

# Pokemon Stadium 2 Academy FAQ - GJ

by GJ

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POKEMON STADIUM 2

ACADEMY FAQ

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I. INTRODUCTION

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This is a guide to the trainer tests at the Academy in Pokemon Stadium 2. I'll list the opponent's strategy and the Pokemon and tactics you should use to counter that strategy.

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VERSION 1.1 INCLUDES: Slight fixes for typos and Battle 5 of the Gym Leader class. Thanks to daiderekwu@aol.com for the heads-up on Battle 5.

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II. TRAINER CLASS BATTLES

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Battle 1: Camper Cole

His strategy: Use Grass-type Pokemon.

Your counter-strategy: Use powerful attacks to exploit the weaknesses of Grass-types.

Your Pokemon: Growlithe, Pidgeotto, and Beedrill.

Notes: This is not a hard fight. Just pick one and blast away.

Battle 2: Super Nerd Melvin

His strategy: Use Fire-type Pokemon.

Your counter-strategy: Use powerful attacks to exploit the weaknesses of Fire-types.

Your Pokemon: Furret, Stantler, and Miltank.

Notes: Have Stantler lead and blow the guy away with Surf.

Battle 3: Schoolboy Carson

His strategy: Use a mix of Pokemon that will force you to counter weaknesses.

Your counter-strategy: Use switching to exploit the weaknesses of his Pokemon.

Your Pokemon: Hitmonlee, Bellossom, and Magmar.

Notes: His Pokemon are Dark/Steel/Ground-Rock types. Hitmonlee will work well against all of them; Magmar will counter the Steel-types; and Bellossom can handle the Ground-Rocks.

Battle 4: Swimmer Clayton

His strategy: Use Acid Armor and Barrier to pump up defense, making his Pokemon untouchable.

Your counter-strategy: Use Pokemon with set-damage moves.

Your Pokemon: Dragonair, Pinsir, and Murkrow.

Notes: All three of these Pokemon will work equally well. You may as well use Murkrow as he's the fastest.

Battle 5: Youngster Johnathan

His strategy: Use Solarbeam and Skull Bash to do heavy damage.

Your counter-strategy: Dodge his attacks with Fly and Dig.

Your Pokemon: Aerodactyl, Croconaw, and Delibird.

Notes: All of these Pokemon are particularly fast; because of this, you'll have to use each one's alternate attack for the very first round, then use Fly/Dig thereafter. For example:

YOU: Scary Face

HIM: Charge Solarbeam

YOU: Fly

HIM: Fire Solarbeam -- MISS!

YOU: Return from Fly

HIM: Charge Solarbeam

YOU: Fly

HIM: Fire Solarbeam -- MISS!

And so on down the line.

Battle 6: Picnicker Cyndy

Her strategy: Use Amnesia to pump up Special Defense.

Your counter-strategy: Use physical attacks.

Your Pokemon: Fearow, Lickitung, and Granbull.

Notes: Just use your regular attacks and you should be able to beat up Cyndy's Pokemon before they get a chance to attack.

Battle 7: Lass Nancy

Her strategy: Use Double Team to dodge all your attacks and Sand Attack to lower your accuracy.

Your counter-strategy: Use support moves that don't miss or moves that counteract the status changes.

Your Pokemon: Golbat, Noctowl, and Eevee.

Notes: Eevee has Swift, which never misses; Noctowl has Foresight, which will make all subsequent moves 100% accurate; Golbat has Haze, which will clear all unpleasant accuracy/evade changes.

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III. GYM LEADER CLASS BATTLES  
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Battle 1: Pokemaniac Joseph

His strategy: Try to win fair-and-square with a team of female Pokemon.

Your counter-strategy: Combine confusion and attraction to overpower his Pokemon.

Your Pokemon: Raichu, Lanturn, and Gastly.

Notes: Have Lanturn lead and combine Confuse Ray with Attract.

Battle 2: Kimono Girl Naomi

Her strategy: Use Murkrow, then Ghost-type Pokemon.

Your counter-strategy: Demonstrate that you know how to combine items with attacks to kick the @\$\* out of her Pokemon.

Your Pokemon: Primeape, Poliwhirl, and Politoed.

Notes: Have Primeape lead and beat Murkrow, then sub in either Poliwhirl or Politoed. Then use Belly Drum, then Rest, then Mud-Slap her Pokemon out of the arena.

Battle 3: Lass Tammy

Her strategy: Use dual-type Pokemon.

Your counter-strategy: Exploit the fact that dual-types have dual weaknesses.

Your Pokemon: Spinarak, Mareep, and Wooper.

Notes: Sludge Bomb is the ticket against Bellossom, Sunflora, and Tangela.

Mareep's Thunderbolt will topple Gyarados, and Wooper's surf will dominate Magcargo.

Battle 4: Youngster Dustin

His strategy: Use Fly and Dig to dodge attacks.

Your counter-strategy: Use moves that work even while Pokemon are Flying or Digging.

Your Pokemon: Aerodactyl, Seadra, and Magnetron.

Notes: Aerodactyl can hit Diggers with Earthquake, Seadra can hit Flyers with Twister, and Magnetron can hit anybody it wants with Lock-On and Zap Cannon.

Battle 5: Schoolboy Nolan

His strategy: Use Light Screen to counter special attacks.

Your counter-strategy: Use physical attacks, exploiting the defensive weaknesses of his Pokemon.

Your Pokemon: Mr. Mime, Staryu, and Jynx.

Notes: A similar battle was fought in Round 1. You know what to do.

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IV. ELITE FOUR CLASS BATTLES  
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Battle 1: Cooltrainer Connor

His strategy: Kick the @\$\* out of you with Hyper Beam.

Your counter-strategy: Use Hyper Beam's recharge time to switch in powerful Pokemon with good items.

Your Pokemon: Shuckle, Pikachu, and Cubone.

Notes: Lead with Pikachu to match his Gyarados. Then, when he subs in, put in Shuckle. Shuckle will absorb the Hyper Beam and you can switch in Cubone to beat the next Pokemon. Repeat, but sub in Pikachu the next time. This strategy clicks because Pikachu has a LightBall and Cubone has a Thick Club.

Battle 2: Cooltrainer Becky

Her strategy: Use speedy Pokemon with Hyper Beam, taking advantage of the speed to use attack boosting moves.

Your counter-strategy: Use an Endure-Reversal combo.

Your Pokemon: Scyther, Raticate, and Raichu.

Notes: Each of these has Agility. Use it first-round as she powers up her Attack. Then use Endure, then Reversal. Scyther should be able to win this battle single-handedly.

Battle 3: Juggler Ferris

His strategy: Overpower you with Dragonite and Tyranitar.

Your counter-strategy: Combo the guy out of the arena.

Your Pokemon: Poliwrath, Golem, and Steelix.

Notes: Use Steelix' Creeper combo with Toxic and Rage, use Poliwrath's Mindreader and Dynamicpunch, and use Golem's Defense Curl and Rollout.

Battle 4: Swimmer Julian

Her strategy: Use Minimize and water Pokemon to dodge your attacks.

Your counter-strategy: Control the weather to create favorable situations.

Your Pokemon: Jumpluff, Houndoom, and Exeggutor.

Notes: Sunny Day will negate Water attacks and make Solarbeam that much more powerful.

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V. IN CLOSING  
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I hope you enjoyed the FAQ.

Submissions, questions, other notes about Stadium 2, and the like can go to cubbies984@yahoo.com.

If you want to use this FAQ for anything other than personal use, please contact me first!

As always, good grammar and spelling are appreciated.

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