYPER BEAMS___

Hyper Beam sucks. If you ever thought it was some sort of "ultimate move", BANISH THAT THOUGHT NOW.

Hyper Beams includes

- Hyper Beam
- Blast Burn
- Frenzy Plant
- Hydro Cannon

Why do they suck?

The 150 base power is moot. The recharging turn, which you cannot switch out of, means that it is in essentiality a 75-per-turn thing, which SUCKS. Using that principle,

Body Slam, Return, Frustration > Hyper Beam

Fire Punch, Flamethrower, Fire Blast, Overheat > Blast Burn

Surf, Hydro Pump > Hydro Cannon

Nothing actually > Frenzy Plant damage wise because Grass moves suck, but it still doesn't warrant usage of Frenzy Plant because Venusaur has much better things to do.

Also, taking aside that the power sucks, you also need to take into account that Hyper Beam is SUICIDE. The recharging turn is a SITTING-DUCK turn. You can't do jack, you can't switch, the opponent has a free turn to kill you, switch to something that kills you, or set-up something which kills you. Either way, you dai, and your opponent laughs at you for being stupid and using Hyper Beam.

Oh, the SLAKING issue. Banish the "brilliance" that Slaking should use Hyper Beam because it loafs between turns anyway. The loaf is essentially a free turn again, and therefore it's stupid. And therefore, the way to use Slaking is to send it out, kill something, and SWITCH OUT instead of giving a free turn. By using Hyper Beam, while you have a perfectly powerful attack, you still give a free turn which Slaking can't switch out of unlike if he used, say Return. So the issue is the same: Suicide.

Another issue that AA brought up regarding this is that while HB Slaking is highly stupid, Brick Break Slaking is worse. Nonstabbed 75 base runs less damage even when the opponent is weak to fighting. Worse, CBing a nonstabbed BB is highly stupid as well. Use Focus Punch instead. And god bless.

I hope I addressed the issue clear enough: Don't use Hyper Beam UNLESS the Pokemon of your choice has a movepool SO bad that you might as well stick a Hyper Beam in there in hopes of killing SOMETHING before an inevitable death. Few Pokemon really suck to that degree, so you shouldn't be using Hyper Beam ANYWAY.

STATUS INFLECTORS□-----

While status can't deal direct damage, it works by messing up with your opponent's Pokemon, causing internal chaos and disable whatever they were meant to do. So, here are the better status inflictors for each status.

The stats of each move are in

NAME OF MOVE : ACCURACY | PP xx(xx) |

___ PARALYZATION ___

Reducing the speed of your opponent to 1/4 of it's original means you almost automatically attack faster now, not to mention ruining the purpose of fast sweepers. Also, the chance that the opponent might be FPed (Fully-paralyzed) and give you a free turn is nice.

***Thunder Wave: 100% Accuracy | 20(32)

Certainly the best PAR inflictor around, with perfect accuracy and cool PP. It doesn't get Ground, but hey, you can't have everything. Move tutorage means that this move has a large learnbase as well.

***Glare: 75% Accuracy | 30(48)

REALLY sucks compared to TWave, but *some* select few might need this. Twave is infinitely better.

___ SLEEP ___

Uh, the opponent can't do a thing. Free turn, yowza.

***Spore: 100% Accuracy | 15(24)

Uh, what else do you want? 100% sleep, instant cripple. SMALL learnbase (Paras family, which dies to anything. Smeargle, which also dies to anything but abuses Spore because it can, and because of its actually decent-ish speed. Shroomish family, which uses it to kick arse with Focus Punch)

***Sleep Powder: 75% Accuracy | 15(24)

The next step down.

___ BURN ___

While the constant damage is pretty good, it's the HALF ATTACK effect that really matters. This condemns physical sweepers to hell, and that goes triple for Duggy which gets **** HP to begin with.

***Will-o-Wisp: 75% Accuracy | 15(24)

The best (and only) reliable burn move. 75% leaves something to be desired, but hey, Burn's cool.

___ TOXIC ___

I won't mention normal poison because Toxic is ALWAYS better, and there is no reason to use normal poison because TOXIC EXISTS. Doubling damage every turn essentially forces opponent to switch out (phazing to an extent), or Rest and thereby giving you time to setup.

***Toxic: 85% Accuracy | 10(16)

Basically, Toxic. Yay.

CONFUSION

It's not exactly very crippling or common, but confusion is highly annoying, and you can use it to buy time/cause disruptions. Remember the damage done to self is based on the ATT stat, so a Blissey will do like 30 or so when it attacks itself while a CBTauros will do a ton. A swaggered Choicecham...never-mind.

***Confuse Ray: 100% Accuracy | 10(16)

Basically, Confusion. Oh nos.

FREEZE

Nothing does it consistently, but this is without a doubt the most crippling condition in the game. The guy does absolutely nothing. Flame Wheel or Sacred Fire defrosts the poor thing...but who the heck runs those.

***Ice Beam: 10% Chance.

IB is used mainly for the cool damage and consistency. The freeze is an added bonus possibility.

STAT MODIFIERS

I won't bother to include those that drops your opponent's stats, because they generally suck (Screech might be useful on an Electrode wanting to m00b, but otherwise no), as opponents can just switch out. These are basically the stat-uppers, that boost your own stats temporarily until you switch out, or get Hazed.

MOVE NAME: STAT MODIFICATIONS | PP xx(xx)

***Calm Mind: SA +1 level, SD +1 level | 20(32)

The most common one you'll see, because those who use this can generally use it to great potential. Most notably, CMCune (urg), CMRaikou (sweeps like a ***), and Celebi (yharlotharj00cancommitsuicune). Some Zams use this, as well as perhaps Gardevoir.

***Dragon Dance: ATT + 1 level, SPED +1 level | 20(32)

Actually, this may be as common as CM, but I don't play enough to make sure.

Anyway, this is the basis of DDers (duh), and the life source of Gyarados. Salamence also generally uses DD, as does Ttar. Attack and Speed are essentially the most important stats to a physical sweeper, and DD covers it all.

***Swords Dance: ATT + 2 levels | 30(48)

Predictable, but it may work nonetheless. I prefer DD because major attack boosts are obsolete if you aren't fast enough to use them, but 2 levels is still cool, you might get one strong attack before Skarm comes :D And this turns Groudon into a bastard.

***Agility: SPD + 2 levels | 30(48)

Metagross is a big user of this, because 2 levels of speed is just nice. Metagross is an attack freak to begin with, add speed and you get a OHKO machine.

***Belly Drum: ATT + 6 levels, HP cut in half | 10(16)

The cause of metagame domination when berries were 50%. One belly drum could instantly create a speed demon with 1000+ attack, sweeping ENTIRE TEAMS. The dominance of bellyzard back then was DOMINANCE. As in the dominance of Blissey now, except tenfold.

Now, with berries at 25%, this is no longer all the rage, but if something ever gets this set-up, it's lights-out. Popular users include Poliwrath, BellyLax, and the occasional Smeargle Baton Pass. Or Linoone, but that one is retarded.

***Curse: ATT + 1 level, DEF + 1 level, SPD - 1 level | 10(16)

Perfect for slow things that need the boost, like the oh-so-omnipresent Curselax, which is happily dominating teams. Or Swampert...

Utilities, Indirect Attacks, Misc

***Recover: Recovers 50% of Max HP | 20(32)

This cool move continues to allow Celebi to rape things. Constant recovery is NICE, no matter what you say.

***Softboiled: Recovers 50% of Max HP | 10(16)

This allows Blissey to rape things. Less PP, but essentially a Recover. Mind you, 50% of Blissey's HP is like 300+, which is enough to compensate for just about any special attack, unless it's grossly boosted.

***Baton Pass: Switches to a team member, passing stat changes (and a hell lot of other stuff) | 10(16)

While I think passing stat boosts = dead, as phazing just pwns you, BPing has other uses. Wishpassing to heal team members, or Trappassing to annoy your

opponent and give yourself an advantage.

***Protect: Prevents all effects of attacks done to you. May fail if used in succession | 10(16)

Detect does the same thing for less PP, so Protect is always better. Anyway, this is interesting to piss opponents off, or to PWN Slaking (Protect, attack on loaf, protect, repeat).

Take note that Protect/Detect run off the same counter, so using Protect/Detect in alternation does not allow you to be invincible. Same for endure.

***Substitute: Creates a substitute using 1/4 of your max HP | 10(16)

Pwnage. Creating a sub allows you to let it take punishment while the actual thing attacks. The sub also protects you from ALL status conditions and stuff like Leech Seed. The basis of Subpunching, Sub is like the advanced generation Protect.

***Double Team: Raises evasiveness | 15(24)

Don't use it. It'll piss newbs off, but any vet will just haze you out. DT is viewed as a nubbie stall tactic, so don't use it. Same for minimize.

***Encore: Forces foe to repeat it's last move for 2-5 turns | 5(8)

Infinite annoyance. You could encore a non-damaging move, perhaps a stat upper or substitute/recover and the like, and proceed to set-up while your opponent chews his hair.

***Endure: Endures attack, leaving at least 1hp | 10(16)

The basis of EndFlail/Rev. The idea is to endure a killing blow, leaving 1hp, allowing Salac berry to activate for you to outrun everything, and for Flail/Reversal to be at maximum power. Tyranitar doesn't think much of this tactic, and neither does Quick Attack/Extremespeed.

***Imprison: Prevents foe from using attacks that the user knows | 10(16)

So, you stick this on a Pogey that gets rest, and imprison a tank that relies on rest (ala Dusclops, Suicune..).

***Knock Off: Knocks Off opponent's held item | 20(32)

This thing actually has 20 base power, but the main point is the item destruction. Infinitely cool, this can strike a MAJOR blow to tanks that rely on lefties to heal. Or you could knock off a salac berry on an endrevver. Or you get my point. Or you knock of Soul Dew on Lati@s and laugh at them.

***Leech Seed: Steals 1/16 of the opponent's HP every turn | 10(16) | 90% Accuracy

Pure sex. Another reason that makes Celebi such a bitch. Leeching allows you constant healing while dealing constant damage. And if you leech a blissey/snorlax and the like, you get a TON of healing. Subseeding is a bitch to stop once it gets going.

***Lock On/Mind Reader: Ensures that the next move will hit | 5(8)

Meh. Used in tandem with OHKO moves, but switching negates the effect, so you need a trapping move to make it work. By then, Smeargle is the only candidate left, which is to say, it WON'T work.

***Mean Look/Spider Web: Prevents foe from switching so long as user stays in play | 5(8)

Highly useful. Trap an opponent that can't harm you badly, and you can proceed at your leisure to do whatever you want. Either pick it apart and let it rot via Toxic/Confuse Ray, or baton pass to something the opponent can't

hurt as well.

***Counter/Mirror Coat: Reflects physical/special (respectively) attacks back at the opponent with double the damage | 20(32)

If you can survive the attack, you'll do a hell load of damage. Used in conjuncture with Encore so you need not predict whether it's physical/special, and with trapping, you get a thing known as WOBBUFFET which is so cheap it's plain banned. Blissey can use this well, since it survives MOST physical attacks with some to spare, allowing the attacker to DAI.

***Pain Split: Adds your HP and your opponent's HP, and divides evenly | 20(32)

So, if you have 1hp, and you face a Blissey, and you PS, you get a very pissed off Bliss. Cool on tanks like Weezing and Dusclops.

***Perish Song: Both Pokemon will faint after 3 turns. Switching negates the timer | 5(8)

Pointless. You'll HAVE to trap because no opponent will let their pogeey stay in a Psong, and the only Trap-singers are

- Gastly family
- Misdreavus
- Murkrow
- Smoochum family
- Smeargle

Smeargle needs no mention, Jynx will outright die, Murkrow is a joke, Gengar has MUCH better things to do, and Misdreavus can't afford to cover both defenses and won't survive the set-up. So? So, it's a dead and cheap tactic. Unless Chaosbreon is involved, of course.

***Haze: Negates all stat changes | 30(48)

Kills the crap out of stat boosters, or Double Teamers. Weezing is the outright best hazer, with cool defenses to survive boosted physical hits (CMers rape Weezing, therefore they don't need to be hazed. They need to be raped by Blissey). Crobat has the fastest haze, but SUCKS as a hazer because it DIES to EVERYTHING stat boosters have. On the physical side, DDers and SDers almost always have Rock Slide, which rapes Crobat. On the special side, CMers have Psychic/Boltbeam/elemental punches, which also rape Crobat.

Take note that haze erases ALL stat changed, which include your own. Don't make the same mistake as I did and put haze in a BP chain theme team :(

***Roar/Whirlwind: Forces foe to switch and sends out a random opponent | 20(32)

Phazing. While you don't haze the stat changes, you force the opponent to switch, therefore negating the stat changes. Popular phazers are Skarmory and Suicune.

***Psych Up: Copies foe's stat changes | 10(16)
Meh, I'll choose to phaze anyway.

***Rapid Spin: Clears Spikes/Leech Seed/Wrap/etc | 40(64)
20 base power, but it's main purpose is to spin away Spikes, and to a lesser extent, Leech Seed. Spiking isn't the most common thing you'll find, but it always pays to have no spikes to worry about.

***Refresh: Heals Posion/Burn/Paralysis | 20(32)
Tankish move.

***Rest: Fully heals user, but puts user to sleep | 10(16)

Highly useful again. The full heal is great, especially on something that is hard to kill in the first place. Used in conjunction with a Chesto Berry allows instant full heal. Keep in mind that this does not contribute to sleep clause. Also, Pokemon with abilities INSOMNIA or VITAL SPIRIT canNOT rest. The move will simply fail.

***Spikes: Lays down a layer of spikes. Up to a max of 3 layers can be deployed. When Spikes are in effect, the opponent will be damaged when they switch in, unless they are FLYING, or have LEVITATE. The more layers of Spikes, the more damage | 20(32)
If your opponent can't spin, you essentially make him/her think twice before switching. Triple spikes takes away 25% of health per switch-in, which is a LOT.

***Splash: Instant death strike | 40(64)
This attack causes instant death. There is no escape make your time.

***String Shot: Instant death strike | 40(64)
This attack also causes instant death. Someone set us up the bomb!

***Skill Swap: Switches abilities with opponent | 10(16)
Useful when you have a crap ability, or when your opponent has a cool-ass ability perhaps. Most users don't survive the set-up, but it's funny. Note that you can NOT Skill Swap/Role Play Wonder Guard.

***Trick: Switches items with opponent | 10(16)
Useful when you hold a totally pointless/crippling item, and you trick it onto your opponent. Chances are, you'll get a better item, and your opponent' is stuck with the crappy item. Candidates are Choice Band (infinitely annoying but if you trick it onto a physical sweeper...ahem), Stick (totally pointless and you won't run into Farfetch'ds), or a pointless species item (DeepSeaTooth)

***Super Fang: Cuts opponent's HP in half | 90% Accuracy | 10(16)
Imagine the carnage on Blissey. Too bad only Raticate/Smeargle uses it, and they both dai easily.

***Wish: Restores HP to active Pokemon at the end of the next turn | 10(16)
If you can time it well, or if you use Baton Pass with it, you can support the rest of your team with nice healing.

***Yawn: Causes foe to sleep next turn | 10(16)
A delayed Spore, which usually causes the enemy to switch out to prevent the sleep. Then, you can Focus Punch on the switch. Ala YawnPunching.

Basically, this is a list of the moves that while they are not used to deal direct damage, support you by having some other helpful effect. I will most definitely miss some, so feel free to add to the list of moves that YOU think are common and effective.

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>>>>>>>>>>-----|> 6-C: Speed [CBG6C]

Speed is probably the most sensitive stat out there. While at the lower end, some Pokemon could care less about speed, at the other end comprising of Jolteons and Aerodactyls, a single stat point in speed could mean going first and winning, or going second and dying.

This section aims to give a basic understanding on how to distribute speed. Note that I'm no expert on this issue, so if you detect any mistakes, or think I am wrong, feel free to email me.

Firstly, you need to take note of a few values, which are important in planning for speed.

264: Allows you to outrun base 130ers (Jolteon/Aerodactyl/Crobat) after 1 speed boost: A Salac kick or 1 Dragon Dance.

198: Allows you to outrun base 130ers after 2 speed boosts: 1 Agility or 2 Dragon Dances.

249: Allows you to outrun base 120ers (Dugtrio, Sceptile, Alakazam) after 1 speed boost: A Salac kick or 1 Dragon Dance.

337: Allows you to outrun ANYTHING (up to max speed Deoxys-E, or Ninjask with no speed boosts) after 1 speed boost: A Salac kick or 1 Dragon Dance.

306: Allows you to outrun max speed Ninjask with no speed boost after 1 speed boost: A Salac kick or 1 Dragon Dance.

146: Blissey :D

So, when you allocate speed EVs to Pokemon, you should make a mental note on what do you plan to outrun.

Lessee base 130ers. Why aim for that? Base 130ers are the fastest you can go without entering the Electrode/00ber/Ninjask/DeoxysE category.

Electrode is just about non-existent. 00bers/Deoxys are banned. The amount of speed you need to outrun Ninjask is impractical, and outrunning Ninjask in general is an impractical target. So, you aim to outrun everything non-Ninjask and that's base 130 speeders.

For Gyarados, going for base 130 is meaningless as the only base 130 it can take is Jolteon. Aerodactyl rapes it anyway, so, you might want to go for 249 speed to outrun Zam/Duggy instead, and haul more into attack and HP.

Also make a mental note on SPECIFIC Pokemon that you want to be able to outrun. For example, you might want 4 EVs in speed on a Venusaur to outrun standard minimum speed Venusaur and perhaps get the first sleep powder in. Or you could aim to outrun standard Suicune and out roar it. Or something like that. Open a separate roster slot, create the Pokemon as the way you want to outrun, and customize your own Pokemon to outrun it.

=====
-----|> 6-D: Stats In Battle [CBG6D]

If you are to make a good EV spread, you want to customize your pogeys to be able to outgun specific Pokemon and stuff like that. To do so, a damage calculator would be handy.

For maths freaks, this is the Pokemon damage formulae I found on the net. It's easy to find, but I put it here for being a nice guy.

$$(((2L / 5 + 2) * A * P / D) / 50) + 2) * S * E * R / 100$$

L: Attacking pokemon's level

A: Attacking pokemon's Attack/Special Attack

P: Power of Attack used (Physical or Special is all the same)

D: Defense/Special Defense of Pokemon hit by attack

S: STAB (1, 1.5)

E: Effectiveness of attack (0, 0.25, 0.5, 1, 2, 4)

R: Random number between 85 and 100 inclusive

So if you have a level 100 Tauros, with 449 (CB) attack, use Return against a Blissey with 130 (max defense bold) defense, how much damage will it cause?

L = 100

A = 449

P = 102

D = 130

S = 1.5

E = 1

R = 85-100

Do the calculations :D

As you can see, the damage isn't fixed. The "R" is a random number which means that the damage you cause is indeed, within a RANGE. If you want your Pokemon to have a guaranteed OHKO, you want the MINIMUM damage to be able to cause a OHKO.

Of course, I would have given up Pokemon if running through this formulae is the only method of calculating damage.

Try these damage calculators:

<http://dynamic3.gamespy.com/~psypoke/dex/damage.php>

<http://www.marblepalace.net/gemmathics/damagecalc.shtml>

<http://www.smogon.com/rs/calc.php>

Basically, just use either, and create the target Pokemons with Netbattle, input the stats, and damage is calculated.

If you want target Pogeey to survive something, the MAXIMUM damage dealt to it must be LESS THEN it's maximum HP.

If you want target Pogeey to be OHKOed, the MINIMUM damage dealt to it must be MORE THEN it's maximum HP.

