

Pokémon XD: Gale Of Darkness Mt. Battle FAQ

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MT. Battle XD

Having trouble with those Cipher Admins?

Do you just need Intense Training?

Do you want to beat your friends in battle?

If you answered yes to any of these questions, Mt. Battle is the place for you.

This guide is here to help you get up Mt. Battle. If you need to find a certain Battle, Just use the find Command (Ctrl+F)

Updates.

0.1: Started FAQ on Mt. Battle for Pokemon XD on October 8, 2005.

0.5: Submitted to GameFAQs for the first time.

0.7: Added the Interesting Things section,

Updated Special Thanks part. Got battles 91-100 fixed.

1.0: Finished First version from Battle 30-90, Changed all Lv to Level.

1.5: Fixed all of the text to save space.

1.7: Added the Need More Training for Higher Levels section

1.9: Added more Advice up to battle 50, added "Teams that might work" section.

2.0: Added some more interesting things. Updated special Thanks section

Friends on Basketball team made it to State playoffs

(Just thought you should know, it was the same night I updated it.)

2.3: Updated "Downsides of Mt. Battle" section. Restarted game. Added Advice up to Area 75. Lost in first round of states (Just giving you an update.)

2.7: Been a while. I've had an e-mail change, so please e-mail me at the new address. Added advice up to battle 100. I actually started playing again. Added new team for Teams that might work section.

3.0 Fixed battle 99, added my Sapphire, Fire Red, Leaf Green and Emerald teams. Added more stuff to need more training for higher levels section.

Gave everyone permission to IM me while I'm online. Decided to put unlimited teams for Teams that might work section. Added 5 other teams that will be updated later. Added reasons for Vampire Team.

3.2 Not many updates, but I Updated special thanks part and Teams that might work section with Diamond and Pearl.

3.5 Added New section, Diamond and Pearl Remix!

3.7 Forgot account info so created new account. Call me Swordsmaster100.

Still working on teams. Added new section, fan made teams.

0.0 How to use this FAQ & What is Mt. Battle.

1.0 Area 1

2.0 Area 2

3.0 Area 3

4.0 Area 4

5.0 Area 5

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9.0 Area 9

10.0 Area 10

11.0 Need More Training for Higher Levels?

12.0 The Downsides of MT. Battle

13.0 Interesting Things

14.0 Teams that might work

- 15.0 Diamond and Pearl Remix!
- 16.0 Fan Made Teams
- 17.0 The Special Thanks Part

0.0 How to use this FAQ & What is Mt. Battle.

This is a simple guide on how to tackle MT. Battle. I will use myself for examples. Here is how it works.

?? Area ? This is the area that will be covered in the section. I will tell you how many coupons you receive & what Item you get for completing the area for the first time. Just remember, YOU WILL NOT GET A SECOND ITEM THE NEXT TIME!

Battle #?? This is the current battle. The number depends on which area you are in. Example, if you are at battle #46, you are in Area 5.

Trainer (The type of trainer you are facing)
Name (The name of the Trainer)
Here is an Example
(Although, it won't be an actual name outside the game):
Cooltrainer Vince

Pokemon (What Pokemon comes into battle)
Level (I think that is self explanatory)
There is usually more than one, but here is an Example.
Altaria, Level 38

Advice: This is a recommendation for what kinds of attacks or Pokemon you should use against the trainers. You don't have to use this advice if you don't want to. If a battle lasted a while, I will give you an attack that is unexpected if it comes up. In this case, use Ice Type attacks to chill Altaria out. Do not use a Water type that has an Ice attack for Altaria knows Solarbeam.

Uh, here is the short version.
Battle #??
Trainer Name
Pokemon Level
Advice:

What is MT. Battle: If you have played Coliseum, you know that MT. Battle is a place for Pokemon Training. It is divided into 10 areas with 10 battles in each area. When you win an area, you get Poke Coupons. But in XD, you get a bonus item.

That is basically how you use this guide.
If you follow my advice, you might get that rare Chikorita, Cyndaquil or Totodile that has the very powerful attack from LG/FR. But you have to win all 100 battles.

Here is advice before you start.
If a trainer has more than 2 Pokemon,
he/she might switch the order of them before the battle.
So every time you go up could be different unless I specify.

More advice, If you have the Lucky Egg and one pokemons level is lower than the rest, Attach it to that pokemon. My motto for MT. Battle is, If you give the

experience share to anyone, no one gains experience.

Just remember, you can use healing items here if needed.

One more thing, if you want the Johto Starters, You cannot leave Mt. Battle or switch pokemon in the break room.

1.0 Area 1, Prizes, 200 Coupons & Macho Brace

This area is Very Easy. So even though I have advice, you could use any Pokemon against them.

Battle #1

Beauty Miru

Level 9 Wingull

Level 9 Wurmple

Advice: Use an Electric Attack against Wingull & a Fire Attack against Wurmple.

Battle #2

Casual Guy Cridel

Level 9 Corphish

Level 10 Swablu

Advice: Electric type attacks will work best here.

