

**So you want to learn  
how to be a Pokemon  
Master?**



*“Strong Pokémon. Weak Pokémon. That is only the selfish perception of people. Truly skilled trainers should try to win with their favorites.”*

Karen, Elite Four Johto

Go from this...



to THIS!



# Basic Terminology

- Sweeper: Attacker; usually has high speed, Physical and/or Special attack.
  - Mixed Attacker: uses both Special and Physical attacks
- Wall/Tank: Defensive pokemon, usually high physical and/or special defense.
- Stall: A pokemon that seeks to outlast the opponent. See Joe for specifics.
- Lead: First pokemon out and helps to set up the other five pokemon.
- Glass Cannon: A pokemon that has high Special /Attack and Speed stats but has extremely lacking defenses.
- Support: Often a lead, will set up weather or other effects that buff your pokemon, or hinder the opponent.



# Stats

Dex No.	181	HP	222 / 222
Name	Ampharos	Attack	109
Type	ELECTRIC	Defense	141
QT	Alex	Sp. Atk	225
ID No.	24476	Sp. Def	134
Exp. Points	326,955	Speed	157
To Next Lv.	2,600	Static	Contact with the Pokémon may cause paralysis.

Ampharos  
Lv. 68



Ampharosite

Dragon Pulse  
DRAGON PP 10/10

Thunderbolt  
ELECTRIC PP 15/15

Focus Blast  
FIGHTING PP 5 / 5

Agility  
PSYCHIC PP 30/30

Making Competitive pokemon basically means to buff their good stats in a way that maximizes their potential.

# Stats



## Aerodactyl

Recoil moves deal no recoil damage.

### Pressure

Enemy attacks lose one extra PP. Increases

### Unnerve

Prevents the foe from consuming their he

### Type

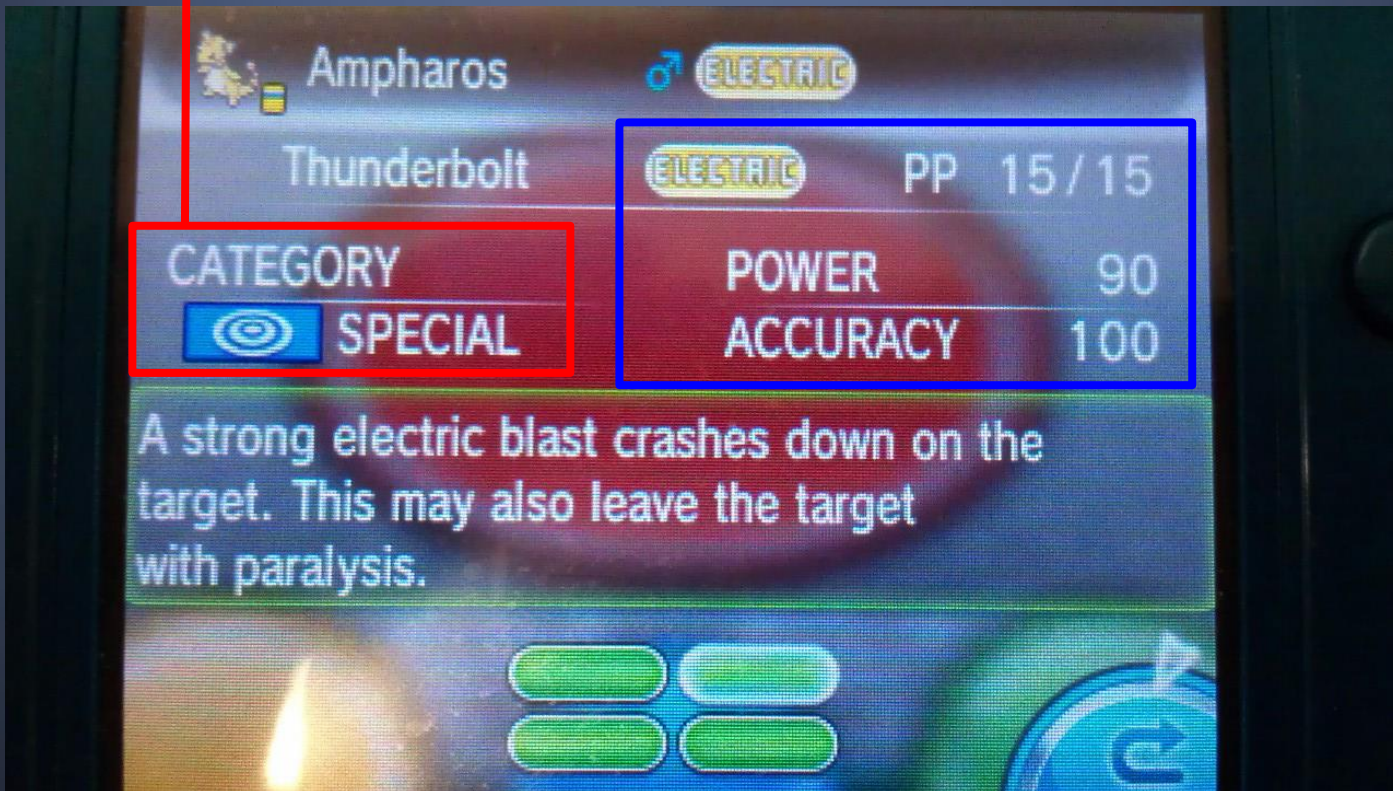
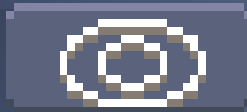
[Rock](#) / [Flying](#)