Obvious innit, but just to make sure.

Now, if you were to use a Pogeey that can boost it's stats, how do you calculate it?

Here's a nice section I formulated to explain in detail (whatever detail this needs).

Firstly, you need to take note of how many LEVELS of stats it will be boosted. Some moves boost a stat by 1 level, some by 2, and Belly Drum by 6.

Here's a list:

(These are the moves that boost your own stats)

Calm Mind: SA +1, SD +1

Tail Glow: SA+2

Growth: SA+1

Amnesia: SD+2

Swords Dance: ATT+2

Iron Defense: DEF+2

Acid Armor: DEF+2

Bulk Up: ATT+1, DEF+1

Curse: ATT+1, DEF+1, SPD-1

Agility: SPD+2

Barrier: DEF+2

Belly Drum: ATT+6

Ancientpower/Silver Wind: 10% chance of ATT, DEF, SPD, SA, SD all +1

Dragon Dance: ATT+1, SPD+1

Cosmic Power: DEF+1, SD+1

Defense Curl: DEF+1

Double Team/Minimize: EVASIVENESS +1

Harden: DEF+1

Howl: ATT+1

Meditate: ATT+1

Sharpen: ATT+1

Withdraw: DEF+1

(These are the moves that lower your opponent's stats)

Screech: DEF-2

Leer: DEF-1

Growl: ATT-1

Charm: ATT-2

Tickle: ATT-1, DEF-1

Cotton Spore: SPD-2

Fake Tears: SD-2

Featherdance: ATT-2

Kinesis: ACCURACY -1

Sand-Attack: ACCURACY -1

Flash: ACCURACY -1

Metal Sound: SD-2

Sweet Scent: EVASIVENESS -1

Scary Face: SPD-2

String Shot: Instant death strike and SPD-1

Tail Whip: DEF-1

Memento: Self-KO, and it lowers your opponent's ATTACK and SPECIAL ATTACK each by 2 levels. Uhuh, best move evah.

(These are the moves that lower your own stats)

Overheat: SA -2

Psycho Boost: SA-2

Superpower: ATT-1, DEF-1 (needs confirmation)*****

(These are the moves that raise your opponent's stats)

Swagger: ATT+2, Confusion

Flatter: SA+2, Confusion

Basically, how do you go about modifying your stats when you want them to be boosted/reduced?

Take note that Evasiveness/Accuracy cannot be measured in this table, and you shouldn't care anyway because no one uses Sweet Scent, and Double Team and the like is frowned upon

MODIFICATION	STAT CHANGE
STAT +6 LEVELS	ORIGINAL STAT x 4
STAT +5 LEVELS	ORIGINAL STAT x 3.5 (7/2)
STAT +4 LEVELS	ORIGINAL STAT x 3
STAT +3 LEVELS	ORIGINAL STAT x 2.5 (5/2)
STAT +2 LEVELS	ORIGINAL STAT x 2
STAT +1 LEVEL	ORIGINAL STAT x 1.5 (3/2)
ORIGINAL STAT	ORIGINAL STAT
STAT -1 LEVEL	2/3x ORIGINAL STAT
STAT -2 LEVELS	0.5x ORIGINAL STAT
STAT -3 LEVELS	0.4x ORIGINAL STAT
STAT -4 LEVELS	1/3x ORIGINAL STAT
STAT -5 LEVELS	2/7x ORIGINAL STAT
STAT -6 LEVELS	0.25x ORIGINAL STAT

So, using this table, you can instantly find out around what kind of stat you

=====
7) Pokemon Analysis (coming soon!)

\ [CBGPWN] |
\=====

*This will be coming in the next update. That might be 2 years away, tomorrow, or never.

Rather than being a moveset guide, which is already existant and done by blueshirt who is a better battler than I'll ever be, this section aims to explain how individual Pokemon work. Their base stats, their strengths, their weaknesses, how they should be used, etc. I would provide movesets, but on that issue you better cross-check with blue since he provides good-quality sets.*

Basically, I've given up on making analysis for everything because I am a lazy man. For now, I'm concentrating on the more OU pogeys whenever I have time.

=====
8) FAQ (Frequently Asked Questions)

\ [CBGFAQ] |
\=====

Ironic, for this IS an FAQ. But we should put such BS aside. If you have any questions and need to email me, please check this section to see if it has been answered. If your question is in this section and you email me, I will not reply, and take special note to include your name in my next update under the section of PEOPLE WHO CANNOT READ.

Q: I can't install Netbattle! ARGH HELP.

A: As I already said, and will say again, I cannot help you. Maybe you should get a better comp, or if that's not the prob, ask for help in the NB forums <http://www.netbattle.net>. Don't whine here.

Q: WHY I KEEP LOSIN I WAN TO WIN.

A: That is because you suck. Don't suck, and you will win.

Q: Is Netbattle/RSBot illegal? I mean, are they like ROMs and such.

A: Nope. Nintendo hasn't done any form of legal action so far, or announce that those programs are illegal. It's perfectly all right to use the above programs to battle competitively.

Q: YUR GUIDE IS WRONG HYPAH BEEM IS STRONG U IDJIT I BEAT THE ELIE FOUR WIF IT.

A: No.

Q: How do I hide my team from others in Netbattle?

A: I already answered that, but hell. From Netbattle, go to the top bar, click "Set Options", go to the "system" tab, and check "Hide Until Battle".

Q: Are you sure NB/RSBot's battling system is EXACTLY like the real game?

A: Absolutely. The bide bug I mentioned in 1.0 was fixed already, and AA offered a tactical option to the self-KO and turn negating effect outlined below.

From: Myst Erik Ery | Posted: 12/2/2004 7:03:22 PM | Message Detail

This is not the case.

If a faster Pokemon in lvl hits itself in confusion and faints (or uses Grudge, or uses Selfdestruct or Explosion, or uses a recoil move and the recoil KO's it) the opponent Pokemon's move fails to happen to the Pokemon brought out.

It's especially irritating for my Volbeat@Lefties Moonlight/Sub/FPunch/CRay. Often, the opponent will defeat themselves with CRay, which means my FPunch would smack the new Pokemon rather nicely, except that since it always goes second (provided the opponent doesn't use a move that also always goes second) it just gets ignored >_<

That was the original post from Myst Erik Ery, who pointed out this issue during a discussion on whether NB was bug free.

Amazing Ampharos pointed out that this is the way the game was supposed to be and is not a bug. Furthermore, AA illustrated said tactical option, which I will copy and paste in full:

"As for a little tactic related to Myst Erik Ery's false bug, I'd like to remind you of the tactic called spikeswitching. This tactic is simply switching a pokemon into it's death into a lair of spikes. Why would you want to do this? Well, since you died, your opponent gets no turn. This means that you get a free switch if you want it (you can avoid things powering up or having to absorb a hit you can't). This is infinitely useful when you need to get something out immediately. You're just sacrificing an already useless pokemon. Also, end of turn damage from toxic, burn, curse, hail, sandstorm, and leech seed will happen. This can be funny as their Suicune might wait to rest away toxic until the last turn, you spike switch it, and it dies from toxic while you laugh hysterically on the floor. It has won me battles, it can win others battles, and it isn't immediately obvious."

So try to incorporate that into your strats as well.

That MIGHT be another bug, one which you might be able to exploit. Other than that, NB/RSBot is perfectly realistic.

Q: The other day, I used my Zapdos' HP Ice on this Sandslash, but it used COUNTER and I got KOed! I thought HP Ice is a special move?

A: Hidden Power, although being different elemental, is always considered by Counter and Mirror Coat to be NORMAL. Thus, Counter will always work on HP ANYTHING, while MC will always fail.

If you have anything not mentioned here, please send an email over.

=====
9) Credits \ [CBGCR] |
\=====

God: For giving me the ability to write

My parents: For bringing to the world a true genius that is me

Me: For writing this. Damn, I deserve credit.

CeeJay: For posting this

Gamefaqs.com : For giving me that community where I can discuss stuff and just hang around.

Serebii.net: For providing that wealth of information regarding the games.

pokefor.tk, and Meowth: For providing pokefor.tk, sexiest Pokeinfo site ever. While serebii IS user-friendly and has tons of information, pokefor offers them much more accurately.

netbattle.net : For coming up with the sexy program that is Netbattle

Everyone @ gamefaqs.com: For being a part of that amazing community

Amazing Ampharos: For inspiring the writing of this guide. He originally created a topic on the FR boards on "How to battle competitively", and I thought an FAQ would be more effective than having to constantly bump a topic.

More credits to AA for proofreading this guide and pointing out numerous mistakes as well as include some great points that I missed. Thanks man.

Synre for his guide on how to use RSBot

YOU: For bothering to read this part. Why not read the next as well?

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10) Contact Information                               \   [CBGCRAp]   |
                                                    \=====
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My email address, for the 9 thousandth time in this document, is

pokemaniac1342_2k3@yahoo.com

If you want to send something regarding what genius I am and how great this guide is, please do so NOW.

Stares around for 10 minutes. The wind rustles, birds chip, and blowflies begin to lay eggs in my hair

Oh well.

If you find any major mistakes, errors, want to contribute your 1337 kickarse tactics, movesets, or just talk about something, please do so. For the sake of christ, please put "Pokemon guide" or something in the subject, and do NOT attach anything. I'm not interested in a scan of your muscular body, and I'm even less interested in viruses.

Hope you've enjoyed my little guide, and I hope it helps you in your competitive battle experience!

<<<((- END -))>>>

```

=====
----->[CBGPWN]
      8)-FAQs ----->[CBGFAQ]
      9)-Credits ----->[CBGCR]
     10)-Contact Information (filler muahaha) ----->[CBGCRAP]
=====

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3) Version History \ [CBGVH] |
                   \=====

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Version 1.0 > Following TEH ME fashion, I've done most of the stuff except my movesets, which will come in a later update.

Version 1.1 > Major thanks to Amazing Ampharos for this update: He proof-read the guide and gave his own insights on how to do things, and corrected some of my errors. Big thanks AA, you rock!

Remember, if anyone at all finds any error to correct, or wishes to contribute, just do it. Include your name you want to be credited by.

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=====
4) How to Battle Competitively \ [CBGHT] |
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Right, on to the real stuff. Without any witty and pointless comments, I shall indicate to you the 2 ways of competitive battling and how to use them.

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+++++++<<<[{{THE FIRST WAY: NETBATTLE}}]>>>+++++++ /=====\
                                                    | [CBGNB] |
                                                    \=====/

```

```

<begin BS plug>
Battle chip! Airhoc3 U! Slot in!
RIGHT ON POKEMAN!!!
Battle chip! Airhoc3 V! Slot in!
KEEP EM COMIN!
Battle chip! Airhoc3 W! Slot in!
I FEEL THE POWER!!!
Program Advance! PitHockey3!
OH YEAH MAMA!
</end>

```

OK, sorry bout that, not THAT sort of Netbattle. This is the Pokemon one. The pros about this method of competitive battling is that it is VERY user friendly, with a pretty powerful in-build Datadex (Pokedex, and vital info), an easy-to-use Team customizer, easy battle interface, and nice pictures. The ideal program for people starting out, because it's so simple to learn how to use it. Also, more newbies frequent NB than RSBot, which allows beginners to have competition at roughly the same level. Of course, NB doesn't get the nick nubbattle for nothing, because there are quite a lot of pure idiots who frequent NB. People who disconnect mid-battle when they are about to lose, and whatnot. Of course, I prefer this simply because Netbattle is SUCH A COOL PROGRAM. Seriously, just try it.

Go to <http://www.netbattle.net> OR <http://www.tvsian.com/netbattle>

Same thing basically.

Download the program. I don't really need to give instructions, because there's a nice DOWNLOAD section. Download Netbattle Advance, which is 0.9.4 last time I checked, install it, and voila. (NB advance is the latest version at the time when I typed this thingy out. For you, you might want to see which is the latest version before downloading.

*****To start battling with it:

OPEN TEH PROGRAM!!! Bet you never knew how. Just set all the stuff whatever way you want when that wizard thingies pops up. Select your Language, store your password to protect your own username, and customizing whether you want any music, whether the in-battle status is detailed or not, whether you want the HP bar to be animated or not, and other visual effects. I suggest disabling auto updates simply because it doesn't work for me X(, and you can choose whether to show your team to whoever wants to challenge you, or to keep it hidden until the battle starts. Finally, choose your method of saving battle records (logs). Finish the silly thing.

You can't start battling yet, because you have to build a team.

Click on the "team builder" button, input your choice of a nickname, what kind of graphics you want the Pokemon to look like, your personal profile which people will read when they challenge you (so you can put your NO ATTRACT and other BS rules there), and finally, set the auto-message that will appear when you win or lose. A rule of thumb is to include "gg" (good game) in both, to show sportsmanship.

Then, go to each individual Pokemon slot, select your desired Pokemon from the drop-down list, select what item you want it to hold, select it's 4 moves, and finally, click on the "Expert" button to customize it's Nature, Ability, as well as EV distribution (we'll get to that later).

After you make sure all 6 Pokemon as well as your user profile is done, you can save the team, and start battling in one of the stadiums! Usually, Blue Heaven or Tafop would be the stadium on top with the most people, so go there.

There'll be a chat window once you connect, as well as a sidebar with all the trainers that are currently connected to the stadium. Double-click on a user's name to see his information, from there you can challenge him, or send him a private message (PM).

There, that should be all you need to start your Netbattle experience. If you encounter problems with installation, or runtime errors, don't come crying to me dammit, go to <http://www.tvsian.com/netbattle> and click on forums. There are bug reports and troubleshooting sections there.

SECURITY ALERT DAMMIT

Oh, please download NB ONLY from <http://www.tvsian.com/netbattle> or <http://www.netbattle.net>. Downloading from other places might result in virus infection, which I won't be responsible for because you were too stupid to read.

+++++++<<<<[{{THE SECOND WAY: RSBOT}}]>>>>+++++++ /=====\\

<sad absence of BS plugs>

RSBot is basically a channel on mIRC. Yep, mIRC, so everything is text-based, which requires you to input all of your actions in IRC commands. This is confusing for beginners, which is why I recommend Netbattle to beginners. However, RSBot has much less of the idiots that NB boast. WHICH MEANS, RSBotters tend to be more challenging. Which is once again why I recommend NB to beginners first, before even trying evil RSBot.

*****To battle using RSBot:

Download the latest version of mIRC at <http://www.mirc.com> if you haven't yet.

Open the program. Ignore the picture of the dude, and proceed.

Fill in your info, and the a nickname.

On the left bar, lick on SERVERS.

Click EDIT.

Input: Description: whateveruwant
 IRC Server: irc.your-irc.net
 Port: 6667

No password or other stuff needed.

Click OK.

At the top bar, click File, and then CONNECT.

Once connected, type

/join #Rsarena

You will join RSBot.

At the right should be a list of names. Doubleclick @Darkbot to open a private window with the bot and create a team.

*To form a team, just input

addpoke nickname,species,level,item,move,move,move,move

For example,

addpoke rapist,Tauros,100,Choice Band,Return,Earthquake,Hidden Power,Iron Tail

Darkbot should respond saying you got your pogey created.

*To customize EVs, input

changestatexp slot, HP,ATT,DEF,SPD,SA,SD

*slot means the slot your
Pogey is in on the roster.

For example,

changestatexp 1,6,252,0,252,0,0

*To change moves,

changemoves slot,move,move,move,move

*To change items,

changeitems slot,item

*To change natures,

changepersonality slot,nature

*To change abilities,

changetrait slot, trait number

*To create a team on your Pokemon, use

formteam slot,slot,slot,slot,slot,slot

So let's say the first Pokemon you created is the starter, and you want your team to be in order of how you created them. You will input

formteam 1,2,3,4,5,6

*To view your team, input

viewteam

*To view individual slots, input

viewroster slot

*To battle,

PM someone. If that person is free, PM Darkbot and input

battle opponent 1-15,1-15

the numbers are for color code so the fights won't get mixed up.

for example,

battle nub 5,12

To attack, type
!#

is the number of your attack which will be displayed. So, if you want to use attack 1, type

!1

To switch, type

#slot

Slot being the slot number of target Pogeey.

There. Quite the complication, so I suggest you start with NB :(

Full credit to

<http://www.freewebs.com/synre/rsbottutorial.htm>

which you should refer to if you don't understand me.

+++++++<<<<[{{RULES}}]>>>>+++++++

Both methods of competitive battling have a set of rules which you have to adhere to, in order to enjoy the experience.

Sleep Clause: Standard rule, this means that no more than ONE Pokemon of the same player can be asleep at any one time. This is to prevent lucky sleep runs with Hypnosis and whatnot. Self-induced sleep like Rest does NOT contribute to the clause, so you can have a resting Pokemon, and still have another Pokemon put to sleep. If you have already put one of your opponent's Pokemon to sleep, and try to use a sleep move again, the move will simply fail.

Freeze Clause: Same as above, except for Freeze. This is not standard, because Freeze is more luck based, and to clause Freeze is to clause luck.

Self-KO clause: If both players are down to one last Pokemon, the moves PERISH SONG, EXPLOSION, SELFDESTRUCT, MEMENTO, and DESTONY BOND will fail. This is to prevent forced draws, which is a cheap way to not lose.

00ber clause: NO 00bers, simple as that. Legends are usually allowed. Celebi is banned on RSBot but not on NB. Wobbuffet and Wynaut, although not 00bers, are usually banned for cheapness.

Species clause: No more than one species of the same Pokemon on one team.

Auto-enforced, imagine having 3 Blisseys.

The other clauses will be decided by the player who you want to challenge. They will usually put their own rules in their profile, like NO 00BERS, NO LEGENDS, NO BEATING ME, or whatever.