Battle #3

Cooltrainer Bardo

Level 10 Doduo

Level 10 Spink

Advice: A Dark Type attack will work against Spink & an Electric Type attack will be best against Doduo.

Battle #4

Navigator Robell

Level 11 Hoothoot

Advice: Electric & Ice Attacks will work here.

Battle #5

Fun Old Man Kabin

Level 11 Shroomish

Advice: A fire type attack is best here.

Battle #6

Matron Ezella

Level 11 Sunkern

Level 11 Poochyena

Advice: Fighting types are great against Poochyena, while a fire attack will burn Sunkern.

Battle #7

Casual Dude Horbit

Level 11 Spinarak

Level 12 Taillow

Advice: Fire & Electric attacks for these two.

Battle #8

Beauty Eloff

Level 12 Pineco

Level 11 Surskit

Level 11 Nincada

Advice: A Fire type attack is best here,
but bring out an Electric type against the Water type Surskit.

Battle #9

Cooltrainer Dibsini

Level 11 Baltoy

Level 11 Skitty

Level 12 Chikorita

Advice: Grass attacks against Baltoy,
Fire against Chikorita, and Fighting against Skitty.

Save before facing the Area Leaders,

I CAN'T STRESS THIS ENOUGH!

You can do that now without having to go to a PC.

Battle #10

Area Leader Vander

Level 12 Zigzagoon

Level 13 Machop

Level 12 Whismur

Advice: Machop can't handle a Psychic Attack,
while Zigzagoon & Whismur will fall to a Fighting type attack.

Congratulations, you have just completed Area 1.

You will receive the Coupons from the Area Leader

& you will get the prize in the break room.

But you have a long way to go.

2.0 Area 2, Prizes, 300 Coupons & TM03 (Water Pulse)

This area is Easy too.

Battle #11

Chaser Dabil

Level 12 Cyndaquil

Advice: A Water type attack.

Battle #12

Chaser Cidlor

Level 13 Wooper

Level 12 Natu

Advice: Wooper resists Electric attacks,
but Natu is weak against them. Bring out a Grass Type.

Battle #13

Sailor Gratin

Level 13 Shuckle

Level 14 Wynaut

Advice: Switch to a Dark type before the battle because of
Wynauts Shadow Tag ability.

Use water against Shuckle because of its Rock type traits.

Battle #14

Researcher Hardig

Level 14 Seedot

Level 13 Ledyba

Advice: Use a Fire type or a Flying type attack against these two.

Battle #15

Hunter Goling

Level 12 Totodile

Level 14 Feebas

Level 14 Snubbull

Advice: Use Electric or Grass type attacks against the Water types, but bring out a Fighting type to beat up Snubbull.

Battle #16

Chaser Jeol

Level 14 Torchic

Level 14 Mareep

Advice: Why risk using a Water type against Mareep when a Ground type attack like Earthquake will knock both of them out?

Battle #17

Rider Echart

Level 15 Ralts

Advice: Ralts is weak against a Dark type attack.

Battle #18

Bodybuilder Delf

Level 15 Slugma

Level 10 Silcoon

Advice: Use a Water type against Slugma & a Fire type against Silcoon.

Battle #19

Bodybuilder Dolam

Level 13 Wurmple

Level 11 Togepi

Level 11 Larvitar

Advice: Use Fire & Fighting attacks against this trio.

Battle #20

Area Leader Eldof

Level 15 Mudkip

Level 15 Lotad

Level 12 Wingull

Advice: Fry Mudkip & Wingull with Electric attacks. Bring out a Flying type against Lotad. All three of these Pokemon know Water Pulse, which can confuse your Pokemon. Be careful.

3.0 Area 3, Prizes, 600 Coupons & TM34 (Shock Wave)

The Pokemon levels jump from the Low Teens to the High 20痴. Be prepared.

Battle #21

Sailor Grestly

Level 27 Raichu

Advice: Use a Ground type move against this single Pokemon.

Battle #22

Navigator Folop

Level 29 Goldeen

Level 28 Togetic

Advice: All you need is an Electric type.

Battle #23

Casual Dude Kwane

Level 27 Phanpy

Level 27 Flaaffy

Level 28 Koffing

Advice: Start with a Grass type and a Ground type.

As soon as Koffing appears, change to a Psychic type because Koffing makes Ground moves miss with Levitate.

Battle #24

Casual Guy Napol

Level 27 Mightyena

Level 28 Nosepass

Advice: A Fighting type will make these Pokemon faint quickly.

Battle #25

Chaser Koiyt

Level 27 Lileep

Advice: The only things that will be

Super Effective are Ice types and Fighting types.

You are now One Quarter of the way up to the top.

Celebrate, but not too long. You still have a ways to go.

Battle #26

Rider Atill

Level 28 Forretress (He sharked it)

Level 28 Teddiursa

Advice: Bring out that Fighting Type again, but have a Fire Type for backup against Forretress.

Battle #27

Curmudgeon Metson (Its an old man, like an expert from Emerald)

Level 28 Houndour

Level 28 Corsola

Level 28 Linoone

Advice: Your Fighting type is gaining a lot of experience.