### Level 100 Statistics (see level [5](#), [50](#), [100](#))

		Min-	Min	Max	Max+
HP	80	-	301	364	-
Atk	105	221	246	309	339
Def	65	149	166	229	251
SpA	60	140	156	219	240
SpD	75	167	186	249	273
Spe	130	266	296	359	394

(From smogon.com)

# Moves





# Abilities

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Summary Screen

PC Box Summary

Ampharos	♂	Lv.68	
DEX NO.	181	Ampharos	
HP	222/222		
ATTACK	109		
DEFENSE	141		
SP. ATK	225		
SP. DEF	134		
SPEED	157		
NATURE	Timid		
ABILITY	Static		
ITEM	Ampharosite		
			ELECTRIC
			MOVES LEARNED
			Dragon Pulse
			Thunderbolt
			Focus Blast
			Agility



# Natures

Ampharos ♂ Lv.68

DEX NO.	181	Ampharos
HP	222/222	
ATTACK	109	
DEFENSE	141	
SP. ATK	225	
SP. DEF	134	
SPEED	157	
NATURE	Timid	
ABILITY	Static	
ITEM	Ampharosite	

MOVES LEARNED

- Dragon Pulse
- Thunderbolt
- Focus Blast
- Agility

**ELECTRIC**

Dex No.	181	HP	222 / 222
Name	Ampharos	Attack	109
Type	<b>ELECTRIC</b>	Defense	141
OT	Alex	Sp. Atk	225
ID No.	24476	Sp. Def	134
Exp. Points	326,955	Speed	157
To Next Lv.	2,600	Static	Contact with the Pokémon may cause paralysis.

Decreases 10%

Increases 10%

# Breeding





# Breeding





# Breeding

## Female:

- Pokemon Species
- Normal and Hidden Ability
- “Egg Moves”\*
- Pokeball Design\*

## Male:

Hidden Ability\* (with ditto only)  
"Egg Moves"

## Held Items:

Nature w/ Everstone  
IVs with Power Items or with  
Destiny Knot\*

\*New feature in X and Y

# Breeding

## Interbreeding:

- Only pokemon from the same "egg group" can breed with each other
- "Baby" pokemon and legendaries cannot breed
- Ditto is a member of all egg groups

## Ditto:

- Fills the role of missing gender
- Cannot breed to make more dittos
- Nature w/ Everstone
- IVs with Power Items or Destiny Knot.\*
- Males breeding with ditto can now pass down their HAs\*

## Hatching:

- Pokemon in party with ability of Magma Armor/ Flame Body halves hatching time
- Good Example: Talonflame, can fly and has flame body.
- BIKE.
- Hatching O-Power is useful\*

# Effort Values (EVs)

There are now two ways to gain EVs through gameplay!

## Method 1: Battling

- Earned whenever a pokemon receives EXP for a battle
  - The type and number of EVs awarded are dependant on the pokemon defeated
    - Example: Zubat awards 1 speed EV.
  - A pokemon can earn up to 510 (508 useful) total EVs, but only up to 252\* in a single stat!
    - 4 EVs equal one visible stat increase. (At level 100)
- Now in X and Y:
- Battling hordes is an effective way to gain EVs.
  - By battling 5 pokemon at once, you gain 5x the EVs you would battling 1 at a time.
  - Use moves that hit several pokemon (i.e. Surf) to wipe them all out at once!

# Effort Values (EVs)

## Method 2: Super Training

- Now, accessible from the touch screen, you can play super training games to raise EVs as well.
- Each game is labeled with the type of EV it rewards for beating it.
- Each level of super training gives different amounts of EVs.
  - Level 1 awards 4 EVs,
  - Level 2 awards 8 EVs
  - Level 3 awards 12 EVs.