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=====
5) The Basic Stuff                                \   [CBGBS]   |
                                                \=====
```

<Note: If you already know about IVs/EVs/Natures, and the other basic stuff, you may skip this section. Otherwise, read on>

So now, you've got your pretty programs set-up and ready to roll. However, if you ever hope to become decent and actually win battles online, you need to go beyond what you learnt in-game. Forget the times when your Level 100 Charizard one-hit KO a Level 50 Vaporeon: Such BS isn't going to happen competitively, where everything is level 100, and type advantages matter. Also, you need to be savvy about your Pokemon's nature, because different natures will benefit certain stats and drop certain others. Also, if you haven't learnt about EVs, you need to know how to spread it so that your Pokemon is well customized to do what it's supposed to do.

This chapter aims to teach you how.

----> 5-*: SHORTFORMS, ABBREVIATIONS, AND WHATNOT <---- [CBG50]

The sad truth is Pokemon players are lazy people, and can't be bothered to type out in full, the names of Pokemon, names of attacks, names of items, and generally names. Therefore, sickly abbreviations are used, and you MUST know these abbreviations to comprehend Pokemon players or this guide properly. Check back here when in doubt.

STAT ABBREVIATIONS:

HP: Hit-points. (However, this has another meaning)
ATT: Attack
DEF: Defense
SPD: Speed
SA: Special Attack
SD: Special defense

ITEM ABBREVIATIONS:

Lefties: Leftovers
CB: Choice Band
LB: Light Ball
DST: DeepSeaTooth
Salac: Salac Berry
Liechi: Liechi Berry
(In fact, due to lazyness, we can't be bothered to add "berry", so we just put the name)

ATTACK ABBREVIATIONS:

To make this, I go down the list of Pokemon attacks, and give the said abbrviations as I see fit. I may miss some, but I try.

AA: Aerial Ace
AP: Ancientpower

BP: Baton Pass
BD/Drum: Belly Drum
BS: Bodyslam, or bull****
BB: Brick Break
BU: Bulk Up
CM: Calm Mind
CR: Confuse Ray
DB: Destiny Bond
DT: Double Team
DE: Double-Edge
DD: Dragon Dance
EQ: Earthquake
m00b: Explosion
ES: Extremespeed
FB: Fire Blast
FP: Focus Punch
FT: Flamethrower
HP: Hidden Power (also means Hit Points, but when I say HP Ghost or HP Bug, I mean Hidden Power in that element)
IB: Ice Beam
LS: Leech Seed/Light Screen
ML: Mean Look
MM: Meteor Mash
OH: Overheat
Psong: Perish Song
QA: Quick Attack
RS: Rock Slide
ST: Seismic Toss
SB: Shadow Ball/Sludge Bomb
SW: Silver Wind
SD: Swords Dance/Sunny Day
Sub: Substitute
Twave: Thunder Wave
Tbolt: Thunderbolt
VT: Volt Tackle
WW: Whirlwind
WoW: Will-o-Wisp

(NOTE, I'm pretty sure I have NOT gotten all the abbreviations, just the ones I think I'll use and see often.)

MOVESET/COMBO ABBREVIATIONS:

Thunderdance: Use of Rain Dance to give Thunder perfect accuracy

SunnyBeam: Use of Sunny Day to make SolarBeam one-turn.

SubPunch: Using substitute, then using Focus Punch while protected by the sub.

BoltBeam: Thunderbolt + Ice Beam. Only resisted by Lanturn and Magneton.

FlameClaw: Fire move (fire blast?) + Dragon Claw. No resistances.

SkarmBliss: Use of Skarmory and Blissey on the same team. Use Skarmory, which is a great physical tank, to soak up physical hits, and use Blissey for special hits. Hard to break without proper counters.

P-Trapping: Mean Look + Perish Trap. Pointless, cheap, and not workable.

Trickband: Using Trick to swap a Choice Band on the opponent.

WishPass: Using a slow Pokemon to use Wish, then baton pass to the recipient so that it can get healed without taking hits.

EndRev/SubRev/EndFlail/SubFlail: EndRev/Flail is basically, to use endure to endure a killing blow, get yourself to 1hp, and fire off with a max powered Reversal/Flail. SubRev/SubFlail works on the same concept, to set-up sub, let the opponent break it, set-up sub again, repeat until your HP is 1, and Rev/Flail. Allows you to be immune to status while subbing, and to get some boosts in.

PseudoPassing (ppass): Fairly uncommon, but means using Reflect/Light Screen/Safeguard, before switching to another poge and let the new poge benefit from the screens.

TSS (Toxic-Spikes-Sandstorm): Basically, involves starting with Tyranitar to induce a Sandstorm, and using a team that are Sandstorm immune while using spikes and toxic to keep the opponent constantly getting damaged. Novel, but Suicune doesn't think much of most TSS teams.

Lati@s: It's not a combo or anything, but Lati@s is just a term that means Latios/Latias, since they are both similar.

ClubWak: Marowak with Thick Club. Doubled attack is nothing to sneer at.

JaskWak: Ninjask baton passing speed to Marowak. A speedy 500+ attack demon is the LAST thing you want to sneer at.

ChestoRest: Using Rest on a pokemon that has Chesto Berry. Chesto Berry wakes you up instantly, so it's basically a one-turn full heal.

Pyroshuffle/Toxicshuffle: Use Toxic/Will-o-wisp on the opponent, and use Roar to bring out other Pokemon, then inflict status, and roar again, repeat. This is for inflicted the entire of the opponent's team with status, but I advise against it because smart opponents will just switch in a Pokemon which already has status, or use some other counter.

(Note: Once again, incomplete)

POKEMON ROLE ABBREVIATIONS:

Throughout the guide, I will use a LOT of these to explain what Pokemon are suited to do. Mind you, this is fairly self-explanatory.

Sweeper: A Pokemon that is meant to attack, and faint other Pokemon. Simple

as that: They're ATTACKERS. There's physical sweepers (like Machop and Heracross), special sweepers (Starmie, Alakazam), mixed sweepers (Swampert, Salamence), and Choice Sweepers (Tauros, Medicham). Figure it out: physical, special, and mixed. Choice sweepers = physical sweepers with choice band.

Tank: A Pokemon meant to TAKE hits. Of course, they can attack, but most of the time indirectly (Toxic, W-o-W). Physical tanks are meant to take physical hits (Skarmory, Weezing, Steelix), special tanks special hits (Blissey, Regice), and er, there isn't mixed tanks, but such types do exist, like Shuckle (I call them walls, personally). Sponge generally means the same as tank: to "soak" up hits.

Phazer: A Pokemon that uses a pseudo-hazing move to force the opponent to switch, thereby negating stat boosters. Examples of phazing moves are Roar, Whirlwind, Lock-on, Mind-Reader, Yawn, and Perish Song. Examples of phazers include Skarmory, Donphan, and Suicune.

An explanation: Roar and Whirlwind are self-explanatory - they force a switch. Lock on/Mind Reader is almost always followed by an OHKO move, and thus forces a switch. Yawn causes a delayed sleep effect, and opponent usually switches out to prevent this effect. Perish Song is basically telling your opponent "you can just scam the hell away now, or stay and die".

Hazer: A Pokemon that uses the move haze. Rather than force switches to negate stat change, haze simply cancels all stat changes. Common hazers are Weezing, and that's pretty much it. Maybe Vaporeon? Take note that hazers need to be able to take hits, therefore Crobat, while having the fastest haze in the game, isn't suited to haze.

Cleric: A Pokemon with the move Heal Bell or Aromatherapy. The role of those moves are to heal the entire team of status ailments (poison, sleep, etc), and therefore extend support. Common Clerics are Blissey, Miltank, and Celebi.

Spiker: A Pokemon that uses the move Spikes. Spikes hurts the opponents whenever they switch, so using Spikes is a great way to whittle down at your opponent's healths. Common spikers are Skarmory and Forretress.

Spinner: A Pokemon that uses Rapid Spin to blow away spikes. Forretress, Blastoise, and Armaldo basically. Weird people can use Starmie, but that's a waste of sexy special sweeper material.

BPer: A Pokemon that uses stat upping moves, followed by Baton Pass to pass those stats to another Pokemon. A fairly easy tactic to stop, considering most teams use Phazers/Hazers of some sort.

DDer/CMer/SDer/**er: Basically, a Pogeyp that uses Dragon Dance/Calm Mind/
<INSERT STAT MOVE HERE>. My, aren't we lazy.

Annoyer: Pokemon intended to...annoy. Usually by virtue of chance moves and whatnot, like Confuse Ray.

GENERAL ABBREVIATIONS:

@: A term to indicate attached item. @Salac Berry means the Pokemon holds a

Salac.

UU/NU/OU: A term to classify Pokemon under how commonly they are used. OU means overused, and points to Pokemon like Salamence and Metagross, which nearly every other team uses. UU points to things like Exploud and Quagsire: while they are used, they are fairly uncommon and UnderUsed. NU stands for not used, like Raticate and Furret which no one gives a hell about.

00ber/uber: All Tier 1 and Tier 2 (except Slaking) Pokemon. While not going into Tiers, the list of 00bers are

- Mewtwo
- Rayquaza
- Ho-oh
- Lugia
- Kyogre
- Groudon
- Deoxys (all forms)
- Mew
- Latios
- Latias

(this list is NOT exclusive. For example, RSBot bans Celebi while NB doesn't, so Celebi and Jirachi are both arguable. Mew is deemed too unpredictable (it basically gets everything), and the others are fairly obvious.

Legendary: Non-00ber, but still legendary.

- Suicune/Raikou/Entei
- Articuno/Zapdos/Moltres
- Regice/Regirock/Registeel

These are generally not banned, but rules are flexible.

Hax: A term for luck. Extreme luck, usually. Don't go HAX the moment the opponent critical hits you, or you'll look like an idiot.

CH: Critical Hit

PAR: Paralyze

SE: Super-effective

NVE: Not very effective

OHKO: One-hit Knockout. Similarly, 2HKO, 3HKO, etc.

There, you should feel a bit more like a pro battler now, huh? Go dazzle your n00b friends with these stuff and watch their blank faces. Oh, that reminds me.

n00b: Idiot. One who is newbie, stupid, refuses to take advice, and acts like a 4-year old.

metagame: That's basically the competitive battling world

=====

----> 5-A: TYPE ADVANTAGE AND DISADVANTAGE / PHYSICAL AND SPECIAL <----

This is going to be one of the most important things you need to learn. Sure, idiots with a single-digit IQ can figure out that Water beats Fire, but in order to be able to quickly make decisions in-battle regarding usage of moves or retreating, you NEED to know what types mean. For one, there are several modifiers of damage depending on type.

- =====
If the type of your attack is super-effective against your opponent: Dmg x2
If the type of your attack is not very effective against your opponent: Dmg x0.5
If the type of your attack is ineffective against your opponent: Dmg x0.
If the type of your attack is 4x effective against your opponent: Dmg x4
If the type of your attack is 4x not effective against your opponent: Dmg x0.25
=====

So, if you use a Water move like, Surf, against Charizard which is fire/flying, your attack will do double the normal damage.

If you use a Grass move like Leaf Blade against said Charizard, it will only do 1/4 of the normal damage as Charizard is Fire/Flying and both fire and flying resists grass. (In 1.0, I foolishly FORGOT the flying part and listed this as a half-damage thing. If anyone read that, forgive me :D Thank you Amazing Ampharos for pointing that out)

If you use say, a ground move like Earthquake against Charizard which is part flying, it will do NO damage at all.

If you use a rock move, like Rock slide, which is super-effective against BOTH Fire AND Flying, it will be 4x effective, and do 4 times the normal damage.

However, let's say you use a Ground move on a Jolteon. Jolteon, being pure electric, is 2x weak to ground, and thus the ground move does double the damage.

So, as you can see, type advantages mean a lot when you battle competitively.

Also, if you look at your Pokemon's stats, there is ATTACK, and SPECIAL ATTACK. As the name goes, ATTACK is the stat that determines how much damage you can inflict while you use a physical attack. SPECIAL ATTACK determines the amount of pain you dish out when you use a special attack. Some Pokemon are very strong in Special Attack, like Alakazam, so it would be wise to work on its Special Attack, and give it special moves so it can do a lot of damage. However, you first need to learn what moves are special and what moves are physical.

Now, the tedious part, which you HAVE to memorize somehow, is the complete list of type advantages and disadvantages.

A thing to remember is unlike Pokemon cards, the TYPE OF THE ATTACK can be different from the type of Pokemon! If Blastoise, a Water Type, uses Ice Beam, it would count as an Ice move, NOT a Water move! So apply weakness and resistance likewise.

THE BORING LIST.

=====

NORMAL

=====

PHYSICAL

- EFFECTIVE AGAINST: NONE
- NOT VERY EFFECTIVE AGAINST: STEEL, ROCK
- NO DAMAGE AGAINST: GHOST

- WEAK AGAINST: FIGHTING
- RESISTANT AGAINST: NONE
- TAKES NO DAMAGE FROM: GHOST

As you can see, normal is a pretty boring type. While it offers no form of super-effectiveness whatsoever, it is also only resisted by 2 types. It does no damage against ghost, but normal types also receive no damage from ghost moves. Take note that Normal boasts several good offensive moves, most notably Return, which is a cool 102 base damage 100% accuracy move.

=====

FIRE

=====

SPECIAL

- EFFECTIVE AGAINST: GRASS, ICE, BUG, STEEL
- NOT VERY EFFECTIVE AGAINST: FIRE, WATER, ROCK, DRAGON
- NO DAMAGE AGAINST: --

- WEAK AGAINST: WATER, GROUND, ROCK
- RESISTANT AGAINST: FIRE, GRASS, ICE, BUG, STEEL
- TAKES NO DAMAGE FROM: --

- SPECIAL NOTES: Fire types cannot be burnt (Thanks to AA for suggesting that I include type immunities. All other SPECIAL NOTES under this section is credited to AA)

Fire is a pretty sad type. While it offers coverage against a nice selection of types, it is also weak to 3 of just about the most common attack types to exist. You'll struggle to find teams without Earthquake, Rock Slide, and Surf. That being said, Fire is still a pretty cool type, because it is SE against Steel, and that means roasted Skarmory and Metagross. Fire has a nice selection of moves, Flamethrower for accuracy, Fire Blast for power, and Overheat being the one-time alternative for physical attacking fire types to provide a one-time strong fire hit.

=====

WATER

=====

SPECIAL

- EFFECTIVE AGAINST: FIRE, GROUND, ROCK
- NOT VERY EFFECTIVE AGAINST: WATER, GRASS, DRAGON
- NO DAMAGE AGAINST: --

- WEAK AGAINST: ELECTRIC, GRASS
- RESISTANT AGAINST: FIRE, WATER, ICE, STEEL
- TAKES NO DAMAGE FROM: --

Water is one of the most common attack types to exist. Mainly because so MANY good water Pokemon exist. Also, it covers Ground and Rock while resisting Steel, a very interesting combination. Water also only has 2 special weaks, 2 fairly predictable ones. So is to say, Water is a pretty dominant type. Good attacks include Surf.

=====

GRASS

=====

SPECIAL

---EFFECTIVE AGAINST: WATER, GROUND, ROCK

--NOT VERY EFFECTIVE AGAINST: FIRE, GRASS, POISON, FLYING, BUG, DRAGON, STEEL

---NO DAMAGE AGAINST: --

--WEAK AGAINST: FIRE, ICE, POISON, FLYING, BUG

---RESISTANT AGAINST: WATER, ELECTRIC, GRASS, GROUND

--TAKES NO DAMAGE FROM: --

--SPECIAL NOTES: Immune to Leech Seed.

Pretty sad type really, while containing several cool Pokemon, grass simply lacks powerful attacks. Solarbeam requires set-up, and Leaf Blade is limited to Sceptile. Also, it is ineffective against a BUNCH of types, and grass types are weak to a nearly equally large BUNCH.

=====

FIGHTING

=====

PHYSICAL

---EFFECTIVE AGAINST: NORMAL, ICE, DARK, STEEL, ROCK

--NOT VERY EFFECTIVE AGAINST: FLYING, PSYCHIC, POISON, BUG

---NO DAMAGE AGAINST: GHOST

--WEAK AGAINST: FLYING, PSYCHIC

---RESISTANT AGAINST: BUG, ROCK, DARK

--TAKES NO DAMAGE FROM: --

Fighting is another fairly common type, and a very common attack type, mainly because it is super-effective against Normal, as well as several other tricky types like Steel. Few weaknesses is nice as well. The common fighting attacks are Focus Punch, Brick Break, and Cross Chop.

=====

ELECTRIC

=====

SPECIAL

---EFFECTIVE AGAINST: WATER, FLYING

--NOT VERY EFFECTIVE AGAINST: ELECTRIC, GRASS, DRAGON

---NO DAMAGE AGAINST: GROUND

--WEAK AGAINST: GROUND

---RESISTANT AGAINST: ELECTRIC, FLYING, STEEL

--TAKES NO DAMAGE FROM: --

Nice type. While it covers Water and Flying, 2 fairly common types (water is all-present, while Flying has Skarmory, it has good moves of it's type to back it up, including the all-cool Thunderbolt. Also, it only has one weak, which is nice.

=====

GROUND

=====

PHYSICAL

---EFFECTIVE AGAINST: FIRE, POISON, ROCK, ELECTRIC, STEEL

--NOT VERY EFFECTIVE AGAINST: GRASS, BUG

---NO DAMAGE AGAINST: FLYING

--WEAK AGAINST: WATER, GRASS, ICE

---RESISTANT AGAINST: POISON, ROCK

--TAKES NO DAMAGE FROM: ELECTRIC

Not hard to see why Earthquake is so popular. Cool type coverage, only not effective agaist 2 fairly uncommon types. Also, ground-types enjoy electric immunity. Includes sexy moves like Earthquake.

Another issue brought up by AA is that Ground types enjoy absolutely no physical weaks, which is why most Grounds can make good physical tanks.

=====

ROCK

=====

PHYSICAL

---EFFECTIVE AGAINST: FIRE, FLYING, ICE, BUG

--NOT VERY EFFECTIVE AGAINST: FIGHTING, GROUND, STEEL

---NO DAMAGE AGAINST: --

--WEAK AGAINST: WATER, GRASS, FIGHTING, GROUND, STEEL

---RESISTANT AGAINST: NORMAL, FIRE, POISON, FLYING

--TAKES NO DAMAGE FROM: --

Rock is another cool type, mainly because Rock Slide is a cool move, and it covers flyers, which are fairly common. Rock-types actually has it's fair share of weaks, but it resists several types, including Normal, which is always nice. Good moves include Rock Slide and Ancientpower.

=====

ICE

=====

SPECIAL

---EFFECTIVE AGAINST: GROUND, DRAGON, FLYING, GRASS

--NOT VERY EFFECTIVE AGAINST: FIRE, WATER, ICE, STEEL

---NO DAMAGE AGAINST: --

--WEAK AGAINST: FIRE, FIGHTING, ROCK, STEEL

---RESISTANT AGAINST: ICE

--TAKES NO DAMAGE FROM: --

--SPECIAL NOTES: Cannot be frozen.

Ice moves are ever-present, because of their ability to PWN/RAPE/MAUL/RIP a type that is otherwise fairly hard to take down: Dragon. Other than the almighty Kingdra, and Latias, ALL fully evolved Dragons are Dragon/Flying, and therefore FOUR times weak to ice. That basically means a One-hit KO (OHKO) from an Ice Beam from anything with decent special Attack, which is nothing short of cool. Besides, it also covers Ground, which is nice as well. Cool moves are basically Ice Beam and HP Ice. (HP will be explained later)*Fine, Flygon is Ground/Dragon, but it's 4x weak to ice ANYWAY so I win*