Give it a break and get your Grass & Water Type out here.

Battle #28

Bodybuilder Jespon

Level 28 Corphish

Level 28 Masquerain

Advice: Try using an Electric attack against both.

Battle #29

Cooltrainer Mopar

Level 28 Sealeo (He sharked it)

Level 28 Quagsire

Advice: Bring out a Grass type & an Electric type or you will suffer an Ice Beam from Sealeo.

Battle #30

Area Leader Taria

Level 29 Electrike

Level 28 Furret

Level 28 Spinda

Advice: Ground type against Electrike, Fighting for the rest.

Her Furret uses Shock Wave.

4.0 Area 4, Prizes, 700 Coupons & TM42 (Faldе)

This Area is mostly Women, but the Area Leader is a guy! (He can have them)

Battle #31

Chaser Atles

Level 29 Tentacool

Level 29 Rhyhorn

Advice: Rhyhorn has that annoying Lightning Rod Ability. So bring a Grass type & A Psychic type.

Battle #32

Beauty Niven

Level 29 Kirlia

Advice: Ask yourself, Is Kirlia CRUNCHY? (Hint, use that attack)

Battle #33

Chaser Fopaw

Level 29 Luvdisc

Level 29 Loudred

Advice: An electric type for Luvdisc, A fighting type for Loudred.

Battle #34

Matron Petil

Level 29 Beldum

Level 29 Qwilfish

Level 30 Corsola

Advice: A fire type on Beldum, Electric for the rest.

Battle #35

Beauty Nevah

Level 29 Cacnea

Level 29 Chimecho

Advice: She mentions something before the battle that another trainer has the same combination as her. Can you figure it out? Have a Fire type & a Dark type ready for this battle.

Battle #36

Bodybuilder Selor

Level 29 Grimer

Advice: One Psychic attack should do it.

Battle #37

Supertrainer Pixen

Level 29 Gligar

Level 30 Kecleon

Advice: Bring out an Ice & a Fire Type. Then, After getting Gligar with Ice, Use the Ice attack against Kecleon & then hit it with a Fire attack.

Battle #38

Newscaster Edin

Level 29 Gloom

Level 30 Yanma

Level 30 Ariados

Advice: These three have a weakness to Fire & Flying types.

Battle #39

Cooltrainer Roze

Level 29 Graveler

Level 31 Nuzleaf

Advice: Bring out that fighting type again, but have a water type ready for backup.

Battle #40

Area Leader Boyden

Level 30 Anorith

Level 30 Wigglytuff

Level 29 Hitmontop

Advice: Have a Fighting type & Psychic type ready for this battle.

5.0 Area 5, Prizes, 1000 Coupons & TM39 (Rock Tomb)

Guess what? The Pokemon are now in the Low 40痴.

Make sure your Pokemon are at least level 35 or above.

Although when I did first play colosseum, I went to the Under Colosseum with only level 40's against level 55 plus pokemon and did pretty good.

Battle #41

Researcher Hombol

Level 42 Graveler

Level 42 Lombre

Advice: Bring out a Flying type & a Water type.

Battle #42

Bodybuilder Jiler

Level 42 Gloom

Level 42 Ariados

Level 42 Delcatty

Advice: Two of these pokemon are weak against Fire types. Bring out a Fighting type for Delcatty.

Battle #43

Navigator Carlon

Level 42 Wailmer

Level 42 Ledian

Level 42 Hitmontop

Level 42 Skiploom

Advice: You may use an Electric type against Ledian, Wailmer & Skiploom, but Bring out a Psychic type for Hitmontop.

Battle #44

Chaser Kuxor

Level 42 Sneasel

Level 42 Shelgon

Level 42 Grovyle

Advice: Bring out a Fire type & an Ice type for this trio.

Battle #45

Hunter Lesk

Level 42 Raichu

Level 42 Nuzleaf

Advice: Bring out a Flying type & something that knows a Ground type attack like Earthquake

Battle #46

Rider Mobid

Level 43 Masquerain

Level 43 Combusken

Level 43 Quagsire

Advice: This trio Has a weakness to Flying types & Grass Types.

Battle #47

Chaser Blist

Level 43 Kirlia

Level 43 Croconaw

Level 43 Loudred

Level 43 Sudowoodo

Advice: You have to keep switching out, but the type matchups are, Dark for Kirlia, Electric for Croconaw, Fighting for Loudred & Water for Sudowoodo.

Battle #48

Sailor Knook

Level 43 Machoke

Level 43 Sealeo

Level 43 Quilava

Advice: Keep switching out pokemon. Type matchups, Psyching for Machoke, Water for Quilava, Electric for Sealeo.

Battle #49

Casual Dude Burdon

Level 43 Wailmer

Level 43 Bayleef

Level 43 Misdreavus

Advice: Electric for Wailmer, Fire for Bayleef, Dark for Misdreavus.

Battle #50

Area Leader Calus

Level 43 Grovyle

Level 43 Marshtomp

Level 43 Mightyena

Level 43 Sableye

Level 43 Combusken

Advice: Aw man, this girl has all 3 Hoenn starters. Fire for Grovyle, Grass for Marshtomp, Water for Combusken & Fighting for Mightyena. Sableye actually has a weakness to Bug types. (Someone tell me if this is true ok?)