After you're done playing, you can check your pokemon's overall EVs gained on this chart. The yellow spikes indicate EVs earned, and the bar on the right shows graphically the total amount of EVs your pokemon has.

**Pro tip!** Use this for checking EVs when training with the battling method as well!



# Super Training

In addition to the soccer mini game, you can also use the punching bags you get from it to raise EVs as well.

S Bags give 1 EV.

M Bags give 4 EVs.

L bags give 12 EVs.

i.e.: HP Bag S would give 1 HP EV for punching (tapping) it all the way!



# Shortcuts for EVs

Only applicable when battling:

Macho Brace doubles EV Yield.  
A Power item adds 4 EV of its associated stat.

ie: Power Lens awards 4  
Special Attack EV.

The condition "Pokerus" doubles  
any battle EV gains.

- EXP Share
  - No longer a held item
  - Put Power held items on team members in training
  - Maximize EV per battle!

Out of battle Items to increase EVs:

Vitamins add 10 EVs per stat

Protein = 10 Attack EVs

Wings add 1 EV per stat

Health Wing = 1 HP EV

# Innate Values (IVs)

Random stat values generated

- "Genes"

Can add up to 31 points in a stat

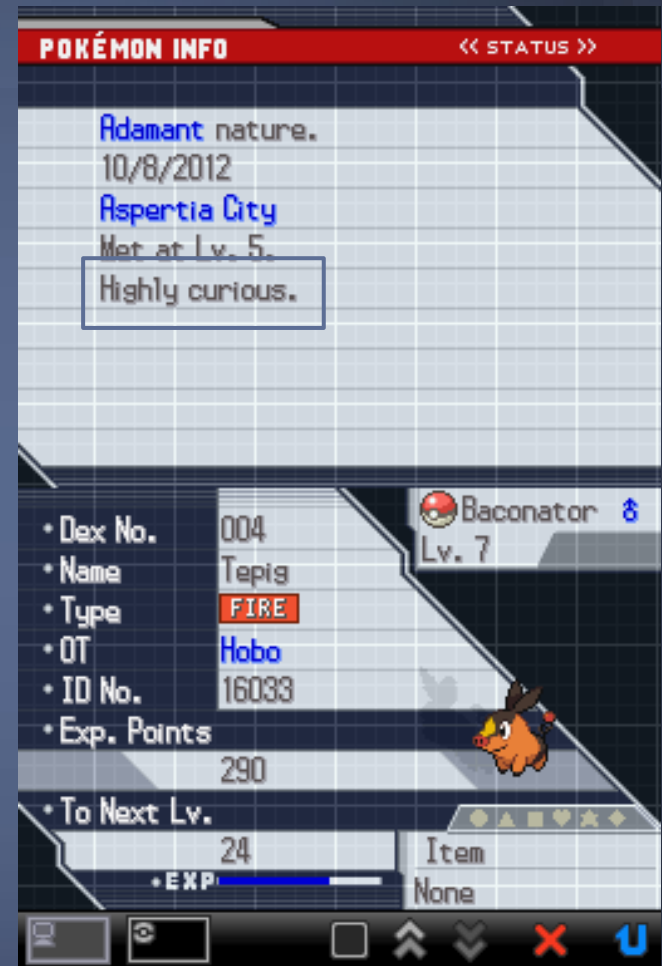
- Can breed for them

IV calculators can tell you the values

- IV Judge in Game
- Kiloude City Pokémon Center

Determines

- Hidden Power Type
- Maximum and minimum range of statistics
  - 1 IV = 1 point at lv100



# Team Building

- Mix of things to make a cohesive unit
  - Mix of types; coverage
  - Mix of different kinds of pokemon
- Items
  - Can help to buff pokemon's stats
    - For example: choice items
  - Or can compensate for a weakness
    - For example: air balloon
  - Most tournaments will have item clauses
  - Get most competitive items through battle points
- There are *arbitrary* tiers that separate pokemon competitively; No ubers though. ----> (Smogon.com)



# Tentative Checklist:

1. Pick your Pokemon

2. Plan:

a. Moveset

i. Plan for egg moves

b. EV spread

c. Ability

d. Nature

3. BREED.

4. EV train

5. Nickname!

6. Now do the next five. :D

# New things from X & Y

## Fairy Type!

Weaknesses, Resistances and Immunities.

Steel lost Ghost and Dark resistance.

## Mega Evolution!

*I bet you're Mega Excited!*

## Other new Mechanics!

Some attacks have changed in effect and damage!

Type specific immunities and such have been added!

New Abilities!

Questions?