=====

POISON

=====

PHYSICAL

---EFFECTIVE AGAINST: GRASS

--NOT VERY EFFECTIVE AGAINST: POISON, GROUND, ROCK, GHOST

---NO DAMAGE AGAINST: STEEL

--WEAK AGAINST: GROUND, PSYCHIC

---RESISTANT AGAINST: GRASS, FIGHTING, BUG, POISON

--TAKES NO DAMAGE FROM: --

--SPECIAL NOTES: Cannot be poisoned. This doesn't mean it doesn't take damage from poison attacks, just that Poison-types can't get the poison condition.

Rather crappy type to attack with, considering it only covers grass, but poison is still a cool type due to the low amount of weaks, good coverage of resistances including FIGHTING, and cool selection of Pokemon and moves. Weezing and Muk are both darned evil, and Sludge Bomb and Toxic are prime poison moves which are widely used.

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PSYCHIC

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SPECIAL

---EFFECTIVE AGAINST: FIGHTING, POISON

--NOT VERY EFFECTIVE AGAINST: PSYCHIC, STEEL

---NO DAMAGE AGAINST: DARK

--WEAK AGAINST: DARK, GHOST, BUG

---RESISTANT AGAINST: FIGHTING, PSYCHIC

--TAKES NO DAMAGE FROM: --

Used to be the dominant type back in RBY, but less popular now. Psychic-types are still cool, because Dark weak is pretty hard to exploit, and bug attacks/ghost attacks are fairly predictable. Super-effectiveness against Fighting and Poison (Weezing, basically) is nice too. Cool moves are basically...Psychic.

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FLYING

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PHYSICAL

---EFFECTIVE AGAINST: GRASS, BUG, FIGHTING

--NOT VERY EFFECTIVE AGAINST: ELECTRIC, ROCK, STEEL

---NO DAMAGE AGAINST: --

--WEAK AGAINST: ELECTRIC, ICE, ROCK
---RESISTANT AGAINST: GRASS, FIGHTING, BUG
--TAKES NO DAMAGE FROM: GROUND

Ground immunity is plain cool. Good to take care of Heracrosses and Brelooms. Drill Peck and Aerial Ace are among the better flying moves. Of course, there's

<<((((((((-----o.0!!! o.0!! AEROBLAST!! 0.o!! 0.o!!-----))(*^(#!

Which remains coolest move to exist, but is unfortunately only learnt by a uber and a painting thingie which isn't too good to attack with.

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BUG

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PHYSICAL

---EFFECTIVE AGAINST: DARK, PSYCHIC, GRASS
--NOT VERY EFFECTIVE AGAINST: FIRE, FIGHTING, POISON, FLYING, GHOST, STEEL
---NO DAMAGE AGAINST: --

--WEAK AGAINST: FIRE, FLYING, ROCK
---RESISTANT AGAINST: GRASS, FIGHTING, GROUND
--TAKES NO DAMAGE FROM: --

Bug's a pretty OK type, considering it covers a unique combination of types, but falls short by being resisted by 6 types. Bug Pokemon are also OK-ish, with Heracross being outstanding of course. Cool moves are Megahorn and Silver Wind.

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DRAGON

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SPECIAL

---EFFECTIVE AGAINST: DRAGON
--NOT VERY EFFECTIVE AGAINST: STEEL
---NO DAMAGE AGAINST: --

--WEAK AGAINST: ICE, DRAGON
---RESISTANT AGAINST: FIRE, GRASS, WATER, ELECTRIC
--TAKES NO DAMAGE FROM: --

While Dragon moves don't cover much, they also don't get resisted by much. Unfortunately, the only Dragon moves worth using are Dragon Claw and Dragonbreath. Dragon-types are cool, resisting a bunch of elemental types, but dies to ever-present Ice Beams.

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DARK

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SPECIAL

---EFFECTIVE AGAINST: PSYCHIC, GHOST

--NOT VERY EFFECTIVE AGAINST: FIGHTING, DARK, STEEL
---NO DAMAGE AGAINST: --

--WEAK AGAINST: FIGHTING, BUG
---RESISTANT TO: GHOST, DARK
--TAKES NO DAMAGE FROM: PSYCHIC

While the Psychic immunity is cool, Dark doesn't really have much going for it. For one, it covers a pretty pathetic selection of tpyes. Also, the dark movepool consists of one move: Crunch. You COULD use HP Dark, Faint Attack, or Bite, but they won't be very useful.

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GHOST

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PHYSICAL (WOULD YOU READ? GHOST IS physical, NOT SPECIAL!!!)

---EFFECTIVE AGAINST: GHOST, PSYCHIC
--NOT VERY EFFECTIVE AGAINST: DARK, STEEL
---NO DAMAGE AGAINST: NORMAL

--WEAK AGAINST: GHOST, DARK
---RESISTANT TO: POISON, BUG
--TAKES NO DAMAGE FROM: NORMAL, FIGHTING

Double immunity is sexy, but it can't touch normals, which kinda sucks. I suppose the Poison resistance can be exploited pretty well, but Shadow Ball and to a very little extent, Night Shade, plus HP Ghost are pretty much the only usable ghost attacks. At least there are a bunch of cool ghost Pokemon.

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STEEL

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PHYSICAL

---EFFECTIVE AGAINST: ROCK, ICE
--NOT VERY EFFECTIVE AGAINST: FIRE, WATER, ELECTRIC, STEEL
---NO DAMAGE AGAINST: --

--WEAK AGAINST: FIGHTING, FIRE, GROUND
---RESISTANT TO: NORMAL, GRASS, ICE, FLYING, PSYCHIC, BUG, ROCK (getting a bit long?), GHOST, DRAGON, (wtf lol)DARK, STEEL
--TAKES NO DAMAGE FROM: POISON

--SPECIAL NOTES: Cannot be poisoned.

That's a grand total of 10 resistances and a handy immunity. Explains why Steel-types are pretty dominant. However, it sucks to be weak against both Fighting AND Ground. The steel-attacks are not very wide-covering, but Meteor Mash (Iron Tail, to a small extent) are still widely used, because the users (Metagross and Tauros) attack at a mindlessly irresponsible rate, and Meta's STAB makes MM a very very powerful attack. Tauros Iron Tail simply rapes Aerodactyl.

END BORING LIST.

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There, don't you love me? I just finished the typing chart.

[STAB]

Now, to finish this off, I need to touch on STAB.

Same
Type
Attack
Bonus

Which means if the move you used is the same type as the Pokemon, the attack is 1.5x as powerful. Which is to say, a Flamethrower from Charizard will get STAB, a Drill Peck from Dodrio will get STAB, and a Shadow Ball from Banette will get STAB. Keep in mind that 1.5x is a LOT, which is why STAB is a pretty big thing to learn. Every type gets STAB, even Normal types. Remember that.

Just to make it clearer:

Flamethrower's base power is 90.
If Charizard uses Flamethrower, base power becomes $90 \times 1.5 = 135$. Significant.

Great, I finished.
Now excuse me while I grab a nice 20 hours of sleep.

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\\ [CBG5B] |
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----> 5-B: NATURES <----

zzZZzzZZ...oh hi.

When we say natures (or, personality, traits, whatever), we mean that little "Brave", or "Modest", or "Timid", or "pimp". While it's pretty sad that pimp is not a nature, we as cool trainers need to put that aside and learn about natures because they play a major part in competitive battling. You see, in-game, it didn't really matter a crap unless you were into contests, but you might want to know that what natures do is they will raise a particular stat by 10%, while dropping another stat by 10%.

For example, MODEST is a nature that raises SPECIAL ATTACK by 10%, while dropping ATTACK. This will be good on a Pokemon that doesn't require any attack, but instead uses special attacks. For example, Vaporeon.

The difference natures make is great. Let's take a Vaporeon, with perfect IV and no EVs. Firstly, let's look at it's stats, when it has a HARDY nature, which is neutral and does nothing to stats.

HP: 401
ATT: 166
DEF: 156
SPEED: 166

S.ATT: 256
S.DEF: 226

Now, let's see a similar Vaporeon, with a MODEST nature.

HP: 401
ATT: 149 (-)
DEF: 156
SPEED: 166
S.ATT: 281 (+)
S.DEF: 226

Major difference. By sacrificing a stat that you DON'T NEED, you can up a stat that you need, and make your Pokemon more powerful. This is one way to customize your Pokemon to specific tasks.

Now, let's bring the pain back as I bring on the list of Natures and what they do.

THE OTHER BORING LIST.

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----> NEUTRAL NATURES: Natures that don't modify any stats
HARDY, DOCILE, SERIOUS, QUIRKY, BASHFUL

These natures are not recommended, because it's to your advantage to up a stat by 10% while customizing the Pokemon to not make use of the stat that you sacrifice.

----> SPEED BOOSTERS: Natures that raise speed
TIMID (+ speed, - attack)
JOLLY (+ speed, - special attack)
HASTY (+ speed, - defense)
NAIVE (+ speed, - special defense)

Generally, only Timid and Jolly are used. Obviously, Timid for Pokemon like Jolteon and Alakazam who need to be fast, but don't need attack. Jolly for Pokemon like Dugtrio and Tauros, who needs speed, but doesn't need special attack.

----> ATTACK BOOSTERS: Natures that raise attack
LONELY (+ attack, - defense)
ADAMANT (+ attack, - special attack)
BRAVE (+ attack, - speed)
NAUGHTY (+ attack, - special defense)

Adamant is used on individuals like Charizard and Tyranitar, who need to do a lot of physical attacking work, but no special attacking, and at the same time aren't fast enough to make use of Jolly. Brave is for mixed attackers, who doesn't need speed, like Ampharos. Lonely and Naughty are pretty rare.

----> SPECIAL ATTACK BOOSTERS: Natures that boost SA

MODEST (+ special attack, - attack)
MILD (+ special attack, - defense)
QUIET (+ special attack, - speed)
RASH (+ special attack, - special defense)

Generally, only modest is used, on special sweepers who aren't fast enough, or doesn't need that much speed, like Milotic and Vaporeon.

----> DEFENSE BOOSTERS: Natures that boost defense
RELAXED (+ defense, - speed)
BOLD (+ defense, - attack)
IMPISH (+ defense, - special attack)
LAX (+ defense, - special defense)

Relaxed is used for defensive Pokemon (tanks), that are darned slow already and could do hell with that speed, like Snorlax and Weezing. Bold is for tanks who don't need to attack, like Suicune, and Impish for the opposite of Bold, like Skarmory. Lax isn't really used.

----> SPECIAL DEFENSE BOOSTERS: Natures that boost SD
CALM (+ special defense, - attack)
CAREFUL (+ special defense, - special attack)
GENTLE (+ special defense, - defense)
SASSY (+ special defense, - speed)

All are used except Gentle. Calm for Pogeys like Suicune, Careful for certain Snorlaxes, and Sassy also works for Snorlax, as well as thingies like Regice and Skarmory.

----> FERTILITY BOOSTERS: Nature that raises egg yield
PIMP (+ fertility, - nothing)

All Dittos are PIMP natured.

(Actually, if you couldn't figure it out, Dittos aren't PIMP natured even though they should be, so don't send your Ditto in an attempt to mesmerize your opponent's Pokemon because it will likely fail)

END OF OTHER BORING LIST. PHEW. YOU MUST H8 ME NOW.

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\\ [CBG5C] |
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----> 5-C: STATS <----

Every Pokemon has stats, you see. The most basic ones are the ones which are clearly shown, like HP and ATT. But what do they do?

HP: Hit-points. These determine just how much punishment you can take. On the pretext that defenses are equal, the Pokemon with the higher HP will be able to take more hits.

ATT: Attack. This determines how much damage you can inflict when you use physical moves. So, a Machop will do much more damage using Cross Chop than using Fire Blast, because Machop has a large amount of attack.

DEF: Defense. Determines how well you take physical hits. Higher defense means you take less damage from physical hits.

SPD: Speed. Determines who goes first. While this may seem pointless, remember that speed is a KEY factor in competitive battling, and attacking first always yields advantage.

SA: Special attack. Determines how much pain you can dish out when using special moves.

SD: Special defense. Determines how well you take special hits.

Of course, these are basic, but there are several key stats which are, in fact, hidden in-game. Of course, both NB and RSBot allows you to customize these stats just like you can customize Natures, so you can further specialize your Pokemon in different roles.

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##### [5C1X]
}}}}}}}}}}}}}}}}}}}}}}}}}}>5-C-1: IVs (INDIVIDUAL VALUES)
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All Pokemon have IVs. IVs, are like genes. They determine your Pokemon's stats. IVs can range from the lowest 0 to the highest 31. The higher your IVs are in a particular stat, the higher that stat will be. However, IVs are hidden in-game, and it's tough to find them unless you go through specific measures. However, in competitive battling, IVs are ALWAYS preset at 31, which means your Pokemon will always have their highest non-EV boosted stats. Let's finish with an example to make it clear. Let's use Vaporeon again.

Here I have a Vaporeon, which I set the HP IV to be 31. It's HP is: 401.
Here I have another, which I set the HP IV to be 17. It's HP is: 387.
Here I have another, which I set the HP IV to be 0. It's HP is: 370.

Because ALL stats are set at IV 31, it doesn't make sense to change it because you want as high the stats as possible (unless you are a very weird man). There is no drawback to setting all IVs to 31, and it's default anyway. However, when you need Hidden Power to come in play, you will need to change your IVs a little. I'll hit that later.

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##### [5C2X]
}}}}}}}}}}}}}}}}}}}}}}}}}}>5-C-2: EVs (EFFORT VALUES)
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If you are familiar with EV training in-game, you can skip this section. Basically, EVs are a sort of addition to the stat system. Each Pokemon has a maximum of 510 EVs, which can be split into each stat to give bonuses to the stats.

Each stat can have a maximum of 255 EVs invested. The idea is that 4 EVs = 1 stat point, so by giving 255 EVs to a stat, you effectively add 63 points to that stat. However, to maximise EV usage, you should always only put a maximum of 252 EVs into a stat, because 252 and 255 EVs all give the max, and you want to conserve EVs.

Another rule of thumb is to make sure all your EVs are even numbers. The smallest amount of EVs that will bring it up a point is always an even number,

so try to have even numbers in each spread of EVs.

Do you see where this is going? By utilising EVs, you can FURTHER customize your Pokemon! Let's take Tauros as an example. Tauros does NOT need special attack, special defense, nor defense because it was meant to be a fast sweeper. Therefore, we will put 252 EVs in ATT, 252 EVs in SPD, and the remaining 6 EVs into HP. Thus, Tauros is now a specialized Fast Psysical Sweeper!

Let's do the example thing again.

Tauros with perfect IVs, Jolly nature, and no EVs:

HP: 291
ATT: 236
DEF: 226
SPD: 281
SA: 104
SD: 176

Tauros with perfect IVs, Jolly nature, and 252 EVs in attack and speed, 6 in HP.

HP: 292
ATT: 299
DEF: 226
SPD: 350
SA: 104
SD: 176

Just look at that speed and attack boost by focusing EVs into attack and speed.

This will open up a field which will likely take you a long time to get the hang of: EV spreading. While basic spreads like 252/252/6 and 252/129/129 work, there are usually better spreads that make the best out of each Pokemon's strengths, while covering it's weaknesses and allowing it to take on opposition it will normally die to. The concept is impossible to put into a guide, so that's an aspect you'll have to use experience for: As you play more, you will get the hang of it!

Take note that Netbattle has EVs set as 85 per stat as the default, so please take some time to customize it to make your Pokemon more powerful.

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##### [5C3X]
}}}}}}}}}}}}>5-C-3: Hidden Power
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Throughout movesets, and my guide, and poketalk, you'll hear "HP Ice", "HP Rock", "HP ghost", and other stuff like that. Do not mistaken HP for Hit-points: HP in this case means HIDDEN POWER. A major part of competitive battling.

You see, HP is normally useless in-game. Why? Because HP has a random base power, and a random element. Well, not random, but it depends on IVs, which ARE random, in-game, so using Hidden power is a pointless gamble.

But Netbattle/RSBot allows you to customize IVs, which is to say, -You have control over what type and how powerful your HP is.

While it's obvious you want the power to be the maximum (70), it's not as easy to decide what element you want it. Most of the time, you want it to cover a weakness, or kill some other type of Pokemon you can't kill. For example, Charizard may use HP Grass, as Grass covers both Water and Rock, it's main weaknesses.

So HP in competitive battling is basically a base-70 move with an element of your choice. Not bad, heh.

The point is you can just select from a drop-down list what HP element you want (or in RSBot, input it), but the program's new IV deployment may not be ideal. The most prominent examples are HP Flying, HP Ghost, and HP Ice.

HP Flying: When you select HP Flying, Netbattle automatically rearranges your IVs to 31/31/31/30/30/30, which means your speed is one point less than the max. However, 30,30,30,31,30,30 is ALSO HP Flying, but it doesn't sacrifice speed. This is useful for situations when your Pokemon NEEDS to be fast, like Aerodactyl.

HP Ghost: When you select HP Ghost, you get 31/31/30/31/31/30. Good, that's what we want.

HP Ice: When you select HP Ice (common on Jolteon), you get 31/31/31/30/31/31. That means 1 point less in speed, which allows Aerodactyl to pwn you. Not good. Instead, use 30,31,30,31,31,31, which is still HP Ice, but allows max speed.

That's about it huh.

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##### [5C4X]
}}}}}}}}}}}}}}}>5-C-4: BASE STATS
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There's another system you would need to know, one less hidden, but equally important nonetheless, and that is base stats.

You know, some Pokemon are made to do certain things. Their base stat says so. For example, Alakazam simply can NOT attack physically, and the opposite can be said for Rhydon. That's because their base stats say so.

Every species of Pokemon has a set of base stats, and these determine just how high a stat would go. For example, Alakazam's base stats:

```
HP: 55
ATT: 50
DEF: 45
SPD: 120
SA: 135
SD: 85
```

Notice the absurdly high base for speed and special attack. This means that you can pump EVERYTHING to boost Alakazam's attack, but it'll still suck compared to it's SA because Alakazam's attack just sucks. There is no way you can change it, just like there is no way to change the fact that Snorlax is plain slow.

Alakazam, lvl100, with max IVs, ADAMANT (+ att, - SA), and max attack EVs:

```
Att: 218
SA: 275
```

See, even with you putting EVERYTHING into attack, it's SA still outshines attack by a large chunk.

Now let's see a special oriented zam.

Lvl100, max IVs, MILD (+ SA, - def so attack is not lowered), max SA EVs.

Att: 136

SA: 405

Sorry, Alakazam will ALWAYS be a special sweeper.

It's important to understand that base stats play a part in determining what roles Pokemon play. You might like to see Alakazam using Slash, but that won't cut it. So, your decisions for Pokemon will always depend on a Pokemon's base stats.

So, for a overview of what we learnt in this section:

IVs are individual values, they determine how high your stats go. They range from 0 to 31, but since Netbattle/RSBot always has them set at 31, you shouldn't care.

EVs are effort values. You can spread them between the stats. You should always invest EVs in a set the Pokemon needs, and invest wisely.

Hidden Power has base power and type dependant on your IVs. In competitive battling, you can just select the type, but there are certain IV combinations that work better.

And lastly, every species of Pokemon has a set of base stats, which determine how high it's stats can go. You should decide on which Pokemon to use for what purpose based on the base stats.

Phew, aren't we quick.

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                                     \   [CBG5D]   |
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----> 5-D: ITEMS <----

The next dimension of competitive battling would be the attached item. You have a choice of letting your Pokemon hold an item, and the item will benefit it in some way or another.

The rule of thumb is, when in doubt of what item to use, use Leftovers. Lefties NEVER hurt, because it heals 1/16 of your max HP every turn. Of course, that is unless you use it on a Shedinja or a EndRevver, in which case you should be shot for idiocy.

The second rule of thumb is, stay away from type specific boosters, like Charcoal, Miracle Seed, Mystic Water, Magnet, and whatever. Why? The boost is TOO insignificant (10% is very little when you factor in STAB), and you will almost always be better off using Leftovers or a berry. There are exceptions, but generally, stay away from them.

And now, don't you think it's time for another boring list? My, aren't we bitter.

THE OTHER OTHER BORING LIST.

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Here I plan to be a nice guy and run through all the USABLE held items.
Usable, which means it has a purpose, and therefore random BS like Figy Berry
and such does NOT get included.

HEALING ITEMS

*LEFTOVERS

Effect: Heals 1/16 of your max HP after every turn. This essentially means
that you don't take any damage from Sandstorm. Healing after every turn is
always cool, and that's why this item is nice on tanks like Blissey.

*SHELL BELL

Effect: Heals 1/8 of your max HP every time you attack. Inferior to leftovers,
simply because lefties heals every single turn, attack or not. Shell Bell
however, heals for each attack you do, so if you do an attack that hurts
both opponents in a 2v2, Shell Bell will heal twice, making it nice.

MODIFIER ITEMS

*BRIGHTPOWDER

Effect: When attached, your Pokemon's evasiveness rises slightly, which means
you may dodge certain attacks. Highly unreliable, not recommended. I believe
the percentage is 10% or so, but I can't be sure.

*CHOICE BAND

Effect: When attached, your Pokemon's ATTACK stat will be raised by 1.5 times.
However, the first move you choose will be locked, and you can only use that
move until you switch out. This item is great for certain out-and-out physical
sweepers like Aerodactyl, Tauros, and Medicham, simply because they gain
incredible attack, and can use their array of STABed moves to deal lots of
OHKOs.

*FOCUS BAND

Effect: When attached, your Pokemon has a 12% chance of surviving an otherwise
fatal attack: Instead of fainting, your Pokemon will be left at 1hp. It's
basically an unreliable endure.

*KING'S ROCK

Effect: When attached, attacks that don't have side effects will have a 12%
chance of causing the opponent to flinch. This means attacks like Return and
Surf, and NOT attacks like Psychic and Headbutt (which cause SD down and flinch
respectively).

*LAX INCENSE

Effect: Same as Brightpowder, except it only has a 5% evasion rate.

*QUICK CLAW

Effect: When attached, your Pokemon has a slight chance that it will attack
first, regardless of speed.

*SCOPE LENS

Effect: When attached, your Pokemon has an increased rate of getting Critical Hits.

*SEA INCENSE

Effect: When attached, your Pokemon's Water-type moves have their power increased by 5%. whoamg, strong freak dai.

POKEMON-SPECIFIC

I'll include everything, pointless or not, here

*DEEPSEASCALE

Effect: When attached to CLAMPERL, it doubles Clamperl's special defense.

*DEEPSEATOOTH

Effect: When attached to CLAMPERL, it doubles Clamperl's special attack. This means Clamperl gets 542 unboosted SA, which is cool if not for the speed.

*LIGHT BALL

Effect: When attached to PIKACHU, Pikachu's special attack is doubled. That means 436 max SA, mind you.

*LUCKY PUNCH

Effect: When attached to CHANSEY, it gets a high critical hit rate. WTF. POINTLESS/10, why did I include this crap.

*METAL POWDER

Effect: When attached to DITTO, Defense and special defense is raised 1.5x. Mind you, it still sucks, and no one uses Ditto outside of pimp-related business.

*SOUL DEW

Effect: When attached to LATIAS or LATIOS, Special Attack and Special Defense is raised 1.5x. That gives Latios 538 or so SA to start with, and that means a bloody monster. Banned in tournament play for being overpowered.

*STICK

Effect: Raises FARFETCH'D critical hit rate. Wow, amazingness.

*THICK CLUB

Effect: Doubles the Attack of CUBONE and MAROWAK. Effectively giving them a TON of attack. AA mentioned an attack-rollover glitch regarding Swords Dance and Thick Club: I remember something along those lines that Marowak's attack becomes so massive it's attack goes over the top and gets reset to 1 instead. I'm not sure if it still exists now, or if it works differently.

STATUS BERRIES

LUM BERRY

Effect: If a status condition is inflicted on the Pokemon it is attached to, it will instantly cure that condition, and disappear (one-use). This is used on certain DD sweepers and others that would get screwed by status.

CHESTO BERRY

Effect: If the Pokemon this is attached to is made to fall asleep, it will

wake up instantly, and this berry will disappear. Used in conjunction with Rest for an instant full heal.

WHITE HERB

Effect: It's not a berry, but it's used. Basically, it prevents stats from dropping. So, if you use OVERHEAT, SUPERPOWER, or PSYCHO BOOST, which will normally drop your stats like mad, White Herb will prevent that stat from dropping, ONCE. If you used the attack again, White Herb won't save you.

The rest of the status berries are simply not used competitively, or is extremely extremely rarely seen. So I won't include them.

STAT BOOSTERS

SALAC BERRY

Effect: When the attached Pokemon's health reaches 25%, Salac will activate and boost the SPEED of the Pokemon by 1 level. This is a very useful berry, especially for SubRevvvers because the Salac kick will also come with max Reversal power.

LIECHI BERRY

Effect: See above, except ATTACK is boosted. Used on physical sweepers, like perhaps Metagross.

PETAYA BERRY

Effect: See above, except SA is boosted. Sceptile likes this.

STARF BERRY

Effect: When health is at 25%, it will boost a RANDOM stat by 2 levels. Always fun to play with, which is why I included it.

The rest are generally unused. Ganlon = Defense, Apicot = Special Defense. Lansat = Critical hit rate.

TYPE-SPECIFIC

As I said, stay away. But for sake of information.

Sharp Beak : FLYING
Silk Scarf: NORMAL
Mystic Water: WATER
Charcoal: FIRE
Blackglasses: DARK
Metal Coat: STEEL
Dragon Fang: DRAGON
Miracle Seed: GRASS
Nevermeltice: ICE
Silver Powder: BUG
Spell Tag: GHOST
Hard Stone: ROCK
Soft Sand: GROUND

Magnet: ELECTRIC
Twistedspoon: PSYCHIC
Black Belt: FIGHTING
Poison Barb: POISON

All of these boost said type moves by 10%.

END OF OTHER OTHER BORING LIST.

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\ [CBG5E] |
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----> 5-E: ABILITIES <----

And finally, to finish off the course on the basics which should get you started on competitive battling, let's look at each Pokemon's abilities. Abilities are ALSO a very important part of the metagame. You need to learn each Pokemon's abilities, and learn how to either exploit it, or to get around it. Some abilities are pointless, but some can really get your goat.

While I am tempted to torture you with the other other other boring list, it would be rather pointless, as you can easily see the ability of your own Pokemon when you create them and such. You need to spend time to remember what each Pokemon has: Don't waste turns trying to Toxic Zangoose, don't try to Roar Exploud, and don't use Water moves on Vaporeon. You'll be surprised how big a part abilities play in battling. I will only take time to highlight several key abilities which you either see often, or need to take special note of.

Absorption: Volt Absorb, Water Absorb, Flash Fire

When you use Electric (volt absorb), Water (water absorb), or Fire (flash fire) moves on a Pokemon that has the trait,

For Volt Absorb and Water Absorb, the attack will do no damage, and instead HEAL the Pokemon whatever amount of damage you should have done.

For Flash Fire, once the attack connects, Flash Fire will activate, rendering the Pokemon immune to all fire moves, and it's own fire moves are powered up 1.5x.

Remember the absorptions don't offer protection from status moves. Jolteon can get Thunder Waved for example. However, from what I heard from AA, Flash Fire offers protection from WoW.

Remember NOT to use those attacks against Pokemon with those abilities, or you will find yourself at a significant disadvantage.

Pokemon with the abilities:

Volt absorb: Jolteon, Chinchou, Lanturn

Water absorb: Poliwhag family(including toed), Lapras, Vaporeon, Mantine,
Wooper family

Flash Fire: Vulpix family, Growlithe family, Ponyta family, Houndoom, Flareon

#####

Weather effects: Drought, Drizzle, Sand Stream

When Pokemon with these abilities are sent out into a battle, a weather condition is automatically activated for the rest of the battle, unless another weather effect comes in. Drought = automatic Sunny Day. Drizzle = automatic Rain Dance. SandStream = automatic Sandstorm.

This can be taken advantage of. Basing a team around Groudon's infinite Sunny Day, you can build a team of Sunnybeamers, except they can attack right off the bat, as well as Chlorophyll Pokemon, which gets doubled speed in Sunlight.

Basing a team around Kyogre's Drizzle, you can build a team of Thunderdancers, except Thunder gets perfect accuracy right away. Also, Pokemon with "Swift Swim" will get doubled speed.

Basing a team around Tyranitar's Sand Stream, you can build a team which are immune to Sandstorm (or better still, benefits from Sandstorm, like Cacturne) , and therefore, keep the opponent under constant damage while you laugh at point at them.

Only Groudon has Drought, only Kyogre has Drizzle, and Tyanitar Sand Stream.

Note that if it's Kyogre VS Groudon or the like, the Pokemon who gets sent out last will have it's effect. If both are sent out the same turn, the Pokemon with the slower speed will have it's effect.

#####

Immunity: Levitate, Immunity, Water Veil, Magma Armor, Oblivious, Insomnia,
Vital Spirit, Soundproof, Own Tempo, Limber, Inner Focus, Hyper Cutter
, Clear Body, Wonder Guard

All the above abilities grant immunity to some sort of effect. I might have missed a couple, but.

Levitate: Immune to GROUND attacks.
Immunity: Cannot get POISONED.
Water Veil: Cannot be BURNT.
Magma Armor: Cannot be FROZEN.
Oblivious: Cannot be ATTRACTED.
Insomnia , Vital Spirit: Cannot be put to SLEEP.
Soundproof: Immune to Sound moves, which are:
 -Grasswhistle
 -Growl
 -Heal Bell
 -Hyper Voice
 -Metal Sound
 -Perish Song
 -Roar
 -Screech
 -Sing
 -Snore
 -Supersonic
 -Uproar
Own Tempo: Cannot be CONFUSED.
Limer: Cannot be PARALYZED.

Inner Focus: Cannot FLINCH.

Hyper Cutter: ATTACK cannot be lowered.

Clear Body: Immune to all stat-dropping moves, eg. Screech.

Wonder Guard: Immune to all attacks that are not SUPER-EFFECTIVE.

#####

Trapping: Arena Trap, Shadow Tag, Magnet Pull

Arena Trap: Prevents opponent from switching, unless opponent is FLYING type or has LEVITATE. Highly useful for trapping weak targets and finishing them off.

Pokemon: Diglett family, Trapinch.

Shadow Tag: Prevents opponent from switching, period. This is the main reason why Wynaut and Wobuffet are banned. You can trap them, Encore their attack, and counter/coat them to death. Cheap.

Pokemon: Wynaut, Wobuffet.

Magnet Pull: Prevents STEEL Pokemon from switching. This means Mangeton is Skarmory/Forretress/Scizor's worst nightmare, because it will completely disable them from switching, before firing home that STABed Thunderbolt for Skarm, and HP Fire for Forry and Scizor.

Pokemon: Magnemite family, Nosepass (wtf).

#####

Stat modification: Blaze, Torrent, Overgrow, Guts, Pure Power, Huge Power, Swarm, Marvel Scale, Intimidate, Hustle, Plus/Minus, Speed Boost, Chlorophyll, Swift Swim

All these modify stats in one way or another, in specific conditions.

Blaze/Torrent/Overgrow: When health reaches 1/3, the Pokemon's Fire/Water/Grass (respectively) moves will be powered up 1.5x. Only the starters have these abilities (fire type = blaze, etc)

Guts: When Pokemon has a status condition, ATTACK is 1.5x. *Take note that The latest version of Netbattle fixes it so that Guts also negates the attack-reducing effect of burn. Therefore WoWing a guts poge is the last thing you want to do. I once forgot that, WoWed a Machamp, and it almost KOed my Weezing. Machamp beating a Weezing. Unthinkable. Don't make the same mistake. Thanks to AA for this.*

Pure Power/Huge Power: When Pokemon is in battle, ATTACK doubles. This means Medicham gets 400+ unboosted attack.

Swarm: When health reaches 1/3, the Pokemon's BUG moves are powered 1.5x.

Marvel Scale: When Pokemon has a status condition, DEFENSE is 1.5x.

Intimidate: When Pokemon is sent out, opponent is intimidated and has attack lowered by one stage.

Hustle: When in battle, attack is 1.5x, but accuracy drops by 20%. This makes Choice Band Delibird slightly more powerful then CBAerodactyl.

Plus/Minus: When your partner has Minus/Plus, something gets boosted. I don't care what, for this means you need to have both Plusle and Minun

as 2v2 teammates, and that means suicide anyway.

Speed Boost: At the end of every turn, the Pokemon's speed gets raised 1 level.

Chlorophyll/Swift Swim: In Sunny day/Rain (respectively), Pokemon's speed doubles.

#####

Sexyness: Serene Grace, Trace, Pressure

Pure sexy traits. Nothing special, just that they kick an unusually large amount of ass.

Serene Grace: The chances of special effects occuring are doubled. In a nutshell, this means Ancientpower now has a 20% boost rate, Rock Smash has a 100% defense lower rate, Water Pulse has a 40% chance of causing confusion, and Headbutt has a !!!60% chance of causing flinch.

This is the kind of thing that makes opponents go WRF HAX j00 ****n00b WTF IS THAT U CHEATING **** ILL NEVER PLAY U AGAN

On a similar note:

End of turn #2
Smiley[n00bz0r]'s Tauros: 160 HP (Par)
Jero's Sharpedo: 120 HP

Begin Turn #3
Smiley[n00bz0r] withdrew Tauros!
Smiley[n00bz0r] sent out Dunsparce (Lv.100 Dunsparce)!

Sharpedo used Protect!
But it failed!

End of turn #3
Smiley[n00bz0r]'s Dunsparce: 400 HP
Jero's Sharpedo: 120 HP

Begin Turn #4
Jero withdrew Sharpedo!
Jero sent out Snorlax (Lv.100 Snorlax)!

Dunsparce used Substitute!
Dunsparce made a Substitute!

Dunsparce's Leftovers restored its HP a little!
End of turn #4
Smiley[n00bz0r]'s Dunsparce: 325 HP
Jero's Snorlax: 462 HP

Begin Turn #5
Dunsparce used Thunder Wave!
Snorlax is paralyzed! It may be unable to move!

Snorlax used Curse!
Snorlax's Attack rose!

Snorlax's Defense rose!

Snorlax's Speed fell!

Dunsparce's Leftovers restored its HP a little!

End of turn #5

Smiley[n00bz0r]'s Dunsparce: 350 HP

Jero's Snorlax: 462 HP (Par)

Begin Turn #6

Dunsparce used Ancientpower!

(44 damage)

Dunsparce's Attack rose!

Dunsparce's Defense rose!

Dunsparce's Speed rose!

Dunsparce's Special Attack rose!

Dunsparce's Special Defense rose!

Snorlax used Curse!

Snorlax's Attack rose!

Snorlax's Defense rose!

Snorlax's Speed fell!

Dunsparce's Leftovers restored its HP a little!

End of turn #6

Smiley[n00bz0r]'s Dunsparce: 375 HP

Jero's Snorlax: 418 HP (Par)

Smiley[n00bz0r]: kthxdai

Begin Turn #7

Dunsparce used Headbutt!

(76 damage)

Snorlax flinched!

Dunsparce's Leftovers restored its HP a little!

End of turn #7

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Snorlax: 342 HP (Par)

Begin Turn #8

Dunsparce used Headbutt!

(84 damage)

Snorlax used Curse!

Snorlax's Attack rose!

Snorlax's Defense rose!

Snorlax's Speed fell!

End of turn #8

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Snorlax: 258 HP (Par)

Begin Turn #9

Dunsparce used Headbutt!

(66 damage)

Snorlax flinched!

End of turn #9

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Snorlax: 192 HP (Par)

Begin Turn #10

Dunsparce used Headbutt!

(60 damage)

Snorlax flinched!

End of turn #10

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Snorlax: 132 HP (Par)

Begin Turn #11

Dunsparce used Headbutt!

(59 damage)

Snorlax flinched!

End of turn #11

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Snorlax: 73 HP (Par)

Begin Turn #12

Dunsparce used Headbutt!

(59 damage)

Snorlax flinched!

End of turn #12

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Snorlax: 14 HP (Par)

Begin Turn #13

Dunsparce used Ancientpower!

(14 damage)

Snorlax fainted!

Smiley[n00bz0r]: ROFLMAO

Jero sent out Electabuzz (Lv.100 Electabuzz)!

End of turn #13

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Electabuzz: 272 HP

Begin Turn #14

Electabuzz used Thunderbolt!

The Substitute took damage for Dunsparce!

Dunsparce's Substitute faded!

A critical hit!

Dunsparce used Headbutt!

(182 damage)

Electabuzz's Leftovers restored its HP a little!

End of turn #14

Smiley[n00bz0r]'s Dunsparce: 400 HP

Jero's Electabuzz: 107 HP

Begin Turn #15

Electabuzz used Thunderbolt!

(133 damage)

Dunsparce used Thunder Wave!
Electabuzz is paralyzed! It may be unable to move!

Dunsparce's Leftovers restored its HP a little!
Electabuzz's Leftovers restored its HP a little!
End of turn #15
Smiley[n00bz0r]'s Dunsparce: 292 HP
Jero's Electabuzz: 124 HP (Par)

Begin Turn #16
Dunsparce used Substitute!
Dunsparce made a Substitute!

Electabuzz is paralyzed! It can't move!

Dunsparce's Leftovers restored its HP a little!
Electabuzz's Leftovers restored its HP a little!
End of turn #16
Smiley[n00bz0r]'s Dunsparce: 217 HP
Jero's Electabuzz: 141 HP (Par)

Begin Turn #17
Dunsparce used Headbutt!
(141 damage)
Electabuzz fainted!
Jero sent out Magmar (Lv.100 Magmar)!

There can be no doubt that Dunsparce > you.

Trace: Copies the opponent's ability.

Imagine tracing Wonder Guard. Or a elemental absorb. Tracing Jolteon's volt absorb is FUN. Or tracing Dugtrio's arena trap :(

Pressure: When Pokemon with PRESSURE is attacked, the attacker loses 2PP off the attack instead of the usual 1. Stall to the max, another reason why Dusclops and Suicune are so hated. You even lose PP quicker then them.

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\ [CBG5F] |
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----> 5-F: STATUS AILMENTS <----

Throughout battling, you will most likely come in contact with these ailments. They mess with the opponent and always gives them some sort of handicap, which is why it is good to include several ways to induce these ailments. I will provide a run-through of these ailments, what they do, and how to cure/counter it.

-SLEEP