You're halfway there. Keep Going.

6.0 Area 6, Prizes, 1200 Coupons & TM50 (Overheat)

Battle #51

Fun Old Man Doost

Level 43 Phanpy

Level 43 Rhyhorn

Advice: Once Surf Attack should do it. Have a Grass type for back-up.

Battle #52

Curmudgeon Jimer

Level 43 Cacnea

Level 43 Numel

Level 43 Houndour

Level 44 Lairon

Advice: You could use a Water type with an Ice type attack to wipe this team out, but if that fails, bring a Fire type for backup.

Battle #53

Matron Crex

Level 42 Kadabra

Level 43 Flaaffy

Level 44 Vibrava

Advice: Exploit the type weaknesses. Dark for Kadabra, Ground for Flaafy, Ice for Vibrava.

Battle #54

Chaser Feepley

Level 43 Metang

Level 44 Pupitar

Advice: A Fire type and a Water type.

Battle #55

Rider Jacen

Level 43 Shedinja

Level 43 Dusknul

Level 44 Koffing

Level 44 Chimecho

Advice: A dark type will scare Chimecho & Dusknul, but bring a Super-Effective type for Shedinja, and a Psychic type for Koffing.

Battle #56

Newscaster Dibel

Level 44 Furret

Level 44 Linoone

Level 45 Kecleon

Advice: Bring out that Fighting type again, or do the same thing you did to Kecleon earlier. (Refer to Battle #37)

Battle #57

Bodybuilder Kevy

Level 44 Wigglytuff

Level 44 Vigoroth

Advice: That Fighting type is being used a lot again. So use it this battle too.

Battle #58

Cooltrainer Gabsen

Level 44 Anorith

Level 44 Dustox

Level 45 Forretress

Level 45 Lileep

Advice: Get a Fire type ready for this one, but bring an Ice type for Lileep.

Battle #59

Cooltrainer Degin

Level 44 Corsola

Level 45 Togetic

Level 44 Clamperl

Advice: Bring out an Electric type for this battle.

Battle #60

Area Leader Hampy
Level 43 Castform
Level 44 Lunatone
Level 44 Solrock
Level 45 Exploud

Advice: All four of these Pokemon know Overheat, which cuts special attack.
Use Sunny Day to your advantage and use a Solarbeam against Lunatone & Solrock.
Have a GOOD water type ready in case you want to use Rain Dance.

Ok, I stopped after Battle #60 thinking I was powerful enough to take down Cipher. Boy was I ever wrong. I got my butt kicked by Ardos, the guy in the blue suit. Its ok to restart MT. Battle if you don't have enough confidence in your abilities as a trainer. It will take more time, but the experience is well worth it in the end.

7.0 Area 7, Prizes, 1500 Coupons & TM04 (Calm Mind)

Now the Pokemon are in the high 50s and will gradually increase to level 70 the higher you go. I hope you're prepared. If not take my advice at the end of Area 6. If you're persistent and you're still weak, Save between every battle. But make sure you save before the Area Leader.

Battle #61
Chaser Melin
Level 57 Swellow
Level 58 Golbat
Level 59 Murkrow
Advice: Oh no! A Winona Wannabe! *Freaks out* Anyway, use an Electric type and an Ice type.

Battle #62
Hunter Gibson
Level 57 Minun
Level 58 Plusle
Level 59 Pidgeotto
Level 60 Dugtrio
Advice: Earthquake does more damage when Dugtrio is Underground. But bring out an Ice type for Pidgeotto.

Battle #63
Newcaster Idlon
Level 58 Linoone
Level 59 Furret
Level 60 Vigoroth
Level 60 Electabuzz
Advice: Bring out that Fighting type again, but bring out a Ground type too.

Battle #64
Chaser Hobol
Level 58 Ninjask
Level 59 Jumpluff
Level 60 Medicham
Level 61 Raichu
Advice: Have a fire and a ground type ready for this battle.

Battle #65

Chaser Keller

Level 59 Crobat

Level 60 Sceptile

Level 60 Starmie

Level 60 Manectric

Level 60 Electrode

Advice: This one is tough. Have electric for Crobat and Starmie, Ice for Sceptile, ground for the rest.

Battle #66

Fun Old Man Ebilo

Level 57 Roselia

Level 58 Spinda

Level 59 Beautifly

Advice: Have a strong fire type ready.

Battle #67

Matron Tulon

Level 58 Golduck

Level 58 Ampharos

Level 59 Gorebyss

Level 60 Magnetron

Advice: Ground and electric will work here.

Battle #68

Curmudgeon Okor

Level 58 Gloom

Level 59 Sunflora

Level 60 Vileplume

Advice: have a fire and a flying type ready.

Battle #69

Casual Guy Ebzor

Level 58 Kirlia

Level 59 Girafarig

Level 60 Kadabra

Level 61 Lunatone

Advice: Bring a dark type into this battle, but bring a water type too for Lunatone.