Effect: Your Pokemon becomes asleep. So long as it is asleep, it cannot attack. Exceptions to this are Snore and Sleep Talk. At the beginning of every turn of the Pokemon that is asleep, it may wake up. Chesto Berry will cure the Pokemon it is attached to of sleep instantly, but it is one-use. Common moves that induce sleep are Spore and Sleep Powder. Hypnosis is too inaccurate. Pokemon with the ability INSOMNIA or VITAL SPIRIT cannot be put to sleep.

-PARALYSIS

Effect: When your Pokemon is paralyzed, SPEED is reduced to 1/4 of the original and every turn that the paralyzed Pokemon tries to attack, there is a chance that it will be fully paralyzed and be unable to attack. A crippling condition indeed, with the speed penalty. Normally, people don't use a berry to specifically counter paralysis (Lum berry which cures all status will do). Moves that cause paralysis are Thunder Wave (95% of the time), and Glare. Body Slam also has a chance of causing paralysis. Pokemon with the ability LIMBER cannot be paralyzed.

-CONFUSION

Effect: When your Pokemon is confused, there is a chance that every time it tries to attack, it might attack itself instead. From what I believe, the amount of damage you inflict to yourself is based on your ATTACK stat. Moves that induce this are Confuse Ray, and to an extent, Water Pulse which has a chance of inducing confusion. Pokemon with OWN TEMPO cannot be confused.

-BURN

Effect: When your Pokemon is burnt, it will lose a bit of HP every turn (I believe it's 1/8). Also, your Pokemon's ATTACK stat is halved. This is DEADLY to physical sweepers just because. The only move that consistently causes Burn is Will-o-Wisp (WoW). Pokemon with WATER VEIL cannot be Burnt.

-FREEZE

Effect: When your Pokemon is frozen, it can't do a thing period. Every turn, it has a chance of being defrosted. Using Fire moves on a frozen Pokemon will of course defrost it. There is another way, which involves using Flame Wheel, but that's such a redundant move anyway. This status ailment can only come as a side effect from Ice attacks like Ice Beam and Blizzard - a chance thing. Pokemon with MAGMA ARMOR cannot be Frozen.

-POISON

Effect: When your Pokemon is poisoned, it loses 1/8th of it's HP every turn. Absolutely worthless, because you should be going for:

-SEVERE POISON

Effect: When your Pokemon is severely poisoned, it will lose HP like it was poisoned, but the amount of HP lost is DOUBLED every turn. If you don't cure this poison or switch it out, the damage per turn will accumulate to the extent where it will OHKO. Deadly, as this forces switches unless the opponent wants to die. Toxic is the most consistent way to deal this. Poison-type Pokemon, and Pokemon with the ability IMMUNITY cannot be poisoned.

-ATTRACT

Effect: When your Pokemon is attracted by the opponent, it will only attack 50% of the time. For this to work, your Pokemon's gender must be opposite of that of your opponent's Pokemon. Also worthless, because it is too unreliable (many Pokemon have no gender, or can only be female, etc etc). The move that causes this is uhh...Attract v_v. Pokemon with OBLIVIOUS, or Pokemon with no gender cannot be attracted.

-FLINCH

Effect: While not necessarily a status AILMENT, it's still an in-battle

thing. Basically, if the opponent attacks first and causes you to flinch, your Pokemon will not attack. Moves that induce this are Rock Slide, Headbutt, and Bite. Pokemon with INNER FOCUS cannot flinch.

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Until further request or notice, that should be all the basic knowledge you need to know your stuff about Pokemon. If you feel you need more, you can always read on for more advanced information.

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6) Advanced Information

\ [CBGAD] |
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Righto, it's not really advanced you know, but it isn't as basic as say, types. You should probably read this once you are able to memorize to some extent, the basics. Remember, knowing type advantages, item usage, nature advantages, and abilities are nearly as important as actual battling.

So, now, you've finished the basics, and you think you can start to get some more knowledge regarding how you should form your team before you start your competitive battling experience? Read on.

----->>>>>>>>>-----|> 6-A: Choice of Pokemon

[CBG6A]

Before you actually do anything at all, you need to confirm what Pokemon you want to use. While experienced battlers can create teams using certain "themes" like all-bug, all-water, or all-unevolved, it's not a good idea for a newbie to do so just because...you aren't ready. So, this section will attempt to help you select some good Pokemon for your first team.

Firstly, for a first-time battler, you should try to get powerful Pokemon. You can play with the Nosepasses and Delcatties when you get good, but right now, you need powerful Pokemon to give you a headstart. So, you need to choose the correct Pokemon for each role.

As a rule of thumb, you should have a good mix of sweepers, tanks, phazers, and perhaps clerics. Also, as a rule of team building, try not to build multiple Pokemon with the same weaknesses. For example, a team of Metagross/Tyranitar/Blaziken/Golem/Muk/Clefable wouldn't be balanced, because 5 out of 6 Pokemon are weak to Ground, a common type. So, keep this in mind. Now, the stuff.

STARTER

The starter is the Pokemon that you...start with. The Pokemon that comes out first when you start a battle. Now, choosing a starter is a pretty important decision, and I will highlight several common choices.

--Spiker. Starting with a spiker allows you to lay down a few layers of spikes, so that if the opponent switches Pokemon, he takes damage. This is a common

and reliable strategy. Good spikers are Forretress and Skarmory. Keep in mind that both forry and Skarm gets raped by Magneon, so watch out for it.

Forretress@Leftovers

Impish

-Spikes

-Earthquake

-Rapid Spin

-Counter/Explosion/Zap Cannon

Skarmory@Leftovers

Impish

-Spikes

-Roar

-Drill Peck

-Rest/Taunt

--Sweeper. Some people start with a damned powerful sweeper to get some KOs right off the bat. Usually a choicesweeper, like Aerodactyl, or a fast special sweep, like Jolteon, Starmie, and Gengar. I recommend newbies to try spiking first before starting with sweepers, simply because spiking is easier to pull off then making decisions about which moves to choose in an attempt to get quick KOs. Of course, starting sweepers, if used effectively, can be deadly. For example, my beloved ChoiceTauros regularly OHKOs popular starters, and gives me an instant edge. (Tauros is hard to use, but OHKOs Jolteon, Aero, Gengar, Alakazam, Starmie, and a bunch of others)

--Tank. Umbreon is a popular candidate for this, because it tanks damn well, and can absorb a few hits to do several things, including mean look and toxic, plus lots of other annoying stuff.

--Baton Passer. A dead tactic, but popular among newbies simply because BPing is "cool." Personally, the only forms of BPing worth using is either Meanpassing (Mean Look + Baton Pass to keep opponent trapped) or Wishpassing (Wish + BP for guaranteed healing). BPing stat uppers is tough because near every decent team uses a hazer/phazer, and your BPer will simply be rendered useless. A very popular albeit pointless choice is Ninjask, simply because it is darned fast, gets Swords Dance/Sub, and has speed boost. However, take note that Ninjask dies to a hit from anything. You *could* still pull it off against inexperienced players, though. Another candidate is Smeargle for obvious reasons, but sadly it doesn't get any stats to back it up. Not recommended.

Ninjask@Leftovers/Stat boost berry

Jolly, 252 SPD/bleh

-Swords Dance

-Substitute

-Baton Pass

-Silver Wind

Smeargle@Salac Berry

-Spore

-Belly Drum

-Baton Pass

-??? (Extremespeed lol)

Sweeper

Generally, every team needs a couple sweepers. Extremely specialized stall teams *could* have 6 stallers to stall you to death, but that's out of the point. I'll just point out several good sweeper choices here.

___PHYSICAL SWEEPERS___

***Salamence: Very popular and easy to use, being the sexy dragon thang he is. Generally, a Dragon Dancer. Sala has damned cool attack stat, and can top 400. Like all dragons, it dies to Ice, so don't leave it out against anything that you would expect Ice attacks from. Unboosted, this thing doesn't have stellar speed, so don't rely on it to outspeed stuff right off the bat. It has Intimidate, so you might consider sending this out against a fighter and Dragon Dancing on the switch. Recommended moveset:

Salamence@Lum Berry
Adamant, 252 ATT/112 SPD/144 SD
-Dragon Dance
-Earthquake
-Rock Slide
-Fire Blast

That set will allow you to outrun base speed 130 Pokemon (Jolteon, Aerodactyl etc) after 1 Dragon Dance. I chucked SD EVs because I have nothing better to do, and also because it could perhaps survive nonstabbed HP Ice from certain individuals. The rest is moot, DD up and sweep. Fire Blast despite Adamant is to deter Skarmory, which will just soak up all your boosted attacks and roar your DDs away otherwise.

***Aerodactyl: This is a very popular starter, because it is just so freakin fast (base 130, on par with Jolteon, and outruns just about everything non Ninjask/Electrode/Deoxys). Also, attach a Choice Band, and it gets 400+ attack running off 394 max speed, and a host of attacks to match. Rock Head ability means it can fire off Double Edges without recoil. So, in a nutshell, Aero is a speed demon, with a nutcase attack and a lethal selection of moves for loads of OHKOs. However, it can't take a hit for nuts, so beware of Pokemon that can take your hits. For example, Vaporeon, or even Tauros.

Aerodactyl@Choice Band
Jolly, 252 ATT/252 SPD/6 HP
(IVS 30,30,30,31,30,30)
-Rock Slide
-Earthquake
-Double-Edge
-HP Flying

This set will give you maximum speed (394), and a host of 4 CB moves to attack with. Remember that you outrun just about everything that matters, so you'll get the first hit in. If you don't kill with that hit however, you watchout.

***Tauros: Oh I love this baby. It's not as popular as say Aero or Salami, and

I wonder why. Base 110 speed, which is still a LOT to run off, CBed 400+ attack, Intimidate, and a STABed Return. 75/95/70 in the defenses means it can take hits (hits like 2 Rock Slides from CBAero, or a unboosted Psychic from Alakazam) too. Generally sexy, but as all CBers, beware burn. Remember intimidate and don't be afraid to send it out against physical sweeps (non-fighting, obviously).

Tauros@Choice Band
Jolly, 252 ATT/252 SPD/6 HP
-Return
-Earthquake
-Iron Tail
-HP Ghost

That set OHKOs a LOT of things. HP Ghost is for Starmie/Zam/Gengar, Return for random stuff, EQ for Jolty and other fires, and Iron Tail specifically to rape Aerodactyl.

***Breloom: Sheer power. Base 130 attack helps a fair lot, and so does Spore, and STABed Focus Punches. It even puts 30% pass Weezing, to give an idea of the amount of carnage it can dish out. Basically, just Spore, Sub, and Bash. Install HP Ghost to catch Zam/Sheddy/Gar, and your set.

Breloom@Leftovers
Jolly, 252 ATT/252 SPD/6 HP
-Spore
-Substitute
-Focus Punch
-HP Ghost

Spore, sub up, and let fly. HP Ghost is for Gengars who think they've got you.

***Medicham: Forget sheer power on Breloom. THIS is sheer power. Pure Power ability + CB = 720 or so attack to begin with, and add STABbed Brick Breaks. The only sad thing is that this can't take a hit for nuts, and it's slow. But then again, who cares when you've got 720 attack.

Medicham@Choice Band
(To your discretion, although I like max att/spd and Adamant)
-Brick Break
-Shadow Ball
-Focus Punch
-Rock Slide

Just kill stuff. CB Focus Punch works if you know how to time.

Medicham@Salac Berry
Jolly, 252 ATT/176 SPD/80 DEF
-Substitute
-Reversal
-Focus Punch
-Shadow Ball

That gives it 438 attack, enough speed to outrun base 130ers after Salac kick, and a HP that hits exactly 1 after 4 subs. Sexy if you can get it to work.

***Dugtrio: It gets Arena Trap, which is cool at trapping weak Pogeys to finish their helpless ass off. It's also VERY fast (base 120), and gets STABed Earthquake + sexy movepool. Burn screws it over as with all CBers, but especially duggy because it can't take a hit for NUTS (35/50/70 in defenses anyone). Just make sure you select Arena Trap, and duggy will do the dirty work well.

Dugtrio@Choice Band
Jolly, 252 ATT/252 SPD/6 HP
(IVS 30,30,30,31,30,30)
-Earthquake
-HP Flying
-Sludge Bomb
-Rock Slide

EQ to rape stuff, HP Fly is for Breloom, Sludge Bomb is for Ludicolo, and RS for flyers. The trapping is a massive help. 3HKO on Blissey if you can catch it doing Aroma/Softboil and get the first hit unopposed.

***Metagross: Irresponsibly high attack (135 base), heavy defenses, godly stats (nothing below 70), and a cool STAB in Meteor Mash. An equally killer movepool to match. Metagross is a great newbie choice like Salami because it's just so easy to use, and so deadly. Beware Earthquake because Meta gets RAPED by ground.

Metagross@Liechi Berry
Adamant, 252 ATT/88 SPD/72 HP/96 DEF
-Agility
-Meteor Mash
-Earthquake
-Explosion/Shadow Ball/Sludge Bomb/Psychic

One agility outruns base 130ers, then it's time to pwn with that rampant attack. This spread will survive an EQ from CBTaurus. The last move is up to you, Psychic is actually an option because Weezing will come out and ruin your fun, and you really need to get rid of Weezing for agiligross to work. It won't OHKO a standard Weezing, but it'll maul it enough.

Metagross@Choice Band
Adamant, 252 ATT/252 SPD/6 HP
-Earthquake
-Meteor Mash
-Rock Slide
-Explosion

Sheer power all over again.

***Gyarados: Gyarados is everywhere. Why? The tauntridos set is absolute rapage if you get it to work. Scarified base 125 attack, good speed, and nice defenses (especially SD). With Taunt, it effectively shuts out phazers, allowing it to set up a couple DDs to pwn with that STABed HP Fly. Another great newbie choice which you can't go wrong with.

Gyarados@Lum Berry
Jolly, 252 ATT/116 SPD/140 SD
(IVS 30,30,30,31,30,30)
-Dragon Dance

- Taunt
- HP Flying
- Earthquake

1 DD to outrun base 120ers, Taunt upon seeing anything that might phaze, and just sweep.

___SPECIAL SWEEPERS___

***Starmie: Something like a special CBer: Fast, high SA, and a myriad of special moves STABed or otherwise. Can't take hits, so you basically send it out against something you can blast, blast it, and shoot. I'm not a big Starmie user myself, so I'll leave the EV spreading up to you.

- Starmie@Leftovers
- Timid
- Surf
- Ice Beam
- Thunderbolt
- Recover/Psychic

Boltbeaming at an incredible speed is nice. Some prefer to stick Psychic in for STAB, but I like Recover myself simply because Recover is always nice.

***Alakazam: Another special CBer, on the more extreme end. Now it REALLY can't take ANY hit, but the speed is high, and the SA is stellar. STABed Psychic helps, and it learns the elemental punches (sadly, no Boltbeam).

- Alakazam@Lum Berry
- Timid, 252 SA/252 SPD/6 HP
- Psychic
- Fire Punch
- Thunderpunch/Recover/Encore/Calm Mind/HP Dark
- Ice Punch/Recover/Encore/Calm Mind/HP Dark

Lots of options. Psychic is self-explanatory, and I like Fire Punch for Skarm/Maggy/Forry coverage. The rest is moot. I would go with the punches myself, but Encore+Calm Mind is a viable Blissey option. You could Encore a softboil/aroma, CM to heck, and actually Psychic it to death. Recover can outrecover Bliss, but you'll lose in the long run so Encore+CM is more proactive.

***Magnetron: I included it because it RAPES SKARM TO HELL. And Forry. And Scizor if you ever meet that. Needless to say, it rapes 2 of the most common spikers, which is nice. And when I say rape, I mean rape. Magnet Pull keeps them in play with no escape, and standard Maggy always outruns standard Skarm/Forry. Skarm is dispatched with a STABed Thunderbolt running off that sick 120 base SA, and Forry/Scizor are OHKOed by HP Fire. It's steel typing can be used to counter Slaking if needed, as it can survive a normal Return, and proceed to Substitute/Protect stall it. The last slot would be a good status move, Toxic or Twave. Maggy is versatile: And a Skarm raper. Use it as such. Dugtrio rapes this however. If you can get a sub up, you can at least do something to Duggy :D

Magneton@Leftovers
Modest
-Thunderbolt
-HP Fire
-Substitute/Protect
-Toxic/Thunder Wave

***Gengar: Incredible. Grand total of 3 immunities (Normal/Fighting/Ground), and several handy resistances. It could either go the pure special sweeper route, which dies to Blissey, or it could go the McGar route, which rapes SkarmBliss. Fast too, and good SA.

Gengar@Leftovers
Timid/Modest
-Psychic
-Thunderbolt
-HP Fire/Ice
-Giga Drain/Explosion

Pure special set, with asplode as an option to end it all. As I said, dies to Bliss unless you pack in the asplode.

Gengar@Leftovers
-Substitute
-Focus Punch
-Thunderbolt
-Shadow Ball

An odd-looking set at first glance, but this is the famed McGar. Rips Skarm to shreds already, and does well to pin Blissey down.

***Vaporeon: What makes this so incredibly sexy is Water Absorb. That means it's an auto-Suicune pwner, unless you get spiked. 110 base SA, incredible base HP, and tankish SD. Give it max defense bold, and it'll soak up DDMence HP Flies like nothing. It can (p)haze too.

Vaporeon@Leftovers
Modest
-Surf
-Ice Beam
-Roar/Baton Pass/Haze
-Wish

Give it sufficient SA to OHKO the big dragons and fires. Roar is 1337, and you could wishpass as well.

***Jolteon: Fast. Fast. VERY Fast. Jolteon with base 130 speed tops at 394, and 394 is the magic number that DDers/Agiligross/Salac dudes try to outrun, because 394 is the fastest anything non-00ber/Ninjask/Trode. Base 110 SA is STILL there to make it a viable special sweeper. Sad defenses, but who cares when you outrun everything that matters :(Beware Dugtrio.

Jolteon@Leftovers/Petaya
Timid, 252 SPD/252 SA/6 HP

- Thunderbolt
- HP Ice
- Substitute
- Thunder Wave/Baton Pass

You could Twave hax, and the fast sub is useful for opening status people. BP is an escape route for Dugtrio: Never mind if you actually manage to pass a Sub.

***Raikou: Make sure legends are allowed before using. Raikou is deadly. FAST and high SA, and nothing below 75. It *could* use a little more HP to get 101 hp subs, but oh well. Basically, with this guy, just sub, CM a couple, and kill stuff.

- Raikou@Leftovers
- Timid/Modest
- Thunderbolt
- HP Ice
- Substitute
- Calm Mind

___MIXED___

***Swampert: Sexy Swampert. Not much to say, one weak with enough in the defenses to cover. Cool STAB in both ends, and nice stats overall.

- Swampert@Leftovers/Chesto Berry
- Curse
- Earthquake
- Surf/Ice Beam
- Rest

Curse up, sweep. Rest when necessary.

___IN-BETWEENIES___

***Snorlax: Whoah, beginner's paradise. 160 base HP, 110 Attack, and 130 SD. Curse to boost the weak defense, and there's rest to make it a monster.

- Snorlax@Leftovers
- Curse
- Rest
- Return/Body Slam
- Shadow Ball

Bleh. Tanks like a ****, and sweeps.

***Jumpluff: Infinitely cool as well. Fastest sleep powder in the game, and an

insanely annoying move pool. It's a cool subseeder, and it can sweep X(

Jumpluff@Leftovers
-Substitute/Toxic
-Leech Seed
-Sleep Powder
-HP Fly/Encore

Sleep Powder, sub, and seed. HP Fly is for some source of direct damage, but Encore is very annoying.

Jumpluff@Leftovers
-Substitute
-Sleep Powder
-Swords Dance
-HP Fly

Pwnage.

TANK/WALL/SPONGE/YOUGETTHEPOINT

It'll be stupid if I set a section for tanks, another for sponges, another for walls, and so on, so I'll just put everything defensive in here. Generally every team needs these as well, so mix and match the offense and defense. Keep in mind that this is a beginner's entry thing, so I'll only include what I think are easy to use. That means I'm lazy and can't be bothered to include Steelix and the like, so sue me.

___PHYSICAL TANKS___

***Skarmory: How can I not mention Skarmory. 140 (!!!) base defense, cool typing to give no physical weaks, normal resistance, poison/ground immunity, and only 2 special weaknesses (fire/electric) which you should know better than to let Skarm take them anyway. Dies to Magnetron, but whats Dugtrio for? It can spike, it can phaze. So easy to use. Just send it out when you expect a physical attack, lay down spikes or phaze whatever you need to phaze, and do whatever necessary. Don't keep it out against anything that you SUSPECT will have special moves. Keep in mind that most physical sweepers have some sort of Skarm counter, such as FB.

Skarmory@Leftovers
Impish
-Drill Peck
-Roar
-Spikes
-Rest

***Weezing: Another one of those I can't omit. 120 base defense, fighting resistance, levitate, and all-around coolness. It gets WoW, the coolest status move ever, and STABed Sludge Bomb doesn't hurt. It can even haze.

Weezing@Leftovers
Relaxed
-Sludge Bomb
-Haze
-Will-o-Wisp
-Fire Blast/Thunderbolt/Explosion/Pain Split

The last move is in the air. Do you fear Metagross/Steelix/Forry, or Gyara, or do you want to just asplode (not cool to blow up Weezing), or perhaps be an ass and PS a Blissey. Up to you. Weezing has the defenses to eat up several-stage boosted attacks and haze them right back, so don't be afraid. DON'T keep Weezing in against ANYTHING that might even have a special attack, or you'll regret it.

___SPECIAL TANKS___

Blissey: ANOTHER one of those impossible to miss ones. Base HP of 255 and base SD of 135? Who the heavens are you trying to trick? This thing soaks up just about ANY special attack, boosted or otherwise. Worse, it gets Seismic Toss, to ignore the crappy base 10 attack and fire off consistent 100 damage per turn. Worse, it gets Softboiled. Massive healing. WORSE, it gets Aromatherapy. Instant status relief for the entire team. The *load of HP, when combined with maximum defense augments, even allows it to survive plenty of physical hits without problem. Infact, you need a STABed Cross Chop/Focus Punch from something that has an extremely high base attack, or Explosion, to effectively OHKO it. Nasty. Precisely why this is SO popular, among newbies/experts alike. Easy to use, and it doesn't freaking die. Oh, did I forget NATURAL CURE, so any status condition is a switch away from cure. Sigh.

Blissey@Leftovers
Bold, 252 DEF/196 HP/62 SD
-Seismic Toss
-Aromatherapy
-Softboiled
-Thunder Wave

You can arrange the HP/SD EVs in whatever manner. Just keep defense at MAX.

Blissey@Leftovers
Bold, 252 DEF/28 HP/228 SA
-Ice Beam
-Seismic Toss
-Aromatherapy
-Softboiled

□The variation, because McGar is consistently owning SToss Bliss. Ice Beam, with necessary SA EVs, can do an amount on Gar, as well as other 101hp sub punchers (Draggy most notably). Otherwise, the same old dirty nurse thing, without the Twave disable hax.

___JUST PLAIN TANK WHORES___

***Suicune: While it certainly isn't "no weak", CM Suicune comes close. Take a good close look at the defenses. 100/115/115. CM boosts the stellar SD even further. It can phaze with roar, it can rest away status conditions, it can one-on-one with a Blissey. Deadly, this dude is like the epitome of stall. No

stall team should be without this baby.

Suicune@Leftovers

- Calm Mind
- Surf
- Roar
- Rest

CMCune.

***Dusclops: Another ridiculous one, 40/130/130. Give it max HP, and heres to the monster that doesn't die. Seismic Toss doesn't help with 100 consistent either, and rest makes it worse. Oh, Pressure just adds to stallishness. It even gets WoW to laugh at physical attackers.

Dusclops@Leftovers

- Focus Punch
- Rest
- Will-o-Wisp
- Siesmic Toss/Shadow Ball

Stall. Rest when neccesary, and WoW the physical people.

***Celebi: Whore.

Celebi@Leftovers

- Leech Seed
- Calm Mind
- Psychic
- Recover

If you fail to see why Celebi can basically outstall EVERYTHING, you have problems.

***Umbreon: Tankish eeveelution. 95/110/130 in the defenses, no special weaks, and a crap load of annoy/tank/crap moves to choose from.

Umbreon@Leftovers

- Mean Look
- Baton Pass
- Charm
- Moonlight/Rest

Mean Look some physical dude that can't kill you (Machamp cross chop doesn't, so...), Charm/Moonlight to make it obsolete, and pass to something that is defensively weak, and needs setup, like perhaps Curselax.

Umbreon@Leftovers

- Mean Look
- Baton Pass
- Curse
- Rest

Mean something that can't kill you again, Curse up and rest and repeat accordingly, and pass. Perhaps to curselax again, and sweep.

Umbreon@Leftovers
-Mean Look
-Toxic
-Rest
-Confuse Ray

AnnoyBreon.

Umbreon@Leftovers
-Curse
-HP Bug
-Mean Look
-Shadow Ball

Lolbreon. OWN.

So at the end of the day, if you were to make a quick beginner's team, the Pokemon should be a selection of a few from this list, and perhaps a couple of your faves. I've chose Pokemon that are easy-to-use and effective, which is to say OVERUSED, which is to say BORING. When you get experienced, perhaps you can try creating your own themed teams which would be teh funnage.

>>>>>>>>>>-----|> 6-B: Choice of Moves [CBG6B]

So you have a selection of Pokemon at the ready, but if anything's as important as Pokemon selection, it's moveset placement.

Some moves are used more because of a reason: Because they are GOOD. Whether because of reliability, or just power, or strategic usefulness.

Let's just go through a selection of attacks which I think beginners need to know, whether to use it well, or to counter it appropriately.

OFFENSIVE MOVES

Duh, attacks. The main meat of your movesets usually, are moves that deal direct damage. While it is certainly true that non-damaging moves have their uses, it is also true that only a select few Pokemon can afford to have absolutely no attacking moves.

All offensive moves have a base power. That determines just how strong that move is. For example, Return's base is 102, while Swift's base is 60. That is to say, when the same Pokemon uses these 2 moves, Return will ALWAYS do more damage barring critical hits. So, the higher the base power, the more damage the move can cause.

Don't get the illusion that base power = damage! Return does not always deal 102 damage! It's just a base, like Pokemon's base stats, to determine how powerful it is.

___THE ELEMENTAL BESTS___

Basically, what I think are the more outstanding direct-damage attacks from each element, whether by power, reliability, or just popularity. The stats of each move will be by

ATTACK NAME: BASE POWER | ACCURACY | EFFECTS | PP xx(xx)*

*(xx) is when PP-ups are in effect.

NORMAL:

***Return: 102 Base Power | 100% Accuracy | No side effects | 20(32)

Powerful by itself, and does a bunch when you tack on STAB. No side effects but it has perfect accuracy, and plenty of consistency on it's side.

***Quick Attack: 40 Base Power | 100% Accuracy | Always strikes first | 30(48)

***Extremespeed: 80 Base Power | 100% Accuracy | Always strikes first | 5(8)

Don't disregard Quick Attack's low base power: It's ability to strike first no matter speed stats is VALUABLE. Of course, ES is outright better, but QA has a better learnbase so there. Plus, tack on STAB and attack boosts, and QA can do decent damage. But the main issue is still the strike-first: Bye-bye SubRevvers/EndRevvers/whatever that think they can do a clean sweep once they get their Salac boost. Who cares if they got 500 speed? I got QA, you dai.

***Explosion: 250 Base Power | 100% Accuracy | User faints | 5(8)

m00b!

***Double-Edge: 120 Base Power | 100% Accuracy | User is dealt recoil equals to 1/3 of the damage dealt by this attack | 15(24)

Yes, there's the recoil. But there are specific cases where a user would die anyway, so sometimes this is called on as a last-ditch high damage dealer before the user faints. Or, this can be used in tandem with Rock head to prevent recoil.

***Body Slam: 85 Base Power | 100% Accuracy | 30% chance of causing PARALYSIS | 15(24)

It's not what you call strong, but it's another alternative for Return in whatever strange case you want, or if you want the nice paralysis.

WATER:

***Surf: 95 Base Power | 100% Accuracy | No side effects | 15(24)

Pure consistency with large base power and perfect accuracy. Just about the best water move there is. Beats the crap out of Hydro Pump usually due to consistency.

ELECTRIC:

***Thunderbolt: 95 Base Power | 100% Accuracy | 10% Chance of Paralyzing | 15(24)

More consistency, and the PAR hax is useful to have.

FIRE:

***Overheat: 140 Base Power | 100% Accuracy | User has SA lowered by 2 levels |

moves. That's the case for poor Grass, where HP Grass is indeed the most common attack around.

***Solarbeam: 120 Base Power | 100% Accuracy | Takes 1 turn to charge, power halved in Rain/Sandstorm/Hail, takes no charging in Sun | 10(16)
Only useful when you happen to get Sun in effect, hence "Sunnybeam".

***Leaf Blade: 70 Base Power | 100% Accuracy | High Critical Hit ratio | 15(24)
Actually, this is the best Grass move around. Consistency, and high potential for hax. Unfortunately, only Sceptile and Smeargle gets it, so there's no purpose.

PSYCHIC:

***Psychic: 90 Base Power | 100% Accuracy | 10% chance of SD down | 10(16)
Another pure consistency move, with a nice SD drop.

GHOST:

***Shadow Ball: 80 Base Power | 100% Accuracy | 20% chance of SD down | 15(24)
Best Ghost move you'll get, and common on physical sweepers to deal with ghosts that Return/Focus Punch etc can't touch. Good consistency too.

***HP Ghost: 70 Base Power | 100% Accuracy | No Side Effects | 15(24)
Yet another HP. When a physical sweeper can't get Shadow Ball, this is the anti-ghost option of choice.

FIGHTING:

***Focus Punch: 150 Base Power | 100% Accuracy | Charges at beginning of turn, and if user is hit, attack stops | 20(32)
Preferred for sheer power. Imagine adding STAB to a 150 base power monster with perfect accuracy. The flinch is the obvious drawback, which is why so many methods of firing home FP without getting hit have been devised. SubPunch, SporePunch, YawnPunch, whatever. This is so good, strats are developed around it. Nice learnbase too.

***Brick Break: 75 Base Power | 100% Accuracy | Destroys Barriers (Reflect, Light Screen, etc) | 15(24)
One-shot consistency, but Focus Punch packs more power.

***Seismic Toss: Damage = Level | 100% Accuracy | No Side Effects | 20(32)
100 constant damage is nothing to sneer at, especially when it's Blissey throwing those 100 per turn while you do nothing to it. I had this listed as a Normal move in 1.0 due to general incompetence, but AA fixed that for me.

DARK:

***Crunch: 80 Base Power | 100% Accuracy | 20% Chance of SD down | 15(24)
Meh, the only Dark move to do something, and even then only Houndoom uses it in quantity.

***HP Dark: Ditto everything HP.
runs

STEEL:

***Meteor Mash: 100 Base Power | 85% Accuracy | 20% Chance of own Attack + 1 level | 10(16)
Like what Crunch is for Dark, basically. Accuracy sucks, but that's ditto all steel moves. The attack rise is nice for Metagross too. Oh, Clefable gets it, so you could try :D

***Iron Tail: 100 Base Power | 70% Accuracy | 30% Chance of Defense down | 15(24)

The only reason I include this is because almighty Tauros uses it to rape Aerodactyls. The accuracy REALLY bites though.

BUG:

***Megahorn: 120 Base Power | 85% Accuracy | No Side Effects | 10(16)

Oh yeah, sheer power to the rescue. The accuracy is probably to be expected for that kind of power.

***Silver Wind: 60 Base Power | 100% Accuracy | 10% Chance of raising all stats by 1 level | 5(8)

Bug ancientpower, basically.

DRAGON:

***Dragon Claw: 80 Base Power | 100% Accuracy | No Side Effects | 15(24)

Meh, the only Dragon attack that should ever be used probably. Dragonbreath is teh weak.

AA pointed out that this sucks as well. Yes, I agree, Dragon attacks should hardly ever be used, but I need something to fill the section.

So the above is what I believe are the more common and powerful attacks from each element, so you will have a better understanding of what to use if you ever wanted to use a particular elemental attack, or what to expect.

___THE HYPER BEAMS___

Hyper Beam sucks. If you ever thought it was some sort of "ultimate move", BANISH THAT THOUGHT NOW.

Hyper Beams includes

- Hyper Beam
- Blast Burn
- Frenzy Plant
- Hydro Cannon

Why do they suck?

The 150 base power is moot. The recharging turn, which you cannot switch out of, means that it is in essentiality a 75-per-turn thing, which SUCKS. Using that principle,

Body Slam, Return, Frustration > Hyper Beam

Fire Punch, Flamethrower, Fire Blast, Overheat > Blast Burn

Surf, Hydro Pump > Hydro Cannon

Nothing actually > Frenzy Plant damage wise because Grass moves suck, but it still doesn't warrant usage of Frenzy Plant because Venusaur has much better things to do.

Also, taking aside that the power sucks, you also need to take into account

that Hyper Beam is SUICIDE. The recharging turn is a SITTING-DUCK turn. You can't do jack, you can't switch, the opponent has a free turn to kill you, switch to something that kills you, or set-up something which kills you. Either way, you dai, and your opponent laughs at you for being stupid and using Hyper Beam.

Oh, the SLAKING issue. Banish the "brilliance" that Slaking should use Hyper Beam because it loafs between turns anyway. The loaf is essentially a free turn again, and therefore it's stupid. And therefore, the way to use Slaking is to send it out, kill something, and SWITCH OUT instead of giving a free turn. By using Hyper Beam, while you have a perfectly powerful attack, you still give a free turn which Slaking can't switch out of unlike if he used, say Return. So the issue is the same: Suicide.

Another issue that AA brought up regarding this is that while HB Slaking is highly stupid, Brick Break Slaking is worse. Nonstabbed 75 base runs less damage even when the opponent is weak to fighting. Worse, CBing a nonstabbed BB is highly stupid as well. Use Focus Punch instead. And god bless.

I hope I addressed the issue clear enough: Don't use Hyper Beam UNLESS the Pokemon of your choice has a movepool SO bad that you might as well stick a Hyper Beam in there in hopes of killing SOMETHING before an inevitable death. Few Pokemon really suck to that degree, so you shouldn't be using Hyper Beam ANYWAY. Even Tauros has Iron Tail.

STATUS INFLECTORS□-----

While status can't deal direct damage, it works by messing up with your opponent's Pokemon, causing internal chaos and disable whatever they were meant to do. So, here are the better status inflectors for each status.

The stats of each move are in

NAME OF MOVE : ACCURACY | PP xx(xx) |□

PARALYZATION

Reducing the speed of your opponent to 1/4 of it's original means you almost automatically attack faster now, not to mention ruining the purpose of fast sweepers. Also, the chance that the opponent might be FPed (Fully-paralyzed) and give you a free turn is nice.

***Thunder Wave: 100% Accuracy | 20(32)

Certainly the best PAR inflector around, with perfect accuracy and cool PP. It doesn't get Ground, but hey, you can't have everything. Move tutorage means that this move has a large learnbase as well.

***Glare: 75% Accuracy | 30(48)

REALLY sucks compared to TWave, but *some* select few might need this. Twave is infinitely better.

SLEEP

Uh, the opponent can't do a thing. Free turn, yowza.

***Spore: 100% Accuracy | 15(24)

Uh, what else do you want? 100% sleep, instant cripple. SMALL learnbase (Paras family, which dies to anything. Smeargle, which also dies to anything but abuses Spore because it can, and because of its actually decent-ish speed. Shroomish family, which uses it to kick arse with Focus Punch)

***Sleep Powder: 75% Accuracy | 15(24)

The next step down.

BURN

While the constant damage is pretty good, it's the HALF ATTACK effect that really matters. This condemns physical sweepers to hell, and that goes triple for Duggy which gets **** HP to begin with.

***Will-o-Wisp: 75% Accuracy | 15(24)

The best (and only) reliable burn move. 75% leaves something to be desired, but hey, Burn's cool, and so is WoW.

TOXIC

I won't mention normal poison because Toxic is ALWAYS better, and there is no reason to use normal poison because TOXIC EXISTS. Doubling damage every turn essentially forces opponent to switch out (phazing to an extent), or Rest and thereby giving you time to setup.

***Toxic: 85% Accuracy | 10(16)

Basically, Toxic. Yay.

CONFUSION

It's not exactly very crippling or common, but confusion is highly annoying, and you can use it to buy time/cause disruptions. Remember the damage done to self is based on the ATT stat, so a Blissey will do like 30 or so when it attacks itself while a CBTauros will do a ton.

***Confuse Ray: 100% Accuracy | 10(16)

Basically, Confusion. Oh nos.

FREEZE

Nothing does it consistently, but this is without a doubt the most crippling condition in the game.

***Ice Beam: 10% Chance.

IB is used mainly for the cool damage and consistency. The freeze is an added bonus possibility.

STAT MODIFIERS

I won't bother to include those that drops your opponent's stats, because they generally suck (Screech might be useful on an Electrode wanting to m00b, but otherwise no), as opponents can just switch out. These are basically the stat-uppers, that boost your own stats temporarily until you switch out, or get Hazed.

MOVE NAME: STAT MODIFICATIONS | PP xx(xx)

***Calm Mind: SA +1 level, SD +1 level | 20(32)

The most common one you'll see, because those who use this can generally use it to great potential. Most notably, CMCune (urg), CMRaikou (sweeps like a ****), and Celebi (yharlotharj00cancommitsuicune). Some Zams use this, as well as perhaps Gardevoir.

***Dragon Dance: ATT + 1 level, SPED +1 level | 20(32)

Actually, this may be as common as CM, but I don't play enough to make sure. Anyway, this is the basis of DDers (duh), and the life source of Gyarados. Salamence also generally uses DD, as does Ttar. Attack and Speed are essentially the most important stats to a physical sweeper, and DD covers it all.

***Swords Dance: ATT + 2 levels | 30(48)

Predictable, but it may work nonetheless. I prefer DD because major attack boosts are obsolete if you aren't fast enough to use them, but 2 levels is still cool, you might get one strong attack before Skarm comes :D

***Agility: SPD + 2 levels | 30(48)

Metagross is a big user of this, because 2 levels of speed is just nice. Metagross is an attack freak to begin with, add speed and you get a OHKO machine.

***Belly Drum: ATT + 6 levels, HP cut in half | 10(16)

The cause of metagame domination when berries were 50%. One belly drum could instantly create a speed demon with 1000+ attack, sweeping ENTIRE TEAMS. The dominance of bellyzard back then was DOMINANCE. As in the dominance of Blissey now, except tenfold.

Now, with berries at 25%, this is no longer all the rage, but if something ever gets this set-up, it's lights-out. Popular users include Poliwrath, BellyLax, and the occasional Smeargle Baton Pass.

***Curse: ATT + 1 level, DEF + 1 level, SPD - 1 level | 10(16)

Perfect for slow things that need the boost, like the oh-so-omnipresent

Curselax, which is happily dominating teams.

Utilities, Indirect Attacks, Misc

***Recover: Recovers 50% of Max HP | 20(32)

This cool move continues to allow Celebi to rape things. Constant recovery is NICE, no matter what you say.

***Softboiled: Recovers 50% of Max HP | 10(16)

This allows Blissey to rape things. Less PP, but essentially a Recover. Mind you, 50% of Blissey's HP is like 300+, which is enough to compensate for just about any special attack, unless it's grossly boosted.

***Baton Pass: Switches to a team member, passing stat changes (and a hell lot of other stuff) | 10(16)

While I think passing stat boosts = dead, as phazing just pwns you, Bping has other uses. Wishpassing to heal team members, or Trappassing to annoy your opponent and give yourself an advantage.

***Protect: Prevents all effects of attacks done to you. May fail if used in succession | 10(16)

Detect does the same thing for less PP, so Protect is always better. Anyway, this is interesting to piss opponents off, or to PWN Slaking (Protect, attack on loaf, protect, repeat).

Take note that Protect/Detect run off the same counter, so using Protect/Detect in alternation does not allow you to be invincible.

***Substitute: Creates a substitute using 1/4 of your max HP | 10(16)

Pwnage. Creating a sub allows you to let it take punishment while the actual thing attacks. The sub also protects you from ALL status conditions and stuff like Leech Seed. The basis of Subpunching, Sub is like the advanced generation Protect.

***Double Team: Raises evasiveness | 15(24)

Don't use it. It'll piss newbs off, but any vet will just haze you out. DT is viewed as a nubbie stall tactic, so don't use it. Same for minimize.

***Encore: Forces foe to repeat it's last move for 2-5 turns | 5(8)

Infinite annoyance. You could encore a non-damaging move, perhaps a stat upper or substitute/recover and the like, and proceed to set-up while your opponent chews his hair.

***Endure: Endures attack, leaving at least 1hp | 10(16)

The basis of EndFlail/Rev. The idea is to endure a killing blow, leaving 1hp, allowing Salac berry to activate for you to outrun everything, and for Flail/Reversal to be at maximum power. Tyranitar doesn't think much of this tactic, and neither does Quick Attack/Extremespeed.

***Imprison: Prevents foe from using attacks that the user knows | 10(16)

So, you stick this on a Pogeey that gets rest, and imprison a tank that relies on rest (ala Dusclops, Suicune..).