Battle #70

Area Leader Nocon

Level 59 Gardevoir

Level 60 Espeon

Level 60 Typhlosion

Level 61 Houndoom

Level 61 Alakazam

Advice: Bring out that dark and water type again.

8.0 Area 8, Prizes, 1600 Coupons & TM08 (Bulk Up)

Battle #71

Sailor Ordes

Level 62 Kecleon

Level 62 Dustox

Level 63 Ledian

Advice: Fire will work here, but use Kecleons color change ability to make it fire then kill it with water.

Battle #72

Navigator Ovun

Level 62 Tentacool

Level 63 Lombre

Level 63 Mantine

Advice: Bring out an electric type but also a flying type for Lombre.

Battle #73

Bodybuilder Adeson

Level 63 Hitmontop

Level 63 Altaria

Level 64 Bellossom

Level 64 Togetic

Advice: A flying and an electric type will work here.

Battle #74

Bodybuilder Robit

Level 63 Tentacruel

Level 64 Cradily

Level 64 Claydol

Level 64 Grumpig

Advice: Cradily is hard to beat, but bring an ice type for it and a psychic for Tentacruel and a dark for the rest.

Battle #75

Cooltrainer Noxon

Level 64 Ludicolo

Level 64 Milotic

Level 64 Umbreon

Level 64 Articuno

Level 64 Regice

Advice: You'll need a strong electric or grass type for Milotic, Electric for Articuno, fire for Regice and a flying type for Ludicolo. Bring that Fighting type again too.

You have one quarter of the battles to go. Keep it up.

Battle #76

Worker Releo

Level 60 Qwilfish

Level 60 Ariados

Level 61 Ursaring

Advice: A psychic type will work here.

Battle #77

Casual Dude Cark

Level 61 Solrock

Level 61 Dodrio

Level 62 Rhydon

Advice: Bring a water type, but beware of Dodrios Tri-Attack.

Battle #78

Beauty Minot

Level 61 Sharpedo

Level 61 Crawdaunt

Level 62 Mightyena

Level 62 Shiftry

Advice: You'll need that fighting type again.

Battle #79

Cooltrainer Lask

Level 62 Tyranitar

Level 62 Swampert

Level 62 Breloom

Level 62 Armaldo

Advice: 2 of these can be beaten with water, but bring out a fire and a grass type for the others.

Battle #80

Area Leader Naday

Level 62 Machop

Level 62 Gyarados

Level 62 Blaziken

Level 62 Salamence

Level 62 Heracross

Advice: You'll have to keep switching out, but you will need an Ice, Psychic, and electric type

9.0 Area 9, Prizes, 1700 Coupons & TM40 (Aerial Ace)

Battle #81

Sailor Hols

Level 63 Exploud

Level 63 Grimer

Level 63 Wobbuffet

Level 63 Swalot

Advice: Bring out that psychic again.

Battle #82

Bodybuilder Albah

Level 64 Azumarill

Level 64 Castform

Level 64 Wailmer

Level 64 Wailord

Advice: Wait for Rain Dance and then kill with Thunder. Failing that, a strong Grass type will help.

Battle #83

Casual Guy Ginner

Level 64 Lanturn

Level 64 Whiscash

Level 64 Shedinja

Level 65 Quagsire

Advice: Bring that grass type out again, then have something Super Effective for Shedinja.

Battle #84

Rider Copin

Level 66 Walrein

Level 66 Glalie

Level 66 Tropius

Level 66 Dunsparce

Advice: Fire for Glalie and Tropius, fighting for the others.

Battle #85

Bodybuilder Koren

Level 67 Hariyama

Level 67 Wigglytuff

Level 67 Slaking

Advice: Slaking is really hard to beat. But bring that fighting type out again and a psychic for Hariyama.

Battle #86

Casual Dude Laks

Level 63 Clamperl

Level 63 Rhyhorn

Level 63 Forretress

Level 63 Pelipper

Advice: When there's one of the water types out with Rhyhorn, it has that annoying Lightningrod ability.

Battle #87

Chaser Kippen

Level 64 Shelgon

Level 64 Koffing

Level 64 Magcargo

Level 64 Metang

Level 64 Torkoal

Advice: Cool off Torkoal and Magcargo with water. Bring out Fire for Metang, Bring out an ice type and a Psychic too.

Battle #88

Hunter Nasom

Level 65 Golem

Level 65 Sandslash

Level 67 Miltank

Advice: Bring out a water type and a fighting type for this team.

Battle #89

Supertrainer Nimblis

Level 63 Nosepass

Level 63 Graveler

Level 63 Pineco

Level 63 Seedot

Level 63 Sudowoodo

Level 64 Weezing

Advice: All 6 of these pokemon have one thing in common, They all know Explosion! I got my butt kicked by a freakin Seedot, Ugh! If you have some very fast pokemon, you could exploit their weaknesses of Fire, Water & Psychic. If not, try using moves like Protect, Detect, Bounce, Fly, Dig, or Dive to avoid attacks like that. If all else fails, Have a Rock type or a Steel type Pokemon to weaken the blow. Aggron would be best since its both. If that fails, maybe a Ghost type will work too since Explosion is a normal attack. Explosion doesnt affect Gengar...

Battle #90

Area Leader Ragen

Level 65 Gligar

Level 65 Skarmory

Level 67 Metagross

Level 67 Regirock

Level 67 Aggron

Advice: Bring out a strong water type and a strong fire type.

I started over because my pokemon were not ready for area 10. But you池e almost there, Don稚 Give Up!

10.0, Prizes, 2000 Coupons, Ribbon for clearing MT. Battle
& Chikorita, Cyndaquil, or Totodile. (Your Choice) (Might I recommend Totodile?)
(Only if you didn't leave MT Battle at anytime.)
(Although you can go through the whole challenge again to get the others.)

Can you survive these final 10 battles?

Battle #91

Researcher Newin

Level 66 Lanturn

Level 66 Gorebyss

Level 66 Kingdra

Level 66 Huntail

Level 66 Milotic

Level 66 Ludicolo

Advice: Bring an electric type for this team, but bring a flying type for Ludicolo.

Battle #92

Fun Old Man Roben

Level 66 Tyranitar

Level 66 Gligar

Level 66 Sandslash

Level 66 Cacturne

Level 66 Aggron

Advice: Tyranitar always comes out first. A good water type will work on this team from the desert. But bring a fire type for Cacturne.

Battle #93

Chaser Rillian

Level 67 Suicune

Level 67 Raikou

Level 67 Umbreon

Level 67 Espeon

Level 67 Entei

Advice: All three legendary dogs? Jealous much! Just exploit the weaknesses of Ground, Water, Electric, Dark and Fighting.

Battle #94

Bodybuilder Solog

Level 67 Blaziken

Level 67 Swampert

Level 67 Sceptile

Level 67 Feraligatr

Level 67 Meganium

Level 67 Typhlosion

Advice: Do you have Venusaur, Charizard and Blastoise? They would be best here. But if you don't, Water, Fire and Grass/Electric would work best here.

Battle #95

Worker Saken

Level 68 Rhydon

Level 68 Starmie

Level 68 Gyarados

Level 68 Mantine

Level 68 Manectric

Advice: Does this team look familiar?

If not, then you either never go to the Deep Coliseum in Coliseum or you don't own it. If it does, then you know your Pokemon games. Anyway, Manetric & Rhydon have that annoying Lightning Rod ability. Bring out a Ground type for Manetric. Electric will work against Gyarados, Starmie and Mantine. Bring a strong water type for Rhydon.

Battle #96

Newscaster Sivil

Level 68 Ninjask

Level 68 Togetic

Level 68 Ursaring

Level 68 Milktank

Level 68 Breloom

Level 68 Armaldo

Advice: You'll have to keep switching out among a fire, electric and fighting types.

Battle #97

Cooltrainer Flostin

Level 69 Heracross

Level 69 Swellow

Level 69 Crobat

Level 69 Machamp

Level 69 Hariyama

Advice: Bring a psychic and an electric type here.

Battle #98

Cooltrainer Tetil

Level 69 Jumpluff

Level 69 Castform

Level 69 Houndoom

Level 69 Shiftry

Level 69 Flygon

Advice: Sunny Day will come into play here. An Ice type will work best for Flygon, but use Sunny Day to your advantage with Jumpluff and Shiftry. Because Sunny Day lowers Water moves, bring out a ground type for Castform and Houndoom.

Battle #99

Supertrainer Libal

Level 70 Electrode

Level 70 Regice

Level 70 Regirock

Level 70 Registeel

Level 70 Shedinja

Level 70 Glalie (Someone e-mailed me about it. Thank you.)

Advice: to my knowledge, all of these Pokemon know explosion.

If you have a Steel or Rock type or both, bring them out.

Even a ghost type will work here. It will depend on which one is still standing after all of the explosion. Then exploit the weakness of it.

Battle #100

MT BTLMASTER Battlus

Level 70 Slaking

Level 70 Latios

Level 70 Latias

Level 70 Metagross

Level 70 Dusclops

Level 70 Salamence

Advice: 3 Dragon types? You池e gonna need a lot of Ice here. After that, Bring out a fighting, dark and fire for the rest.

If you are reading this, then you did it! You Beat MT. Battle! Go ahead and throw a party! ;D

11.0: Need More Training for Higher Levels?

If you answered yes to this question, Here's some advice for you if you need training outside of Mt. Battle to get higher, or if you are raising other Pokemon for another team.

After you beat Greevil, All trainers outside of Mt. Battle will be at Level 50. But if you're tired of The Battle music from Mt. Battle all the time, Here are some other places & People to battle:

Try Realgam Tower, Although the Trainers are only level 40, The experience helps & you can hear the old Cipher Admin Battle music at the end of each Challenge.

Pyrite Colosseum is good too, but the pokemon are only level 20.

Remember the Cipher Lab? Go there. The inside is abandoned, but look who is outside, The Six Power Ranger Wannabes. When you need to heal, go use the healing Machine inside the Lab. You get \$2000 from each of them. Use Amulet coin. Here are their teams & some advice.