***Knock Off: Knocks Off opponent's held item | 20(32)

This thing actually has 20 base power, but the main point is the item destruction. Infinitely cool, this can strike a MAJOR blow to tanks that rely on lefties to heal. Or you could knock off a salac berry on an endrevver. Or you get my point.

***Leech Seed: Steals 1/16 of the opponent's HP every turn | 10(16) | 90% Accuracy

Pure sex. Another reason that makes Celebi such a bitch. Leeching allows you constant healing while dealing constant damage. And if you leech a blissey/snorlax and the like, you get a TON of healing.

***Lock On/Mind Reader: Ensures that the next move will hit | 5(8)

Meh. Used in tandem with OHKO moves, but switching negates the effect, so you need a trapping move to make it work. By then, Smeargle is the only candidate left, which is to say, it WON'T work.

***Mean Look/Spider Web: Prevents foe from switching so long as user stays in play | 5(8)

Highly useful. Trap an opponent that can't harm you badly, and you can proceed at your leisure to do whatever you want. Either pick it apart and let it rot via Toxic/Confuse Ray, or baton pass to something the opponent can't hurt as well.

***Counter/Mirror Coat: Reflects physical/special (respectively) attacks back at the opponent with double the damage | 20(32)

If you can survive the attack, you'll do a hell load of damage. Used in conjuncture with Encore so you need not predict whether it's physical/special, and with trapping, you get a thing known as WOBBUFFET which is so cheap it's plain banned. Blissey can use this well, since it survives MOST physical attacks with some to spare, allowing the attacker to DAI.

***Pain Split: Adds your HP and your opponent's HP, and divides evenly | 20(32)

So, if you have 1hp, and you face a Blissey, and you PS, you get a very pissed off Bliss. Cool on tanks like Weezing and Dusclops.

***Perish Song: Both Pokemon will faint after 3 turns. Switching negates the timer | 5(8)

Pointless. You'll HAVE to trap because no opponent will let their pogeey stay in a Psong, and the only Trap-singers are

- Gastly family
- Misdreavus
- Murkrow
- Smoochum family
- Smeargle

Smeargle needs no mention, Jynx will outright die, Murkrow is a joke, Gengar has MUCH better things to do, and Misdreavus can't afford to cover both defenses and won't survive the set-up. So? So, it's a dead and cheap tactic.

***Haze: Negates all stat changes | 30(48)

Kills the crap out of stat boosters, or Double Teamers. Weezing is the outright best hazer, with cool defenses to survive boosted physical hits (CMers rape Weezing, therefore they don't need to be hazed. They need to be raped by Blissey). Crobat has the fastest haze, but SUCKS as a hazer because it DIES to EVERYTHING stat boosters have. On the physical side, DDers and SDers almost always have Rock Slide, which rapes Crobat. On the special side, CMers have Psychic/Boltbeam/elemental punches, which also rape Crobat.

Take note that haze erases ALL stat changes, which include your own. Don't make the same mistake as I did and put haze in a BP chain theme team :(

***Roar/Whirlwind: Forces foe to switch and sends out a random opponent | 20(32)

Phazing. While you don't haze the stat changes, you force the opponent to switch, therefore negating the stat changes. Popular phazers are Skarmory and Suicune.

***Psych Up: Copies foe's stat changes | 10(16)

Meh, I'll choose to phaze anyway.

***Rapid Spin: Clears Spikes/Leech Seed/Wrap/etc | 40(64)

20 base power, but it's main purpose is to spin away Spikes, and to a lesser extent, Leech Seed. Spiking isn't the most common thing you'll find, but it always pays to have no spikes to worry about.

***Refresh: Heals Posion/Burn/Paralysis | 20(32)

Tankish move.

***Rest: Fully heals user, but puts user to sleep | 10(16)

Highly useful again. The full heal is great, especially on something that is hard to kill in the first place. Used in conjunction with a Chesto Berry allows instant full heal. Keep in mind that this does not contribute to sleep clause. Also, Pokemon with abilities INSOMNIA or VITAL SPIRIT canNOT rest. The move will simply fail.

***Spikes: Lays down a layer of spikes. Up to a max of 3 layers can be deployed. When Spikes are in effect, the opponent will be damaged when they switch in, unless they are FLYING, or have LEVITATE. The more layers of Spikes, the more damage | 20(32)

If your opponent can't spin, you essentially make him/her think twice before switching. Triple spikes takes away 25% of health per switch-in, which is a LOT.

***Splash: Instant death strike | 40(64)

This attack causes instant death. There is no escape make your time.

***String Shot: Instant death strike | 40(64)

This attack also causes instant death. Someone set us up the bomb!

***Skill Swap: Switches abilities with opponent | 10(16)

Useful when you have a crap ability, or when your opponent has a cool-ass ability perhaps. Most users don't survive the set-up, but it's funny. Note that you can NOT Skill Swap/Role Play Wonder Guard.

***Trick: Switches items with opponent | 10(16)

Useful when you hold a totally pointless/crippling item, and you trick it onto your opponent. Chances are, you'll get a better item, and your opponent' is stuck with the crappy item. Candidates are Choice Band (infinitely annoying but if you trick it onto a physical sweeper...ahem), Stick (totally pointless and you won't run into Farfetch'ds), or a pointless species item (DeepSeaTooth)

***Super Fang: Cuts opponent's HP in half | 90% Accuracy | 10(16)

Imagine the carnage on Blissey. Too bad only Raticate/Smeargle uses it, and they both dai easily.

***Wish: Restores HP to active Pokemon at the end of the next turn | 10(16)

If you can time it well, or if you use Baton Pass with it, you can support the rest of your team with nice healing.

***Yawn: Causes foe to sleep next turn | 10(16)

A delayed Spore, which usually causes the enemy to switch out to prevent the sleep. Then, you can Focus Punch on the switch. Ala YawnPunching.

Basically, this is a list of the moves that while they are not used to deal direct damage, support you by having some other helpful effect. I will most definitely miss some, so feel free to add to the list of moves that YOU think are common and effective.

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>>>>>>>>>>-----|> 6-C: Speed [CBG6C]
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Speed is probably the most sensitive stat out there. While at the lower end, some Pokemon could care less about speed, at the other end comprising of Jolteons and Aerodactyls, a single stat point in speed could mean going first and winning, or going second and dying.

This section aims to give a basic understanding on how to distribute speed. Note that I'm no expert on this issue, so if you detect any mistakes, or think I am wrong, feel free to email me.

Firstly, you need to take note of a few values, which are important in planning for speed.

264: Allows you to outrun base 130ers (Jolteon/Aerodactyl/Crobat) after 1 speed boost: A Salac kick or 1 Dragon Dance.

198: Allows you to outrun base 130ers after 2 speed boosts: 1 Agility or 2 Dragon Dances.

249: Allows you to outrun base 120ers (Dugtrio, Sceptile, Alakazam) after 1 speed boost: A Salac kick or 1 Dragon Dance.

337: Allows you to outrun ANYTHING (up to max speed Deoxys-E, or Ninjask with no speed boosts) after 1 speed boost: A Salac kick or 1 Dragon Dance.

306: Allows you to outrun max speed Ninjask with no speed boost after 1 speed boost: A Salac kick or 1 Dragon Dance.

146: Blissey :D

So, when you allocate speed EVs to Pokemon, you should make a mental note on what do you plan to outrun.

Lesse base 130ers. Why aim for that? Base 130ers are the fastest you can go without entering the Electrode/00ber/Ninjask/DeoxysE category.

Electrode is just about non-existent. 00bers/Deoxys are banned. The amount of speed you need to outrun Ninjask is impractical, and outrunning Ninjask in general is an impractical target. So, you aim to outrun everything non-Ninjask and thats base 130 speeders.

For Gyarados, going for base 130 is meaningless as the only base 130 it can take is Jolteon. Aerodactyl rapes it anyway, so, you might want to go for 249

speed to outrun Zam/Duggy instead, and haul more into attack and HP.

Also make a mental note on SPECIFIC Pokemon that you want to be able to outrun. For example, you might want 4 EVs in speed on a Venusaur to outrun standard minimum speed Venusaur and perhaps get the first sleep powder in. Or you could aim to outrun standard Suicune and out roar it. Or something like that. Open a separate roster slot, create the Pokemon as the way you want to outrun, and customize your own Pokemon to outrun it.

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>>>>>>>>>>-----|> 6-D: Stats In Battle [CBG6D]

If you are to make a good EV spread, you want to customize your pogeys to be able to outgun specific Pokemon and stuff like that. To do so, a damage calculator would be handy.

For maths freaks, this is the Pokemon damage formulae I found on the net. It's easy to find, but I put it here for being a nice guy.

$$(((2L / 5 + 2) * A * P / D) / 50) + 2) * S * E * R / 100$$

- L: Attacking pokemon's level
- A: Attacking pokemon's Attack/Special Attack
- P: Power of Attack used (Physical or Special is all the same)
- D: Defense/Special Defense of Pokemon hit by attack
- S: STAB (1, 1.5)
- E: Effectiveness of attack (0, 0.25, 0.5, 1, 2, 4)
- R: Random number between 85 and 100 inclusive

So if you have a level 100 Tauros, with 449 (CB) attack, use Return against a Blissey with 130 (max defense bold) defense, how much damage will it cause?

- L = 100
- A = 449
- P = 102
- D = 130
- S = 1.5
- E = 1
- R = 85-100

Do the calculations :D

As you can see, the damage isn't fixed. The "R" is a random number which means that the damage you cause is indeed, within a RANGE. If you want your Pokemon to have a guaranteed OHKO, you want the MINIMUM damage to be able to cause a OHKO.

Of course, I would have given up Pokemon if running through this formulae is the only method of calculating damage.

Try these damage calculators:

<http://dynamic3.gamespy.com/~psypoke/dex/damage.php>
<http://www.marblepalace.net/gemmathics/damagecalc.shtml>

Basically, just use either, and create the target Pokemons with Netbattle, input the stats, and damage is calculated.

If you want target Pogeey to survive something, the MAXIMUM damage dealt to it must be LESS THEN it's maximum HP.

If you want target Pogeey to be OHKOed, the MINIMUM damage dealt to it must be MORE THEN it's maximum HP.

Obvious innit, but just to make sure.

Now, if you were to use a Pogeey that can boost it's stats, how do you calculate it?

Here's a nice section I formulated to explain in detail (whatever detail this needs).

Firstly, you need to take note of how many LEVELS of stats it will be boosted. Some moves boost a stat by 1 level, some by 2, and Belly Drum by 6.

Here's a list:

(These are the moves that boost your own stats)

Calm Mind: SA +1, SD +1

Tail Glow: SA+2

Growth: SA+1

Amnesia: SD+2

Swords Dance: ATT+2

Iron Defense: DEF+2

Acid Armor: DEF+2

Bulk Up: ATT+1, DEF+1

Curse: ATT+1, DEF+1, SPD-1

Agility: SPD+2

Barrier: DEF+2

Belly Drum: ATT+6

Ancientpower/Silver Wind: 10% chance of ATT, DEF, SPD, SA, SD all +1

Dragon Dance: ATT+1, SPD+1

Cosmic Power: DEF+1, SD+1

Defense Curl: DEF+1

Double Team/Minimize: EVASIVENESS +1

Harden: DEF+1

Howl: ATT+1

Meditate: ATT+1

Sharpen: ATT+1

Withdraw: DEF+1

(These are the moves that lower your opponent's stats)

- Screech: DEF-2
- Leer: DEF-1
- Growl: ATT-1
- Charm: ATT-2
- Tickle: ATT-1, DEF-1
- Cotton SPORE: SPD-2
- Fake Tears: SD-2
- Featherdance: ATT-2
- Kinesis: ACCURACY -1
- Sand-Attack: ACCURACY -1
- Flash: ACCURACY -1
- Metal Sound: SD-2
- Sweet Scent: EVASIVENESS -1
- Scary Face: SPD-2
- String Shot: Instant death strike and SPD-1
- Tail Whip: DEF-1
- Memento: Self-KO, and it lowers your opponent's ATTACK and SPECIAL ATTACK each by 2 levels. Uhuh, best move evah.

(These are the moves that lower your own stats)

- Overheat: SA -2
- Psycho Boost: SA-2
- Superpower: ATT-1, DEF-1 (needs confirmation)*****

(These are the moves that raise your opponent's stats)

- Swagger: ATT+2, Confusion
- Flatter: SA+2, Confusion

Basically, how do you go about modifying your stats when you want them to be boosted/reduced?

Take note that Evasiveness/Accuracy cannot be measured in this table, and you shouldn't care anyway because no one uses Sweet Scent, and Double Team and the like is frowned upon

MODIFICATION	STAT CHANGE
STAT +6 LEVELS	ORIGINAL STAT x 4
STAT +5 LEVELS	ORIGINAL STAT x 3.5 (7/2)
STAT +4 LEVELS	ORIGINAL STAT x 3
STAT +3 LEVELS	ORIGINAL STAT x 2.5 (5/2)

Anyway, that's the kind of stuff you need to take note.

Or,

After another couple of turns, Player A sends out Blissey to Therapy the team as the opposing Blissey has cast Thunder Wave on several Pogeys.

Player B, obviously, sends out a ChoiceCham to mutilate the Blissey.

Now Player A should obviously switch Blissey out, as a Brick Break/HJK from a ChoiceCham will rip it to shreds. He could predict the BB, and send out Weezing, which will laugh and shrug off that BB.

However, Player B, if he already knows of Weezing's presense, could use Rock Slide instead of BB, predicting the Weezing switch-in. Now Weezing will get more than it bargained for.

Anyway, you get the point. As you gain experience, so will you learn how to react to these situations.

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7) Pokemon Analysis (coming soon!)           \   [CBGPWN]   |
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*This will be coming in the next update. That might be 2 years away, tomorrow, or never.

Rather than being a moveset guide, which is already existant and done by blueshirt who is a better battler than I'll ever be, this section aims to explain how individual Pokemon work. Their base stats, their strengths, their weaknesses, how they should be used, etc. I would provide movesets, but on that issue you better cross-check with blue since he provides good-quality sets.*

I've given up on doing analysis for EVERYTHING...concentrating on the OU pogeys first. Hinthint: I've done up to magneton :D

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8) FAQ (Frequently Asked Questions)          \   [CBGFAQ]   |
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Ironic, for this IS an FAQ. But we should put such BS aside. If you have any questions and need to email me, please check this section to see if it has been answered. If your question is in this section and you email me, I will not reply, and take special note to include your name in my next update under the section of PEOPLE WHO CANNOT READ.

Q: I can't install Netbattle! ARGH HELP.

A: As I already said, and will say again, I cannot help you. Maybe you should get a better comp, or if that's not the prob, ask for help in the NB forums <http://www.netbattle.net>. Don't whine here.

Q: WHY I KEEP LOSIN I WAN TO WIN.

A: That is because you suck. Don't suck, and you will win.

Q: Is Netbattle/RSBot illegal? I mean, are they like ROMs and such.

A: Nope. Nintendo hasn't done any form of legal action so far, or announce that those programs are illegal. It's perfectly all right to use the above programs to battle competitively.

Q: YUR GUIDE IS WRONG HYPAH BEEM IS STRONG U IDJIT I BEAT THE ELIT FOUR WIF IT.

A: No.

Q: How do I hide my team from others in Netbattle?

A: I already answered that, but hell. From Netbattle, go to the top bar, click "Set Options", go to the "system" tab, and check "Hide Until Battle".

Q: Are you sure NB/RSBot's battling system is EXACTLY like the real game?

A: Absolutely. The bide bug I mentioned in 1.0 was fixed already, and AA offered a tactical option to the self-KO and turn negating effect outlined below.

From: Myst Erik Ery | Posted: 12/2/2004 7:03:22 PM | Message Detail

This is not the case.

If a faster Pokemon in lvl hits itself in confusion and faints (or uses Grudge, or uses Selfdestruct or Explosion, or uses a recoil move and the recoil KO's it) the opponent Pokemon's move fails to happen to the Pokemon brought out.

It's especially irritating for my Volbeat@Lefties Moonlight/Sub/FPunch/CRay. Often, the opponent will defeat themselves with CRay, which means my FPunch would smack the new Pokemon rather nicely, except that since it always goes second (provided the opponent doesn't use a move that also always goes second) it just gets ignored >_<

That was the original post from Myst Erik Ery, who pointed out this issue during a discussion on whether NB was bug free.

Amazing Ampharos pointed out that this is the way the game was supposed to be and is not a bug. Furthermore, AA illustrated said tactical option, which I will copy and paste in full:

"As for a little tactic related to Myst Erik Ery's false bug, I'd like to remind you of the tactic called spikeswitching. This tactic is simply switching a pokemon into it's death into a lair of spikes. Why would you want to do this? Well, since you died, your opponent gets no turn. This means that you get a free switch if you want it (you can avoid things powering up or having to absorb a hit you can't). This is infinitely useful when you need to get something out immediately. You're just sacrificing an already useless pokemon. Also, end of turn damage from toxic, burn, curse, hail, sandstorm, and leech seed will happen. This can be funny as their Suicune might wait to rest away toxic until the last turn, you spike switch it, and it dies from toxic while you laugh hysterically on the floor. It has won me battles, it can win others battles, and it isn't immediately obvious."

So try to incorporate that into your strats as well.

That MIGHT be another bug, one which you might be able to exploit. Other than that, NB/RSBot is perfectly realistic.

Q: The other day, I used my Zapdos' HP Ice on this Sandslash, but it used COUNTER and I got KOed! I thought HP Ice is a special move?

A: Hidden Power, although being different elemental, is always considered by Counter and Mirror Coat to be NORMAL. Thus, Counter will always work on HP ANYTHING, while MC will always fail.

If you have anything not mentioned here, please send an email over.

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9) Credits                                     \   [CBGCR]   |
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God: For giving me the ability to write

My parents: For bringing to the world a true genius that is me

Me: For writing this. Damn, I deserve credit.

CeeJay: For posting this

Gamefaqs.com : For giving me that community where I can discuss stuff and just hang around.

Serebii.net: For providing that wealth of information regarding the games.

pokefor.tk, and Meowth: For providing pokefor.tk, sexiest Pokeinfo site ever. While serebii IS user-friendly and has tons of information, pokefor offers them much more accurately.

smogon: for being sexy

netbattle.net : For coming up with the sexy program that is Netbattle

Everyone @ gamefaqs.com: For being a part of that amazing community

Amazing Ampharos: For inspiring the writing of this guide. He originally created a topic on the FR boards on "How to battle competitively", and I thought an FAQ would be more effective than having to constantly bump a topic.

More credits to AA for proofreading this guide and pointing out numerous mistakes as well as include some great points that I missed. Thanks man.

Synre for his guide on how to use RSBot

YOU: For bothering to read this part. Why not read the next as well?

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10) Contact Information                       \   [CBGCRA]  |
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My email address, for the 9 thousandth time in this document, is

pokemaniac1342_2k3@yahoo.com

OR

pokemaniac1342@gmail.com

If you want to send something regarding what genius I am and how great this guide is, please do so NOW.

Stares around for 10 minutes. The wind rustles, birds chip, and blowflies begin to lay eggs in my hair

Oh well.

If you find any major mistakes, errors, want to contribute your 1337 kickarse tactics, movesets, or just talk about something, please do so. For the sake of christ, please put "Pokemon guide" or something in the subject, and do NOT attach anything. I'm not interested in a scan of your muscular body, and I'm even less interested in viruses. I've just been hit by Smitfraud, and it wasn't a pleasant experience. God bless hijackthis :D

Hope you've enjoyed my little guide, and I hope it helps you in your competitive battle experience!

<<<((- END -))>>>

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