All Pokemon are level 50

Cipher Peon Resix
Camerupt
Magcargo
Advice: One Surf attack should do it.

Cipher Peon Blusix
Kingdra
Seaking
Metagross
Advice: You need a good Electric Type here, but once Metagross comes out, bring out a fire type.

Cipher Peon Browsix
Noctowl
Slaking
Advice: Use a Fighting type against this brown team, but bring an Electric or Ice type for backup.

Cipher Peon Yellosix
Manectric
Lanturn
Magnetron
Advice: Use a Ground type against this trio of Electric Pokemon.

Cipher Peon Purpsix
Weezing
Muk
Tentacruel

Golbat

Advice: Psychic & Electric Types will work best here.

Cipher Peon Greesix

Vileplume

Cacturne

Breloom

Lombre

Forretress

Advice: Fire types & Flying types are best here.

Battle these guys as many times as you want. If you get bored, go somewhere else, like Pyrite Town. (I will get the others later once I get far enough.)

12.0 The Downsides of MT. Battle.

Yes, there are downsides to MT. Battle. Here are a couple of downsides.

1. Using Legendaries will cut your coupons.

Depending on how many legendaries is how many you will lose.

for each legendary you use it cuts you coupons by 15%

1 Legendary 15%

2 Legendary 30%

3 Legendary 45%

Ect...

When I say Legendaries, I mean Mewtwo, Mew, Celebii, Ho-oh, Lugia Groudon, Kyogre, Rayquaza, Jirachi, Deoxys, and anything from Diamond and Pearl that counts as legendary.

2. A friend of mine told me that MT. Battle Takes too much time.

That痴 only if you are one of those people who are new to the game.

Don't worry, time will go fast when you're having fun.

However, if you don't have a clock in the room,

you could miss your favorite TV show. That's the downside. Do what I do

get a small digital clock, if you play a lot, set it ahead like 5 minutes.

13.0 Interesting stuff.

This was found on the GameFAQs message board.

A Gligar had used Hyper Beam on him,

then gotten KOed by something slower than it.

A new poke was sent out in its stead where its ally,

Skarmory, attempted to Whirlwind it. It failed, but he was surprised,

as he had never seen anything like that attempted before.

Might be a new strategy, but I haven't tried it

because I hate using Whirlwind.

This was also interesting. I got it in an e-mail.

on each set or areas, nature power does something different. On the first 3,

it's stun spore, and on the second 3, it's shadow ball. Hasn't gotten any

farther yet. Me personally, I don't use nature power, I thought this was

interesting.

14.0 Teams that might work

Here, try this. I'm raising different teams for myself. I have a lot of favorites. If you wish, e-mail me and rate my teams or give me recommendations. Better yet, you can also e-mail me your team and I will rate it and add it to here. When I am ready to add my Diamond and Pearl teams (even though they're illegal) I will add those too. You also have my permission to try these teams yourself whether or not you're playing XD, Colosseum, Ru/Sa/E/Fr/Lg or even Diamond and Pearl.

Levels don't matter.

Team One, my main team*

Electabuzz
Thunderbolt
Thunderpunch
Ice Punch
Fire Punch

Sharpedo
Surf
Crunch
Earthquake
Ice Beam

Breloom
False Swipe
Mach Punch
Giga Drain
Sky Uppercut

Espeon
Psychic
Bite
Swift
Shadow Ball

Arcanine
Flamethrower
Extremespeed
Bite
Take Down

Pidgeot
Wing Attack
Fly
Steel Wing
Featherdance

Team two, my Vampire/Ruby Team

Because of my interest in Vampires, I created this team in Ruby. Once Diamond and Pearl come out, it could be more expanded. But I found out you can't trade the 4th generation over to this game so no expansions. No moves yet.

I will explain why I chose these.

Sceptile (Starter. Treecko is awesome!)

Milotic (I actually caught a Feebas in Emerald. Don't be jealous, I can breed you one. According to the research, Vampires are romantic figures)

Persian (Vampires like Cats, but I prefer Meowth over Skitty)

Crobat (Vampires turn into bats. But don't release your Zubat while you sleep.

If the Doorbell rings, Noisy Zubat!)

Seviper (I dunno, it has really long fangs, does that count for something?)

Gligar (It looks like a vampire. Find the evolved form at Serebii.net)

Once I get close to the elite four, I will update it with moves. But with Diamond and Pearl coming out, this might take a while.

Team three, My Sapphire team

This is a team that Misty might use if she were in Hoenn. Anyone who complains that she's using a fire type has to battle against my vampire team using 6 Magikarp. Try it out yourself, this team really works.

Delcatty
Assist
Sing
Faint Attack
Secret Power

Ludicolo
Absorb
Dive
Thief
Flash

Pelipper
Wing Attack
Fly
Supersonic
Steel Wing

Swampert
Strength
Take Down
Earthquake
Surf

Magmar
Flamethrower
Fire Punch
Rock Smash
Sunny Day

Starmie
Thunderbolt
Psychic
Waterfall
Ice Beam

Team four, My Fire Red team

Tangela
Mega Drain
Vine Whip
Rock Smash
Slam

Arcanine
Ember
Flame Wheel
Fire Blast
Strenght

Dugtrio
Magnitude
Rock Slide
Earthquake
Dig

Electabuzz
Thunderpunch
Thunder
Thunderbolt
Rain Dance

Farfetch'd
Slash
Fly
Cut
False Swipe

Blastoise
Surf
Hydro Cannon
Blizzard
Bite

Team five, My Leaf Green team
I cheated and made all of these Alternate colored. But my Action Replay whacked
out on me. Stupid memory card! >O. The team is still around.

Victreebel
Vine Whip
Bullet Seed
Cut
Solarbeam

Fearow
Steel Wing
Pursuit
Fly
Drill Peck

Charizard
Wing Attack
Blast Burn
Flamethrower
Metal Claw

Kingler
Surf
Blizzard
Vicegrip
Strength

Raichu
Thundershock
Thunderbolt
Flash
Dig

Primeape
Cross Chop

Rock Smash
Rock Slide
Karate Chop

Team six, My Emerald team

This is probably my best team. I used it in the Orre Colosseum and it works.

Walrein
Surf
Dive
Blizzard
Powder Snow

Beautifully
Gust
Mega Drain
Flash
Silver Wind

Sceptile
Leaf Blade
Toxic
Pursuit
Cut

Swellow
Wing Attack
Aerial Ace
Fly
Agility

Gardevoir
Thunderbolt
Hypnosis
Psychic
Calm Mind

Camerupt
Flamethrower
Strength
Rock Smash
Earthquake

Team Seven, My Diamond Team (Can't be used in XD)
Coming soon

Team Eight, My Pearl Team (Can't be used in XD)
Coming Soon

Empoleon
Bronzong
Rapidash
Abomasnow
Luxray
Staraptor

Team Nine, My Ex-Boyfriend's Team

He's into Military stuff, But what does Xatu, Salamence and Dusclops have to do with the Military? I don't get it!

Moves Coming Soon (I hope. If not I can raise a team like this.)

Magneton
Xatu
Dusclops
Kecleon
Salamence
Registeel

Team 10, My Colosseum Team (a.k.a. Cooltrainer Vince)
Mt. Battle may be different 5 years in the past, but the pokemon work the same.

Altaria
Solarbeam
Dragonbreath
Fire Blast
Fly

More Soon

Team 11, My new XD Team
Coming Soon

*Teams that were deleted. Stupid Memory card! >O

15.0 Diamond and Pearl Remix!

I made this section because recently I unlocked the Pal Park on Pearl.
These teams would work too if they were allowed on XD.
What I do plan to do is breed the past Pokemon in Emerald and Leaf Green
and then transfer them to Diamond and Pearl for numerous possibilities.
Make sure you check out Serebii.net for Pokemon.
At this point, I don't have the teams ready, but I am going to show you what
they would look like in Diamond and Pearl.
All of the moves will come later.

Team 12, Vampire Team Remix (Ruby)
Gliscor
Seviper
Purugly (That's a freaky name for a cat, but it definately describes it.)
Crobat
Milotic
Gengar

Team 13, Military Team Remix (Ex-boyfriend)
Regigigas
Hippowdon
Magnezone
Kecleon
Gliscor
Drifblim

Team 14, Misty Team Remix (Sapphire)
Team 15, Fire Red Team Remix
Team 16, Emerald Team Remix
Team 17, Leaf Green Team Remix

16.0 Fan Made Teams

This is the section for those who send me e-mails with teams that look good.

ryan whiston
Groudon
Earthquake
Slash
Overheat
Solarbeam

Grumpig
Psychic
Crunch
Bounce
Snore

Dragonite
Thunder
Dragon claw
Body slam
Fly

Blastoise
Hydro cannon
water pulse
Ice beam
Bite

Heracross
Megahorn
Endure
Reversal
Brick break

Torkoal
Bodyslam
overheat
Toxic
Iron defense

17.0 The Special Thanks Part

I want to give special thanks to the following people for helping me out with this FAQ.

Mystic_Wolfos, for telling me that Using Legendaries cut your coupons.

dinobot6x, for giving me a prize list ahead of time. It saved me a lot of time for writing everything down and more time for making this FAQ.

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Matthew Collins, For reminding me you cannot switch pokemon in the break room.

Sean Townsend, for telling me that Sableye is weak against Bug types. Who knew?

Paul j Shreve, for telling me Taria's Furret uses Shock Wave.

Rkaryl@aol.com, for telling me the percentages of cutting coupons.

Terrance Grunt, (my ex-boyfriend) Getting me back into the game & His Military Team.

Patrick D, Battle 99 update

Teams Thanx

ryan Whiston

This will be Updated Frequently. Until then, keep using this guide.

My E-mail has changed!

If you need more help, Contact me at swordsmaster@embarqmail.com.

If I'm online, contact me as swordsmasterguy on AIM. I usually am online so if you need the help immediately, you can contact me even if I'm playing the Sims 2 or anything else.

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